

Laws of Chess 1980

Including FIDE Interpretations of the Laws of Chess

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 ART. 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 rule 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 the Commission (FIDE Rules Commission) are founded on the above general principles.

FIDE INTERPRETATION ART. 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. 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 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 sub-rules 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.

The Commission appeals to all chess federations to accept this view, which is in the interest of the hundreds of thousands of chess players, as well as of the arbiters, generally speaking. If any chess federation wants to introduce more detailed rules, it is perfectly free to do so, provided —

(a) they do not in any way conflict with the official FIDE Laws;

(b) they are limited to the territory of the federation in question; and

(c) they are not valid for any FIDE tournament played in the territory of the federation in question.

ARTICLE 2 - THE CHESSBOARD AND ITS ARRANGEMENT 2.1.

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

2.2. The chessboard is placed between the players in such a way that the corner square 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 color, touching corner to corner, are called "diagonals."

ARTICLE 3 - THE PIECES AND THEIR ARRANGEMENT

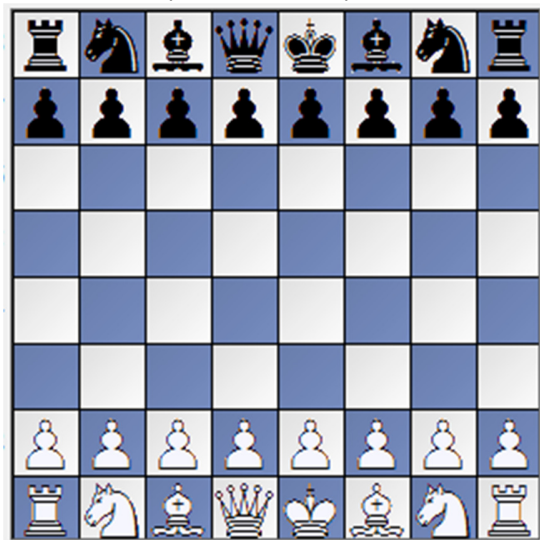
3.1. At the beginning of the game, one player has 16 light-coloured pieces (the "white" pieces), the other has 16 dark-coloured pieces (the "black" pieces).

3.2. These pieces are as follows:

A white king	usually indicated by the symbol :	
A white queen	usually indicated by the symbol :	
Two white rooks	usually indicated by the symbol :	
Two white bishops	usually indicated by the symbol :	
Two white knights	usually indicated by the symbol :	
Eight white pawns	usually indicated by the symbol :	
A black king	usually indicated by the symbol :	
A black queen	usually indicated by the symbol :	
Two black rooks	usually indicated by the symbol :	

Two black bishops	usually indicated by the symbol :	
Two black knights	usually indicated by the symbol :	
Eight black pawns	usually indicated by the symbol :	

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



ARTICLE 4 - THE CONDUCT OF THE GAME

4.1. The two players must alternate in making 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 GENERAL DEFINITION OF THE MOVE

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

5.2. No piece except the rook, when castling, and the knight (Article 6.5) may cross a square occupied by another piece.

5.3. A piece played to a square occupied by an enemy piece captures it as part of the same move. The captured piece must be immediately removed from the chessboard by the player making the capture. See Article 6.6b for capturing "en passant."

ARTICLE 6 - THE MOVES OF THE INDIVIDUAL PIECES

6.1. The King. Except when castling, the king moves to any adjoining square that is not attacked by an enemy piece. Castling is a move of the king and either rook, counting as a single move (of the king), executed as follows: the king is transferred, from its original square, two squares toward either rook on the same rank; then that rook toward which the king has been moved is transferred over the king to the square immediately adjacent to the king.

Castling is 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 king's original square or the square which the king must cross or that which it is to occupy is attacked by an enemy piece, or
- (b) if there is any piece between the king and the rook toward which the king is to be moved.

FIDE INTERPRETATION ART. 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 ART. 6.1 (1974). The Commission regards the warning by the arbiter 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.

FIDE INTERPRETATION ART. 6.1 (1975). Question: if a player moves his king two squares, intending to castle with the king's rook, and it then appears that castling is illegal, can the player castle on the other side (provided, of course, that castling on that side is legal)?

Answer: The answer is yes. The player has to make any legal move he chooses with his king, from its original square. There is no reason why that legal move should not be castling on the queen's side.

6.2. The Queen. The queen moves to any square (except as limited by Article 5.2) on the file, rank, or diagonals on which it stands.

6.3. The Rook. The rook moves to any square (except as limited by Article 5.2) on the file or rank on which it stands.

6.4. The Bishop. The bishop moves to any square (except as limited by Article 5.2) on the diagonals on which it stands.

6.5. The Knight. The knight's move is composed of two different steps; first, it makes one step of one single square along the rank or file and then, still moving away from the square of departure, one step of one single square on a diagonal.

6.6. The Pawn. The pawn may move only 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 capturing, it advances one square along either of the diagonals on which it stands.

(b) A pawn attacking a square crossed by an enemy pawn which has been advanced two squares in one move from its original square may capture this enemy pawn as though the latter had been moved only one square. This capture may be made only on the move immediately following such an advance and is called capturing "en passant."

(c) On reaching the last rank, a pawn must be immediately exchanged, as part of the same move, for a queen, a rook, a bishop, or a knight of the same color as the pawn, 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" and the action of the promoted piece is immediate.

FIDE INTERPRETATION ART. 6.6c (1971A). In a game between Player A (White) and Player B (Black), B played on the 45th move . . . c1. However, he neglected to exchange the pawn immediately for a queen. On his scoresheet he had written 45 . . . c1Q 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 c1, though B told him the piece on c1 was a queen. The arbiter decided as follows: A's clock was restored to the position it had before the move . . . c1 was made. B had to make his move 45. . . c1Q again, as it was obvious that he intended to promote that pawn to a queen. Then the game was resumed in the normal way. The Commission confirms the decision of the arbiter.

FIDE INTERPRETATION ART. 6.6c (1971B). In a competition, if a new piece is not immediately available, the player must 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 must 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 and must 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 must be set back to the time it registered immediately before the player stopped his clock, the position on the chessboard must be reestablished to what it was before the player moved his pawn, and the clock of the player having the move must be started. The player must then make his move correctly, in the manner specified in Article 6.6c.

FIDE INTERPRETATION ART. 6.6c (1973). The penalty referred to in FIDE Interpretation ART. 6.6c (1971 B) is meant to be indefinite. The penalty should depend on the circumstances.

ARTICLE 7 - THE COMPLETION OF THE MOVE

A move is completed-

1. In the case of the transfer of a piece to a vacant square, when the player's hand has released the piece;
2. in the case of a capture, when the captured piece has been removed from the chessboard and the player, having placed on its new square his own piece, has released the latter from his hand;
3. in the case of castling, when the player's hand has released the rook on the square crossed by the king; when the player has released the king from his hand, the move is not yet completed, but the player no longer has the right to make any other move than castling; or
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 released the new piece after placing it on the promotion square; if the player has released from his hand the pawn that has reached the promotion square, the move is not yet completed, but the player no longer has the right to play the pawn' to another square.

ARTICLE 8 THE TOUCHED PIECE

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

FIDE INTERPRETATION ART. 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 color, he must move or capture the first piece touched that can be moved or captured; or

(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 ART. 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 arbiter 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 ART. 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 ART. 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.

FIDE INTERPRETATION ART. 8.2b (1975). Question: White has a pawn on c5 and a queen on c4, and Black has a rook on d6. White intends to play cxd6. Many players are used to touching first the piece to be captured and, with the same hand, at (nearly) the same time, the capturing piece. In this example White touches the black rook, and in the following fraction of a second, he reconsiders his intended move and touches the white queen. According to Article 8.2b he can play any move he likes with the queen, and the fact that he touched the black rook does not count any more. The Article gives priority to a move with the player's own piece over the capture of an opponent's piece. In most cases, would it not better correspond to the original intention of the player to give priority to the capture?

Answer: The Commission declines to give an Interpretation on the basis of hypothetical cases alone. It should be remarked, however, that the seemingly "obvious" solution (changing the order of possibilities in Article 8.2b) is no good, because in that case another hypothetical case could be constructed, in which the reverse could happen.

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 ART. 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 a game, it is found that an illegal move was made, the position shall be reinstated to what it was before the illegal move was made. The game shall then continue by applying the rules of Article 8 to the move replacing the illegal move. If the position cannot be reinstated, the game shall be annulled and a new game played.

FIDE INTERPRETATION ART. 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, during a game, one or more pieces have been accidentally displaced and incorrectly replaced, the position shall be reinstated to what it was before the displacement took place, and the game shall be continued. If the position cannot be reinstated, the game shall be annulled and a new game played.

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

9.4. If, during a game, it is found that the initial position of the men was incorrect, the game shall be annulled and a new game played.

FIDE INTERPRETATION ART. 9.4 (1958). Question: What is the procedure when it is established in the course of a game that the game began with colors reversed!

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

FIDE INTERPRETATION ART. 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 ART. 9.4 (1973). The Commission states that in the case of FIDE Interpretation ART. 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.

FIDE INTERPRETATION ART. 9.4 (1979). Question: The board was placed with a black square at the right. The queens and kings were facing each other, with white queen on white square. The game was played until one player gave checkmate. The arbiter rules that the checkmate stands, since any question of an illegal position had to be claimed during the game.

Answer: The decision of the arbiter was correct.

9.5. If, during a game, it is found that the board has been wrongly placed, the position reached shall be transferred to a board correctly placed and the game continued.

FIDE INTERPRETATION ART. 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 color. Otherwise, Article 9.4 applies.

ARTICLE 10 - CHECK

10.1. The king is in check when the square it occupies is attacked by an enemy piece; in this case the latter is said to be "checking the king."

10.2. Check must be parried by the move immediately following. If the check cannot be parried, it is said to be "mate" (See Article 11.1.)

10.3. A piece blocking a check to the king of its own color can itself give check to the enemy king.

ARTICLE 11 THE WON GAME

11.1. The game is won by the player who has mated his opponent's king.

FIDE INTERPRETATION ART. 11.1 (1976). Question:

(1) Player A makes a move that gives stalemate. This move is so menacing (e.g., a threatened mate in one) that his opponent, Player B, resigns. It is subsequently noticed, either by the player or by a spectator or the arbiter, that the last move was a stalemating move. What is the result?

(2) Is the situation affected in any way by the nature of the person who points out the stalemate? For example, if it is a spectator who points it out, is the result of the game any different?

(3) If Player A gives checkmate without realizing it and then Player A resigns, possibly after one move or more has been made, and afterwards it is pointed out or noticed by Player A that mate was given, what is the result of the game?

(4) Is this situation affected by who points out the mate?

Answer: The Commission reiterates the principle that what happens in consequence of an action or of an omission after the termination of a game is without importance. A checkmating or stalemating move ends the game regardless of subsequent actions or omissions.

Spectators are not to speak or otherwise to interfere in the games. However, if a spectator points out an irregularity, the arbiter may initiate action on his own, but should severely warn the spectator against future interference or even expel him from the tournament room.

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

FIDE INTERPRETATION ART. 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.

FIDE INTERPRETATION AR. 11.2 (1979). Question: In a Swiss System Tournament the result of a game was reported as a win for white. The pairing for the next round was made on that basis. Later it was discovered that black won. The two players agreed that black actually won. Should the result on the scoreboard remain for the later rounds or be corrected?

Answer: The result should be corrected. Pairing for any rounds already played should remain, but pairings for all later rounds should be based on the true results.

ARTICLE 12 - THE DRAWN GAME

The game is drawn-

1. when the king of the player whose turn it is to move is not in check and the player cannot make any legal move. The king is then said to be "stalemated."

2. by agreement between the two players.

3. upon a claim by one of the players when the same position (a) is about to appear or (b) has appeared, for the third time, the same player having the move each time. The position is considered the same if pieces of the same kind and color occupy the same squares and if the possible moves of all the pieces are the same.

The right to claim the draw belongs exclusively to the player-

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

FIDE INTERPRETATION ART. 12.3a (1960). 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 ART. 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) whose turn it is to reply to a move that has produced the repeated position. If a player executes a move without having claimed a draw in the manner prescribed in (a) and (b), he loses the right to claim a draw; this right is restored to him, however, if the same position appears again, the same player having the move.

FIDE INTERPRETATION ART. 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 color 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 pawn "en passant" had been lost

12.4 when a player having the move demonstrates that at least fifty consecutive moves have been made by each side without the capture of any piece or the movement of any pawn. This number of fifty moves can be increased for certain positions, provided that this increase in number and these positions have been clearly established before the commencement of the game. In endings King and two Knights against King and Pawn the 50-move rule will be extended to 100 moves, if the following conditions are met: (a) the Pawn is safely blocked by a Knight; (b) the Pawn is not further advanced than: for Black: a4, b6, c5, d4, e4, f5, g6 or h4; for White: a5, b3, c4, d5, e5, f4, g3 or h5.

FIDE INTERPRETATION ART. 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 ART. 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 fifty 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. Supplementary Laws for Competitions

ARTICLE 13 - THE RECORDING OF GAMES

13.1. In the course of play each player is required to record the game (his own moves and those of his opponent), move after move, as clearly and legibly as possible, on the scoresheet prescribed for the competition.

FIDE INTERPRETATION ART. 13.1 (1970). Question: A player, referring to the Laws, 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 ART. 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 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, extremely pressed for time, a player is obviously unable to meet the requirements of Article 13.1, he should nevertheless endeavour to indicate on his scoresheet the number of moves made. As soon as his time-trouble is over, he must immediately complete his record of the game by filling in the moves omitted from his scoresheet. However, he will not have the right to claim, on the grounds of Articles 12.3 or 12.4, a draw based on any moves which were not written down in accordance with the prescriptions of Article 13.1.

FIDE INTERPRETATION ART. 13.2 (1958). Question: How should the words “extremely pressed for time” be interpreted?

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

FIDE INTERPRETATION ART. 13.2 (1959). The words “extremely pressed for time” 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 reconstitution of the game will be made on his opponent’s time. In all other cases the scoresheets can be completed only after the time-control. At this point two situations may prevail-

- (a) if one player alone has not completed his scoresheet, he will do so on his own time; or
- (b) if both players have not completed their scoresheets, their clocks will be stopped until the two scoresheets 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 scoresheet cannot help in reconstituting the game, he will act as in case (b).

FIDE INTERPRETATION ART. 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, Black’s clock was started by White because Black had started to reflect on the game. At the beginning of the reconstruction, Black 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.

FIDE INTERPRETATION ART. 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 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 ART. 13.2 (1974). If an arbiter stops the clocks for reasons mentioned in FIDE Interpretation ART. 13.2 (1967), then only the arbiter decides when the clocks should be started again.

ARTICLE 14 - THE USE OF THE CHESS CLOCK

14.1. Each player must make a certain number of moves in a given period of time, these two factors being specified in advance.

14.2. Control of each player's time is effected by means of a clock equipped with a special device (usually a "flag") for this purpose.

14.3. At the time determined for the start of the game, the clock of the player who has the white pieces is set in motion. In the continuance of the game, each of the players, having made his move, stops his own clock and starts his opponent's clock.

FIDE INTERPRETATION ART. 14.3 (1958). Question: How should this Article be interpreted in a case where Black is absent as well as his opponent?

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

FIDE INTERPRETATION ART. 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 must refrain from any action of this kind.

FIDE INTERPRETATION ART. 14.3 (1973). FIDE Interpretation ART. 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 determining 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.

FIDE INTERPRETATION ART. 14.4 (1974). The flag is considered to have fallen when the arbiter observes the fact. In cases where no arbiter is present, the flag is considered to have fallen when a claim has been made to that effect by a player.

FIDE INTERPRETATION ART. 14.4 (1976). informal competitions, Article 14.4 provides that a move is not considered as completed until after the player has stopped his clock, in accordance with Article 7 (this general principle applies whether there is at the board a witness to these actions or not). In other words, the player's flag must remain unfallen after the opponents clock has been started. (Exception: Rarely a player's own flag will fall while his opponent's clock is running. This circumstance, if it can be clearly proved, implies an evident defect of the flag.) Only if it can be clearly proved that a checkmate or stalemate had been completed on the board or that a claim of a draw by repetition had been made under Article 12.3, is it of no importance whether or not the player was able to stop his clock before his flag had fallen.

FIDE INTERPRETATION ART. 14.4 (1979A). Question: A player resigned. Later he noticed that his opponent's flag had already fallen. The arbiter decided that the player had actually won by forfeit. The commission is asked to determine whether overstepping the time limit is equal to checkmate in ending the game.

Answer: The Commission ruled that resignation or agreement to draw remain valid even when it is found later that the flag had fallen.

FIDE INTERPRETATION ART. 14.4 (1979B). Question: After sealing his move and stopping his clock, a player noticed that his opponent's flag had fallen. The arbiter ruled that the claim was too late, and the game should be continued.

Answer: The arbiter's decision was correct.

14.5. Every indication given by a clock or its device is considered as conclusive in the absence of evident defects. The player who wishes to claim any such defect must do so as soon as he himself has become aware of it.

FIDE INTERPRETATION ART. 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 ART. 1 [1959]).

FIDE INTERPRETATION ART. 14.5 (1971). With regard to Articles 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 ART. 14.5 (1973). The last paragraph of FIDE Interpretation Art.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 ART. 14.5 (1974). The Commission is of the opinion that with regard to FIDE Interpretation ART. 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 shall be stopped until the matter has been adjusted. This should be done, for example, in the case of an illegal position to be corrected, in the case of a defective clock to be exchanged, or if the piece which a player has declared he wishes to exchange for one of his pawns that has reached the last rank is not immediately available.

FIDE INTERPRETATION ART. 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 a short duration, then the answer is yes, but if 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 the case of Articles 9.1 and 9.2, when it is not possible to determine the time used by each player up to the moment when the irregularity occurred, each player shall be allotted up to that moment a time proportional to that indicated by the clocks when the irregularity was ascertained. For example, after Black's 30th move it is found that an irregularity took place at the 20th move. For

these thirty moves the clocks show 90 minutes for White and 60 minutes for Black, so it is assumed that the times used by the two players for the first twenty moves were as follows:

$$\text{White} = \frac{90 \times 20}{30} = 60 \text{ minutes}$$

$$\text{Black} = \frac{60 \times 20}{30} = 40 \text{ minutes}$$

FIDE INTERPRETATION ART. 14.7 (1975). Question: In a game as part of a team match, both players were short of time as the time-control approached. Both made their moves in time, and the game was then adjourned to allow both clubs to decide what claim to submit to the adjudicator; the rules of the competition stipulated that after the first full session of play, the game should be sent for adjudication rather than continued.

Before either team had submitted an adjudication claim, but two or three days after the match, one player discovered that his opponent had made an illegal 33rd move, the game having been adjourned at the 40th move. Examination of both players' scoresheets confirmed that the move had been illegal.

The arbiter of the competition ruled that since neither club had submitted a claim to the adjudicator at the stage when the illegality had been discovered, the game could not be regarded as completed. He decided, however, that since the game could not be continued without a major distortion of the time situation, the player who had made the illegal move should lose the game. The club concerned appealed against this decision. The appeals committee overruled the earlier decision and ordered the game continued from the stage where the illegality occurred. They further ruled (a) that the player who had made the illegal move should move the piece which he had touched to make the illegal move and (b) that to offset the distraction produced by the resumption of the game, the player who had made the illegal move should be allocated only 5 minutes on his clock, while his opponent should be allocated 24 minutes, in accordance with Article 14.7.

Would the Commission care to comment on the issue raised by this case?

Answer: The decision of the arbiter of the competition (loss of the game for the player who made the illegal move) was wrong. The decision of the appeals committee (to give the right portion of time to the player who did not make the illegal move and to give considerably less time to the player who made the illegal move) was wrong. The formula of Article 14.7 of the Laws should have been applied to both players, not to just one of them. There is no indication whatsoever that the formula of Article 14.7 may be ignored; neither is there any indication in the Laws themselves nor is there any Interpretation to this effect in existence. Leaving alone the reasons of the appeals committee

for its decision, it should be remarked that the faulty decision made might easily be seen and felt as a kind of punishment, which should be avoided at all cost.

ARTICLE 15 - THE ADJOURNMENT OF THE GAME

15.1. If a game is not finished upon conclusion of the time prescribed for play, the player having the move must write his move in unambiguous notation on his scoresheet, put this scoresheet and that of his opponent in an envelope, seal the envelope, and then stop the clocks. If the player makes the said move on the chessboard, he must seal this same move on his scoresheet.

FIDE INTERPRETATION ART. 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 clocks were 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 ART 15.1 (1973). The Commission declares that it should be left to the discretion of the arbiter whether games should not be adjourned more than an hour before the time fixed for adjourning.

FIDE INTERPRETATION ART. 15.1 (1978). Question: The speed of play was 50 moves in 2½ hours with the end of play after five hours; the next control was at move 70 with the speed of play of 20 moves in 1 hour. At the end of the first playing session the situations were as follows: Player A having the move: 63 moves played in 3 hr. 28 min Player B: 63 moves played in 1 hr. 32 min.

If I had applied the FIDE Rules, A had to put his move in the envelope with practically 99% chances to lose on time since he had still 7 moves to play in 2 minutes to reach the second time control. So I asked this player to play and ordered his opponent to put the move in the envelope.

Answer: The Rules Commission decided that "A" had to seal the move. As he was extremely short of time he could use his right to make his move on the board and let this move stand as the sealed move. The envelope would then be prepared and sealed.

FIDE INTERPRETATION ART. 15 (1979). Question: What should be the duration of an adjourned game session?

Answer: The adjourned game session shall be controlled by the wall clock with the time to start and finish announced in advance. The chess clock can be used for control in exceptional cases when clearly stated by the regulations of a competition.

15.2. Upon the envelope shall be indicated-

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

15.3. Custody of the envelope must be assured.

ARTICLE 16 - THE RESUMPTION OF THE ADJOURNED GAME

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

FIDE INTERPRETATION ART. 16.1 (1973 A). The Commission accepts, as a recommendation, the proposal that before the last round starts all adjourned games should be finished.

FIDE INTERPRETATION ART. 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 favor of one or more adjourned games which might be finished more quickly.

FIDE INTERPRETATION ART. 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 shall be opened only when the player having the move (the player who must reply to the sealed move) is present. That player's clock shall be started after the sealed move has been made on the chessboard.

FIDE INTERPRETATION ART.16.2 (1974). Question: What happens-

(a) if two players agree on a draw and announce their decision to arbiter and then find, when the envelope is opened, that an illegal move had been recorded, or

(b) when one of the players in an 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.

16.3. If the player having the move is absent, his clock shall be started, but the envelope shall be opened only at the time of his arrival.

16.4. If the player who has sealed the move is absent, the player having the move is not obliged to reply to the sealed move on the chessboard. He has the right to record his move in reply on his scoresheet, to put the scoresheet in an envelope, to stop his clock, and to start his opponent's clock. The envelope should then be put into safekeeping and opened on the opponent's arrival.

FIDE INTERPRETATION ART. 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 recorded in accordance with Article 16.4 has disappeared, the game shall be resumed from the position at the time of adjournment and with the clock times recorded at the time of adjournment. If the envelope containing the move sealed on adjournment has disappeared without it being possible to re-establish the position and the times used for the adjourned game, or if for any other reason the said position and the said times cannot be re-established, the game is annulled, and a new game must be played instead of the adjourned game.

FIDE INTERPRETATION ART. 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.

16.6. If, upon resumption of the game, the time used has been incorrectly indicated on either clock, and if either player points this out before making his first move, the error must be corrected. If the error is not so established, the game continues without correction.

FIDE INTERPRETATION ART. 16.6 (1976). The Commission points out that checking the times on the clocks before play (at the beginning of the game as well as upon resumption) is a responsibility of the players. If they neglect to check the times indicated on the clocks, they must bear the consequences of their negligence, unless the arbiter feels that, in a particular case, these consequences would be too severe.

ARTICLE 17 - THE LOSS OF THE GAME

A game is lost by a player-

1. who has not played the prescribed number of moves in the given time,

FIDE INTERPRETATION ART. 17.1 (1970). With reference to the General Observations (FIDE Interpretation ART. 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 arbiters is rather small, so that the procedure to determine whether a player has lost a game under Article 17.1 cannot be observed.

FIDE INTERPRETATION ART. 17.1 (1979A) Question: Player "A" had almost no time for several moves-.He moved and inadvertently knocked over several pieces. He pressed his clock. Player "B" immediately pressed his side of the clock, stating that "A" had made an illegal move. "A" 's clock fell. Was "A" correct in pressing his clock for correcting the position?

Answer: "A" was wrong, and properly lost on time. "B" acted correctly.

FIDE INTERPRETATION ART. 17.1 (1979B) Question: Both players were in a time scramble. Player "A" 's flag fell. They could not agree on how many moves were made, or on how to reconstruct the game. "A" offered a set of moves ending in 40, but "B" had another set that meant "A" would lose on time. The arbiter ruled, since there was no clear reconstruction, that the game should be continued. Was he correct?

Answer: The Arbiter must make every effort to determine all the facts, including questioning of witnesses. If he is then not certain whether the time control has been passed, then, as an exception and only in tournaments played according to the Swiss System, the Arbiter can allow the game to continue.

2. who arrives at the chessboard more than one hour late,

FIDE INTERPRETATION ART. 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 principles of the General Observations (FIDE Interpretation Art. 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 sportsmanship in chess, 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 organizers.

FIDE INTERPRETATION ART. 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 is stalemate, or

(c) the player present at the chessboard has lost the game according to Article 17.1 by exceeding his time-limit.

Basically, this declaration by the Commission implies 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 ART. 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 nonappearance?

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

3. who has sealed a move the real significance of which it is impossible to establish, or

FIDE INTERPRETATION ART. 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 Art. 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 ART. 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 inexact 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.

FIDE INTERPRETATION ART. 17.3 (1975). Question: In a recent tournament Player A was asked to seal a move of adjournment. Player A subsequently handed his sealed-move envelope to the arbiter, who kept it in his custody. When the adjourned game was resumed, the envelope was opened, but only the scoresheet of Player B was found in the envelope. The arbiter ruled that Player A's failure to seal his move automatically entailed the loss of the game under Article 17.3. Was the arbiter's ruling correct?

Answer: Yes. It should be remarked, however, that the arbiter (or one of his assistants) should be blamed, as he did not make sure that the scoresheet of Player A was in the envelope, even though it was his duty to do so.

FIDE INTERPRETATION ART. 17.3 (1976). Question: According to FIDE Interpretation Art. 17.3 (1958), the arbiter has the duty of deciding the real significance of a sealed move. This is undesirable, as the arbiter should interfere as little as possible in the game and should serve only to see that neither player gains an unfair advantage from his mistakes. What is the opinion of the Commission?

Answer: The player sealing a move should be aware that the responsibility for sealing a correct move is entirely his and that if he seals an illegal or ambiguous move, he may lose the game.

4. who during the game refuses to comply with the Laws. If both players refuse to comply with the Laws or if both players arrive at the chessboard more than one hour late, the game shall be declared lost by both players.

ARTICLE 18. THE DRAWN GAME

18.1. A proposal of a draw under the provisions of Article 12.2 may be made by a player only at the moment when he has just completed a move. On then proposing a draw, he starts the clock of his opponent. The latter may accept the proposal or, either orally or by completing a move, he may reject it; in the interval the player who has made the proposal cannot withdraw it.

FIDE INTERPRETATION ART. 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; or

(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 completed a move. In these situations the opponent may reject the proposal orally or by completing a move at his first opportunity. In the

interval between the offer of a draw and the opponents acceptance of it, the player who made the proposal cannot withdraw it.

FIDE INTERPRETATION ART. 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 ART. 18.1 (1974A).

FIDE INTERPRETATION ART. 18.1 (1959, 1960, 1963, 1964). THE QUESTION OF PREMATURE DRAWS.

FIDE INTERPRETATION ART. 18.1 (1959). From a sporting point of view, it is quite inappropriate that a game be finished before a real fight 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 ART. 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 ART.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, 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 ART. 18.1 (1964). An agreement to draw a game before the 30th move in many cases involves an act which rightly could be deemed contradictory to the stated principles on premature draws. 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 under the provisions of Article 12.3 the Arbiter must first stop the clock while the claim is being investigated. If the claim is found to be correct, the game shall be declared drawn. If the claim is found to be incorrect, the arbiter shall then add five minutes to the claimant's time. If this means that the claimant has overstepped the time limit, his game will be declared lost. Otherwise the game will be continued.

FIDE INTERPRETATION ART. 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 to 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 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 that player.

FIDE INTERPRETATION ART. 18.2 (1979). Question: A player claims a draw under the provisions of 12.3. Can he withdraw his claim before it is verified?

Answer: After the Arbiter has stopped the clock to prepare to verify the claim, the player cannot withdraw the claim.

ARTICLE 19 - THE CONDUCT OF THE PLAYERS

19.1. (a) During play the players are forbidden to make use of handwritten or printed matter or to analyze the game on another chessboard; they are also forbidden to have recourse to the advice or opinion of a third party, whether solicited or not.

FIDE INTERPRETATION ART. 19.1a (1960). The Commission shares the opinion that the result of a game of chess ought to depend exclusively on the actual strength of each player and that consequently the collaboration of others ought to be allowed no more after an adjournment than in the course of the game at the chessboard. It must, however, be observed that whereas in the playing rooms perfect control can be upheld, 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 those 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.

FIDE INTERPRETATION ART. 19.1a (1975). Question: In a time-trouble game the captain of one side informed (without being asked to do so) the player of his side (White) that his opponent had just completed the last move of the prescribed series of moves. As a consequence of this, White had now enough time to think his position over. He found the winning continuation in the rather complicated position. Black felt that his chances had been damaged by the action of the captain of the opposite side, particularly as in the time-trouble phase of the game the chances for a win changed continuously. In this phase of the game, both players did not write down their moves and did not even mark the number of moves they played. The appeals committee did not accept the protest of Black and gave the motives for its decision by referring to many international tournaments where the players, the arbiter, and other persons present in the tournament hall can see continuously the position and the number of moves made on the big wall boards. The committee said that everyone had the right to inform the players at any time about the number of moves completed, as long as there is no infringement of Article 19.1a of the Laws.

Here follow three specific questions:

(a) When may a player be informed about the number of moves he has made (before or after the time-control)?

(b) Who has the right (or is obliged) to give that information (the arbiter, the team captain, other persons)?

(c) What kind of penalty should be given in connection with the above mentioned parties for incorrect behavior?

Answer: (a) Never. (b) Nobody. (c) This is left to the discretion of the arbiter.

FIDE INTERPRETATION ART. 19.1a (1976A). The prohibition against handwritten or printed matter applies not only to what is brought in from the outside but also to notes made during play which could in any way serve as an aid to memory. Aside from the actual recording of the moves, only the addition of an objective fact such as the time on the clocks is permitted.

FIDE INTERPRETATION ART. 19.1 a (1976B). Question: How is Article 19.1a to be applied in the case of a team competition and more specifically, what actions are permissible for a team captain while play is in progress?

Answer: The role of the team captain is basically an administrative one. According to the regulations of the competition, the captain may be required to do such things as deliver to an arbiter a written list giving the players of his team who will participate in each round, see that those of his players who are not taking part in the current match or those who have finished their games are not present in the space reserved for the players, report the results of a match to an arbiter at the end play, etc.

In principle, the captain must abstain from any intervention during play. He should not, by virtue of his own playing strength, give information to a player concerning the position on the chessboard of that or any other player, since the captain would then be giving information to a member of his team on the play of a game which the team member's own abilities might not have allowed him to discover for himself.

The captain is, by the weight of practice, entitled to advise the players of his team to make or to accept an offer of a draw or to resign a game, on condition that he does not make any comments concerning the actual position on the chessboard. He must confine himself to giving only brief information which can in no way be interpreted by the player as an opinion on the game, but might instead be interpreted as based on any number of circumstances pertaining to the match.

In addition to the captain being prohibited from expressing an opinion on the state of the game to any person, he is also prohibited from consulting any other person as to the state of the game, just as players are subject to the same prohibitions. The captain may say to a player, "Offer a draw," "Accept the draw," or "Resign the game," but this brief information should be given in a general way and not in any way that may be interpreted as an opinion on the state of the game. For example, if asked by a

player whether he should accept an offer of a draw, the captain should not begin to analyze for himself any board in such a way that his reply could be interpreted as an opinion on the position.

Even though in a team competition there is a certain team loyalty which goes beyond a player's individual game, a game of chess is, at base, a competition between two players. Therefore, the player must have the final say over the play of his own game. Although the advice of the captain should weigh heavily with the player, the player is not absolutely compelled to abide by that advice. Likewise, the captain cannot act on behalf of a player and his game without the knowledge and consent of the player.

(b) No analysis is permitted in the playing rooms during play or during adjourned sessions.

(c) It is forbidden to distract or annoy the opponent in any manner whatsoever.

FIDE INTERPRETATION ART. 19.1c (1958). Article 19.1c should be applied in the case where 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 rules indicated in Article 19.1 may incur penalties even to the extent of loss of the game.

ARTICLE 20 - THE ARBITER OF THE COMPETITION

An arbiter should be designated to control the competition. His duties are-

1. to see that the Laws are strictly observed:
2. to supervise the progress of the competition, to establish that the prescribed time-limit has not been exceeded by the players, to arrange the order of resumption of play in adjourned games, to see that the arrangements contained in Article 15 are observed (above all to see that the information on the envelope is correct), to keep the sealed-move envelope until the time when the adjourned game is resumed, etc.;
3. to enforce the decisions he may make in disputes that have arisen during the course of the competition;

FIDE INTERPRETATION ART. 20.3 (1958). The Commission considers that there is no need to include in the Laws 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 resolving disputes in the event of appeals against an arbiter's decision.

4. To act in the best interest of the match or tournament to ensure that a good playing environment is maintained and that the players are not disturbed by each other or the audience; and
5. to impose penalties on the players for any fault or infraction of the Laws.

ARTICLE 21 - THE INTERPRETATION OF THE LAWS

In case of doubts as to the application or interpretation of the Laws, FIDE will examine the evidence and render official decisions. Rulings published are binding on all affiliated federations.

FIDE INTERPRETATION ART. 21 (1979). RULES FOR INTERNATIONAL TITLE TOURNAMENTS.

If a federation is organizing an international title tournament then this tournament is to be governed by the FIDE Rules of Play and not by national rules.

FIDE INTERPRETATION ART. 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 ART. 21 (1967). APPLICATION OF THE SONNENBORNBERGER 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 B each obtained in their match with Team C are 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 INTERPRETATION ART. 21 (1970, 1973). CONSEQUENCES WHEN A PLAYER OR A TEAM WITHDRAWS OR IS EXPELLED FROM A TOURNAMENT.

FIDE INTERPRETATION ART.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, get 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 ART. 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 player were "actual" or "declared" (defaulted).

FIDE INTERPRETATION ART. 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.

FIDE INTERPRETATIONS ART. 21 (1957, 1975). STANDARDS QF CHESS EQUIPMENT FOR FIDE TOURNAMENTS. FIDE INTERPRETATION ART. 21 (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.

FIDE INTERPRETATION ART. 21 (1975). These regulations define the general standards for chess equipment to be used in FIDE competitions and apply only to the equipment used in FIDE competitions.

Manufacturers of equipment and organizers are completely free to make and use equipment for all other competitions. Manufacturing is encouraged of all sets of artistic value, regardless of the practical possibilities of their use.

(a) Used in matches of two players shall be the chess pieces agreed upon by both. Their agreement shall also be observed concerning other equipment—chess table, board, and clock. In case the players disagree, the equipment to be used shall be decided by the chief arbiter of the match, who shall bear in mind the following standards for size and form.

(b) Used in the tournaments, Olympiads, and other competitions within the FIDE system shall be the chess equipment offered by the organizers (hosts) of a particular competition, provided that it conforms to the following standards and has been approved by the chief arbiter.

Chess Pieces.

Material. Chess pieces should be made of wood, plastic, or an imitation of these materials.

Height, Weight, Proportions. The king's height should be 8.5 to 10.5 cm. The diameter of the king's base should measure 40 to 50% of the height. The size of the other pieces should be proportionate to their height and form. Other elements, such as stability, aesthetic considerations, etc., may also be taken into account. The weight of the pieces should be suitable for comfortable moving and stability.

Form, Style of Make. Recommended for use in FIDE competitions are those types of chess sets and equipment which have already been used in Men's Olympiads, Interzonal Tournaments, Candidates' Matches and Tournaments, and World Championship Matches. The pieces should be shaped so as to be clearly distinguishable from one another. In particular, the top of the king should differ distinctly from that of the queen. The top of the bishop may bear a notch or be of a special color clearly distinguishing it from a pawn.

Colour of Chess Pieces. The dark pieces should be brown or black in color or dark shades of these colors. The light pieces may be white or cream or other light colors. The natural color of wood (walnut, maple, etc.) may also be used for this purpose. The pieces should not be shiny and should be pleasing to the eye.

Chessboards. Material.

Wood, plastic, cardboard, or cloth are recommended as material for chessboards. The board may also be of stone (marble) with appropriate light and dark colors, provided that the chief arbiter has found it acceptable. Natural wood with sufficient contrast, such as birch, maple, or European ash against walnut, teak, beech, etc., may also be used for boards, which must have a dull or neutral finish, never shiny.

Color of Chessboards. Combinations of colors, such as brown, green, or very light tan and white, cream, off-white ivory, buff, etc., may be used for the squares in addition to natural colors.

Proportions. The board size should be such that the pieces appear neither too crowded nor too lonely on the squares. It is recommended that the side of a square measure 5.0 to 6.5 cm.

Tables. A table, comfortable and of suitable height, may be fitted with a chessboard. If the table and board are separate from one another, the latter must be fastened and thus prevented from moving during play.

Chess Clocks. Chess clocks should have a device signaling precisely when the hour hand indicates full hours. They should have the flag fixed at the figure 12 or at some other figure, but always so that its fall can be clearly seen, helping the arbiters and players to check the time. The clock should have no shine making the flag poorly visible. It should work as silently as possible, in order not to disturb the players during the play.

FIDE INTERPRETATION ART. 21 (1976). TIE-BREAKING. The Commission recommends that tie-breaking be avoided if possible. For the purposes of published crosstables, tied players should be indicated as such and arranged in a convenient way, e.g., alphabetically. In those cases when tie-breaking must be used, such as to award a single trophy, the organizers should announce in advance which methods will be used for breaking the ties, and these methods should be included in the regulations for the tournament.

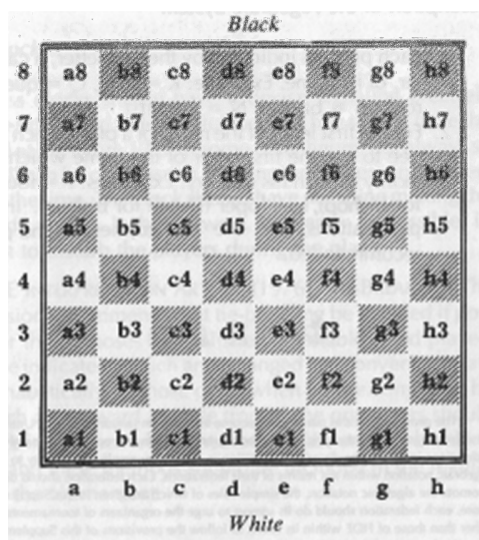
Supplements to the Laws

SUPPLEMENT NO. 1 THE NOTATION OF CHESS GAMES

FIDE recognizes for its own tournaments and matches only one system of notation, the algebraic system, and recommends the use of this uniform chess notation also for chess literature and periodicals. Scoresheets using a notation system other than the algebraic may not be used as evidence in cases where normally the scoresheet of a player is used for that purpose. An arbiter who observes that a player is using any other notation system than the algebraic should warn the player in question of this requirement. (The provisions of this paragraph become effective on January 1, 1981. Until that date the descriptive system and the long form of the algebraic system are recognized, mainly to give those federations in which the descriptive notation is customary ample opportunity to introduce the algebraic notation within the realms of their federations. Each federation should do its utmost to promote the algebraic notation, the simple rules of which are given in this Supplement. Furthermore, each federation should do its utmost to urge the organizers of tournaments and matches other than those of FIDE within its realm to follow the provisions of this Supplement. In the case of the knight, for convenience sake, N is used.)

Description of the Algebraic System

1. Each piece is indicated by the first letter, a capital letter, of its name. Example: K = king, Q = queen, R = rook, B = bishop, N = knight.
2. For the first letter of the name of a piece, each player is free to use the first letter of the name which is commonly used in his country. Examples: F = fou (French for bishop), L = loper (Dutch for bishop). in printed publications, the use of figurines for the pieces is recommended.
3. Pawns are not indicated by their first letter, but are recognized by the absence of such a letter. Examples: e5, d4, a5.
4. The eight files (from left to right for White and from right to left for Black) are indicated by the small letters a, b, c, d, e, f, g, and h, respectively.
5. The eight ranks (from bottom to top for White and top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7, and 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.
6. As a consequence of the previous rules, each of the sixty four squares is invariably indicated by a unique combination of a letter and a number.



7. Each move of a piece is indicated by (a) the first letter of the piece in question and (b) the square of arrival. There is no hyphen between (a) and (b). Examples: Be5, Nf3, Rd1.

In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

8. When a piece makes a capture, an x is inserted between (a) the first letter of the piece in question and (b) the square of arrival. Examples: Bxe5, Nxf3, Rxd1. When a pawn makes a capture, not only the square of arrival but also the file of departure must be indicated, followed by an x. Examples: dxe5, gxf3, axb5. In the case of an "en passant" capture, the square of arrival is given as the square on which the capturing pawn finally rests and "e.p." is appended to the notation.

9. If two identical pieces can move to the same square, the piece that is moved is indicated as follows.

(1) If both pieces are on the same rank: by (a) the first letter of the name of the piece, (b) the file of departure, and (c) the square of arrival.

(2) If both pieces are on the same file: by (a) the first letter of the name of the piece, (b) the number of the square of departure, and (c) the square of arrival.

(3) If the pieces are on different ranks and files, method (1) is preferred. In case of a capture, an x must be inserted between (b) and (c).

Examples:

(1) There are two knights, on the squares g1 and d2, and one of them moves to the square f3: either Ngf3 or Ndf3, as the case may be.

(2) There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.

(3) There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.

If a capture takes place on the square f3, the previous examples are changed by the insertion of an x:

(1) either Ngxf3 or Ndx f3, (2) either N5xf3 or N1xf3, (3) either N\hxf3 or Ndx f3, as the case may be.

10. If two pawns can capture the same piece or pawn of the opponent, the pawn that is moved is indicated by (a) the letter of the file of departure, (b) an x (c) the square of arrival. Example: If there are white pawns on the squares c4 and e4 and a black pawn or piece on the square d5, the notation for White's move is either cxd5 or exd5, as the case may be.

11. In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the first letter of the new piece. Examples: d8Q, f8N, b1B, g1R.

Essential Abbreviations

O—O = castling with rook h1 or rook h8 (king-side castling)

O—O—O = castling with rook a1 or rook a8 (queen-side castling)

x = captures (There is a variation in the indication of a capture which is used by a number of chess players, consisting in the use of a colon (:) instead of an x. From January 1, 1981 on, this variation will no longer be recognized in the interest of uniformity and clarity.)

+ = check

++ = mate

e.p. = captures "en passant"

Sample Game 1 d4 Nf6 2 C4 e6 3 NC3 Bb4 4 Bd2 O-O 5 e4 d5 6 exd5 exd5 6 cxd5 Bxc3 8 Bxc3 Nxd5 9 Nf3 b6 10 Qb3 Nxc3 11 bxc3 c5 12 Be2 cxd4 13 NXd4 Re8 14 O—O Nd7 15 a4 Nc5 16 Qb4 Bb7 17 a5 bxa5. etc.

Other Systems Recognized Until January 1, 1981

Algebraic System: Long Form 1. Each move in the long form is indicated by (a) the first letter of the piece in question, (b) the square of departure, and (c) the square of arrival. Pawns are not indicated by their first letter, but are recognized by the absence of such a letter. The squares of departure and of arrival are joined by a hyphen. Examples: Bd4-e5, Ng1-f3, Ra1-d1, e4-e5, d2-d4.

2. When a piece or pawn makes a capture, the hyphen is replaced by an x. Examples: Bd4xe5, Ng1xf3, Ra1xd1, e4xf5, d2xe3.

Sample Game 1 d2-d4 Ng8-f6 2 c2-c4 e7-e6 3 Nb1-c3 Bf8-b4 4 Bc1-d2 O-O 5 e2-e4 d7-d5 6 e4xd5 e6xd5 7 c4xd5 Bb4xc3 8 Bd2xc3 Nf6xd5 9 Ng1-f3 b7-b6 10 Qd1-b3 Nd5xc3 11 b2xc3 C7-C5 12 Bf1~e2 C5><d4 13 Nf3><d4 Rf8-e8 14 O-O Nb8-d7 15 a2-a4 Nd7-c5 16 Qb3-b4 Bc8-b7 17 a4-a5 b6xa5, etc.

Descriptive System

1. Each piece and pawn is indicated by the first letter, a capital letter, of its name. The pieces on the queen's side of the board in the initial position are indicated by a Q preceding to distinguish them from the similar pieces on the king's side of the board in the initial position, indicated by a K preceding.

Examples: R, N, B, QR, KN

2. For the first letter of the name of a piece, each player is free to use the first letter of the name which is commonly used in his country. Examples: F = fou (French for bishop), L = loper (Dutch for bishop).

3. The eight files (from left to right for White and from right to left for Black) are indicated by the pieces which occupy them in their initial position: QR, QN, QB, Q, K, KB, KN, and KR, respectively.

4. The eight ranks (each player counting from bottom to top from his side) are indicated by 1, 2, 3, 4, 5, 6, 7, and 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks, the black pieces and pawns on the seventh and eight ranks from White's side and vice versa from Black's side.

5. As a consequence of the preceding rules, each of the sixty four squares is indicated by two combinations of letters and numbers, depending upon whether White's or Black's move is being recorded.

Black

TR8	TR8	TR8	TR8	TK	TK8	TK8	TK8
QR8	QR8	QR8	QR8	K8	KB8	KN8	KR8
TR7	TR7	TR7	TR7	TK	TK7	TK7	TK7
QR7	QR7	QR7	QR7	K7	KB7	KN7	KR7
TR6	TR6	TR6	TR6	TK	TK6	TK6	TK6
QR6	QR6	QR6	QR6	K6	KB6	KN6	KR6
TR5	TR5	TR5	TR5	TK	TK5	TK5	TK5
QR5	QR5	QR5	QR5	K5	KB5	KN5	KR5
TR4	TR4	TR4	TR4	TK	TK4	TK4	TK4
QR4	QR4	QR4	QR4	K4	KB4	KN4	KR4
TR3	TR3	TR3	TR3	TK	TK3	TK3	TK3
QR3	QR3	QR3	QR3	K3	KB3	KN3	KR3
TR2	TR2	TR2	TR2	TK	TK2	TK2	TK2
QR2	QR2	QR2	QR2	K2	KB2	KN2	KR2
TR1	TR1	TR1	TR1	TK	TK1	TK1	TK1
QR1	QR1	QR1	QR1	K1	KB1	KN1	KR1

White

6. Each pawn is indicated by the file on which it stands: QRP, QNP, QBP, QP, KP, KBP, KNP, and KRP.

7. A move to a vacant square is indicated by (a) the first letter(s) of the piece or pawn in question and (b) the square of arrival, joined by a hyphen. When a move is written down, the basic forms R, N, B, and P (additionally in the case of a pawn, the semi-condensed forms RP, NP, and BP) are used when only one piece or pawn of the specified type can move as indicated or if a recorded check identifies the move or capture. Examples: R—N3, B—B5, P—B4ch.

8. A capture is indicated by the first letter of the capturing and captured pieces or pawns, joined by an x. Examples: BxB, QXR, PxP, PXPB.

9. When a basic form would be ambiguous at any point in the indicated move,

(1) a king-side or queen-side piece or pawn is specified if the piece or pawn can easily be so identified;

(2) the basic form is used, followed by a virgule (/) and the rank (preferably) or the file on which the piece or pawn stands, whichever will unambiguously identify the piece or pawn.

Examples: (1) There are two knights, on the squares KN1 and Q2, and one of them moves to the square KB3: either KN—B3 or QN—B3, as the case may be.

(2) There are two knights, on the squares KN5 and KN1, and one of them moves to the square KB3: either N/5-3 or N/1—B3, as the case may be. If a capture takes place on the square KB3, the previous examples are changed by the substitution of an x for the hyphen and the first letter of the captured piece or pawn for the square on which the capture takes place: (1) either KNxR or QNxR, (2) either N/5xR or N/1xR, as the case may be.

10. In the case of the promotion of a pawn, the actual pawn move is indicated, followed by a virgule and the first letter of the new piece. Example: PxR/Q.

N.B. In a slightly different form of the descriptive system used in non-English-speaking countries, the rank precedes the square of arrival without a hyphen.

Examples (in Spanish): P4AD, C3AR, P4D

Essential Abbreviations

O—O = castling with the king's rook

0—0 = castling with the queen's rook

X = captures

Ch = Check (or in Spanish, +)

e.p. _ = captures "en passant"

Sample Game 1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 B-N5 4 B-Q2 O-O 5 P-K4 P-Q4 6 KPXP PXP 7 PXP BXN 8 BXB NXP 9 N-B3 P-QN3 10 Q-N3 NXB 11 PXN P-QB4 12 B-K2 PXP 13 NXP R-K1 14 O-O N-Q2 15 P-QR4 N-B4 16 Q-N4 B-N2 17 P-QR5 PXP, etc.

SUPPLEMENT NO. 2

A. CORRESPONDENCE NOTATION

1. Each square of the chessboard is designated by a two- digit number as shown in the diagram below:

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	98
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
	1	2	3	4	5	6	7	8

2. A move (including a capture) is indicated by stating the number of the square of departure and the number of the square of arrival, thus forming one four-figure number. Castling is expressed simply as a king's move. Thus e2 — e4 = 5254, and O — O = 5171 (king-side castling for White) or 5878 (king-side castling for Black). (The international method of recording pawn promotion is as follows. The first two digits denote the square of departure, the third digit denotes the file of arrival, and the fourth digit indicates the type of piece selected for promotion, using 1 for a queen, 2 for a rook, 3 for a bishop, and 4 for a knight. For example, if a pawn moves from square 37 to square 38 and is promoted to a queen, the move is written 3731 ; if Black moves a pawn from 62 to 61 and promotes a knight, the move is written 6264.)

B. TELECOMMUNICATIONS NOTATION (UEDEMANN CODE)

1. Each square of the chessboard is designated by two letters as shown in the diagram below:

Castling with
Captures

Black

MA	NA	PA	RA	SA	TA	WA	ZA
ME	NE	PE	RE	SE	TE	WE	ZE
MI	NI	OI	RI	SI	TI	WI	ZI
MONO	PO	RO	SO	TOWO	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

2. A move (including a capture) is indicated by stating the two letters of the square of departure and the two letters of the square of arrival, thus forming one group of four letters. Castling is expressed simply as a king's move. Thus, e4 = GEGO and O-O = GAKA (king-side castling for White) or SAWA (king-side castling for Black).

SUPPLEMENT NO. 3 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; and
 - (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 arbiter shall readjust 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 consumed by both players;
 - (e) to claim the game in cases where the time-limit has been exceeded; and
 - (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 the sighted player's moves and make the blind player's moves on the sighted player's board.

INTERNATIONAL TABLES OF ROUNDS

Table A
3 or 4 Players

Round	Pairings
1	1:4 2:3
2	4:3 1:2
3	2:1 3:1

TABLE B
5 or 6 Players

Round	Pairings
1	1:6 2:5 3:4
2	6:4 5:3 1:2
3	2:6 3:1 4:5
4	6:5 1:4 2:3
5	3:6 4:2 5:1

TABLE C—7 or 8 Players

Round	Pairings			
1	1:8	2:7	3:6	4:5
2	8:5	6:4	7:3	1:2
3	2:8	3:1	4:7	5:6
4	8:6	7:5	1:4	2:3
5	2:6	4:8	5:1	7:2
6	8:7	1:8	2:5	3:4
7	4:8	5:7	6:2	7:1

Table D—9 or 10 Players

Round	Pairings				
1	1:10	2:9	3:8	4:7	5:6
2	10:6	7:5	8:4	9:3	1:2
3	2:10	3:1	4:9	5:8	6:7
4	10:7	8:6	9:5	1:4	2:3
5	3:10	4:7	5:1	6:9	7:8
6	10:5	9:7	1:8	2:5	3:4
7	6:10	5:3	6:2	7:1	8:9
8	10:9	1:8	2:7	3:6	4:5
9	5:10	6:6	7:3	8:2	9:1

TABLE E—11 or 12 Players

Round	Pairings					
1	1:12	2:11	3:10	4:9	5:8	6:7
2	12:7	8:6	9:5	10:4	11:3	1:2
3	2:12	3:1	4:11	5:10	6:9	7:8
4	12:8	9:7	10:6	11:5	1:4	2:3
5	3:12	4:2	5:1	6:11	7:10	8:9
6	12:9	10:8	11:7	1:6	2:5	3:4
7	4:12	5:3	6:2	7:1	8:11	9:10
8	12:10	11:9	1:8	2:7	3:6	4:5
9	5:12	6:1	7:3	8:2	9:1	10:11
10	12:11	1:10	2:9	3:8	4:7	5:6
11	6:12	7:5	8:4	9:3	10:2	11:1

TABLE F—13 or 14 Players

Round	Pairings							
1	1:14	2:13	3:12	4:11	5:10	6:9	7:8	
2	14:8	9:7	10:6	11:5	12:4	13:3	1:2	
3	2:14	3:1	4:13	5:12	6:11	7:10	8:9	
4	14:9	10:8	11:7	12:6	13:5	1:4	2:3	
5	3:14	4:2	5:1	6:13	7:12	8:11	9:10	
6	14:10	11:9	12:8	13:7	1:6	2:5	3:4	
7	4:14	5:3	6:2	7:1	8:13	9:12	10:11	
8	14:11	12:10	13:9	1:8	2:7	3:6	4:5	
9	5:14	6:4	7:3	8:2	9:1	10:13	11:12	
10	14:12	13:11	1:10	2:9	3:8	4:7	5:6	
11	6:14	7:5	8:4	9:3	10:2	11:1	12:13	
12	14:13	1:12	2:11	3:10	4:9	5:8	6:7	
13	7:14	8:6	9:5	10:4	11:3	12:2	13:1	

TABLE G—15 or 16 Players

Round	Pairings								
1	1-16	2-15	3-14	4-13	5-12	6-11	7-10	8-9	
2	16-9	10-8	11-7	12-6	13-5	14-4	15-3	1-2	
3	2-16	3-1	4-15	5-14	6-13	7-12	8-11	9-10	
4	16-10	11-9	12-8	13-7	14-6	15-5	1-4	2-3	
5	3-16	4-2	5-1	6-15	7-14	8-13	9-12	10-11	
6	16-11	12-10	13-9	14-8	15-7	1-6	2-5	3-4	
7	4-16	5-3	6-2	7-1	8-15	9-14	10-13	11-12	
8	16-12	13-11	14-10	15-9	1-8	2-7	3-6	4-5	
9	5-16	6-4	7-3	8-2	9-1	10-15	11-14	12-13	
10	16-13	14-12	15-11	1-10	2-9	3-8	4-7	5-6	
11	6-16	7-5	8-4	9-3	10-2	11-1	12-15	13-14	
12	16-14	15-13	1-12	2-11	3-10	4-9	5-8	6-7	
13	7-16	8-6	9-5	10-4	11-3	12-2	13-1	14-15	
14	16-15	1-16	2-15	3-14	4-13	5-12	6-11	7-10	
15	8-16	9-7	10-6	11-5	12-4	13-3	14-2	15-1	

TABLE H—17 or 18 Players

Round	Pairings									
1	1-18	2-17	3-16	4-15	5-14	6-13	7-12	8-11	9-10	
2	18-10	11-9	12-8	13-7	14-6	15-5	16-4	17-3	1-2	
3	2-18	3-1	4-17	5-16	6-15	7-14	8-13	9-12	10-11	
4	18-11	12-10	13-9	14-8	15-7	16-6	17-5	1-4	2-3	
5	3-18	4-2	5-1	6-17	7-16	8-15	9-14	10-13	11-12	
6	18-12	13-11	14-10	15-9	16-8	17-7	1-6	2-5	3-4	
7	4-18	5-3	6-2	7-1	8-17	9-16	10-15	11-14	12-13	
8	18-13	14-12	15-11	16-10	17-9	1-8	2-7	3-6	4-5	
9	5-18	6-4	7-3	8-2	9-1	10-17	11-16	12-15	13-14	
10	18-14	15-13	16-12	17-11	1-10	2-9	3-8	4-7	5-6	
11	6-18	7-5	8-4	9-3	10-2	11-1	12-17	13-16	14-15	
12	18-15	16-14	17-13	1-12	2-11	3-10	4-9	5-8	6-7	
13	7-18	8-6	9-5	10-4	11-3	12-2	13-1	14-17	15-16	
14	18-16	17-15	1-14	2-13	3-12	4-11	5-10	6-9	7-8	
15	8-18	9-7	10-6	11-5	12-4	13-3	14-2	15-1	16-17	
16	18-17	1-18	2-17	3-16	4-15	5-14	6-13	7-12	8-11	
17	9-18	10-8	11-7	12-6	13-5	14-4	15-3	16-2	17-1	

TABLE I—19 or 20 Players

Round	Pairings									
1	1:20	2:19	3:18	4:17	5:16	6:15	7:14	8:13	9:12	10:11
2	20:11	12:10	13:9	14:8	15:7	16:6	17:5	18:4	19:3	1:2
3	2:20	3:1	4:19	5:18	6:17	7:16	8:15	9:14	10:13	11:12
4	20:12	13:11	14:10	15:9	16:8	17:7	18:6	19:5	1:4	2:3
5	3:20	4:2	5:1	6:19	7:18	8:17	9:16	10:15	11:14	12:13
6	20:13	14:12	15:11	16:10	17:9	18:8	19:7	1:6	2:5	3:4
7	4:20	5:3	6:2	7:1	8:19	9:18	10:17	11:16	12:15	13:14
8	20:14	15:13	16:12	17:11	18:10	19:9	1:8	2:7	3:6	4:5
9	5:20	6:4	7:3	8:2	9:1	10:19	11:18	12:17	13:16	14:15
10	20:15	16:14	17:13	18:12	19:11	1:10	2:9	3:8	4:7	5:6
11	6:20	7:5	8:4	9:3	10:2	11:1	12:19	13:18	14:17	15:16
12	20:16	17:15	18:14	19:13	1:12	2:11	3:10	4:9	5:8	6:7
13	7:20	8:6	9:5	10:4	11:3	12:2	13:1	14:19	15:18	16:17
14	20:17	18:16	19:15	1:14	2:13	3:12	4:11	5:10	6:9	7:8
15	8:20	9:7	10:6	11:5	12:4	13:3	14:2	15:1	16:19	17:18
16	20:18	19:17	1:16	2:15	3:14	4:13	5:12	6:11	7:10	8:9
17	9:20	10:8	11:7	12:6	13:5	14:4	15:3	16:2	17:1	18:19
18	20:19	1:18	2:17	3:16	4:15	5:14	6:13	7:12	8:11	9:10
19	10:20	11:9	12:8	13:7	14:6	15:5	16:4	17:3	18:2	19:1

TABLE J—21 or 22 Players

Round	Pairings												
1	1-22	2-21	3-20	4-19	5-18	6-17	7-16	8-15	9-14	10-13	11-12		
2	22-12	13-11	14-10	15-9	16-8	17-7	18-6	19-5	20-4	21-3	1-2		
3	2-22	3-1	4-21	5-20	6-19	7-18	8-17	9-16	10-15	11-14	12-13		
4	22-13	14-12	15-11	16-10	17-9	18-8	19-7	20-6	21-5	1-4	2-3		
5	3-22	4-2	5-1	6-21	7-20	8-19	9-18	10-17	11-16	12-15	13-14		
6	22-14	15-13	16-12	17-11	18-10	19-9	20-8	21-7	1-6	2-5	3-4		
7	4-22	5-3	6-2	7-1	8-21	9-20	10-19	11-18	12-17	13-16	14-15		
8	22-15	16-14	17-13	18-12	19-11	20-10	21-9	1-8	2-7	3-6	4-5		
9	5-22	6-4	7-3	8-2	9-1	10-21	11-20	12-19	13-18	14-17	15-16		
10	22-16	17-15	18-14	19-13	20-12	21-11	1-10	2-9	3-8	4-7	5-6		
11	6-22	7-5	8-4	9-3	10-2	11-1	12-21	13-20	14-19	15-18	16-17		
12	22-17	18-16	19-15	20-14	21-13	1-12	2-11	3-10	4-9	5-8	6-7		
13	7-22	8-6	9-5	10-4	11-3	12-2	13-1	14-21	15-20	16-19	17-18		
14	22-18	19-17	20-16	21-15	1-14	2-13	3-12	4-11	5-10	6-9	7-8		
15	8-22	9-7	10-6	11-5	12-4	13-3	14-2	15-1	16-21	17-20	18-19		
16	22-19	20-18	21-17	1-16	2-15	3-14	4-13	5-12	6-11	7-10	8-9		
17	9-22	10-8	11-7	12-6	13-5	14-4	15-3	16-2	17-1	18-21	19-20		
18	22-20	21-19	1-18	2-17	3-16	4-15	5-14	6-13	7-12	8-11	9-10		
19	10-22	11-9	12-8	13-7	14-6	15-5	16-4	17-3	18-2	19-1	20-21		
20	22-21	1-20	2-19	3-18	4-17	5-16	6-15	7-14	8-13	9-12	10-11		
21	11-22	12-10	13-9	14-8	15-7	16-6	17-5	18-4	19-3	20-2	21-1		

TABLE K—23 or 24 Players

Round	Pairings											
1	1-24	2-23	3-22	4-21	5-20	6-19	7-18	8-17	9-16	10-15	11-14	12-13
2	24-13	14-12	13-10	10-9	17-8	18-5	19-7	20-6	21-5	22-4	23-3	1-2
3	2-24	3-1	4-23	5-22	6-21	7-20	8-19	9-18	10-17	11-16	12-15	13-1
4	24-14	15-13	16-12	17-11	18-10	19-9	20-8	21-7	22-6	23-5	1-4	2-3
5	3-24	4-2	5-1	6-23	7-22	8-21	9-20	10-19	11-18	12-17	13-16	14-15
6	24-15	16-14	17-13	18-12	19-11	20-10	21-9	22-8	23-7	1-6	2-5	3-4
7	4-24	5-3	6-2	7-1	8-23	9-22	10-21	11-20	12-19	13-18	14-17	15-16
8	24-16	17-15	18-14	19-13	20-12	21-11	22-10	23-9	1-8	2-7	3-6	4-5
9	5-24	6-4	7-3	8-2	9-1	10-23	11-22	12-21	13-20	14-19	15-18	16-17
10	24-17	18-16	19-15	20-14	21-13	22-12	23-11	1-10	2-9	3-8	4-7	5-6
11	6-24	7-5	8-4	9-3	10-2	11-1	12-23	13-22	14-21	15-20	16-19	17-1
12	24-18	19-17	20-16	21-15	22-14	23-13	1-12	2-11	3-10	4-9	5-8	6-7
13	7-24	8-6	9-5	10-4	11-3	12-2	13-1	14-23	15-22	16-21	17-20	18-19
14	24-19	20-18	21-17	22-16	23-15	1-14	2-13	3-12	4-11	5-10	6-9	7-8
15	8-24	9-7	10-6	11-5	12-4	13-3	14-2	15-1	16-23	17-22	18-21	19-20
16	24-20	21-19	22-18	23-17	1-16	2-15	3-14	4-13	5-12	6-11	7-10	8-9
17	9-24	10-8	11-7	12-6	13-5	14-4	15-3	16-2	17-1	18-23	19-22	20-21
18	24-21	22-20	23-19	1-18	2-17	3-16	4-15	5-14	6-13	7-12	8-11	9-10
19	10-24	11-9	12-8	13-7	14-6	15-5	16-4	17-3	18-2	19-1	20-23	21-22
20	24-22	23-21	1-20	2-19	3-18	4-17	5-16	6-15	7-14	8-13	9-12	10-11
21	11-24	12-10	13-9	14-8	15-7	16-6	17-5	18-4	19-3	20-2	21-1	22-23
22	24-23	1-23	2-24	3-20	4-19	5-18	6-17	7-16	8-15	9-14	10-13	11-12
23	12-24	13-11	14-10	15-9	16-8	17-7	18-6	19-5	20-4	21-3	22-2	23-1