

Chess Praxis

A Supplement to The Chess Players Handbook

By Howard Staunton (1871)

INTRODUCTION

TO

THE REVISED CODE OF LAWS.

The circumstances which have caused the following pages to be submitted to the Chess Players of this country, cannot be better stated than in the subjoined extracts from the introduction to Mr. von Heydebrand der Lasa's treatise on the same subject :—

“ A desire for a revised code of Chess laws has of late been frequently expressed, especially in the German Chess organ, the Berlin Schach-zeitung . Although there prevails among experienced players a sigh an understanding respecting the principal rules and customs, that those of all countries except Italy, can play together without difficulty; it is nevertheless desirable that we should possess a complete code, universally recognized in all its details, and offering a ready decision on every difficulty. A general, and as far as possible, complete Chess code, even if we cannot effect an agreement with the Italian players, would be a great advantage to the present generation, and would probably settle the laws and customs of the game to the remotest futurity. But, in order that such a code may remove all present local differences, it must be distinguished by applicability and require no considerable innovations. And it must be recommended by the well-known experience and general authority of its propounders. We trusted to have found these two last requisites united at the London Chess Tournament of 1851. But circumstances prevented the distinguished players then assembled from holding a conference on the laws of the game. “ A large assembly of English amateurs at Manchester in 1853, under the name of the ‘ Northern and Midland Counties Chess Association,’ again brought the matter under consideration. Mr. Staunton, the eminent player and writer, was there deputed to prepare a new code for the next meeting of the Association in Liverpool, and to put himself in communication with the celebrated Russian analyst, Herr Hofrath von Jaenisch, and with the author of these pages, respecting the proposed alterations and generalization of the rules. “ Herr von Jaenisch has expressed his views in the rules established by him at St. Petersburg, in his character of Secretary to the Chess Club there; a French version of them has been published, with copious explanations. The proposals of his German colleague are contained in the present sketch. The English proposition is to be expected in the spring.”

It is unnecessary to enter into particulars respecting the delay which has taken place in the appearance of the “English proposition.” Suffice it to state that a sketch was submitted to the Northern and Midland Counties Association at its Leamington Meeting in 1855, and that the Association then appointed a Committee to confer with the author and report the result to the next meeting. But the subject was found too extensive to be dealt with satisfactorily in that manner, and it has been thought preferable to bring it before the members of the Association and other Chess-players in the present form. It only remains therefore to offer a few lines of explanation as to the manner in which this code has been constructed, and as to the course adopted in one or two particulars. The first object has been to reduce Chess laws into something like order. The Legal Definitions, as the ground-work on which the whole rests, cannot properly be omitted from a code which professes completeness, and they necessarily take the first place. The Fundamental Laws, comprising the grand rules which constitute the very game itself, arise out of and are naturally associated with the Definitions. The Regulations of Play follow next, and they resolve themselves into those of the regular game and those of games played in a peculiar manner. In former codes, and

in those proposed by Heydebrand and Jaenisch, these several parts are mixed together, and, although that plan has a certain advantage in point of brevity, it seems decidedly inferior to the present in respect to clearness and facility of application. Moreover, when once the laws are systemized, they are much more easy to examine and amend. No one who has not made the attempt can have any idea how difficult it is to seize all the points of propositions thrown together without order, where it is necessary to study the whole before you can feel certain of comprehending what is laid down respecting any particular question. In the present treatise, each part can be examined by itself, and those disposed to criticise and suggest will find the assistance of method of no slight value. "Order brings all things into view," is an observation of which the writers of previous codes have been generally unmindful.

The next object has been to supply as many practical details as possible. In this respect the existing English laws are particularly deficient; numerous cases may arise which our present regulations make no provision for. To say nothing of the games now so frequently played at Odds, by Correspondence, and in Consultation, which are almost totally ignored in our rules, there are many points which may arise in the ordinary game on which the law has hitherto been silent. The case has frequently occurred that a player has touched one of the adverse men, for instance, and, before touching the one of his own with which he intended to take it, has discovered that the capture would be a blunder. Let any one examine the present English laws and say whether they apply to such a case.

A third principle has been to expunge all illegal moves from the game. These are moves which violate the fundamental laws of the game; moves which nullify the principle on which Chess is based. By the present law, a player who makes an illegal move, might, with glaring inconsistency, be compelled to leave the piece in its a normal position ;—that is to say, leave it where the fundamental theory of Chess forbids it to be placed. This is to make laws contradict themselves—to legalize what is essentially illegal—to cancel regulations simply because they have been violated. The Code now submitted to the world abjures all false moves and prohibits their existence under any circumstances whatever.

The fourth point to which attention has been directed is the subject of Penalties. The touch-and-move principle, combined with liability to move the King, undoubtedly provides ample penalty for error in a move or capture, where the man is legally moved and has the power of being played elsewhere, or the capture irregularly but not illegally made, can be otherwise effected. In either of those cases, to give the adversary a right of requiring the move or capture to be actually made, the man to be played elsewhere or the King to move, is to inflict on the offender a penalty of such severity as will usually cost him the game. But in case the Piece moved has really no move or that captured cannot actually be taken, it seems necessary to provide some stringent regulation also. Mr. Jaenisch has adopted and very ably expounded the doctrine of excluding all illegal moves and penalties, while Mr. Heydebrand has abided by the existing rules. It is not to be assumed, from this, that the latter approves of these rules, as he evidently does not of everything he has adopted. He says distinctly in his introduction, "we have confined ourselves as much as possible to existing regulations, and have not intentionally sought after novelties. In certain cases, where our opinion is not entirely favourable to a rule usually adopted, we have stated such to be the case, but have accepted the rule." Mr. Jaenisch, on the other hand, has boldly put forward his own views, and there is little doubt that his distinguished German colleague would agree with him on some points wherein they now differ, if he thought they were likely to meet with general approval. In the present proposal, everything that appeared to be an improvement has been adopted from both writers, without regard to the prejudices of any party. It has not, however, been thought necessary to quote the opinions of these authorities, except where they proposed something new or divergent from

those now suggested. Where that is the case, the differences have generally been indicated in the notes.

The laws adopted by ancient Chess writers, applying to a state of society essentially dissimilar to the present, have not been found of sufficient value to deserve very frequent citation. But they have been none the less carefully examined. Of the distinguished Oriental scholars who have turned their attention to the origin and early history of Chess, from Hyde to Forbes, none has succeeded in discovering any set rules by which the practice of the game was governed, either in India or in Persia. That some such prevailed, there can be no reasonable doubt. The exquisite specimens of Chess strategy which have come down to us from the East, the admirable nicety with which the Oriental Shagirds adjusted the scale of odds in play, denote the very highest finish and refinement, and forbid us to believe that players so accomplished in all the esoteric excellences of the game could have been indifferent to its external policy. But of such regulations, interesting from the light they might throw on the customs of the Eastern amateurs, an important as they would be in forming the basis of a code for European practitioners, we unfortunately know nothing: We are equally in the dark, too, when we descend to the introduction of the me into Europe. The early Latin, Spanish, Italian, and French MSS. on Chess consist for the most part only of problems and ingenious subtleties, or moralizations. We discover no trace whatever of Laws. Nor, indeed, until the introduction of printing, do we find anything like a Chess game.

The following is a list of the various codes of Chess Law, which have been consulted in preparing the present treatise and the treatises of MM. Heydebrnd and Jiizenisch :—

Rui Lopez, 1561, which forms the groundwork of all subsequent Chess codes.

The Rules of Chess of the Imperial Court of Germany, 1577.

Carrera 1617

Greco 1621

Del Bio 1750

Cozio 1766

Cafe de Is Regence 1775

Philidor 1777

Ponziani 1782

Allgaier 1795

Petroff 1824

La Bourdonnais . . . 1833

London Club 1844

Walker 1846

Bilguer and Heydebrand . . 1852

In addition to these Rules, information has been sought in the less accessible pages of Lucena, Damiano, Gianutio, and Salvio. So that, if any deficiencies are discovered in the treatise now offered, they will not be ascribable to a want of research. But it must be admitted that what we require is practical regulation for the present game, rather than curious researches into ancient records. And this it has been my chief object to supply.

Every information will be found in the notes respecting Notation, Castling, Taking a Pawn in Passing, Queening a Pawn, and Penalties, which are the points of most interest arising out of this investigation. On questions which have occasioned so much controversy, and which are so far from being finally determined that some of them still constitute the basis of schisms in the Chess community, it has been thought proper to give all the leading arguments on either side. The conclusions adopted must be looked for in the text. In many Chess writings, the term "Piece" has

been used to signify both Pawns and officers. On the present occasion a more exact language has been employed, and the terms "Piece " and " Pawn " have been strictly confined to their own special meanings, the appellation " Man" being used to describe the forces in general. As the word "Piece" really signifies either King, Queen, Rook, Knight or Bishop, it cannot be used to imply Pawns as well, without a certain amount of confusion or ambiguity.

THE LAWS OF CHESS REGULATIONS FOR PLAYING.

FUNDAMENTAL LAWS OF CHESS AND LEGAL DEFINITIONS.

The Board must contain Sixty-four squares in eight lines of eight squares each, alternately coloured light and dark. The horizontal lines of squares are termed "ranks," and the vertical lines " files." During play, the board must be so placed that each combatant has a white square in his right hand corner

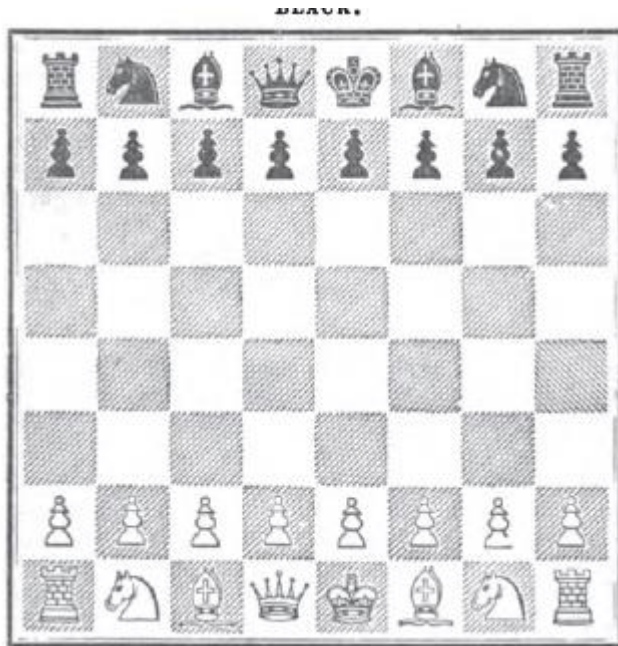
THE CHESS MEN.

The Chess Men must consist of sixteen for each player, eight superior, called "Pieces," and eight inferior, called " Pawns," and they must, for distinction, be of a light colour for one player, and of a dark colour for the other: the one being termed "White," and the other " Black." The eight Pieces for each party must consist of one King, one Queen, two Rooks (or Castles), two Bishops, and two Knights. The Pawns take their names from the Pieces before which they stand.

POSITION OF THE CHESS MEN.

Before commencing an equal game the Chess Men must be arranged in the positions depicted on the following diagram; that is to say, the White King must occupy the fourth square from the player's right hand corner, the Black King must occupy a corresponding square on the Black player's left hand. The White Queen must occupy the fourth square from the player's left hand corner, and the Black Queen the fourth square from the player's right hand corner. A Bishop must occupy a square next to each King and to each Queen, a Knight next to each Bishop, and a Rook must occupy each corner square next to a Knight. The effect will be that each stands on a square of a colour different to his own colour, and each Queen on a square of her own colour; each player will have one Bishop on a white square, and one on a black square; and the several pieces of each player will exactly face those of his opponent.

BLACK.



WHITE.

MOVES OF THE CHESS MEN

All the Pieces may move backwards or forwards indifferently. The Pawns can only move forwards.

THE KING

The King can move to any square adjoining the one on which he stands, in every direction, vertically, horizontally. or diagonally, provided he does not thereby place himself in check, and once in every game he has the privilege of a peculiar move, described under Castling.

THE QUEEN

The Queen can move in the manner of the Rook and Bishop combined.

THE ROOK.

The Rook can move over any number of continuously unoccupied squares, either horizontally or vertically, that is, either along "ranks" or "files."

THE BISHOP.

The Bishop can move along any number of continuously unoccupied squares, in a diagonal direction, always ranging on squares of the same colour as that on which he originally stood, and neither traversing ranks nor files.

THE KNIGHT.

The Knight can move on to the third square, from and including the one on which he stands, and

always on to a square of a different colour to that he leaves. His leap may be described as over one square forwards, backwards or laterally, to one square obliquely beyond. He has the power of making this move, whether the intervening square be occupied or empty.

THE PAWNS.

The Pawns move. at first starting, either one square or two squares (provided, in the latter case. the intervening square is not occupied), and, on all subsequent moves. one square only, in a vertical straight line, always continuing on the same file as that on which they were originally placed (except when capturing an adverse Man), and always moving forward.

The Pawn has a peculiar privilege, which is described under the heading "Queening a Pawn,".

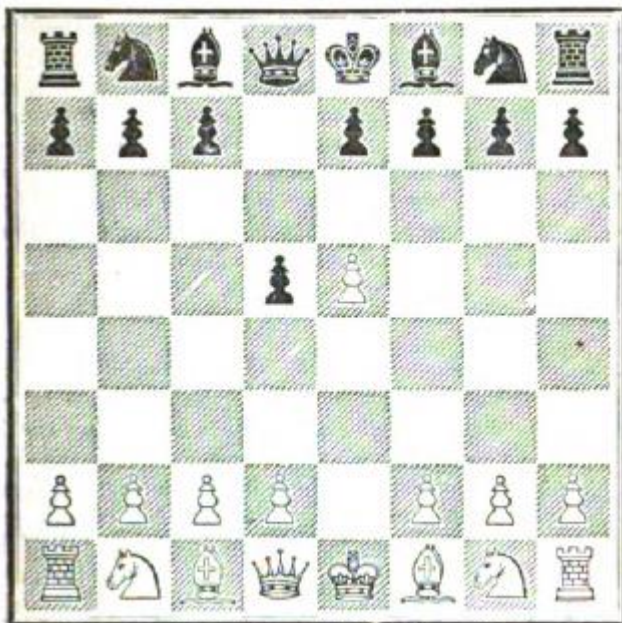
POWER OF CAPTURE.

When a player takes an adverse Man he removes it from the board, and places his own which took it on the square it occupied. The only exception to this rule is. when one Pawn takes another in passing, as described below.

Each Piece can take an adverse Man (always excepting the King who can never be captured) that occupies a square on to which he may be legally moved.

The Pawns do not capture in the line of their movement but take only on the next square forward diagonally, to the right or left. When a Pawn is played two squares at his first move, any adverse Pawn which has reached the fifth square of his file may, on the move in reply, but not later take such Pawn in the same manner it could have done if it had only been moved one square. this is called taking en passant. and is exemplified in the following diagram, where if Black choose to play his King's Bishop's Pawn two squares, White may take it off the board and place his King's Pawn on Black's King's Bishop's third square, exactly as if the Black Pawn had only been moved one square.

BLACK.



WHITE.

POWER OF ATTACKING AND GUARDING.

Every Man attacks, checks, and guards the squares on which he could legally capture an adverse Man, from the position he occupies.

THE MOVE AND FORCED MOVE.

"A move" is the transfer of a Man from one square to another. "The move" implies the right or turn to play at a particular time. A "forced move" is when a player can only make one move, and the taking a Pawn in passing is to be considered a forced move when the player has no other.

Castling is the only occasion on which more than one Man is moved at a time.

QUEENING A PAWN.

When a Pawn has reached the eighth or last square on its file, it immediately assumes the name and power of any Piece its player may select, except a King, whether such Piece have previously been lost or not; and, if the player does not select a Piece, such Pawn is always to be considered a Queen. It follows, therefore, that a player may have more than one Queen, or more than two Rooks, Knights, or Bishops on the board. No penalty attaches to a player's accidentally selecting a Piece of his adversary's colour.

CASTLING.

Castling is an operation each player is privileged to perform, under the conditions mention below, once in every game. It is effected on the King's side by moving the King to his Knight's square, and the King's Rook to the King's Bishop's square; on the Queen's side, by placing the King on the Queen's Bishop's square, and the Queen's Rook on the Queen's square. A player can Castle only under the following stipulations:—1. When neither the King nor the castling Rook has been moved. 2. When the King is not at the time in check. 3. When all the squares between the King and Rook are unoccupied. 4. When no hostile Piece or Pawn attacks the square on which the King is to be placed, or that he crosses over.

CHECK.

A King is said to be "in check" when he is on a square attacked by an adverse Man. A player is said to "give check," when he moves a Man on a square from which it attacks that occupied by the adverse King, or when he moves one of his own Men which previously interposed between the adverse King and such attacking Man. The latter is termed "check by discovery." And when the Man, whose removal opens the discovered check, gives also check itself, the move is called "double check." A King must never move into check, must never be placed in check by the removal of the player's own Man which screened him from check, and must never be allowed to remain in check.

FALSE MOVE AND ILLEGAL MOVE.

A false move is one which transgresses the primary laws of Chess, as playing a Rook like a Knight, or a Bishop like a Rook, &c. An illegal move is a move played contrary to the established rules of play, as placing the King in check, castling wrongfully, &c.

J 'ADOUBE.

This expression is used to signify that a player touches a Man for the purpose of adjusting it, but not with the intention of moving or taking it. Its place may be supplied by any other words to the same effect.

GIUOCO A MONTE.

This is a term implying the retracing of certain moves which have been made after an unnoticed illegality has been committed—such as leaving a King in check, castling in defiance of the established

conditions, and so forth.

ANNULLED GAME

An Annulled Game is one which, for any reason, has not been played out. It is to be treated in every respect as if it had not been played at all. Games are usually annulled in consequence of an error in placing the Men, or of some violation of the fundamental principles of the Game which cannot be otherwise provided against. Irreconcilable disputes may also lead to the annulling of a game.

DRAWN GAME.

A Drawn Game is when neither player is able to win. It may arise from Stalemate, Perpetual Check, and repetition of the same moves or the same line of play on either side, or from a deficiency of force, position, or skill to accomplish Checkmate.

STALEMATE.

A Stalemate is when a player, whose King is not in check and whose turn it is to play, has no move except such as would put his King in check. In which case the contest is at an end, and it is called a Drawn Game.

CHECKMATE.

When a King is in check and can neither move out of check, take the checking Man, nor interpose a Man of his own to cover the check. The game is over and lost by the player who is thus legally checkmated.

CHAPTER II.

REGULATIONS FOR. PLAYING.

PRIVATE AGREEMENT

Either at the commencement or in the course of a game the players may mutually agree upon any deviation from the laws they think proper. But a player who has conceded an indulgence to his opponent has no right to demand a similar concession, unless it was specially stipulated to be reciprocal. Every player is bound by the laws of the game in all cases not provided for by distinct agreements to the contrary.

RULE I.—WRONG POSITION OF THE CHESS BOARD.

If during the progress of a game either player discovers that the Chess Board has been improperly placed, he may insist on its being adjusted. The game to proceed from the point where the adjustment took place, as if no mistake in the position of the board had been made. (N.B.—Lookers-on are privileged to inform the players of the Chess Board being wrongly placed.)

II.—OMISSION OR MISPLACEMENT OF THE CHESS MEN.

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.

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 of the Men must be decided by lot. Each player then moves one Man at a time, except in case of Castling, or where odds of moves are given, or where his adversary has forfeited his move, alternately throughout the game. In any series of games between the same players at one sitting or in one match, each shall have the first move alternately in all the games whether won or drawn. But if a game is annulled, that is, not played out, the player who had the first move in that game shall move first in the next. When the players have each made one move in a game they must be considered to have chosen the Men, and must retain them throughout the whole of a sitting or match, unless otherwise agreed by mutual arrangement.

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 and begun again, if the error is noticed by the adversary before he has made his fourth move. After four moves have been made on each side, the game must proceed and be considered legal. If it occur in a match, the player deprived of the move must, when more games have to be played, take an additional first move in compensation.

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 last move, and, if his adversary chooses, after he himself has moved, must play the Man wrongly moved, if it can be played legally. But the adversary can only enforce this penalty before touching a Man in reply. If the error is discovered later it must be rectified by the Giuoco a Monte, without penalty. This rule applies only to complete moves, not to merely touching a Man.

VI.—TOUCH AND MOVE.

A player must never touch any of the Men except when it is his turn to play, and then only such Man of his own as he intends to move, or such of his adversary's as he intends to take. A player who touches with his hand 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 *J'adoube*, or words to the same effect. And a player who touches one of his adversary's Men (under the same conditions) must take it.

If in either case the move cannot legally be made, the offender must move his King, and in the event of the King having no legal move, he must play any other Man legally moveable that his adversary pleases. If a player, however, touches a Man, in consequence of a false cry of "check," or, being checked and not apprised of it by his adversary, touches a Man, he is not obliged to play it, or, having played it, may retract the move.

VII.—TOUCHING A SQUARE WITH A MAN.

A move is complete and irrevocable (provided it be a legal one) the moment the Piece or Pawn has quitted the player's hand, but, as long as the hand remains on the Man touched, it may be played to any square it commands which the player has not touched with it during his deliberation on the move.

But it must always be played to a different square from that it occupied previously to the move, and, if it has touched all the squares it commands, it must be played to any one of them the opponent elects.

VIII.—FALSE MOVES

If a player be guilty of a false move by playing a Piece or Pawn of his own to a square to which it cannot be legally moved, or capture an adverse Man by a move which cannot legally be made, he must, at the choice of his adversary, either move his own or take the adverse Man legally, forfeit his turn to move, or play any other Man legally moveable which his adversary may select.

Castling, under circumstances forbidden in the Fundamental Laws, must be considered a false move in the meaning of this clause.

IX.—TOUCHING MORE THAN ONE MAN.

If a player, when it is his turn to play touch with his hand more than one of his own Men (unless in castling), or of his adversary's, he must, when the Men touched are his own, play any one of them legally moveable that his opponent selects. When they are his adversary's, he must capture whichever of them his antagonist chooses, provided it can be legally taken.

If, in such case, it happens that none of the Men so touched can be moved or captured, then the offender must move his King, and, if the King cannot legally be moved, he must play any other Piece or Pawn legally moveable that his opponent may name.

X.—ENFORCING PENALTIES. GIUOCO A MONTE

A Penalty can only be enforced before the adversary has touched a Man in reply.

If an illegality is discovered at any later period, the move on which it was committed, and all made subsequently, must be retracted, and the error corrected at the offending party's own option. If the source of a manifest illegality cannot be discovered, the game must be annulled.

When the King is moved as a penalty, the player cannot castle on that move, and of course forfeits his right to castle during that game.

XI.—CHECK.

A player must audibly say "Check" when he makes a move which puts the hostile King in check. The King must then be played out of check, on the move made in reply to that which gives it, either by being moved, by the capture of the checking Man, or by the interposition of a Man between the King and that which gives check.

A player is not compelled to give check because he utters it, unless he has already touched a Man which cannot move without giving check. But if it is uttered and not given, the move on which it is uttered must be retracted and another made, if the adversary require it.

If a player move his King into check; if he remove a Man which covered his King and thereby place him in check; if, while his King is in check he touch or move a Man which does not cover the check; in either of these cases he has touched or moved a Man in such a manner as to subject him to the penalties laid down in section VI.

If check is not uttered and the adversary makes a move which really covers the check, such move must stand, as it proves the check to have been observed.

XII.-A KING REMAINING IN CHECK

If the King of either player is placed in check and the check is not announced or discovered until one or more moves have been made, all moves subsequently made must be retracted, and the player who ought to have announced the check must make some other move. If the check has been duly announced but still not provided against, the moves must only be retracted as far as that of the King which must be placed out of check in any manner its player chooses. If, however, the moves

subsequent to the unannounced or uncovered check cannot be remembered the game must be annulled. In this case, the player who moved first regain; the first move for the next game.

XIII.—J'ADOUBE.

When a player touches a Man. for the purpose of adjusting it and not with the intention of moving it, he must, before touching it, say J'adoubé, or words to that effect. He will then have the right of moving any other Man he thinks proper, notwithstanding his having touched the one in question. But this expression must not be used as an after-thought to prevent the necessity of moving a Man already touched, nor must it be used to justify the touching of a Man which does not require adjusting. If a player say J'adoubé, after touching a Man. or before touching one which does not require adjusting, he is compelled to move or capture the Man touched, as if J'adoubé had not been said.

XIV.—THE COUNTING 50 Moves.

If at any period of a game one player should persist in repeating a particular check, or series of checks, or the same line of play, his adversary can demand that the game shall be limited to fifty more moves on each side, and if within that limit neither party win, the game must terminate as a drawn one.

So also when a player has only a King remaining on the board, he may insist on the moves being counted from that moment, and after fifty have been made on each side without result, the game must be considered drawn.

This Rule is applicable also in cases where one player has only

A King and Queen

A King and Rook

A King and Bishop

A King and Knight



against a superior or equal force.

And whenever one player considers that one side can force the game, or that neither side can win it, he has the right of submitting the ease to the umpire or bystanders, who shall decide whether it is one for the fifty move counting.

N.B.—But it does not apply to games wherein one party undertakes to mate with a particular Man or on a particular square.

XV.—DURATION.

As a general principle it is not expedient to limit the time of moving. But in matches of importance it may often be desirable to do so. In such case, the best course appears to be, the allotting a certain portion of time to each party for a certain number of moves, leaving him to expend his time at his discretion, and, in the event of his exceeding it, to impose a pecuniary fine for every instance of excess.

But though the time occupied in a move is not limited by law, a player must not purposely protract the game with the view of wearying or annoying his opponent.

XVI.—UPSETTING THE BOARD.

Should the Board be upset and all or any of the Men thrown off, or out of position, they must be replaced, and the game must proceed in its regular course. And in case of a dispute respecting the replacing, the opinion of the player who did not upset the board shall always prevail over that of the player who did. Wilfully upsetting the board is equivalent to resigning the game.

XVII.—DROPPED MAN.

If at any time it is discovered that a Man has dropped of 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 its restoration, the game must be annulled. A dropped Man may be replaced on the board without saying J 'adoube.

XVIII.—ABANDONING THE GAME.

If either player abandon the game, discontinue his moves, voluntarily resign, or refuse to abide by a decision of the umpire, he must be considered to have lost the game.

XIX.—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 by one of the players, unless a violation of the fundamental laws has taken place; and when appealed to he must always apply the laws as he finds them herein expressed, and neither assume the power of modifying them or 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 comprises any impartial player of eminence who can be appealed to, absent or present.

CHAPTER III.

RULES FOR PLAYING THE GAME AT ODDS.

I. In games where one player gives the odds of a Piece, or "the exchange," or allows his opponent to count drawn games as won, or agrees to checkmate with a particular Piece or Pawn, or on a particular square, he has the right to choose the Men and to move first, unless an arrangement to the contrary is agreed to between the combatants.

II. When the odds of Pawn and one move, or Pawn and more moves are given, the Pawn given must be understood to be the King's Bishop's Pawn.

III. When a player gives the odds of his King's or Queen's Rook, he must not castle, (or, more properly speaking, leap his King, on the side from whence he takes off the Rook, unless before commencing the game or match he stipulates to have the privilege of so doing.

IV. When a player undertakes to give checkmate with one of his Pawns, or with a particular Pawn, the said Pawn must not be converted into a Piece.

V. When a player accepts the odds of several moves, he must not play any Piece or Pawn beyond the fourth square, i. e., he must not cross the middle line of the board, before his adversary makes his first move. Such several moves are to be collectively considered as the first move of the player accepting the odds.

VI. In the odds of checkmating on a particular square, it must be the square occupied by the King mated, not by the Man giving mate.

VII. The player who undertakes to win in a particular manner and either draws the game, or wins in some other manner, must be adjudged to be the loser.

In all other respects, the play in games at odds must be governed by the regulations before laid down.

RULES FOR PLAYING THE GAME BY CORRESPONDENCE.

I. In playing a game by correspondence, the two parties should always agree beforehand in writing as to the persons who are to take part in the contest, as to the time and mode of transmitting the

moves, as to the penalties to be inflicted for any breach of the contract, and as to the umpire or referee.

II. In a game of this description, a move once despatched by the medium agreed on cannot be recalled. If a legal move, it must be abided by, and, if an illegal one, the party sending it will be subjected to the same penalty as for a false move played with an opponent via-d-via.

III. Neither party shall be obliged to send more than one move at a time, but, if either choose to send more, the moves so sent must be considered irrevocable if legal, and punishable in the manner before stated if unlawful.

IV. When several successive moves are sent at once. And one of them is found to be illegal, the sender must suffer the punishment for a false move and the game then proceed from that point. The subsequent moves, which were forwarded with the illegal one, must, however, in that case be cancelled.

V. If a player send hypothetical moves, that is moves on the assumption that his adversary will make certain others previously, they shall not be binding unless his adversary make the moves assumed.

VI. If a player send more than one move on the same turn to play, the adversary may select which he pleases.

VII. If either party in a game by correspondence accept the assistance of any player not originally engaged to take part in the contest, gut party shall forfeit the game.

VIII. If a move bears more than one interpretation the player receiving it must announce, with his next move, which interpretation he adopts, or it must be interpreted according to the intention of the sender.

IX. A move not intelligibly described incurs the penalty of sending no move on the day appointed.

RULES FOR PLAYING THE GAME BY CONSULTATION.

I. The law of touch and move must be observed in these games.

11. Each party must be bound by the move communicated to the adversary, whether it be made on the adversary's board, in writing, or by word of mouth. If the move so communicated should prove to be different from that actually made on the party's own board, the latter must be altered to accord with the former.

III. If either party be detected in moving the Men when it is not their turn to play, or in moving more than one Man (except in castling) when it is their turn to play, they shall forfeit the game; unless they can show that the Man was moved for the purpose of adjusting or replacing it.

IV. If either party has, accidentally or otherwise, removed a Man from the board, which has not been captured in the course of the game, and made certain moves under the impression that such Man was no longer in play, the moves must stand, but the Man may be replaced whenever the error is discovered.

V. If either party in a game by consultation permit a by-stander to take part in the contest, that party shall forfeit the game