

Dear Francois;

Further to the question of transmission delays at the World Youth Chess Championships in Uruguay, I received additional information from Sabrina de San Vicente - the Sector Arbiter of DGT room where games were broadcast.

Since I never asked them to delay all game transmissions, I did not know that it was impossible. Sabrina de San Vicente made inquiries following the technical meeting:

*I wrote to DGT: "DGT: Not sure which program you are using but assume this is LiveChess 1.4.8, correct? In that case there is no way to delay the transmission. You could set the polling rate much lower but this does not resulting in a fixed delay time. Perhaps the transmission to the FTP site could be adjusted. Please check the person who is controlling this site."*

The one who was in charge of our website didn't know how to do that.

To solve this, from the beginning of the tournament the games were uploaded only when all players were at the boards, this was about 15 or 20 minutes from the start of the rounds.

We added to this, some interruptions of the games of about half an hour once or twice per round without a pre-established routine.

Apart from those moments, the games were in real time.

Best regards

Hal Bond