

Arbiting Matters Too



Newsletter of the Chess Arbiters Association

January 2019

Issue 34

Cheating: There is quite a bit on cheating again in this issue. Unfortunately it is nearer to home this time. The 4NCL incident has had the publicity but it is not alone as the only case under investigation. Many people assume that cheating only takes place at the highest levels. This is clearly not the case. It can occur at all levels and, certainly measured by those caught, it is more likely at lower levels. All arbiters should be aware of the potential for players to cheat and act accordingly in applying preventative measures.

It is important that arbiters deal with mobile phones in the playing venue. These must be off at all times. It is important that players, spectators and parents are educated as to the dangers that mobiles can provide. Even if no cheating is occurring players can be put off by the thought that their opponent may have access to a chess engine.

One piece of advice to arbiters arising from the 4NCL case is not to assume that because a phone is visible that is the only phone in the person's possession. Keep an eye on other bags/luggage that a player may have.

Players are now used to putting their phones in a bag. These now need to be joined by 'smart' watches and any other small communication devices.

The 4NCL case has been referred to the FIDE Fair Play Commission (formerly called Anti-Cheating). This action is to be applauded but does raise the question of how FIDE can cope if every federation sent two or three cases a year. Many countries have their own bodies as an initial stage. Isn't it time the ECF has one too? It may be that a decision on this will be put to the ECF Council at its next meeting. A group of three are putting a proposal together. Scotland has a Fair Play Committee in operation and it is a much smaller country.

FIDE Changes: The new FIDE administration has made several changes to the members of Commissions. British arbiters have obtained a number of positions. See page 2. Congratulations to Chris Howell on achieving the FA title.

Extraordinary AGM

An Extraordinary General Meeting was called for 2.30pm on 2nd January, 2019 at Horntye Sports Club, Hastings.

The only item on the agenda was to replace the Treasurer and agree to amend the signatories on the bank account .

It is unfortunate that such a meeting had to be called.

The meeting noted and accepted the resignation of the Treasurer. He is to be thanked for his contribution.

It is intended that electronic banking will be introduced. The executive was instructed to attempt to find a Treasurer to be in position until the AGM. Until then the signatories will remain as Lara Barnes, Geoff Gammon and Alex McFarlane.

After the meeting a discussion was held regarding what should happen to those caught cheating at chess events. Those present expressed a hope that the ECF would become involved. It was likely that bodies represented on the ECF Council would put forward a motion about this to its April meeting.

FIDE Commissions

The following British arbiters have been appointed to positions on FIDE Commissions. These posts are normally for a 4 year period (2018-22).

Qualifications: Alex Holwczak (Secretary), Tom Thorpe

Events: Lara Barnes

Arbiters: Alex McFarlane

Fair Play (formerly Anti Cheating): Andy Howie.

Other people with a British connection on Commissions are Ali Mortazawi (Global Strategy), Rupert Jones (Pairings & Programs and Planning & Development), Sainbayar Tserendorj (Planning & Development), Nick Faulks (Chairman, Qualifications), Shaun Press (Rules), Jacob Aggaard (Chairman Trainers), Christelle Jager-Hafstad (Women's)

The new administration in charge of FIDE has introduced some new Commissions and removed some old ones too. The FIDE Commissions now are: Arbiters', Chess Data & History, Chess in Education, Disabled, Women's Chess, Constitutional, Ethics, Events, Fair Play, Global Strategy, Media, Medical, Online, Planning & Development, Qualification, Rules, Social, Systems of Pairings & Programs, Technical, Trainers' Verification and Chess Compositions.

The European Chess Union also has Commissions. These are: Education, Arbiters, Events and Women. The Arbiters' Commission comprises of Chairman Tomasz Delega (POL),

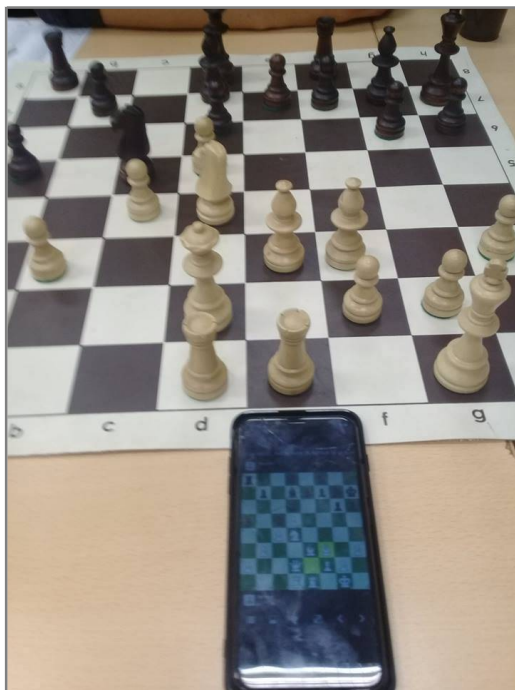
Secretary Geert Bailleul (BEL), Irina Prokopova (CZE) Marco Biagoli (ITA) and Burhan Misini (KOS). Geert may be familiar to those who have played at Guernsey where he was the Chief Arbiter. British people on the ECU Commissions are John Foley (Education) and John Higgs (Events).

On the FIDE Commissions we have 4 English, 3 Scots and a 1 Welsh as representatives.

Junior withdrawn from 4NCL tournament in Telford

A player is alleged to have been cheating at the 4NCL International tournament. The player was in the bottom section and one of the lower rated in it. He was also in his early teens. The player's exceptional performance was a cause for concern. The matter has been reported to the FIDE Fair Play Commission so it would be inappropriate to go into full details until the case has been heard. It is, however, worth noting that a phone being put in a bag does not mean that is the only phone that a player has. If a live game is being broadcast it is possible to have a mobile phone running an analysis engine and transmitting the results to a smart watch (see Anti-Cheating and the 4NCL article). The age of the player concerned highlights a worrying trend that a high percentage of those caught cheating or suspected of it in the last few months are in the younger age groups. See the next article, More Cheating.

The player was removed from the tournament after round 8 and his results annulled.



The following two articles were written before the 4NCL case came to light.

More Cheating

Two players were caught cheating in the second section of the Max Zavanelli Memorial held in Vilnius, Lithuania. The method used was simply to have a chess engine running on a mobile phone. The arbiters caught the players red handed. The picture shows one of the phones and the actual board from the game.

The worrying aspect of these cases were the ages of those caught. One was a teenager and the other even younger.

They were caught because the arbiters observed suspicious behaviour and kept a careful watch on the players.

There seems little doubt that much of the cheating in chess now goes on in junior events and arbiters should be aware of that. It is easy to think that cheating only occurs at a level just below that of the super Grandmasters. Regrettably that is not the case. Many of those caught cheating are playing in low level events. It is not appropriate for arbiters to think "Why would anyone cheat in this event?" because, unfortunately, these are the events where people start to cheat. As an arbiter, it is now the case that you have to go into an event with the mindset that someone could be cheating. Recent cases show that arbiters at junior events need to be particularly vigilant. Several arbiters have their own scanners, some tournaments have also bought one. Chess Scotland has purchased two which event organisers can borrow along with its normal equipment. Players also need to get into the attitude that they may be scanned before or after a game. They also have to be educated that having a phone on in the playing area, even after the completion of their game, is unacceptable. Most events allow spectators, including parents, to be in the playing hall. These spectators should also be subject to being scanned. In respect of this signs may be needed on entry points stating that anyone passing that point is liable to be scanned or searched.

Anti-Cheating and the 4NCL

The 4NCL International employed the use of enhanced anti-cheating measures at its International Congress 31 Oct – 4 Nov at Telford. This was, in part, a rehearsal for what will become necessary for national championships where norms are possible.

As part of the process signs were put up indicating that anyone in the playing hall and certain adjoining areas could be searched for mobile phones. Attempts were made to stop parents from using the same toilets as their children (but as hotel guests this was difficult to enforce.) Players were randomly scanned. Scanning was normally restricted to the beginning of rounds but could be done at other times. Where players arrived late it was possible to stop their clock while the scanning took place.

Phones and smart watches were allowed in the hall but had to be put in bags beside the boards.

At events such as this it is not unusual to scan players after their game. Scanning during games is normally unpopular with players. As such it should be avoided if possible. It is

acceptable at many foreign events to scan a player during the game if they go to the toilet. This was done during the 4NCL to one player but that player had brought it on himself by going to the toilet on his move and without the arbiter's permission. It was therefore also a method of giving the opponent some reassurance.

It is worth repeating that cheating can be a problem but much more of a problem is the opponent having concerns that the player *may* be cheating. With modern technology, fears which once might have been dismissed as paranoia now may have genuine reasons to be taken seriously.

You are the Arbiter

At an under 10 event the arbiter is asked by a parent to delay the start of a round 4 game (of 6) so that a young player (aged 8) can go to the toilet. The event is being played at 20 minutes plus 10 seconds per move. The arbiter agrees. This game starts 10 minutes after all of the others. At the end of the game the young player tells his opponent that the 'toilet break' had actually been to allow him to get a last minute briefing from his coach on the opening the opponent would play. The player won the game with under 5 minutes left on his clock. On being told this how should the arbiter react?

On further examination it is clear that the player was unaware of the action of the parent.

The arbiter is obviously annoyed by the parent's action but should the child suffer because of the actions of the parent? Also what about the opponent who has possibly lost as a result?

This is not a hypothetical situation. It actually happened.

Possible courses of action include:

- a) Warn the parent about a repeat but allow the result to stand
- b) Reverse the result of the game and ban the parent
- c) Reverse the result and ban the player
- d) Annul the game.

This is a very difficult situation with no clearly correct action to be taken. It would be easy for the arbiter to allow the fact that he had been 'conned' by the parent to influence the decision disproportionately. The arbiter must not over-react.

The parent's actions have obviously been unacceptable. A possible first course of action is to tell the parent that they have been banned from the playing area and to suggest that to avoid their child being embarrassed they may wish to withdraw from the event with no further repercussions to the child.

If this is agreed then the game in question may be annulled and the possibility of giving the opponent a one point bye considered. The outcome may depend on being able to play through the game to try to determine if the preparation received contributed directly to the outcome of the game.

If the player continues in the tournament then the organiser and arbiter have decisions to make. On balance, it seems unlikely that the player should be punished for something he had little or no part in. If the player had been older and therefore should have been more aware of what he was doing then it would be acceptable to penalise him too for his actions.

This case might act as a lesson. It is certainly reasonable to allow a player some time to go to the toilet but setting a limit on any delay or stoppage is not an unreasonable position to adopt..

USCF Action at Junior Events

The United States Chess Federation has been experiencing increasing problems with parents at its junior events. The problem has been partially noise but increasingly parents ignoring requests not to use mobile phones. In particular organisers were finding that some parents were having to be told more than once that phones were not allowed. A further problem was that some parents were accusing other parents of signalling instructions to children. An interesting part is that, by a show of hands, juniors at an event preferred their parents and coaches to be denied access. (At a European Youth event where I was a sector arbiter, parents were allowed in for the first 10 minutes. One boy sat at his board but did not make a move until the adults had been removed from the hall. He then played as normal.) The USCF document is given as it may be of use to junior organisers and arbiters who might use it as a template for their own events.

Effective immediately, the playing halls at scholastic events organized by US Chess will be open to the following people while games are in progress:

- *Players with games in progress in that room*
- *Tournament staff*
- *Press and other attendees with badges authorizing their access*
- *Other persons directly authorized by the US Chess Director of Events*

This means that parents, coaches and other attendees who do not fall into the four above categories must leave the playing hall before the tournament director in charge of the playing hall will begin play. Once a player in that room has reported a result, that player

must leave the room for the remainder of that round. Parents and coaches should instruct their players who have completed games not to go back into the playing hall, even to check on teammates' or friends' still-active games.



Penalties for violating this policy are at the discretion of the chief tournament director (Chief Arbiter).

Closing the floor virtually eliminates accusations of cheating, especially electronic cheating, that are often raised by spectators. Tournament directors (arbiters) spend an inordinate amount of time on this during the round, which prevents them from efficiently answering player questions, resolving disputes and observing players with games in progress. The more that directors can focus on the players, the easier it is to observe, prevent and/or resolve any problems.

Also, spectators will frequently use their Internet-enabled devices in the playing hall, even when tournament staff post signs and make pre-round announcements stating that this is not permitted. As spectators have consistently proven they will not adhere to US Chess rules for these devices, this step becomes necessary to protect the competitive integrity of our major scholastic events.

Most importantly, players have expressed almost universal preference for closed floors, and this has been consistent for years. It lessens pressure on them, which in turn increases their enjoyment of the game.

Parents have been known to express concerns about locating their child after his or her game has finished. With this in mind the following policy has been implemented.

The hallways in front of main playing areas must permit foot traffic to flow through them. Groups cannot set up seating areas in those hallways. US Chess has reconfigured its event setups to move all exhibits and vendors out of those specific hallways, maximizing available space for parents and coaches who choose to wait there.

US Chess will designate exits from each playing hall for certain grade levels or sections. Those exits will be clearly marked with signage, both inside and outside the playing hall.

Players will be reminded before each round and after reporting their results which exit to take when finished playing for that round. The designated exits will also be reflected before the tournament on the appropriate tournament website. Handouts detailing the exit designations will be available at Chess Control for each event.

Each tournament website has links to maps of the tournament venue, including playing areas, skittles area, bookstore, special-event rooms, and team rooms. Parents and coaches are strongly advised to review those maps with players before the event. When possible, arrive early enough to walk through the tournament venue and become oriented with the locations of various areas.

*Attendees are **strongly** encouraged to make use of the skittles area (analysis room), both as a waiting room and as a meeting place after each round. Most exhibits and vendors will be housed there. US Chess is taking steps to ensure, when possible, that wireless Internet is available in those rooms at no cost to attendees. (This may not always be possible.)*

Phone Frolics

Incidents from the Hastings tournaments.

A woman is spotted putting a 'live' phone into her pocket, the screen clearly lit. The arbiter goes over to her and says "All phones must be off in here." "I know," she replies, "I have just read the sign outside." The arbiter repeats the word "Off". The woman goes into her pocket, brings out the phone and turns it off.

During play a phone rings. The player responsible makes no effort to answer it. Only when several arbiters home in on his position does he relent and try to switch it off. He is, of course, forfeited the game. A few minutes later it sounds like there could be a fight just outside the playing hall. There is loud shouting and an angry voice. It transpires that it is the same person whose phone rang. He is back on his phone but this time shouting at the person who phoned him for doing so. Some people have difficulty accepting responsibility for their own actions.

An foreign participant who is playing in the event comes up to the control team to let us proudly know he is now a qualified arbiter in his own country. He was later pulled up for having his phone in the pocket of the jacket he was wearing. Regrettably, he had to have it explained to him that this was not allowed.

Dealing with players who have impairments

Firstly, consider what is in the Laws of Chess. This is quite limited for anything other than visual problems. There is a section of the Laws which deals with this particular disability (Appendix D). There are also parts in the main Laws which says that a player should not have a time punishment for being physically unable to comply with the Laws.

4.9 If a player is unable to move the pieces, an assistant, who shall be acceptable to the arbiter, may be provided by the player to perform this operation.

6.2.6 If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to the clock of a player with a disability.

8.1.6 If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.

6.2.6 and 8.1.6 also apply to players who, perhaps for religious reasons, are not able to record or use a clock. In such cases there will be a time penalty imposed on them for the failure to comply.

FIDE recognises three bodies, the ICCD (International Chess Committee for the Deaf), IPCA (International Physically Disabled Chess Association) and IBCA (International Braille Chess Association) which deal with chess and disabilities.



Visually Impaired

The visually impaired range from those who are totally blind and require special equipment to those with impaired vision who may need no special provision other than a large scoresheet.

The special equipment consists of a chess board and set with the following modifications:

- The black squares are raised a few mm above the white ones,
- Each of the squares has a hole in the centre where pieces can be fixed,
- Each of the pieces has a peg on the bottom to fit into the holes securely,
- The black pieces have a pin on top which allows them to be distinguished from the white ones.

There is also a special clock. At one time the special clock was simply a normal analogue clock with the face removed and marks around the rim to indicate where the numbers

were. These clocks are not able to do increments so their use is less common. They have been replaced by a 'speaking' digital clock. A headphone is plugged into a jack and by pressing the correct button the player can hear his own time and that of his opponent.



The players, by feeling if the square is raised or not, can work out if the piece is on a black or white square. The

piece is determined by its shape, the Staunton pattern pieces being quite distinctive from each other means that they can be used for this purpose.

After making a move both players are required to announce the move before pressing the clock. This allows the opponent to make the move, each player having their own board. A blind person will normally use a tape recorder to note the moves played though



some will write the moves in Braille. A piece is deemed to be touched when a blind player removes it from its socket.

If the move is announced wrongly it should be corrected before the clock is pressed. If a move different to that announced is played the position should be reset to that of the board on

which the move was played correctly. Otherwise if both boards have a different position the moves should be retracted until both agree.

It is also possible that the player might have an abacus like device or something similar to keep track of the number of moves played.

Hearing Impaired

In terms of actual play, hearing impaired players do not usually require any special provision. It should be remembered that announcements should be printed for such players. It should also be remembered that such players may not be able to realise that



fire alarms etc, have been activated. This will not normally be a problem if the player is in the playing hall when it goes off. However, it is worth making sure that the player is

not in a toilet cubicle or other location where they would not know to evacuate the building.

Physically Impaired



Many players may have a temporary physical impairment, eg a broken wrist. Such injuries should be treated in the same way as permanent ones. Not all physical impairments are immediately visible. Some players will have health issues which prevent them from moving

pieces or recording moves.

Some conditions will require the use of an assistant, some will require only minor provision such as the player needing the clock on a particular side.

Where a player has restricted mobility their board should be placed with easy access and room for crutches, etc to be stored if necessary.

Multiple Disability

Some players will have multiple disabilities eg deaf and blind. Sometimes players with disabilities will be paired against each other. In such situations the use of an assistant may be necessary.

Use of Assistants

In many cases, although the Laws provide for them, the use of assistants is unnecessary. Either the player will deal with any situations which arise or the opponent will do so.

In such situations the arbiter should be alert to the conditions changing. For example some opponents become flustered with the extra procedures required when playing a blind opponent. Even though it is the responsibility of the disabled player to provide the assistant it may fall to the arbiter to provide someone, particularly if the lack of an assistant is causing problems for either player. In addition, if a player is in time trouble then the control team should be expected to step in with one of them acting as an assistant.

Where an assistant is used they will have some or all of the following duties:

- Make either player's move on the board of the opponent.
- Announce the moves of both players.
- Keep the game score of the disabled player and start his opponent's clock.
- Inform a visually handicapped player, only at his request, of the number of moves completed and the time used up by both players.
- Claim the game for a visually handicapped player in cases where the time limit has been exceeded and inform the controller when the sighted player has touched one of his pieces.
- Carry out the necessary formalities in case the game is adjourned.

The assistant should be acceptable to the arbiter. It is difficult to say why an assistant would be unacceptable. Obviously, the assistant will have to have some basic chess playing knowledge as he will be required to make moves and press the clock. (It has been known for the assistant simply to copy the move played on a blind board onto that of the opponent without having any idea of how a particular piece moves.) A player's coach or parent may also be deemed unacceptable as the opponent may be concerned that they will give advice.

When the players agree to play without an assistant there are situations which occur from time to time where there is no easy answer. For example, the opponent is away from the board when the disabled player wants to move but is unable to do so. If the arbiter is present they should act as the assistant and make the move. They should also, if possible, wait until the opponent returns and explain the situation. Players with a disability are usually willing to wait on the return of the opponent before 'moving'.

Board Location/Orientation

It is standard practice to set up a room with all of the clocks on white's left hand side. However, it is usually better to turn a board round rather than placing the clock on the other side of the board if one of the players has difficulties with this standard set up.

Players in wheelchairs should be placed at the end of a row for easy access to their boards. It may also be necessary to have them at a particular board throughout because of a lack of passage space.

Visually impaired players will require additional space for their boards. Again it may be beneficial to put them on a fixed board so that they can find it easily. As the announcement of moves can distract those playing nearby nearby, some organisers prefer to put these boards as far away from other games as possible.

Some disabled players prefer to be positioned where their score would have them rather than on a special board. If possible, this request should be granted. However, before this is agreed to, the effect it will have on players in nearby boards should be considered. The arbiter obviously has a duty to care for the disabled players needs but he also has a duty to ensure that the playing conditions of others are also as good as possible.



Occasionally it will be necessary to have a disabled player in a different room. The late Tony Miles played a tournament when lying on a trolley. This would be an example of where using another room might be considered necessary.

The Opponent

No player has the right to refuse to play someone on the grounds of their disability. If someone does refuse to play then the arbiter will have no option but to default them. Most players are willing to play those with a disability and will try to do so without an assistant. If this is the case the arbiter should pay particular attention to this game to make sure that neither player is at a greater disadvantage. If this is happening an assistant should be found. When either player is short of time it is also good if an assistant can be found. Such an assistant could be an arbiter or a player whose game has finished.

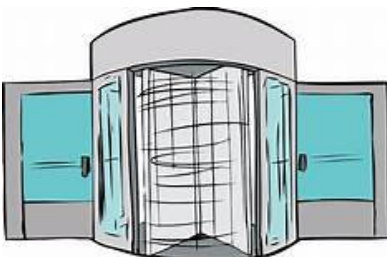
In a FIDE rated event the draw should be based on rating and no account should be taken of any impediments. In non-FIDE rated events it might make things easier for the arbiter if, for example, an alternative pairing is found which avoids a deaf player meeting a blind opponent.

Braille Chess Association

<http://www.braillechess.org.uk/> is the website of the British Braille Chess Association. They can help to supply clocks and other equipment for visually impaired chess players.

They Walk Amongst Us

On the topic of disabilities a player at a recent Congress made two complaints in the first round. His first concerned the presence of a dog in the playing hall. When it was explained to him that it was a guide dog and was therefore acceptable he continued his complaint stating that he had never heard of such a thing being allowed. Since he probably seldom leaves his own house to go into shops, cinemas, etc he will be unaware of the sign opposite. Later in the round the same player came up to complain about another player with a disability (note -he was not playing either of them). This time he complained that the player was using a recorder to note his moves. In this case the player had a disability which prevented him from moving the pieces or recording his moves on paper. The complainant insisted that this player should be put in a separate room. When told that this was not an option the complainant's offered solution was to have a segregated area for all the disabled players. Instead, the player was offered the option of moving his game to another area. He declined.



Two female players at the Olympiad were trying to get into a hotel. As they approached the revolving door was moving but stopped just after they entered.

The girls tried moving backwards and forwards but still it did not move. Another guest spoke to them in a language they did not understand. Eventually he signalled that they should push. They just stood there. So he gave the door a push. It moved and the girls moved with it. However it stopped before the girls could get out. Again the girls tried everything except pushing the door. Then in frustration one of them did push and surprisingly, for her anyway, it moved quite freely. The moral of the story is that not all doors are automatic and occasionally a little push is required. The alternative moral could be that modern youth are so dependent on electronic devices that they can't even open a door if it is manually operated.

Tournament Formats

The Altibox Norway tournament for 2019 has announced a new scoring system. In this event the scoring system will be 2 for a win, ½ for a draw and 0 for a loss. In addition if a game is drawn there will be an Armageddon game worth an additional point for the winner. Armageddon games will be played with the same colours as the original game and will be played a few minutes after its conclusion. The event is an all play all so the format may not be appropriate for a weekend Swiss. The time control for the event is all moves in two hours with no increments. Quickplay finish rules will apply.

The Marymass Congress tried for one year to use the points system of 3, 1, 0. This resulted in an increased number of scoregroups as the tournament progressed and it was felt that the experiment was not successful. The number of players getting double colours was above normal. The Glenrothes Congress ran for a significant number of years with that scoring system but pairing was done as if the traditional scoring system was used.

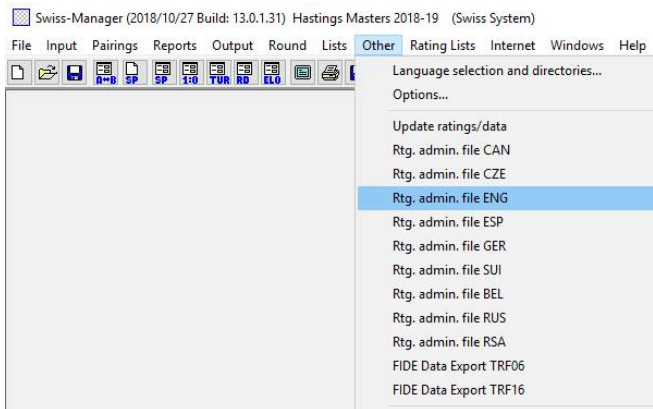
The following table gives the maximum number of score groups at the end of each round.

Scores	Rd1	Rd2	Rd3	Rd4	Rd5	Rd6	Rd7	Rd8
0, ½, 1	3	5	7	9	11	13	15	17
0, 1, 3	3	6	9	12	15	18	21	24

FIDE Rating List

It is no longer necessary to register with FIDE to view a players rating history. Records back to 2001 can now be freely accessed. This may be useful for arbiters and organisers who were concerned about security on the FIDE site. It is now possible for anyone to check on a player without giving a password.

Swiss Manager – ECF grading (By Matthew Carr)



Since November Swiss Manager has been able to create ECF grading files.

While this feature has proved to be very helpful, there are a few things that you as an arbiter/grader will need to do before these files can be accepted by the ECF. Before you create the grading file make sure that the correct ECF

grading reference is in the ID tab in “update players”.

There is already an option to import the ECF standard grades active players. If you cannot find the player in that list simply type the players name into the grading website and if they have a reference they will be shown under the ungraded players tab. Otherwise leave the field blank and export the grading file using other export rtg.admin.file ENG to make the grading file.

2/ Dates of Birth. Swiss Manager will insert the date of birth into the grading file if it's in the update players tab. Otherwise if you only have a year then you need to be careful. While the FIDE ratings server accepts the format 00/00/xxxx. If that gets into the grading file the checker/grading database will reject the file immediately. So to stop that.

Matthew's top tip - CTRL + F 00/00/ and replace all with 01/01/ to solve this problem.

3/ Clubcodes – For current players you do not need to submit a club when you send in the grading file. However a clubcode must be supplied for new players in order to create their grading reference. Swiss Manager if it finds a new player will give it the clubcode of XXXX which is Club Unknown. This again will be rejected by the grading software as soon as it is submitted.

Matthew's top tip – CTRL + f #ClubCode=XXXX and replace all with #Clubcode=IENG

(Never ever submit a player with #Clubcode=IENG. This is simply to allow the file to be accepted by the checker)

If you tell the grader about any such players please make sure you tell the grader what club or failing that which county the player is from. The grader can then select the appropriate clubcode and add it to the file.

If you have done all of this the grading file will now be able to pass the checker and it will identify any player you do not have details for. Send the file to the grader who can complete the final checks (provided it has an eventcode and treasurer's details) and finally the grader will forward the file to the ECF.

Coordination

Notice was received that a player had taken ill overnight. This news was given to the arbiter of the section. He went to stand at the board concerned to inform the opponent of the situation. Meanwhile, the congress director went to the charts and wrote 'see arbiter' next to the opponent's name on the pairing sheet. The result was that you had the player standing at the control desk waiting to speak to the arbiter while the arbiter was at the board waiting to speak to him!!



And coordination of a different kind. Here the photographer took the picture at just the wrong time for one of the arbiters. He was putting his computer bag under the table. (That's his story and he's sticking to it!!) It definitely gives the impression that he was asleep! And for confirmation ... the picture was taken at a chess tournament not a dominoes one!

CAA Officials

Chairman - Lara Barnes

Secretary – Alan Atkinson

Treasurer - Vacant

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



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