

Insufficient Losing Chances

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According to the USCF's *Official Rules of Chess* (5th edition, 2003):

In sudden death time control, a player on the move with two minutes or less of remaining time may stop the clock and ask the director to declare the game a draw on the grounds that the player has insufficient losing chances (§14H1).

This procedure is not available for games where a delay clock is being used.

The opponent may accept the claim as a draw offer.

The director has four possible ways to resolve the claim.

- (1) The director may accept the claim as correct. "The draw shall be awarded if the director believes that a Class C player would have little chance to lose the position against a Master with both players having ample time" (§14H2c).
- (2) The director may deny the claim while inviting a later re-claim.
- (3) The director may reserve judgment and restart the clocks. The director should make every effort to resolve the claim before the flag of either player falls.
- (4) According to the USCF's *Official Rules of Chess* (5th edition, 2003):

A director who believes the claim is neither clearly correct (14H2c) nor clearly incorrect (14H2d), but is instead uncertain as to the correctness of the claim, may place a delay clock on the game, setting it as follows: The claimant gets half of the claimant's remaining time (rounded to the nearest second); the opponent's time is unadjusted ... (§14H2a).