



## **Newsletter of the Chess Arbiters Association**

**November 2017 Issue 25**

This issue sees the quarter century of the re-incarnated magazine. To ensure its continuation please consider supplying articles. My thanks to Stewart Reuben for contributing an article for this issue.

Arbiters should note that there has been further changes in the Laws which will apply from 1<sup>st</sup> January 2018. These are mainly clarifications of changes made by the FIDE Presidential Board and therefore no more than a tidying up of the wording.

It is confirmed that a move with both hands must now be completed before being considered illegal. The significant change to Blitz and Rapidplay events is that it will now require two illegal moves to be made by the one player before the game is lost. The changes and their implications are discussed on page 2.

Several officials from Britain attended the FIDE Congress in Goynuk, Turkey and a description of the event is given on page 3.

Two FIDE documents that make interesting reading are available for download from the FIDE website. These are the Arbiters' Handbook and FIDE Arbiters Magazine.

<http://arbiters.fide.com/images/stories/downloads/2017/Arbiters-Manual-2017-v0.pdf>

[http://arbiters.fide.com/images/stories/downloads/2017/FIDE Arbiters Magazine No 5 - September 2017.pdf](http://arbiters.fide.com/images/stories/downloads/2017/FIDE_Arbiters_Magazine_No_5_-_September_2017.pdf)

AMToo is pleased to report that Dave Welch is continuing to make progress following his recent stroke.

**FIDE Laws of Chess**  
**Amendments approved by 2017 FIDE EB in Goynuk, Antalya, Turkey**  
**to be valid from 1 January 2018**

7.5.1 An illegal move is completed once the player has pressed his clock. 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.

7.5.2 If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.

7.5.3 If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move.

7.5.4 If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalized as if an illegal move.

7.5.5 After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 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.

7.6 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.

(7.7.1, 7.7.2, 7.8.1 and 7.8.2 – articles to be deleted)

A.4.2 If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he shall act according to Article 7.5.5, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his next move. 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. 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 shall also call a flag fall, if he observes it.

Please note that the new Laws will only apply to events which start on or after 1<sup>st</sup> January, 2018. Events such as Leagues which started before that date will continue under the existing Laws.

One aspect of 7.5.4 does require some clarification. Only one hand can be used for promotion. Therefore, the hand which moved the pawn to the promotion square must also be used to put the new piece onto the board. Alternatively, one hand must be used to put the new piece on the board and the same hand used to remove the pawn. However, the new piece is only active when it touches the board so the other hand CAN be used to pick up, for example, the queen and as long as it is transferred to the other hand before touching the board then no illegality has occurred.

Moving a piece with one hand and pressing the clock with the other is an illegal action but it is not counted as an illegal move.

One illegal move no longer losing in Blitz is an interesting concept and may result in some problems for the arbiter. Illegal moves are much more common in Blitz because of the nature of the game and the lack of time given to notice checks, etc. Arbiters may have a much greater workload now altering clocks in this form of chess.

The suggestion that the number of illegal moves allowed could be altered by a tournament was discussed but was not voted on. It received some support especially for junior events. The FIDE Tournament Rules is likely to suggest that such action may be taken in junior events.

## **FIDE Congress 2017**

The FIDE Congress takes place every year. In even numbered years it takes place during the Olympiad. In these years the main decision making body is the General Assembly (GA) where every country has a vote. In odd numbered years it is the Executive Board (EB) that makes the decisions. Before either of these bodies meet the Commissions hold open meetings. FIDE has a number of Commissions. These include:

**Anti Cheating Commission (ACC):** This deals mainly with cheating using electronic devices.

**Chess in Schools Commission (CIS):** Prepares training programs for schools and helps federations set up projects.

**Commission for Womens Chess:** Furthers the cause of women's chess.

**Commission for World Championships & Olympiads:** Prepares regulations for these events and approves venues for Olympiads.

**Commission of Chess Journalists:**

**Commission for the Disabled (DIS):** Identifies special provisions needed for those with a disability and sanctions tournaments for such players.

**Arbiters Commission:** Deals with awarding of arbiter titles.

**Constitutional Commission (CON):** This deals with the FIDE statutes.

**Development Commission (DEV):** Develops and promotes Chess activities in Federations that are in need of technical, financial and chess skills assistance.

**Electoral Commission:** As the name implies this deals with elections including the Presidential one held every 4 years.

**Events Commission:** Other than World Championships and Olympiads, this deals with the awarding of FIDE competitions to federations.

**Ethics Commission:** This considers breaches of the FIDE Code of Ethics. It can investigate officials of member federations.

**Marketing Committee:** Is tasked with examining membership, branding and identifying sources of income.

**Medical Commission (MED):** Deals mainly with anti-doping procedures.

**On-line Commission:** This not only deals with Internet chess and related titles but also player registrations.

**Qualification Commission (QC):** Deals with the FIDE rating system and awarding of playing titles.

**Rules Commission (RC):** Deals with revisions of the Laws of Chess and Tournament Rules

**Social Action Commission (SAC):** This monitors chess as an aid to combatting disease eg dementia.

**Social Projects Commission (SPC):** One area of activity would be chess in prisons.

**Systems of Pairings and Programs:** Deals with computerisation of Swiss Pairings and suitability of available software.

**Trainers Commission (TRG):** Awards Trainer titles and curricula.

**Technical Commission:** This examines electronic clocks, boards, etc

**Verification Commission (VER):** This checks the accounts and financial statements and makes recommendations to the GA and EB. Recently its meetings have been very revealing.

Several people from the British Isles or resident therein hold positions on various FIDE bodies.

ACC Andy Howie (Member)

CIS Kevin O'Connell (Chair), Sainbayar Tserendorj (Secretary)

DIS Stephen Hilton (Member)

CON David Jarrett (Member)

DEV Rupert Jones (Secretary)

MED Jana Bellin (Chair), Jon Speelman (Member)

QC Nick Faulks (Secy), Sainbayar Tserendorj (Member)

RC Stewart Reuben (Councillor), Alex McFarlane (Member)

SAC Rupert Jones (Member)

SPC David Jarrett (Councillor)

TRG Kevin O'Connell, Sainbayar Tserendorj (Members)

VER Graham Boxall (Chair).

The way that FIDE works is that these Commissions are formed every 4 years. Every year a meeting of the Commission is held and is open to anyone to attend. There are additional meetings of the officers of commissions. At the annual meetings votes can be taken on matters of interest. These votes can often be split into two parts, everyone present and only members of the commission. There is an agenda but often other matters can be added.

Important decisions made at this year's meetings which could affect arbiters included the alterations to the Laws of Chess from 1<sup>st</sup> January, changes to automatic titles (those awarded for winning certain events) with respect to a ratings floor and the proposed increase in fees for arbiter titles was rejected.

Progress on continuous assessment for arbiters proposals was reported on. It is likely that firm proposals may be presented at the next Congress during the Olympiad in Georgia.

An offer from DGT for clocks (and electronic boards) at greatly reduced prices was reported.

## THE SEEDED SWISS SYSTEM IS A SWIZZ

By Stewart Reuben

I wouldn't mind so much about the imperfections, but current experts seem to concentrate only on tinkering with the computerisation of the Seeded System, not trying to eradicate the faults. Have no doubt though; a seeded Swiss is very efficient at finding the deserving winner.

1. Most international tournaments are 9 rounds. That is understandable. If it is 10, then an occasional player will get 6W 4B or vice versa. As it is, everybody gets 5/4. Only in Britain are 10 rounds at all common. The material that follows is for 9 rounds.
  2. It is a substantial advantage to get White in Round 1.
    - (a) S/he starts off with a substantial boost. We know how important this can be in any sport.
    - (b) S/he is likely to get 5W.
    - (c) S/he is likely to get W in Round 9. This is an advantage in a Swiss, as a good last round result may catapult a player up the chart.

I guess the advantage diminishes sharply under 1800 as the players are not strong enough to take advantage of the initiative.

3. Logically the players with higher scores should have a preponderance of players who have had a greater number of W than B. Thus the list should be biased towards high-scoring players having had 5W. If everybody won every game with W, half of them would get WW in round 2. Then they would all have to be downfloated in round 3 to have B. They still win. Now half the 3/3 WWB win with W. So again they play against their peers and half get to WWBWW with 100%.

I must admit though, I have never seen this systemic failure happen.

David Welch and I did at least have a go at diminishing this bias. Every 10<sup>th</sup> game, we gave the higher rated player B instead of W. This seemed to have little effect, so we dropped it.

4. There are two other fairly radical solutions I have thought of.

(a) After 4 rounds of WBWB switch so the sequence is WBWBBWBWB. Or

(b) Before pairing the even numbers rounds, look at the sequence of players who have gone WBW or BWB and try to balance them off, e.g. Round 4 players with 2, 1½, 1 to even up the colour balance.

I don't know how that would be expressed in computer-speak. I do know that doing pairings by hand is frowned upon.

5. But there is another possibility which can be computerised on current systems. I would really like to be involved with such a project. Each round each player plays **two** games against the same opponent, one with W and one with B. To the best of my knowledge, this has only been tried in blitz tournaments. The added advantage there is that there is less hanging around between games.

I suggest 7 rounds each of 2 games, played over 8 days, there being a rest day on the 5<sup>th</sup> day. The rate of play, all the moves in 90 minutes with a 30 second increment from the first. Sessions to start at 10am and 4pm. Pairings for the following day to be announced by 9.30pm.

This would be a 14 game tournament. Norms would count after 10, 12 or 14 games. The reason for it being a norm tournament is that this provides better publicity and status for the event. It is then more likely it will be copied elsewhere. Players could vary the scheduling of their games, by agreement with each other and the arbiter. It has the small disadvantage that a 14 game norm counts only as 13. Entry to the tournament implies a commitment to play all the games. Even so, there would have to be somebody on stand-by as a filler. It would be difficult to arrange an event where a norm seeker met 3 IMs and 2 more titled opponents.

Anybody fancy joining me in giving it a go?

6. The Bouncing or Yo-Yo effect.

A good example is my own experience in an Open Swiss some years ago in Bermuda. Round 1 I played a 1400 player with W and won. Round 2 I was B against a GM and lost. Round 3 I played a 1600 opponent with W and won. Round 4 it was an IM with B and lost. Round 5 I played W against an 1800 and won. 3/5, but it was a highly unsatisfactory experience.

A different phenomenon I observed in one British Championship, which is not, of course, open. Rounds 1-4 two players were around the middle, one slightly above the median and one slightly below. They had the same colour sequence and each drew their first three games. The higher rated met **no** rated opponents at all; the lower rated played against 4 2300+ opponents. After that the sequence broke up. Who was disadvantaged more? Oh, it doesn't matter. They weren't about to win the event anyway. Such events are for all the players, not just the leaders.

The Dubov System tries to avoid such defects by seeking to equalise the average rating of all players in a score group. An explanation of the methodology can be found in my 'Chess Organiser's Handbook' available on the ECF website.

The system seems to have fallen into disuse, at least in Britain. This seems to me to be a pity. Of course people are always resistant to change. That applied when I introduced Seeded Pairing to Britain in 1965.

7. I suspect that, if one computer-simulated 1000 Swisses, using different systems, the 'fairest' would turn out to be an old-fashioned lottery Swiss. Of course, in a single example, there would be glaring examples of unfairness. What do I mean by 'fair'? Where players on higher scores have a superior Tournament Performance Rating TPR to those on lower scores.



## Isle of Man Tournament

As you are probably aware the IoM staged a very strong tournament this year in which players including Carlson took part. There was some controversy surrounding the first round pairings which were made at random. Round 1 saw Caruana v Kramnik drawn out of the hat. This pairing ensured the desired publicity. However, at the FIDE Congress it was stated that this pairing method would not be allowed in title norm events in future. (It was decided that the Gibraltar system where a handful of the top players are drawn randomly against an equal number of players from the top of the second half was such a minor deviation that it was acceptable.)

There was also another incident worth reporting. The event was using 'Sofia' rules where draws cannot be agreed in less than 30 moves. Players get round this by playing games that end in repetition. This was the case in Carlsen v Nakamura in round 9

1.d4 Nf6 2.Nf3 e6 3.c4 d5 4.Nc3 Be7 5.Bf4 O-O 6.e3 c5 7.dxc5 Bxc5 8.a3 Nc6 9.Qc2 Qa5 10.Rd1 Re8 11.Nd2 e5 12.Bg5 Nd4 13.Qc1 Bf5 14.Bxf6 Nc2+ 15.Ke2 Nd4+ 16.Ke1 Nc2+ 17.Ke2 Nd4+ 18.Ke1 Nc2+ 1/2-1/2



The final position is shown. The problem is that when 14 ... Nc2+ was played castling kingside was still a legal move for white so technically 18 ... Nc2+ was only that position occurring for a second time. Should the arbiter have insisted that the game continue? Technically yes but perhaps common sense was used. This illustrates one of the dangers of using this rule.

Finally, a humorous incident. The IoM event has players registering before being included in the first round draw. One player stepped up to the desk to register. "Which country are you

from?" was the question asked by the arbiter as the players were listed by country. "Norway," came the reply from the world champion. They say fame can be fickle, but to be forgotten so quickly just because he had an indifferent World Cup ...

## **Canadian Championship (cont.)**

The last issue covered a dispute in the play-off for the Canadian Championship where an upside down rook was put on the board in place of a queen. The decision of the arbiter to declare the piece as a rook has been upheld by the National Appeals Committee.

The Canadian Championship had an Appeals Committee but it only operated for the duration of the main tournament and not for the play-offs. I am assuming that the reason for this is that the members of the committee were participants at the event and would have departed before the play-off. (On the one occasion when I had to call a last round dispute panel reserves had to be found to replace players for that very reason.) Noritsyn asked about appealing and was told he could only do so at the national level.

The details of the Canadian National Appeals Committee are

### **1200. NAC - FORMATION**

1201. The CFC approves the formation of a National Appeals Committee (NAC) to hear appeals from the decision of a tournament director or local appeals committee.

1202. The decision of the National Appeals Committee shall be based upon the rules applicable to CFC tournaments.

1203. The Committee shall consist of five experienced tournament directors, one of whom will be the chairman.

1204. Not less than three members of the Committee shall constitute a Board to hear appeals.

1205. Players may appeal to the Committee, provided that all other procedures laid down in the CFC Handbook have been complied with, and the appellant lodges his appeal within the time limits set by the regulations.

1206. All appeals must be accompanied by a \$35.00 fee, to be refunded to successful appellants. [see Motion 85-20; August 1985, p. 1-20]

1207. The procedural rules and regulations for the Committee shall be established by the CFC Executive.

## **Who Wears Short Shorts?**

The words of this 1957 song by the Royal Teens (I had to look it up too!) came to mind with the fiasco in the FIDE World Cup in Georgia.

At the start of the third round of the FIDE World Cup 2017 held, Anton Kovalyov (left) came to the board before the round began. He was wearing plaid shorts, the same ones that he had worn while playing the first two rounds. He was asked by ECU President,

Zurab Azmaiparashvili to dress appropriately in accordance with the dress code which was mentioned in the players' contract. Kovalyov left the playing hall before the round began and did not turn up for the game. After 15 minutes, his opponent Maxim Rodshtein was given a walkover. Kovalyov packed his bag and left the country.



It is agreed that the timing of the intervention was, to say the least, unfortunate. The conversation which accompanied the intervention may have also been unsavoury. It was referred to the FIDE Ethics Commission by Canada. However, Kovalyov refused to endorse the case and so the Ethics Commission ruled that the case was inadmissible.

That has not ended the matter. FIDE is likely to insist on more explicit dress codes at its events. The Olympiad may offer players the option of wearing blazers or team tracksuits in national colours.

Several of the FIDE hierarchy have criticised the arbiters for not taking action sooner. It may be that in future FIDE events arbiters will also have to enforce a dress code.

This should not be too onerous a task provided the code is well documented. In this case it wasn't and was open to a wide variety of interpretations. It is clear that different cultures have different views on what is acceptable forms of dress.

From the picture given it is difficult to say what is worse, the shorts or the pattern on the carpet. However, FIDE is not thought to be introducing an offence of bringing the playing hall into disrepute.

### **What Would You Do 1?**

The following question was raised by an arbiter.

“If a player comes up during a game and asks if he can castle, can I tell him?”

11.9 A player shall have the right to request from the arbiter an explanation of particular points in the Laws of Chess.

12.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess

Therefore the arbiter cannot say “Yes” or “No” to the player but is allowed to tell the player what the requirements are to be able to castle. An answer such as “You can castle if you haven’t moved your king or the rook concerned, you are not in check, and you are not crossing over or landing in check” is acceptable. The same principle would apply if a player asked if they could capture en passant.

In junior events the arbiter is often asked to confirm if it is mate. If it is mate then the game is over so there is no apparent problem with confirming mate. The problem is that the lack of confirmation tells the attacked player that there is a way out of check that he has not seen. At this level that very often is a move such as KxQ. It is therefore much better to get the players to decide if the game is over by simply asking a player if he can get out of check (and often stopping the other player from insisting that it is mate). Sometimes in junior games claims of checkmate are really stalemate!

## **What Would You Do 2?**

The ECFForum and Facebook have been discussing the following scenario.

A player seals a move which means that the position has occurred for the third time. (For our younger members sealing is a procedure where a game is halted in mid stream to be continued at a later date.) Is the player allowed to claim a draw before the move is actually played on the board?

In normal circumstances if the player was claiming a draw in the situation described then they would write the move on the scoresheet and claim the draw.

Those unfamiliar with the process may not recall that sealing the envelope is not quite the equivalent of making the move as the sealed move can be changed up until the clock is stopped by the player.

However it is clear that once both actions of sealing and stopping the clock have been carried out then the move has effectively been played. On resumption the arbiter will make the required move and start the opponent’s clock.

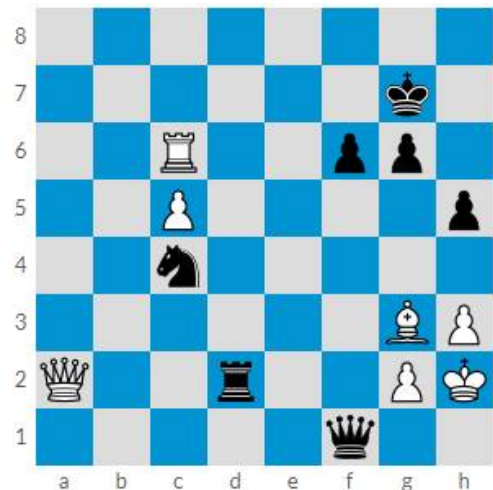
(A player who had sealed an incorrect move, even if realising it immediately after stopping the clock, was forced to play whatever was written. If the clear intention of the move could not be established then the player lost.)

Clearly the move has been made so the player cannot then claim the draw. The correct procedure would have been to claim the draw before sealing. If the claim was found to be incorrect then the player would have made what was referred to as an open sealed move i.e. the opponent would be aware of what had been played. The game would resume with that move being played.

To me the interesting scenario would have been if the player had written the move and also written 'draw claimed by repetition'. In that case I think the claim for a draw would have to be investigated at the resumption of play.

### Only in the USA

In the U1800 section of the 'World' Open in Philadelphia the arbiters had an interesting situation to sort out. In one game both players reported that they had won. Nothing too



unusual in that. However in this case the moves given on both scoresheets differed at one point and contradicted the score recorded. On both the game scores indicated that the opponent had won! In the position below the scoresheet submitted by Black claiming a White win had 1 Qa8 Qxg2

The other scoresheet claiming a Black win had 1 Rc7 Kh6 2 Qa8 Qxg2#

After reviewing both scoresheets, BOTH players agreed that the moves Rc7 and Kh6 had in fact been played, that the game had not ended in checkmate and that black is now losing following 3 Qxg2 and he then agreed to resign. This case was made considerably easier by the fact that both players were honest and both agreed to all the facts (albeit after reporting the result).

### Obituary – Philip Hailey 1924-2017

AMToo usually reserves obituaries for those involved in British chess. Philip Hailey was a Canadian but his contribution to chess was worldwide. In Canada, Mr. Haley was Secretary of the Chess Federation of Canada from 1953-1954, developer of the first Canadian rating list and Rating Commissioner from 1953-1955, Vice-president of the Chess Federation of Canada from 1955-1956, Chairman of the Chess Foundation of Canada from 1959-1967, President of the Chess Federation of Canada from 1971-1973 and FIDE (the world chess federation) Zonal President and FIDE representative for Canada from 1994-1999.

He was very active in FIDE and made a detailed presentation to FIDE's Central Committee

in Venice in 1967 on the subject of conducting Chess Olympiads using the controlled pairing Swiss system. He led discussions on this subject in subsequent years until his idea was accepted for the 1976 Olympiad in Haifa, Israel and used in all subsequent Chess Olympiads.

He was a member of the Rules Committee and chairman of the Pairings Committee for Chess Olympiads in Israel, Argentina, Malta and Switzerland. At the 1995 meeting of the FIDE Central Committee in Paris, Hailey introduced a motion of non-confidence in President Campomanes and his team. This was seconded by Fan Adams of the US and was defeated by a controversial vote that was deemed to have been tied. At the FIDE Congress in Yerevan in 1996 Phil introduced a motion that all FIDE executive positions should be filled by individual votes rather than by voting for teams. This motion received strong support but was narrowly defeated.

In 1972 Mr. Haley co-authored with Kenneth Harkness of the US a report for FIDE entitled 'Application of the Swiss System to FIDE tournaments.'

He was the originator of the accelerated pairing Swiss system that proved to be highly successful in tournaments with a high ratio of number of players to number of rounds.

His contribution to the development of chess lives after him.

## **Scarborough Shenanigans**

A few incidents from the Scarborough Congress.

In round 1 Roger Jennings sat at Richard Jennings board and played 3 moves before the real Jennings turned up. First names were given on the pairing sheet but Roger was unused to there being another Jennings in events he plays so had only scanned down the pairings..

A player who is notorious for arriving late did so in the first round (and at least 3 others). Arriving at the board he spotted the white clock running so he sat down and made a move. His opponent, who was even later, arrived minutes later and complained that his opponent, let's call him AJ, was playing with the wrong colour. (No prizes for working out who AJ is.) In another round he arrived just after the half hour deadline, having been held up by a 10k run. His opponent and the arbiter were willing to extend his deadline as obviously he had never been present to hear the reminders of the potential disruption.

A player in one of the lower events 'promoted' by simply pushing his pawn to the far end of the board, calling queen and starting the opponent's clock. He did not replace the pawn with a queen. He was very aggrieved when, as it was his second illegal move and the opponent only had a king left the game was declared drawn. He protested that he had never heard of such a rule and the fact he had announced that it was a queen should be sufficient. His arguments fell on stony ground. He continued arguing even after being shown a copy of the Laws. His logic seemed to be that a lawyer he knew could tear shreds in the wording.

In the next round he did exactly the same thing!

In the round after that he tried blitzing his opponent. When the arbiter pulled him up for a second time for doing this and was about to award his opponent extra time he resigned.

Worryingly he claimed to be instructing children. It was suggested that he should read the Laws and pass his new found knowledge onto his students.

A player was over 50 minutes late for the Saturday morning round. He had failed in his attempts to find the Spa Centre, one of the most prominent buildings on the sea front at Scarborough. This might have been an acceptable excuse but for the fact he had found his way to the venue the previous evening in the dark! Perhaps he should have closed his eyes before trying to find the venue.

(At another Yorkshire venue a player arrived on the Friday afternoon and made his presence known. He left about 4 o'clock to go to his hotel and also to eat dinner. He was next seen almost two hours after play had started. He too had got lost on his way from the hotel to the venue.) One of the tournaments also had the pairing of Bishop v Bishop. The players are shown before the start of their game. Frank (black) mated Lee but unfortunately with his queen and not a bishop.



## **Betting on the Future of Chess**

The Gambling Community Benefit Fund (GCBF) is Queensland, Australia's largest one-off grants program, distributing approximately \$52 million per year. Established in 1994 under the Gaming Machine Act 1991, the fund returns to the community a portion of state revenue raised through gambling taxes.

The Bundaberg Chess Club Inc has been successful in obtaining a grant from the GCBF to purchase four digital clocks and a computer. One of the club computers crashed recently and a new one was essential.



### **CAA Officials**

Chairman - Lara Barnes

Secretary - Geoff Gammon

Treasurer - Kevin Markey

Chief Arbiter - Alex McFarlane

Information officer - Alex McFarlane

Committee - David Welch, Kevin Staveley and Mike Forster.

ECF Delegate - Mike Forster

Chess Scotland Delegate - Alex McFarlane

Welsh Chess Union - Kevin Staveley

Independent Examiner - Richard Jones

Safeguarding Officer – Lara Barnes (Temp)



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