

Forum:[Hack Forums](#)

Thread: [Chess.com Fair-Play Violation Tracker](#)

vik - December 8, 2024, 2:46 am

Hi everyone,

As some of you may know, me and my team have been working on this project for the last few years.

I am proud to announce a live alpha version of [BLOWFISH ?](#) !

Anyone who is a chess aficionado and plays chess online I think will support what the project aims to do.

For those who are not in the chess world, cheating has become a huge problem, leading to witch hunts and paranoia for players on and off the board. The purpose of this project is to bring awareness to this issue.

Any feedback is welcome.

P.S [\(Click to View\)](#)

For anyone wondering, the origin of the term blowfish comes from people using [Stockfish](#) to make moves for them in online games.

Here are some articles pertinent to cheating in chess, on and offline:

<https://www.chess.com/events/2024-clash-of-claims>

<https://www.chess.com/news/view/shevchenko-temporarily-suspended-by-fide-with-cheating-investigation-pending>

https://en.wikipedia.org/wiki/Carlsen%E2%80%93Niemann_controversy

Yani - December 8, 2024, 2:49 am

Looks interesting. I think the "Those who have been mocked" should be changed to "Chess.com Fair-Play Violation Tracker" so I actually know what the hell the page is when landing on it. Besides that good job.

vik - December 8, 2024, 2:52 am

(Dec 8, 2024 03:49 AM)Yani Wrote: [\[CITE\]](#) Looks interesting. I think the "Those who have been mocked" should be changed to "Chess.com Fair-Play Violation Tracker" so I actually know what the hell the page is when landing on it. Besides that good job.

[Yani](#) Glad you enjoy it!

Oh, the term "mocked" is just part of the rabbit hole pertinent to the origin of the term blowfish... ? - But there are some visual changes coming to represent the data in a clearer way. Kind of an inside joke i guess.

Yani - December 8, 2024, 2:58 am

(Dec 8, 2024 03:52 AM)blowfish Wrote: [\[CITE\]](#) [Yani](#) Glad you enjoy it!

Oh, the term "mocked" is just part of the rabbit hole pertinent to the origin of the term blowfish... ? - But there are some visual changes coming to represent the data in a clearer way. Kind of an inside joke i guess.

Yeah it's less about removing it and more about the UX explaining that it is a chess.com tracker. Because one might land on the page without any information and be confused about where the data comes from.

Will you eventually also track Lichess accounts?

vik - December 8, 2024, 3:06 am

(Dec 8, 2024 03:58 AM)Yani Wrote: [\[CITE\]](#) Yeah it's less about removing it and more about the UX explaining that it is a chess.com tracker. Because one might land on the page without any information and be confused about where the data comes from.

Will you eventually also track Lichess accounts?

Yes, the goal is to eventually add lichess and other platforms, such as the Internet Chess Club, but since [chess.com](#) is the most popular platform online for playing chess, and the one most susceptible to cheating ([people in the Top 100 in the world have admitted to cheating in their online money tournaments](#)), the focus is there for now.

I do agree, there needs to be some indication that it is a chess.com cheat tracker. Thanks ?

Sticky Bot - December 8, 2024, 3:07 am

Hi, I'm Sticky Bot. The owner of this thread has purchased a Paid Sticky. Hack Forums does not get involved in deals or deal disputes. We do not vouch for the product or the service offered by members. Please note that all deals are at your own risk. The sticky will expire on Dec 22, 2024. If you or a loved one are interested in buying a sticky please visit this page: [Buy Sticky](#). For more information about Paid Stickies you can read our [Help Doc](#).

Jamika - December 8, 2024, 3:41 am

(Dec 8, 2024 03:46 AM)blowfish Wrote: [\[CITE\]](#) Hi everyone,

As some of you may know, me and my team have been working on this project for the last few years.

I am proud to announce a live alpha version of [BLOWFISH ?](#) !

Anyone who is a chess aficionado and plays chess online I think will support what the project aims to do.

For those who are not in the chess world, cheating has become a huge problem, leading to witch hunts and paranoia for players on and off the board. The purpose of this project is to bring awareness to this issue.

Any feedback is welcome.

P.S [\(Click to View\)](#)

For anyone wondering, the origin of the term blowfish comes from people using [Stockfish](#) to make moves for them in online games.

Here are some articles pertinent to cheating in chess, on and offline:

<https://www.chess.com/events/2024-clash-of-claims>

<https://www.chess.com/news/view/shevchenko-temporarily-suspended-by-fide-with-cheating-investigation-pending>

https://en.wikipedia.org/wiki/Carlsen%E2%80%93Niemann_controversy

So u report the cheaters or what ? Whats the aim of this project?

Miles Teller - December 8, 2024, 3:44 am

Damn we got cheaters in online chess now? I swear cheating is affecting everything online these days

vik - December 8, 2024, 3:44 am

(Dec 8, 2024 04:41 AM)Jamika Wrote: [\[CITE\]](#) So u report the cheaters or what ? Whats the aim of this project?

No, we don't report the cheaters. Chess.com bans players who they suspect are cheating for Fair-Play and the project aims to make the information digestible and accessible.

You can read more about the aim of the project on the about us page, but basically bring awareness to cheating in chess online.

(Dec 8, 2024 04:44 AM)Miles Teller Wrote: [\[CITE\]](#) Damn we got cheaters in online chess now? I swear cheating is affecting everything online these days

Yeah, chess understanding is a hobby so cheating to represent a skill level you don't have or, I'm not sure, seeking validation, seems trite but the real issue is the threat to competitive chess.

RangoWorld - December 8, 2024, 7:21 am

That's nice. Good luck with the project.

\$!uo2H%gE# - December 8, 2024, 12:04 pm

Interesting project, but as far as I understand, it's a list of already banned players? Basically, they will just create a new account and play again, although it is sad to see so many cheaters.

vik - December 8, 2024, 6:32 pm

(Dec 8, 2024 01:04 PM)\$!uo2H%gE# Wrote: [\[CITE\]](#) Interesting project, but as far as I understand, it's a list of already banned players? Basically, they will just create a new account and play again, although it is sad to see so many cheaters.

Yes, but this list of data is not easily viewable for accounts banned for any reason.

Fair-Play isn't exclusively using an engine during a game; it could be rating manipulation, or any external help during a game, which is the focus of bans for the project.

Many account's that are banned are for other reasons (self closures, community guideline violations, etc) which aren't relevant to cheating in chess.

Them creating new accounts and (hopefully) getting banned creates more data to isolate what a legitimate player does in a chess game versus a cheater. The goal is to reduce cheating in online chess. Cheaters will cheat, regardless, however, this may deter the problem. This is becauseBrings awareness to the amount of accounts cheating, as you mentioned

Allows people to extrapolate from the data viewable their own data analysis to find more concrete ways to suspect if a move is played by a human or with external assistance.

(Dec 8, 2024 08:21 AM)RangoWorld Wrote: [\[CITE\]](#) That's nice. Good luck with the project.

Thanks!

Novo - December 11, 2024, 2:42 am

as someone who plays chess for the fun and not for the skill, this is such a nice thing project.

BlackRock - December 19, 2024, 4:53 am

Nice project. Good luck with blowfish !

Ripleex - December 20, 2024, 10:27 pm

A meme that depicts a match with a glass at the top, showing someone cheating at a chess game, makes me laugh.

I had no idea that there is an actual way to cheat at Chess.com

\$!uo2H%gE# - December 21, 2024, 12:00 am

(Dec 8, 2024 07:32 PM)blowfish Wrote: [\[CITE\]](#) Yes, but this list of data is not easily viewable for accounts banned for any reason.

Fair-Play isn't exclusively using an engine during a game; it could be rating manipulation, or any external help during a game, which is the focus of bans for the project.

Many account's that are banned are for other reasons (self closures, community guideline violations, etc) which aren't relevant to cheating in chess.

Them creating new accounts and (hopefully) getting banned creates more data to isolate what a legitimate player does in a chess game versus a cheater. The goal is to reduce cheating in online chess. Cheaters will cheat, regardless, however, this may deter the problem. This is becauseBrings awareness to the amount of accounts cheating, as you mentioned

Allows people to extrapolate from the data viewable their own data analysis to find more concrete ways to suspect if a move is played by a human or with external assistance.

Nice. I really like the idea, I wish you success. Btw do you play chess?

vik - January 6, 2025, 3:25 pm

(Dec 21, 2024 01:00 AM)\$!uo2H%gE# Wrote: [\[CITE\]](#) Nice. I really like the idea, I wish you success. Btw do you play chess?

Yes, I play chess. That was the motivation behind this project. Thanks!

vik - February 14, 2025, 11:37 pm

Do you guys thinking implementing tracking for ICC or LiChess.org would augment the site's value?

Currently me and my team are working on rolling out updates to catch the people cheating.