

man from the board otherwise than in making a move (as defined in this Code)—but as if in making a move—the man must be replaced, and the player may be treated as having touched it.

6. *Illegal Moves.*

(a) If a player has made, in his own turn to play, only one move, and that a legal move, this turn to play is ended; if he has made, in his own turn to play, only one move, and that an illegal move, this turn to play is not yet ended, but will be ended as soon as the whole change he has made in the position is the same as if he had, in the first instance, made a legal move.

(b) If a player, in his own turn to play, makes an illegal move, the opponent may at once exact Penalty A, and may then exact one of the Penalties B and C.

(c) If a player, in his own turn to play, makes an illegal move, and then, without his opponent's consent, substitutes a move, the opponent may exact Penalty A and one of the Penalties B and C.

(d) If a player, in his opponent's turn to play, substitutes a move, without his opponent's consent, for his own preceding move, or makes a move otherwise than in substitution, the opponent (without being released from observing Law 5) may at once require the annulment of such substitution or such move; and the opponent, provided that he did not himself, in the aforesaid turn to play, touch

any man before requiring this annulment, may exact, in the offender's next turn to play, one of the Penalties B and C.

(e) If a player has made an illegal move (except in substituting, for a move already made, another move, which, had it been made in the first instance, would have been legal)—or, by mistake, has removed a man from the board otherwise than, but as if, in making a move—and if this illegal move, or mistaken removal of a man, has remained uncorrected (the opponent, subsequently to it, completing a move), the position must be restored which existed at the commencement of the turn to play in which the illegal move, or mistaken removal of a man, occurred, and no penalty may then be exacted for what has been already done. If this position cannot be ascertained, the game must be annulled.

7. *Adjourned Game.*

(a) If, after adjournment, a game has been continued from an incorrect position, the position which existed on the board immediately before the adjournment must be restored, and the sealed move (if any) must then be made on the board.

(b) If, on the resumption of an adjourned game, the position which existed on the board immediately before the adjournment cannot be ascertained, the game must be annulled.

(c) If a player has made a sealed move, and it is found on the resumption of the game that the record cannot be interpreted as expressing

a legal move, the opponent may exact Penalty C; if the record can be interpreted as expressing more than one legal move, the opponent may adopt any one of such moves. If, on the resumption of a game after adjournment, the player whose duty it was to make a sealed move is found to have made no record, it is his turn to play and the opponent may exact Penalty C.

8. *Games treated as Drawn.*

(a) A game in which checkmate has not legally occurred may, by agreement between the players, be treated as drawn.

(b) A game in which checkmate has not legally occurred is treated as drawn if, before touching a man, the player whose turn it is to play claims that the game be treated as drawn, and proves that the last fifty moves on each side have been made without a capture.

(c) A game is treated as drawn if, before touching a man, the player whose turn it is to play claims that the game be treated as drawn, and proves that the existing position existed, in the game and at the commencement of his turn to play, twice at least before the present turn.

(d) A game is treated as drawn if, before touching a man, the player whose turn it is to play claims that the game be treated as drawn, and proves that, should the game continue, he can subject the adverse King to an endless series of checks.

(e) A game in which stalemate has legally occurred is treated as drawn.

9. *Games Forfeited or Resigned.*

A player forfeits the game

(a) If he wilfully upsets the men, or wilfully falsifies the position by removing or adding any man ;

(b) If, without the consent of his opponent, he uses for the conduct of the game a second board and men ;

(c) If, without the consent of his opponent, he refers during the game to anything printed or written that treats of chess ;

(d) If, without the consent of his opponent, he requests assistance in the conduct of the game ;

(e) If he refuses to comply with a legal requirement made by his opponent ;

(f) If he refuses to abide by the Laws of the Game :—

Provided in any case that the opponent specifies the offence committed, and claims, on the ground of this offence, that the game be forfeited ; provided also that the opponent, after knowledge of the offence, has completed no move in the game.

A game which a player has forfeited or resigned is treated as if his opponent had won it.

10. *Time Limit.*

A. When Chess is played under a "Time Limit," the following regulations, in the absence of agreement to a different effect, are in force :—

(a) The reckoning of time is separate for each player and for each game.

(b) Time is reckoned against the player whose turn it is to play.

B. When no time is fixed for the final termination of play,

(a) Each player is allowed two hours for making his first moves, three hours for making his first moves, four hours for making his first moves, and so on; and

(b) A player who, while the game is still not finished by resignation or otherwise, fails to make his first moves in his first two hours, or his first moves in his first three hours, and so on, forfeits the game immediately.

c. When a time is fixed for the final termination of play,

(a) Each player is allowed one hour for making his first moves, two hours for making his first moves, three hours for making his first moves, and so on, provided that every such hour is completed before the time fixed for the final termination of play; and

(b) A player who, while the game is still not finished by resignation or otherwise, fails to make his first moves in his first complete hour, or his first moves in his first two complete hours, or his first

moves in his first three complete hours, and so on, forfeits the game immediately ; and

(c) If, at the time fixed for the final termination of play, the game is still not finished by resignation or otherwise, the number of moves due on the part of a player in respect of any incomplete hour must (without regard to any surplus moves made previously to the incomplete hour) be calculated proportionally from the number which would have been due in respect of the whole hour if completed, and the number thus calculated must be added (omitting any fraction) to the number of moves due in respect of the player's already completed hour or hours. The result is the number of moves due on this player's part in respect of the whole time which he has occupied ; and

(d) If each player has made fewer moves than the number of moves due in respect of the whole time which he has occupied, the game must be annulled ; if only one player has so made fewer moves, he forfeits the game.

D. It is the duty of each player to see that his opponent's time is recorded, and no allowance may be made for error caused by a player's neglect of this duty. If proof is given that, otherwise than by such neglect, time has been recorded incorrectly for one player or for both players, the record, or records, of time may be equitably corrected.

II. *Penalties.*

(a) When any penalty named in this Law is exacted for an offence committed by a player in his own turn to play, the exaction must be before the opponent touches a man.

(b) When Penalty B or Penalty C is exacted for an offence committed by a player in his opponent's turn to play, the exaction must be after that turn to play and before the opponent again touches a man.

(c) When a move is made in discharge of Penalty B or Penalty C, this move may not (except as provided in the statement of Penalty B) be castling.

(d) If, when a player has committed an offence, there is a choice of penalties, the right to choose belongs to his opponent.

(e) If a move which the opponent requires to be made by way of penalty is illegal, the requirement must be disregarded, and the opponent has forfeited his right to exact a penalty for the offence committed.

The following are the penalties referred to in these Laws as Penalty A, Penalty B, and Penalty C :—

Penalty A. The offender restores the position which existed at the commencement of the turn to play in which the offence was committed.

Penalty B. The opponent indicates the man (or one of the men) touched by the offender in the turn to play in which the

offence was committed, and the offender moves (if his own) or takes (if his opponent's) this man; or, if of any two men so touched one can be captured with the other, and the opponent indicates these two men, the offender captures one of them with the other; or, if a King and a Rook so touched can move in castling, and the opponent indicates these two men, the offender castles with them.

Penalty C. The offender moves his King or, if this King cannot be legally moved, the offender moves a man selected by his opponent.

PART III.—LAWS FOR THE REGULATION OF GAMES PLAYED BY COMMUNICATION OF MOVES (CONSULTATION, CORRESPONDENCE, AND BLIND-FOLD GAMES).

1. *General Law.*

The Laws in Parts I., II., and IV. apply to Games played by Communication of Moves, unless obviously inapplicable.

2. *Assistance.*

(a) When a time not less than twenty-four hours is allowed between the receipt of a communicated move and the receipt of the reply, the players, notwithstanding the General Law, are at liberty, in the absence of agree-

ment to a different effect, to use any means that may assist them in the conduct of the game, except that neither side may request the assistance of another player.

(b) When a time less than twenty-four hours is allowed between the receipt of a communicated move and the receipt of the reply, the sides are bound, in the absence of agreement to a different effect, by the General Law; and, if a side consists of two or more players in consultation, and one of these players touches a man or communicates a move, this side may be treated as a player who has touched that man or communicated that move.

3. *Interpretation of Terms.*

[Errors caused otherwise than by the fault of the communicating side are excluded from this Law. It is assumed that, if a requirement is made under this Law, or under the next Law, and a move at variance with this requirement has taken place on the board of the offending side for that turn to play in which the offending communication was made, such move is annulled before compliance with the requirement.]

If the terms in which a move has been communicated cannot be interpreted as expressing a legal move, the side receiving the communication may exact Penalty C; if the terms can be interpreted as expressing more than one legal move, the side receiving the communication may adopt any one of such moves, provided that the move adopted is announced, before or with the reply, to the side that made the communication.

4. *More than one Move in a Turn.*

If a side communicates two or more moves of its own, unconditionally and as for the same turn to play, the opposing side may adopt any one of such moves, provided that the move adopted is announced, before or with the reply, to the side that communicated the moves.

5. *Illegal Move in a Series of Moves.*

If a side communicates at one time two or more successive moves of its own (the first of such moves being legal) together with an assumed move (or assumed moves) of the opposing side, the side communicating such moves is liable to penalty for any one such move of its own that is illegal, provided that the opposing side adopts the previous assumed move or moves, so that the illegal move is arrived at in actual play. Any subsequent moves communicated with this illegal move must be treated as if they had not been communicated.

PART IV. — LAWS FOR THE REGULATION OF
GAMES AT ODDS.

1. *General Law.*

The Laws in Parts I., II., and III. apply to Games at Odds, unless obviously inapplicable.

2. *Right to first Move.*

In the absence of agreement to a different

effect, the player who gives odds has the right to make the first move in the game.

3. *Odds of a Man.*

In the absence of agreement to a different effect, when a player gives the odds of a Pawn or Knight or Bishop or Rook, the Pawn given is the King's Bishop's Pawn, the Knight the Queen's Knight, the Bishop the Queen's Bishop, and the Rook the Queen's Rook.

4. *Odds of two or more Moves in one Turn to play.*

When a player has the right to make, once in the game, two or more moves in one turn to play, he must commence the game by making these moves, and may not, in making them, move any man to a square beyond his fourth rank.

5. *Castling without Rook.*

In the absence of agreement to a different effect, a player may castle (by moving his King as in ordinary castling) on a side from which, before the commencement of the game, the player's Rook has been removed, provided that this Rook's square is unoccupied and has been unoccupied throughout the game, and that the same conditions as to squares and as to the King are fulfilled which are required for ordinary castling on this side.

6. *Mating with a Pawn.*

When a player undertakes to mate with a Pawn, he undertakes also that the Pawn with

which he mates shall not have been moved beyond the seventh rank.

7. *Mating on a given Square.*

When a player undertakes to mate on a specified square, he undertakes also that, at the mate, this square shall be occupied by the King mated.

8. *Mating under Conditions.*

When a player, before the commencement of the game, undertakes to mate in accordance with some specified condition, he undertakes also that, if the adverse King is not mated in accordance with the condition and his own King is not mated, he will forfeit the game.

APPENDIX.

The following may serve as a help in determining questions not expressly provided for under Part II., Law 2 :—

(1) After Black's fourth move it is discovered that Black's King and Queen were exchanged in setting up. Both players, however, have been under the impression that it was otherwise. Equity requires that Black's King and Queen should now exchange squares. The same with Queen's Knight and Queen's Bishop set up on each other's squares, and other similar cases.

(2) A short game is played in which Black defends the King's Gambit badly and is mated in a few moves. It is then noticed that White's or Black's Queen's Rook's Pawn, which never was concerned in the game, has been standing, throughout the game, close to, but off, the board. Equity requires that the game be not annulled.

(3) After seven or eight moves it is discovered that White has by accident given the odds of the Queen's Knight. As a rule, such a game should be annulled as not fulfilling the conditions under which it was to have been played—those of an ordinary game. White, however, thinks he has a winning attack and wishes to continue the game. Black cannot reasonably object to such a course unless he can show that the unexpectedly rapid development of White's Queen's Rook has injured his prospects.

(4) After eight or ten moves, White perceives that, unknown to his opponent, he is giving the odds of the Queen's Knight. But White, thinking that he has a winning attack, keeps silence about this accident. The attack fails and White has a losing game. He then appeals for annulment. If White is proved to have acted thus, he cannot complain if the game be not annulled.

(5) Speaking generally, a player should not be allowed to suffer from an unrectified error in setting up the men, unless (*a*) before the completion of the game he has accepted the consequences of the error; or unless (*b*) it is clear that the error has in no way caused his want of success; or unless (*c*) it is proved that, while aware of the error him-

self, he allowed his opponent to remain in ignorance of it. With the most ordinary care, a wrong initial position will not occur; but when it does occur, and is not rectified before Black's fourth move, each player is at fault and has only himself to thank for any loss of time and labour he may suffer through the annulment of the game, should annulment be considered the fairest way of dealing with the case.

INDEX TO THE BRITISH CHESS CODE.

NOTE.—The Roman Numerals I, II, III, IV, indicate which of the four parts of the Code is referred to. The Arabic Numerals denote the particular Law referred to, and the letters in *italics* the particular Section (where more than one) of such Law. EXAMPLE: I, 13 (*d*) signifies Part I, Law 13, Section *d*. P 321 = Preface, page 321.

- | | |
|--|--|
| Abbreviations used in record,
I 13 B C. | Annulment of King's move,
II 5 (<i>f</i>). |
| Accident, P 321; I 11 A;
II 5. | Arrangement of men, I 5 (<i>b</i>). |
| Adjourned game, II 7. | Assistance, II 9 (<i>d</i>); III 2. |
| Adjustment, I 5 (<i>c</i>); II 3. | Bishop, I 4 (<i>b</i>); I 5 (<i>c</i>); I 6;
I 9; IV 3. |
| Allotment of men, I 4 (<i>d</i>). | Blindfold game, P 319; III. |
| Ambiguous record, II 7 (<i>c</i>);
III 3. | Capture, I 11 E (<i>b</i>) (<i>c</i>). |
| Amendment of move, II 6
(<i>c</i>) (<i>d</i>) (<i>e</i>). | Capture enforced, II 5 (<i>c</i>)
(<i>d</i>) (<i>e</i>); II 11 B. |
| Announcement of check,
P 322. | Castling, I 11 E (<i>e</i>) (<i>f</i>); I
14 B (<i>c</i>); II 5 (<i>f</i>); II 11
(<i>c</i>); II 11 B. |
| Annulled game, II 1 (<i>b</i>) (<i>c</i>);
II 2; II 6 (<i>e</i>); II 7 (<i>b</i>);
II 10 C (<i>d</i>). | Castling, irregularity in, II 5
(<i>f</i>). |

- Castling, K's side and Q's side, I 11 E (f).
- Castling without Rook, IV 5.
- Check, I 10.
- Checkmate, I 15 (a).
- Chessboard, I 1 (a).
- Chessmen, I 4.
- Commanded square, I 9.
- Communication of moves, P 319; I 12 (b); III.
- Complete move, P 320; I 14 B.
- Conditions of castling, I 11 E (e).
- Conditions of mating (Odds), IV 6, 7, 8.
- Consultation game, P 319; III.
- Correspondence game, P 319; III.
- Designation of players, I 11 D.
- Diagonal, I 2 (c).
- Drawn games, I 15 (c); II 8.
- Endless series of checks, P 323; II 8 (d).
- Enforcement of laws, P 324.
- Error in communicated move, III 3.
- Error in placing board, I 2 (a); II 2.
- Error in placing men, P 321; II 2; Appendix.
- Error in record of time, II 10 D.
- Error in sealed move, II 7 (c).
- Exaction of penalty, P 321; II 11.
- Falsifying position, II 9 (a).
- Fifty moves law, P 322; II 8 (b).
- File, I 2 (a); I 7 (a).
- First move, I 11 C; II 1 IV 2.
- First player, I 11 D.
- Games at odds, I 12 (c); IV.
- Games forfeited, II 9; II 10 B (b); II 10 C (b) (d); IV 8.
- Games played by communication of moves, P 319; I 12 (b); III.
- Games played over board, I 12 (a); II.
- Games resigned, II 9.
- Games treated as drawn, II 8.
- Identical positions, I 16 (b).
- Illegal move, I 13 C; II 6; II 7 (c); III 3; III 5.
- Illegal move not corrected, P 322; II 6 (e).
- Interference in game, P 320.
- Interpretation of terms, I 13 C; II 7 (c); III 3.
- King, I 4 (b); I 5 (c); I 9; I 10; I 11 E; I 15 (a) (b); II 11 C.
- King, leaving in or moving into check, I 11 E (a).
- King moved as penalty, P 322; II 11 C.
- Knight, I 4 (b); I 5 (c); I 6; I 9; IV 3.
- Legal move, I 11 B.
- Legal requirement, refusal to comply with, II 9 (e).
- Man, I 4 (c).
- Mate, I 15 (a).
- Mating under conditions (Odds), IV 8.
- Men wilfully upset, II 9 (a).
- Mistaken removal of man, II 5 (g); II 6 (e).

- More than one move in one turn (Odds), IV 4.
- More than one move sent in one turn, III 4.
- Move, I 11 A.
- Move enforced, II 5 (*f*); II 6 (*d*); II 11 B.
- Moves of men, I 11 and following laws.
- Names of B's, Kt's, and R's, I 6.
- Names of files, I 7 (*a*).
- Names of Pawns, I 8.
- Names of ranks, I 3.
- Names of squares, I 7 (*b*).
- Odds, I 12 (*c*); IV.
- Omissions in record of move, I 13 c.
- Order of moving, I 11 c.
- Pass over, I 11 E (*a*).
- Pawn, I 4 (*a*); I 5 (*c*); I 8; I 9; I 11 E (*a*) (*b*) (*c*) (*d*); II 4; IV 3; IV 6.
- Pawn promotion, I 11 E (*d*); I 14 B (*b*); II 4; IV 6.
- Penalties, P 321; II 11.
- Perpetual check, P 323; II 8 (*d*).
- Piece, I 4 (*a*) (*b*).
- Placing men on board, I 5 (*b*).
- Position, I 16 (*a*).
- Position in adjourned game, II 7 (*a*) (*b*).
- Position of board, I 1 (*b*).
- Queen, I 4 (*b*); I 5 (*c*); I 9.
- Rank, I 2 (*b*); I 3.
- Record of move, I 13.
- Record of time, II 10 D.
- Recurrence of position, II 8 (*c*).
- Reference to books, II 9 (*c*); III 2 (*a*).
- Refusal to abide by laws, II 9 (*f*).
- Reply, I 11 c.
- Resignation, II 9.
- Restrictions as to penalties, II 6 (*e*); II 11 (*a*) (*b*) (*c*) (*d*) (*e*).
- Restrictions on moving, I 11 E (*a*); IV 4.
- Rook, I 4 (*b*); I 5 (*c*); I 6; I 9; I 11 E (*e*) (*f*); II 5 (*f*), IV 3; IV 5.
- Sealed move, I 14 A; I 14 B (*d*); II 7 (*a*) (*c*).
- Second player, I 11 D.
- Series of moves sent at one time, III 5.
- Signs used in record, I 13.
- Stalemate, I 15 (*b*); II 8 (*e*).
- Standing on square, I 5 (*a*).
- Substitute for piece, I 14 B (*b*); II 4.
- Substituted move, II 6 (*c*) (*d*) (*e*).
- Take, I 11 E (*b*) (*c*).
- Taking in passing, P 320; I 11 E (*c*).
- Time limit, P 323; II 10.
- Touching men, P 321; II 5; II 6 (*d*); II 11; III 2 (*b*).
- Turn to play, when ended, II 6 (*a*).
- Upsetting men wilfully, II 9 (*a*).
- Using second board and men, II 9 (*b*).
- Waiving exaction of penalties, P 321.

HOYLE'S GAMES MODERNIZED.

EDITED BY

PROFESSOR HOFFMANN.

446 pp., 24mo. With numerous diagrams. In fancy boards,
1s. 6d. Cloth, 2s.

This handy little volume is an abridgment from the larger work, **THE BOOK OF CARD AND TABLE GAMES**, which was written by experts in the various subjects treated of, under the Editorship of Professor Hoffmann. It contains, in a small compass, all essential particulars of the Games following, with valuable hints as to how to play them.

SYNOPSIS OF CONTENTS.

All Fours — Baccarat — Béziqne — Blind Hookey — Cribbage — Ecarté — Euchre — Loo — Napoleon — Piquet — Poker — Pope Joan — Solo Whist — Vingt Un — Whist — Bridge — Backgammon — Bagatelle — Billiards — Chess — Draughts — Pool — Snooker Pool — Roulette.

GEORGE ROUTLEDGE & SONS, LIMITED, BROADWAY,
LONDON, E.C.

IN ONE VOLUME.

Price 1s. 6d. fancy boards, or cloth 2s. (Pocket Hoyle Series).

DOMINOES

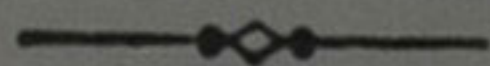
THE ONLY COMPLETE WORK ON THE SUBJECT.

BY PROFESSOR HOFFMANN,
Editor of "The Book of Card and Table Games,"
"Hoyle's Games Modernized," &c.

AND

DRAUGHTS*

BY R. McCULLOCH,
Editor of Anderson's great work.



SYNOPSIS OF CONTENTS.

Dominoes.

INTRODUCTION.—Shuffling—The Pose or Lead—The Hand.

THE VARIOUS GAMES.—The Block Game.—Domino Whist—The Four Game, or "Fours"—The Draw Game—All Fives, or "Muggins"—All Threes—The Matadore Game—The Bergen Game—Bingo.

GAMES FOR MORE THAN TWO PLAYERS.—Sebastopol, or The Fortress—Malakoff—Tiddle-a-Wink—Domino Pool—Domino Loo.

CHEATING AT DOMINOES.—Marked Dominoes—Unfair Shuffles.

DOMINO PUZZLES, OR PATIENCE GAMES.—Magic Squares—Twelves—The Clock—Domino Quadrilles—The Pyramid—The Chequer Puzzle—Divination with Dominoes.

BIBLIOGRAPHY.

Draughts.

INTRODUCTION.—The Board and Men—Standard Laws of Play—Draught Notation—General Advice.

NAMES OF THE VARIOUS OPENINGS, and How Formed.—The Ayrshire Lassie—The Bristol—The Cross—The Defiance—The Dyke—The Fife—The Glasgow—The Laird and Lady—The Maid of the Mill—The Old Fourteenth—The Double Corner—The Second Double Corner—The Single Corner—The Souter—The Whilter—The Will o' the Wisp.

THE THEORY OF THE MOVE.—Calculation of the Move.

END GAMES.—Two Kings to one—Three Kings to two.

THE ELEMENTARY POSITIONS.—First Position—Second Position—Third Position—Fourth Position—Examples of Similarity of Endings.

EXAMPLES OF GAMES.

PROBLEMS.—Solutions of Problems.

* The Draughts section is reprinted from "The Book of Card and Table Games."

UNIFORM WITH "THE MODERN CHESS PRIMER."

In Fancy Boards, 1s. 6d.; Cloth, 2s.

THE GAMES OF GRECO

Translated and Edited by Professor HOFFMANN;

*Editor of the "Book of Card and Table Games,"
"Hoyle's Games Modernized," etc.*

GIOACHINO GRECO, of Calabria, has been well described as the Morphy of the Seventeenth Century. His literary remains consist but of a single volume, "*Traité du très noble Jeu des Eschecz*," but in that single volume are contained games which for originality and brilliancy have never been surpassed.

Quotations from "Greco's Games" abound in chess treatises, but the work itself has for more than half a century been inaccessible to British readers, the latest English version having been published in 1819, and not reprinted since 1833.

Professor Hoffmann's is an entirely new translation. The games are recorded in modern notation, arranged in the most convenient form, with copious notes, and illustrated by numerous diagrams.

No lover of the Royal Game can fail to appreciate this fascinating book.

"*The most entertaining, if not the most instructive, of all chess books.*"—The late W. LEWIS.

"*What racy morsels Greco's Games are!*"—The late S. S. BODEN.

GEORGE ROUTLEDGE & SONS, LIMITED, BROADWAY, LONDON, E.C.

Price Sixpence each.

Cloth, One Shilling.

THE
BRITISH CHESS HANDBOOKS.

COMPRISING

THE BRITISH CHESS CODE.

HOW TO PLAY CHESS.

HALF-HOURS WITH MORPHY.

CHESS OPENINGS FOR
BEGINNERS.

CHESS LESSONS FOR
BEGINNERS.

CHESS ENDINGS FOR BEGINNERS.

CHESS TRAPS AND PITFALLS

(In preparation).

By the
REV. E. E.
CUNNINGTON.
Author of
"The Modern
Chess Primer."

By J. H.
BLAKE.

This new and up-to-date series of handbooks, neatly printed and strongly bound, replaces the smaller books formerly issued by the British Chess Company. Though so low in price, they are the work of writers of high chess reputation, and will be found the best of stepping-stones to proficiency in the royal game.

In limp cloth, cut flush, One Shilling.

THE
B.C.C. CHESS NOTE BOOK.

This handy little note book is designed for the use of the many persons who desire to keep some record of their play. It has appropriately ruled pages for recording games, diagram forms for noting positions, and columns for tabulating results, with blank pages for general memoranda.

THE MODERN CHESS PRIMER.

By the Rev. E. E. CUNNINGTON, M.A.

In Fancy Boards, 1s. 6d.; Cloth, 2s. (Pocket Hoyle Series).

THIRD EDITION

OPINIONS OF THE PRESS.

“The chapter on ‘Chess Traps and Stratagems’ is quite a treasure of chess diversions and sensations.”—*Literary World*.

“Hitherto too much has been taken for granted. The tyro has been told that certain moves in certain positions are the best, and has been left to find out for himself, if he can, why certain other moves which look equally good are not so in reality. Above all, little or no attempt has been made to erect warning posts over the traps and pitfalls that lie alongside the more frequented paths of the game. These are defects that ‘The Modern Chess Primer’ does much to remove. The chapter on ‘Traps and Stratagems’ alone would be sufficient justification for the appearance of the volume; the only criticism we have to make on this section being that it is all too short. Another innovation, much to be commended, is a series of easy checkmates in two or three moves. . . . Altogether, we do not remember any chess publication of recent issue that better deserves success, or appears more likely to obtain it.”—*British Chess Magazine*.

“A Pocket Encyclopædia of learning connected with this ancient intellectual game.”—*St. James’s Gazette*.

“Mr. Cunnington’s hints are pithy and admirable.”—*Speaker*.

“The compiler has selected and arranged his material in such a manner as to conduct the beginner onward by gentle gradations till he is in a position to grasp the general idea of the various openings, and to develop an intelligent insight into end-games and problems. With this ground-work, all that he needs is capacity and practice to make a rapid advance as a player.”—*Morning Post*.

“Mr. Cunnington is not content to teach the novice the mere rudiments of the game, but gives him a number of carefully annotated examples of skilful play, showing him the why and the wherefore of the various moves. In addition to teaching him how to avoid mistakes, he gives him a host of clever ‘tips,’ which, carefully studied, will enable him to cope successfully with players of far greater experience.”—*St. Paul’s*.

“We are often asked the question, ‘Which is the best chess book for beginners?’ We shall be able in future to unhesitatingly recommend the ‘Modern Chess Primer.’”—*Leeds Mercury*.

“The best, the most complete, and the most interesting chess primer extant, and by a long way. For though it be a primer, and as a primer, A 1, yet is it full of golden instruction for such as already play well.”—*Birmingham Mercury*.

GEORGE ROUTLEDGE & SONS, LTD., BROADWAY, LONDON, E.C.

THE BRITISH CHESS HANDBOOKS.

*Issued under the Supervision of the British Chess
Company.*

IN PAPER BOARDS. PRICE SIXPENCE.

HOW TO PLAY CHESS.

NEW EDITION, REVISED AND ENLARGED.

BY THE

Rev. E. E. CUNNINGTON, M.A.,

*Author of "The Modern Chess Primer," "Half-Hours
with Morphy," &c.*

The present volume takes the place of the much smaller "How to play Chess Well," formerly published by the British Chess Company. This is practically a new work, and the name of its author will be a sufficient guarantee of the soundness of his teaching. It is not intended to carry the pupil beyond the more elementary stages of the game, but it may be safely said that the novice who takes the pains to fully master these pages will have laid a sure foundation for becoming a skilful player. The nature of the game, the value and moves of the pieces, &c., are first clearly explained, with the meaning of the accepted chess terms. The method by which games are written down is made clear. Some of the most popular openings are then discussed, with illustrative games, and a few of the most frequently occurring endings. Some valuable *Hints to Young Players* conclude what will be found an extremely interesting and useful little book.

GEO. ROUTLEDGE & SONS, LTD., BROADWAY, LUDGATE HILL, E.C.

THE BRITISH CHESS HANDBOOKS.

*Issued under the supervision of the British Chess
Company.*

IN PAPER BOARDS. PRICE SIXPENCE.

HALF-HOURS WITH MORPHY.

EDITED BY THE

Rev. E. E. CUNNINGTON, M.A.,

Author of "The Modern Chess Primer," &c.

WITH NUMEROUS DIAGRAMS.

This little volume contains the cream of Dr. Max Lange's great work, "*Paul Morphy; Sein Leben und Schaffen*," a book of the most intense interest to chess players, but inaccessible, not only by reason of price, but of its foreign language and notation, to the great majority of English readers.

Paul Morphy was born in New Orleans, in 1837. At the age of twenty-one he was chess champion of the world, and it may safely be said that for beauty, ingenuity, and brilliancy, his play has never been surpassed by any player of any age. The greatest of English chess players, Mr. Blackburne, freely acknowledges his obligation to Morphy's games as models of brilliant chess play.

The present volume contains forty-four games and game-endings, each in its way a gem. The most skilful player cannot open it without finding at each page some brilliant coup to admire, some little stratagem to note for future use. To the beginner it is a revelation of possibilities hitherto undreamt of.

GEO. ROUTLEDGE & SONS, LTD., BROADWAY, LUDGATE HILL, E.C.

EXTRACT FROM
The Revised Price List of Chess Materials,
BRITISH CHESS COMPANY, STROUD (GLOS.).

SLIDE LID BOX

CHESSBOARDS WITH PEGGED MEN, FOR CORRESPONDENCE PLAY.

Each Board is stamped "The British Chess Co."

We have designed this series **especially to meet the requirements of Correspondence Players.**

Each Board is a shallow, polished Mahogany Box (not folding), having a slide lid which, when closed, retains the men in any position even if the Board is reversed. The squares are inlaid holly and rosewood, with holes, surrounded by a broad satin-wood margin, with holes for the captured men. The men are pegged.

As Correspondence Players frequently engage in several games simultaneously, the Boards will be stamped with the numbers 1, 2, 3, 4, etc., if required, without extra charge.

[We have recently published some Score Sheets for Correspondence Play, with columns for dates of dispatch and receipt; moves, diagrams, etc. See our Price List of Modern Chess Works and Chess Stationery.]

<i>Outside Measures</i> . . .	10-in.	8½-in.	7¼-in.	6-in.
<i>Size of Squares</i>	$\frac{7}{8}$	$\frac{3}{4}$	$\frac{5}{8}$	$\frac{1}{2}$
<i>Complete, with Chessmen</i>	8/6	7/6	6/6	5/9

These Boards will be useful also to Problemists and Students.

EXTRACT FROM
The Revised Price List of Chess Materials,
BRITISH CHESS COMPANY, STROUD (GLOS.).

BRITISH CHESS COMPANY'S
SCORE SHEETS FOR RECORDING GAMES

These are neatly lithographed in French Grey on good paper. The varieties are intended to meet the requirements of writers for the press, for matches, private play, and correspondence games.

No. 1.—Large size, printed one side of paper only, with Diagram. 100, 2/- nett.
1000, with name of club, 20/- nett.

No. 2.—Printed four pages. Diagram. 100, 1/6 nett.
1000, with name of club, 18/- nett.

No. 3.—Printed both sides. Diagram. 100, 1/3 nett.
1000, with name of club, 16/-

No. 4.—Printed both sides. 100, 1/- nett.
1000, with name of club, 12/-

No. 5.—Printed one side. Suitable for Press Work. 100, 1/6 nett.

SCORE SHEETS FOR
CORRESPONDENCE GAMES.

No. 11.—For Correspondence Games.
Demy 4to., good paper. Cols. for date of each move—White and Black. Diagrams at side for position at every tenth move.
Packet of 24, price 1/6

No. 12.—For Correspondence Games.
Demy 8vo. Two pages printed both sides. Good paper. Cols. for date of each move—White and Black. Packet of 24, price 1/-

EXTRACT FROM
The Revised Price List of Chess Materials,
BRITISH CHESS COMPANY, STROUD (GLOS.).

Rubber Hand Stamps for Chess Clubs.

Price 1/- nett.

CHESS CLUB.

Price 3/- nett.

ADDRESS, three lines, in German text, italics, or fancy type, for stamping Post Cards, &c.

Price 3/- nett.

SMALL OVAL STAMP, $1\frac{1}{8}$ in. by $\frac{3}{4}$ in., name of club in border, with black and white Kings, Queens, or Knights in centre, similar to those in chess diagrams. For stamping Club Books, Score Sheets, &c.

Price 5/- nett.

OVAL STAMP, $1\frac{1}{2}$ in. by $1\frac{1}{8}$ in., garter border, name and address of club, centre chess Knight. For stamping Club Books, Score Sheets, Post Cards, &c.

Price 6/-

LARGE HANDSOME STAMP, $2\frac{1}{4}$ in. by $1\frac{3}{16}$ in., oval garter border with name and address of club, surmounted by crown, having in centre Chess Knight. For stamping Club Books, Score Sheets, Post Cards, &c., &c.

**BOXES to hold Rubber Hand Stamps,
Inking Pad, and Ink, from 2/6 each.**

EXTRACT FROM
The Revised Price List of Chess Materials.
BRITISH CHESS COMPANY, STROUD (GLOS.).

Chess Sundries and Stationery.

CHESS DIAGRAMS

For recording Positions, Sealed Moves, &c.
Lithographed in French Grey.
Price 9d. per hundred.

CHESS PROBLEM DIAGRAMS.

Lithographed in French Grey.
Price 9d. per hundred.

MATCH SCORE SHEETS.

Useful in Chess Matches. Columns for names of players and for result of each game. Spaces for names of competing teams, place, date, totals.
Price per hundred 2s.

CHESS PRINTERS,

With Inking Pad and Rubber Type for printing Chess Diagrams.
2s. 6d. and 1s. 6d.

Small Books of Chess Diagrams.

- CHESS POSITION RECORDS. No. 1. Large Squares. P. per Covers, 2d. Cloth, 3d.
CHESS POSITION RECORDS. No. 2. Small Squares. Paper Covers, 2d. Cloth, 3d.
CHESS POSITION RECORDS. No. 3. Large Squares. Perforated. Paper Covers, 2d.
CHESS POSITION RECORDS. No. 4. Two Diagrams on each page. Paper Covers, 2d.
-

SMALL BOOK FOR ENTERING GAME SCORES.

CHESS GAME RECORDS. 32 pp. Paper Covers, 2d. Cloth, 3d.

In limp cloth; cut flush.

THE B. C. C. CHESS NOTE BOOK.

ISSUED UNDER THE SUPERVISION OF
THE BRITISH CHESS COMPANY.

~~~~~  
NEW EDITION.      PRICE ONE SHILLING.  
~~~~~

THIS handy little Note Book is designed for the use of the numerous Chess players who desire to keep some record of their play, in matches or otherwise. It is of a shape and size convenient for the pocket, viz., $7\frac{1}{4}$ by $3\frac{1}{2}$ inches. It has appropriately ruled pages for recording games, diagram forms for noting positions, and columns for tabulating results, with blank pages for general memoranda.

The repeated enquiries for such a book, during the time the original edition has been out of print, sufficiently attest its practical utility.

MESSRS. GEORGE ROUTLEDGE & SONS, LIMITED,
BROADWAY, LUDGATE HILL, E.C.

