

# Arbiting Matters Too



## Newsletter of the Chess Arbiters Association

September 2019

Issue 37

**AGM:** The AGM will take place on 23<sup>rd</sup> November, 2019. The venue will be :  
Quality Hotel,  
Birmingham Road,  
Dudley  
DY1 4RN  
Start time 2pm.

One of the topics to be discussed is the ongoing one of arbiter fees. Please read P13 to see a report on the current state of play. Any thoughts on the matter will be most welcome.

There is still a vacancy for a Treasurer. People are being actively sought but if you know of any potential 'volunteers' please get in touch with Lara or Alan.

A full agenda is in preparation as this edition of AMToo is put to bed.

**FIDE Arbiters' Handbook:** The 2019 edition of the FIDE Arbiters' Handbook is now available at

<http://arbiters.fide.com/images/stories/downloads/2019/Arbiters-Manual-2019-v1.pdf>

An addition to the handbook are the Regulations for the Classification of Arbiters.

Late News: Congratulations to Alex Holowczak. He has been appointed Chairman of a FIDE group called the Technical Administrative Panel (TAP).

## Proposed Rule Changes to Laws of Chess

The FIDE Rules Commission is considering the following changes to the Laws:

A.2 The proposal is to reduce the 2 minute penalty to 1 minute in Rapid Chess

5.1.1 Currently the last move has to be legal for checkmate. The proposal is that this should be changed to the “last and previous moves producing the checkmate position” were legal. (This could cause problems in determining which previous moves produced the mate. Doesn't every move in some way contribute to the mate!)

9.1.2.1 Players will be limited to offering no more than 3 draw offers in a row. (Presumably this means without an opponent's offer being received rather than 3 consecutive moves.)

7.5.1 I assume the proposal is that illegal moves more than 10 moves ago cannot be rectified. Unfortunately the wording of the proposal is confusing and states that when an illegal move is discovered, even if the last move, the game returns to the position 10 moves before!

Comments welcome.

## GM Admits to Cheating

GM Igor's Rausis has admitted to cheating by using a phone in the toilet. He was caught at the Strasbourg Open in France though he had been under suspicion for some time before that. The picture shown opposite has attracted media coverage throughout the world. Its origins are uncertain but it is denied that it was taken by an arbiter or other official so is likely to have been taken by another player. Rausis was attracting chess media coverage just before his confession when it seemed he was raising his rating by playing an extremely large



number of low rated players and picking up 0.8 of a rating point with each game. This

tactic had managed to raise a 2500 GM to a top 50 player. An exceptional achievement for someone of his age. However, even though he was not playing in 'top' tournaments, his games were being examined by the software developed by Prof Regan and attracting concerns.

The CAA would strongly recommend that arbiters who suspect a player of cheating should make sure that their actions remain within the law. Anyone taking photographs of another over the wall of a toilet cubicle could find themselves rather than the suspected cheat in trouble with the police.

In cases such as this the mobile could be found by a search of the toilet or by using a hand scanner to examine the player. Phones have been known to be taped to the underside of cistern covers or the centre of toilet rolls.

As part of its ongoing fight against cheats FIDE has introduced emergency regulations to insist that all venues for category 1 events should have toilets similar to those shown below installed. Such toilets are to be fitted at venues for any FIDE rated event by 2024.



Please note that the above picture is genuine but the FIDE requirement to have them fitted is not!

Rausis has played in Britain. He played at Hastings 1997-8 and Liverpool 2008 but it is his third visit which is provoking interest. An allegation has been made that his behaviour during a Sunningdale tournament in 2011 was suspicious. This was in the period before he had his spectacular rating rise.

Although the Laws of Chess say that an arbiter can carry out a body search of a player most arbiters and players would not welcome the physical touching involved. For this reason arbiters and tournaments should seriously consider buying a hand scanner. Versions of these are available for under £30 and are capable of detecting mobile phones.

### **And More Problems with Phones**

A player in the British Championship forfeited his game because he took his phone with him when he went for a coffee during his game. He had put his phone in a bag which also contained his wallet. In this case there seems to be no doubt that the player did not intend to use the phone in any way. However, the laws are quite clear that he had committed an offence for which the default punishment is the loss of the game. In the same week as this was happening a Dutch player was caught using his phone to cheat. He had won a number of rating restricted events in the previous month with such good performances that alarm bells were ringing. The Dutch player has ruined his reputation for a total prize pot of €600. Arbiters cannot rely on the greed/stupidity of players in order to catch them. In this case the player got too avaricious and was therefore caught quite early in his cheating career. Arbiters must be vigilant and must make sure that phones are not carried by players.

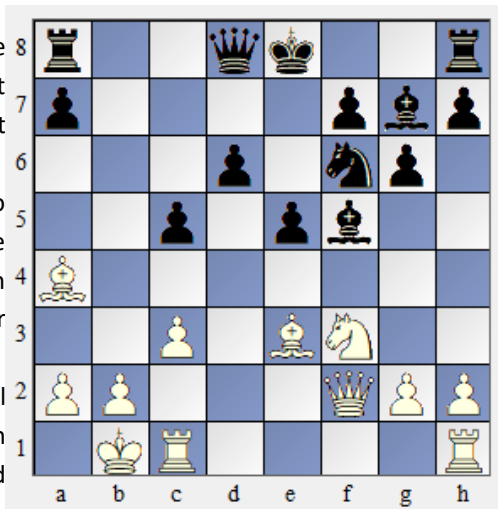
At the British the opponent alerted the arbiters to the fact that a player had taken a bag out of the playing hall. The arbiters correctly followed up on this concern. The arbiter asked the player if he had a phone in his bag. This took place outside the playing hall. It is always good to approach a player where there is likely to be least disturbance to other players especially if there is any chance of the player reacting unfavourably to the situation. In this case the player offered his phone in an attempt to show that it had not been used. Proof that it had not been used would not have prevented the forfeit. Evidence that it had been used would mean that the punishment would likely be exclusion from the remainder of the tournament as well as a referral to FIDE for potentially further action.

## You are the Arbiter

A position similar to the one shown came up in an Arbiter course that I was giving. It caused some discussion and confusion so it may well be worth looking at here.

An arbiter sees this position with White to move. As both kings are in check from the bishops on a4 and f5 respectively this is an illegal position. What should the arbiter do?

The answer depends on the time control being used. If it is a standard game then the arbiter should get involved immediately and take the game back to its



last legal position. It should be remembered that the touch move rule will apply from that position. The person who first made an illegal move will be punished accordingly and the other player will get no punishment.

However, if this is a rapid or blitz game then the arbiter must behave differently (unless there is adequate supervision when it will be treated as a standard game).

In this situation the arbiter must not intervene but must wait and see what happens.

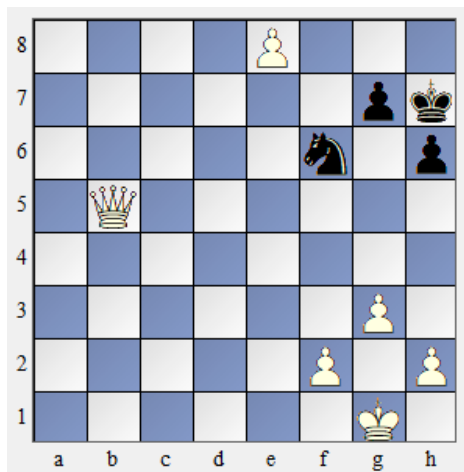
If white plays 1 Bc2 then we no longer have an illegal position and neither king is in check so the game will continue as if nothing untoward had happened.

If White plays 1 Ka1 then the arbiter must wait around longer. The White king is no longer in check but the Black king still is. This is no longer an illegal position. Although arrived at in an illegal manner the position itself is perfectly fine. If Black plays, for example, 1 ... Nd7 then the game will continue as normal. If however Black plays 1 ... Ne4 then Black has played an illegal move and the arbiter should step in and punish Black for it.

Returning to the original position. If White completes a move that leaves both players still in check, eg 1 Rcd1 then the arbiter shall step in and declare the game drawn.

To summarise, if the arbiter sees an illegal position (eg both kings in check or a pawn on the far side of the board) then in a standard game he steps in immediately. In Rapid or Blitz he must wait until the next move is played.

If the position is still illegal then he steps in and declares the game drawn. If the position is no longer illegal then the game continues. The arbiter may then have to react to the position that then occurs.



Now consider the following situation. In an ordinary blitz game the arbiter arrives to see the following position on the board with Black's clock running. The pawn on the 8<sup>th</sup> and Black's clock going implies that we have an illegal position. With White's clock running it is possible the move has not been completed. If Black plays 1 ... Nxe8 then the game will continue and Black will presumably lose quickly. However, if Black plays any other move including things like 1 ... Ne4, then we have had an illegal position

which has occurred one move previously so the arbiter should step in and declare the game drawn.

I would hazard a guess that at that moment White would not be very happy with either the arbiter or his opponent. However, White has brought it upon himself by failing to promote properly.

## Unusual Situations

A situation from an English congress which involved a junior player. The incident happened in the last few minutes of the session. The time control had a small increment. The arbiter is called over to a game which appears to have ended in mate. The mating move was Qxf7. However, the player who has been mated states that the opponent's previous moves were Qe3 to g4 and then the mating move of Qg4 to f7. He is therefore stating that the opponent's last two moves were illegal. As proof he has a completed scoresheet showing this.

The opponent states that his last moves were Qe3 to f4 and then Qf4 to f7. He has not been keeping score. He didn't have to.

A close examination of the score sheet shows that the move in question has been overwritten with both g4 and f4 superimposed on the scoresheet. The arbiter ruled that the mate stood.

Even without the dubious evidence of the scoresheet there would have been a question as to why the first illegal move had not been claimed immediately. Although that cannot be regarded as conclusive in any way (illegal moves are often missed – otherwise we would never have to reconstruct) it can add to the doubt about the claim.

This case reminds me of an incident which occurred at a supporting event at the Scottish Championships many years ago. In that case two senior players were involved. One of the players returned to the board to discover his opponent was still considering his move but that the position had, in his opinion, been changed. The returning player's queen, which had been the piece he moved before visiting the toilet, was now on a totally different square and was en prise. The resultant disturbance caused the arbiters to arrive quickly at the scene. The two scoresheets were examined. The returning player's score sheet showed that the queen had moved to a square nowhere near its current location and to the square he had claimed it should be on. It was established that this move had been written before his departure. The other scoresheet showed it to be on its current square. The decision of the arbiters was that the queen should be placed on the square claimed by the returning player. The logic used by the arbiters was that the alternative move was sensible whereas the other move was very unlikely to have been played. The other move was so bad that it was unlikely that the opponent would have spent any time waiting to make the capture and, perhaps most significantly, the opponent had a history of being involved in disputes.

## **Arbiter Error?**

The following situation arose in the final round of a weekend congress somewhere in Britain. Identities have been removed to protect the guilty!

There were only a handful of games remaining in progress and the control team were trying to get the prize lists sorted out and cheques written. A crowd has gathered around one board.

In this game Player A has 32 seconds on her clock and Player B has 7 seconds. There is a 10 second increment with each move.

The arbiter's attention is drawn to the game as the crowd of 20-25 watching has started to react, murmuring and pointing. The arbiter comes over to see what has happened. Player A has pushed her pawn to the far side of the board, announced "Queen" and started "B's" clock. Player B is correctly claiming an illegal move and the additional 2 minutes.

The arbiter then returns the pawn to the 7<sup>th</sup> and asks both players to turn away while he resets the clock by adding 2 minutes to Player B. He then informs Player A that she must move the pawn but can promote it to a piece of her choice.

The arbiter has actually made a number of errors.

No matter how important it is to get the prizes sorted out, it is the arbiter's first duty to be responsible for the games in progress, particularly where both players are short of time. Even if both players had ample time such a crowd gathering around a game necessitates the presence of an arbiter. With even a handful of spectators there is a strong possibility of at least one getting too close to a player and distracting them.

The arbiter's request for the players to turn away while the clock was reset is a bit unusual but has the logic that a lengthy resetting may allow a player to analyse the position. The arbiter should have been familiar with the clock being used and should have been able to adjust it in a maximum of 1 minute.

The arbiter's biggest mistake however was in the restart of the game.

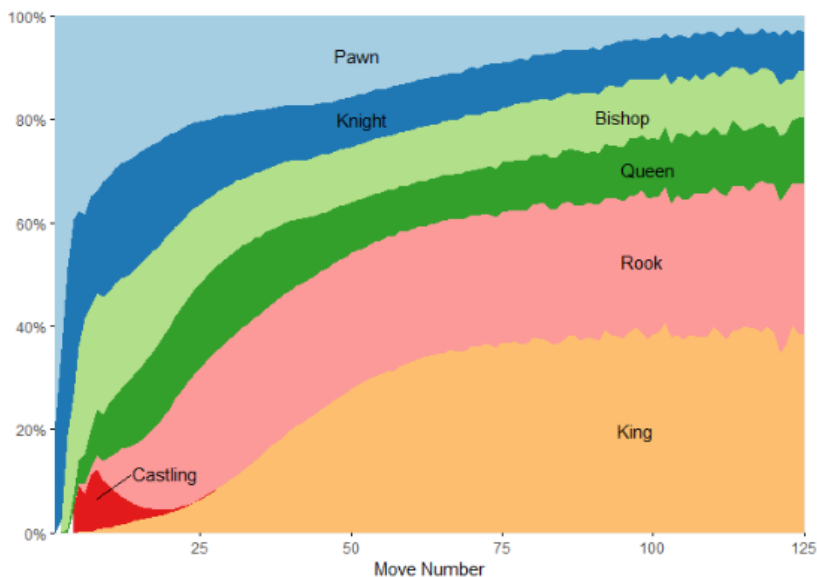
When such a situation occurs the pawn must be promoted to a queen. Player A should not have been told that she must promote but still had a choice. Most arbiters would have replaced the pawn with a queen and restarted the game from that point.

It should also be remembered that when resetting the clock, if the move counter is being used it should be reset. Also in addition to adding two minutes to Player B's clock 10 seconds should be deducted from the clock of Player A.

## Moving Pieces

A survey has been carried out on Grandmaster games and the frequency that a piece is moved at any time. The graph shows the result. Further details at the link given.

<https://statmodeling.stat.columbia.edu/2019/05/28/pieces-chess-grandmasters-move/>





As one would hope(!) only the pawns and knights move initially with a pawn move about 3 times more likely than a knight move. Towards the end of a game the king is the most active piece being moved about 30% of the time, about 10 times more frequently than pawn moves. Castling seldom takes place after the early thirties and mainly before move 20.

## **There's No Such Thing As Bad Publicity?**

Two stories which may contradict that adage.

Chessbase reports that the Norwegian Chess Federation had a bit of a moral dilemma. A betting company called the Kindred Group, a company registered in Malta and Gibraltar (so perhaps some interest here) has offered a sponsorship agreement worth €5 million over five years. However, in order to get the money the Norwegians must lobby their government to repeal the gambling situation that exists in that country. Currently only Norsk Tipping and Norsk Rikstoto are allowed to offer betting opportunities. Carlsen is in favour but it is controversial.

At the NCF meeting on 7<sup>th</sup> July the proposal was rejected by a vote of 132 to 44.

And in Scotland there are premises in the Tradeston district of Glasgow called Checkmate. This purports to be the venue for a chess club and advertises itself as such. There is no club in the Glasgow League which uses these premises. If only it was such a venue as local papers have reported that hundreds of young people in their teens and 20s pay a £10 door charge to enter at the weekends between the hours of 3am and 7am. Alas, they are not entering an all night rapidplay. The chess club is allegedly a front for an illegal drinking den and illegal dancing venue where drugs are sold.

## **Quick Draws**

The quick draw is often seen as one of the blights on chess.. In one of its early versions of the Laws of Chess FIDE did not allow agreed draws in less than 30 moves. This was removed because it was considered unworkable. With no limiting rule in place we had the zero move draw between Tony Miles and Stewart Reuben at Luton in 1975.

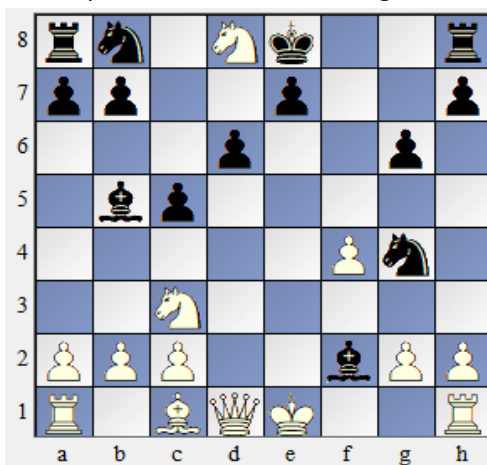
We currently have :

- 9.1.1 The regulations of an event may specify that players cannot offer or agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.

or the Sofia Rule as it is commonly known when a minimum number of moves is specified. The number of moves is often set at 30. But even without that the Laws now state that at least one move must be played by each player for it to count as a game.

From time to time I am approached by organisers who are considering introducing this rule into their event. My comments always contain the following points.

There can be no doubt that sponsors see longer games as being worthy of their support. Non-chess playing sponsors are often confused when a game is over and agreed drawn in a few minutes. That in itself seems a good enough reason for introducing such a rule into weekend Opens. Unfortunately, things are not that simple. The Laws of Chess prevent pre-arranged results, at least in theory. Proving such a thing has happened can be nearly impossible. There are several games, which keep getting replayed. A prime example is the Gyula Sax v Yasser Seirawan game from the Brussels World Cup in 1988. This ended



in 'perpetual' after 13 moves. 1. e4 d6 2. d4 Nf6 3. Nc3 g6 4. f4 Bg7 5. Nf3 c5 6. Bb5+ Bd7 7. e5 Ng4 8. e6 fxe6 9. Ng5 Bxb5 10. Nxe6 Bxd4 11. Nxd8 Bf2+ 12. Kd2 Be3+ 13. Ke1 Bf2+  $\frac{1}{2}$ – $\frac{1}{2}$ . This game has subsequently been played by others in competition over 250 times. As draws by repetition circumvent the need to play 30 moves, games such as this are being played in competition more and more. Are such games legitimate or can they be taken as proof that the result was pre-arranged? If pulled up one or other player will simply say that nothing had been agreed in advance and that simply playing the

sequence of moves was equivalent to a tacit offer of a draw which the opponent could reject by deviating. Indeed, it can be argued that the Miles v Reuben draw was more honest than many of the later options. If a sponsor is not going to be happy with a 2 or 3 move draw are they going to be any happier with a 13 move draw by repetition which has been played so many times before? They might be, but it is also possible that they may feel even more cheated by the longer game.

Another problem of the 'Sofia' rule is that players forget it is in place. In round 8 of the US Seniors this year Jaan Ehvest and Joel Benjamin 'agreed' a draw after 28 moves. The arbiter had to warn the players that such a result would be recorded as 0-0. The players then played another few moves, possibly without much thought. Black's 30<sup>th</sup> move was an error and, under normal circumstances, would have resulted in a White win had the game continued. However, both players accepted that the draw offer still stood. This left

all those not aware of the facts confused by a draw being agreed in such a position. Is this better than having allowed the players to draw 2 or 3 moves earlier?

Players in rating limited events, in my experience, understand why there might be a Sofia Rule put in place for professional players but regard it as a total imposition to have it in rating restricted events where the difference between a three move draw and a 30 move draw could be an extra night's accommodation or, at best, a very late return home and a missed dinner! It may be regarded as double standards, but these same players, because they often subsidise the prizes in the Open, expect the Open games to continue longer and be hard fought. That logic certainly applies to the top boards, though probably not to the boards lower down.

I did have one organiser discuss with me the possibility of the Sofia Rules applying only to the top 5 boards. The logic being that it would only apply to those playing for prizes. For games to be rated FIDE insists the players must play under the same conditions. That would prevent such a rule from being applied.

### **The effect on Arbiters**

Application of the Sofia Rule can affect the duties of an arbiter.

As mentioned above, players who agree to a draw before the specified number of moves must be warned of the consequences. Some players do not react well to this and will argue. In a game without Sofia Rules if a draw by repetition is being claimed the arbiter will ask the opponent if they agree. If they do then that is the end of the matter, even if it was an incorrect claim, the draw by agreement stands. When a minimum number of moves has been set each claim before that number must be checked by playing through the scoresheet. If the claim is incorrect the game must continue, even if neither player wants to.

Notice also the wording of 9.1.1 – a draw cannot be offered or agreed ... *without the consent of the arbiter*. This could mean that a player will ask the arbiter to allow a draw offer to be made before the required number of moves. If a player much stronger than the arbiter states that it is a drawn position it is not easy for the arbiter to say "Play on". Even more difficult would be a conflict of interest situation. A player in a better position wants to offer a draw as they are not feeling too well. The organiser has said that there should be no early draws under any circumstances. What is the arbiter to do?

A third scenario is when the arbiter allows the early draw offer to be made only for the opponent to complain that they have been disturbed by a draw offer 'in breach of the rules'.

There are situations where preventing early draws can be beneficial. But doing so does not make the arbiter's job any easier.

## **Does the Punishment Fit the Crime?**

There have been some incidents in the recent past where arbiters have been suggesting that the punishment inflicted was too severe for the crime committed. As a result some arbiters are asking that a more detailed list of punishments and when they are used should be drawn up. More experienced arbiters do not welcome an excessively prescriptive process and prefer to judge each case on its merits.

Consider the following situation.

Case 1: The arbiter sees Player A fail to record his previous move before playing his next one. What punishment, if any, should be given?

A law has been broken so the arbiter should take action. The arbiter has a variety of punishments which may be appropriate. The least strong is a warning. If the arbiter feels that it was a one off offence then issuing a warning (even after the game is complete) may be considered sufficient. If the opponent is short of time and Player A is considered to be trying to gain an advantage then it would be appropriate to award extra time to the opponent. If Player A repeatedly commits the offence then the punishment will increase, even to the loss of the game.

Case 2: Player A makes a move with one hand and presses his clock with the other. What action does the arbiter take. If the player is withdrawing the hand used to move the piece before extending his other hand to press the clock he has gained no advantage from his offence and a simple warning after the game may suffice provided this is an isolated incident. If he does it on several occasions he should be reminded of the rule on his next move (ie a warning given in his own time). If the player has the 'wrong' hand constantly hovering over the clock then more immediate action must be carried out. A warning may be enough as a first action but if the opponent is in time trouble then awarding them extra time immediately is appropriate. Note that in a standard game of chess if a time penalty is given it does not have to be 2 minutes. Some arbiters believe that because the specified penalty for some offences, such as making an illegal move, is 2 minutes that same time should apply to all situations. That is not the case. The arbiter must decide in situations like this. Having said that, awarding 2 minutes is usually a safe option.

Case 3: A player, on the move, offers his opponent a draw without actually making the move. This is an improper action and the Laws of Chess state that the draw offer cannot be rescinded. The opponent can wait until the player makes a move before deciding to accept or not. It is exceptional for an arbiter to be involved in cases like this except to clarify that the draw offer cannot be retracted. In this case the opponent complains that

the player has done something illegal. Here the arbiter should advise the player on the correct way to offer a draw and remind him to do it that way in future. This would count as a warning. The arbiter may decide to award the opponent some additional time in compensation for being disturbed but such a course of action would not be automatic as everything wrong was done on the player's time.

Case 4: A player at the start of play turns his phone off and puts it in his jacket pocket. Later the player puts on his jacket and goes to the toilet. A routine scan on players returning from the toilet detects the phone. It is obvious that the player forgot about the presence of the phone. He did not use a cubicle so was potentially in sight of other players the entire time. Unless the tournament rules specify a less severe penalty the player loses the game.

Some may feel that the loss of a game in this way is too harsh a penalty. It should be remembered that in this case the player has committed two offences. As well as the obvious one of carrying a phone, the phone should not have been put in the jacket pocket. FIDE decided on that in anticipation of the exact circumstance given here.

Unfortunately cheating using mobile phones is on the increase. Opponent's are more and more becoming suspicious of players leaving the tournament hall. In this case it is unlikely that any cheating was ever going to happen but if the game continued the opponent would be constantly wondering if the phone would have been used if, for example the toilets had been less busy, or a corridor had been empty. The opponent will be unable to concentrate properly on the remainder of his game. This is serious distraction and the loss of a game is justified on those grounds alone.

## **Fees to Arbiters**

Quite some time ago the ECF asked the CAA to produce a scheme for the payment of arbiters. This has proved to be rather more difficult than one might imagine.

An informal survey was conducted amongst an admittedly small sample of arbiters but the results were to say the least mixed.

A not untypical response would be along the lines that £150+ a day would not be inappropriate but that would mean that the person was not invited to be an arbiter. If something akin to the minimum wage was requested then you would meet the same problem but in general that was the most frequent suggestion. Several said that they would work at a congress as long as their out of pocket expenses were covered rather than see the event run by unqualified personnel. Some arbiters are willing to work at local events for nothing.

A further complication that was brought to my attention was that the fee should vary with the level of responsibility. With the Chief Arbiter being paid more than a trainee. That seems quite obvious but is not as simple as it first appears. The Chief Arbiter should be responsible for a number of things including ensuring that rating and norms are passed on to the appropriate International Rating Officer. However this is not always the case and, even though they could face disciplinary action from FIDE, some Chief Arbiters delegate that responsibility to others. For clarification there is absolutely nothing wrong with a Chief Arbiter doing this but they should check that rating has been submitted and that norms have been properly calculated.

It would appear that the time is not yet right to introduce a 'wage structure' for arbiters no matter how desirable this may be.

An idea which may be considered at the AGM is to lobby national federations to accept that for an event to be accepted for grading that there should be at least one qualified arbiter on the control team. In addition arbiters should be suggesting to congress organisers/treasurers that a figure equivalent to minimum wage – actually expenses given should be recorded in the accounts as a donation.

The number of hours used in the calculation for an arbiter should be playing session +1 hour e.g. a playing session of 1h 50min + 10 sec increment would count as 5 hours. For a Chief Arbiter this figure should be increased to reflect any additional duties undertaken.

## **They Don't Write Them Like That Any More (History)**

I recently came across the following Laws originally published in 1614 by Arthur Saul in his book "The Famous Game of Chesse-play". The ones given are from a 1672 revision but probably from 1640. The editor Barberier gives the Law and his reason for having it. The full set is on the CAA website.

If you thought that the current Laws are complex ...

### **1. Of Touch man and goe, touch point and stand.**

What man or piece soever of your owne you touch, or lift up from the point whereon it standeth, that must you play for that draught, if yee may: and into what House or place soever you set your man, there must you let it stand for that draught: according to the ancient saying, Touch man and goe, Out of hand and stand:

*And the reason for having such a rule is:*

Because, besides that the contrary were Childes play: were you allowed a two-fold study on every Draught, you would make the Game not tedious only, but intollerable.

## **2. Of taking up your Adversaries man, and setting it downe again.**

If you take up your adversaries man, and before you set your piece in place thereof, think best to set it stand untaken; you must kisse the foot thereof, and cry him mercy, or lose the Game:

Because, you deserve to pay for the Surgery, if you breake a mans head, & will not give him a Plaister, which is but small amends.

*There can be no sensible comment on a Law which suggests you kiss your opponent's feet and then equates the logic to applying a sticking plaster to a fractured skull.*

## **3. Of your Adversaries playing false.**

If your Adversary shall play a false Draught, and you spy it not before you play your next Draught after it. It will then be too late challenging him for it:

Because, dotage is fair play.

## **5. Of misplacing your men.**

If at first you misplace your Men, as the Queene in the Kings place, the Knights in the Bishops, &c, and so play some few Draughts, and then spy it, it shall be in your adversaries choyce whether you shall so play out your Game, or begin in it new again: Because, it may be imagined you did so of purpose to try his wit, or work upon his simplicity.

*As arbiters haven't we all doubted the wit and mental capabilities of at least one competitor.*

## **21. Of a blinde Mate.**

Whoever has a Blinde Mate given him, loseth the Game, no lesse then hee should his life, that were stricken to death with a blinde Horse:

Because a blinded Mate, is a Mate even as a blinde Horse is a Horse.

*It might seem logical that it is mate even if it isn't seen but why bring a blind horse into the argument? Rule 15 is a contradiction to this in that an unnoticed check stands and a player gets out of it only when it is noticed.*

## **22. Of a Stale.**

Whoever giveth a Stale, which is, when the distressed King uncheckt, can remove nowhere but in Checke, and hath no man else to stirre, looseth the Game and his Stake. Because he hath unadvisedly stopped the course of the Game, which is to end onely by the grand Checkmate.

*So the person giving stalemate loses as he should have been more careful. These laws had no draws but instead Dead Games, effectively a drawn game was a non-game.*

## Conversations not to have

Chief Arbiter to Assistant Arbiter: "Would you have a look at Bill's board please. It's worth keeping an eye on."

Assistant: "Sorry which one is that? I don't know any of their names."

Chief Arbiter: "He's the one playing Jim."

As the snooker commentator once said on the BBC, "... And for those watching in black and white the brown ball is the one behind the green."

Only the names have been removed to protect the guilty.

## An Appropriate Quote

This quote is from by New Zealand chess player Bruce HP Marsick (1926-1991) and I think referred to having computers in chess tournaments. It is now more appropriate for the use of computers for advice during a game.

*"You don't let a forklift into a weightlifting competition."*

## CAA Officials

Chairman - Lara Barnes

Secretary – Alan Atkinson

Treasurer – Lara Barnes (Acting)

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**

**[ahmcfarlane@yahoo.co.uk](mailto:ahmcfarlane@yahoo.co.uk)**