Handbook of Chess George Frederick Pardon 1860

THE ACKNOWLEDGED LAWS OF THE OAKS.

The laws of Chess are few and easily remembered.

They are the same, or nearly so, in all the principal Chess clubs, though the actual terms employed to express them vary considerably. In the following roles I have endeavoured to give the sense of the laws, and at the same time avoid the verbiage of the chess-books.

I. The chess-board to be so placed that each player has a white corner square at his right hand. [It is of no absolute consequence to the game whether a white or black square be at the right hand, but for the sake of uniformity the players have agreed to this arrangement.]

II. If a Piece or Pawn be misplaced at starting, the mistake must be rectified before the fourth move, or the game must proceed as the pieces stand.

[This also includes what is usually given as Law III. —namely : If a player has omitted to place all his Pieces or Pawns on the board, he may amend his error before four moves have been made, but not after.]

III. A player undertaking to give the odds of a Pawn or Piece, must remove the man before four moves on either side have been made, or his adversary may elect to recommence the game or play it out as it stands.

[In giving the odds of a Pawn, the K. B. P. is usually removed from the board.]

IV. Where no odds are given the players draw lots for the first move, and afterwards take the move alternately.

[It is usual for the White to commence ; therefore, when Black wins the move, it is common to turn the board.]

V. If a piece be touched it must be moved. Having once left the piece it cannot be removed from the square it occupies.

[Except the player say j’adoube (I adjust). If the piece cannot be legally moved, the adversary may elect for the player to move his King or replace the piece.]

VI. The player giving the odd3 moves first.

VII. If a player take one of his own men by mistake, or touch a wrong man, or one of his opponent's men, or make an illegal move, his adversary may compel him to take the man, make the right move, move his King, or replace the piece and make a legal move.

VIII. A Pawn may be played either one or two squares at a time when first moved ; but in the latter case it is liable to be taken en passant, with any Pawn that could have taken it had it been played only one square.

IX. A player cannot Castle under any of the following circumstances :—1. If he has moved either King or Book. 2. If the King be in Check. 3. If there be any Piece between the King and Hook. 4. If the King in moving pass over any square commanded by any one of his adversary's forces.

X. If a player give Check without crying " Check," his adversary need not take notice of the Check.

[This law is subject to this exception : that two moves only may be made before the King is obliged to move out of Check, when the pieces must be replaced, and the proper moves made.

XI. If a player say Check without actually attacking the King, and his adversary move his King or take the piece, the latter may elect either to let the move stand or have the pieces replaced and another move made.

XII. If, at the end of a game, the players remain with equal forces, the defending player may call upon his adversary to mate in fifty moves or draw the game.

XIII. Stalemate is a drawn game. XIV. Should any dispute arise, the question must be submitted to any disinterested bystander, whose decision is to be considered final.