

## Guide to Playing 4NCL Online Congresses on Lichess

### Step 1: Creating an Account

Go to [www.lichess.org](http://www.lichess.org) and create an account with the website. To do this, you will need to click on the Register button. You can choose whatever username you want to use, and you can use it for 4NCL Online or any other online chess activity you wish.

When you have set up your account, in order to play in 4NCL Online Congresses you will need to set your account such that anyone can challenge you. But first you need to log out, and then log back in.

Once you have done that, you will need to go to this link (or otherwise navigate to the privacy area within Lichess): <https://lichess.org/account/preferences/privacy>

Then change "Let other players challenge you" to Always.

Let other players challenge you

Never	If rating is $\pm 300$	Only friends	<b>Always</b>
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### Step 2: Finding Your Opponent

The pairings, along with the usernames, will be published in advance of the start of each round on Chess-Results. There will be a link to the Chess-Results webpage on the 4NCL website, for example:

**4NCL Online Autumn Congress** ✈️ (Round 7 of 7, Tues 26 Nov 7.30pm)  
Tuesday 1 September - Tuesday 24 November, 2020  
3 sections: Open, U2000 and U1700 | [Information & Arrangements](#)  
**Pairings & Results: Open | U2000 | U1700** | [Replay Games](#) | [Winners](#)

You will have been to the [4NCL homepage](#) before, for you will have entered by clicking on a link from there. When you link to the Chess-Results page for your section you will see this (here, for the [Open](#)):

FINAL Round 7 start time: 19:30 GMT Tuesday 24th November.  
Challenge your opponent to 45'+15" rated on LiChess at around that time.

### 1st 4NCL Autumn Online Congress Open

Last update 23.11.2020 20:38:19, Creator/Last Upload: 4ncl

**Tournament selection** *Open*, Under 2000, Under 1700

**Links** [Official Homepage of the Organizer](#), [Link with tournament calendar](#)

**Parameters** [Show tournament details, no flags](#)

**Lists** [Starting rank](#), [Alphabetical list](#), [Statistics](#), [Alphabetical list all groups](#), [Playing schedule](#)  
[Ranking crosstable after Round 6](#), [Starting rank crosstable](#)




**Board Pairings** [Rd.1](#), [Rd.2](#), [Rd.3](#), [Rd.4](#), [Rd.5](#), [Rd.6](#), [Rd.7/7](#), not paired

**Ranking list after** [Rd.1](#), [Rd.2](#), [Rd.3](#), [Rd.4](#), [Rd.5](#), [Rd.6](#)

**Games** [There are 128 games available for download](#)

**Excel and Print** [Print list](#), [Export to Excel \(.xlsx\)](#), [Export to PDF-File](#)

### Starting rank

No.	Name	FideID	FED	Rtg	Club/City
1	 FM Walker David J	400882	ENG	2271	Djw60
2	 FM Chapman Terry PD	413399	ENG	2236	Tpdchapman
3	 Smith Murray D	3201767	AUS	2188	Plainbobdoubles

### Arbiter Congress Information

Please take note of the [orange box](#) top-of-screen. The arbiters will put useful messages or announcements therein – e.g. when the next round draw will be published. Note that Chess-Results has lots of other useful section information to work through if you are so minded, such as the current ranking list, past results, games for playthrough, list of exclusions (= advance by requests) etc etc.

## Round Selection

By selecting the relevant round as highlighted in the **red box** on the screenshot last page, you can see the pairings for that round. In the example above, to bring up the **Open** pairings for Round 7 you would select **Rd. 7/7**. When you select the correct round, you will see this (top two boards shown):

**FINAL Round 7 start time: 19:30 GMT Tuesday 24th November.**  
**Challenge your opponent to 45'+15" rated on LiChess at around that time.**

### 1st 4NCL Autumn Online Congress Open

Last update 23.11.2020 20:38:19 / Page cached 23.11.2020 23:01:46 111min., Creator/Last Upload: 4ncl

**Tournament selection**    **Open**, Under 2000, Under 1700

**Links**                      Official Homepage of the Organizer, [Link with tournament calendar](#)

**Parameters**              [Show tournament details, no flags](#)

**Lists**                        [Starting rank](#), [Alphabetical list](#), [Statistics](#), [Alphabetical list all groups](#), [Playing schedule](#)  
[Ranking crosstable after Round 6](#), [Starting rank crosstable](#)

**Board Pairings**            Rd.1, Rd.2, Rd.3, Rd.4, Rd.5, Rd.6, **Rd.7/7** , not paired

**Ranking list after**        Rd.1, Rd.2, Rd.3, Rd.4, Rd.5, Rd.6





**Games**                     There are 128 games available for download

**Excel and Print**            [Print list](#), [Export to Excel \(.xlsx\)](#), [Export to PDF-File](#)

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### Pairings/Results

Round 7 on 2020/11/24 at 19:30

Bo.	No.		Name	Rtg	Club/City	Pts.	Result	Pts.	Name	Rtg	Club/City	No.
1	19		Finn Peter	1959	Checkmatealot	5½		5	Findlay David J	2177	Finlidor	 4
2	20		Cole James	1953	Bishopbandit	5		5	Bossy Arnim	2170	Derbossmane	 5

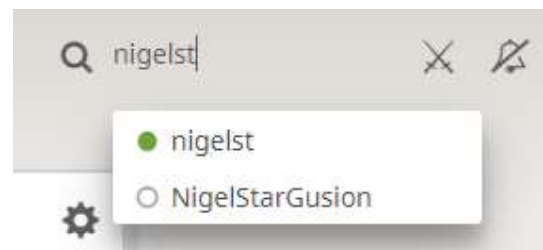
The "Club/City" field gives Lichess userIDs. You should locate your name & userID and that will tell you what colour you have, who your opponent is and what his/her Lichess userID is. White is always on the LEFT of the pairings, Black on the RIGHT. Here, Peter Finn is WHITE against David J Findlay, and James Cole is WHITE against Arnim Bossy.

## Preparing To Challenge

Games are played outside any formal structure on Lichess, so you will need to make the challenge manually.

For 4NCL Online on Lichess, to avoid any confusion as to who is challenging and who is waiting for the challenge to be made, we recommend that the player due to play White initiates the challenge.

On the homepage, you will need to search for the username of the player you are due to play. There is a magnifying glass and a text box to the next to it. In the example below, I was challenging *nigelst* to a game. I typed it in, and his name appeared. The green dot means that *nigelst* is online. You will note that others with similar usernames appear in the list, so make sure to challenge the right person. Click on *nigelst* to move to the next step.



### Step 3: Initiating the Challenge



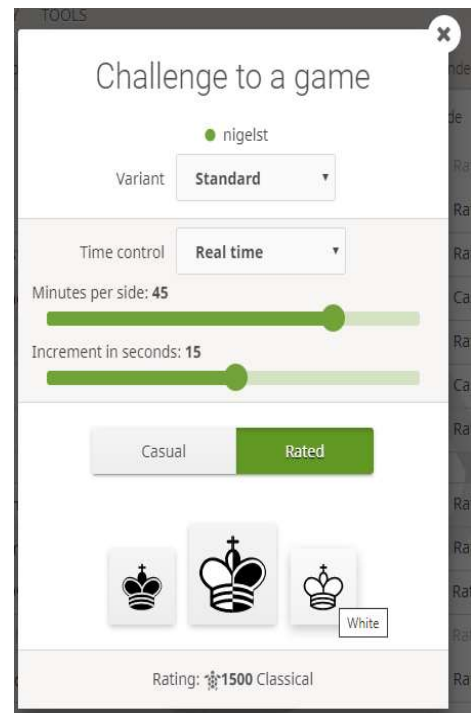
You will arrive at the page for your opponent, where you will see a lot of statistics about the player you are about to play. You will need to click the two swords (see the green arrow) and click that to challenge your opponent to a game.

### Step 4: Setting Game Parameters

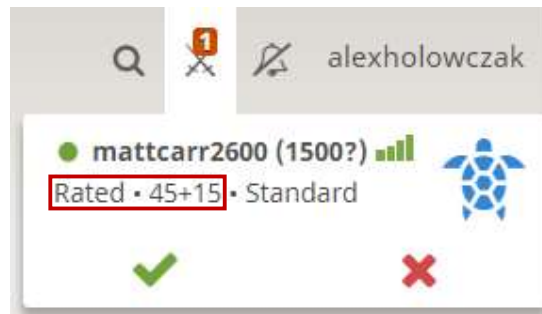
On the screen on the right, you will need to make sure that:

- The variant is Standard
- The time control is "Real Time"
- Set minutes per side to 45; move the slider to get to 45
- Set increment in seconds: 15; move the slider to get to 15
- **Rated** is selected
- You click the white King on the right of the three options in order to play white in the challenged game; this is in accordance with our recommendation in Step 2 that white should initiate the challenge.

After that happens, you will arrive at a loading screen, while you wait for your opponent to accept the challenge. You can see this below.



The receiver of the challenge will see this on their home screen (here: *alexholowczak* challenged by *mattcarr2600*):



The challenge can be accepted by clicking on the green tick, after verifying in-game parameters as described above.

### Rated Games – IMPORTANT

Making the challenge a “**Rated**” game is an important part of the challenge process; games played in “Casual” will turn off the Lichess Anti-Cheating measures and will be scored 0-0. Players should issue challenges that are “**Rated**”: players receiving challenges as Casual or the wrong time control [*parameters are shown at challenge time, as per the red box in the above screenshot*] should decline, and if necessary send a message to your opponent asking to re-issue correctly.

### Step 5: Playing the Game

Once your opponent has accepted the challenge, you are ready to start playing the game. The screen you can see will appear below. This is the default appearance; you may wish to edit preferences as you see fit.



At this point, you are able to start the game. You can move either by:

- Clicking on the piece, and clicking on the square you want to move it to
- Clicking on the piece, and dragging it to the square that you want to move it to

Please note that if you make a move when it is not your turn, this is called a “premove”, and then whatever your opponent does, you will make this move as your next move so long as it is legal.

### Arbiter Kibitzing

Your arbiters will kibitz your game online. This is standard practice so as to ensure

- (1) All games are underway and correctly configured; re-pairings can be made after the default time has passed.
- (2) Your result & PGN are collected at end-of-game [=> you as a player need do nothing after finishing your game, other than to check your arbiter has entered the result correctly on Chess-Results. Please allow 10-15 minutes after you’ve finished for this to happen].

Tim Dickinson [adapted from Alex Holowczak 4NCL Online League version]

5<sup>th</sup> December 2020