

# Arbiting Matters Too



## Newsletter of the Chess Arbiters Association December 2017 Issue 26



January 1<sup>st</sup> sees some changes to the Laws taking effect. It should be noted that any event which started before that date will still be governed by the old Laws until its conclusion. For example if a league has a one round per month Rapidplay then the same Laws will apply for the duration of the event. Arbiters should be aware that in those circumstances players may be confused by 'swapping' between Laws. It is therefore recommend that players are reminded of the actual Laws being used for the event. For standard chess there shouldn't be a problem even when the 2017 Laws are used. See page 15 for the changes between 2017 and 2018.

The DGT initiative of supplying cheap clocks, coupled with those already on the market should mean a greatly increased number of digital clocks available to tournament organisers. FIDE (and the ECF) encourages the use of incremental times. It is likely that the next revision of the Laws will remove provision for games played without increment. From 1<sup>st</sup> July 2018 only games played with increment will be acceptable for title norms ((W)GM and (W)IM).

This raises the question of the responsibilities of arbiters. Arbiters should be recommending to organisers that increments are used. But should arbiters be going even further? Is it reasonable for arbiters to refuse to participate at events which do not use increments? That is possibly a step too far currently but it does not seem unreasonable for an arbiter to say to an organiser that they may not help at the event in future unless increments are introduced.

Finally, seasons greetings,  
and may all your Humbugs be Bah!

## **CAA Website**

The CAA website has been revamped. The previous site had grown in an unstructured way. The new format is designed to hopefully be a bit more logical.

The number of main pages has been reduced to 5.

The Membership section has a list of members, minutes of meetings and accounts and obituaries.

The Laws section has been divided into current and historic.

Resources refers to items on digital clocks and tournament software. It also includes the downloads page and links to other sites.

The Information section covers everything else. Currently this is courses supported by the CAA, quizzes on the laws and pairings, downloads of previous newsletters and other materials including FIDE documents.

I have tried to check that all the links still work but please inform me of any problems encountered. There has been a significant increase in the historical documents on the site over the years but some things are still missing especially AGM reports. Any help in this direction is much appreciated.

As always constructive criticism is welcome (but may be ignored!!!).

## **Memorandum of Understanding with the ECF**

Representatives of the CAA and the ECF have been working on an agreement to formalise the relationship between the two organisations. This is nearing finalisation and has been accepted by the ECF Board.

The principal provisions are set out below:

- The ECF shall forward to the CAA all documents from Federation International des Echecs (FIDE), the European chess Union (ECU), and the Commonwealth Chess Association relating to Arbiters and Organisers. The CAA shall extract appropriate information from such documents and give it to the British Isles Chess Co-ordinating Committee (BICC) nations to disseminate as appropriate within each country's jurisdiction.
- The CAA shall produce materials to be used in training courses for arbiters at both national and international levels. The ECF is entitled to use this material in its courses.
- The CAA shall organise a Standards Committee to independently consider disputes which have exhausted all local resolution procedures. Such disputes shall

relate only to matters involving chess organisation including arbiter and player actions. In general only issues arising from graded/rated games will be considered. In return for access to this Committee the ECF shall arrange for, and cover the costs of, suitable insurance cover.

### **You Don't Need Technology to Cheat**

Cheating in chess is not restricted to using modern technology, a fact which is often forgotten. Arbiters should be aware that players may have hand written notes with opening lines for example. Pre-arranged results is also a method of cheating. In Britain this has been suspected in last rounds where a win for a player ensures that he gets a bigger share of the prize fund than if the game was drawn or won by the opponent. The two players then share their ill-gotten gains.

There have also been a number of cases where a drawn game has resulted in one of the players gaining an IM or GM norm. When these have occurred it has normally been thought that the opponent was being magnanimous in allowing the player to get a norm. however, it is possible that money changed hands.

This has certainly been the case in Italy in events from 2013 to January of 2017 where players have been found guilty of 'throwing' games. Media reports state that a Tribunal has found 4 players guilty of this offence. The 4 players were found guilty of violating the Rules of Justice and Discipline of the Italian Chess Federation. One IM, Angelo Damia, has been suspended for 7 months and another Luigi Basso for 5 months. Both are Italian. Italian resident GM Igor Naumkin has been suspended for 6 months. IM Andrea Stella was reprimanded for rude behaviour. He secured a GM norm in one of the tournaments under investigation.

The players suspended were found to have offered to lose games for sums of up to €200 per game. No evidence was found that the offers had been accepted and hence what might be regarded as the light sentences. The 'rude behaviour' appears to be for saying that prices were open to negotiation rather than making a concrete offer to lose.

There were suspicions that the January tournament in Montebelluna had been set up to illegally obtain norms (11 norms were obtained) but no proof could be found to support the allegations.

The investigation was started after concerns were expressed by a number of Italian players in February with the Court result announced on 26<sup>th</sup> November.

There was also what appeared to be a claim from a Myanmar (Burma) player that result rigging is endemic in that country. In a fairly public appeal the player was asking for help

to expose the cheating which has allegedly taken place in 6 named events leading to 3 players getting FM titles. The players all managed to go from being unrated to 2400 in only two tournaments. I say tournaments but the allegations say that some of the tournaments are fictitious with alleged participants including deceased players. It is also claimed that players could increase their rating at a cost of 40,000 Kyats (£22) per player in a 16 player tournament. It is alleged that the organisation of these tournaments is not restricted to one or two organisers but is approved by the national federation. It is now claimed that the named player did not make the allegations and the phone number does not belong to that player.

In 2008 FIDE deducted rating points from a large number of Myanar players

### Further Cheating Discovered



The International Benidorm Festival has unearthed another player carrying a suspicious device into the tournament. Pedro Garcia was playing in the Under 2000 section and was achieving better than expected results. The player had also attracted attention due to his unnatural behaviour in that his hands were always on his thighs except when making his move and even 'only' moves were taking longer than expected to be played. When finally approached in round 9 the player willingly allowed an inspection of his glasses, jacket and shirt. When asked about the bulge in his crotch area the player produced the device shown opposite and explained that it was a TV remote control!

The reason for having a remote control on his person regardless of the strange storage location has not been explained. It would appear that the device was not totally foolproof as in one game a Queen move was played that left a rook en prise. The player came under suspicions at a previous event which is hardly surprising as his rating went from 1288 to 1536 in ten games then in successive months to 1612, 1683 and 1795 a rise of over 500 points in six months based on 26 games. This may have been possible in a



young player but in someone in their sixties it is less probable. The player concerned is shown opposite.

### **Toilet Trouble**

A female player has raised a point of concern with an arbiter. She was frequently going to the toilet. The arbiter was correctly concerned about this and questioned her on her frequent absences. The woman, who had reached a certain age, was embarrassed to explain why she had to go to the toilet. Due to the nature of the question the woman decided it was necessary to explain fully why she was going. Both parties may have been happier if it had simply been described as a medical matter! This however raises the point, should all tournaments have arbiters of both sexes and how should a player be approached in these circumstances?

It is certainly worth considering having arbiters of both sexes but it is accepted that this is not always possible. However a woman official of some sort should be considered. If a female player is accused of having a hidden receiving device to cheat it may be necessary to have a woman official involved in the investigation.

It is not just women who would find being questioned about frequency of toilet visits embarrassing. Girls could easily be even more uncomfortable if questioned by 'a strange man' and many medical conditions are such that the sufferer, regardless of their sex, would not want it made public.

### **Junior Behaviour**

In the 1980s the amount of talking between juniors was a major feature of many English congresses. Player complaints about the noise that was being made and the frequent concerns that young players were passing on advice to each other about games in progress meant that the atmosphere was often, perhaps not unpleasant, but certainly not as pleasant an experience as it could have been. These days have long gone (and unfortunately so to has congresses with massive numbers of young players competing). Canada has seen an increase in young players in recent years and this has resulted in many Canadian events where the junior entry has been over 50% of the total. This has not been without problems. Indeed the Mississauga, Ontario event was blighted by the misbehaviour of a smallish number of juniors. The tournament has grown in size due to the increased junior interest but the downside of this is that there is a shortage of venues locally of an adequate size which can be used. This event is held in church halls. In

previous years the main hall had staged the various sections of the congress and another series of smaller rooms had held the breakout area including the analysis room. With the increased numbers it was decided that it was not possible to fit everyone into the main hall. For this reason one of the other rooms was set aside for one of the sections. With the best of intentions it was felt that the top section players would appreciate what was hoped to be better conditions.

Unfortunately this did not prove to be the case. That room was adjacent to the analysis area and the partition wall between the rooms was inadequate in suppressing the noise generated. Despite frequent requests the noise generated by a small number of juniors continually exceed acceptable levels and was a major disturbance. The players in the main hall did not escape either as the same juniors decided that they needed to expend energy by playing chases often running through that room trying to 'tag' each other.

One of the juniors even managed to access the church phone system and put a call through to one of the church officials who arrived at the venue very displeased with the situation.



In an attempt to appease the church the next junior event due to be held their was cancelled. Many players have expressed their unhappiness about the tournament in public forums.

What should have been done at the time? There have been several suggestions made which have provoked quite contrasting views. It is interesting to see the different opinions held about the matter.

An arbiter has stated that it is not his responsibility to control children whose games have finished. Another player has suggested that the organisers were at fault for not providing adequate space for the children to let off steam. Some have said

that the culprits should have been thrown out of the tournament but even those who suggest this disagree as to whether their entry fee should have been returned or not.

Looking at these points. Whilst the actions the arbiter can take may be limited (no matter how much he may wish to administer corporal punishment such measures would

result in him facing a court of law). An arbiters duty is to maintain good playing conditions. This clearly was not done. An arbiter should try to keep noisy youngsters quiet. If they refuse then parental involvement might be necessary. It is even possible to involve the police if the disturbance cannot otherwise be removed.

Many parents already regard the chess club/tournament as a cheap crèche. If the suggestion of providing qualified child care and a playroom was followed through it is almost certain the number of junior entries would increase though whether chess would benefit is very unclear. Even if organisers thought this a sensible solution the costs involved would be prohibitive.

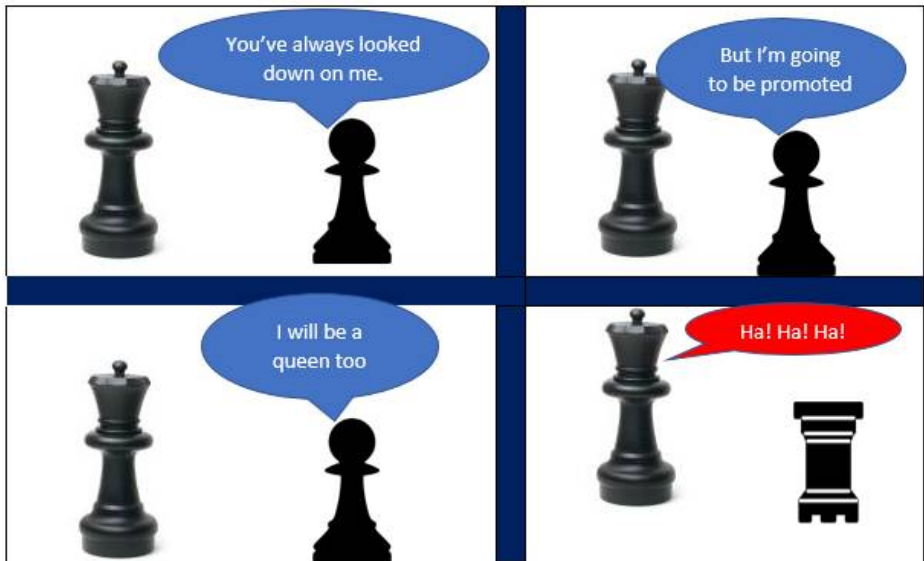
### **British Rapidplay**

An incident at the British Rapidplay could have mirrored the upside down rook incident at the Canadian Championships. Here, as in Canada, most of the sets did not have spare queens. In Canada a player unable to find his queen put an upside down rook on the board to be informed that he had promoted to a rook and not a queen. In one of the Open games White, who was losing, advanced his pawn and, as is the habit of some players, lifted the white queen ready to promote. When it became obvious that his promotion bid had been permanently halted he exchanged the white queen in his hand for his opponent's black queen which he then held in his hands concealed from view. The arbiter spotted this and produced an extra black queen which was added to the pile of captured black pieces. When Black finally promoted there was a queen available. White then released the black queen from his hand and resigned a move later. No-one is saying that the White player deliberately hid the opposition queen but ...

In fairness to the player he did hold pieces in his hand in other rounds too.

Another game in the Open highlighted the problem that arbiters now have with the 5 occurrences of a position rule. Both players were making moves rapidly. With 10 second increments their times were increasing. The pieces were moving round in circles. The game was not on a sensory board so there was no chance of checking what had actually been played. When the game was finally agreed drawn the arbiter was sure a position had occurred three times and possibly a fourth. The GM watching was convinced it had been 5 times. Neither player had any idea and were obviously not recording. Following the July Law change this type of game is an arbiter's nightmare.

And with further reference to the Canadian incident ...



### You are the Arbiter?

The following incident occurred at the World Senior Championship Over 50s in Acqui Terme, Italy. The entire game was 1. e4 d5 2. ed5 Qd5 3. Nc3 Qb5 4. Bb5.

The position before move 4 is shown.

Black was attempting to move his queen from d5 when it is agreed by everyone that it was accidentally dropped on b5 on its way to a5. White immediately claimed that the piece had to remain on b5.

What would you do if



a) You hadn't seen the incident but Black insisted on moving to a5?

b) White claimed the queen should be moved to b5 and Black reluctantly agreed. You witnessed it and were certain that the release of the piece was accidental. See page 10.



## Digital Pens

Arbiters should be aware of a relatively new way of cheating in chess. The digital camera allows moves made to be transmitted to a computer. Early versions used a camera to record an image of the writing which then used optical character recognition (OCR) to translate this into text. The text can then be sent to a chess engine. With such pens the 'bump' for the camera was reasonably obvious, though some players like bulky pens. However a more recent development is to use a motion sensor in place of the camera. These pens are generally slimmer and much more difficult to detect. It is for this reason that top tournaments do not allow players to bring their own pens.



## When Good Ideas Go Wrong

It is good when people have ideas for different tournament formats. Unfortunately these ideas don't always go as smoothly as hoped.

At the London Classic the Blitz attracted a fantastic entry. The innovative format was to have all play all sections producing two qualifiers each for a knockout section. In theory there were 27 sections with 15 or 16 participants in each section. The sections were of approximately equal strength with each other. A great deal of work went into trying to ensure this was the case. Unfortunately, the weather on the day meant there was a high number of no-shows. Players were claiming that 5 or 6 players were missing from some sections though most were only missing a player or two. The absentees meant that the sections were not as balanced as hoped and some players had a considerable colour imbalance. Fortunately the knockout stages went smoothly so the overall impression was good.

It may be worth noting that if the same format had been used for a standard play event the FIDE rating fee would have been just under €1400 compared with the approximately €300 for a Swiss format.

Several years ago the Hastings Congress tried to run a knockout with those eliminated going into a Swiss which was running alongside. Again the theory was fine but the number of entrants received was almost the worst possible for the format. It had been anticipated that the entry would have been much closer to 128 rather than 64. The reverse proved to be the case so after the first knockout round very few were eliminated as many losers were reinstated to bring the numbers in the knockout up to a power of 2. The knockout was staged with a drawn encounter meaning that players progressed on the result of quickplay games. Those eliminated carried their score from proper games (ignoring the play-off games) into the Swiss. This meant that one strong GM who had drawn many games and won the play-offs, when he was eventually defeated, entered the Swiss tournament on a score of 2 out of 5 much to the horror of his round 6 opponent.

The pairings used in the early Swiss tournaments would look strange today but the system evolved. Can anyone find a new format to compete with the popularity of these tournaments?

### **ANSWER to You are the Arbiter?**

a) If called over the first thing that the arbiter must try to establish is exactly what happened. If it is clear that there was no intention of moving the piece to that square and that there was a genuine fumble then the player should be allowed to play the queen to a5. If there is any doubt about what happened then the arbiter may insist that Qb5 is played. At this event there was an Appeals Committee. This should not affect the arbiter's decision but it does make it easier to allow Qa5. If the Appeal's Committee decided that the arbiter was wrong then it is easy to assume that White would win. However, if the arbiter decides on Qb5 and the Appeals Committee over-rule that decision then the game has to be resumed with a considerable delay.

b) Even if not called over the arbiter should prevent a situation which could be described as bringing the game into disrepute. The arbiter should step in and after confirming the situation with both players ask that Qa5 be played instead.

## Only in the USA

Another situation which one hopes could only occur in the United States but who knows? White has king and pawn against Black's lone king. White decides (correctly) that he cannot win so offers the draw. Black declines. To save you checking that you have read things correctly, yes the player who only has a king refused the draw offer. White calls over the arbiter and demands a draw. The arbiter declines, though does ask Black why he has rejected the offer. White is outraged by both Black and the arbiter and has a fairly lengthy 'discussion' on the situation and the Laws. (They are using the US version but that is not relevant. They are playing with a 10 second delay so Black's actions are not going to unduly delay the end of the game.) The game eventually continues and in less time than the argument took the game ends in a draw!

After the game it was pointed out that White could have just sat and let his clock run out. However, White had rejected this as it might be seen as bringing the game into disrepute. The post game discussion then considered what White could do to incur penalties which would mean that his time was reduced. Definitely too dodgy a strategy to attempt.

Obviously in this example White only has to keep pushing the pawn until it is captured or promotes.



The arbiter's decision to reject the draw offer was correct but should the Laws allow the arbiter to declare a draw in situations where one player cannot win and the other wants only a draw?

Ed – On the matter of a player asking for their time to be reduced, I once had the situation where a player with more than 5 minutes had stopped recording a few moves prior to my noticing. He was asked to reconstruct and was willing but got quite flustered. He then asked if his clock could be turned forward (it was in the days of analogue clocks) to display less than 5 minutes. I asked the opponent if he agreed to this. He did so I did that and the game continued with neither recording (the opponent being down to his last few minutes). Strangely I had discussed this situation with other arbiters over breakfast one day when I had almost a repeat scenario. In this case a player was well ahead on the

clock (his opponent was down to under 2 minutes) but his position was inferior. He believed his only hope of salvaging the draw was to try to 'blitz' his opponent by playing quickly so did not want to record. He indicated that he was going to sit until his clock showed less than 5 minutes and asked if his clock could be turned forward to save the 30+ minutes this would involve. The opponent may have wanted this time to consider his next moves in which case I would have rejected the claim. However that was not the case so the clock was turned forward and the game continued. In this case blitzing did not work. Some may think that it was wrong for the player to try to blitz his opponent in this way and that the arbiter should have done something to prevent it rather than encourage it. However, I felt this was much more honest than an alternative strategy which is to make some moves keeping your opponent tense and then sit back 'thinking' about a move and hope that your opponent either relaxes so much that he will make a mistake when the game continues or gets even more tense and burns up considerable amounts of nervous energy.

### **Arbiting Errors?**

Continuing the main themes of this edition which would appear to be cheating and North America comes the following.

The 56<sup>th</sup> US Open took place in Long Beach, California from 8-19 August, 1955. It was a 12 round event. In round 7 James Bolton defeated Ronald Gross. After the result was handed Bolton was informed by another player that when he was away from the board his opponent had made a move which he retracted and played another before Bolton returned to the board. Bolton was enraged by this and went to the arbiters and demanded a win on forfeit. It would appear that the arbiters agreed to this request. No other action was taken against Gross. Nowadays the claim would be investigated but it is very unlikely that, even if found guilty, the game would be recorded as 0f-1f (Bolton was

Black). Such a game would be recorded as 0-1 and possibly further action would be taken against Gross if the case was proven. There is a suspicion that the arbiters took the easy option and awarded the forfeit without investigating.



However, reports surrounding this event are perhaps more fanciful than based on fact. The first prize was a new Buick Century car with a price approaching \$3000. The first tie-break was adjusted median. Using this system defaults are counted as a half regardless of whether these were wins or losses. As a result of the game score being changed from a win to a forfeit Reshevsky lost out on tie break to Rossolimo. Bolton played Reshevsky in round 2 and as a result of the forfeit Bolton's score for tie-break purposes was reduced by  $\frac{1}{2}$ . This is certainly correct but the reality is that even if the Gross-Bolton game had been recorded as a win then Rossolimo would still have won though they would have had to go to the third tie-break method before the winner was decided.

Obviously the effects of changing the way the result was recorded were not known when the arbiters made their decision after round 7. It is possible though that what appears to be a simple act of appeasement could have cost another player a considerable prize payout. Had Gross's score been used in the tie-break it would have been increased by a half point. Potentially someone involved in the tie-break could have benefited from the alleged cheating because of that.

Arbiters should be aware that their decisions can have consequences and follow the rules rather than looking to take what appears to be an easy option.

### **History – Sudden Death Games (Armageddon)**

Sudden death games to decide chess titles or qualification for a later round are a relatively recent innovation.

The first use, certainly in a game of any significance, was in the 1997 World Championship. The format was not as we know it today. In this tournament White initially had 4 minutes and Black 5 minutes with 10 second increments. Although called 'sudden death', draws counted as ... draws! The games were not played in pairs so players did not get one of each colour. Whenever a game was won the play-off was over. If the first game was drawn the colours were reversed and the process repeated. Black's extra time was to compensate for the White advantage of first move.

This series of games could continue until in the wording of the rules "If, in the opinion of the Chief Arbiter, the match is taking too long due to too many draws under this sudden death rule, a one game sudden death rule will be used in which only one more game will be played." In other words there were two types of sudden death. The latter being what

is now known as Armageddon. For the final 'sudden death' game the times were reversed and there was no increment. Black was given the benefit of the draw. If the game ended in a draw Black was considered the winner.

This was unpopular with players not just for the obvious reason that such fast deciders have a greater degree of luck attached but also because it was difficult for the players to alter to the change in format for the Armageddon game.

The term Armageddon is believed to have been first used by Duif Calvin in the weekly news column of the USFC website.

Increments were introduced after move 60 following some games, most noticeably in the Women's World Championship 2008 where a K+N v K+N game was continued as one white player hoped to 'flag' black and win on time.

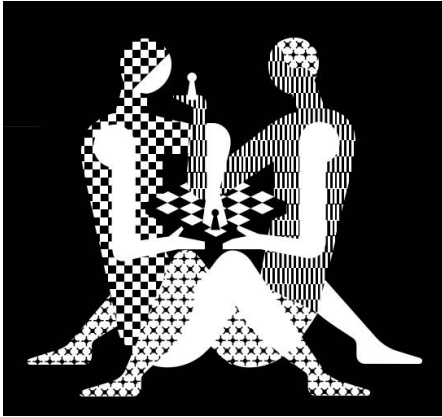
Various time formats have been tried such as 4v5 minutes, 4v6 minutes and 5v6 minutes. Nowadays it is usual to add an increment of 2 seconds after move 60, though in some tournaments the increment has been 3 seconds.

It is normal to toss a coin to decide Black and White but even here there is no consistency. Sometimes the winner gets to choose colour but in others the winner is assigned a colour automatically. Another system involves bidding for Black's time. Here both players will write down the least time they will accept as Black (up to the maximum time allowed). The player who writes down the least time is given Black with that time, White getting the full time allowed.

## **World Championship 2018**

The next World Championship is to be played in London in November 2018. Hopefully it will attract media attention in Britain and can be used to promote chess at grass roots. The publicity received will possibly depend on who will eventually challenge Carlsen for the title. Another consideration may well be who will be the main office holders of FIDE at that time. Elections will be held in September and the rumour mill is already grinding away with suggestions for possible candidates for the main posts, especially that of President. Will Ilyumzhinov stand or will his deputy seek to take over? There may be Commonwealth interest in one or two potential candidates with Canadian and British

names being punted. Regardless of who wins it is to be hoped that FIDE will not change its logo along the same lines as that to be used by Agon for the World Championship.



It is difficult to know where to start criticising this one. Will the World Championship really be played on a 6 x 6 board? Will play continue with only a pawn each? Will the players be allowed to move simultaneously?

In previous tournaments there have been barriers between the players to stop accusations of one player kicking another. Here the players seem to be much more friendly!!!

Perhaps most importantly, do the outfits illustrated satisfy the new FIDE Dress Code which will be in place by that time?

## **Changes to the Laws for 2018**

The following changes in the Laws apply to events starting on or after 1 January, 2018.

**7.5.1** An illegal move is completed once the player has pressed his clock. If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

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

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

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

7.5.35 [Renumbered] After the action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4 for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

7.6 If, during a game it is found that any piece has been displaced from its correct square, the position before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The game shall then continue from this reinstated position.

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

~~A.4.2 If the arbiter observes an action taken under Article 7.5.1, 7.5.2 or 7.5.3, for the first completed illegal move by a player, the arbiter 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.4.2 If the arbiter observes **an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he shall act according to Article 7.5.5**, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim ~~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.4.3 To claim a win on time, the claimant may stop the chessclock and notify the arbiter. ~~For the claim to be successful, the claimant must have time remaining on his own clock~~



after the chessclock has been stopped. However, the game is drawn if the position is such that the claimant cannot checkmate the player's king by any possible series of legal moves.

A.4.5 The arbiter ~~can~~ **shall** also call a flag fall, if he observes it.

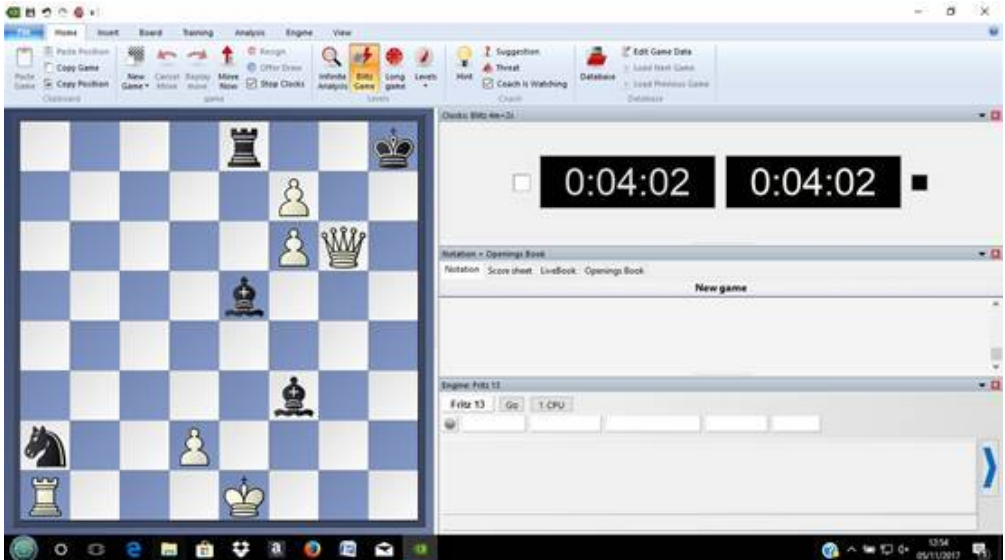
### Alternative Dictionary (conclusion)

T	
Time Control	Bladder retention when short of time to complete the game
Time Pressure	The feeling in the bladder when suffering the above
U	
Underpromotion	Media coverage of chess
Under Rated	Term used to describe the 1200 who beat you convincingly
Upset	To raise the pieces to a higher level
V	
Venue	A euphemism for a cold, poorly lit space
Vertical	A position difficult to maintain after the 8 <sup>th</sup> celebratory pint
W	
Waiting Move	Player's excuse for not talking to attractive female
Weak Square	Woman's description of above player
Weekend Congress	A tournament where you travel 100-300 miles to play someone from your own club
X	
X-Ray	Allegedly a description of how the Times chess column could be improved
Y	
Yawning	Activity designed to persuade opponent to resign. Usually counter-productive
Yoghurt	Method of sending coded moves to team mate
Z	
Zugzwang	A move you'd rather not make e.g. going from the pub to home
Zzzzzz	Noise made by spectators

# A FAIRY TALE

By Stewart Reuben

Once upon a time an arbiter was observing a game, played at a standard rate of play between two rather weak players. This was the position with Black to play:



1...Bg3+ and pressed his clock.

1. White responded 2 Rd1, a very illegal move, pressing the clock.

The arbiter stopped the clocks and told the player he was in check and thus Rd1 was illegal. He was not aware of the player making a previous illegal move and gave the opponent an extra two minutes thinking time.

2. White responded 2 fxe8 and pressed his clock, without replacing the pawn. This was an illegal move in two different ways.

The arbiter again stopped the clock and pointed out to White that he was also in check from Bg3. He didn't know whether to award another two minute penalty or whether to award a loss, after all it is the same move as previously (I don't know either).

3. White now played 2 0-0-0, using two hands, first picking up the rook. He now pressed the clock with the hand that had moved the rook. That was illegal in five different ways.

The arbiter picked himself off from the floor where he had been giggling helplessly, stopped the clock and told White he cannot castle out of check. (He didn't bother to mention the other four transgressions.)

4. White now played 2 Kf1 and pressed the clock. He then offered a draw, incorrectly, saying, 'All this mess has been my fault, I offer a draw.'

5. Black accepted the draw.

They both signed the scoresheets.

AND EVERYBODY LIVED HAPPILY EVER AFTER.

6. But the arbiter was intrigued. How could White have got into a winning position? So they played through the game in the analysis room. It transpired that White's king had started on d1. It had previously been moved twice. I make it that White transgressed the Laws 11 times.

Can anybody else devise a scenario where there could have been even more infractions of the laws on one move? I did not add in, White claiming a draw under the 50 move rule as I thought that too unlikely for such an inexperienced player.

### **Team Captains & European Team Championship**

Accusations have been made against two team captains, GM Eltaj Safarli (Azerbaijan) and GM Alexander Sulypa (Ukraine) for their actions in the last round of the European Team Championship. The accusation implies collusion as they were talking to each other. Video footage shows Safarli and Sulypa shaking hands when Mamedyarov-Eljanov had been agreed drawn, the third game to be so, but before Naiditsch-Ponomariov ended. That game ended almost immediately thereafter. It too was a draw which ensured that Azerbaijan won the title and Ukraine the bronze. There seems to be a complete lack of concrete evidence in this case to support any claim that the result was either pre-arranged or agreed by the captains when the score was 1-1.

The claim that draws among several boards at team events were "negotiated" by team captains is not a new accusation. A famous story is about the match between Netherlands and Russia at the Thessaloniki Olympiad in 1988 when early in the match Russian-born Genna Sosonko representing the Netherlands allegedly stopped all four clocks.



### CAA Officials

Chairman - Lara Barnes

Secretary - Geoff Gammon

Treasurer - Kevin Markey

Chief Arbiter - Alex McFarlane

Information officer - Alex McFarlane

Committee - David Welch, Kevin Staveley and Mike Forster.

ECF Delegate - Mike Forster

Chess Scotland Delegate - Alex McFarlane

Welsh Chess Union - Kevin Staveley

Independent Examiner - Richard Jones

Safeguarding Officer – Lara Barnes (Temp)



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