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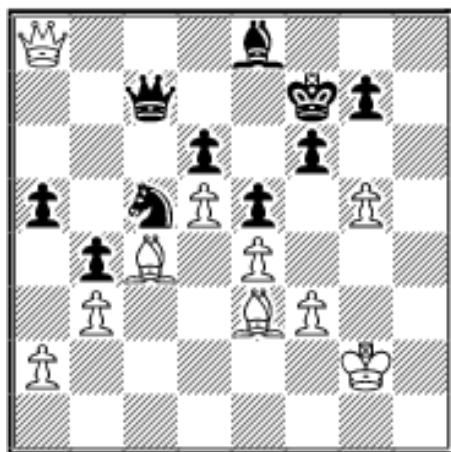
I am afraid I will go down in chess history as the arbiter who erred at the Tal Memorial, Moscow 2006. First, here is the gamescore, along with the essential positions.

Morozevich, A (2747) - Carlsen, M (2698)

Tal Memorial, Moscow RUS (2), 07.11.2006

1 e4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 e5 6 Ndb5 d6 7 Bg5 a6 8 Na3 b5 9 Nd5 Be7 10 Nxe7 Nxe7 11 Bd3 Nd7 12 c4 b4 13 Nc2 a5 14 Ne3 f6 15 Bh4 0-0 16 0-0 Nc5 17 f3 Be6 18 Re1 Qb8 19 Bf1 Kh8 20 Re2 Rc8 21 Rd2 Ra6 22 Rc1 Rac6 23 Bf2 Bf7 24 Nd5 Nxd5 25 cxd5 R6c7 26 Rdc2 Be8 27 b3 Bd7 28 g4 Kg8 29 Qe2 Nb7 30 Rxc7 Rxc7 31 Rxc7 Qxc7 32 Qa6 Nc5 33 Qa8+ Kf7 34 h4 h6 35 Bc4 Be8 36 Be3 Ke7 37 g5 hxg5 38 hxg5 Kf7 39 Kg2

39 Ke7 40 Kg3 Kf7 41 Kg4 Ke7 42 Kh4 Kf7 43 Kh3 Ke7 44 Kg2 Kf7

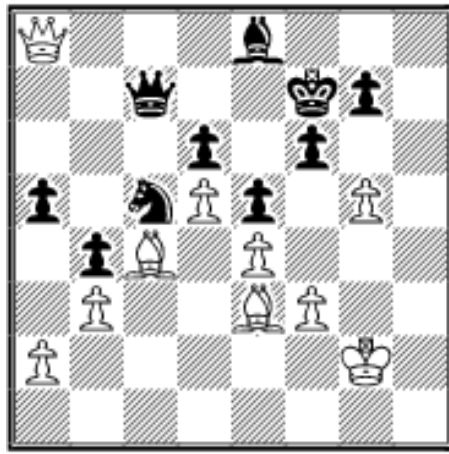


COLUMNISTS

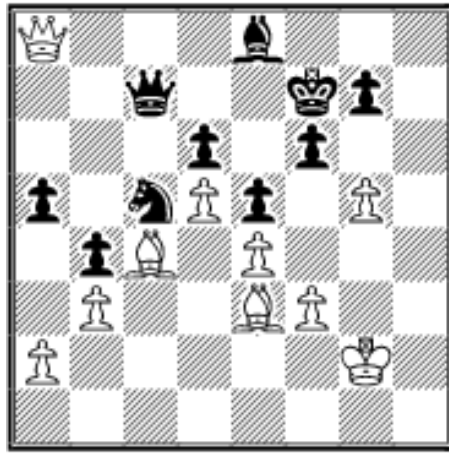
An Arbiter's Notebook

Geurt Gijssen





45 Bd2 Qb6 46 Be3 Qc7 1/2-1/2



As is obvious, the diagrams are identical.

I was not in the playing hall upon 46 Be3, as I had duties elsewhere, but when I returned, Mr. Dubov, the deputy chief arbiter, informed me that something had happened. GM Carlsen explained that he intended to play 46...Qc7, bringing about a threefold repetition. I wrote down the position and the times on the clocks, and then went to GM Morozevich behind the stage to inform him of the claim. I invited him to be present at the board, but he chose to stay backstage.

GM Carlsen and I replayed the game and I compared the positions after 39 Kg2, 44...Kf7 and 46...Qc7. I agreed that the game was a draw and informed GM Morozevich. The players signed the scoresheets and left the playing hall. However, after a few minutes I realized that something was amiss, because Kg2 was a white move, while Kf7 and Qc7 were black moves. Therefore, my decision was wrong.

I informed Carlsen about my mistake and he was willing to continue the game, but Morozevich had already gone home. I found his coach, but he was of the opinion that the result was settled. I came to the conclusion that he was correct and that continuing the game was impossible. I was very unhappy with the whole situation, but if the players had continued the game after signing the scoresheets, a second mistake would have been committed. So the result stood and the next day GM Morozevich gracefully accepted my apology. Of course, there is no excuse for my mistake.

Later, I discovered that the Laws of Chess make no mention of how the confirmation of a claim should take place. Therefore, I propose to amend Article 9.5 as follows:

*If a player claims a draw as in Article 9.2 or 9.3, he shall immediately stop both clocks. He is not allowed to withdraw his claim. **The arbiter shall check the claim in the presence of both players.** (The last sentence is my revision.)*

Question Dear Mr. Gijssen, What would have happened at the Tal Memorial if GM Carlsen had wanted to play on, but Mr. Morozevich wanted the draw to stand? Is the (faulty) claim for a repetition an implicit draw offer? Thank you very much, **Marcel Bieler (Zurich)**

Answer Article 9.1c clearly states that a claim, even a wrong claim, is considered to be a draw offer:

A claim of a draw under 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

Question Dear Geurt, While playing in a team competition, I had my concentration broken by a ringing mobile phone and to my surprise it was the arbiter's phone. What do the FIDE-regulations say about such a case? Yours, **Thomas Luther (Germany)**

Answer I also received a similar question from **Hrishikesh Salvekar of India**. There are no penalties for arbiters. However, it is my guess that such a mistake will only happen once in an arbiter's career. Recently, an arbiter told me of his embarrassment when his phone rang immediately after he had made the announcement to switch off the mobiles.

Question In your column, [*Illegal Moves*](#), you wrote:

Finally, regarding your last question, touching one piece and playing another is not considered an illegal move. It is a violation of Article 4. If we look to the Rules for Rapid and Blitz Chess, we see that this situation is mentioned in Article B5:

The arbiter shall make a ruling according to Article 4 (The act of moving pieces), only if requested to do so by one or both players.

Well, how you would rule after B5? Since B5 does not specify a penalty. In my opinion, a violation of Article 4 and starting the opponent's clock must be considered an illegal move. Therefore, in rapid and blitz games, B6 should be used and the claimant is the winner. Likewise, in normal games, Article 7.4 should be used. But your answer suggests that you think otherwise. In that case, I suppose article 13.4 comes into effect, but which of the possible penalties would you use? Kind regards, **Anders Sonderby (Denmark)**

Answer *Article 3: The Moves of the Pieces* clearly defines how a piece moves from one square to another. And, in my opinion, a player makes an illegal move when the move does not fulfill the requirements of Article 3.

Article 4: The Act of Moving Pieces describes the behavior of the player and has nothing to do with illegal moves. For instance, if a player touches a piece and then makes a legal move with a different one.

As far as I can see, Article B5 only deals with Article 4 and leaves it to the arbiter to punish the player in case of a breach of Article 4, in which case the arbiter should apply Article 13.4 of the Laws of Chess. Following a claim there are several possibilities for a penalty: a warning, reducing the offending player's time, adding some time to the opponent's time and to declare the game lost.

Article B6 is much stricter. A breach of Article 3 means that the game must be declared lost for the offending player; only after a claim from the opponent, of course.

There is no general rule about how to penalize a player according to Article B5. In my opinion, it depends on different factors. For instance, is it the first time in the game (or even in the tournament) that the player acts contrary to Article 4? Is he purposefully disturbing the opponent? Etc.

Question Dear Mr. Gijssen, I was browsing the FIDE website, as well as your [October 2004](#) and [February 2006](#) columns, and I have a question with regards to promotion. I do not understand what the player should have done to follow the rules, assuming the rules are correct:

3.7e: When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move for a new queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called 'promotion' and the effect of the new piece is immediate.

6.13b: A player may stop the clocks only in order to seek the arbiter's assistance, for instance when promotion has taken place and the piece required is not available.

It looks as though 6.13b can never apply, since the new piece must already have been used for a promotion to have taken place (otherwise "promotion" does not seem well-defined).

It would be clearer if 6.13b stated that "when the pawn has reached the promotion square and the new piece is not available." Similarly, 4.7.1c would be clearer as follows: "If the player has released the pawn that has reached the

promotion square and/or called for an arbiter's assistance..."

Obviously, there could still be unclear points, say, if the player asks for a queen and while waiting for the arbiter realizes that it would lead to stalemate. Best regards, **Hans Olsson (Sweden)**

Answer In my opinion, Article 3.7e (see above) is clear and does not need to be changed. So, let's look at the other Articles regarding promotion:

4.4b: If a player promotes a pawn, the choice of the piece is finalised, when the piece has touched the square of promotion.

This Article has been in force since 1 July 2005 and it defines the exact moment at which the choice of a piece is established. It also covers your last question, because even if a player stops the clocks, summons the arbiter and asks for a queen, the player still has the right to promote to another piece. But the arbiter may then apply Article 6.13d:

If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player has no valid reason for stopping the clocks, the player shall be penalised according to article 13.4.

The simplest improvement to the text of Article 6.13b is:

A player may stop the clocks only in order to seek the arbiter's assistance; for instance, when a pawn reaches the rank furthest from its starting position and the piece, to which the player intends to promote the pawn, is not available.

Question Dear Mr. Gijssen, Can you please provide a summary of the different rules FIDE has had at different times to deal with the situation of an incumbent world champion being unwilling or unable to defend his title. I believe that, unlike when Karpov inherited the title in 1975, the rules did not always call for the automatic succession of the challenger. **Taylor Kingston (USA)**

Answer I was unable to find anything about this in the minutes of the FIDE Congresses, but I recently asked Mr. Campomanes about it and he responded that it is quite logical for the challenger to be declared the new champion. Karpov thought that this was in fact the rule; however, Campomanes had his doubts. When I have some time I will check the Royal Library in The Hague, as a huge part of the FIDE archives is stored there. Meanwhile, I would be very happy if a reader is able to provide some information.

Question A friend of mine was playing in a Rapidplay tournament and

intended to play the move Qd8-h4. Unfortunately, he picked up his king on e8 by mistake and placed it on h4. His opponent indicated the illegal move and said that my friend had to move his king. As there was no sensible king moves, my friend resigned. Is it correct that he had to move his king? Or could he say that his intention was to move the queen? Many thanks, **Phil Neatherway (England)**

Answer It is up to the arbiter to decide. Your example seems very clear; nevertheless, suppose your friend did intend to move the king and only after touching the piece did he realize that it was a bad move. So, instead, he moves the king to h4 and claims that he actually intended to move the queen. This may be an unlikely scenario, but it is possible.

Question Dear Geurt, Someone told me that it was against the rules to record one's time on the scoresheet. Is this true? Best regards, **Dennis Breuker (The Netherlands)**

Answer Article 12.3 of the Laws of Chess states:

The scoresheet shall be used only for recording the moves, the times of the clocks, the offers of a draw, matters relating to a claim and other relevant data.

As you can see, writing the time on the scoresheet is allowed.

Question Dear Mr. Gijssen, My opponent's phone rang during a team tournament and my captain called the arbiter, who then awarded me a win, even though my opponent had a better position. Later, I discovered that the last sentence of paragraph "b" of Article 12.2 states:

The score of the opponent shall be determined by the arbiter.

Does this mean that the arbiter should have assessed the position before declaring a result? Thank you very much! **Alonzo Allen (Nicaragua)**

Answer Yes, the arbiter has to judge the position, but it is highly improbable that he would give the player with a better position a ½-point. The only time that the arbiter is likely to award a ½-point is when the player who would win on forfeit cannot checkmate the opponent's king by any possible series of legal moves, even with the most unskilled counterplay. For example, if the "would-be-winner" only has a king. I apply the same rule as in Article 6.10, when a player has overstepped the time.

Have a question for Geurt Gijssen? Perhaps he will respond to it in a future

column. Send it to geurtgijssen@chesscafe.com. Please include your name and country of residence.

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