Cheating

Since the standard, go to response is to angrily ask how we know the accused has cheated (after all, we weren't standing behind him at the time), I am going to answer it immediately:

Here are the top 100 blitz players on the site (a few months ago)...

Name	Games	Positions	T1	T2	T3
GM MagnusCarlsen	41	465	40.85%	57.00%	70.43%
GM Hikaru	247	2231	40.10%	57.41%	69.53%

(I know I just cut off the top 2)...

2016 World Blitz...

Summarised results for undecided positions

Top 19 placed finishers.

Name	Positions	T1	T2	T3
Karjakin	162	37.90%	66.22%	83.05%
Carlsen	173	46.92%	62.35%	73.21%
Dubov	201	37.65%	57.26%	68.93%
Nakamura	378	45.13%	62.55%	73.46%
Grischuk	192	36.36%	58.20%	75.00%
Vachier-Lagrave	271	35.61%	51.37%	70.80%
Dominguez Perez	247	38.95%	65.32%	85.11%
Korobov	175	40.91%	57.78%	75.38%
Ivanchuk	179	41.22%	55.68%	69.74%
Anand	190	45.77%	72.45%	78.48%
Leko	184	40.97%	61.17%	77.50%

The table above is in order to provide some perspective. We compare players' moves to engine recommendations. T1 is the top engine choice, T2 is one of the top 2 and T3 means you have chosen a top 3 move. When someone consistently performs better than Magnus, we can safely say that he is cheating. Note that it is possible for a strong player to show these performances over the course of a few games but if it is consistent then engine assistance is the only explanation.

In order to be fair, we assume a healthy opening knowledge and eliminate those moves. We also eliminate obvious responses. We also look at OTB rating.

There are several other methods of detection but the goal is not to educate cheaters too much.

Why does an otherwise honest person cheat at online chess?

Behavioural psychology suggests our online behaviour differs to our normal due to:

- Dissociative anonymity ("They'll never know who I really am")
- Invisibility ("We can't see each other online")
- Asynchronicity ("I can leave my message behind without immediate consequence")
- Solipsistic introjection ("This is how I see you, in my mind")
- Dissociative imagination ("My online persona is different from who I am in real life"), and
- Minimization of authority ("I can do whatever I want online")

So for a start, we are going to insist that we can tie a username to a face.

Players should please start using *Bandicam* in order to record their screen as well as face while they are playing. This will help if you are ever unfairly accused of cheating.

In order to represent WP at any event, you would have to be cheat-free. Those who have already been flagged due to engine assistance, will be given the opportunity to show remorse. Those who cheat after receiving this message, will not be getting WP colours.

Parents, we realise that you completely believe that your child would never cheat, but please talk to them anyway.