

THE LAWS OF CHESS;

AS ADOPTED BY THE PRINCIPAL CHESS CLUBS.

1. The Chess-board must be placed with the white corner on your right hand; so that the player of the white pieces will have his King's Rook on a white square. Should the board be placed wrong, either party may insist on recommencing the game, if the mistake be discovered before the completion of four moves on each side: but after that, the game must be played out as the board stands.
2. Should any of the pieces be placed wrong, or any of them omitted to be placed, the error may be adjusted if discovered before four moves have been played; after that, the game must be played out with the pieces as they stand.
3. If you undertake to give odds, and omit removing the piece or pawn you intend giving, from off the board--you may take it off, provided you do so, before four moves are played. Should you not have done so, you must play out the game as the pieces stand, and even though you should give checkmate, the game can only be reckoned as drawn. (*Author's comment: Let no one find fault with the apparent harshness of any of these laws; they are essential to preserve the propriety of Chess.*)
4. When no odds are given, lots are drawn for the first move, which is afterwards, during the same sitting, taken alternately. Drawn games do not count as games; therefore, he who began the drawn game, also begins the next. In giving odds you take which coloured men you prefer; but in playing even, it is usual to draw lots for the choice of men; each party keeping the same men during that sitting.
5. He who gives odds has a right to the first move. He who engages to give a piece may, give it from which side he likes; but when a Pawn is given it is always the King's Bishop's Pawn. In receiving the odds of a Piece or a Pawn, with a certain number of moves, you must not cross your own half of the board in taking these moves.
6. If you touch a man, it being your turn to play, you must move it, unless at the first instant of touching it you say "j'adoube." The single exception to this rule is in favour of your King, which you must not move into check, but must play it should you touch it, to any square out of check. If, also, you touch a piece which cannot be moved without placing your King in check, you move your King by way of penalty; but should your King not be able to move without going into check, no penalty can be inflicted.
7. Should you touch one of the hostile pieces (it being your turn to move), without saying "J'adoube" you must take that piece if it can be taken. Should you be unable to capture it, you must play your King; but if the King cannot move without walking into check, no penalty can be inflicted. When ordered to move your King, you cannot Castle.
8. As long as you hold a man, you may play him to any square you like; but if you have withdrawn your hold, the move is completed.
9. If you move one of your adversary's men instead of your own, you may be compelled, at his option,--either to take the piece if it can be taken--to replace it and move your King--or to leave it

where you have played it. In every case of the King being unable to move without going into check, that part of the penalty cannot be inflicted.

10. Should you take a piece with one that cannot capture it without committing a false move, you may be compelled at the option of your adversary, either to take such piece with one that can legally take it, or to play the piece touched.

11. Should you take one of your own pieces with another, your adversary may compel you to move which of the two he likes.

12. Should you play a false move, such as giving the Queen the move of the Knight, &c. your antagonist may compel you either to leave the piece when you have played it, or to replace it and play the King.

13. Should you move twice in succession, your adversary may, if he likes, insist on both moves remaining.

14. A Pawn advancing two squares, may be taken by one of the adverse Pawns en passant.

15. You must not Castle under either of the following circumstances. —If your King have moved,—if he be in check—if in castling, either of the squares he must traverse or go upon, be in check, or if the Rook have previously moved. Should you Castle in these cases, your adversary may compel you to play either King or Rook. You cannot take a piece in the act of castling. A player giving the odds of the Rook may castle on that side, as if the Rook given were at home.

16. Should you give check without warning your adversary of it, he is not obliged to notice it, but may play as if no check had been given. After neglecting to say “check” should the King remain in that state for one or more moves, upon your discovering the error at any future period, the whole of the subsequent moves must be recalled, and the original check provided for.

17. Should you discover your King to be in check, and to have remained so during two or more moves, without your being able to ascertain how it originated, you must withdraw your last move, and provide for the check.

18. STALEMATE is a drawn game.

19. If you say “check” without really giving check, and your adversary should, in consequence thereof, have moved his King or any other piece, he may retract the move, provided the mistake is discovered before you play again. (*Author’s comment: Some persons say “check” when they attack the Queen, but it is grossly absurd.*)

20. A Pawn advanced to the eighth square, may be replaced by a Queen, a Rook, or any other piece you call; this holds good, even should you have lost no piece, and you may thus have two Queens, three Knights &c. at one time. From the constitution of the game, it is evident that you cannot demand a second King.

21. Should you undertake to win any particular game or position, and your adversary draw it, you lose any stake you may have made on the issue.

22. At the close of a game, should you remain with a certain small degree of numerical superiority, you must give the checkmate in fifty moves, or the game is considered drawn. Thus if you have King, Bishop, and Knight, against King only, your opponent is justified in declaring the game drawn, should you be unable to mate in fifty moves.

23. No penalty can be exacted for any impropriety, should the other party fail to demand it before moving, or even touching a piece.

24. Disputes on points respecting which the laws afford no satisfactory explanation, must be referred to a third party; whose decision shall be considered final, and without appeal.