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NOTE

These Laws are the translation authorized by The Federation Internationale des Echecs at Gothenburg, August 1955, as amended at The F.I.D.E. Congress, Nice, June, 1974, together with such Interpretations as have been placed on them by The F.I.D.E., and which now have the force of Laws.

PART I

General Laws

Article 1.

Introduction

The game of chess is played between two opponents by moving pieces on a square board called a "chessboard".

FIDE Interpretation 1: 1959. General observations. The Laws of Chess cannot, and should not, regulate all possible situations that may arise during a game, nor can they regulate all questions of organization. In most cases not precisely regulated by an Article of the Laws, one should be able to reach a correct judgment by applying analogously stipulations for situations of a similar character. As to the arbiters' tasks, in most cases one must presuppose that arbiters have the competence, sound judgment, and absolute objectivity necessary. A regulation too detailed would deprive the arbiter of his freedom of judgment and might prevent him from finding the solution dictated by fairness and compatible with the circumstances of a particular case, since one cannot foresee every possibility.

The decisions of this Commission are founded on the above general principles.

FIDE Interpretation, 1: 1974. During recent years the Commission has been more or less overwhelmed by a steadily growing number of proposals and questions. That, of itself, is a good thing.

However, there is a marked tendency in those many questions and proposals to bring more and more refinements and details into the Laws of Chess. Clearly the intention is to get more and more detailed instruction concerning "how to act in such and such a case". This may be profitable for a certain type of arbiter, but at the same time may be a severe handicap for another, generally the best, type of arbiter.

The Commission in its entirety takes the firm position that the Laws of Chess should be as short and as clear as possible.

The Commission strongly believes that minor details should be left to the discretion of the arbiter. Each arbiter should have

the opportunity, in case of a conflict, to take into account *all* the factors of the case and should not be bound by too detailed subrules which may not be applicable to the case in question.

According to the Commission, the Laws of Chess must be short and clear and leave sufficient scope for the arbiter to deal

with exceptional or unusual cases.

Article 2

The Chessboard and its Arrangement

2.1. The chessboard is made up of 64 equal squares alternately light (the "white" squares) and dark (the "black" squares).

2.2. The chessboard is placed between the players so that the square in the corner to the right of each player is white.

2.3. The eight rows of squares running from the edge of the chessboard nearest one player to that nearest the other player are called "files".

2.4. The eight rows of squares running from one edge of the chessboard to the other at right angles to the files are called "ranks".

2.5. The rows of squares of the same colour touching corner to corner are called "diagonals".

Article 3

The Pieces and their Positions

3.1. At the beginning of the game, one player has 16 light-coloured pieces (the "white" pieces), the other has 16 dark-coloured pieces (the "black" pieces).

3.2. These pieces are as follows-

A white King usually indicated by the symbol
A white Queen
Two white Rooks
Two white Bishops
Two white Knights
Eight white pawns



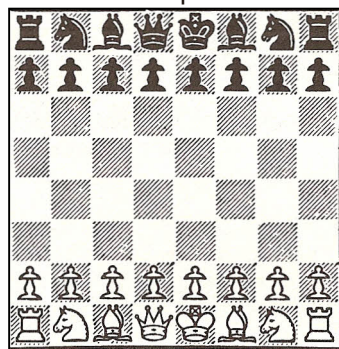
A black King usually indicated by the symbol
A black Queen
Two black Rooks
Two black Bishops
Two black Knights
Eight black pawns



FIDE Interpretation 3.2: 1957. In a competition of FIDE or one under FIDE auspices, it is recommended that the pieces be of the Staunton pattern or a similar pattern in order that the participants may recognize the pieces without confusion.

If the pieces would be different from those prescribed in the preceding paragraph and if one of the players or the captain of a team demands that the prescribed pattern be used, the utilization of that pattern is obligatory.

3.3. The initial position of the pieces on the chessboard is as follows:



Article 4

The Method of Play

4.1. The two players must play alternately and make one move at a time. The player with the white pieces commences the game.

4.2. A player is said "to have the move" when it is his turn to play.

Article 5

The Move in General

5.1. With the exception of Castling (Article 6.1), a move is the transfer of one piece from one square to another square which is either vacant or occupied by an opponent's piece.

5.2. No piece, except the Rook when Castling or the Knight (Article 6.5), can cross a square occupied by another piece.

5.3. A piece played to a square occupied by an opponent's piece takes it as part of the same move. The captured piece must be immediately removed from the chessboard by the player who has made the capture. See Article 6.6(b) for taking "*en passant*".

Article 6

The Moves of the Individual Pieces

6.1. THE KING. Except when Castling, the King moves to an adjacent square that is not attacked by an opponent's piece.

Castling is a move of the King and a Rook, reckoned as a single move (of the King), which must be carried out in the following manner-the King is transferred from its original square to either one of the nearest squares of the same colour in the same rank; then the Rook towards which the King has been moved is transferred over the King to the square which the King has just crossed.

Castling is permanently impossible (a) if the King has already been moved, or (b) with a Rook that has already been moved.

Castling is prevented for the time being---(a) if the original square of the King or the square which the King must cross or that which it is to occupy is attacked by an opponent's piece, or (b) if there is any piece between the Rook involved in the move and the King.

FIDE Interpretation 6.1: 1971. If a player in Castling starts by touching the Rook, he should receive a warning from the arbiter, but the Castling shall be considered valid. If a player, intending to Castle, touches King and Rook at the same time and it then appears that Castling is illegal, the player has to move his King. If the King has no legal move, the fault has no consequences.

FIDE Interpretation 6.1: 1974. The Commission regards the warning by the arbiter as an adequate means of dealing with those who Castle in the wrong manner.

The Commission disagrees with the principle that if the King has no legal move, then a move with the Rook shall be made, which would apply if the move was initially one with the Rook alone.

6.2 THE QUEEN. The Queen moves to any square on the file, rank, or either of the diagonals on which it is placed.

6.3 THE ROOK. The Rook moves to any square on the file or rank on which it is placed.

6.4 THE BISHOP. The Bishop moves to any square on either of the diagonals on which it is placed.

6.5. THE KNIGHT. The Knight's move is made up of two different steps. It takes one step of one single square along the file or rank, and then, still moving away from the square it left, takes one step along the diagonal.

6.6. THE PAWN. The Pawn can only move forward.

(a) Except when making a capture it advances from its original square either one or two vacant squares along the file on which it is placed, and on subsequent moves it advances one vacant square along the file. When making a capture it advances one square along either of the diagonals on which it is placed.

(b) A Pawn attacking a square crossed by an opponent's Pawn which has been advanced two squares on the previous move can capture the opponent's Pawn as though the latter had only been moved one square. This capture can only be made on the move immediately following such advance and is known as taking "en passant".

(c) On reaching the end of a file a Pawn must be immediately exchanged, as part of the same move, for a Queen, a Rook, a Bishop, or a Knight, at the player's choice and without taking into account the other pieces still remaining on the chessboard. This exchanging of a Pawn is called "promotion". The promoted piece must be of the same colour as the Pawn and its action is immediate.

FIDE Interpretation 6.6c: 1971A. In a game between Player A (White) and Player B (Black), B played on the 45th move ... c2-cl (P-QB8). However, he neglected to exchange the pawn immediately for a Queen. On his score sheet he had written 45 ... c2-clQ (P-QB8/Q) and stopped his clock afterwards. Then he left the board. At the time, his opponent was not present. When A returned to the board, he protested because B had not immediately exchanged the pawn on cl (Q B8), though B told him the piece on cl was a Queen. The arbiter decided as follows: A's clock was restored to the position it had before the move ... c2-c 1 (P-QB8) was made, as it was obvious that A intended to promote that Pawn to a Queen. Then the game resumed in the normal way. The Commission confirms the decision of the arbiter.

FIDE Interpretation 6.6c: 1971B. In a competition, if a new piece is not immediately available, the player should ask for the assistance of the arbiter before making his move. If this request is made and there is any appreciable delay in obtaining the new piece, the arbiter should stop both clocks until the required piece is given to the player having the move. If no request is made and the player makes his move and stops his clock without exchanging the promoted Pawn for a new piece, he is breaking the Laws of Chess and should be given a warning or a disciplinary penalty, such as the advancement of the

time on his clock. In any case, the opponent's clock should be set back to the time it registered immediately before the player stopped his clock, the position on the board should be re-established to what it was before the player moved his Pawn, and the clock of the player having the move should be started. The player should then make his move correctly, in the manner specified in Article 6.6c.

FIDE Interpretation 6.6c: 1973. The penalty referred to in FIDE Interpretation 6.6c: 1971B is meant to be indefinite.

The penalty should depend on the circumstances.

Article 7

The Completion of a Move

A move is completed-

7.1. In the case of the transfer of a piece to a vacant square, when the player's hand has quitted the piece; or

FIDE Interpretation of Article 7.1. See FIDE Interpretation 11.1: 1958. (Under Article 11.1.)

7.2. In the case of a capture; when the captured piece has been removed from the chessboard and when the player, having placed the piece on its new square, has quitted the piece with his hand; or

7.3. In the case of Castling, when the player's hand has quitted the Rook on the square crossed by the King; when the player's hand has quitted the King the move is still not yet completed, but the player no longer has the right to make any other move except Castling; or

7.4. In the case of the promotion of a Pawn, when the Pawn has been removed from the chessboard and the player's hand has quitted the new piece after placing it on the promotion square; if the player's hand has quitted the Pawn that has reached the promotion square the move is still not yet completed, but the player no longer has the right to move the Pawn to another square.

Article 8

Touched Piece

8.1. Provided that he first warns his opponent, the player whose turn it is to move can adjust one or more pieces on their squares.

FIDE Interpretation 8.1: 1974. A player who wishes to adjust one or more pieces when his opponent is absent may make the adjustment after warning the arbiter of his intention.

8.2. Except for the above case, if the player having the move touches-

(a) one or more pieces of the same colour, he must move or capture the first piece touched that can be moved or captured;

(b) one of his own pieces and one of his opponent's pieces, he must capture his opponent's piece with his own piece; or, if this is not possible, move his own piece; or, if even this is not possible, capture his opponent's piece.

FIDE Interpretation 8.2: 1972. In a recent game, the player with the white pieces claimed that his opponent violated Article 8.2 by touching a piece, then moving a different piece. Black denied the accusation, and an arbiter was called to the board. There was no independent witness of any kind to the alleged violation, so the arbiter rejected the claim for lack of evidence.

The Commission declares that the arbiter was correct. As in the case of all other Laws, unbiased evidence is required to support any claim by a player that his opponent violated a Law. If the accused player denies the allegation and it is impossible to prove otherwise by the testimony of an official or other disinterested witness, it is just a question of one player's word against that of his opponent. An unsubstantiated claim would have to be rejected.

FIDE Interpretation 8.2: 1974A. A player who touches more pieces than those indicated in this Article may be penalized at the discretion of the arbiter.

FIDE Interpretation 8.2: 1974B. Question: If a player reaching for a piece to make a move (but not having touched it yet), touches another piece with his arm in passing, is this grounds for the opponent to claim that the player must move that piece?

Answer: A piece is considered to be touched under this Article only when a player touches it with the intention of making a move with it. Doubtful cases are left to the discretion of the arbiter.

8.3. If the move or capture is not possible, the player is free to make any legal move he chooses.

8.4. If a player wishes to claim a violation of this rule, he must do so before he touches a piece himself.

FIDE Interpretation 8.4: 1974. The enforcement of this Article by the arbiter does not require a claim to be made.

Article 9

Illegal Positions

9.1. If during the game it is ascertained that an illegal move has been made, then the position shall be set up again as it was immediately before the making of the illegal move. The game shall then continue in accordance with the rules given in Article 8 as regards the move replacing the illegal move.

If it proves impossible to set up the position again then the game must be annulled and a fresh game played.

FIDE Interpretation 9.1: 1963. Question: How are the words "during a game" to be interpreted if a game has been submitted for adjudication? Specifically, is the game considered to be still in progress for the purposes of Article 9.1 if, before the arbiter has registered the result of the game after adjudication, it is established that an illegal move was made or that one or more pieces were accidentally displaced and incorrectly replaced? Answer: The Commission declares that in such cases a game submitted for adjudication is considered to be still in progress for the purposes of Article 9.1.

9.2. If, in the course of a game, one or more pieces have been accidentally displaced and are not correctly replaced, the position must be set up as it was immediately before the mistake and the game continued. If it proves impossible to set up the position again then the game must be annulled and a fresh game played.

FIDE Interpretation of Article 9.2. See FIDE Interpretation 9.1: 1963 (under 9.1 above),

9.3. If, after an adjournment, the position is incorrectly put up, then the position as it was on adjournment must be set up again and the game continued.

9.4. If during the game it is ascertained that the initial position of the pieces was incorrect, then the game must be annulled and a fresh game played.

FIDE Interpretation 9.4: 1958. Question: What is the procedure when it is established in the course of a game that the game began with colours reversed?

Answer: The Commission declares that this is a situation of the kind indicated in Article 9.4.

FIDE Interpretation 9.4: 1960. In a Swiss System tournament, the arbiter made a mistake by giving to Player X the white pieces and to Player Y the black pieces instead of the opposite. After detecting the mistake some days later, Player Y claimed that the game should be annulled and a new game played in its stead, with Player Y having the white pieces.

The Commission declares that in accordance with the fundamental principles of Articles 9.4 and 9.5, the claim, since it was submitted after the end of the game, must be rejected.

FIDE Interpretation 9.4: 1973. The Commission states that in the case of FIDE Interpretation 9.4: 1958, it does not matter who made the mistake (even if it was the arbiter as well as both players). The rules must be obeyed in any case.

9.5. If, during the game, it is ascertained that the position of the chessboard is incorrect, then the position that has been reached must be transferred to a chessboard that has been correctly placed and the game continued.

FIDE Interpretation 9.5: 1973. This Article applies only in the case where the initial position of the pieces on the chessboard accorded with that specified in Article 3.3 except that each of the squares on which the pieces rested was of the opposite colour. Otherwise Article 9.4 applies.

Article 10

Check

10.1. The King is in check when the square which it occupies is attacked by an opponent's piece; in this case the latter is said to be "checking the King".

10.2. The check must be met on the move immediately following. If the check cannot be met then it is called "mate" (see Article 11.1).

10.3. A piece that intercepts a check to the King of its own colour can itself give check to the opponent's King.

Article 11

Won Game

11.1. The game is won for the player who has mated the opponent's King.

FIDE Interpretation 11.1: 1958. Question: Should the stipulation of Article 14.4 that "the last move is not considered as completed until after the player has stopped his clock" be applied also in the situation where the last move was a mating move executed on the board in accordance with Article 7.1 before the time limit had expired?

Answer: The Commission refers to Articles 7.1, 11.1, and 14.4. When considering this question, it ought to be remembered that the Laws of Chess are divided into General Laws (Articles 1-12) and Supplementary Laws for Competitions (Articles 13-21). In the Supplementary Laws for Competitions are prescribed such amendments to the General Laws as have been found necessary to meet the special requirements of competitions. In the General Laws it is said that a move is completed "when the player's hand has quitted the piece", and this is a final definition as far as the game as such is concerned. This definition as such is not overruled by Article 14.4 where it is stated only that "the last move is not *considered as completed* until after the player has stopped his clock".

Why in a special situation an already completed move should not be "considered" as completed until after an additional action has been taken is merely because in most cases an effective control cannot be at hand just at the moment when the player has completed his move on the board with his clock still in motion. In this particular case it should also be remembered that the "last move" was a mating move by which the game, according to Article 11.1, had been finished and "won for the player who has mated his opponent's King", so that, from a material point of view, it was of no importance for the opponent whether the one or the other clock was going after the end of the game.

FIDE Interpretation 11.1: 1974. The limitation of FIDE Interpretation 11.1: 1958 to the last move before the time-control, differing from any other move which was a mating move, is correct, because only then the question of priority of checkmate above the question whether or not the player has made the prescribed number of moves within the time-limit arises.

This Interpretation should apply not only to similar cases of checkmate but also to similar cases of stalemate.

11.2. The game is considered won for the player whose opponent declares he resigns.

FIDE Interpretation 11.2: 1971. If a player shakes hands with his opponent, this is not to be considered as equal to resigning the game as meant in Article 11.2

Article 12

Drawn Game

I The game is drawn-

12.1. When the King of the player whose turn it is to move is not in check and such player cannot make a move. This is called "stalemate".

12.2. By agreement between the two players.

12.3. At the request of one of the players when the same position appears three times, and each time the same player has had the move. The position is considered the same if pieces of the same kind and colour occupy the same squares and if the possible moves of all the pieces are the same.

This right of claiming the draw belongs exclusively to the player-

(a) who is in a position to play a move leading to such repetition of the position, if he declares his intention of

making this move ,or

FIDE Interpretation 12.3a: 1958. The Commission declares that when a player has claimed a draw because the same position has arisen three times and he has declared his intention of playing a move which in his opinion will bring about this third appearance, but the arbiter has established, after checking the claim, that the position has not occurred three times, then the player must play the move which he declared he intended to play.

FIDE Interpretation 12.3a: 1974. A requirement to the effect that a player should not only declare his intention of making a move leading to the repetition of the position but also execute the declared move on the board is not necessary. It is clear that the player who claims the draw has to make the intended move in any case, but the Commission is of the opinion that the declared move should not be immediately executed on the board.

(b) who is about to reply to a move by which such repeated position has been produced.

If a player makes a move without having claimed a draw in the manner prescribed in (a) or (b) he then loses his right to claim a draw; this right is however restored to him if the same position appears again, the same player having the move .

FIDE Interpretation 12.3: 1960. A game cannot be declared drawn on the basis of Article 12.3 unless the same player has the move after each one of the three appearances of the same position on the chessboard. The right to claim a draw belongs exclusively to the player:

(a) who has the possibility of playing a move that will bring about a repetition of the position, on condition that he indicates the move and claims a draw before executing this move;

(b) who has to reply to a move by which the repeated position has been brought about, on condition that he claims a draw before executing his move.

If the claim turns out to be incorrect (Article 18.2) and the game continues, the player who has indicated a move according to (a) is obliged to execute this move on the chessboard.

FIDE Interpretation 12.3: 1964. Concerning the repetition of a position on the chessboard, a position should not always be considered the same if pieces of the same kind and of the same colour occupy the same squares (static identity), but only on the additional condition that the possibilities for moving these pieces are also the same (that is to say, that there is also dynamic identity). If one adds this last stipulation, a player would thus no longer be entitled to demand a draw if, after the repetition of a position, the right to Castle or to take a piece *en passant* had been lost.

12.4. When the player whose turn it is to move proves that at least fifty moves have been played by each side without a capture of a piece and without a Pawn move having been made.

This number of fifty moves can be increased for certain positions, providing that this increase in number and these positions have been clearly laid down before the commencement of the game.

FIDE Interpretation 12.4: 1958A. Question: Can a player lose the game by exceeding the time-limit when the position is such that no mate is possible, whatever continuation the players may employ (this concerns Part II of the Laws)?

Answer: The Commission declares that the Laws must be interpreted in such a way that in this case, as in the case of perpetual check, a draw cannot be decreed against the will of one of the players before the situation foreseen in Article 12.4 is attained.

FIDE Interpretation 12.4: 1958B. The Commission declares that this Article concerns only the possibility of indicating in the regulations for a certain tournament or match certain positions for which the number of 50 moves may be increased.

FIDE should not assume the responsibility for inserting into the Laws details which might be revealed as incorrect as a result of future investigations.

PART II

Additional Rules for Competitions

Article 13

Game Scores

13.1. In the course of the game each player should write down the score of the game, move by move (his moves and those of his opponent) in as clear and legible a manner as possible on a score sheet prescribed for the competition.

FIDE Interpretation 13.1: 1970. Question: A player, referring to the Laws of Chess, asked his opponent to make his move first and only then to write it down on his scoresheet. It is thought not to be correct to write down the move first and only then to make it on the board. The arbiter of the tournament in question judged the case to be insignificant.

Answer: The Commission is of the opinion that every player who has the move has the choice.

FIDE Interpretation 13.1: 1973. In a tournament game a player who was not short of time (his opponent was, though) recorded his moves two at a time (one move for White, one move for Black), as was his habit. Several players have the same habit. The arbiter told him that he should record his moves one after another. The player considered this to be an unnecessary disturbance and an indirect help for his opponent, who was in time-trouble.

The question is: is it a breach of Article 13.1 of the Laws of Chess if the moves are not recorded separately, but in pairs (White and Black together), if the player concerned is not in time-trouble?

Answer: Technically speaking, this is indeed a breach of Article 13.1. However, the arbiter should intervene only when the arrears in scorekeeping are more than one move for White and one move for Black.

13.2. If, on account of extreme time-trouble, a player clearly is unable to fulfil the obligations prescribed in sub-section 1, he should nevertheless endeavour to indicate on his score sheet the number of moves made. As soon as the time-trouble is over, he must immediately fill in the moves omitted from his score sheet. However, he is not entitled to claim, on the grounds of Article 12.3 or 12.4, a draw based on any moves which have not been written down in accordance with the prescriptions of sub-section 1.

FIDE Interpretation 13.2: 1958. Question: How should the words "extreme time-trouble" be interpreted?

Answer: The Commission, referring back to what has been stated in the General Observations (FIDE Interpretation 1: 1959), is of the opinion that in each particular case the interpretation should devolve on the arbiter of the competition.

FIDE Interpretation 13.2: 1959. Question: The words "extreme time-trouble" figuring in Article 13.2 cannot be precisely defined. It is the arbiter's task to find out, considering time, the number of moves, and the character of the position at the moment, if these words apply to a player's situation. In this case the arbiter's opinion decides.

If the arbiter thinks the above words do not apply, but if the player refuses to record the game according to Article 13.1, then Article 17.4 should be applied.

If the player does not refuse to comply with the arbiter's request, but declares that he cannot complete his scoresheet without consulting his opponent's, the request for this. scoresheet must be made to the arbiter, who will determine whether the scoresheet can be completed before the time-control without inconveniencing the other player. The latter cannot refuse his scoresheet for two reasons: the scoresheet belongs to the organizers of the tournament and the reconstitution of the game will be made on his opponent's time. In all other cases the score sheets can be completed only after the time-control. At this point two situations may prevail-

(a) if one player alone has not completed his score sheet, he will do so on his own time;

(b) if the two players have not completed their score sheets, their clocks will be stopped until the two score sheets are completed, if necessary with the help of a chessboard under the control of the arbiter, who will beforehand have noted the position.

If in case (a) the arbiter sees that the complete score sheet cannot help in reconstituting the game, he will act as in case (b).

FIDE Interpretation 13.2: 1967. During the course of a game, the two players, under extreme time-pressure, did not write down their moves after move 30. After a series of moves they agreed that they had played at least 40 moves. Being unable to reconstruct the course of the game without the help of a chessboard, they asked permission of the arbiter to reconstruct the game. The arbiter gave permission, and the reconstruction started. The arbiter stopped the clocks, but during the course of the reconstruction

the clock of the player with the black pieces was started by the player with the white pieces because the player with the black pieces had started to reflect on the game. At the beginning of the reconstruction the player with the black pieces disposed of one minute and a half for reflection. During the reconstruction this player exceeded the time-limit, and it was discovered that he had made only 39 moves.

The Commission's opinion, as no other details are available, is that the player with the white pieces won the game. (See also FIDE Interpretation 13.2: 1974A.)

FIDE Interpretation 13.2: 1972. Question: Concerning Article 13.2 of the Laws about keeping score, is a player in time-trouble obliged to stop his clock with the same hand with which he keeps score?

Answer: The Laws of Chess make no such requirement, whether or not the player is in time-trouble, nor is there any law that requires a player to stop his clock with the hand he uses to make moves on the board.

FIDE Interpretation 13.2: 1973. The Commission points out that time-trouble is a relative matter, not at all the same for all chess players. What is time-trouble to one player might well mean "lots of time" to another player. This point must be left to the discretion of the arbiter.

FIDE Interpretation 13.2: 1974A. If an arbiter stops the clocks for reasons mentioned in FIDE Interpretation 13.2: 1959, then *only* the arbiter decides when the clocks should be put in motion again.

FIDE Interpretation 13.2: 1974B. There being a certain ambiguity in the words "as soon as his time-trouble is over", the Commission agrees that when, by the arbiter's count, the prescribed number of moves has been made by each player, the arbiter will require the players to update their scoresheets at that time, if necessary.

Article 14

The Use of the Chess Clock

14.1. Each player has to make a certain number of moves in a given time, these two factors having been laid down in advance.

14.2. The time control for each player is effected by means of a clock provided with special apparatus.

14.3. The clock of the player who has white is set in motion at the time fixed for the commencement of the game. From then on, each player, having made his move, stops his own clock and starts his opponent's clock.

FIDE Interpretation 14.3: 1958. Question: How should this article be interpreted in a case where the player with the black pieces is absent as well as his opponent?

Answer: The Commission considers that Article 14.3 should be applied in all its rigour.

FIDE Interpretation 14.3: 1967. Question: Is an arbiter entitled to call a player's attention to the player's neglect to stop his clock and/or to the fact that the opponent has made a move and put the clock of the player in motion?

Answer: The opinion of the Commission is that an arbiter should refrain from any action of this kind.

FIDE Interpretation 14.3: 1973. FIDE Interpretation 14.3: 1967 is based on the conviction which the Commission maintains that the normal handling of the clock should be done solely by the players. If a player forgets to stop his clock when he has made a move that is *his* responsibility. The arbiter's function is not to correct the faults or omissions of the players in this respect. Furthermore, a correcting action of the arbiter should not depend on whether he notices these mistakes.

14.4. When considering whether the prescribed number of moves has been made in the given time the last move is not considered as completed until after the player has stopped his clock.

14.5. All indications given by a clock or its apparatus are considered as conclusive in the absence of evident defects. The player who claims that there is such a defect should do this as soon as he himself has become aware of it.

FIDE Interpretation 14.5: 1958. Having been asked for more exact definitions as to what constitutes evident defects of a clock, the Commission replies by referring back to the general principles clearly outlined in the General Observations (FIDE Interpretation 1: 1959).

FIDE Interpretation 14.5: 1971. With regard to Article 14.5 and 14.6, the arbiter should endeavour to check all clocks periodically to make sure that they are operating properly.

A clock with an obvious defect should be replaced, and the time used by each player up to the moment when the game was interrupted should be indicated on the new clock as accurately as possible.

If one unit of the defective clock has stopped, the corresponding unit of the new clock should be advanced so that the total time indicated by the two units is equal to the time the session of the competition had been in progress.

If both units have stopped, the difference between the total of the times registered by the defective clock and the elapsed time of the session should be divided in half and each unit of the new clock advanced by this amount.

If any of the above clock adjustments would result in an indication that a player had exceeded the time limit or if the time used by each player cannot be accurately determined, the arbiter may set the hands of the new clock in accordance with his best judgment.

FIDE Interpretation 14.5: 1973. The last paragraph of FIDE Interpretation 14.5: 1971 clearly indicates that the correction of the hands of the clock(s) should not lead to disastrous results for one (or both) of the players. For that very reason, the last paragraph of the Interpretation gives the arbiter the option to use his own judgment.

FIDE Interpretation 14.5: 1974. The Commission is of the opinion that with regard to FIDE Interpretation 14.5: 1973, the players involved should never have the right to deal with the situation of a defective clock. This task belongs exclusively to the arbiter.

14.6. If the game has to be interrupted for some reason for which neither player is responsible, both clocks must be stopped until the point concerned has been dealt with. This should be done, for example, in the case of an illegal position necessitating correction, or in that of a defective clock that must be changed, or if the piece which a player has declared he wishes to exchange for one of his Pawns that has reached the end of a file is not immediately to hand.

FIDE Interpretation 14.6: 1972. Question: With regard to Article 14.6 is the sudden illness of a player during the course of a game or the sudden decease of a close relative covered by this Article?

Answer: With regard to Article 14.6 if the sudden illness during the course of a game is deemed to be of short duration, then the answer is yes, but if it is not regarded as likely to be brief, the answer is no. In this case and also in the case of the sudden decease of a close relative, the matter must be left to the discretion of the arbiter.

14.7 In cases arising out of Article 9, clauses 1 and 2, when it proves impossible to determine the time taken by each player up to the moment when the illegality occurred, each player shall be allotted up to this moment a time proportional to that indicated on the clock at the moment when the illegality was ascertained.

For example: after Black's 30th move in a game, it is ascertained that an illegality occurred on the 20th move. Since the clock shows for these 30 moves 1 hour 30 minutes (90 minutes) for White and 1 hour (60 minutes) for Black, the times taken by the two players for the first 20 moves are calculated as follows-

$$\text{WHITE} \quad \frac{90 \times 20}{30} \quad 60 \text{ minutes}$$

$$\text{BLACK} \quad \frac{60 \times 20}{30} \quad 40 \text{ minutes}$$

Article 15

Adjournment of the Game

15.1. If, after the elapse of the time laid down for play, the game is not finished, the player whose turn it is to move must write down his move in unambiguous notation on his score sheet, put this score sheet as well as that of his opponent in an envelope, close the envelope and then stop his clock. This move is called the "sealed move". Should the player make his move on the chessboard he must seal the same move on his score sheet

FIDE Interpretation 15.1: 1966. In adjourning a game, the player having the move made a note of the adjourning move, placed the paper in an envelope, sealed it, and put it on the table; however, the clock was not stopped. When the arbiter took the envelope, the player asked him to return it, since he was still thinking over his move. The arbiter refused to do so, stating that in that phase of the game it was not possible to permit modification of an adjourning move. The Commission declares that an adjourning move had not been definitely made and therefore the decision of the arbiter was not correct.

FIDE Interpretation 15.1: 1973. The Commission declares that it should be left to the discretion of the arbiter whether no game should be adjourned more than an hour before the end of the time fixed for adjourning.

FIDE Interpretation 15.1: 1974. Question: Is the length of the playing sessions determined by the total time on the chess clocks or by astronomical time?

The following example indicates the importance of this question. During the first session a player considered his sealed move for some time, so that the session took 5 hours and 45 minutes. The rate of play was 2½ hours for 40 moves and 16 moves for every further hour. According to the programme, play was to be resumed at 16.00 hours and to last until 22.00 hours. After 5 hours and 15 minutes of play in the resumption (second session), i.e., at 21.15 hours, one of the players wished to seal his move because the total of the times registered by the chess clocks, for the first and second sessions together, was 11 hours. Both players had passed the third time-control and had made 90 moves each. However, the other player demanded continuation of play until 22.00 hours, according to the astronomical clock, because in the second session play was to continue for 6 hours. The arbiter decided that what counts is the time registered by the chess clocks and, since the total time was 11 hours and the scheduled time-controls had been passed, granted the request for sealing the move.

Answer: Duration first session:

5 hours on the watch or wall clock.

Time taken to seal the move: (Say) 45 minutes.

Duration second session: 6 hours on the watch or wall clock for adjourned games.

Total duration of the two sessions: 11 hours and 45 minutes on the watch or wall clock.

As usual, the time taken after the end of the first session for sealing the move (say, 45 minutes) has not been mentioned in the programme.

Furthermore, the Commission points out that it has become common practice that a player has the right to seal his move when the prescribed number of moves has been made before the end of the session and he still has sufficient time left on his chess clock, unless for organizational reasons the arbiter deems otherwise.

15.2. On the envelope should be stated:

- (a) the names of the players;
- (b) the position immediately before the sealed move;
- (c) the time taken by each player;
- (d) the name of the player who has sealed the move and the number of this move.

15.3. The envelope must be put into safe keeping.

Article 16

The Resumption of the Game

16.1. When the game is resumed, the position immediately before the sealed move should be set up, and the time taken by each player when the game was adjourned should be indicated on the clocks.

FIDE Interpretation 16.1: 1958. Although recognizing that the prescription-before the commencement of the last round of a competition, all unfinished games from preceding rounds should be finished-is of a certain utility for the organization of competitions in most cases, the Commission allows the organizers complete freedom to undertake, if necessary, other measures dictated by circumstances.

FIDE Interpretation 16.1: 1973A. The Commission accepts the proposal that before the last round starts all adjourned games should be finished as a recommendation.

FIDE Interpretation 16.1: 1973B. The Commission declares that it should be left to the discretion of the arbiter whether, in order to finish the adjourned games as quickly as possible, the arbiter has the right, on the day reserved for adjourned games, to interrupt a game of presumed long duration in favour of one or more adjourned games which might be finished more quickly.

FIDE Interpretation 16.1: 1973C. The Commission declares that it should be left to the discretion of the arbiter-provided that in FIDE tournaments no player should be forced to play more than seven hours a day-whether the duration of the time fixed for the playing off of adjourned games may be prolonged, if necessary, but not by more than two hours, provided that the players concerned have been warned in advance.

16.2. The envelope must not be opened until that player is present whose turn it is to move (i.e. the one who should reply to the sealed move). The clock of this player should be started when the sealed move has been made on the chessboard.

16.3. If the player whose turn it is to move is absent, then his clock should be started, but the envelope will only be opened when he arrives.

16.4. If the player who has sealed the move is absent, then the player whose turn it is to move need not make his reply to the sealed move on the chessboard. He has the right to write down his move in reply on his score sheet, put this move in an envelope, stop his clock and start his opponent's clock. The envelope should then be put into safe keeping and opened on the opponent's arrival.

FIDE Interpretation 16.4: 1958. Question: What happens in the case when, in the situation described in Article 16.4, a player has sealed a move, the real significance of which it is impossible to establish.

Answer: The Commission declares that this case is governed by Article 17.3.

16.5. If the envelope containing the move sealed on adjournment has disappeared without it being possible to re-establish, with the agreement of the two players, the position and the times used for the adjourned game, or for any other reason the said position and the said times cannot be re-established, the game is annulled and a fresh game must be played instead of the adjourned game.

If the envelope enclosing the move sealed according to sub-article 4 has disappeared, then the game must be resumed as from the position at the time of adjournment and with the clock time used at the said time.

FIDE Interpretation 16.5: 1970. Question: What measures should be taken when the conditions indicated in Article 16.5 are only partially fulfilled, in that the envelope containing the sealed move has disappeared, but it is still possible to establish by an agreement between the players the position at the adjournment and the times used until that moment?

Answer: The Commission decides that the game under such circumstances has to be continued.

FIDE Interpretation 16.5: 1974. Question: What happens-

- (a) if two players agree on a draw and announce their decision to the arbiter and then find, when the envelope is opened, that an illegal move has been recorded or
- (b) when one of the players in adjourned game notifies the arbiter in writing that he resigns and then finds, when the envelope is opened, that his opponent has recorded an illegal move?

Answer: In case (a) the draw is still valid. In case (b) the resignation is still valid.

16.6. If, at a resumption of play, either clock has been incorrectly set, and if either player points this out before making his first move, then the error must be corrected. If the error is not so pointed out the game continues without correction.

FIDE Interpretation 16.6: 1973. The Commission points out that checking the times on the clocks before play is entirely the responsibility of the players. If they neglect to check the times indicated on the clocks, they must bear the consequences of their negligence.

Article 17

Loss of the Game

A game is lost by a player-

17.1. Who has not played the prescribed number of moves in the given time;

FIDE Interpretation 17.1: 1970. With reference to the General Observations (FIDE Interpretation 1: 1959), the Commission expresses the opinion that special regulations should be allowed insofar as they are required for conducting tournaments in which the number of players is large and the number of officials is rather small, so that the procedure to determine whether a player has lost a game under Article 17.1 cannot be observed.

17.2. Who arrives at the chessboard more than one hour late.

FIDE Interpretation 17.2: 1958. In the case where a player or team of players arrives late for a competition, the Commission deems that it should stand by the general principles of the General Observations (FIDE Interpretation 1: 1959). If the delay is due to a cause for which the players are not responsible, then it must follow from the principle of chess fellowship, at least in international tournaments, that concessions should be granted as far as it is possible to do so without creating eventual difficulties to other players or to the organization itself.

FIDE Interpretation 17.2: 1962. The Commission declares that the stipulations of Article 17.2 and 17.4 of the Laws of Chess, stating that a game is lost for players arriving at the chessboard more than one hour late, are applicable as much at the commencement of a game as on resumption of play after an adjournment. In the opinion of the Commission, there cannot be any difficulty in applying this rule in the situation in which, on resumption of an adjourned game, the player who has sealed a move is absent while his opponent presents himself at the chessboard. If the former is still absent after the lapse of one hour, the game is lost for him unless it has been decided previously by one of three circumstances, viz.-

- (a) the absent player has won the game by virtue of the fact that the sealed move is checkmate;
- (b) the absent player has produced a drawn game by virtue of the fact that the sealed move entails stalemate, or
- (c) the player present at the chessboard has lost the game according to Article 17.1 by exceeding his time-limit.

This declaration by the Commission implies basically a mere substantiation of the evident fact that what happens in consequence of an action or of an omission after the termination of a game is without importance.

FIDE Interpretation 17.2: 1966. Question: If, in adjourning a game, a player has some remaining time in his favour (more than one hour), should his opponent, when the game is continued, wait an hour or wait until the full time which the player has in his favour has elapsed before claiming a win in case of the player's non-appearance?

Answer: This case has already been solved by FIDE Interpretation 17.2: 1962.

17.3. Who has sealed a move the real significance of which it is impossible to establish;

FIDE Interpretation 17.3: 1958. Having been asked for a more precise formulation of Article 17.3, the Commission once again refers to the General Observations (FIDE Interpretation 1:1959). It is the duty of the arbiter to make the necessary decision in accordance with the circumstances of each particular case.

FIDE Interpretation 17.3: 1965. According to the opinion of the Commission, it ought to be clearly established by the wording of this Article that not only when the notation is in-exact but also when a clear notation indicates an irregular move, it is incumbent on the arbiter to judge whether there exists any reasonable doubt as to the move which the player has intended to indicate.

17.4. Who during the game refuses to comply with the Laws of Chess.

If both players arrive at the chessboard more than one hour late or if both refuse to comply with the Laws of Chess, the game shall be declared lost for both.

Article 18

Drawn Game

18.1. A proposal to draw can be made by a player only at the moment when he has just made a move. On then proposing a draw he starts the clock of his adversary. The latter may accept or (either orally or by making a move) reject the proposal; in the interval the player who has made the proposal cannot withdraw it.

FIDE Interpretation 18.1: 1974A. A proposal to draw not made in accordance with Article 18.1 is treated as follows-

(a) if a player proposes a draw while his opponent's clock is running, the opponent may agree to the draw or reject the offer;

(b) if a player proposes a draw while his own clock is running, the opponent may accept or reject the offer, or he may postpone his decision until after the player has made a move.

In these situations the opponent may reject the proposal orally or by making a move at his first opportunity. In the interval between the offer of a draw and the opponent's acceptance of it, the player who made the proposal cannot withdraw it.

FIDE Interpretation 18.1: 1974B. A player proposed a draw and made his move on the board before his opponent had replied to the offer. The opponent, after some minutes' consideration, accepted the offer. The arbiter rendered the player's proposal valid and thus proclaimed the game drawn.

One of the arguments for this decision was that the proposal maintained its validity since the proposal itself is more important than the form.

The Commission disagrees with the last-mentioned argument, since here the way the draw is offered is the thing that matters. In spite of the reasoning offered, the Commission approves the actual decision taken in this particular case.

The Commission thinks that this matter has adequately been covered by FIDE Interpretation 18.1: 1974A.

FIDE Interpretations of Article 18.1: 1959.1960, 1963. 1964. **The question of premature draws.**

FIDE Interpretation 18.1: 1959. From a sporting point of view it is quite inappropriate that a game be finished before a real combat has commenced; competition ought to imply that every player should try to fight in order to win his game until the moment when the situation does not afford any further hope of victory.

Attention is drawn in particular to the fact that in this respect the International Grandmasters and the International Masters of FIDE ought to serve as examples to the other players. Players who repeatedly act without respecting their duty to the organizers and to the chess public may be subject to disciplinary measures taken by the arbiter.

FIDE Interpretation 18.1: 1960. It is hardly possible to establish prescriptions sufficiently detailed to be directly applicable to each particular case. On the basis of the general principle that the players may not ignore the necessity of an honest fight, the examination of each particular case ought, according to the opinion of the Commission, to devolve upon the person who is in charge of the tournament in which the game in question has been played. At this examination it must not be forgotten that a player may have quite legitimate reasons-his actual situation in the tournament table, his state of health, etc.-for desisting from whatever prospects he has in a given situation for continuing the game to a victory and that he may therefore be considered entitled to make or accept an offer of a draw.

FIDE Interpretation 18.1: 1963. It seems necessary to stipulate clearly and in writing certain moral principles which should guide the game, but are not incorporated in the Laws of Chess, in order to enable the arbiter to secure as far as possible a fair, sportsmanlike contest.

The Commission emphasizes the following points-

(a) Every agreement to draw should, as a matter of principle, be based on a position on the chessboard which, in the opinion of each of the two players, offers no tangible possibility of pursuing the game to a victorious conclusion without running an obvious risk of defeat.

(b) Particular circumstances may exist, however, which should authorize a player to propose or accept a draw in cases differing from those mentioned in (a). It is not possible to define these

particular circumstances in a complete manner, just as in the official regulations the stipulations governing agreements to draw should, in the opinion of the Commission, be so conceived as to comprise only basic principles and goals, as competent arbiters must be presumed to know how to apply them to concrete cases in an equitable manner.

The principles so formulated relate to a basic principle, according to which each player should conduct his whole game as a fight for the best possible result. Voluntary measures to evade the fight or to favour the opponent or a third player should be held contemptible for reasons of sport and be judged accordingly.

It is easy to establish that it is difficult, in certain cases even impossible, to judge correctly the measures to be taken in situations varying in character, and the arbiter should impose penalties only in cases which clearly constitute contraventions of the moral principles involved.

FIDE Interpretation 18.1: 1964. An agreement to draw a game before the thirtieth move in many cases involves an act which rightly could be deemed contradictory to the stated principles on premature draws. Tournament arbiters are requested to impose, in cases where clear contraventions of the moral principles of the game are demonstrated, penalties as severe as loss of the game.

18.2 If a player claims a draw in accordance with Article 12.3 his clock must go on until the competition director has investigated the correctness of his claim. If the claim is proved to be correct the game shall be declared draw, even if the claimed has exceeded his time limit. In the meantime.

If the claim is proved to be incorrect the game shall be continued unless the claimer has exceeded the time limit in the meantime, in which case the game shall be declared lost for the claimer.

FIDE Interpretation 18.2: 1971. A player who is due to make his last move of a time-control period and who claims a draw in the manner prescribed in (a) and (b) of Article 12.3 must make his last move on the chessboard, but without stopping his clock.

If the arbiter believes that the player has sufficient time to stop his clock before the flag falls, he may rule that the player has completed his move, the provisions of Article 14.4 not being applicable in this situation. The arbiter should then investigate the claim of a draw, and if the claim is found to be incorrect, the game shall be continued or adjourned, even if the claimant's flag has fallen.

FIDE Interpretation 18.2: 1974. Question: What happens when an arbiter-

(a) accepts a claim of a draw, but then is proved to have made a mistake, or

(b) turns down a claim of a draw which afterwards proves to have been correct?

Answer: If a claim of a draw has been mistakenly accepted by the arbiter and a higher authority subsequently rejects the claim, then the player who has *not* claimed the draw is entitled to resume the game.

If a claim of a draw has been mistakenly refused by the arbiter, then the player who has made the claim is entitled to stop playing and appeal to a higher authority. If then the player's claim is proved to be incorrect, the game shall be declared lost for the player who stopped playing.

FIDE Interpretation of Article 18.2. See FIDE Interpretation 12.3: 1960.

18.3. Tournament arbiters are requested to impose in cases where clear contraventions of the moral principles of the game are evidenced, penalties reaching as far as the loss of the game.

Article 19

Players' Behaviour

19.1. (a) Whilst play is in progress players are forbidden to use written or printed notes or to analyse the game on another chessboard, and are also forbidden to have recourse to the counsel or advice of a third party, whether asked for or not.

FIDE Interpretation 19.1a: 1960. The Commission shares the opinion that the result of a game of chess ought to depend exclusively on the actual playing strength of each partner and that consequently the collaboration of other people ought to be allowed no more after an adjournment than in the course of the game on the chessboard. It must, however, be observed that whereas in the locale of play perfect control can be up-held, this is not possible during the time the game is

adjourned.

It must therefore be held in mind that a general prohibition of the use of seconds would probably not be respected by all players and that in practice it might be disadvantageous for the players who would loyally respect the prohibition.

Thus, the only effective and just means of eliminating, as far as possible, the use of seconds probably consists in a change of the system for the organization of tournaments.

(b) No analysis is allowed in the rooms of play either whilst play is in progress or during the adjournment.

(c) It is forbidden to distract or worry the opponent in any way whatsoever.

FIDE Interpretation 19.1c: 1958. Article 19.1c should be applied in the case when a player who has proposed a draw reiterates his proposal without reasons that are clearly well-founded before the opponent has, in his turn, made use of his right to propose a draw,

Article 19.1c protects the players sufficiently, and the application of this Article can always be requested from the arbiter against a player who proposes a draw too frequently to his opponent.

19.2. Infractions of the laws as indicated in sub-article 1 can entail penalties reaching as far as the loss of the game.

Article 20

The Arbiter of the Competition

An arbiter should be designated to direct the competition.

His duties are--

20.1. to see that the rules of play are strictly observed;

20.2. to supervise the competition, to establish that the prescribed time limit has not been exceeded by the players, to fix the order of resumption of adjourned games, to see that the arrangements contained in Article 15 are observed, above all to see that the particulars put down on the envelope at the adjournment are correct, to keep the sealed envelope until the time when the game is resumed, etc.;

20.3. to put into force decisions which he may make on disputes that have arisen in the course of the competition;

FIDE Interpretation 20.3: 1958. The Commission considers that there is no need to include in the Laws of Chess prescriptions concerning appeals against the decision of an arbiter. However, when it is a question of international tournaments, it is doubtless appropriate to have a committee at the place where the competition takes place entrusted with the task of solving disputes in the event of appeals against an arbiter's decision.

20.4. to impose penalties on the players for any fault or infraction of the rules.

Article 21

The Interpretation of the Laws of the Game

In case of doubt as to the application or interpretation of these Laws, FIDE will examine the evidence and make an official decision.

Decisions published in the *FIDE Review* are binding on all affiliated federations.

FIDE Interpretation 21: 1957. Individual prizes in team tournaments. When, in a team chess competition, special prizes are instituted for the best percentage results arrived at by individual players, only the results of participants who have played a number of rounds at least two-thirds of the total number of rounds are to be counted.

FIDE Interpretation 21: 1967. Application of the Sonnenborn-Berger System in the case of a tie in a team tournament.

Question: How is the Sonnenborn-Berger System to be applied in the case of a tie in a team tournament?

Answer: In the application of the Sonnenborn-Berger (Tie-Breaking) System to an individual tournament, every player is assigned a number of points calculated by a special rule.

Specifically, each player is given the total number of points scored by each opponent he defeated and half the total number of points scored by each opponent with whom he drew. Three alternatives, then, are possible: a win giving the total number of points scored in the tournament by the opponent, a draw giving half that number of points, and a loss giving no points.

In a team tournament, when game points are being used, the number of alternatives possible depends upon the number of players on each team. For example, in a tournament where the number of players on each team is four, there are nine possible alternatives: 4, 3½, 3, 2½, 2, 1½, 1, ½, 0. If, in a tournament of this kind, two participating teams, A and B, have the same number of game points, whereas a third team, C, has 16 points, the Sonnenborn-Berger totals which Team A and Team Beach obtained in their match with Team C is calculated as follows-

If the team scored 4 points	(100%)	its S-B total is 16
" " " " 3½ "	(87½%)	" " " " 14
" " " " 3 "	(75%)	" " " " 12
" " " " 2½ "	(62½%)	" " " " 10
" " " " 2 "	(50%)	" " " " 8
" " " " 1½ "	(37½%)	" " " " 6
" " " " 1 "	(25%)	" " " " 4
" " " " ½ "	(12½%)	" " " " 2
" " " " 0 "	(0%)	" " " " 0

FIDE Interpretations 21: 1970, 1973. Consequences when a player or a team withdraws or is expelled from a tournament.

FIDE Interpretation 21: 1970. Question: What are the consequences when a player or team withdraws or is expelled from a (round robin) tournament?

Answer: If a player has not completed at least 50% of his games when he leaves the tournament, his score remains in the tournament table (for rating and historical purposes), but the points scored by him or against him are not counted in the final standings. For the games not played or finished, the player, as well as his opponent, gets a /-/ in the tournament table.

If a player has completed at least 50% of his games when he leaves the tournament, his score remains in the tournament table and will be counted in the final standings. For the games not played the opponents will get a /1/ and the player himself will get a /0/.

The same rules apply equally when a team is concerned instead of a player.

FIDE Interpretation 21: 1973. Relating to a player's retirement from a tournament, chroniclers of events are at liberty to indicate in the tournament table whether the defeats of such a player were "actual" or "declared" (defaulted).

FIDE Interpretation 21: 1971. Awarding of prizes in case of withdrawal. The question of whether or not a player who withdraws from a match is still entitled to receive the loser's prize was not decided.

SUPPLEMENTS TO THE LAWS

Supplement 1

Chess Notation

1. The FIDE rules recognize at present only the two most generally known notations: the algebraic system and the descriptive system.
2. Each affiliated unit is at liberty to employ whichever of these two notations it prefers.

The Algebraic System

The pieces, with the exception of the Pawns, are represented by their initial letters (but the Knight is indicated by either N or Kt). The Pawns are not specially indicated.

The eight files (from left to Right for White) are represented by the letters from a to h.

The eight ranks are numbered from 1 to 8, counting from White's first rank. (In the initial positions, then the white pieces are on the ranks 1 and 2, and the black pieces on ranks 7 and 8.)

Thus each square is invariably defined by the combination of a letter with a number.

To the initial letter of the piece (except the Pawn) there is added the square of departure and the square of arrival. In the shortened form of notation the square of departure is omitted.

Thus: Bcl-f4 = the Bishop on the square cl is played to the f4 square. In shortened notation: Bf4.

Or: e7-e5 = the Pawn on the square e7 is played to e5. In shortened notation: e5.

When two similar pieces can go to the same square, the shortened notation is completed in the following way-if, for example, two Knights are on gl and d2, the move Ktgl-f3 would in the shortened form be Ktl-f3.

Abbreviations

O-O = Castles with the Rook at h1 or h8 (King-side castling).

O-O-O = Castles with the Rook at a1 or a8 (Queen-side castling).

: or x = captures

+ = check

:j: = mate

Common Abbreviations

! = well played

? = bad move

The Descriptive System

The pieces are represented by their initial letters (but the Knight may be represented by N instead of Kt if preferred).

Distinction is made between the King's Rook, Knight, and Bishop and those of the Queen by addition of the letter K and Q.

The eight files (from left to right for White and inversely for Black) are represented as follows:

The Queen's Rook file	(QR)
The Queen's Knight file	(QN)
The Queen's Bishop file	(QB)
The Queen's file	(Q)
The King's file	(K)
The King's Bishop file	(KB)
The King's Knight file	(KN)
The King's Rook file	(KR)

The eight ranks are numbered from 1 to 8, counting from White's first rank in White's case and from Black's first rank in Black's case.

The initial letter of the piece played and the square to which it is played are indicated, e.g. Q-KB4 = the Queen is played to the fourth square of the King's Bishop file.

When two similar pieces can go to the same square the squares of departure and arrival are indicated. Thus R(KKt4)-KKt2 = that one of the two Rooks which is on the fourth square of the King's Knight file is moved to the second square of the same file.

Abbreviations

O-O or Castles K = Castles with the KR (King-side Castling or short Castling).

O-O-O or Castles Q = Castles with QR (Queen-side Castling or long Castling).

x = takes or captures

Ch or + = check

Common Abbreviations

! = well played

? = bad move

FIDE Interpretation of Supplement No. 1: 1971. The Commission recommends that all affiliated federations promote the use of the algebraic chess notation as much as possible. In particular, young chess players should be encouraged to use the algebraic notation.

Supplement No. 2

Current Expressions

1. *Parry a Check.* Placing a piece between the enemy piece which is giving the check and one's own King. A check given by a Knight cannot be so parried.

2. *Pinned Piece.* A piece that parries a check and in consequence loses its liberty of movement is called "pinned".

3. *Discovered Check.* Check given by a piece the action of which has been unmasked by the moving of another piece.

4. *Double Check.* A simultaneous check obtained by the moving of a piece that gives check and, at the same time, discloses the action of another piece that also gives check.

5. *Smothered Mate.* Mate given by a Knight to a King the adjoining squares of which are occupied by pieces of its own colour or by enemy pieces that it cannot take.

6. *Q-side Castling.* Castling with the Rook a1 or a8 (Queen's Rook).

7. *K-side Castling.* Castling with the Rook h1 or h8 (King's Rook).

8. *Winning the Exchange.* Exchanging a Bishop or a Knight for a Rook.

9. *Losing the Exchange.* Exchanging a Rook for a Bishop or a Knight.

10. *J'adoube.* Expression used when a piece is adjusted on its square.

Supplement No. 3

A. Correspondence Notation

(a) Each square of the chessboard is signified by a two-figure number as shown in the diagram

(b) A move (including a capture) is denoted by stating the number of the square from which a piece moves and the number of the square to which it moves, thus forming one four-figure number. Castling is expressed simply as a King's move. Thus, e2-e4 (P-K4)= 5254, and 0-0= 5171 (King-side Castling for White) or 5878 (King-side Castling for Black).

BLACK

8	18	28	38	48	58	68	78	88
7	17	27	37	47	57	67	77	87
6	16	26	36	46	56	66	76	86
5	15	25	35	45	55	65	75	85
4	14	24	34	44	54	64	74	84
3	13	23	33	43	53	63	73	83
2	12	22	32	42	52	62	72	82
1	11	21	31	41	51	61	71	81
	a	b	c	d	e	f	g	h

WHITE

B. Telecommunications Notation (Uedemann Code)

(a) Each square of the chessboard is designated by two letters as shown in the diagram on p. 56.

(b) A move (including a capture) is denoted by stating the two letters of the square from which a piece moves and the two letters of the square to which it moves, thus forming one group of four letters. Castling is expressed simply as a King's move. Thus, e2-e4 (P-K4) = GEGO and 0-0 (Castles K) for White = GAKA or for Black = SAWA.

BLACK

MA	NA	PA	RA	SA	TA	WA	ZA
ME	NE	PE	RE	SE	TE	WE	ZE
MI	NI	PI	RI	SI	TI	WI	ZI
MO	NO	PO	RO	SO	TO	WO	ZO
BO	CO	DO	FO	GO	HO	KO	LO
BI	CI	DI	FI	GI	HI	KI	LI
BE	CE	DE	FE	GE	HE	KE	LE
BA	CA	DA	FA	GA	HA	KA	LA

WHITE

Supplement No. 4

Rules for Playing Chess

Between Sighted and Blind Players

In competitive chess between sighted and blind players, the use of two chessboards shall be obligatory, the sighted player using a normal chessboard, while the blind player uses one with securing apertures.

The following regulations shall govern play:

1. The moves shall be announced clearly, repeated by the opponent, and executed on his board.
2. On the blind player's board a piece shall be deemed "touched" when it has been taken out of the securing aperture.
3. A move shall be deemed executed when:
 - (a) a piece is placed into a securing aperture;
 - (b) in the case of a capture, the captured piece has been removed from the board of the player who has the move;
 - (c) the move has been announced.

Only after this shall the opponent's clock be started.

4. A chess clock with flag, made specially for the blind, shall be admissible.
5. The blind player may keep the score of the game in Braille or on a tape recorder.
6. A slip of the tongue in announcing a move must be corrected immediately and before starting the clock of the opponent.
7. If, during a game, different positions should arise on the two boards, such differences have to be corrected with the assistance of the arbiter and by consulting both players' game scores. In resolving such differences, the player who has written down the correct move, but executed the wrong one, has to accept certain disadvantages.
8. If, when such discrepancies occur, the two game scores are also found to differ, the moves shall be retraced up to the point where the two scores agree, and the controller shall re-adjust the clocks accordingly.
9. The blind player shall have the right to make use of an assistant who shall have the following duties:
 - (a) to make the moves of the blind player on the board of the opponent;
 - (b) to announce the moves of the sighted player;
 - (c) to keep the score for the blind player and start his opponent's clock;
 - (d) to inform the blind player, at his request, of the number of moves made and the time used up by both players;
 - (e) to claim the game in cases where the time limit has been exceeded;
 - (f) to carry out the necessary formalities in cases where the game is adjourned.
10. If the blind player does not require any assistance, the sighted player may make use of an assistant who shall announce his moves and make the blind player's moves on his board.

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