

THE BRITISH  
CHESS CODE

Rev. E. E. Cunningham

THE  
BRITISH CHESS  
CODE

REVISED AND ENLARGED EDITION

*Miranda:* Sweet lord, you play me false.

*Ferdinand:* No, my dear'st love,  
I would not for the world.

SHAKESPEARE (*The Tempest*).



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the Manhattan Chess Club, New York, as "The  
American Chess Code"]*

## THE BRITISH CHESS CODE.

### 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 Commissee 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. Cunningham, 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. Cunningham, 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 purposes 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."

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 that 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 casting and the castled 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 5, 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 C.)

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 repre-

sentatives. 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 II, 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 1895-96 season, at the instance of the London Chess League.

Under this Code announcement of check is not obligatory.

Our principles 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 such 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 reset the moves. This Law—so seldom put in operation—has been the subject of lengthy discussions, some writers pointing out that, in certain exceptional cases, mate might be brought about if the opportunity of making some 30 or 35 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 (under the given conditions)\* 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-five 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 25 moves in each

\* At the instance of several distinguished players, we have altered the phrase—"or a mate in 50."



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 30 moves, namely, 17 in his first two hours and 13 moves since. B has made 33 moves in one hour and ten minutes, namely, 18 moves in his first hour and 15 moves since. As 30 minutes is  $\frac{1}{2}$ th of an hour, and as in respect of A's third hour, if completed, 15 moves would be due, we take  $\frac{1}{2}$ th of 15 in order to find how many moves to require of A (not  $\frac{1}{2}$ , but) *in respect of the 30 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 18 moves—that is, we require 30 moves in all. A has made fewer moves than 30. 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.

To meet the wishes of players who desire a Time Limit Regulation, applicable to shorter (and only to completed) periods of time, we have added a short and simple Law,\* carrying out their views.

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 appoint-

\* II. 10. D.

ment 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.

Jan. 1903. For THE BRITISH CHESS COMPANY,  
W. MORFITT.

#### 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. The 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—as 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.

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

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

### *The New Legal Code of Ethics Designation of Players, and Names of the Ho.*

[illegible]

Article 100 of the Law is in force 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

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

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

is (e) 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 opponents, and may not place or leave his own King in check.

A piece can move from the square on which it stands to the square which is immediately adjacent to it horizontally, vertically or diagonally, provided the square is occupied by a man of the same colour as the piece itself.

It is taken into account from the moment when it appears, whether generally or in the particular square, if occupied by either of the players concerned, or if the first move in the game without changing the position is unoccupied, as the players think right, provided that the square of the third rank (which square the French 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

12. 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

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





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 moved it as a piece—and in any case has removed from the board the captured man (if any).

(c) A move is complete when the player has moved both the King and the Pawn.

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

## 21. 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. The 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 Position

(For the purpose of this Code, two squares are the same if for the player of the white men they have the same names, and for the same purpose, the names of men are: "King," "Queen," "Rook," "Knight," "Bishop," "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.

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

### 1. Rule to First Move

(a) In a series of games between two players, or 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 noticed and before the opponent has completed his fourth move, and if the game is not finished, some player may require that the move 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-

\* See also Appendix C.

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 Casting.*

[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 another, 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 he stood at the commencement of the turn), he may be treated, when next it is his own turn to play, if the man is then on the board, as having touched that man in his own turn.

(f) If a player, in casting, 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 casting, and has quitted the King without completing the casting, may be required to complete the casting.

(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 Move.*

(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 c) 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.

(c) 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, touching a man), 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 of a man or a move of a Pawn.

(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 for the conduct of 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. Regulation alternative to C.—

Each player is allowed \* .....  
for making his first \* ..... moves \* .....  
..... for making his first \* ..... moves \* .....  
..... for making his first \* ..... moves \* .....  
..... for making his first \* ..... moves \* .....

\* Insert the times and numbers of moves agreed by the players or their representatives.

..... moves, and so on, provided that every such period is completed before the moment fixed for the final termination of play. A player who, while the game is still not finished by resignation or otherwise, exceeds the time allowed, forfeits the game immediately.

e. 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.\*

\* *Time Limit and Annulled Moves.* The question how, in reckoning time, to treat annulled moves demands consideration. The Law in Part II, states that "the player is allowed one hour for making his first . . . moves," no mention is made of the kind of moves whether legal or illegal, hence the word "moves" must be taken to include both legal and illegal moves. We will take a case:—White in one hour makes twenty moves (20 moves per hour being the limit). It is found that the 16th move is illegal, and has to be annulled together with the subsequent moves, leaving 15 legal moves on the score sheet. In checking the time, the whole twenty moves must be reckoned although five have been annulled. If only sixteen were taken into account White would forfeit the game, and possibly Black also! If the five annulled moves are not to be reckoned, then, in justice to the player, the time occupied in making these five moves should also not be reckoned. The ordinary chess clock,

11. *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:—

however, does not register the time occupied in making each move, and there is no means of ascertaining how much time should be allowed for the five annulled moves. Hence the law which takes cognisance of *moves* generally is practical and just.

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 AT ODDS.

1. *General Law.*

The Laws in Parts I. and II. 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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PART IV.—LAWS FOR THE REGULATION OF CONSULTATION GAMES.

1. *General Law.*

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

### 2. *Side bound by the Action of any one of its Players.*

If a side consists of two or more players in Consultation, and one of those players touches a man or communicates a move, this side, in the absence of agreement to a different effect, may be treated as a player who has touched that man or communicated that move.

## PART V.—LAWS FOR THE REGULATION OF GAMES PLAYED BY CORRESPONDENCE

The practice of playing chess by correspondence has of late greatly increased. Hence rules applicable solely to this class of games are desirable; and (for the sake of simplicity and convenience) such rules should be independent of those dealing with play over the board. With this object in view, the following regulations have been drawn up.

In dealing with this subject, difficulties arose which, at first, seemed almost insuperable. For example, a player makes on his board a legal move, but inadvertently makes a mistake in recording it and sends a record which actually expresses an illegal move. Playing chess over the board is one thing, accurately recording a game is another. No doubt, facility in writing down moves is soon acquired, but a slip is easily made.

Are we to treat such an error as severely as if an illegality had occurred in play over the board? Some may say that writing down a move is a matter apart from the game itself, and that a mistake in recording a move should meet with a more lenient penalty than that exacted for an illegal move actually

made; also, that a player should wish to win by his skill in the game, not by taking advantage of some technical error.

Others may urge that to record moves correctly being essential to the contest, a player by entering the lists pledges himself to abide by the consequences of a mistake and to submit to the usual penalty.

As there is something to be said on each side, it seems best to leave the players or their representatives free in certain cases to decide what penalty shall be exacted.

It should be borne in mind that a correspondence game is played by means of records. The board and men simply serve the purpose of enabling the player to verify the registered moves and to study the game. If at any time a player sets up the position incorrectly, that error does not affect existing records, though it may affect future records. A player may not plead such an error as a reason for escaping the loss of the game, or for escaping a penalty, or for altering a record, just as he may not, in playing over the board, plead, when he has moved P—KR3, that he meant to move P—KK3.

Players in correspondence games are at liberty to consult, during the progress of the game, works on chess, etc.; but they are bound on their honour not to receive any advice or assistance from other players.

As to the question of records which describe moves ambiguously, players should remember that the announcement of check is not necessary under this Code.

In Correspondence Play each "turn to play" ends when the record of a move is despatched to the opponent. We do not, for the purpose of reckoning time, insist that the record shall be that of a *legal* move, as a player might occupy the whole of the time allowed and send the record of an *illegal* move, in which case, if the illegal move is not to be taken as completing the turn to play, the player exceeds the time allowed and forfeits the game.

1. *General Law.*

The Laws in Part I, II, III, and IV apply to games played by correspondence unless obviously inapplicable.

2. *Duration of Turn to Play.*

(a) The first turn to play in the game commences at the time agreed by the players or their representatives, and ends when the first player has despatched to his opponent the record of a move. Afterwards, a player's turn to play commences when he has received his opponent's due record of a legal move, and ends when he has despatched to his opponent the record of a reply; or commences when he has received from his opponent notice of a legal requirement to restore or adopt a position, and ends when he has despatched the record of a move made after compliance with such requirement.

(b) Sundays, general holidays, time legitimately occupied in making a legal requirement or in legally making a claim to exact a penalty, and time legitimately spent in an appeal to the umpire and in awaiting his reply, are not reckoned as part of any turn to play.

(c) A turn to play shall not exceed \* . . . .

\* Insert the time agreed by the players or their representatives.

3. *Opponent's Move to be recorded with Reply.*

In the absence of agreement to a different effect, it is the duty of a player to send a record of his opponent's last move in the game with his own record of a reply. If he fails to perform this duty he is liable to Penalty E.

4. *More than one Move in the same Turn to Play.*

(a) If for the same turn to play a player despatches two or more records of legal moves of his own, his opponent may adopt any one of such moves.

(b) If for the same turn to play a player despatches two or more records of moves of his own, and any one of such moves is illegal, his opponent may (stating the ground of his exaction) exact Penalty A and Penalty \* . . . ., or may adopt any one of such moves that is legal.

5. *Interpretation of Record.*

(a) If a player receives a record consistent with each of two or more legal moves, he may (stating the ground of his exaction) exact Penalty A and Penalty † . . . .

(b) If a player receives a record consistent

\* Insert the letter C or the letter E as agreed by the players or their representatives.

† Insert the letter D or the letter E as agreed by the players or their representatives.



with each of two or more legal moves, and if this player, without pointing out the ambiguity, sends the record of a move in reply, his opponent shall be allowed to select which of the legal moves aforesaid the ambiguous record shall be interpreted to mean; and if a move differing from this interpretation has been adopted, such move and any subsequent moves that have been adopted shall be annulled and the move shall be adopted which is indicated by the ambiguous record as interpreted by its author.

(c) If the record of a move does not express the capture of a man and yet cannot be interpreted as expressing a legal move, not including capture, the player receiving such record may treat it as a record of an illegal move.\*

#### 6. *Illegal Moves.*

(a) If a player despatches a record purporting to be the due record of his move, and despatches no other record purporting to be the record of a move made in the same turn to play, and if the record despatched cannot be interpreted as expressing a legal move, the opponent may (stating the ground of his exaction) exact Penalty A and Penalty †.

(b) If, however, this opponent, without direct-

\* This section applies only to the system of Notation described in this Code, Part I., Law 13.

† Insert the letter C or the letter E as agreed by the players or their representatives.

ing the defaulter's attention to the illegality of the record thus received, despatches the record of a move in reply, so that the offending record remains uncorrected, the position must be restored which existed at the commencement of the turn to play for which the record was made, and no penalty may then be exacted for what has been already done.

(c) If a player despatches a record of two or more successive moves of his own (the first of such moves being legal) together with an assumed move (or assumed moves) of his opponent, he is liable to penalty for any one such move of his own that is illegal, provided that the opponent adopts the previous assumed move or moves, so that the illegal move is arrived at in actual play. Any subsequent moves recorded with this illegal move must be treated as if they had not been recorded.

#### 7. *Penalties.*

(a) A player who has despatched a record purporting to be the due record of his move may not afterwards claim to exact a penalty for an offence committed before this record was despatched.

(b) When a move is made in discharge of Penalty C, this move may not be casting.

(c) A player may not claim to exact Penalty D unless the statement of his claim to exact it is accompanied with the record of that move of his own which is to follow compliance with

the claim; and, after the claim has been complied with, this record is binding on him. If a player claims to exact Penalty D, and the statement of his claim is not thus accompanied, that move must be adopted as the opponent's which is indicated by the ambiguous record as interpreted by its author.

(d) If a player is required by way of penalty to do something which he cannot legally do, he must disregard the requirement, and no other penal requirement may be substituted for it.

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

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

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

Penalty D. The player receiving the record consistent with each of two or more legal moves, selects and adopts one of such moves, and the move thus adopted is binding upon his opponent.

Penalty E. \*

\* Insert the penalty agreed by the players or their representatives.

### 3. Games treated as Drawn.

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

A player is not bound to take notice of a proposal that the game be by agreement treated as drawn unless such proposal is accompanied with the record of a legal move of the opponent in reply to the last move of the player receiving the proposal. If the proposal is so accompanied, this record must be adopted in case of a refusal to agree that the game be treated as drawn.

(b) A game in which checkmate has not legally occurred is treated as drawn if the player whose turn it is to play, before despatching the record of a move for that turn 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 of a man or a move of a Pawn.

(c) A game is treated as drawn if the player whose turn it is to play, before despatching the record of a move for that turn 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 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.

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

#### g. *Games Forfeited or Resigned.*

A player forfeits the game;—

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

(b) If he refuses to comply with a legal requirement;

(c) If he exceeds the time allowed for his turn to play;

(d) 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 despatched no record of a subsequent move of his own in the game.

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

#### 10. *Game to be Adjudicated.*

One of the following Laws may be adopted;—

(a) If since the commencement of the first turn to play in the game a period of .....

\* Insert the number agreed by the players or their representatives.

calendar months or more has expired, and the game is still not finished by resignation or otherwise, either player may claim that the position then existing in the game shall be adjudicated.

(b) If on .....\* the game is still not finished by resignation or otherwise, either player may claim that the position then existing in the game shall be adjudicated.

### PART VI.—LAWS FOR THE REGULATION OF GAMES PLAYED BY TELEGRAPH.

Games played by telegraph are played by means of records which are originally made by the players. The original records, however, are not transmitted. Thus a player receives, not the original record of his opponent's move, but a telegram representing that record. Should the telegram vary from the original record which it purports to represent, the variation is not binding on the player who made the original record.

It is a matter of indifference to the player whether his opponent does or does not use board and men. As, however, men and boards are, in almost every instance, used, these have to be taken into consideration in constructing Laws for general use.

The Law of "touch and move," of such vital importance in play over the board, is intended mainly for the protection of one's opponent, who but for this law might be disconcerted in his study of the game. But in telegraphic play the opponent is absent and

\* Insert the day, month, and year agreed by the players or their representatives.

not affected by anything a player does with the board and men. Moreover, any law binding a player to act as if his opponent were present is difficult to enforce. Hence, we leave a player free to touch, handle, and move about the men (white and black). Of course, if so desired, the strict law of "touch and move" can be enforced by the players or their representatives.

A player, in justice to his opponent, is forbidden to obtain assistance from books on chess, or to receive advice or hints from other players. He is bound in honour to render no help in any form, but to win if he can by his own skill.

Such is left to the local authorities to decide, namely, such matters as the appointment of umpires, whether records of moves are to be numbered, whether the opponent's move is to be recorded with the reply; adjudicators; the notation to be used; and so on. They have also to decide whether the umpire shall see that the record of the opponent's move is correctly interpreted and a move in accordance with it made on the board (if any), and whether he shall examine the record of the reply and see that it corresponds with the move made on the board and is free from ambiguity. Such a course might save time and trouble by preventing misinterpretations of, and errors in, records, and letting the issue be decided by the quality of the play. Prevention is better than punishment. If, in spite of all such precautions, a player is so unfortunate as to misinterpret his opponent's record, and in consequence makes a very unsatisfactory or even an illegal reply, there is nothing left for him but to abide by the consequences, and to console himself with the reflection that his opponent is liable to a similar misfortune, and that in this respect the players are on equal terms. If, again, he is so unfortunate that, notwithstanding his own care and the scrutiny of the umpire, he passes to the telegraphic operator a record not consistent with the move he meant, he may not plead such an error as a reason for escaping penalty or

for altering the record, just as he may not, in playing over the board, plead, when he has moved P—KR3 that his intention was to move P—KR4. Intentions are difficult of proof. Still, if the strictest penalties allowed in our Laws are considered too severe for what may seem innocent and pardonable oversights, it is open to the players or their representatives to devise for such cases a more lenient penalty (see Penalty B, which may be a small money fine, a loss of time, or any other punishment they choose).

In telegraphic play, a player is allowed a fixed time for a stated number of turns to play. Each turn to play being ended when the record passes to the telegraphic operator. We do not insist that this record shall be that of a *first move*, otherwise complications might arise which are best avoided. Nor do we state that a player must make so many *moves* in a given time; he may have to receive his opponent's record, interpret it, make his opponent's move, decide on his reply, make his record and hand it to the telegraphic operator—and all this in the period of time which we call his "turn to play." Should any moves be annulled, they still count as moves, so far as the reckoning of time is concerned; for instance, White has had 20 turns to play; for some reason 4 moves are annulled, but the whole 20 turns to play are reckoned in checking the time. We cannot ascertain the time occupied by the turns to play in which the annulled moves were made. Could this be done, due allowance for this time might be made and 16 turns to play reckoned; as things are, we reckon 20 turns to play.

### 1. General Law.

The Laws in Parts I, II, III, and IV, apply to games played by telegraph, unless obviously inapplicable.

### 2. Duration of Turn to Play.

(a) The first turn to play in the game com-

stances, at the time agreed by the players or their representatives, and ends when the first player's record of a move has passed to the telegraphic operator. Afterwards, a player's turn to play commences when he has received his opponent's due record of a legal move, and ends when the record of a reply has passed to the telegraphic operator; or commences when he has received from his opponent notice of a legal requirement to restore or adopt a position, and ends when the record of a move made after compliance with such requirement has passed to the telegraphic operator.

(b) Time legitimately occupied in making a legal requirement, or in legally making a claim to exact a penalty, or in rectifying an error made in transmission, or in an appeal to the umpire, is not reckoned as part of any turn to play; but time occupied in satisfying a legal claim is reckoned against the defaulter.

### 3. *Time Limit.*

(a) In the absence of agreement to a different effect, each player is allowed \* . . . . . for his first \* . . . . . turns to play, \* . . . . . for his first \* . . . . . turns to play \* . . . . . for his first \* . . . . . turns to play, and so on, provided that every such period is completed before the moment fixed

\* Insert the times and numbers of moves agreed by the players or their representatives.

for the final termination of play. A player who, while the game is still not finished by resignation or otherwise, occupies more than the time allowed has exceeded the time limit. If a move is annulled the turn to play in which it was made is still reckoned in computing the player's time.

(b) It is the duty of each player, in the absence of agreement to a different effect, to record his own time. If proof is given that time has been incorrectly recorded, the record of time shall be equitably corrected.

### 4. *Interpretation of Record.*

(a) If a player receives a record consistent with each of two or more legal moves, he may (stating the ground of his exaction) exact Penalty A and Penalty \* . . . . .

(b) If a player receives a record consistent with each of two or more legal moves, and if this player, without pointing out the ambiguity, makes the record of a move in reply and this record passes to the telegraphic operator, his opponent shall be allowed to select which of the legal moves aforesaid the ambiguous record shall be interpreted to mean and, if a move differing from this interpretation has been adopted, such move and any subsequent moves that have been adopted shall be annulled and the move shall be adopted which is indicated

\* Insert the letter D or the letter E as agreed by the players or their representatives.



by the ambiguous record as interpreted by its author.

(c) If the record of a move does not express the capture of a man and yet cannot be interpreted as expressing a legal move not including capture, the player receiving such record may treat it as the record of an illegal move.\*

#### 5. *Illegal Moves.*

(a) If a player receives a record of a move which record cannot be interpreted as expressing a legal move, he may (stating the ground of his exaction) exact Penalty A and Penalty †

\*\*\*\*\*  
(b) If a player receives a record of a move which record cannot be interpreted as expressing a legal move, and if, without treating the record in accordance with Section (a), he makes and allows to pass to the telegraphic operator the record of a move in reply, so that the offending record remains uncorrected, the position must be restored which existed at the commencement of the turn to play for which the offending record was made, and no penalty may then be exacted for what has been already done.

#### 6. *Adjourned Game.*

If, on the resumption of a game after

\* This section applies only to the system of Notation described in this Code, Part I., Law 13.

† Insert the letter C or the letter E as agreed by the players or their representatives.

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.

#### 7. *Penalties.*

(a) A player who has made and allowed to pass to the telegraphic operator the record of a move for his turn to play may not afterwards claim to exact a penalty for an offence committed before this record passed out of his control.

(b) When a move is made in discharge of Penalty C, this move may not be Casting.

(c) A player may not claim to exact Penalty D unless the statement of his claim to exact it is accompanied with the record of that move of his own which is to follow compliance with the claim; and, after the claim has been complied with, this record is binding on him. If a player claims to exact Penalty D, and the statement of his claim is not thus accompanied, his move must be added to the opponents' which is interpreted by the ambiguous record as interpreted by its author.

(d) If a player is required by way of penalty to do something which he cannot legally do, he must disregard the requirement, and no other penal requirement may be substituted for it.

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

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

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

**Penalty D.** The player receiving the record consistent with each of two or more legal moves, selects and adopts one of such moves, and the move thus adopted is binding upon his opponent.

**Penalty E.** - - - - -

## 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.

A player is not bound to take notice of a proposal that the game be by agreement treated as drawn unless such proposal is accompanied with the record of a legal move of the opponent in reply to the last move of the player receiving the proposal. If the proposal is so accompanied, this record must be adopted in case of a refusal to agree that the game be treated as drawn.

(b) A game in which checkmate has not legally occurred is treated as drawn if the

\* Insert the penalty agreed by the players or their representatives.

player whose turn it is to play, before allowing the record of a move for that turn to play to pass to the telegraphic operator, claims that the game be treated as drawn, and proves that the last fifty moves on each side have been made without a capture of a man or a move of a Pawn.

(c) A game is treated as drawn if the player whose turn it is to play, before allowing the record of a move for that turn to play to pass to the telegraphic operator, 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 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, in the absence of agreement giving permission to do so, he refers for the conduct of the game to anything printed or written that treats of chess.

(b) If, in the absence of agreement giving permission to do so, he requests assistance in the conduct of the game;

(c) If he refuses to comply with a legal requirement;

(d) If he exceeds the time limit;

(e) If he refuses to abide by the Laws of the Game;

Provided in any case that the umpire or the opponent specifies the offence committed, and that the opponent claims, on the ground of this offence, that the game be forfeited, provided also that the opponent, after knowledge of the offence, has not allowed the record of a subsequent move of his own in the game to pass to his telegraphic opponent.

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

#### 10. *Game to be Adjudicated.*

If, before the game is finished, a player is unable for a sufficient reason to continue the game, the position then existing in the game shall be adjudicated.

### PART VII.—LAWS FOR THE REGULATION OF "BLINDFOLD" GAMES

#### I. *General Laws.*

The Laws in Parts I., II., III., and IV. apply to "Blindfold" Games, unless obviously inapplicable.

#### 2. *Teaching Opponent's Men.*

In the absence of agreement to a different effect, a player using board and men makes on the board the moves transmitted by his opponent, but in other respects is bound by the same Laws as if he were playing the game over the board.

## APPENDIX A.

## LAW FOR THE REGULATION OF GAMES PLAYED BY TELEGRAPH.

*(Approved by the New Zealand Chess Association.)*

In these laws, the move made on the board, and the record, forms the basis of the game. The appointment of an umpire at each place of play makes this feasible. In addition to seeing that the record of the opponent's move is correctly interpreted and a move in accordance with it made on the board, it might be agreed that the umpire should also see that the record of the reply corresponds with the move made on the board and also that it is free from ambiguity. (He may not point out an illegality.) Such a course might save time and trouble and should prevent misinterpretations of, and errors in, records.

It is assumed (in absence of any arrangement to a different effect) that each player makes on his own board the moves transmitted by his opponent.

To the players of New Zealand for their suggestions and criticism, and especially to Mr. S. S. Blackburne of Christchurch, N. Z., we tender our warm thanks.

## I. General Rules.

The Laws in Parts I., II., III., and IV. apply to games played by telegraph, unless obviously inapplicable.

## 2. Umpires.

At each place of play there shall be an umpire approved by the player or players at the other place of play.

## 3. Definition of Turn to Play.

(a) A player's first turn to play in the game commences when he has received notice from the umpire to make the first move, and ends when his record of a move has passed to the telegraphic operator; afterwards, a player's turn to play commences when he has received his opponent's due record of a legal move, and ends when the record of a reply has passed to the telegraphic operator; or commences when he has received from his opponent notice of a legal requirement to restore or adopt a position, and ends when the record of a move made after compliance with such requirement has passed to the telegraphic operator.

(b) Time legitimately occupied in making a legal requirement, or in legally making a claim to exact a penalty, or in rectifying an error made in transmission, or in an appeal to the umpire, is not reckoned as part of any time to play, but time occupied in satisfying a legal claim is reckoned against the defaulter.

## 4. Time Limit.

(a) In the absence of agreement to a differ-

rent effect, each player is allowed for his first\* ..... turns to play,\* ..... for his first\* ..... turns to play,\* ..... for his first\* ..... turns to play, and so on, provided that every such period is completed before the moment fixed for the final termination of play. A player who, while the game is still not finished by resignation or otherwise, occupies more than the time allowed, has exceeded the time limit. If a move is annulled the turn to play in which it was made is still reckoned in computing the player's time.

(2) It is the duty of each player in the absence of agreement to a different effect to record his own time. If proof is given that time has been incorrectly recorded, the record of time shall be equitably corrected by the umpire.

#### 5. Record not to be Altered

A record which has been received by the telegraphic operator may not be altered by substitution or otherwise until it has been delivered to the opponent, and may only be altered then in accordance with these Laws.

#### 6. Error in Telegraphing a Record.

A player is not liable to penalty for, nor

\* Insert the times and numbers of moves agreed by the players or their representatives.

† See remarks on "Time Limit" in Preface to Part VI.

is he bound by, a telegram which is inconsistent with the record made by him of his move.

#### 7. Correction of Errors.

(a) If a player claims that a record inconsistent with the move made on his board was inadvertently made and has been transmitted to his opponent, and if the umpire is satisfied that such is the case, the inconsistent record and any move or moves made on either side since the occurrence of the inconsistency shall be annulled, and the player shall make and forward a record agreeing with the move made on his board; but if the umpire is not satisfied as aforesaid the player (after annulment of any move or moves made on either side since the occurrence of the inconsistency) shall annul the move thus made on the board and substitute, if possible, one agreeing with the record; if the record cannot be interpreted as expressing a legal move, it must nevertheless be adopted and the player shall be treated as having sent the record of an illegal move.

(b) If a player claims that by mistake a move has been made on his board intended to express, but not really expressing, his opponent's move; and that he has, in consequence of such mistake, made a move or moves which he would not otherwise have made, and if the umpire is satisfied that such is the case, any move or moves made on either side shall

such mistake was made shall be annulled, and the move made and recorded by the opponent shall be made (in place of the mistaken move) on the board of the player who made the mistake.

### 8. *Interpretation of Record.*

(a) If the record which a player receives is consistent with more than one legal move, he may adopt any one of such moves provided that the move adopted is telegraphed before or with the reply to the player who made the ambiguous record, and the move thus adopted shall be binding upon that player; or\* the player receiving the ambiguous record may (leaving the ground of his action) exact Penalty A and Penalty B.

(b) If a player receives a record which is consistent with each of two or more legal moves, and adopts one of such legal moves, but not the move made on the opponent's board, and telegraphs a move in reply, without stating at the same time or earlier which move he has adopted, the move thus adopted, together with any move or moves subsequently made, shall be annulled, and the move made on the opponent's board shall be adopted.

### 9. *Illegal Moves.*

(a) If a player has made on his board an

\* The players, or their representatives must agree beforehand which of these courses is to be adopted.

illegal move and has transmitted to his opponent a record representing this move, the opponent must exact Penalty A and may exact Penalty C.

(b) If a player has made on his board an illegal move, and has transmitted to his opponent a record representing this move, and if the opponent has allowed the record of his move in reply to pass to the telegraphic operator, so that the illegal move remains uncorrected, the position must be restored which existed at the commencement of the turn to play in which the illegal move occurred, and no penalty may then be exacted for what has been already done.

### 10. *Adjourned Games.*

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.

### 11. *Penalties.*

(a) A player who has made and allowed to pass to the telegraphic operator the record of a move for his turn to play may not afterwards claim to exact a penalty for an offence committed before this record passed to the telegraphic operator.

(b) When a move is made in discharge of Penalty C, this move may not be casting.



(b) 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 assumes the position which existed at the commencement of the turn to play in which the offence was committed.

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

**Penalty C.**

## 12. Games treated as Drawn.

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

A player is not bound to take notice of a proposal that the game be by agreement treated as drawn unless such proposal is accompanied with the record of a legal move of the opponent in reply to the last move of the player receiving the proposal. If the proposal is so accompanied, this record must be adopted in case of a refusal to agree that the game be treated as drawn.

\* Insert the penalty agreed by the players or their representatives.

(b) A game in which checkmate has not legally occurred is treated as drawn if, before allowing the record of a move for that turn to play to pass to the telegraphic operator, the player whose turn it is to play claims that the game terminated as drawn, and proves that the last five moves on each side have been made according to the laws of the game of chess.

(c) A game is treated as drawn if, before allowing the record of a move for that turn to play to pass to the telegraphic operator, the player whose turn it is to play claims that the game terminated 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 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.

## 13. Games forfeited or abandoned.

A player forfeits the game if

(a) He attempts to derive assistance in the conduct of the game from the use of anything printed or written that treats of chess, or from the use of any diagram or of a second board and men; or from moving a man or men (with which he plays in the game) except

in the course of play or in course of lawful correction or adjustment.

(2) or commits a breach of Law 5.

(3) or substitutes on the board, after the record of a move has passed to the telegraphic operator, any other move, except in accordance with these Laws.

(4) or requests assistance in the conduct of the game.

(5) or exceeds the time limit.

(6) or refuses to abide by the Laws of the Game.

Provided in any case that the act was done without the consent of the opponent, and that the umpire or 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 not allowed the record of a subsequent move of his own in the game to pass to the telegraphic operator.

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

#### 14. *Game to be Adjudicated.*

(a) If, before the game is finished, a player is unable for a sufficient reason, to continue the game, the position then existing in the game shall be adjudicated.

(b) A game which, at the time fixed for the termination of play, is still unfinished shall (unless the players or their representatives can decide the matter by agreement) be adjudicated.

## APPENDIX B.

The following Telegraphic Code may be convenient to players of telegraphic games:—

### TELEGRAPHIC CODE.

#### *Interpretation of Record.*

- |                |  |
|----------------|--|
| <b>Daisy</b>   | Your record is ambiguous. I exact Penalty A and Penalty D. The move I have adopted is . . . . .  |
| <b>Debate</b>  | Your record is ambiguous. I exact Penalty A and Penalty E. It is now your turn to move.  |
| <b>Diagram</b> | You have not pointed out the ambiguity in my record . . . . .  |
| <b>Domain</b>  | I interpret this record to mean . . . . .<br>If you have interpreted otherwise, please adopt my interpretation and annul any subsequent moves. |
| <b>Draft</b>   | Your record does not include a capture, and without a capture it is not legal. I therefore exact Penalty A and Penalty C.                      |
| <b>Duchy</b>   | Your record does not include a capture, and without a capture it is not legal. I therefore exact Penalty A                                     |

Dwell

and Penalty C, but as your King cannot move, you must move your . . .

Your record does not include a capture, and without a capture it is not legal. I therefore exact Penalty A and Penalty E. It is now your turn to move.

### *Illegal Moves.*

Habit

Your record is illegal. I exact Penalty A and Penalty C.

Habit

Your record is illegal. I exact Penalty A and Penalty C, but as your King cannot move, you must move your . . .

Hinge

Your record is illegal. I exact Penalty A and Penalty E. It is now your turn to move.

Home

An illegal move has been made and replied to. This move must be annulled together with any subsequent moves. There is no penalty. The player who made the illegal move has now to move. The move in question is . . .

### *Adjourned Game.*

Island

From the umpire. Your opponent has omitted to make a sealed move before adjournment. Do you exact Penalty C?

Item

As you have omitted to make a sealed move I exact Penalty C.

Ivory

As you have omitted to make a sealed move, I exact Penalty C, but as your King cannot move, you must move . . .

### *Penalties.*

Kestrel

You cannot claim a penalty, as a move has been made after the offence was committed.

Lizard

You cannot castle in discharge of Penalty C. You must move your King only.

Kestrel

This move you require me to make by way of penalty is illegal, and I must disregard your requirement. You have forfeited your right to exact a penalty for this offence.

### *Games treated as Drawn.*

Label

As there seems no prospect of a definite issue, I propose that the game be treated as drawn, but in case you do not agree to this proposal, I send my next move, which is . . .

Leeward

I agree to your proposal that the game be treated as drawn.

Liberty

I do not agree to your proposal that the game be treated as drawn, and in reply to your last move I send move. . . .

Lobby

I find that during the last fifty moves

on each side there has been no capture of a man or move of a Pawn. I therefore claim that the game be treated as drawn.

**Luggage** I claim that the game be treated as drawn, as the existing position, existing in the game and at the convergence point of my turn to play, twice before the present turn—namely, after your moves . . . . .

**Lymph** I claim that the game be treated as drawn as I can subject your King to an endless series of checks, as follows . . . . .

#### *Games Forfeited or Resigned.*

**Machine** *From the umpire.* Your opponent, having referred for the conduct of the game to something printed or written that treats of chess, forfeits the game.

**Merit** *From the umpire.* Your opponent, having requested assistance in the conduct of the game, forfeits the game.

**Minstrel** I claim the game, as you refuse to comply with my legal requirement. After knowledge of your refusal, I have despatched no record of a subsequent move of my own.

**Model** *From the umpire.* Your opponent has exceeded the time limit and therefore forfeits the game.

**Minster** As you refuse to abide by the Laws

of the Game, you have forfeited the game.

#### *Adjudication.*

**Paince** I beg to inform you that, for a sufficient reason, your opponent is unable to continue the game. The position must therefore be adjudicated.

#### *Umpires (Appendix A).*

**Rand** Whom do you propose as umpire at your place of play?

**Realm** We propose . . . . . as umpire at our place of play.

**Rigid** We approve of . . . . . as umpire.

**Rondo** We do not approve of . . . . . as umpire.

#### *Error in Telegraphing a Record.*

**Solid** An error has been made in telegraphing. The record . . . . . has been wired to you incorrectly as . . . . . Please correct the wrong record and annul any subsequent moves.

#### *Correction of Errors (Appendix A).*

**Table** *From the umpire.* The record . . . . . which is not consistent with the move actually made on the board, was in erroneously made and sent to you

Player cannot take record and substitute. Any subsequent moves are to be annulled.

**Teak:**

*Leaves the square.* By mistake a move not consistent with your record has been made on the board. Please correct the reply and any subsequent moves on each side. Your move is now correctly made and the reply is.

*Games forfeited or resigned (Appendix A).*

**Vale:**

*From the square.* Your opponent has forfeited the game under Law 13, Section.

*(Now, Exceptions for the improvement or amplification of this Code are invited by the British Chess Co.)*

## APPENDIX C.

The following may serve as a help in determining questions not expressly provided for under Part II. Law 22.

(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 was aware that he was committing an error. If a player is aware of an error in his position, he must correct it before he makes his next move. If he does not, the game is lost.

(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 such an unrectified error in setting up the men before the commencement of the game, 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 himself, 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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