

Arbiting Matters Too



Newsletter of the Chess Arbiters Association

November 2016 Issue 19

Editorial

The new Laws are on the CAA website and can be downloaded. There is also a copy available with advice/interpretations. Please remember these Laws will come into effect for events starting on or after 1st July 2017.

The changes are outlined inside this Newsletter. It should be acknowledged that the majority of the work done on this was by the secretary of the FIDE Rules Commission.

It should be noted that the Laws have been reworked in such a way that the use of analogue clocks is clearly being phased out. It seems likely that the use of such clocks will not be allowed in rated games from 2021.

AGM

The AGM of the Association is provisionally arranged for 2nd January at Hastings. It is accepted that this timing is not ideal but it is recognised that it is important that such a meeting is held. It is hoped that following this meeting arrangements will be in place to hold meetings at a more appropriate time and venue.

The Secretary will advise on confirmation of the date and agenda.

LATE NEWS

It is confirmed that Lara Barnes is to succeed David Welch as the ECF Chief Arbiter.

See page 15.

FIDE LAWS OF CHESS TAKING EFFECT FROM 1 JULY 2017

Table of changes

4.2 Provided that he first expresses his intention (for example by saying “j’adoube” or “I adjust”), only the player having the move may adjust one or more pieces on their squares.

4.3.3 one of each colour, he must capture the opponent’s piece with his piece or, if this is illegal, move or capture the first piece touched that can be moved or captured. If it is unclear whether the player’s own piece or his opponent’s was touched first, the player’s own piece shall be considered to have been touched before his opponent’s

5.2.3 The game is drawn upon agreement between the two players during the game. This immediately ends the game.

5.3.1 The game may be drawn if an identical position is about to appear or has appeared on the chessboard at least three times (see Article 9.2).

5.3.2 The game may be drawn if each player has made at least the last 50 moves without the movement of any pawn and without any capture (see Article 9.3).

4.2.1 Only the player having the move may adjust one or more pieces on their squares, provided that he first expresses his intention (for example by saying “j’adoube” or “I adjust”).

4.2.2 Any other physical contact with a piece, except for clearly accidental contact, shall be considered to be intent.

4.3.3 one or more pieces of each colour, he must capture the first touched opponent’s piece with his first touched piece or, if this is illegal, move or capture the first piece touched that can be moved or captured. If it is unclear whether the player’s own piece or his opponent’s was touched first, the player’s own piece shall be considered to have been touched before his opponent’s.

5.2.3 The game is drawn upon agreement between the two players during the game, provided both players have made at least one move. This immediately ends the game.

Deleted – see 9.2 I, 9.3

6.7.1 The rules of a competition shall specify in advance a default time. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.

6.11.1 If both flags have fallen and it is impossible to establish which flag fell first then:

6.11.1.1 the game shall continue if this occurs in any period of the game except the last period.

6.11.1.2 the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.

7.2.1 If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game shall be played.

new here, moved from Appendix A

7.3 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise

6.7.1 The rules of a competition shall specify a default time in advance. If the default time is not specified, then it is zero. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.

Moved to the Guidelines III – see III.3.1, III.3.1.1 and III.3.1.2

7.2.1 If during a game, before 10 moves have been completed by each player, it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game shall be played. Once 10 moves have been completed by each player, the game shall continue.

7.2.3 Castling is not allowed if the king is placed incorrectly. If the rook is placed incorrectly, castling with this rook is not allowed.

7.3 Where each player has made his first move, with the colours opposite to those allocated, then the game shall continue, unless the arbiter rules otherwise.

7.5.1 If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

new

7.5.4 After the action taken under Article 7.5.1, for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

7.5.1 An illegal move is completed once the player has pressed his clock. If during a game, and before 10 further moves have been completed by both players, it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3-4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

7.5.2 If during a game, 10 further moves have been completed by both players since the illegal move was

7.5.4 After the action taken under Article 7.5.1, for the first completed illegal move by a player, the arbiter shall warn the player and may give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

7.6.1 If, during a game it is found that any piece has been displaced from its correct square, the position before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The game shall then continue from this reinstated position.

new

new

9.1.1 The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.

7.6.1 If, during a game and before 10 further moves have been completed by both players, it is found that any piece has been displaced from its correct square, the position before the irregularity shall be reinstated. The game shall then continue from this reinstated position.

7.6.2 If the 10 further moves have been completed or the position before the irregularity cannot be determined, the game shall continue from the last known position.

7.7 If a player uses two hands to make a single move (in case of castling, capturing or promotion), the arbiter shall warn the player and may give two minutes extra thinking time to his opponent.

7.8.2 For the first violation of the rule 7.8.1, the arbiter shall warn the player and may give two minutes extra time to his opponent; for the second violation of the rule 7.8.1 by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

9.1.1 The rules of a competition may specify that players cannot offer or agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.

9.2.2.2 a king or rook had castling rights, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

9.2.2.2 a king had castling rights with a rook that has not been moved, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

9.6.1 the same position has appeared, as in 9.2.2 for at least five consecutive alternate moves by each player.

9.6.1 the same position has appeared, as in 9.2.2 at least five times.

9.6.2 any consecutive series of 75 moves have been completed by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.

9.6.2 any series of at least 75 moves have been made by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.

9.7 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was in accordance with Article 3 and Articles 4.2-4.7.

deleted – see 5.2.2

new

10.2 The total score of any game can never exceed the maximum score normally given for that game. Scores given to an individual player must be those normally associated with the game, for example a score of $\frac{3}{4}$ - $\frac{1}{4}$ is not allowed.

new

11.2.4 The regulations of an event may specify that a player must report to the arbiter when he wishes to leave the playing area.

11.3.2 During play, a player is forbidden to have a mobile phone and/or other electronic means of communication in the playing venue. If it is evident that a player brought such a device into the playing venue, he shall lose the game. The opponent shall win. The rules of a competition may specify a different, less severe, penalty.

11.3.3 The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.

11.3.4 Smoking is permitted only in the section of the venue designated by the arbiter.

new

11.3.2.1 During a game, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue.

However, the rules of the competition may allow such devices to be stored in a player's bag, provided the device is completely switched off. This bag must be placed as agreed with the arbiter. Both player are forbidden to use this bag without permission of the arbiter.

11.3.2.2 If it is evident that a player has such a device on their person in the playing venue, the player shall lose the game. The opponent shall win. The rules of a competition may specify a different, less severe, penalty.

11.3.3 The arbiter may require the player to allow his clothes, bags, other items or body to be inspected, in private. The arbiter or person authorised by the arbiter shall inspect the player, and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.

11.3.4 Smoking, including e-cigarettes, is permitted only in the section of the venue designated by the arbiter.

11.11 Both players must assist the arbiter in any situation requiring reconstruction of the game, including

new	11.12 Checking three times occurrence of the position or 50 moves claim is a duty of the players, under supervision of the arbiter.
12.1 The arbiter shall see that the Laws of Chess are strictly observed.	12.1 The arbiter shall see that the Laws of Chess are observed.
new	12.2.7 follow the Anti-Cheating Rules or Guidelines
new	12.9.8 exclusion from one or more rounds
A.2 Players do not need to record the moves,	A.2 Players do not need to record the moves, but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him with a scoresheet
new	A.3.2 The player can at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet.
A.4.1.1 no change can be made to the clock setting, unless the schedule of the event would be adversely affected	A.4.1.1 no change can be made to the clock setting, unless the schedule of the event would be adversely affected or the arbiter decides otherwise
A.4.1.2 no claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.	A.4.1.2 no claim can be made regarding incorrect set-up or orientation of the chessboard.

A.4.2 An illegal move is completed once the player has pressed his clock. If the arbiter observes this, he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

A.4.3 To claim a win on time, the claimant must stop the chessclock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.

new

A.4.2 If the arbiter observes an illegal move has been completed, he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

A.4.3 To claim a win on time, the claimant may stop the chessclock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.

A.4.5 The arbiter can also call a flag fall, if he observes it.

new

B.3.2 The player can at any time, when it is his, move ask the arbiter or his assistant to show him the scoresheet.

B.4 Otherwise, play shall be governed by the Rapidplay Laws as in Article A.4.

B.4 Otherwise, play shall be governed by the Rapidplay Laws as in Article A.2 and A.4.

C.8 Each move of a piece is indicated by the abbreviation of the name of the piece in question and the square of arrival. There is no hyphen between name and square. Examples: Be5, Nf3, Rd1.

C.8 Each move of a piece is indicated by the abbreviation of the name of the piece in question and the square of arrival. There is no need for a hyphen between name and square. Examples: Be5, Nf3, Rd1.

In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

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A longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.

D.2.6 A specially constructed chessclock for the visually disabled shall be admissible. It shall incorporate the following features:

D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. It should be able to announce the time and number of moves to the visually disabled player.

D.6.2.2 Alternatively an analogue clock with the following features may be considered:

D.2.11 If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points 9.1 and 9.2.

D.2.11 If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points D.10.1 and D.10.2. An assistant must be used in the case of a visually disabled player paired with a hearing impaired player.

III.2 Before the start of an event it shall be announced whether this Appendix shall apply or not.

new here, moved from 6.11.1, 6.11.1.1 and 6.11.1.2

III.4 If the player having the move has less than two minutes left on his clock, he may request that a time delay or cumulative time of an extra five seconds be introduced for both players, if possible. This constitutes the offer of a draw. If refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue

III.2.1 The Guidelines below concerning the final period of the game including Quickplay Finishes, shall only be used at an event if their use has been announced beforehand.

III.3.1 If both flags have fallen and it is impossible to establish which flag fell first then:

III.3.1.1 the game shall continue if this occurs in any period of the game except the last period.

III.3.1.2 the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.

III.4 If the player having the move has less than two minutes left on his clock, he may request that an increment extra five seconds be introduced for both players. This constitutes the offer of a draw. If the offer refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.

Accelerated Pairings

FIDE has done an examination of various forms of acceleration. It recommends that for 9 round event in the first three rounds the top half players are given a bonus point. In rounds 4 and 5 this is reduced to a half point and is removed in round 6. Giving a full point for the first 2 rounds and then a half point in round 3 has also been judged to be quite successful. Hastings this year will use the second method as it has already been advertised that acceleration will be done for the first three rounds. A similar method has been used in Gibraltar.

Cheating in Other Activities?

The Anti-Cheating measures adopted at the recent Olympiad in Baku have received a mixed reaction. However, chess is not the only activity to be introducing anti-cheating measures. Bridge and Shogi have both had recent scandals which are causing these organisations to consider what should be done.

In Bridge several leading players are under investigation. Two Germans aged 61 and 71 who have been world champions have admitted using coded coughs to pass messages to each other about the cards they had. Both have been banned for 10 years. Another two leading players from Israel are accused of passing information by the positioning of some of the equipment used including laying down the first card in a certain orientation. Two Italians who represent Monaco are also being investigated.

The Japan Shogi Association has announced that from December electronic devices will be banned as they are in chess. One of the top professional players has pulled out of a major tournament following allegations that he was using a shogi app in a previous round. Other players have pointed out that his moves had a high matching co-efficient with moves suggested by the computer software.

In Backgammon it has been known for loaded dice and a magnetic board to have been used. The magnetic effect being used to influence the outcome of the dice. In an American Scrabble tournament a junior was caught trying to cheat by having 'palmed' the two blank tiles to use them to his advantage.

Returning to Bridge, it may puzzle readers as to why in a game with little prize money top players would risk their reputation in this way. The answer is that at the top level most of the teams are sponsored by millionaire benefactors who support the players financially in return for playing alongside them in 'Pro-am' events.

Player Disqualified

A player was disqualified in the U1700 section of the 3rd Washington Chess Congress. The player had entered under an old USCF rating failing to declare his current Philippine's rating which when converted would have made him ineligible for that section. It would appear that the player was disqualified during the 7th and final round when, already on 6 points he had an unassailable lead. Interestingly players that he had previously beaten were awarded an additional half point rather than a full point as may have been expected.

This event also attracted attention for the 5th round 'entertainment' which disrupted play. This was provided by a series of impromptu performances by members of the National Dance Education Organization, who were busy holding their annual

conference in the same hotel. The dancing was only a minor distraction compared to the musical accompaniment provided by a Jew's Harp played over a microphone prompting players to leave their boards and peer out over the third floor balcony of the chess venue, where they looked down and saw dancers engaged in various kinds of performance art.



World Championship Hacking??

Magnus Carlsen has expressed concerns that his preparation for the World Championship match could have been jeopardised. The Russian Government is often accused of being behind various hacking attempts on computer systems. In this case it has been claimed that the Russian's might be attempting to break into the computers of Carlsen and his seconds to gain information on his opening preparation. No-one has accused Karjakin of being directly involved, indeed it seems to be seeking preventative measures to ensure nothing can happen. The story can easily be dismissed as a publicity stunt to bring attention to the match.

Such hacking, if it happened, could easily have affected the match. It is not necessary to give the information to the opponent, simply to release it on websites would totally negate its value. Perhaps even more damaging would be for someone to approach one of the seconds and ask for their opinion on a line that they had 'found'. The second could innocently then take that line to Karjakin and the line avoided or a counter to it found. The slight problem with this method is that Karjakin could be tempted to use the line against Carlsen.

Anyone finding such concerns hard to believe is referred to a book published in 2000. THE MITROKHIN ARCHIVE: THE KGB IN EUROPE AND THE WEST by Chris Andrews and Vasili Mitrokhin was based on documents smuggled out of Russia. Page 728 reveals that in 1978 no less than 18 secret service agents helped Anatoly Karpov retain his title against defector Viktor Korchnoi.

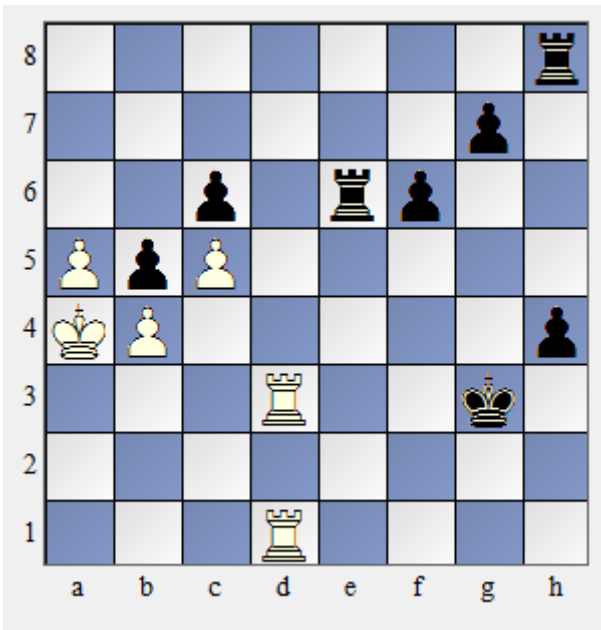
An arbiter is unlikely to be met with an accusation during a game that opening preparation was stolen by the opponent but here is a hypothetical situation which could arise. Players A and B are two leading juniors and strong rivals. Father of A has all of his son's preparation on his laptop which he leaves unattended in the analysis area (a stupid but unfortunately common scenario). Father of A returns to find Father of B using the 'abandoned' computer. Father A accuses Father B of stealing information that his son could use against the other's offspring. [Before dismissing this as a ridiculous situation I did once have a parent claim that his son's scoresheet had been stolen to aid a potential future opponent in his preparation.] Father A

then asks that Son B be removed from the tournament as he will have an unfair advantage when playing his son.

There are two obvious problems with carrying out the request of Father A. The first is that he brought about the situation by his carelessness in the first place by leaving the computer unattended. Father B could argue that he was trying to identify the owner to return it safely. The second reason is that the sins of the father should not mean that the son is punished.

If Father A wishes to pursue the matter then he should be advised that he should seek legal advice from a professional.

You are the Arbiter



You are called to a game in a rapidplay tournament (time control 25 minutes + 10 second increments) by Player A (White) who is claiming a win on time. The position is as shown.

When you arrive the clocks are stopped showing that Black has exceeded the time.

Player B is requesting that the position should be set up before the illegal moves and that the game should continue from there.

Spectators are insisting that since both kings are in check the game should be declared drawn. Do you agree, do you give the win on time or do you do something else?

What is your decision?

The FIDE Laws that might be considered ...

6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.

6.9 Except where one of Articles 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves. A.4.d If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if the illegal position is still on the board, he shall declare the game drawn.

See if you agree with the answer on page 20.

ECF CHIEF ARBITER

It has been confirmed that David Welch is stepping down from the position of ECF Chief Arbiter. He will be succeeded by Lara Barnes. As well as being extremely active in England and Scotland, Lara has officiated at a number of events abroad most recently as Deputy Chief Arbiter at the World Youth in Khanty Mansysk, Russia (see picture opposite—Lara is on the left!!). Lara is also the Chair of the Chess Arbiters' Association. David has been the ECF Chief Arbiter since 1991 when he succeeded the late Harry Baines. David will remain active in chess activities.



Editorial II—NEW IN CHESS

A reminder that the Olympiad in Baku attracted much criticism for the security measures employed, in particular the scanning of some players going to or coming from the toilet and smoking areas.

In particular the incident between Nigel Short and Australian Arbiter Jamie Kenmure attracted great publicity. It is safe to say that on occasions Kenmure can be 'over enthusiastic'. However, New In Chess magazine carries an article by Short of which the following is an extract. It occurs in the comments of a game and comes after move 21. "And roughly around here, with a pawn avalanche about to break over my king and with just half an hour on my clock remaining, an interfering ginger-haired

moron decided to interrupt the sacred rite that is chess and conduct an electronic search of my person. He can count himself lucky not to have been physically assaulted.”

The magazine decided to highlight part of this.

Several arbiters were on Anti-Cheating duties at the Olympiad. Kenmure was not the only one involved in scanning

players. These scans took place away from the board and outside the main playing hall on players who had left the board. No game was interrupted to request a player to undergo a scan. The majority were carried out in the first two hours of play. Kenmure claims that his scan of Short was earlier than indicated by Short. He also claims that Short was the only leading player he asked who declined.

It is understandable that players will react adversely to anything which interferes with their thought processes during a complicated game. Ignoring the fact that Short’s comments were made a long time after the event, the real question here is was New In Chess acting in a responsible manner in publishing the comments and in the way they did?

I have worked with Kenmure on a number of occasions and have suggested to him that he needs to curb the manner in which he approaches some aspects of his arbiting. So this is not a case of arbiters sticking together.

The question is, was it appropriate for a magazine with world-wide circulation to use the material supplied to it and in the manner that it did? Obviously I don’t believe it was. Arbiters should not be above criticism but it should not be abusive.

‘An interfering ginger-haired moron decided to interrupt the sacred rite that is chess and conduct an electronic search of my person.’

Arbiting Mistakes?

The following incident occurred in the 5th and final round of the 2010 Springfield Park Board Open held in Missouri. Player B with the White pieces had a much better position against Player L, 2 Qs + R v Q + B both sides having a few pawns each. Player B went to move the 'wrong' queen. On touching it he discovered that he could not play the check he intended without losing the queen. Further examination showed that any move of the queen would result in the opponent having either a mate or a forced draw. A queen move was made. Player L then began a series of checks with the bishop. The position was such that the only way the king could escape the bishop checks was to capture it leading to another series of checks from the queen. Realising that he could not escape perpetual check Player B got increasingly frustrated according to witness reports. Eventually B knocked over his king and left the playing hall. The result of the game affected the prize money. A win for B would have meant 1st place with one other. A draw would have meant sharing 2nd/3rd prizemoney with two others. A loss would have meant Player L sharing 2nd/3rd place.

Player L asked the surrounding players if his opponent had resigned. At least one said that it should be a draw. Player L decided to claim the win.

Player B had returned for the prizegiving to discover that he was not in the prizes. He registered his protest that the game was drawn and he should be given a prize. The arbiter refused to change the result which had been recorded as a loss.

The Laws of Chess do not say that knocking over a king signifies a resignation but this is generally accepted. Had Player B not left the hall but had completed the normal formalities to then discover his opponent was claiming a win because of his actions then he may have had a case for the result to be recorded as a draw. (Indeed accounts indicate that the opponent may have accepted that the game was drawn had the player not left without saying anything.) His action in leaving the hall without confirming the result left the arbiter with no real option but to record the result as 0-1. Frustration can lead players to do things they didn't really intend but they should not expect arbiters to retrospectively change the normally accepted meaning of these actions.

I've in the past persuaded an arbiter to count the game as a draw where a player with K+Q v K by accident 'resigned' in that way.



Caviar for the Arbiters!

The Arbiters' Room at the World Youth in Khanty Mansiysk provided catering that was just a bit special. There was smoked salmon and cream cheese snacks one day to be followed by caviar the next. There was also a selection of other sandwiches and cakes. If a plate of food ever looked like becoming empty it was replaced by another. Players were also given free snacks of an almost similar quality. Unfortunately the rest room and its snacks proved to be too big an attraction for one or two of the local arbiters who had to be reminded to be in the tournament hall for the time control and any resultant scrambles.

Arbiters Phone Rings During Play

The horror moment for any arbiter is if his own mobile phone beeps during play. However, I have heard of one arbiter who has taken this to a new extreme. His home phone beeped during play!!! Before leaving his house the arbiter had been waiting on a phone call so was carrying his landline around with him in his pocket. Unfortunately he forgot this and during play the phone emitted a warning beep to inform him that its battery was almost exhausted.

This is the sort of excuse we expect from a player about to be defaulted.

World Youth Incidents

On one of the top boards in the U14 at round 7 I am called over by Black. White is on the move and the players have just made the time control. White had been liv-

ing on increments for about 15 moves. Black wishes to claim a draw as the position had occurred three times previously. With the help of the interpreter I explain that a draw can only be claimed when it is the player's move and that a claim cannot be made retrospectively presumably because the opponent failed to blunder in time pressure.

Of the over 400 players in the event only one smoked. This person was escorted out to a smoking area whenever he requested. This led to a humorous situation. Some of the local arbiters were a little lax in carrying out their duties and a reminder had been sent out by the Deputy Chief Arbiter that all arbiters had to be in the hall between 18.25 and 18.40 when a clock check and the time control both occurred. Which arbiter was not present the day the 'reminder' was issued. That's right the DCA responsible—that person was outside escorting the smoker! A valid reason but still somewhat ironic.

Problems with a Digital Clock

A recent Glasgow League Division 1 match suffered from 'new clock' syndrome. The organiser who set the clocks set them for 1 hour and 15 seconds in total instead of the correct 1 hour and then 15 minutes additional time. This would normally have been no more than an inconvenience however on board 2 a player ran out of time while making his last move of the time control. He claimed the clocks were faulty and that he had 10 seconds left when he pressed his clock. He insisted that the clock failing to add on the 15 minutes supported his argument. The clock was further examined and it had recorded only 27 presses instead of the expected 29. The player was now totally convinced that the clock was rubbish and not that it had not been pressed twice. It was agreed that the game should continue but the situation at the time control put to the League's Committee if necessary. Fortunately the dispute ended there as the same player won for a second time. The clock in question was a DGT2000.

Often when there is a dispute in a League match the Appeals Committee is limited in the actions it can take because the game has ended at the dispute. Obviously not the case here, but often if an arbiter was present a disputed game would continue with a small time penalty. In a league it is very unlikely that such a penalty would be agreed. I strongly believe that all league rules should contain a clause that in the case of disputes the circumstances should be noted and the game continue to possibly resolve the dispute at a later date. This allows the Appeals Committee many more options than exist when the game is prematurely halted. It may be impossible to order the game to restart, so Appeals Committees often have only three options in addition to ordering the game to be replayed, 0-1, 1-0 or 0-0.

Back Page Brevities

The following was spotted on Igor Smirnov's Blog.

During a game, Viktor Korchnoi grabbed his queen in order to place it somewhere. He immediately realised that his intended move was a huge error. Instead of playing a losing move Viktor plunged the queen into his tea and started to stir it! He justified his action by claiming that he had mistaken the queen for his teaspoon, and so he was spared a fatal mistake.

A player almost lost his round 4 game at the Scarborough Congress by arriving too late. Fortunately he made the 30 minute deadline. He was eating breakfast in his hotel when he was informed that the clocks had NOT been turned back an hour as very often happens during this weekender so his 8.30 breakfast was actually a 9.30 breakfast.

You are the Arbiter (continued from p14)

Answer: The first thing that the arbiter should establish is who made the last move and what it was. If Player A had just played Rd3 then he is at fault and should not benefit from his illegal move. Indeed by stopping the game he has given the opponent and the arbiter the opportunity to step in. As he has played an

illegal move in a Rapidplay he will lose. However if both kings have been in check for some time or Black has just played a move that put him in check (1 ... Kg3 or 1 ... Re6) then more thought is needed.

Are the spectators correct that A.4.d should mean that a draw is awarded?

The arbiter has not been given the chance to see another move being played so should not declare the game drawn.

If the situation is such that White has not just created the situation then the flag fall will decide the game and a win to White should be awarded.

CAA Officials

Chairman - Lara Barnes
Secretary - Alan Ruffle
Treasurer - Tony Corfe
Chief Arbiter - Alex McFarlane
Information officer - Alex McFarlane
Committee - David Welch, Kevin Staveley and Neville Belinfante.
ECF delegate - Vacant
Chess Scotland Delegate -
Alex McFarlane
Welsh Chess Union - Kevin Staveley
Independent Examiner - Richard Jones



Items for inclusion in future issues should be sent to Alex McFarlane

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