

The Fogarty View

We've all played against that opponent who coughs during your turn and then is miraculously healed once you hit the clock. Or the jittery one who leaves after every other move and returns reeking of cigarettes. We all have our pet peeves about the way players act, the way tournaments are organized, or even the way pieces are captured. Without further ado, I present my most acute chess peeves.

5. My iPod, my rules. I view disallowing the use of headphones as a severe cramping of my style. Granted, there have been cheating scandals in the USCF recently, but does anyone actually believe that an 18-year-old guy playing in the Ohio Chess Congress has specially designed a wireless transmitter to look like an iPod and is now communicating with a basement full of Fritz 10s? No. Now leave me and Chumbawamba alone.

4. Stop adjusting my knights. I don't care whether you like your knights facing forward, leftward, rightward, outward, upside-down, or laying on their side. I like mine to be facing inwards, so don't turn them another way. Similarly, while it is incorrect to adjust all of your opponent's pieces, place them somewhere near the center of the square. I am admittedly a Compulsive Piece Adjuster (CPA), but a pawn of only 1 inch in diameter on a 2x2 inch square leaves room for error.

3. Promote your own pawn, for Christ's sake. This is part of your turn, and is your responsibility. Pushing the pawn and hitting the clock while proclaiming "Queen!" is offensive, and is punishable by a time penalty.



*You've got to ask yourself a question: "Do I feel lucky?"
Well, do ya, punk? —Dirty Harry*

2. Hey parents, bring a book. I actually *like* spectators, and am appreciative of people who take interest in my games. Still, parents of small children could give me at least a comfortable five foot perimeter. Some, however, prefer to sit there by the board, staring at me with unblinking eyes, as if leaving the room would risk allowing the game to turn into an extremely one-sided boxing match.

1. No more accelerated pairings. I don't know what sort of evil sorcerer devised this wretched system, but it manages to make the entire tournament less logical and more frustrating without actually solving anything. While this system does GRANT some obvious PERKS to people of a certain rating group, it only harms the top of the field. The only thing I want to see accelerated is the Dragon Sicilian. There used to be a debate on the Ohio Chess Forums about accelerated pairings, but when I presented a series of logical reasons as to why such pairings don't make any sense, the debate promptly ended. Joe-1, OCA-0. ♦