Specimen Questions 1

1. Black intends to move his Queen but, in reaching for it, he knocks over his King. He replaces the King and makes a move with the Queen. White claims that Black must move the King. Give a ruling (with a reason). (1)

2. State the four conditions (2 permanent and 2 temporary) which prevent castling. (2,2)

3. You are called to a board where an illegal move (first in the game) has been made. Describe what must be done in connection with (a) the position on the board and what happens if this cannot be achieved as the Law requires, (b) the clocks, (c) restarting play. Is there any difference if a result has been agreed before the illegal move is discovered?

 (2,2,1,1)

4. White decides that he has a move which will enable him to claim a ‘draw by repetition’. Describe (a) the 3 actions which he should follow to claim the draw and (b) the requirements of the position for the claim to succeed. (3,2)

5. Other than stalemate, repetition or agreement, state two *distinct* reasons for which a game may be drawn. (2)

6. You notice that (a) a player who made a move a minute ago has not pressed his clock, (b) neither clock is going (unnoticed by the players). What action do you take in each case? (1,3)

7. White moves his Pawn from d7 to d8 and wishes to promote it to a Queen. No White Queen is immediately available. (a) What should White do next? (b) Before the Queen is available, White decides that he would prefer to promote to a Rook. Is this permissible and why (or why not)? (2,1)

8. Both players have about two minutes to reach the first time control (no increments) and are playing quickly. As you approach, you observe that White repeatedly replies almost instantly and prevents Black (who is not quite so fast) from pressing his clock on the grounds that it is again Black's turn to move. What action do you take? W (3)

9. White makes his last move before a time control, but his flag falls before he can stop the clock. What is your decision (having been present throughout) in each of the following cases: (a) Black claims a win on time? (b) White's move left Black with a bare King? (1,1)

10. What action (if any) do you take if a player: (a) Covers his scoresheet so that nobody can see it?

(b) Comes to the board with his right forearm in plaster? (c) Writes his moves on his scoresheet before playing them?

(d) Places the clock on the opposite side of the board from that placed by the Arbiter? (1,2,1,1)

11. Black sealed his 41st move. Describe what to do if at the time for resumption White is the only player present. (2)

12. As you pass the board in the Scottish Championship where McDonald (Glasgow) is playing Robertson (Dundee) you notice that White has recorded the first three moves as 1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 N-B3. Black has recorded 1 e4 e5 2 Cf3 Cc6 3 Fb5 Cf6. What would you do and on what grounds? (2)

13. The games in a match from a team knock‑out resulted as follows:

 Board Team S Result Team A

 1 Svidler 1 - 0 Anand

 2 Shirov 0 - 1 Aronian

 3 Sasikiran ½ ‑ ½ Adams

 4 Short 0 - 1 Akopian

 5 Smirin ½ ‑ ½ Almasi

 6 Sokolov 1 ‑ 0 Alekseev

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State the result if ties are broken by (a) board count, (b) board elimination (2)

14. In a five‑round tournament, two players' results were, in order of play:

 A: C(2) 2, E(3) 1, F(2) 2 , B(3½) 1, H(2½) 2.

 B: D(1) 1, F(2) 1, G(4) 1, A(3½) 0, J(3) 2.

Calculate (a) the sum of opponents' scores and (b) sum of progressive scores for each player. (Note: C(2) 2 means A drew with C, who scored 2/5, and so on.) (4)

**ANSWERS**

1. Queen move stands. King was not touched deliberately (1)

2.(a) King has moved; with Rook which has moved (2,2)

(b) King's square or square to be crossed or occupied is attacked; Piece between King and Rook to be used

3.(a) Reinstate position before irregularity: otherwise continue from last identifiable position ; (b) set clocks by best judgement, then add two minutes to opponent's clock; (c) resume game, following 'touch move' if applicable; Result stands as agreed (2,2,1,1)

4.(a) Write move on scoresheet, declare intention to make move to Arbiter, stop clocks; (b) Move must cause same position to occur for at least third time - same player on move, same dynamic possibilities, etc. (3,2)

5. No mate possible; 50 moves by each side with no Pawn move or piece capture; Quickplay finish claim that opponent cannot/ is not trying to win by normal means; if player oversteps time limit and opponent could not win by any legal moves (2)

6.(a) None; (b) Replace clock if faulty. Adjust clocks according to best judgement (with minimum disturbance and not making player severely short of time. Start clock of player on move. (1,3)

7.(a) Stop clocks and summon Arbiter. Ask Arbiter to supply Queen; (b) Yes. Promoted piece is not final until it has been touched on the board (2,1)

8. Stop clocks. Tell White he must always allow Black to stop his clock as move is not complete until then. (Probably) add time to Black's clock. Restart clocks (and watch game) (3)

9.(a) Win for Black; (b) Draw (2)

10.(a) Require him to make it visible to Arbiter; (b) Ask if he can keep score, and if not deduct from his time an amount decided by you. Warn him that a claim cannot be substantiated by his opponent’s scoresheet ; (c) Stop clocks; require player to write move only after played; (d) Require clock to be placed where Arbiter wishes

 (1,2,1,1)

11. Open envelope. Make sealed move on board. Start White's clock. (2,1)

12. Stop clocks. Take players aside and explain that game must be recorded in standard FIDE algebraic notation. Both players are in breach of this; White by using Descriptive and Black by not using the first letters of the pieces commonly in use in his country (1,1)

13. (a) Team A wins by 6 - 7. (b) Team A wins 3 - 2. (2)

14. (a) A 13, B 13½ (b) A 10½, B 12½ (4)