



Newsletter of the Chess Arbiters Association

February 2018 Issue 27

The revised website is up and running and has received significant traffic, particularly to the Quizzes section. This in part is due to an 'advert' on the FIDE Arbiters Facebook Group page.

This group has drawn attention to what appears to be an anomaly in the Laws (see page 9). It can be strongly argued that this has been caused by recent changes not going through the thorough checking process that the 4 year cycle was designed to encourage. That system was not foolproof but it would certainly have prevented the late changes to the 2017 Laws being worded in the manner they were. It is trying to correct that which has caused this discussion. It was also felt by many that only having one meeting in 2017 meant that valuable input was not received.

An error crept into the last issue because of my sloppy note taking. The date for increments being essential in norm tournaments is 1st July 2021 and NOT 2018 as published. Disabled players will be exempt from this restriction. This change does not seem to appear in the minutes of the meeting.

There is a largish article on the Hastings Congress which highlights the changes in tournaments in the last 15 or so years. The influence of our electronic fiend, sorry friend, has been quite significant – and not always for the better some may think. The days when an arbiter was classed as a technical wizard if he or she knew how to press the right photocopier buttons are long gone. In my luggage for Hastings were 8 sensory boards and sets, 66 digital clocks and a laser printer. I laugh when people ask me why I didn't get the train.

World Blitz Bedlam

Round 1, Dec. 29 (July 2017 Laws apply)

Carlsen, Magnus – Inarkiev, Ernesto

1.e4 c5 2.a3 Nc6 3.b4 cxb4 4.axb4 Nxb4 5.d4 d5 6.c3 Nc6 7.exd5 Qxd5 8.Na3 Bf5 9.Nb5 Rc8 10.Nxa7 Nxa7 11.Rxa7 e5 12.Nf3 exd4 13.Nxd4 Bd7 14.Nb5 Qxd1+ 15.Kxd1 Bc6 16.Bd3 Bc5 17.Re1+ Ne7 18.Ba3 Bxa3 19.Rxa3 Rd8 20.Nd4 Kd7 21.Ra7 Rhe8 22.Kc2 Kc7 23.Rb1 Rb8 24.f3 Nd5 25.Nxc6 Kxc6 26.Bb5+ Kb6 27.Rxb7+

The position after 27.Rxb7+



Now, Black is in check, but instead of moving his king, Black plays Ne3+. Carlsen should have stopped the clock and called the arbiter but instead, he played Kd3, after which Inarkiev called over the arbiter and claimed the game as Carlsen had played an illegal move. This claim was supported by the match arbiter but overturned by the Chief Arbiter.

It seems that the game was being played with the normal Blitz Rules (Appendix B) and as such the following applies, with the important part in bold.

*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.4.4 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 an illegal position is still on the board, he shall declare the game drawn.

Black's 27 ... Ne3 is an illegal move. White does not claim this but plays 28 Kd3. The emboldened part of A.4.2 should now come into force. The players can agree to rectify the situation or just try to play on. However, Black does neither and claims that as his king is in check White has played an illegal move and should forfeit the game! If events are as reported the original arbiter made a mistake in supporting that claim. The position is illegal but not the move played to reach it.

Had Black not made the claim, or had the arbiter rejected it, then the game would continue and Black could get out of check (and probably lose) or make another move and allow A.4.4 to be applied. Although the wording of this is that **both** kings have to be in check common sense dictates that whatever follows would not be a game of chess and the Preface could be applied. Carlsen spoke to the Chief Arbiter and following that the game should have continued. So why was Carlsen awarded a win without continuation of the game?

The following was recorded by Norwegian Television

El is Inarkiev, TN is the Chief Arbiter (Takis Nikolopoulos).

El: I stopped the clock in the moment he made an illegal move.

TN: Yes, you have the right to stop the clock. But this move he made is not illegal!

El: But you talk about arbiter, it's not arbiter. I stopped the clock and claimed illegal move.

TN: But it's not illegal move.

El: You say Kd3 is illegal move in this position.

TN: Your king is illegal move.

El: You said Kd3 is illegal move.

TN: Kd3 is not illegal move. You are saying this. It's legal. By going there, it created an illegal position now it's your turn to play, you can correct the illegal position by moving your king. Or, if you don't move your king, then the illegal position remains and we declare a draw. This is the case.

(Inarkiev reads rule book)

El: Yes, okay. I will make an appeal, because here it writes arbiter observes. But I stopped the clock and said it's illegal move. Because I think when my king is under attack he can not move Kd3.

TN: He can make!

El: This is not illegal move! You said Kd3 is illegal move.

IN: He made a move. The previously illegal move stands. He didn't claim for illegal move.

El: But I claimed.



TN: Claim for what? Your illegal move?

EI: No, claim for his illegal move!

TN: The move he played was legal!

EI: Not legal!

TN: Yes!

EI: You said in that position Kd3 is possible move.

TN: Yes!

EI: No, it's not possible.

TN: Yes, it is. It produces an illegal position, this is the difference.

EI: But the move is illegal.

TN: The move is not illegal! The move is not illegal! This is the point.

EI: (inaudible)

TN: Okay, you continue the game or not?

EI: No, I want to make an appeal for this game. I am not continuing.

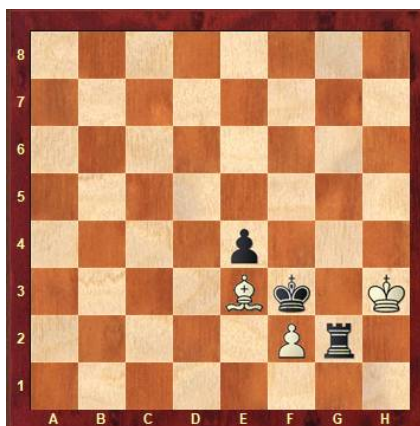
TN: Okay.

The opponent refused to continue the game. He did appeal but the Appeals Panel rejected it but returned the fee.

Had the opponent's appeal been accepted it would have meant that a player whose opponent had left himself in check had only one legal option and that was to claim the illegal move!

Wouldn't things have been so much simpler if Carlsen had simply claimed the initial illegal move?

With the January 2018 Laws a win cannot be claimed until the opponent's second illegal move.



The round 19 Grischuk v Mamedyarov game also produced some problems for the control team. But first a quiz. Both of the positions on the previous page appeared in the game but which was the final position?

The answer is, of course, the second position. The players did not indulge in some weird variation where they return pieces to the board. The reason is far worse and does not reflect well on arbiters.

The second position occurred after White's 61st, 63rd and 65th moves. A draw was legally claimed by Grischuk but the arbiter rejected the claim. The game then continued until position 1. The Appeals Committee then ruled that the 0-1 result should be overturned and the draw given. Databases give the position after move 87 and a mate in 18 for Black but with the result $\frac{1}{2} - \frac{1}{2}$.

This was a majority decision as one of the Committee felt that the arbiter's decision should stand even if wrong.

In this case the arbiter went to the computer broadcasting the games to check. It was not a case of reading the scoresheets and making a wrong decision. It is difficult to see how the error was made.

I wonder when an Appeals Committee last met twice in the one event at that level of tournament.

Hastings Howlers

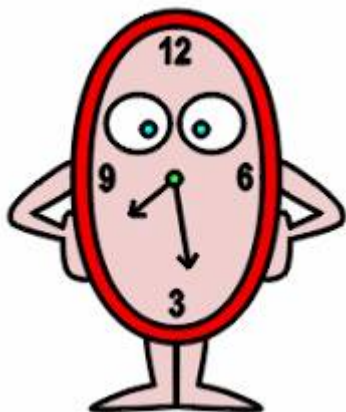
Continuing on the theme of arbiter errors we give a selection from Hastings. The last three games were being played. One finished followed quickly by a second. The Chief Arbiter then saw the players at the third having a conversation and announced that play had finished. Unfortunately the third game had not ended. One player was informing the other that even though he was in his last 5 minutes the 30 second increments meant that he had to keep recording.

The arbiters were all following the goings-on at the World Blitz with interest. In one video clip an arbiter was shown using his mobile phone as play was going on in the background. The arbiter who pointed this out was puffing on an e-cigarette at the time, a device whose use is also banned!

There was a friendly blitz tournament on Hogmanay (New Year's Eve) where a computer generated the pairings. It was initially told to do an All-play-all but after the first round instructed to change this to a Swiss as more people arrived. This may have lead to the problems which later developed. One player was given a round 4 bye. But the computer gave him 0 points for this. So in round 5 he was also given a bye. Again, unknown to the

arbiter, it gave a 0 point bye. In round 6 the same thing happened. FIDE rules insist that those who have had a zero point bye are eligible for a further bye if needed. It would be unkind (but perhaps accurate) to say that early celebration of the New Year may have contributed to the arbiter's problems.

A highly respected arbiter stepped in to point out that a player had moved into check. Unfortunately the check was from his own bishop!!!



When Does the Round Start?

The arbiters at the London Classic had a rather unusual problem to deal with. In the rapidplay tournament the entry form gave a 9.30am start but the receipt given to the players in one section gave a starting time of 10am. This was only known when a player complained. Players who had lost on time were given a bye. Fortunately no-one who arrived late but was still able to play their game complained that the lost time contributed to the final score.

This also leads on to a question sent to me.

The question asked about repairing and when could this be done. In a FIDE rated event repairing can only be done with the agreement of the players concerned. None of the home countries have this as a condition so organisers of non-FIDE rated events can insist on players being repaired. However, if this is going to cause ill-feeling with the players it may be best avoided. Experience shows that most players do prefer to be repaired as they want a game. Many entry forms state that repairing will take place after 30 minutes to coincide with the default time. This is very sensible since repairing before that can lead to problems with players who turn up before the default but after the repairing. It should be noted that in the Laws of Chess the default time applies from the start of the round and not the published starting time so if a round starts 10 minutes late the default time is effectively also extended by 10 minutes.

It is also common practice to play rearranged games with a shorter time control. This may not be legal in terms of norm events where players should have the same conditions for all rounds. At Hastings one game was started very late and with both players having a

time handicap. This was acceptable as both players had arrived late so, at the arbiter's discretion, both players rather than just white shared the time lost.

Rating/Grading

Two common questions arise when dealing with arranging players in order for pairing. These are "What do you do with unrated?" and "What do you do with players from another country?"

Like many things in chess there is no right answer and no wrong one. It is however usual to try to arrange players in order by assigning a grade or rating to those without one.

The FIDE Handbook says *"Before the start of the tournament, a measure of the player's strength is assigned to each player. The strength is usually represented by rating lists of the players. If one rating list is available for all participating players, then this rating list should be used."*

It is advisable to check all ratings supplied by players. If no reliable rating is known for a player, the arbiters should make an estimation of it as accurately as possible."

That's what the handbook says but as those of you involved with junior events will know what FIDE says and what FIDE does are not always the

same and it is usual for non-rated players to be put at the bottom of the list with a value of zero and in alphabetical order.

The US Chess Federation has a variety of conversion formulas used for other countries (including England). The ECF recommends no formula for national grade conversions. Scotland will use a FIDE rating before a national grade for non-Scottish players.

Both Scotland and Wales have conversion formulas for the other home nations.

These are

$$\text{WLS} = 8 \times \text{ENG} + 630$$

$$\text{WLS} = 0.8 \times \text{SCO} + 486$$

$$\text{SCO} = 10 \times \text{ENG} + 180$$

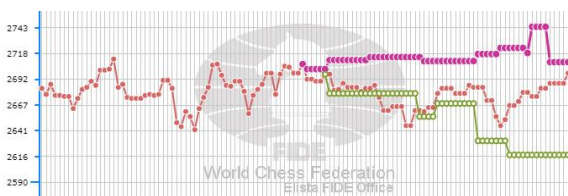
$$\text{SCO} = \text{WLS}$$

The ECF uses the formula $\text{ECF} = (\text{FIDE} - 700)/7.5$ for conversion of FIDE ratings.

Both the Welsh and Scottish conversion formula were based on comparing results of their players in England and English players in their country. Wales doing this more recently than Scotland which did it as soon as the ECF changed the way it graded games.

Internet ratings are usually higher than a player would achieve over the board. Many organisers reduce such ratings by up to 200 points.

The following tables (on the next page) show the conversions in practice. Table 1 shows the ECF grade as it would appear in Scotland, Wales and FIDE. It also has the old conversion formula which was used for many years (and many players still think is in place). Table 2 shows Chess Scotland grades converted to Welsh ones.



For pairing purposes, players with the same rating or grade are usually arranged alphabetically except where the players have titles and such players will come first. The order of priorities is GM, IM, WGM, FM, WIM, CM, WFM, and WCM.

Players who drop below 1000 on the FIDE list will appear as delisted for one list and then be treated as unrated.

Inactive players retain their FIDE rating. It is used to be common to reduce the grade of a player who was inactive for a number of years. This is less common now as it has been found that some of those players, though inactive in over the board chess have been playing on line. Grading prizes are usually awarded based on converted grades.	Table 1					Table 2		
	ECF	WCU	CS	FIDE	OLD FIDE		CS	WCU
	10	710	280	775	680		100	566
	20	790	380	850	760		200	646
	30	870	480	925	840		300	726
	40	950	580	1000	920		400	806
	50	1030	680	1075	1000		500	886
	60	1110	780	1150	1080		600	966
	70	1190	880	1225	1160		700	1046
	80	1270	980	1300	1240		800	1126
	90	1350	1080	1375	1320		900	1206
	100	1430	1180	1450	1400		1000	1286
	110	1510	1280	1525	1480		1100	1366
	120	1590	1380	1600	1560		1200	1446
	130	1670	1480	1675	1640		1300	1526
	140	1750	1580	1750	1720		1400	1606
	150	1830	1680	1825	1800		1500	1686
	160	1910	1780	1900	1880		1600	1766
	170	1990	1880	1975	1960		1700	1846
	180	2070	1980	2050	2040		1800	1926
	190	2150	2080	2125	2120		1900	2006
	200	2230	2180	2200	2200		2000	2086
	210	2310	2280	2275	2280		2100	2166
	220	2390	2380	2350	2360		2200	2246
	230	2470	2480	2425	2440		2300	2326
	240	2550	2580	2500	2520		2400	2406

Some tournaments allow ungraded players to win a grading prize but many do not. FIDE

rated events will have either rating prizes based on score or on performance. If the latter then these are normally only awarded to those with an official rating.

New Laws Conundrum

The Internet has been buzzing with the following problem. A player has already made one illegal move. He makes another by castling using both hands. However castling also leads to mate. The player does stop his clock to complete the second illegal move. Does the player win as he has produced mate or does he lose as he has completed two illegal moves?

Clearly if the clock has not been stopped then the castling is only an illegal action and can be reversed in the same way as any other illegal move.

However it is worth reading the rules carefully to see if it is important to determine if the clock has been pressed.

*5.1.1 The game is won by the player who has checkmated his opponent's king. This **immediately** ends the game, provided that the move producing the checkmate position was in accordance with Article 3 and Articles 4.2 – 4.7.*

Notice that 4.1 is excluded. This is very significant as -

4.1 Each move must be played with one hand only.

Even if the player, for some perverse reason, wanted to make a second illegal move in this way the Laws as written prevent this from happening.

This may seem illogical to some but it is analogous to the situation of 'mate v flag fall' where checkmate takes precedence.

Under the 2017 Laws which said that **MAKING** the move was illegal then I would argue the opposite way because the illegality had been completed in order to give mate.

It should be added that the Rules Commission has still to officially decide on this. I know at least one member of which disagrees currently with the above.

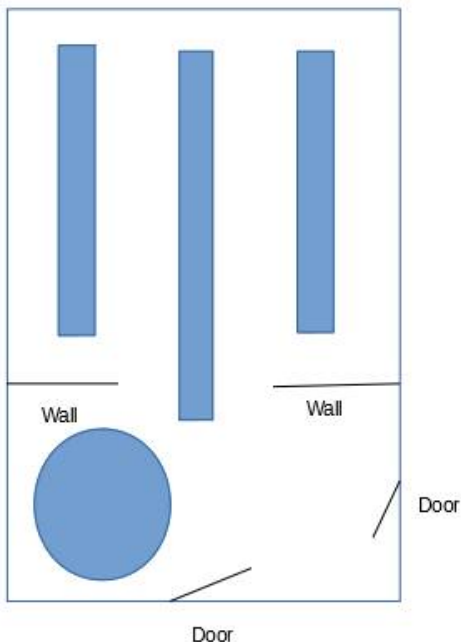
Venue Problems

Finding chess venues is becoming increasingly difficult. One venue I had used had effectively double its price in two years. Scarborough is now charged £2500 for the weekend. One hotel approached quoted £2000 per day but if 100 rooms were booked at £150 per night they might be able to reduce that by 10%. Needless to say that hotel was not used.

The 4NCL gets its playing rooms in return for bedroom bookings. This system usually works well.

The Swan Hotel in Harrogate is famous for being the place where Agatha Christie disappeared to. This year that mystery was overtaken by the "Case of the Disappearing Room." This was a venue for a 4NCL Congress. One of the playing halls which had been on the contract suddenly vanished in the final arrangements for the Sunday. Even more annoying was the fact that was the biggest room for play. In addition the setting out of another room was, to say the least, unique.

When the arbiters arrived the room was laid out as shown. The circular area was filled with leather sofas and coffee tables.



The rectangles are the tables for the boards. It does not take a Sherlock Holmes, or a Miss Marple, to deduce that if

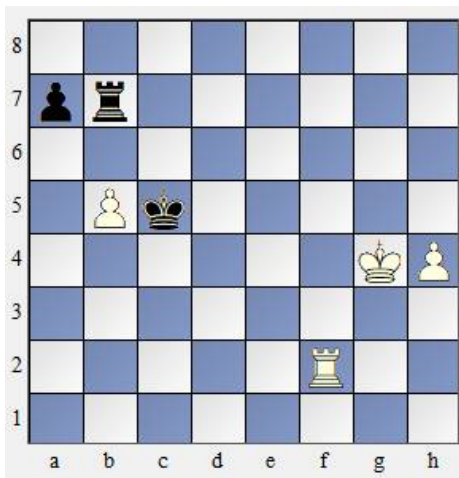
players were sitting at the bottom of the middle row no-one could get into or out of the area above. The hotel's proposed solution for the lack of a room for the Chess Direct Bookstall was to provide a five foot long table in the corridor outside that room.

Surprisingly, this was not deemed by the bookstall to be acceptable. Instead of the table a flipchart stand was placed there for the draws. The hotel asked that this be moved on the Sunday. In its place the hotel put a reception point for the concert which was also booked for that weekend. The table for this was initially placed across the fire exit from one of the playing rooms.

One Scottish local authority had an interesting policy on letting its premises. It charged £150 a day. However, if another organisation also booked part of the same venue at the same time then the cost to both was £25 each. The result of this was that a chess organiser had a number of events which co-incident with a motor cycle club holding its meetings and vice versa. I believe that on one occasion they did actually meet on the same day.

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Ask the Arbitrator



In this position Black, to move, asks his opponent for a draw.

Here are three situations which have actually happened. How would you deal with them?

Situation 1. White does not answer. Black repeats the offer. White still says nothing.

Black complains to the arbiter.

Situation 2. White asks to see Black's next move at which point Black withdraws the draw offer.

Situation 3. White says "Yes but I want to see your next move." Black plays Kxb5 and White replies Rb2. Black then claims to the arbiter

that the draw was accepted.

And here is a different scenario. Situation 4 Black has moved and White is thinking about the offer. White's flag falls and Black claims a win. White claims the draw. Arbiters decision?

See Page 12

Alien Landing?



Not quite what it seems but it was the view from the chess venue at Telford. The event in question was the Junior 4NCL.

For those in doubt the alien craft are really reflections of the light fittings on the window pane. Photo courtesy of Alex Holowczak.

FIDE Approved Clocks

FIDE has approved two more clocks for use in events. These are the CE clock and the Leap KK9908. It is not necessary to use an approved clock in FIDE rated or norm events. Some clocks are not suitable and arbiters should avoid these.

The DGT Easy and 1001 clocks do not do increments. The Easy Plus and 1002 can do increments but cannot be reset easily to add on a 2 minute penalty. For example if a player had 19 minutes and 20 seconds and the opponent made an illegal move the only way to add on exactly two minutes is to alter the clock to show 22 minutes and time it running for 40 seconds! Above 20 minutes these clocks deal only in whole minutes. It is therefore impossible for an arbiter to realistically reset such a clock in the maximum one minute which FIDE says it should take. The Leap clock (shown opposite), it is rumoured, may be sold under other badging.



Answers to Ask the Arbiter

Situation 1: White does not have to answer until Black has made his move. White might be seen as being rude but not in any way that an arbiter can do anything. The arbiter should instruct Black to continue the game. White is entitled to accept the draw after seeing Black's move or to continue the game.

Situation 2: Black is not allowed to withdraw the offer. White is entitled to see the move before deciding and the draw offer stands until White rejects it. Touching a piece with the intention of moving it counts as rejection.

Situation 3: If Black had claimed that the draw had been accepted before he moved then the arbiter might have had a difficult decision to make. By making the move Black has clearly accepted that the offer would not be considered until he had made a move. The arbiter's decision should be that the game continues.

If Black had claimed the arbiter would have to decide if the 'Yes' said by White was an acceptance or merely a badly worded request to see Black's move first. As worded think I would consider it the latter.

Situation 4: White loses on time. This came first so the game is "... concluded in some other way" to quote 9.1.2.1

Dirk De Ridder (1959-2018) RIP

It is with regret that we report the death of Dirk on 7th January. Dirk was a well respected arbiter and had served on many FIDE Commissions and controlled at many major events. We extend our sympathies to his family.

History - Hastings at the start of the 21st Century and now

It was a strange Hastings this year. Stewart Reuben was again off to warmer climes and Dave Welch, who has been arbiting at Hastings for a considerable period was still incapacitated.

The absence of these two and the late Con Powers made me think back to the way things were done when I first started controlling at Hastings.

This year, for the first time, all of the pairings were done on computer. The Masters, which has always been accelerated for three rounds, was using the full Baku system and so was accelerated for 5 rounds. Other tournaments used the FIDE system instead of the CAA one. Draws for all events were published as soon as possible on the Internet.

Charts and performance tables replaced the old style wallcharts. Obviously now all sections use incremental times so the good old time scrambles have gone, being replaced by a more sedate and stretched out period where players live on their additional time.

How different things were when Lara and I started doing Hastings in the middle of the last decade.



The time control in those days was 40 in 2 hours, 20 in an hour and then 30 minutes to complete the game. Games now are usually over in 6¼ hours as opposed to the 7 hours of the old time control. The old system meant that there were three time scrambles to keep the control team entertained. As games finished the results were put onto the wall charts and marked on the pairing cards. When the last game had finished the pairing cards were checked for accuracy against the wall chart and the draw was started (sometimes even before that if score groups were obvious).

In those days the draw was done by two people. When they had completed it, it was then passed over to another two who also paired. The second pair checked their version against the first. If they agreed then fine, if they differed a discussion on the merits of either/both followed. The draw was then hastily handwritten onto A4 sheets. These were then taken to be photocopied. One copy went on the wall, one copy was retained by the arbiter, one copy went to the office, one copy went to the commentary room, 3 copies were posted in local hotels and two copies in local drinking establishments. The last five involved the control team in doing a tour of Hastings to have these posted for people to see. In addition to that the draw was also read onto an answer phone message so that players could call in



to the dedicated line and find out their next opponent. If, for any reason, the draw was delayed then the office phone would start ringing with players desperate to know who they would be playing the following day.

Nowadays the results are entered onto the computer and posted on the Internet as they come in. At the end the results on the computer are checked against the scoresheets one more time to ensure accuracy.

Writing out the pairing cards was a time consuming task with titles and nationalities having to be added as well as the usual info. The PIN numbers were issued in order of the players strength. In addition the FIDE rating list was a book which had to be consulted. This caused both transcription errors and misidentified players whose names were slightly different on the list from those given on entry. (Indian and Spanish names can be hard enough to find using the partial name search facilities of a computer, almost impossible when the search engine was a thumb!) Pairing cards were being amended and then reordered for at least the first three rounds as discrepancies came to light.

How much easier it is now to press a button and the draw is displayed immediately for all to see on Chess-Results.com. Today an electronic copy of the rating list is downloaded and players entered by typing the first few letters of their names and selecting from a list produced by the appropriate software. A job which used to take many hours is now reduced to a matter of 10 or 15 minutes.



As play in the Masters started at 2.15, there were time scrambles at 6.15pm, 8.15pm and a lesser one at 9.15pm. Half the control team would go for their evening meal following the 6.15 scrambles. They would return before 8.15. (It is an uphill walk to the playing venue!!). The games still in progress would then be assessed. If they looked like going on for a while the rest of the control team would go out to eat but if there was a chance that the games might all be ended before the 9.15 finish or if there could be a huge number of time scrambles again at 8.15 then dinner would be

delayed until work was finished. If the duration of the games had been underestimated this meant that the second half of the team's only option for eating was a takeaway kebab or pizza as everything else was closed. Even Wetherspoon's stopped serving at 10pm.

Much of the morning, certainly in the later rounds, was taken up doing calculations for title norms. For this event and for a few others these calculations were further complicated by the desire to inform players what they needed in order to obtain norms. Hand written notes were written and placed at the players board with messages such as

"You need to score 1½pts in the last two rounds with a last round opponent of 2426 rating, or 2/2 if the last round opponent is only rated 2260. He must be an IM."

These calculations are now semi-automated on a spreadsheet which requires only the player's score and opponents PIN numbers to be added. The computer software will also identify likely norm achievers and confirm their success or otherwise.

Have computers simplified the arbiters' task? Certainly doing draws, which could take anything from 30 minutes to an hour and a half (if complicated and contentious) can now be done and printed in seconds. But players now expect performance charts to be printed for every round. Only a few minutes work but it is extra to what was given. The big time killer is preparing the live boards and entering manually any games not being broadcast live. FIDE now require game scores to be published for title norm events. At Hastings this task falls on the control team. Fortunately this year it is no great problem as virtually every game is going out live but in the recent past this was the work undertaken each morning.



The morning was also used to change the draw if a player withdrew overnight. In those days if someone withdrew other pairings were broken and a filler would be found to play a low scoring player. Minimum disruption was the theory but often as many as half a dozen pairings were altered. FIDE would not allow that now and so if a player drops out a replacement of appropriate strength is found and the opponent is given the option of playing that person or taking a full point bye.

Another change brought about by modern technology is the ability to use it to cheat. Some players and many spectators do not appreciate the problems that not switching off a phone can bring. Modern phones, running a chess engine, are more than capable of at least winning a prize if allowed to be used. In most case it is not actual usage that is the problem it is the opponent's suspicion that it is being used in this way that is a major issue. Proving guilt can be easy, proving innocence is much more complicated.

Computers have meant that manually operated demo boards are a thing of the past. No longer do we have the struggle of finding people willing to sit for up to 7 hours occasionally moving bits of wood on a giant board and then having a 10 minute spell of mayhem as they try to keep up with a time scramble, usually dropping pieces as they do so. They have now been replaced by LCD Monitors. Runners, physically transporting the moves to the Commentary Room, have also been replaced by electronic signals.

Computers, and changes to the Laws have generally eased the burden on the arbiter but have also increased the number of tasks and areas of expertise that are required.

Additional Arbitrating Duties



The Scotland team adopted a cat at the European Team Championships in Crete late last year. Unfortunately it followed them to the playing venue one day. It had to be removed by the Chief Arbiter, Takis Nikolopoulos. All arbiters should be purrfectly happy to deal with such cat-astrophies – they have a claws in their contract to do so.

Additional definition - Forfeit: to lose or;
animals with forfeit should not be allowed in the playing hall.

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
ahmcfarlane@yahoo.co.uk**