

## REVISED INTERNATIONAL CHESS CODE,

*Drawn up by Messrs. Donisthorpe and Woodgate, the Sub-Committee appointed for that purpose, and published for the consideration of Chess Players, and especially of the managers of future International Chess Tournaments.*

1.—If a player notices before his fourth move that either the board or pieces have been misplaced, he has the right to demand that the game shall be recommenced.

2.—Before the beginning of the first game the first move and choice of colour are determined by lot. The first move changes alternately in match play.

3.—If a player desires to adjust the position of a piece or Pawn on the board, he must say "*J'adoube*" before touching it.

(Otherwise)

4.—If a player touches a piece or Pawn of his own he must move it. If he touches one of his adversary's he must take it, if it can be taken. If he touches a plurality of pieces or Pawns of the same colour, in either of these instances his adversary may elect which such piece or Pawn he will call upon him to play or to take, as the case may be. If the rules governing the moves of pieces do not admit of the adversary exacting penalty as above, the player must move his King, but may not Castle. If the King cannot be moved without exposure to check, no penalty can then be exacted.

*N.B.*—The adversary must claim a penalty under this rule before he makes his own next move. While he is considering the penalty *his own time must run, and not that of his adversary.*

5.—A move is not completed until the player's hand has quitted the piece or Pawn played.

6.—"Check" is announced to the King only; it is not absolutely necessary to call it. If a player on attacking his adversary's King omits to call "check," penalties under Rule 4 cannot be enforced. The player whose King is attacked must move out of check or cover or capture the attacking piece so soon as his attention is called to the fact; and if

any moves have been made by either party while a King has remained exposed to attack they must be cancelled.

7.—If the same position occurs thrice during a game, it being on each occasion the turn for the same player to move, the game is drawn.

8.—A player may at any time call upon his adversary to mate him within fifty moves (move and reply being counted as one). If by the expiration of such fifty moves no piece or Pawn has been captured, nor Pawn moved, nor mate given, a draw can then be obtained.

9.—The King cannot be Castled out of check, nor across an attacked square. In the act of Castling the King must be moved first, or else must be touched before the Rook is quitted.

10.—A Pawn reaching the eighth square must be named as a Queen or piece, at option of player, independent of the number of pieces on the board. The created Queen or piece acts immediately in its new capacity. Until the Pawn has been so named the move is incomplete.

11.—Time runs until a move is completed, as under these rules.

12.—If on the resumption of an adjourned game the position is wrongly set up all subsequent moves are void, and the position must, if possible, be correctly replaced, and the game then played from the point of adjournment.

13.—In the event of proof that a clock or glass has recorded incorrect time, the Umpire shall be empowered to make such adjustment in the record of the time as he shall consider equitable in view of the circumstances disclosed, provided that he shall make no allowance in the case of actual stoppage of a clock, it being the duty of a player to see that his adversary's clock is set going.