

IA-A Sabrina de San Vicente



The move counter, to use or not to use?

A few weeks ago I received an email from IA-A Sabrina de San Vicente (a colleague from Uruguay) with her opinion about the move counter after an article about that subject has been published in the ECU Magazine. I quote her complete mail below.

“I am not a European Arbiter, but many of them are my friends, my oldest daughter is living there, and also I love reading your Magazine each month. So I feel free to give you my opinion regarding move counter.

Despite players like to see all the time available at any time, and you don't have half of the players in the first two rounds asking why their time was not added, cons of using move counter are more decisive.

When players forget to press their clocks, the flag falls after 40 moves were completed and you have to correct the clocks and disturb them.

The worst situation is created by players pressing the clock twice, the 30 minutes are given before 40 moves. They have to stop the clock and call the arbiter. The arbiter has to go to the board, examine the situation, and adjust the clocks. Meanwhile, players eventually find winning ideas. This could also be used to cheat, a player can press twice the clock when the opponent goes to the toilet and make his opponent lose on time while he thinks that 40 moves were completed.

That's why I prefer not to use it. Having to intervene in a game at that moment should be avoided as much as you can.”

TEXT BY:

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If anyone would feel the need to react on this subject, please don't hesitate to do so!

You can always contact the ECU AC (arbiterscouncil@gmail.com or geertbailleul@skynet.be).