

# Arbiting Matters Too



Newsletter of the Chess Arbiters Association

April 2014 Issue 4

## Editorial

I am very happy to report that there have been a number of contributors to this issue, making my task so much easier. But never one to be totally satisfied, let's have more of you contributing. This issue features the new Laws which will come into effect on 1st July, 2014. The British Championships will be the first big event in Britain to apply the new Laws. (It is normally the Scottish but having combined this with the Commonwealth the event starts on 30th June so will use the current Laws throughout.) I believe that the British may have provision for mobile phones and other communicating devices to be stored and not brought into the playing area or venue.

## Changes to the Laws

There have been quite a number of changes made, some cosmetic but some significant.

The CAA website contains a full copy of the Laws as well as a copy with comments which can be downloaded.

Removed from the **Preface** is the part allowing countries to introduce additional rules for purely internal events. Indeed it is now recommended that this should not happen. The former **Article 14** is now included in the Preface.

**3.10 Illegal Move/Position** – This is new. The definition of an illegal position covers only a very few situations. If one of the players has 2 white squared bishops and 8

pawns then the position is illegal. However, if he only has seven pawns the position could have come about by promotion (even if both players deny that happened!!) so is not illegal.

In **4.3 (Touch Move)** wording has been added to make clear that the deliberate touching must be with the intention of moving or capturing.

**4.6** clarifies the method of **pawn promotion**, establishing that it is not necessary to actually move the pawn to the far side of the board. It is permissible simply to put the new piece on the square that the pawn would have moved to.

**4.9** States disabled player may have someone make the move for him

**6.2a** confirms that making your next move completes the previous one. Some people were arguing that if a clock was not pressed at, say, move 27 then the clock press at move 28 only completed move 27. This change removes the possibility of such a claim being made. Whilst, technically a loss could be awarded to a player who forgot to press his clock on move 40 and have his flag drop on his 41<sup>st</sup> move this would be against the spirit of the amendment. Indeed it would be difficult to prove on which move the failure to press the clock occurred.

**6.2c and 8.1e** confirm that a player who is unable to press the clock himself but has to use an assistant will not be given a time penalty if the reason is one of disability.

**6.7** Removes the automatic **default time** (was 0 and before that 1hr). The tournament regulations must give the default time. It is not stated what happens if no default time is given. Is it assumed to be 0 or when the flag falls?

**7.1** confirms that following an illegal move it is possible to leave the chessclock at its current times. Adding extra time when a number of moves had to be taken back could have disrupted the timings of future rounds.

**7.5 concerns illegal moves.** Here there are two significant changes. If a player completes a second illegal move in the game then they will lose (currently it is the third such move which loses). Also if a player promotes a pawn but does not replace it with another piece this will constitute an illegal move AND the pawn will be replaced by a QUEEN of the appropriate colour. The player will not have the option of underpromoting.

Though not new, the recording of a draw offer requirement (=) is moved to the

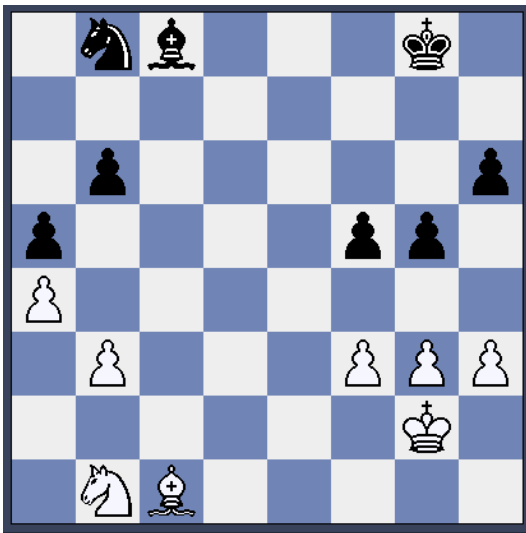
main Laws. **(8.1d)**

**9.5** reduces the **penalty** for an incorrect claim for a draw by 50 moves or repetition to 2 minutes from 3.

**9.6** introduces two more situations where the result of the game is a draw. Neither say "This immediately ends the game", which may explain the strange wording in 9.6a. It also allows the arbiter to stop the clock if necessary.

9.6 If one or both of the following occur(s) then the game is drawn:

- a. the same position has appeared, as in 9.2b, for at least five consecutive alternate moves by each player.
- b. the last 75 moves have been completed by each player without the movement of any pawn and without any capture.



Consider the following. 31 N(b1)c3 N(b8)c6 32 Nb1 Nb8 33 Na3 Nc6 34 Nb1 Nb8 35 .... This is drawn on moves 38, 40, 42 etc. I do not understand the inclusion of 'at least' here. It is even more puzzling when the wording has not been included in part b where in my opinion it would have been more useful.

Now consider 31 Bb2 Bb7 32 Ba3 Ba6 33 Bc1 Bc8 and this sequence repeats 5 times. This is not drawn under 9.6a.

In the article on the conduct of the players, 11.2 now states that, without the arbi-

ter's permission, a person who is neither a player nor an arbiter will not be allowed access to the playing hall.

The controversial article is **11.3b**. This bans players from bringing **mobile phones** and other electronic means of communication into the playing VENUE. The default situation for contravening this is the loss of the game. This applies even if the phone does not ring. A competition may specify a different less severe penalty (so hanging and flogging are ruled out!). It does not allow 'no penalty' so a warning is the least severe option listed in the Laws (Article 12.9). Persistent refusal to comply still results in the loss of the game however

Players are now officially allowed to ask the arbiter for clarification on particular points of the Laws (**11.9**).

It is clarified that the signing of a scoresheet does not prevent a player from making an appeal unless the competition rules state otherwise.

Added to the list of duties of the arbiter are to ensure fair play and to take special measures for disabled players and those requiring medical attention (**12.2**).

The arbiter now has the powers to appoint assistants to observe games (**12.4**). The obvious case would be time scrambles but would also include the situation where the players are known to have a 'history'. It does not say if these assistants have to be licenced by FIDE!!!!

**Rapidplay games (Appendix A)** now extend down to over 10 minutes from 15.

For games to be conducted under the normal Laws not only must the supervision be one arbiter per three games or less but the games must also be recorded.

Where the special rules are in operation there seems to be a move to bring greater similarity between these and the Blitz Laws.

Corrections to wrong set-up of pieces and the clock can be carried out until 10 moves are played (previously 3 moves). The clocks can be adjusted after this if it would affect the running of the competition e.g the clock set for hours instead of minutes or a large increment being added.

If the incorrect placement of king or rook is not noticed within this number then castling cannot take place with any such piece, previously only the king was mentioned.

The first illegal move loses provided it is noticed by the arbiter or the opponent before making his next move. If the claim is not made in time then the game continues. (The players may correct the position by mutual agreement.)

If the arbiter sees both kings are in check or a pawn is on the furthest rank he shall wait until the next move is played and if the illegal position is still on the board then the game will be declared drawn.

For Blitz games the penalties given elsewhere in the Laws as 2 minutes will be one minute.

Removed from both Rapidplay and Blitz is the instruction that an arbiter cannot call flagfall.

In **Appendix C** on notation the Laws now recognise that the capture indicated by x, eg Bxe5, need not be used. Unfortunately this makes the new 75 move rule more difficult to implement as an arbiter may not know from a scoresheet when the last capture was made.

Appendix D for those with visual disabilities now recognises the speaking clock.

**Appendix E** for adjournments has one change. The default time for resumption shall be the same as for the main session.

**Quickplay Finishes** has been moved from the main Laws to **Appendix G**. Also combined into this is the situation when no arbiter is present. The QPF applies to Standard and Rapidplay games only.

There are two major changes. The decision of the arbiter may now be appealed and there is a new option if one player wishes. It is "If the player having the move has less than two minutes left on his clock, he may request that a time delay or cumulative time of an extra five seconds be introduced for both players, if possible. The clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue."

It must be announced in advance if Quickplay finishes are to be allowed.

There is now a **Glossary** included.

## Comments for Arbiters on 2014 Laws.

*The following was drawn up by Alex McFarlane and David Welch and will be the default option in England and Scotland following the introduction of the 2014 Laws on July 1st.. Tournaments may adapt these but must state so on their entry forms.*

If an event is to be FIDE rated then the FIDE Laws must apply.

The following default situations will apply to all British events which do not state otherwise on their entry forms.

The default time is 30 minutes for standard games and 10 minutes for rapidplay.

For Rapidplay and Blitz events the normal Laws will be amended as in Appendix A4 (B4)

Appendix G (Quickplay Finishes) will apply to events without incremental time controls. Draw claims in the last two minutes (G6) will not apply where 5 second increments (G4) is possible. (Even though no arbiter may be present, leagues should consider adopting this option.)

A total ban on mobile phones would be unacceptable at British events. Therefore the penalty of a loss should be amended to a fine or warning (but see below).

Illegal Moves (7.5b & Appendix A4b)

For inexperienced players (indicated by age and/or grade) it is advisable not to enforce this Article with its full vigour. Each illegal move should be penalised by giving the opponent additional time until the arbiter decides it is too distracting. The opponent will be given an additional 2 minutes in standard play and 1 minute in Rapidplay. (The tournament entry form should state if this exemption applies. An error could still be punished to the full extent of the Laws.)

Arbiter Declaring Game Drawn (9.6b)

5 fold position occurrences require observation of the game. The 5 repetitions should occur within 8 moves to be valid. As always it is the position which is important not the moves.

The 75 move rule is interpreted as - The Arbiter may use the evidence of a clear scoresheet in which captures and pawn moves are easily distinguishable to add to the number of moves counted by him or his assistant that were observed but not

recorded. It is best that there is no gap between the end of recording and the beginning of counting. This rule does not require the arbiter to attempt to record the game.

Players are advised that although indicating captures is no longer necessary it would be useful in these circumstances.

### 11.3 Mobile Phones Ban

It may be that some organisers will wish to ban mobile phones etc. from their event. That is acceptable. The entry form should state this.

It is acknowledged that for some people having a mobile phone with them at a chess event is a necessity. Therefore the default situation should be:

Where there is no safe keeping place for mobiles etc. the following will apply:

If anyone intends to bring a phone with them to a chess event they should register that position and their phone number with the organiser. Such phones should be switched off completely (there may be exceptions for doctors on call etc).

If such a switched off phone makes a sound, e.g. low battery beep, then Law 11.5 applies.

If the phone is found to be switched on then the player should be defaulted.

In the application of these guidelines the entire tournament shall count as one instance.

The entry form should provide space to register the phone and number. The penalty could be a fine of £1 used for a good cause.

Some organisers may wish players to register at the event. Another penalty which may be issued would be a warning.

For games not under the supervision of arbiters (e.g. some league games) it is recognised that mobile phone use may be needed. This should be done with the knowledge of both captains. When this is done a more lax approach can be used. It is inappropriate to impose a penalty when any noise emitted is less than the ambient noise in the room.

If dealing with a blind player and an illegality occurs as in D8. The clock should be treated as in Article 7.1

Players should be made aware that it is in their own interests to record captures with x as in Article C9.

Neither Rapidplay nor Blitz states that the arbiter cannot call flag-fall. Therefore the arbiter should call flag-fall as detailed in Article 6.

### **ECF Policy on FIDE Licencing**

Those seeking the minimum FIDE Arbiter Licence through the ECF will now be required to pass either the FIDE Arbiters' Exam or the ECF equivalent. Existing people who have not passed an exam will be required to do so within 6 months.



The ECF Arbiter regulations are changing. You can find the new regulations in full at <http://www.englishchess.org.uk/arbiters/ecf-arbiters/>

The main changes are:

(1) Following legal advice, it will no longer be a requirement to have a DBS Check to be an ECF Arbiter

(2) From 1st September, 2014, tournaments yet to be registered without a Level 1 Arbiter or above will not be registered with FIDE, even if these titleholders are Licensed with FIDE.

(3) From 1st July, 2014, a BCF Arbiter who wishes to transfer his title to an ECF Arbiter title will be asked to sit a Test on the current Laws of Chess.

The original titles have been retained, and the essence of progressing through each level has remained the same as before.

### **Juniors Create Different Problems**

By Scott Freeman

A lot of this information is listed in the order I believe it happened, but my involvement was affected by the fact that I had different and conflicting information coming at me at different times and from different sources. As such, what I was told happened and when it happened was not initially clear. Indeed, some logistics have only dawned on me during the following day as I have thought it through.

Somewhere around move 43 in a match between BLACK and WHITE, FRIEND (a



former school colleague of BLACK'S before he (FRIEND) changed schools in the summer), is walking down the room and is somehow left with the impression by BLACK that he (BLACK) has lost the game. BLACK when asked later what he said denied saying anything and this is supported by WHITE who says both players were in their seats. FRIEND is someone I believe firmly would not have involved himself in the game without the belief that the game had finished as he knows the tournament scene well, however it could be that he incorrectly assumed that because BLACK was busy copying down moves off WHITE's scoresheet that the game must have concluded. FRIEND states that BLACK told him that he (BLACK) had lost. WHITE has not claimed that there had been a resignation and did not notice anything said. However white had past pawns on the 6th and 7th rank and BLACK may have been struggling to see the defence.

FRIEND, in the complete belief that the game was over, began to show BLACK and WHITE how the game might have continued. Neither player (apparently) stopped him. I will come back to that in a moment.

About 10 moves AFTER this happened, WHITE came to me (the first involvement I had) to comment that BLACK was not writing his moves down and could he claim a win? No mention was made of the other issue. Of course I informed WHITE that he couldn't claim a win and that he must offer his scoresheet to BLACK when it was BLACK'S move so BLACK could get his scoresheet up straight. WHITE went back to the board and continued to play.

Going back to the demonstration by FRIEND, it appears that either WHITE (as I assume he was the only one writing his moves down at the time) or both players, actually then recorded the moves that FRIEND demonstrated on the board - and then continued the game! It appears that FRIEND played both players' 43rd move and BLACK'S 44th move (or thereabouts)! What I was told later was that WHITE had apparently raised the issue at the time with a 17.5 year old who regularly assisted us with the running of our junior events in the mistaken belief that he would tell me or deal with it. But this chap wasn't officially an arbiter in this event and was playing himself. Nobody told me and the game continued.

When asked why he didn't come to me at the time, WHITE claims that he couldn't leave the room because he couldn't leave the playing hall whilst it was his move. One assumes, therefore that either the moves were being played too quickly - or that WHITE was using that as an excuse for not raising the matter earlier whilst he was still in the game. Did he only raise the issues when he started losing? Quite possibly! He could, after all, have raised it with me when he came upstairs to raise the issue about the move sheet. But equally it must be considered that he did tell someone he could be reasonably argued to have believed had authority.

Near the end of the game, another school colleague (younger) of BLACK'S then indicated a move that BLACK should play. BLACK may have played it anyway but the game was as good as over at the time, with BLACK close to the victory. This is almost irrelevant but just adds to the craziness of the situation. That player was suitably ticked off.

There are people with different views on what should now happen. Does the fact BLACK allegedly declared that he had lost (something out of the 3 of them that only FRIEND feels happened - perhaps FRIEND is claiming that because he realised he made a mistake and saying that was the best cover?) mean that he should have been declared as the loser at that moment? I only heard this close to the end of the game. Or was he just indicating to FRIEND that he was as good as lost - and FRIEND mis-understood? Or does the fact that both players then played on, legally mean they accepted the status quo that FRIEND had unwittingly played a part in the game?

As I say, I only became aware that BLACK had allegedly stated that he had lost shortly before WHITE finally resigned (i.e. some time after I had first become involved in the situation). Should that have affected how I originally dealt with the situation?

Both players had to go home as their game had run longer than normal, etc, so perhaps I would have liked to quiz them a little more. FRIEND'S father is adamant WHITE should be awarded the win- but that argument possibly only holds IF the version of events by FRIEND that BLACK stated he had lost is true! But does the fact WHITE played on (even allowing for his youth and innocence) mean he accepted the position? Or does the fact he tried to notify someone cover him?

You can ask the audience, phone a friend, or take a 50-50.....

### **Chess Murder**

The following was first reported on RTE News on Sunday 12 January, 2014. It subsequently was more widely reported with some gruesome details added.

Gardaí believe a man who was killed at his home in Castleknock in the early hours of this morning died in a dispute over a game of chess.

The victim, who was in his late 30s, was attacked and stabbed to death at his home in Beechpark Avenue.

A 34-year-old man was arrested at the scene and is being questioned at Blanchardstown Garda Station.

## Glasgow League Incident

David Sedgwick contacted me to remind me that a similar incident almost occurred at the 2011 Surrey Easter Congress. At that time a number of emails were sent round asking for opinion. The general feeling was that 6.8 applied (a flag has not fallen until it is spotted by an arbiter of player. 6.11 states that if it cannot be established which flag fell first then the game shall continue or if it is the last session then it ends as a draw. With an analogue clock then 6.11 would definitely apply.

David Welch said at that time-

“For a DGT only one flag appears. It is deemed to appear when a player correctly claims that it has appeared. The Laws do not consider any forensic reconstruction. In the critical case under discussion, there was no loss on time. An arbiter is however allowed to say that he saw a flag appear while a particular move was being made, because there is sometimes a short delay before the arbiter can stop the game.

The Law was designed carefully: it gives a consistent result and puts some responsibility on a player to claim at the right time. “

This echoed my opinion. Stewart Reuben said that he agreed though arbiters elsewhere were interpreting it differently.

However, having looked at the FIDE tournament regulations which indicate that the same type of clock should be used throughout a tournament to ensure that the Laws are consistent, I think that British arbiters should be falling in line with others. Having said that I could argue that in events, such as leagues, where a variety of clocks are used then the digital should be treated in the same way as an analogue.

### Arbiter Profile

ECF Manager of Arbiters (Home) Matthew Carr

**Name: Matthew John Carr**

**Arbiting Experience:** I first started getting into arbiting when I was Records Secretary of the Cannock League. The constitution gave no real ideas on what the powers of the Records Secretary were when dealing with disputes. I learned the laws to deal with situations. My first tournament was helping out at the





Staffordshire Junior Congress run by Traci Whitfield. I enjoyed the experience so

much I wanted to do more. After a few more tournaments to build up my confidence and having been through one or two disasters I applied to do an arbiters course. On my second attempt I passed the course with flying colours. I went to work with arbiters Roger Edwards, Dave Thomas, and Alan Ruffle to name but a few. Working with them I gained more experience and asking questions to them when I encountered a problem or had an idea I didn't really understand and in July 2011 I was made an ECF Arbiter. That was the same year I was invited to the British Championships in Sheffield and have been on the team ever since. I have always driven myself to be the best that I can be. To this end I've worked with many senior arbiters like Dave Welch, Lara Barnes, Alex McFarlane, Peter Purland and Kevin Staveley. During 2012 I was told that they needed someone to run the Liveboards at the British. Being a student learning creative computing at University I volunteered to learn and help. Over the course of the year I learned everything I could and come the championships, the positive comments just kept coming.

I was recently made Manager of Arbiters (Home). I volunteered to do the job because the role needed to be filled, I had just finished my university course and I wanted to help. There were other jobs that people wanted me to do but I chose this.

Finally my latest goal is to obtain the International Arbiters title. When I became ECF arbiter I set my sights on it and promised to go for it when I had more experience. Now I have that experience it's time to achieve my long time goal.

**Most memorable moments:** An Ironing board turning up near my Liveboards desk at the British. The puns that day were never-ending and great fun. I moved it into the office in case there were any wrinkles Lara wanted to get out of the British.

**Favourite Food/Drink:** In order of preference - Vimto, Coca-Cola, Tea, Water.

**Favourite Music:** Soundtrack: Being a gamer I enjoy various different types of music. So the music that feature in games and films is a particular favourite.

**Favourite Films:** Star Wars, Back to the Future trilogy.

**Favourite TV show:** Only Fools and Horses, Open All Hours, 'Allo 'Allo and of course The Master Game.

## ARBITING & PLAYING

Is it possible to be both the arbiter of an event and a player in it? Certainly one or two of the more vociferous posters on the ECForum seem to believe that arbiters and players are two different animals who share few if any characteristics. Many arbiters



are also organisers to further complicate the picture. I find it annoying when the composition of a committee is criticised because it has “too many arbiters”.

FIDE regulations ban an arbiter of a title event from playing in it even if this is only to prevent someone having a bye. I have even seen it claimed that you cannot be an arbiter in a FIDE rated event as FM titles are possible. I do not regard this to be a valid conclusion from what is stated., though I see how such an interpretation can be made

“1.17 No arbiter may play in a title tournament even just as a filler.”

For a top event such as Hastings or the British it seems reasonable that the Chief Arbiter should not be able to participate, but does this hold true for an assistant arbiter? This rule which came into force in July 2013 stops arbiters of even one round of the 4NCL from playing in a different round and even in a different division. This applies to all divisions as although norms are only likely if you play in the 1st it is possible to combine games in other divisions with those to give you the nine games required. The results are submitted for the tournament as a whole and not as separate events.

The legality of the situation is therefore that an arbiter can play in any tournament except those where title norms may be achieved. But what of the practicality?

Here I certainly don't like to arbit and play other than as a filler and even then only with another arbiter present. I used to run a small local tournament involving 4 or 5 local clubs for the county championship. It had between 20 and 30 players. I would play if there was an odd number of entrants (as opposed to a number of odd entrants!). In the last one of those I played I had the situation where my opponent claimed a draw under 10.2. The position was such that I had a very slim chance of

winning if he went wrong. If it had been another game then I would have immediately said “play on”. Because it was my game (and I was the only arbiter) I felt obliged to accept the draw claim. I’ve never played again under the same circumstances. My advice would be to make sure that if you do have these dual roles that there is a deputy to rule on anything that comes up in your game. (You may need an alternate deputy if you end up playing the first one!)

I’ve also seen it claimed that an arbiter may ‘fix’ the draw if he or she is playing. I really doubt that that is a problem. I was once asked to check a club championship pairing by the person running the event. I had a look at it and said that no-one else playing would spot anything wrong but then altered a couple of his pairings and suggested that those were better. I realised that rather than commenting he was staring at me. It was only when I asked him why and he suggested that I looked at the cards closely did I see that I had suggested pairing the two of us together. Until that point I had not looked at the players names.

If doing the pairing is thought to be a problem then perhaps computerised pairings could be used. There is some free software available though the quality is not that great but it does remove the possibility of such an accusation being made.

### **Draw Claims in the Last Two Minutes of a League Match**

This continues to be a bone of contention. I know of one player who has had 3 incidents referred to his local league in a 9 game season. I believe his are the only ones however!! Had the time control included increments none of these problems would have occurred.

Despite the absence of an arbiter we should be encouraging local leagues to sanction the new law which allows for incremental times to be introduced when a player reaches the last two minutes should he/she wish.

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

If only a few digital clocks are available this provides an excellent way for the players to finish the game themselves without the need for external intervention.

If the players were originally playing with an analogue clock then they will need to transfer to a digital. To save time and confusion this digital should have been previously set for a single session with 5 second increments. The times on the clocks (plus two minutes for the non-claimant) can then be edited into the clock.

If the players have been using a digital from the start the same process could be used. If however the same clock has to be used the players should write down the times before attempting to reset the clock with the appropriate time control.

## Software and Clock Reviews

The screenshot shows a software window titled "Swiss Tournament - [Heating2011.rnd]". It displays a list of players with columns for Rank, Club Name, Score, Time, Rating, and Rating Change. A "6" is highlighted in a blue box on the left side of the list.

Rank	Club Name	Score	Time	Rating	Rating Change
1	Widowmaker Ireland	5.0	00	190800	1910
2	Ma-Dan	4.0	04	180204	1801
3	Torquay	4.0	04	174400	1750
4	Ben McEwan	4.0	04	161000	1611
5	Gravelly Coast V	4.0	04	146400	1465
6	Gravelly Coast	4.0	04	145100	1451
7	Florian Ligt	3.5	04	167500	1668
8	Harold Park	3.5	04	145100	1451
9	Harold, Clontarf	3.5	04	141300	1413
10	Harold, Clontarf	3.5	04	130000	1304
11	Harold, Clontarf	3.5	04	124700	1247
12	Flax, Bann C	3.5	04	120700	1203
13	Waghall camp	3.5	04	118400	1180
14	Ball a Park	3.5	04	118100	1181
15	Farranville, Dunellin	3.5	04	108100	1081
16	Blackburne, Jersey	3.5	04	105500	1054
17	County Kerry	3.5	04	100700	1003
18	Blackburne, Jersey	3.5	04	100000	1000
19	Widowmaker Ireland	3.0	04	122300	1225
20	Widowmaker Ireland	3.0	04	117700	1174
21	Widowmaker Ireland	3.0	04	117400	1174
22	Widowmaker Ireland	3.0	04	117400	1174
23	Flax, Bann C	3.0	04	113000	1131
24	Flax, Bann C	3.0	04	112700	1127
25	Flax, Bann C	3.0	04	112700	1127
26	Flax, Bann C	3.0	04	112700	1127
27	Flax, Bann C	3.0	04	112700	1127
28	Flax, Bann C	3.0	04	112700	1127
29	Flax, Bann C	3.0	04	112700	1127
30	Flax, Bann C	3.0	04	112700	1127
31	Flax, Bann C	3.0	04	112700	1127
32	Flax, Bann C	3.0	04	112700	1127
33	Flax, Bann C	3.0	04	112700	1127
34	Flax, Bann C	3.0	04	112700	1127
35	Flax, Bann C	3.0	04	112700	1127
36	Flax, Bann C	3.0	04	112700	1127
37	Flax, Bann C	3.0	04	112700	1127
38	Flax, Bann C	3.0	04	112700	1127
39	Flax, Bann C	3.0	04	112700	1127
40	Flax, Bann C	3.0	04	112700	1127
41	Flax, Bann C	3.0	04	112700	1127
42	Flax, Bann C	3.0	04	112700	1127
43	Flax, Bann C	3.0	04	112700	1127
44	Flax, Bann C	3.0	04	112700	1127
45	Flax, Bann C	3.0	04	112700	1127
46	Flax, Bann C	3.0	04	112700	1127
47	Flax, Bann C	3.0	04	112700	1127
48	Flax, Bann C	3.0	04	112700	1127
49	Flax, Bann C	3.0	04	112700	1127
50	Flax, Bann C	3.0	04	112700	1127

I would like to hear opinions on tournament software and digital clocks for both Arbiting Matters and our website. These reviews can be from either the arbiter's viewpoint or that of a player. Positive and negative reviews are welcome.



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

ahmcfarlane@yahoo.co.uk