

Guinness World Record

Longest chess maraton



Hallvard Haug Flatebø - Sjur Ferkingstad

Per Jonny Håland - Terje Bårdsen

Longest chess marathon

Helga 9-11. november vil det bli gjort eit forsøk på å slå verdensrekorden i lengstspelande lynsjakk kamp. Inneværende rekord er på 50 timer, 1 minutt og 7 sekund! Ordfører i Karmøy kommune, Jarle Nilsen, vil være med å sette igong matchen kl. 10.00 fredags formiddag, og da er det heile igong i egne lokaler på hotell Scandic Maritim i Haugesund!

Hallvard Haug Flatebø og Sjur Ferkingstad vil gå for den offisielle rekorden, og får selskap av Terje Bårdsen og Per Jonny Håland som også vil prøve å gjennomføre rekordforsøket! For å gjennomføre forsøket er det ein del strenge krav som må etterfylgjast, som blant anna maks 5 minutts pause per time, resultatføring, streaming osv. Dette står nøyere beskrevet i vitneoppgåvene på neste side.

Sundag formiddag kl. 12.01.07 vil rekorden forhåpentligvis passeres, men det er mulig at forsøket kan pågå litt lenger for å markere rekorden med en viss margin! Etter sjølve forsøket er det viktig at ting blir rett loggført osv., og da starter ein evt. godkjenningsprosess av forsøket. Ingenting er heilt i mål uansett, før Guinness har gitt bekrefting på at bevisa er aksepterte, noko som kan ta litt tid...

Så da er det bare til å ynskje alle involverte parter lykke til med både arrangement og rekordforsøk!



Vitneoppgaver

Ein av dei aller viktigste tingene for at eit Guinness-rekordforsøk skal bli godkjent, er at det har vært nokre vitner til stede som kan passe på til kvar ei tid at forsøket foregår innafor dei gitte rammer! Ei vitnevakt kan vera opp til 4 timer, vi har valgt 3 timer, da vi også har noe tid å gå på i forhold til evt. forsinkelser. Det kreves også at eit vitne er over 18 år og har fast jobb.

Som vitne har du ei viktig og dedikert oppgåve. Her kommer ei lita liste over ting det er viktig å merke seg og være bevisst som vitne. Ellers legges den engelske Guinness versjonen, som bør leses gjennom, bakerst i hefte i forhold til reglement rundt kampen. Vaktliste med tlf. nr. følger også med, sjekk gjennom at all informasjon om deg er riktig.

Vaktlisten er delt inn med vitne 1 og 2, der dei mest erfarne i sjakkmiljøet stort sett står som vitne 1 og er eit slags "hovedvitne". Typiske oppgaver for vitne 1 er å føre resultat og tid per kamp som blir spela. Vitne 2 assisterer og følger med på at ikkje uventa ting foregår i lokalet. Viktig at alle vitner møter opp i god tid, der dei passer på at oppgåvene blir overlevert til neste vaktgruppe på ein god måte!



Regler

Følgende ting kan være greit å være obs på både for spelarar, vitner og evt. andre involverte:

- Spelarar kan ta 5 minutt pause per heile spelande time, evt. samle opp dette til seinare bruk som kan benyttast til søvn. Pause bør tas etter hele timer og brukes opp før forsøket er ferdig. Dette må vitne 1 være med å loggføre.
- Det må være flyt i spelet, resultat blir ført av vitne 1, spelarar stille klokka, snur brettet og fortsetter spelinga.
- Vitne 1 må loggføre resultat for kvart parti (ligg bok i lokalet) og hvor mye tid som er brukt av kvar spelar.
- Det er lov å ete mat mens partiet pågår, men stopp i spelet utenom oppsamlet tid er ikkje lov i forhold til næringsinntak. Vitne 2 kan assistere med matservering i lokalet.
- Spelarane kan også stå mens dei spelar.
- Begge vitnene må til ei kvar tid oppholde seg i lokalet. Ved toalettbesøk må en ekstravakt inn å assistere, evt. hotellresepsjonen ved nattevakta. NB! Gå på do før vakten.
- Det er lov å ha musikk på øret, evt. fra cd-anlegg, vitne 2 kan regulere i forhold til dette på anlegg i lokalet
- Forsøket må streames og brukes som bevismaterialet. Dataansvarlige har kontroll på dette.
- Ei ekstra klokke (utenom data/video) må være synlig i lokalet til enhver tid. Vi bør ha flere klokker i sving!
- Forsøket blir filmet av VG TV, Viktig at reklame blir framhevet og at vitnene kan ha et auge på det!
- Eit av vitna (vitne 2) bør følge på do/ut i pauser og passe på at ingen sovner eller får helsemessige utfordringer! Det andre vitne (vitne 1) holder fortet i lokalet og passer på at alt er intakt!
- Vitne 2 eller ny vitnevakt ringer ny vakt ved evt. forsinkelser. De samme vitnene kan maks sitte 4 timer, altså 1 time ekstra. Skulle noe oppstå, ringes dei som står som ansvarlige på tlf. lista, selv om det er nattevakt. Evt. kan nattevakt på hotell steppe inn mellom der (visst vedkommende har fast jobb 😊)
- Etter forsøket må vitnene signere på vitneerklæring som blir sendt inn til Guinness etter forsøket i lag med andre typer bevis som video, streaming, bilder, loggbok osv.

Lykke til og god vakt!

Vitneliste Guinness rekordforsøk Longest Chess Marathon

Tidspunkt	Vitne 1	Tlf	Vitne 2	Tlf
Fredag				
10.00-13.00	Odd Eivind	47278103	Dag	91190960
13.00-16.00	Jøran	47294870		
16.00-19.00	Egil	90770976	Roar	
19.00-22.00	Atle S	92658322	Jan Eirik	99231176
22.00-01.00	Odd Eivind	47278103	Tor Arne	91622594
Lørdag				
01.00-04.00			Geir Olsen	
04.00-07.00	Jøran	47294870	Ole Johnny	
07.00-10.00			Olav Våge	
10.00-13.00	Egil	90770976	Arne Nilsen	
13.00-16.00	Odd Eivind	47278103	Johannes	40142966
16.00-19.00	Thomas Falch	91690433	Jøran	47294870
19.00-22.00			Jan Eirik	99231176
22.00-01.00	Odd Eivind	47278103	Johannes	40142966
Søndag				
01.00-04.00	Tor Arne	91622594	Geir Olsen	
04.00-07.00	Jøran	47294870	Mathias Østhus	
07.00-10.00	Dag	91190960	Olav Våge	
10.00-13.00	Egil	90770976	Odd Eivind	47278103
13.00->			Johannes	40142966

Ved evt. spm. eller andre ting kontakt i følgende rekkefølge (også nattestid):

Egil Melkevik (sjef under rekordforsøket) tlf **907 70 976**

Sjur Ferkingstad (opptatt under selve forsøket selvsagt☺) tlf **412 77 897**

Dag Vister Hansen tlf **911 90 960**

Tor Arne Paulsen tlf **916 22 594**

Paul Fuglestein tlf **480 04 834**

View Guidelines Longest chess marathon

Legal notice

This document acts as a guide to the specific considerations and undertakings for your potential record attempt and is to be used in conjunction with the **Guide to Your Evidence**, which outlines the evidence we require to verify the success of your record attempt. These guidelines should be read and understood by all concerned with the record attempt prior to the attempt – this includes every participant, organiser and witness.

These guidelines are specific to your record attempt and **must** be followed. Should any part of these guidelines be contravened, your record attempt will be disqualified, without any right of appeal.

Additionally, these guidelines in no way provide any kind of safety advice and cannot be construed as providing any comfort that the record attempt is free from risk.

Guinness World Records accepts no responsibility for the safety of participants or bystanders in any record attempt. It is your sole responsibility to ensure that (a) all necessary safety precautions are in place and that all equipment used is suitable and thoroughly checked prior to the record attempt taking place and (b) you are in compliance with all applicable health and safety laws and regulations.

If you are organising a record attempt in association with an **alcoholic brand** you must seek explicit written permission in advance from Guinness World Records otherwise your record may not be approved. Without written permission, your record might not be accepted even if you have followed the guidelines. Please send your requests to Guinness World Records using the Correspondence section in your online application.

Finally, the provision of these guidelines in no way constitutes Guinness World Records' consent for you to undertake a record attempt. Any record attempt will only be considered to be authorised by us where you have signed our standard agreement in relation to record attempts.

Record definition

- This record is for the longest time to continuously play chess.
- This record is to be attempted by a team of two players.
- This record is to be measured in hours, minutes and seconds.
- Chess is a strategy game played on a checkered board whereby players aim to eliminate the other players pieces.

Rules for Longest chess marathon

1. All equipment must be standard and within the rules of chess as detailed by the World Chess Federation (FIDE).

2. Outside of rest breaks (see below), no other breaks are allowed such as those normally taken within the game. When one game ends the next must be set up and begun straight away.
3. Both players must take their rest breaks at the same time.
4. The game must be played in the spirit of the rules of the sport (i.e. there must not be any substantial pauses or discussions with umpires/referees in an attempt to gain rest and prolong the marathon).
5. The same two players must play against each other for the duration.
6. No individual who was not present at the beginning of the attempt may participate at any time in the proceedings.
7. The log book must detail how long each game lasted and which player won.

Rules for 'endurance marathon' records

Please make sure you follow ALL these rules:

- The attempt must take place in a public place or in a venue open to public inspection.
- The record is measured in days, hours, minutes and seconds.
- No person under the age of 16 may attempt this record. Documentary evidence of permission must be provided for any participants who are between 16-18 years.
- A detailed log book outlining the progress of the attempt, including rest breaks and witness changeovers, must be created.
- Rest breaks do still count towards the final total length of time for the record. However, it is not permitted to add any remaining rest time available to the total at the end of the attempt. If you are approaching the end of the attempt and still have rest break time left over, you must take it and then resume the game before calling an end to the attempt in order for that time to be included.

REST BREAKS

- a. Rest breaks are the only point where the claimant may stop performing the activity during the attempt.
- b. Rest breaks are the only time the claimant can take a bathroom break or sleep during the attempt. They may consume food and drink while the record is in progress, but this must not disrupt the flow of the attempt.
- c. The following acts as a guide of how you must calculate and monitor rest breaks during marathon endurance events:

In simple terms, you are allowed 5 minutes rest for every continuously completed hour of activity. These can be accumulated to give, for example, 20 minutes worth of rest time after 4 full hours of activity. If you do a shift of 4 hours 30 minutes activity without stopping, you have still only accumulated 20 minute as only completed hours count.

- d. Any rest time that has been accumulated can be taken in full or in part at the discretion of the participant(s) at the appropriate time. Any unused rest time can then be carried forward to be taken at a future time during the attempt. However any unused rest time cannot be added to the end of the attempt when it is completed.
- e. Rest breaks must be documented in a log book maintained by the independent witnesses

at the attempt.

TIMEKEEPERS

- a. The independent witnesses are responsible for keeping time, along with a clock that can be seen clearly at all times in the video evidence. The first pair of witnesses would start the timing and would then pass on the responsibility for it to the witnesses that follow them.
- b. Both the clock in the video and the time piece being maintained by the witnesses must be recording the time in the same manner. They should either display the real time (e.g. 4:11pm) or the time of the attempt (4 hours 11 minutes). Whichever method is used, the logbook must be maintained using this same clock. For example, if you say a ten minute rest break was taken at a specific time in the attempt, we should be able to verify this easily using the clock that is in the background of the video.

Please make sure you supply the following evidence:

- One cover letter explaining the context of the record attempt. Please indicate the date, time and exact location of the record attempt, your chosen witnesses and your record attempt measurement. Also please provide full details of the person(s)/organisation attempting the record including details on the preparation for the attempt.
- Independent witness statements confirming the record results. The witnesses must list the points that they have verified during the attempt, the times they were present and what they observed during their shift. The final two witnesses at the attempt must include the final record outcome/total in their statements.
- Witnesses: attempts longer than 4 hours
 - o There must be two independent witnesses present at all times, independent witnesses must work in shifts of no longer than four hours throughout the attempt. All witness statements must clearly indicate the times the witnesses were present and what they observed during their shift. The final two witnesses at the attempt are responsible for reviewing the statements of previous witnesses to determine the final record outcome/total.
- Two timekeeper statements must be provided to confirm that the timing was accurate.
- Documentary evidence of permission must be provided for any participants who are between 16-18 years.
- Photographic evidence of your attempt taking place capturing the details provided by the independent witnesses.
- Video evidence – We require the entire attempt to be filmed from start to finish, and sent to us in DVD format or on an external hard drive/USB memory stick. Please ensure the camera is focused on the attempt at all times and is static.
 - o If more than one DVD is required for the footage, please ensure these are clearly labelled in the chronological order of the attempt, with timings marked as well as the numerical order of the DVD. E.g. DVD 1 - 0.00 mins to 3 hours 36 mins and 27 seconds. DVD 2- 3 hours, 36 minutes and 28 seconds to 6 hours 29 mins, 28 seconds and so on. Files on hard drives/USBs should be similarly labelled.
 - o The video footage should also have the following important events labelled:
 - Footage of the start of the attempt
 - Two minutes footage every hour
 - The point at which the record is broken
 - The end of the attempt
- Logbooks – Please state which DVD/file is corresponding to which hour/minute/second. This must match up to what you have written on the DVD's. For example, if at 3 hours, 36 mins and 27 seconds it says in the logbook that the current record is broken, you must write

‘See DVD 2’ next to this.

- You must have separate sections in the logbooks for the following:
 - o Rest breaks and any pertinent observations regarding the attempt itself (to be filled in by witnesses – see section above)
 - o Witness, time keeper and steward changeovers
 - o Scoring, game times and substitutions (particularly for game related records) or lists and timings of songs/music (particularly for musical records)
- Media articles (newspaper, online, TV or radio) should be submitted as part of the evidence requirements. This is not compulsory evidence.

Please read the Guide to Your Evidence document, where you will find further information about the evidence requirements and evidence templates. It is paramount this document is read before you submit your evidence.

Evidence checklist

- Cover letter
- Witness log books
- Witness statement 1
- Witness statement 2
- Log book
- Video evidence
- Schedule 2 (signed)
- Schedule 3 (signed)
- Media articles
- Photographic Evidence

Visit the guide to evidence page and download the templates!

In order for us to verify your achievement we require a number of pieces of evidence, please visit our [guide to evidence page](#) where you will find information and templates that will direct you on your path to attempting an official Guinness World Record.

[Visit Guide to evidence](#) and download templates