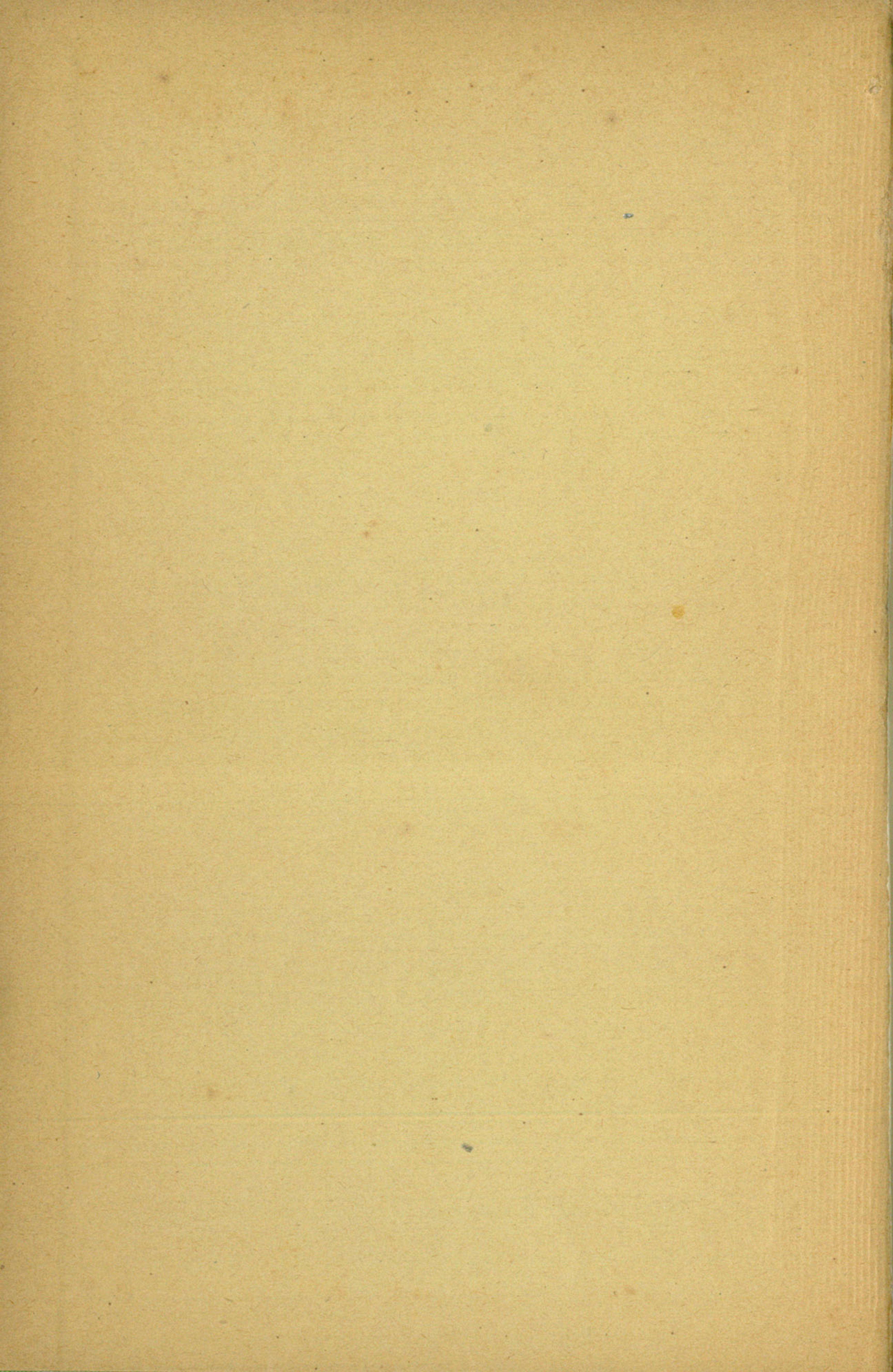


THE BRITISH  
CHESS CODE



Revised Edition



THE  
FISH CRESS  
CODE

REVISED EDITION

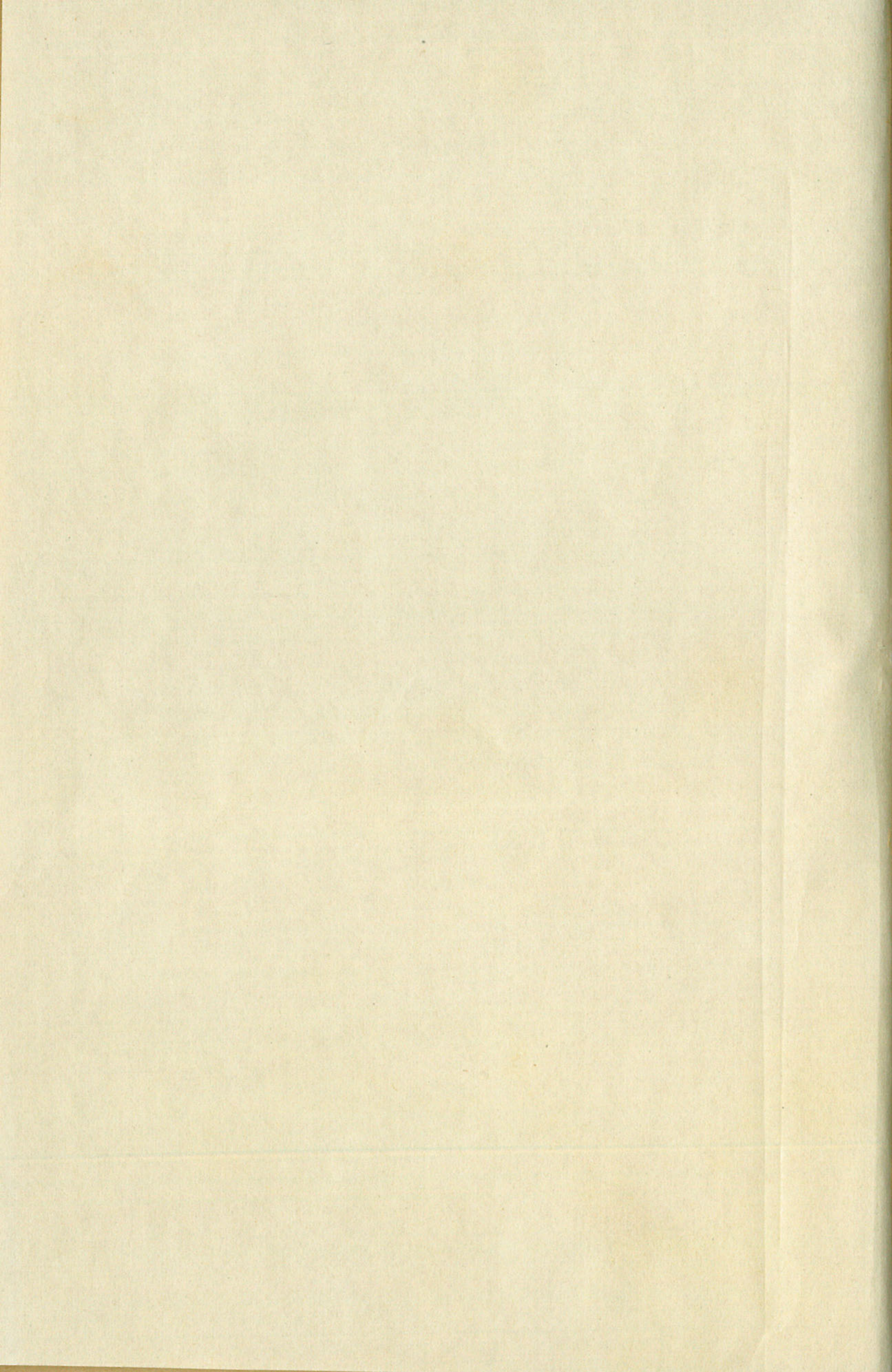
BY

W. H. B. ...

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THE  
BRITISH CHESS  
CODE

*REVISED EDITION*

*Miranda*: Sweet lord, you play me false.  
*Ferdinand*: No, my dear'st love,  
I would not for the world.

SHAKESPEARE (*The Tempest*).

LONDON:  
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Manhattan Chess Club, New York, as "The American  
Chess Code."]*

# THE BRITISH CHESS CODE.

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## INTRODUCTION.

THIS Code is the result of an appeal to the Chess Players of the United Kingdom for assistance in the compilation, criticism, and correction of the Laws of Chess. For the first time, so far as we know, chess players as a body were invited to take part in the construction and revision of the laws which govern their play.

Strange to say, the work has never before been seriously attempted. Not, indeed, that the need of a code worthy of the game was never felt. Staunton, who spent much time and labour on the subject, hoped that the Congress of 1851 might undertake a "remodelling of the laws of chess." Something was actually done in 1862 and in 1883. The Paris Committee in 1867 placed the matter on their programme, but found that the assembled players had little or no inclination to undertake the task. The difficulties of the work were perhaps insufficiently appreciated. We ourselves little anticipated what lay before us.

Our own labours commenced in 1893, when

with the assistance of the Rev. E. E. Cunnington, who has made a special study of the laws of chess, a preliminary draft, mainly derived from the laws then existing, was completed. This was printed in February 1894, and copies, with requests for co-operation, were sent to the various Chess Clubs. The work of comparison and correction then began. Advice and encouragement were given by players not only in the United Kingdom but also in the Colonies and the United States. The Chess Press also heartily approved of our efforts. Finally, in September 1894, our first edition appeared, in which scarcely a vestige of the original draft was traceable.

In preparing the first edition we were fortunate in securing the services of Mr. W. P. Turnbull, upon whose work too high a value cannot be placed. From that time his interest in the Code has been untiring, and to his great abilities and critical powers the improvements in the present edition are in large measure due. The constant care and attention given from the commencement by the Rev. E. E. Cunnington, whose minute scrutiny of every line has been invaluable in its results, deserve acknowledgment in the highest terms.

In submitting the Code to the general public of chess players we think it desirable to state the purpose we have endeavoured to carry out and the limits we have adopted in our work.

Any system of laws should aim at conciseness, clearness, consistency, and completeness. Our object has been—while assuming on the reader's part nothing except a knowledge of the ordinary



meanings of common words—to give, as shortly and clearly as we could, all the information that is strictly necessary for playing the game. It would serve no purpose to show here how imperfect preceding codes have been. This we may say: our own work—and it has been a long, a trying, and a difficult one—was not undertaken without good reason.

In the first part our aim is to give a complete account of all the fundamental principles of the game, so arranging our matter that each Law may be understood without reference to anything but common knowledge or the preceding Laws. In this part (as indeed throughout the Code) we endeavour to give nothing but what is strictly necessary to our purpose. Thus we do not define “Minor Piece,” “Passed Pawn,” or “Discovered Check.” “Correspondence, Consultation, and Blindfold Games” will be found to fall naturally and simply under “Games played by Communication of Moves.”

In criticising this part, the method of arrangement should be borne in mind, as well as the fact that the Code is not intended to serve as a learner's text-book. Yet we may claim that from this Code, without reference to any other book, the essential elements of Chess may be acquired, not indeed in the readiest and easiest manner, but certainly with accuracy. The definitions may not be quite of a character suitable for a learner, but they are, we hope, accurate, and free from the possibility of various interpretations. That the amount of labour involved in this small book is not to be measured by the book's size, may be illustrated from the fact

that a single sentence of Part I., occupying two lines of print, was the subject of twenty or thirty letters, several of considerable length.

It may at first be thought that some of our definitions are needlessly elaborate. We can only say that we have made accuracy a chief aim. Take, for instance, our definition of "Complete Move." To define precisely the moment of the completion of a move is a matter of the utmost importance, since at that moment (assuming the move to be a legal one) a player's turn to play ceases and his opponent's turn begins. No one short sentence will define completion for all the complex variety of moves. Let the reader, if he doubts this statement, attempt in one sentence to define completion for any two kinds of move; for example, the simple transfer of a man from one square to another, and the promotion of a Pawn with a capture. When he has accomplished this, let him add castling and the sealed move. We feel sure he will abandon the task and be content to follow us in treating the various kinds of move separately.

In the succeeding parts the limits within which we have worked are as follows—we have not attempted what we considered to be impracticable, nor drawn such inferences as a reader may make for himself. As an instance of the latter: we omit the customary law stating that to take a Pawn in passing is compulsory when no other legal move is possible. On the other hand, suppose a bystander to have suggested, unasked, a move. With this act of interference we do not deal. We prefer to leave the matter to be dealt with by the players

themselves or by their representatives. It is, in our opinion, unsafe to make a general law for such cases. The same observation applies to accidents in general—such as knocking a man off the board or off its square—when the game has proceeded without immediate detection of the accident. The parties concerned should settle such matters.

In connection with Part II., Law 2, questions may arise as to games in which a mistake in setting up the men has escaped notice till after the second player has made his fourth move. With this matter we have not attempted to deal; we leave such questions to be equitably settled, each on its own merits, by the parties concerned. Injustice might be done, in some instances, by annulling the game; in others, by insisting that it should proceed. (See also Appendix.)

Touching a man, when it is not the turn to play of the player who touches, formerly incurred no penalty. It seems to us, however, that in this matter some legal restraint is necessary, as we hold that a player who is considering his move ought to be protected from anything that might distract his attention. Should a player be so unfortunate in his manner of moving as to place a man awkwardly on the square, he can wait for a remedy till his own turn comes again.

In the Laws dealing with Penalties we have generally used instead of "must" such a phrase as "may be required to," leaving a player free to exact or to waive a penalty. Any question of insisting that players should exact penalties where the interests of others are concerned should be

settled by the players themselves or by their representatives. We have endeavoured to provide a sufficient and reasonable penalty for every breach of law, so that acts of a like nature may, as far as possible, meet with a like penalty. To avoid repetitions, various penalties are grouped together at the end of Part III., and are referred to in the Code as "Penalty A," &c. The old penalty of moving the King, omitted from our first edition, was restored at the commencement of the 1895-6 season, at the instance of the London Chess League. If those who are making regulations for any contest should think that the penalty named in Part II., Law 7, and Part III., Law 3, is too severe for what may be a trivial error due to inadvertence, they can, of course, substitute for our Laws on the subject something more detailed and more lenient.

Under this Code announcement of check is not obligatory.

Our principle in dealing with an illegality left uncorrected (so that a record of the game would not show throughout a regular series of legal moves) has been that we do not feel at liberty to sanction any such thing. If players or their representatives think it better, for special reasons, to dispense with our provision on the subject, they may do so; but a Code must not be expected to countenance their laxity.

The "Fifty Moves" Law has been made easier in working; that is, a player is not required to give notice of his intention to count the moves. This Law—so seldom put in operation—has been the subject of lengthy disquisitions, some writers

pointing out that, in certain exceptional cases, mate might be brought about if the opportunity of making some 70 or 80 moves were given. So rarely can this occur that in actual play the 50-moves limit will scarcely ever be felt as an injustice. And perhaps a player who allows himself to reach a situation in which he needs more than 50 moves (without a capture on either side) to checkmate his opponent, may deserve to be deprived of his victory. In an adjoining section we have substituted for "Perpetual Check"—a phrase somewhat ambiguous, as checkmate might be included under it—the phrase "an endless series of checks."

The subject of the Time Limit has been carefully considered. The regulations for games played under a Time Limit, but with no time fixed for the final termination of play, are practically those of the Hastings International Tournament, 1895. When, however, the time for play is limited, the periodical crisis is insufficient. For example:—a match is arranged for three hours, with a Time Limit of 20 moves an hour. White, in his first hour, completes 20 moves. Black also completes his first 20 moves in an hour. One hour remains of the three hours fixed for the duration of the match; and White may take fifty-nine minutes of this time for a single move—and yet incur no penalty if a penalty can be exacted only at the termination of a completed hour of his time. We therefore apply to games unfinished at the time appointed for the termination of play a further test. We treat an incomplete hour proportionally and require that, at the final termination of play, a player shall have made at least as many

moves as suffice for the time he has occupied. Thus, suppose that the Time Limit requires 20 moves in the first hour and 15 moves in each subsequent hour, and that the time available for play is four hours. At the close of play, A, who has occupied two hours and fifty minutes, has made 39 moves, namely, 37 in his first two hours and 2 moves since. B has made 38 moves in one hour and ten minutes, namely, 38 moves in his first hour and no move since. As 50 minutes is  $\frac{5}{6}$ ths of an hour, and as in respect of A's third hour, if completed, 15 moves would be due, we take  $\frac{5}{6}$ ths of 15 in order to find how many moves to require of A (not *in*, but) *in respect of* the 50 minutes. Five-sixths of 15 is  $12\frac{1}{2}$ ; we omit the fraction and require 12 moves. In respect of A's first two hours, we require 35 moves—that is, we require 47 moves in all. A has made fewer moves than 47. It is unnecessary to calculate how many moves precisely are due on B's part, for he has made, in one hour and ten minutes, more than sufficient moves for two hours. A, therefore, has not fulfilled, and B has fulfilled, the conditions of the Time Limit. Hence A forfeits the game.

The constitution of a proper authority for dealing with disputes and for enforcing the provisions of the Code is a matter for arrangement by the players or their representatives. For instance, if any one asks, "Who is to make a correction in the record of time?" we answer, "The person appointed for such purposes"; but such appointment must obviously be made for the occasion and by the parties interested, as seems best to themselves.

Our ideal has been a high one ; we can honestly say we have not spared time or labour in our efforts to reach it. How far we have attained, how far fallen short of our aim, we must leave to the judgment of others. Those who know the difficulties of such an undertaking will at least give to our work a careful and kindly consideration.

THE BRITISH CHESS COMPANY.

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PART I.—MATERIALS, TECHNICAL TERMS USED  
IN THIS CODE, AND THE FUNDAMENTAL  
LAWS OF CHESS.

1. *The Chessboard and its Position.*

(a) The “Chessboard” is a square divided into sixty-four equal squares, of which thirty-two are coloured light and thirty-two dark and no two having a side in common are of the same colour. The light squares are called “white” and the dark squares “black.”

(b) In a game between two players, the chessboard (assuming that the players are on opposite sides of it and are facing each other) is properly placed when each player has a white square at his right-hand corner of the board.

2. *File, Rank, and Diagonal.*

(a) The chessboard being properly placed between the players (or improperly placed, so that each player has a black square at his

right-hand corner of the board), the eight parallel lines, each consisting of eight squares and extending from the side of the board nearest to one player to the side of the board nearest to the other player, are called "Files."

(b) The eight lines, each consisting of eight squares and at right angles to the files, are called "Ranks."

(c) Any continuous straight line of white squares only or of black squares only, that is terminated by sides of the board, is called a "Diagonal."

### 3. *Names of the Ranks.*

The rank nearest to a player is called that player's "First Rank"; the rank next to his first rank is called his "Second Rank"; and so on to the "Eighth Rank." Thus the first rank of one player is the eighth rank of the other, the second rank of one player is the seventh rank of the other, and so on.

### 4. *The Chessmen.*

(a) There are sixteen chessmen for each player, eight "Pieces" and eight "Pawns." They are of a light colour for one player and of a dark colour for his opponent, the one colour being called "white" and the other "black."

(b) The eight pieces for each player are one "King," one "Queen," two "Bishops," two "Knights," and two "Rooks."

(c) The word "Man" is used as a general name for any piece or Pawn.



(d) Throughout a game the white men belong to the same player and the black men to his opponent. Before the commencement of a game it is determined by lot, unless it has been otherwise determined, to which player the white men shall belong for that game.

5. *Arrangement of the Men, and Adjustment.*

(a) A man is placed on a square, if the man so stands (and only if the man so stands) that the centre of its base is on some point within the boundary of the square.

(b) Before the commencement of an ordinary game the white pieces are placed, one on each square of the first rank of the player of the white men, and in the following order, beginning with the square at this player's extreme left: Rook, Knight, Bishop, Queen, King, Bishop, Knight, Rook; and the black pieces are placed, one on each square of the first rank of the player of the black men, and in the same order, beginning with the square at this player's extreme right. The white Pawns are placed, one on each square of the second rank of the player of the white men; and the black Pawns are placed, one on each square of the second rank of the player of the black men.

(c) "Adjustment" is the placing of a man—already standing on a square, but not standing on the centre of the square—so that the centre of the man's base may be nearer to, or on, the centre of the square.

6. *Names of the Bishops, Knights, and Rooks.*

Of a player's Bishops, Knights, and Rooks, the Bishop, Knight, and Rook which stand nearer to his King at the commencement of an ordinary game are called the "King's Bishop," the "King's Knight," and the "King's Rook"; and the Bishop, Knight, and Rook which stand nearer to his Queen at the commencement of an ordinary game are called the "Queen's Bishop," the "Queen's Knight," and the "Queen's Rook."

7. *Names of the Files and of the Squares.*

(a) Each file is named for a player as belonging to that piece of his which, before the commencement of an ordinary game, is placed on the file. Thus the name of a file is the same for the two players.

(b) Each square of a player's first rank is named for him either as belonging to the piece which, before the commencement of an ordinary game, is placed on the square, or as the "first" square of this piece; and each remaining square of the file of this piece is named for this player—according to that rank of his to which the square belongs—as the "second," "third," "fourth," "fifth," "sixth," "seventh," or "eighth" square of the piece. Thus the King's square (or King's first square) of one player is the King's eighth square of the other, the King's second square of one player is the King's seventh square of the other, and so on.

8. *Names of the Pawns.*

Each Pawn is named from the piece on the file of which it is standing. When a player has on a file more Pawns than one, they are distinguished from each other by the words "first," "second," &c., the Pawn furthest from the player's first rank being the first.

9. *Commanded Square.*

A square is "commanded" by

A King, when that square adjoins the square on which the King stands ; by

A Queen, when that square is of the same rank or file or diagonal as the square on which the Queen stands and there is no man standing directly between the two squares ; by

A Bishop, when that square is of the same diagonal as the square on which the Bishop stands and there is no man standing directly between the two squares ; by

A Knight, when that square and the square on which the Knight stands are as near to each other as, without being of the same rank or file or diagonal, it is possible for two squares to be ; by

A Rook, when that square is of the same rank or file as the square on which the Rook stands and there is no man standing directly between the two squares ; by

A Pawn, when that square and the square on which the Pawn stands are adjoining squares of the same diagonal, the square

on which the Pawn stands being the nearer to the first rank of the player of the Pawn.

10. *Check.*

A player's King is in "Check" when an adverse man commands the square on which this King stands.

11. *A Move, Legal Move, Order of Moving, Designation of Players, and Moves of the Men.*

A. Apart from "Castling" and "Taking in Passing" (which are hereinafter described), a player makes a "Move" when, otherwise than accidentally, or in rectification of an accidental displacement, he transfers a man standing on a square, to another square, removing from the board the man (if any) standing, immediately before the transfer, on that other square, and, in the case of transferring a Pawn to a square of his eighth rank, following the transfer by removing the Pawn from the board and placing on the board a piece (or a sufficient substitute for a piece which he names) instead of the Pawn, or by naming the Pawn as a piece without removing it from the board.

B. A "Legal Move" is a move made in accordance with the remaining part of this Law.

C. In the absence of agreement to a different effect, the player of the white men commences the game by making a move, and throughout the game the players move alternately, each making one move in his turn to play, which

move is said to be a "Reply" to the immediately preceding move (if any) made by his opponent.

D. The player who makes the first move in the game is called the "First Player," and his opponent is called the "Second Player."

E. (a) Subject to the conditions that a player may not make a move except in his own turn to play, and may not transfer from one square to another any man of his opponent's, and may not place or leave his own King in check,

A piece can move from the square on which it stands to any square which it commands, unless this square is occupied by a man of the same colour as the piece ; and

A Pawn can move from the square on which it stands, without changing file, to the adjoining square, if unoccupied, further from its player's first rank ; or (at its first move in the game) without changing file, to the square, if unoccupied, of its player's fourth rank, provided that the square of the third rank (which square the Pawn in this case is said to "pass over") is unoccupied ; or to any square which it commands and which is occupied by an adverse man ; or to any square which it commands and which, at the preceding move, was passed over by an adverse Pawn.

(b) When a piece or Pawn moves to a square which it commands and which is occupied by

an adverse man, the adverse man is removed from the board and is said to have been "taken" or "captured."

(c) When a Pawn moves to a square which it commands and which, at the preceding move, was passed over by an adverse Pawn, the adverse Pawn is removed from the board and is said to have been "taken" or "captured." This move is called "Taking in Passing."

(d) When a Pawn moves to a square of the eighth rank, the player of the Pawn, in the same turn to play, must either exchange it for a Queen or Bishop or Knight or Rook of its own colour (placing such piece on the square attained by the Pawn) or name one of these pieces as replacing the Pawn. The Pawn thus treated is said to have been "promoted."

(e) When the following conditions are fulfilled, and not otherwise, a King and a Rook of the same colour can move in one and the same move. This move is called "Castling." The conditions are:—(1) Neither the King nor the Rook has moved in the game; (2) Each square of the player's first rank between the King's square and the Rook's square is unoccupied; (3) No adverse man commands the King's square or either of the two squares of the player's first rank which are nearest to the King's square on the same side as the Rook.

(f) In castling, the King moves to the King's Knight's square and the King's Rook to the King's Bishop's square (this move is called "Castling on the King's side"); or the

King moves to the Queen's Bishop's square and the Queen's Rook to the Queen's square (this move is called "Castling on the Queen's side").

12. *Games played over the Board, Games played by Communication of Moves, and Games at Odds.*

(a) A "Game played over the Board" is a game in which the moves of each side are made under the immediate observation of the opposing side.

(b) A "Game played by Communication of Moves" is a game in which each side, instead of making its moves under the immediate observation of the opposing side, indicates them to the opposing side by word of mouth, or by writing, printing, telegraphing, or other means.

(c) A "Game at Odds" is a game before the commencement of which some advantage, whether from a concession made by one side only or as the result of mutual concessions, is given by one side to the other.

13. *Record of a Move, and Abbreviations.*

A. A "Record of a Move" is the expression of this move in written or printed words or signs (or words and signs), and, in the absence of agreement to a different effect, the record is made by writing or printing, in full or with abbreviation, as follows:—

(a) For a move without capture (other than castling):—the name of the transferred man—the word "on"—the player's name

of the square from which the man is transferred—the word “to”—the player’s name of the square to which the man is transferred—and, in the case of the promotion of a Pawn, the name of the piece for which the Pawn is exchanged ;

(*b*) For a move with capture (other than taking a Pawn in passing) :—the name of the transferred man—the word “on”—the player’s name of the square from which the man is transferred—the word “takes”—the name of the captured man—the word “on”—the player’s name of the square on which the captured man stood immediately before the capture—and, in the case of the promotion of a Pawn, the name of the piece for which the Pawn is exchanged ;

(*c*) For taking a Pawn in passing :—the word “Pawn”—the word “on”—the player’s name of the square from which his own Pawn is transferred—and the words “takes Pawn in passing” ;

(*d*) For castling :—the words “Castles King’s Rook” or the words “Castles Queen’s Rook,” according as the castling is on the King’s side or on the Queen’s side.

B. A record of a move may be abbreviated by writing or printing K for “King” or “King’s,” Q for “Queen” or “Queen’s,” B for “Bishop” or “Bishop’s,” Kt for “Knight” or “Knight’s,” R for “Rook” or “Rook’s,” P for “Pawn” ; 1, or sq, for “first square,” 2 for “second square,” 3 for “third square,” and so on ; Kt (K5) for “Knight on King’s



fifth square," R (Q8) for "Rook on Queen's eighth square," P (KB3) for "Pawn on King's Bishop's third square," and so on; o-o for "Castles King's Rook," o-o-o for "Castles Queen's Rook"; — for the word "to," × for the word "takes," ip for the words "in passing."

c. In the absence of agreement to a different effect, a communication, as received, of a move must be a record of the move, or consist of words which, if written, would be a record of the move. Any sign or word or abbreviation of a word may be omitted in recording or communicating a move, provided that the move can be recorded or communicated without such sign or word or abbreviation of a word. A record or communication may not be interpreted as expressing an illegal move if it can be interpreted as expressing a legal move.

#### 14. *Sealed Move, and Complete Move.*

A. When a player, at the adjournment of a game played over the board, instead of making his move under the immediate observation of his opponent, makes a record of his move, which record is not to be disclosed to his opponent and is to be accessible to neither player until the recommencement of play, the record thus made is called a "Sealed Move."

B. (a) A move consisting in the transfer of a man from one square to another (without or with a capture) is "complete" when the player has quitted the transferred man, and

has removed from the board the captured man (if any).

(*b*) A move consisting in the promotion of a Pawn (without or with a capture) is complete when the player has removed the Pawn from the board and placed on the board a piece in its stead and quitted this piece, or has removed the Pawn from the board and declared the selected piece and placed on the board a sufficient substitute for the piece and quitted this substitute, or, without removing the Pawn from the board, has quitted the Pawn and named it as a piece—and in any case has removed from the board the captured man (if any).

(*c*) Castling is complete when the player has quitted both the King and the Rook.

(*d*) A sealed move is complete when the record of it has passed out of the player's possession.

### 15. *Checkmate, Stalemate, and Drawn Game.*

(*a*) "Checkmate" (or "Mate") occurs when the King of the player whose turn it is to play is in check and no legal move is possible. This King is said to be "checkmated" (or "mated"). The player who has legally checkmated his opponent's King has won the game.

(*b*) "Stalemate" occurs when the King of the player whose turn it is to play is not in check and no legal move is possible.

(*c*) A game which, whatever legal moves are made, cannot be won, is called a "Drawn Game."

16. *Position, and Identical Positions.*

[For the purpose of this Law, two squares are the same if for the player of the white men they have the same name; and, for the same purpose, the names of men are "King," "Queen," "Bishop," "Knight," "Rook," "Pawn."]

(a) At the commencement of a turn to play, the men on the board as they then stand, constitute, for the time being, the "Position."

(b) For the purpose of this Code, two positions are identical if the total number of men in the one position is the same as the total number of men in the other, and also for every man in the one position there is, in the other, a man of the same colour and name standing on the same square.

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PART II.—LAWS FOR THE REGULATION OF GAMES  
PLAYED OVER THE BOARD.

1. *Right to First Move.*

(a) In a series of games between the same two players at one sitting or in one match, the players, in the absence of agreement to a different effect, have the first move alternately.

(b) If a player makes the first move in a game when it is not his turn to do so, and if the error is pointed out before the opponent has completed his fourth move, and if the game is not finished, either player may require that the game be annulled.

(c) When a game has been annulled, the player who had the right to move first in the annulled game moves first in the game which is played instead of it.

2. *Errors in placing Board or Men.*

If, before the second player has completed his fourth move, it is pointed out that the board is improperly placed—or that there was, at the commencement of the game, an error as to the men placed on the board, or as to the square on which any man was placed—and if the game is not finished, either player may require that the game be annulled.

3. *Adjustment.*

A player, in his own turn to play, may adjust any man, provided that, immediately before touching it for adjustment, he gives notice of his intention to adjust that man.

4. *Pawn Promotion.*

(a) If a Pawn has been promoted, and not removed from the board but named as some piece, the player of this man may, in any turn of his own, replace it by the piece, or by a sufficient substitute for the piece, and may, in any turn of his own, replace such substitute by the piece.

(b) If a Pawn has been promoted, and not removed from the board but named as some piece, the player of this man must, in any turn of his opponent's, should his opponent so require, replace the promoted Pawn by the piece or (in default of the piece) by a suffi-

cient substitute for the piece, and must, in any turn of his opponent's, should his opponent so require (and also provide the piece), replace such substitute by the piece.

5. *Touching Men, and Castling.*

[Touching accidentally, touching in the removal of a man accidentally placed on the board, touching in the replacement of a man which has accidentally been displaced from a square or knocked off the board or overturned—or which, by mistake, has been removed from the board otherwise than, but as if, in making a move—touching in accordance with Law 3 or Law 4, and touching in the fulfilment of any requirement made under this Code, are excluded from Laws 5, 6, and 11. It is understood that no penalty attaches to the touching of a man which is not on the board and which the player does not, in the same turn to play, place on the board, and that Penalties A, B, and C are only exacted in accordance with Law 11.]

(a) If a player, in his own turn to play, removes a man from a square, and, instead of forthwith completing a move, holds this man in his hand, he may be required to replace the man; if, while a man occupies the same square as when the turn to play began, he touches this man and, instead of forthwith completing a move, keeps his hand upon this man, he may be required to remove his hand; if, in promoting a Pawn, he places a piece on the board and does not forthwith quit this piece, he may be required to quit the piece.

(b) If a player, in his own turn to play, touches any man that he cannot legally move or any man that he cannot legally take (and leaves such man on the square on which it

stood at the commencement of the turn), his opponent may exact Penalty C.

(*c*) If a player, in his own turn to play, touches any man that he can legally move, and does not move this man but moves otherwise—or if, in his own turn to play, he touches any man that he can legally take, and does not take this man but moves otherwise—his opponent may exact Penalties A and B.

(*d*) If a player, in his own turn to play, renders himself liable to penalty under each of Sections (*b*) and (*c*) of this Law, his opponent may exact either Penalties A and B or Penalties A and C.

(*e*) If a player, in his opponent's turn to play, touches any man (and leaves such man on the square on which it stood at the commencement of the turn), he may be treated, when next it is his own turn to play—if that man is then on the board—as having touched that man in his own turn.

(*f*) If a player, in castling, moves and quits his Rook before touching his King, his opponent, before touching a man, may require that the move with the Rook be treated as a complete move, and, if the King has been displaced from the King's square, that the King be replaced on that square; but he may not also claim that the King has been touched out of turn. A player who has moved his King as in castling, and has quitted the King without completing the castling, may be required to complete the castling.

(*g*) Should a player, by mistake, remove a

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.

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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.

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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.

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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.

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*N. B.—The numeral indicates the page where the subject in question is referred to.*

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