

I.—THE CHESS BOARD.

The board must be so placed during play that each combatant has a white square in his right hand corner. If, during the progress of a game, either player discovers that the board has been improperly placed, he may insist on its being adjusted.

II.—THE CHESSMEN.

If, at any time in the course of a game, it is found that the men were not properly placed, or that one or more of them were omitted at the beginning, the game in question must be annulled. If, at any time it is discovered that a man has been dropped off the board, and moves have been made during its absence, such moves shall be retracted, and the man restored. If the players cannot agree as to the square on which it should be replaced, the game must be annulled.

III.—RIGHT OF MOVE AND CHOICE OF COLOUR.

The right of making the first move, and (if either player require it) of choosing the colour, which shall be retained throughout the sitting, must be decided by lot. In any series of games between the same players at one sitting, each shall have the first move alternately in all the games, whether won or drawn. In an annulled game, the player who had the first move in that game shall move first in the next.

IV.—COMMENCING OUT OF TURN.

If a player make the first move in a game when it is not his turn to do so, the game must be annulled if the error has been noticed before both players have completed the fourth move. After four moves on each side have been made, the game must be played out as it stands.

V.—PLAYING TWO MOVES IN SUCCESSION.

If, in the course of a game, a player move a man when it is not his turn to play, he must retract the said move; and after his adversary has moved, must play the man wrongly moved, if it can be played legally.

VI.—TOUCH AND MOVE.

A player must never touch any of the men except when it is his turn to play, or except when he touches a man for the purpose of adjusting it; in which latter case he must, before touching it, say, "I adjust," or words to that effect. A player who touches with his hand (except accidentally) one of his own men when it is his turn to play, must move it, if it can be legally moved, unless, before touching it, he say, "I adjust," as above; and a player who touches one of his adversary's men, under the same conditions, must take it, if he can legally do so.

If, in either case, the move cannot be legally made, the offender must move his King; but in the event of the King having no legal move, there shall be no penalty. If a player hold a man in his hand, undecided on which square to play it, his adversary may require him to replace it until he has decided on its destination; that man, however, must be moved. If a player, when it is his turn to play, touch with his hand (except accidentally or in castling) more than one of his own men, he must play any one of them legally moveable that his opponent selects. If under the same circumstances, he touch two or more of the adversary's men, he must capture whichever of them his antagonist chooses, provided it can be legally taken. If it happen that none of the men so touched can be moved or captured, the offender must move his King; but if the King cannot be legally moved, there shall be no penalty.

VII.— FALSE MOVES AND ILLEGAL MOVES.

If a player make a false move — that is, either by playing a man of his own to a square to which it cannot be legally moved, or by capturing an adverse man by a move which cannot be legally made — he must, at the choice of his opponent, and according to the case, either move his own man

legally, capture the man legally, or move any other man legally moveable. If, in the course of a game, an illegality be discovered (not involving a King being in check), and the move on which it was committed has been replied to, and not more than four moves on each side have been made subsequently, all these latter moves, including that on which the illegality was committed, must be retracted. If more than four moves on each side have been made, the game must be played out as it stands.

#### VIII.— CHECK.

A player must audibly say "Check!" when he makes a move which puts the hostile King in check. The mere announcement of check shall have no signification if check be not actually given. If check be given but not announced, and the adversary makes a move which obviates the check the move must stand. If check be given and announced, and the adversary neglects to obviate it, he shall not have the option of capturing the checking piece, or of covering, but must "move his King" out of check; but if the King have no legal move there shall be no penalty. If in the course of a game it be discovered that a King has been left in check for one or more moves on either side, all the moves, subsequent to that on which the check was given, must be retracted. Should these not be remembered the game must be annulled.

#### IX. — ENFORCING PENALTIES.

A player is not bound to enforce a penalty. A penalty can only be enforced by a player before he has touched a man in reply. Should he touch a man in reply in consequence of a false or illegal move of his opponent, or a false cry of check, he shall not be compelled to move that man, and his right to enforce a penalty shall remain. When the King is moved as a penalty, it cannot castle on that move.

#### X. — CASTLING.

In castling, the player shall move King and Rook simultaneously, or shall touch the King first. If he touch the Rook first, he must not quit it before having touched the King; or his opponent may claim the move of the Rook as a complete move. When the odds of either Rook or both Rooks are given, the player giving the odds shall be allowed to move his King as in castling, and as though the Rooks were on the board.

#### XI.—COUNTING FIFTY MOVES.

A player may call upon his opponent to draw the game, or to mate him within fifty moves on each side, whenever his opponent persists in repeating a particular check, or series of checks, or the some line of play, or whenever he has a King alone on the board, or

King and Queen,	
King and Rook	
King and Bishop	against an equal or superior force.
King and Knight	

King and Two Bishops,	
King and Two Knights,	against King and Queen.
King, Bishop and Knight,	

and in all analogous cases;

and whenever one player considers that his opponent can force the game, or that neither side can win it, he has the right of submitting the case to the umpire or bystanders, who shall decide whether it is one for the fifty move counting ; should he not be mated within the fifty moves, he may claim that the game shall proceed.

#### XII.—PAWN TAKING IN PASSING.

Should a player be left with no other move than to take a Pawn in, passing, he shall be bound to play

that move.

XIII.—QUEENING A PAWN.

When a pawn has reached the eighth square, the player has the option of selecting a piece, whether such piece has been previously lost or not, whose name and powers it shall then assume, or of deciding that it shall remain a Pawn.

XIV.—ABANDONING THE GAME.

If a player abandon the game, discontinue his moves, voluntarily resign, wilfully upset the board, or refuse to abide by these laws, or to submit to the decision of the umpire, he must be considered to have lost the game.

XV.—THE UMPIRE OR BYSTANDERS.

The umpire shall have authority to decide any question whatever that may arise in the course of a game, but must never interfere except when appealed to. He must always apply the laws as herein expressed, and neither assume the power of modifying them, nor of deviating from them in particular cases, according to his own judgment. When a question is submitted to the umpire, or to bystanders, by both players, their decision shall be final and binding upon both players. The term bystander shall comprise any impartial player of eminence who can be appealed to, absent or present.