



World Chess Federation
FIDE Arbiters' Commission

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FIDE Arbiters'
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Introduction



Dear friends,

The FIDE Arbiters' Commission has the pleasure to publish the second issue of the Arbiters' Magazine.

We continue our effort to provide the Arbiters all over the World with the necessary knowledge and information coming from real incidents happened during tournaments and thus making them better in exercising their duties.

One of our main goals is to inform the Arbiters about the Anti cheating measures and to train them in the best way against cheating, which we believe that is a big problem for Chess in our days.

Again we would like to invite the Arbiters, the players, the Officials and all chess people to send us their comments, opinions, ideas and cases that have come to their knowledge and are worth publishing.

Athens, 31 January, 2016
Takis Nikolopoulos
Chairman
FIDE Arbiters' Commission

2016 ARBITERS AWARDS

The FIDE Arbiters. Commission has the pleasure to announce the starting of the procedure for the 2016 Arbiters. Awards.

The requirements for the Arbiters to be awarded are:

- (a). to have obtained the IA title before 1981 (35 years of service as an IA) and
- (b). to have worked as an Arbiter in at least three (3) FIDE Major Events (Olympiads, World Championships, etc.).

National Federations and Officials are kindly requested to send their proposals to the FIDE Arbiters. Commission (Chairman Takis Nikolopoulos: takisnik@yahoo.com and Secretary Aris Marghetis: Arismarghetis@rogers.com) until 15 May 2016.

The proposals shall include the name of the candidate, the year he/she was awarded the International Arbiter title and the FIDE Major Events where he/she has worked.

The Awards Ceremony will take place during the General Assembly of the 2016 Baku FIDE Congress.

Takis Nikolopoulos
Chairman
FIDE Arbiters. Commission

Anti-Cheating measures at the World Cup

Report on anti-cheating measures at the 2015 World Cup, September-October 2015, in Baku, Azerbaijan.



Many were impressed by the new extended range of anti-cheating measures enforced at the recent Baku World Cup. The resulting measures included:

- public transmission of some random games were delayed 15 minutes
- no pens nor watches were permitted for players in the playing venue
- Similarly, Arbiters were requested to not wear their own watches (!)
- VIP passes were not made available to any coaches, trainers, etc.
- smoking areas were supervised more strictly than at other events
- some players randomly chosen after their games to be scanned:



These new measures were presented to Arbiters at their Arbiters' Meetings.



And also to all of the players and journalists at the official Technical Meetings:



Looking back at the recent Baku World Cup, the Anti-Cheating Committee (ACC) and the World Cup Arbiters' team communicated extensively and cooperated closely. It is likely that this helped encourage widespread acceptance among all participants. There seemed to be genuine agreement on need to defend chess!



Case A: Android Cheater

This case occurred during the 2015 Dr. Hedgewar Open Chess Tournament, April 2015, in New Delhi, India.

In the previous issue of this bulletin, we covered the cheating case of GM Gaioz Nigalidze at the Dubai Open. Only a couple of weeks later, there was an even more surprising case of cheating, this time at the 2015 Dr. Hedgewar Open.

Dhruv Kakar, a 19-year-old engineer, defeated his first 5 opponents, including GM Praveen Thipsay, who was rated almost 900 points higher. As explained further below, Kakar and his accomplices devised a thorough cheating system, including various pieces of hardware. In the end however, they were discovered by the straightforward yet thorough observational skills of GM Thipsay, who had been bothered throughout the game by Kakar's repeated foot-stomping:

"I noticed that he was taking around two minutes for every move, whether it was a complex move or a simple piece-capture with a pawn. I expressed my doubts to the Chief Arbiter, who asked me to continue. By the 29th move, I was clearly lost and chose to offer a draw. He promptly declined the offer. But, my doubts stood confirmed when he missed simple winning lines, as though he waited for a confirmation from someone. At times, I thought he misheard the move (that was transmitted through hidden phone and earpiece) and played incorrectly. (At other times), some of his moves were out of the world."

These words from the opponent are quite instructional for arbiters. There are many different types of observations that can be made by arbiters, and then when brought together, serve to flag potential cheaters. As arbiters, we have the responsibility to always be aware for potential cheating. Regardless of how many guidelines there are, the fundamental focus point is to always be aware!

Immediately after the game ended, Kakar was escorted away by arbiters to a separate room, to be searched. As witnessed by the accompanying pictures on the next pages, this searching was very successful, as there were many pieces of hardware to find! In the end, it was a remarkably daring and vulnerable plan!

The evidence



Two 9-volt batteries in a pouch, strapped to another belt, wires heading in both directions ...



... connected to hidden loop around neck &



micro-speaker hidden in left ear



... and connected the other way to TWO phones, each one strapped with tape to a lower leg!



How they did it

The accomplice (offsite 220km away) would state a move (Kakar's opponent's probable last move) via Kakar's earphone, and Kakar would tap with his foot once if he was wrong, and twice for affirmative. The accomplice would then feed that move into his computer, which would calculate Kakar's next move, which would be relayed verbally to Kakar, who received it via his earphone.

The Arbiters must always be aware for potential cheating by the players!

changes, that the Time Control had also changed, to the internationally well-known 90 minutes for 40 moves + 30 minutes after that + 30 seconds per move from the first move.

In the very first round, IM Tania Sachdev fell victim to misunderstanding the actual time control, which was only 90 minutes + 30 seconds per move. At this point, there was an opportunity to revisit communications about time control, to reduce the risk of another needless loss on time. It is not clear from various reports whether this was done or not. Then in the fourth round, with a perfect 3-0 record so far, GM Koneru Humpy built a winning position, made her strong 44th move, and went to the bathroom. She simply expected upon her return to have had added to her time an extra 30 minutes, as they had passed 40 moves.



IM Tania Sachdev



GM Koneru Humpy

Of course, when she returned, she had lost on time, a very unfortunate turn of events. GM Humpy had won all of her first three games in less than 40 moves each, and she had not heard of how IM Sachdev had lost on time in the first round. Therefore, she was still genuinely shocked, and filed an appeal, against the Organizers, and especially the Arbiter(s) regarding “poor communication skills”. In addition, GM Humpy’s reference to withdrawing from the event was considered by some to be a “threat”. Following is her last letter to the event:

To,

The appeals committee of

Commonwealth chess championship 2015

On day 1 before the game the regulations of the tournament was announced, regarding the time control arbiter announced 90minutes and 30minutes additional time.

So far I have playing the tournament in respect to the above control and many players doesn't have clarity because of the announcement.

Tania lost in round because of not having additional time, even after this issue proper announcement

Was not done . So I strongly protest for not announcing the rules properly due to which I suffered the loss in round 4.

These incidents happened clearly because of the fault of announcement.

I have been playing in international events from past 20 years

Today I feel regret in playing in such a tournament without standards

Hence I Would like to withdraw from the event.

Regards,

K. Humphrey, 25/08/2015

To this point, we have emphasized communication, and mutual responsibilities for effective communication. However, when the committee actually heard this appeal, there was really only one possible result, and that was to turn it down. This decision was based on the principle dating back to Roman law, recognized practically universally via: *ignorantia juris non excusat* which means:

“Ignorance of the law is no excuse”

Regardless, in order to avoid communication problems with players:

The Arbiters of a Tournament must always strive for effective communication.

Before the start of the first round, there must be a clear announcement about the time control and the default time, using official terms from the FIDE Laws of Chess.

The same written announcement must be placed on the announcement board of the tournament, outside the playing hall, and on the website of the tournament (if any).

Case C: Arbiter-Player and mobile on the table

This case occurred during a high-level weekly team competition in Prague, Czech Republic.

This case covers 2 mistakes. However, it is very important to note that the 2nd mistake would probably have been caught if the 1st mistake had never occurred.

1st mistake: An Arbiter cannot be a player in the same tournament.

The Qualification Commission specifies this in their FIDE Title Regulations:

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

Even if the event is not a title tournament, it is inappropriate for an arbiter to also be a player. The arbiter-player risks missing occurrences that should be dealt with by that arbiter. In the Laws of Chess, Article 12, "The Role of the Arbiter", clearly documents the attention that the arbiter provides to the games under his jurisdiction. Anything less by the arbiter does a disservice to the game.

2nd mistake: mobile on the table beside the player

Of course, it is forbidden to have a mobile phone, so how did this even happen?

At this event, and according to the Article 11.3.b (see Anti cheating Guidelines for Arbiters), as most players arrive directly from work, players are allowed to turn their phone off, and then leave it in a bag, such that it cannot be accessed.

However, one player did not bring any such bag for his phone, and was worried about leaving his phone in his jacket on a coat hanger without any supervision. So this player turned his phone off and put it into a pocket in his pants. This is forbidden, and when discovered, should result in loss of game by this player.

To make matters worse, after a few moves into the game, this player found his phone uncomfortable, and so took it out and placed it on the table beside him. But the arbiter did not notice this (remember, he was also being a player!)

In addition, even by move 44, after the first time control at move 40 had been passed, the arbiter-player had also not noticed that the opponent had not been writing his moves since after move 28. At this point, this opponent approached the player-arbiter to claim a win because of the phone on the table. This claim should have been accepted. However, the arbiter-player reviewed the game position, and determined the opponent was clearly losing. The arbiter-player also checked the phone was off, and decided that no cheating had occurred.

The arbiter-player rejected the claim by the opponent. This was incorrect.

According to article 11.3.b. of the Laws of Chess, the player who had his mobile on the table (even if it was switched off) should lose the game immediately and his opponent should win.

An Arbiter must not be player in the same tournament, whether it is a titled tournament, or any FIDE-rated event.

Before the start of every round of a tournament, the Arbiter must always make an announcement, reminding the players to avoid having mobiles with them during the game.

Case D: Morse Code

This case occurred during the 56th International Chess Festival of Imperia, August-September 2015, in Italy.

Unfortunately, this is yet another cheating case. However, there is great value in being as informed as possible of various cheating attempts. While some/most cheaters try to do so using previously attempted techniques, we are also seeing “new” cheaters trying unique creative techniques. Most of us have heard of Morse code, but very few of us have ever used it. Remarkably in this case, Morse code was used as part of a cheating attempt by an amateur player.

Best defence against cheating is Arbiter awareness

In this case, event officials first became suspicious when Arcangelo Ricciardi, who was ranked only 51366th in the world, began beating far better players. Arbiter Jean Coqueraut knew “in chess, performances like that are impossible”.

In addition, the 37-year-old suspect was “batting his eyelids in the most unnatural way”, never got up during hours of playing, and kept one of his thumbs tucked in his armpit. The Arbiter understood that it was Morse code!

Therefore, the Arbiter confronted the suspect to open his shirt. When the suspect refused, he was asked to pass through a metal detector, which sensed a pendant underneath his shirt. This pendant contained a tiny video camera connected to a small box in his armpit. The assistant was not apprehended.

In closing, the event officials and Arbiters seemed to perform very well in catching this cheater. In addition, the Organizers deserve credit for having planned for suitable technology onsite in the form of the metal detector

Organizer's preparation is an ally against cheating



Case E: 2015 World Cup Armageddon game

This case occurred during the 2015 World Cup, September-October 2015, in Baku, Azerbaijan.

This incident occurred during the tremendously tense tiebreaks of the third round. It was the Armageddon game between GM Ian Nepomniachtchi (RUS) and GM Hikaru Nakamura (USA), which was overseen by two Match Arbiters. This game was also watched in person by other Arbiters.

Quite simply, GM Nakamura used both hands to castle, and may have even touched his rook first. GM Nepomniachtchi did NOT make a claim and made his reply move very quickly.

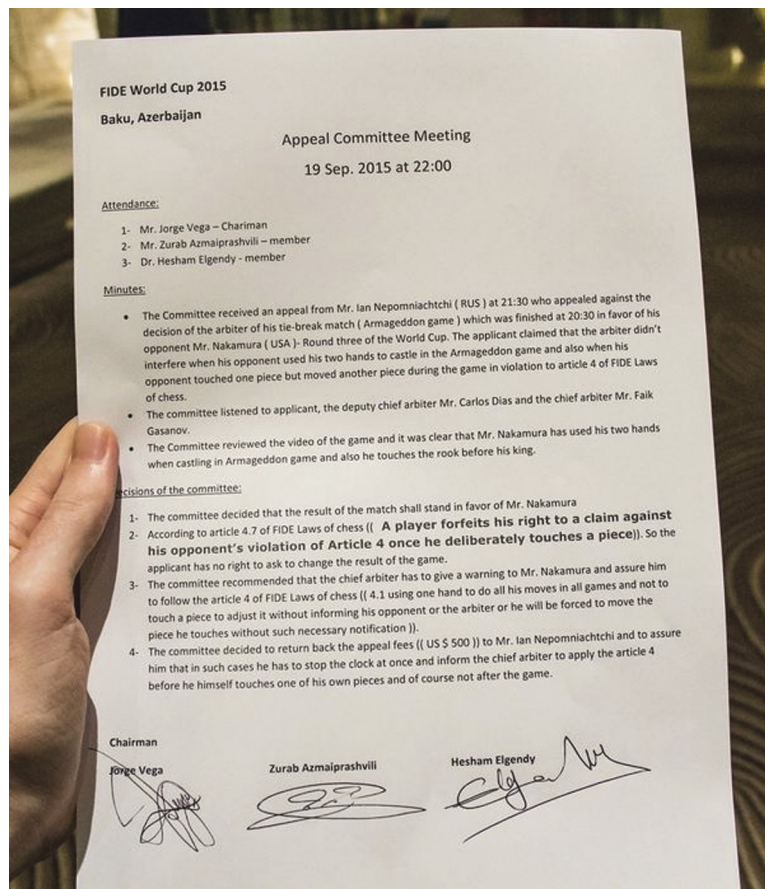
The game was playing according to the Appendix B, article B.3 of the Laws of Chess, i.e. the Competition Rules were in effect. Neither of the Match Arbiters (nor any of the other Arbiters who were watching the game) intervened, BUT THEY SHOULD HAVE, as what GM Nakamura did was a violation of the Laws of Chess, according to articles 4.1 and 4.4.b. GM Nakamura eventually won the game, and GM Nepomniachtchi then made an appeal asking for the result to be changed in his favour.

Unfortunately for GM Nepomniachtchi, in the Laws of Chess is clearly stated:

Article 4.8: A player forfeits his right to claim against his opponent's violation of Articles 4.1-4.7 once the player touches a piece with the intention of moving or capturing it.

Despite the existence of Article 4.8, Arbiters must always be in alert in such games (Blitz games with Competition Rules in effect), and must intervene in case of any violation of the Laws, without waiting for any claim by the opponent.

However, even though the Appeals Committee did not really have any choice, and could not rule in favour of GM Nepomniachtchi, they recognized that it should have been illegal for GM Nakamura to castle with both hands, and graciously refunded the significant appeal fee (\$500) to GM Nepomniachtchi:



Case F: The Conduct of the Players

This case occurred in an individual tournament during the Chess Festival in Groningen, Netherlands.

During the game a player was playing his moves very quickly, and then he was standing and discussing with other players, who were his friends.

The opponent complained to him, but the player paid no attention. Then the opponent complained to the Arbiter.

According to the opponent, the Arbiter first talked to the player, and then informed the opponent that he was discussing with his friends, but not about their game, and therefore it was no problem.

This would be a big mistake by the Arbiter.

According to the Article 9.4 of the FIDE Competition Rules:

9.4. A player shall not speak about any game while it is in progress, except as allowed in the Laws of Chess.

According to the Articles 11.5 and 11.6 of the Laws of Chess:

11.5. It is forbidden to distract or annoy the opponent in any manner whatsoever.

11.6. Infraction of any part of Articles 11.1 – 11.5 shall lead to penalties in accordance with Article 12.9.

It is clear that when the opponent sees that the player is speaking with other players/his friends, he cannot be sure that they are not discussing about their games, and thus he is highly distracted and annoyed.

So the Arbiter must intervene and stop the discussions between the players immediately.

If such behavior is continuing by the player, the Arbiter must penalize him according to the Article 12.9 of the Laws of Chess.

The Arbiter must always ensure that the players are not disturbed, distracted or annoyed.



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