

*Draft for Consideration and Amendment (see page 14).
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THE [PROPOSED]
BRITISH CHESS CODE.

A Code to amend and consolidate the Laws and A.D. 1894.
Regulations for playing the Game of Chess.
[February 1894.]

PART I.
PRELIMINARY.

PART I.
PRELIMI-
NARY.

1. This Code may be cited as the [Proposed] British Chess Short title,
Code, 1894.

2. This Code is divided into parts, as follows:—

Division of
Code into
parts.

Part I.—PRELIMINARY.

Part II.—THE FUNDAMENTAL LAWS OF CHESS.

Part III.—TECHNICAL TERMS.

Part IV.—REGULATIONS FOR PLAYING THE GAME OF
CHESS OVER THE BOARD.

Part V.—REGULATIONS FOR THE MANAGEMENT OF CHESS
MATCHES AND CHESS TOURNAMENTS.

Part VI.—RULES FOR PLAYING THE GAME OF CHESS AT
ODDS.

Part VII.—RULES FOR PLAYING THE GAME OF CHESS BY
CORRESPONDENCE.

Part VIII.—RULES FOR PLAYING THE GAME OF CHESS BY
CONSULTATION.

Part IX.—METHODS OF HANDICAPPING IN CHESS
MATCHES AND TOURNAMENTS.

Part X.—METHODS OF SCORING IN CHESS MATCHES
AND TOURNAMENTS.

3. This Code shall be subject to revision, from time to time, by Revision
from time
to time.
any committee, or representative body having the confidence of
the chess players of the United Kingdom generally.

A.D. 1894.

PART II.
FUNDAMENTAL LAWS.

PART II.

THE FUNDAMENTAL LAWS OF CHESS.

The chess board.

1.—(1.) The chess board shall contain sixty-four equal squares in eight lines of eight squares each, alternately coloured light and dark, so that no two adjacent squares, taken horizontally or vertically, shall be of the same colour.

Position of chess board.

(2.) During play, the board shall be so placed that each combatant has a white square at his right-hand corner.

Ranks and Files.

(3.) The horizontal lines of squares shall be termed "Ranks," and the vertical lines "Files."

The chessmen.

2.—(1.) The chessmen shall consist of sixteen for each player, eight superior, called "Pieces," and eight inferior, called "Pawns," and they shall, 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."

PART I.

PART I.

Position of the chessmen.

(2.) The eight Pieces for each player shall consist of one King, one Queen, two Rooks (or Castles), two Bishops, and two Knights.

3. Before commencing an ordinary game, the chessmen shall be arranged in the following positions: all the White Pieces shall be arranged on the rank nearest to the player of the white men; and all the White Pawns on the rank next in front; the King to occupy the fourth square from the right hand corner, the Queen the fourth square from the left hand corner, a Bishop to occupy each square next to the King and Queen; a Knight to occupy each square next to the Bishops; the corner squares to be occupied by the Rooks. The Black Men shall be arranged in like manner on the farthest side of the board. Thus each King will stand on a square of a colour different from 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; the several Pieces and Pawns of each player will exactly face those of his opponent.

Pieces and Pawns.

4.—(1.) The Pieces and Pawns belonging to each player are distinguished by their position on the board at the beginning of the game.

(2.) The several Pieces commencing at the corners nearest the Queens are:—

Queen's Rook, Queen's Knight, Queen's Bishop, Queen, King, King's Bishop, King's Knight, and King's Rook.

(3.) The Pawns, taken in the same order, are as follows:—

The Queen's Rook's Pawn, the Queen's Knight's Pawn, Queen's Bishop's Pawn, Queen's Pawn, King's Pawn,

King's Bishop's Pawn, King's Knight's Pawn, King's Rook's Pawn. A.D. 1894.

PART II.
FUNDAMEN-
TAL LAWS.

5.—(1.) A Piece cannot move to a square occupied by a Man of his own colour; he may, however, move to one occupied by an adverse Man, but that Man must be removed from the board. In no case may a Piece move if by so doing his King is exposed to Check. These conditions being complied with, the several Pieces may move as follows:—

Moves of the
Pieces.

- (1.) 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, under certain conditions, the privilege of a compound move termed Castling. The King.
- (2.) The Queen can move, at option, in the manner of the Rook or of the Bishop. The Queen.
- (3.) The Rook can move either horizontally or vertically to any square adjoining the one on which he stands, or over any continuous number of unoccupied squares either horizontally or vertically to any other square on the same Rank or File. The Rook.
- (4.) The Bishop can move diagonally to any square adjoining the one on which he stands, or over any continuous number of unoccupied squares in a diagonal line, to any other square on the same diagonal. The Bishop.
- (5.) The Knight can move to any square on the adjoining rank and on the third file reckoned from and including the file in which he stands; or to any square on the adjoining file and on the third rank also reckoned from and including the rank in which he stands. The Knight.

6.—(1.) The Pawn at first starting can move in the same file to the square, if unoccupied, on the third or fourth rank, provided in the latter case the intervening square is also unoccupied. At each subsequent move he can advance in the same file to the square immediately in front if unoccupied. In no case may a Pawn move if by so doing his King is exposed to Check. Moves of
the Pawn.

(2.) The Pawn when advanced to the eighth or last square of a file is said to be "Queened." (See Part IV., Section 15.) Queening a
Pawn.

7. Each player, under certain conditions, may perform a compound move termed "Castling" with the King and Rook, once in every game. Castling.

This 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

A.D. 1894. square; on the Queen's side, by placing the King on the Queen's

- moved.
- (2.) When his King is not at the time in check.
 - (3.) When all the squares between his King's square and Castling Rook's square are unoccupied.
 - (4.) When no hostile Piece or Pawn attacks the square on which his King is to be placed, or the square over which he crosses.

Power of capture.

8.—(1.) Each Piece can take an adverse Man (always excepting the King, which may not be captured) that occupies a square to which the capturing piece may be legally moved. The captured Piece or Pawn must be removed from the Board, and the capturing Piece be placed on the square it occupied.

Capturing by Pawns.

(2.) The Pawn does not capture an adverse Man in the line of its movement, but only on the next square forward diagonally, to the right or left. The capturing Pawn is placed on the square occupied by the captured man, except in the case described as follows:

Taking in passing.

(3.) When a Pawn is played two squares at its first move, any adverse Pawn which has reached the fifth square of the adjoining file may, on the move in reply, but not later, take such Pawn in the same manner as if it had been moved one square only. This is called "*Taking in Passing*," or taking "*En Passant*."

Object of the game.

9.—(1.) The object of the game is to take or capture the adverse King. The game, however, ceases at one move short of this: that is, when either King is in such a position that he cannot avoid being captured at the next move.

(2.) The player who can first capture his opponent's King wins the game.

(3.) If, from any reason, neither King can be captured, the game is drawn.

Announcement of check.

10. When the King is "attacked," that is, threatened with capture, the attacking player must give notice by announcing "check." If the King cannot avoid the attack in any way, he is "checkmated" or "mated," and the game is completed.

King must not move into check or remain in check.

11. The King may not be moved into check; [from which it follows that the two Kings may never be on adjacent squares] nor may he be placed in check by the removal of the player's own Piece or Pawn, which screened him from check; nor may he be allowed to remain in check.

The Proposed British Chess Code, 1894.

12. At the beginning of a game, after the arrangement of the men in position, both are to be ready to play with the forces such as to play with. The player who draws first will be considered the game by moving a Pawn to King's. His opponent then moves and the game proceeds by the players moving alternately.

A.D. 1894.
PART II.
FUNDAMENTAL
LAW.

PART III.
TECHNICAL TERMS USED IN THIS CODE.

PART III.
TECHNICAL
TERMS.

Men and Pieces.

- 1.—(1.) The term Man is used to denote any chess Piece or Pawn. Man signifies a number of chessmen.
- (2.) A Piece is any chessman other than the Pawn, and may be either the King, Queen, Bishop, Knight, or Rook.
- (3.) The Minor Pieces are the Bishops and Knights. Minor Pieces.
- (4.) A Marked Pawn (or Pion Coiffé) is the Pawn with which a player, in a certain game at odds, undertakes to give checkmate. Marked Pawn.

The Move.

- 2.—(1.) A Move is the transfer of a chessman from one square to another. A move.
 - (2.) The Move is the right or turn to play at a particular time. The move.
 - (3.) A Legal Move is one which conforms to the Rules of the Game.
 - (4.) When a Piece or Pawn is played in a manner contrary to its powers, the move is a False Move, such as moving a Knight as a Bishop or a Bishop as a Rook. False move.
 - (5.) When a Piece or Pawn is moved in accordance with its powers, but contrary to the Fundamental Laws or Regulations, the move is an Illegal Move. Illegal move.
- For example: (a.) A Piece or Pawn played correctly as to powers but exposing the King to check; (b.) Moving the King into check; (c.) Castling contrary to the stipulated conditions; (d.) Playing a Piece or Pawn after touching another; (e.) Playing a man out of turn; (f.) Moving an opponent's man.
- (6.) When a player can only make one move, that move is a Forced Move. (See Part IV., Section 14.) Forced move.

Games.

- 3.—(1.) An Annulled Game is one which has not been played out. Annulled game.

PART III.
TECHNICAL
TERMS.

- (2.) When neither side can give checkmate the game is a Drawn Game.
- (3.) A Consultation Game is one in which there is more than one player on one or both sides. (See Part VIII.)
- (4.) A Correspondence Game is one in which the moves are communicated by writing, telegraph, telephone, or like means. (See Part VII.)
- (5.) A Game at Odds is one in which some initiatory advantage is conceded by one player to another. (See Part VI.)

Various.

- Perpetual check. 4.—(1.) Perpetual Check occurs when either King is subjected to a recurring series of checks. If this series is repeated three times, the game is drawn.
- Stalemate. (2.) A Stalemate is a position in which the King of the side having the move is not in check, and no legal move is possible. The King of the side having the move is said to be Stalemated, and the game is drawn.
- Time limit. 5. The Time Limit is the condition under which each player is required to make not less than a certain specified number of moves in each hour of his play. (Part IV., Section 18.)

PART IV.
REGULA-
TIONS.

PART IV.

REGULATIONS FOR PLAYING THE GAME OF CHESS OVER THE BOARD.

- The chess board. 1. If, during the progress of a game, either player discovers that the board has been improperly placed, he may insist on its being adjusted.
- The chessmen. 2. If, in a game, before four moves have been completed on each side, 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.
- Selection of colour and first move. 3.—(1.) Lots shall be drawn to decide which of the two sides is to play with.

(3) If, in the course of a game, a player moves a man 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.

5. If, in the course of a game, a player moves 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.

6.—(1) A player must not touch any of the men, during the progress of the game, 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.

(2) 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 says, "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.

(3) If a player holds a man in his hand, undecided on which square to play it, he must replace it, if required by his adversary to do so, until he has decided on its destination; that man, however, must be moved.

(4) If a player, when it is his turn to play, touches with his hand (except accidentally or in castling) more than one of his own men, he must play any one of them legally movable that his opponent selects.

(5) If, under the same circumstances, he touches 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 happens 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.

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PART IV.
REGULA-
TIONS.False and
illegal
moves.

(6.) A move, if legal, is complete and irrevocable, when the player's hand has quitted the man played.

7.—(1.) If a player makes a false or illegal move, he must, at the choice of his opponent, and according to the case, either move his own man legally, capture the man legally, retract the

move, move his King, or move any other man legally.

(2.) If, in the course of a game, a false or illegal move has been made, the game must be annulled, and the latter moves, including the false or illegal move, must be annulled.

If the moves cannot be remembered the game shall be annulled. If more than four moves on each side have been made, the game must be played out as it stands. (Part III, Section 2.)

Check.

8.—(1.) A player must audibly say "Check!" when he makes a move which puts the hostile King in check.

(2.) The mere announcement of check shall have no signification if check is not actually given.

(3.) If check is given and announced, and the adversary makes a move which does not obviate it, that move shall be annulled, and 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 has no legal move there shall be no penalty.

(4.) If in the course of a game it is 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 annulled. Should these not be remembered the game must be annulled.

Enforcement
of penalties.

9.—(1.) A player is not bound to enforce a penalty. A penalty can only be enforced by a player before touching 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.

(2.) When the King is moved as a penalty, it cannot castle on that move.

Castling.

10. In castling, the player shall move King and Rook simultaneously, or shall move the King first. If he touches the Rook first, he may not quit it before having touched the King; otherwise his opponent may claim the move of the Rook as a complete move.

When a
draw may be
demanded.

11. A player shall be entitled to draw the game if his opponent repeats three times in succession a particular check, or series of checks, or the same line of play.

12. A player may call upon his opponent to mate him within fifty moves on each side, whenever he has—

A King alone on the board ;

King and Queen ; King and Rook ; King and Bishop ; or King and Knight ; against an equal or superior force :

King and two Bishops ; King and two Knights ; or King, Bishop, and Knight against King and Queen.

And in all analogous cases.

When a player may demand a mate in fifty moves.

If neither player wins within the fifty moves the game is drawn.

13. 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, bystander, or bystanders, who shall decide whether it is one for the fifty-move limit.

When a draw. Appeal respecting a "fifty-move" position.

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

Pawn taking in passing, a forced move.

15.—(1.) When a Pawn has reached the eighth square, the player has the right of selecting any Piece of his own colour, (the King excepted,) whose name and powers it shall then assume ; so that it shall be lawful for him to possess, by this means, two or more Queens, three or more Rooks, Bishops, or Knights. Or he may decide that it shall remain a Pawn.

Queening a Pawn.

(2.) The move is not complete until the player queening the pawn has announced his choice.

16. If a player abandons the game, discontinues his moves, voluntarily resigns, wilfully upsets the board, or refuses to abide by these laws, or to submit to the decision of the umpire, bystander, or bystanders, if appealed to, he shall be deemed to have lost the game, and shall score accordingly.

Abandoning a game.

17.—(1.) 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.

Adjourned games.

(2.) In case the correct position cannot be ascertained, the game shall be annulled.

18. When provision is made for recording the time of each move, each player must make not less than twenty, or twenty-five, or some other previously fixed number, of moves in each hour of his play ; to the intent that each player shall be entitled to one hour for completing the before-mentioned number of moves on his part. The player who fails so to do shall forfeit the game.

Time limit.

Part IV.
Match play.

19. When provision is made for recording the time of each move, it shall be reckoned against the player having the move. When no provision is made for recording the time of each move, it is not expedient to limit the time of moving.

Error in recorded time.

20. 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 the actual stoppage of a clock, it being the duty of a player to see that his adversary's time is recorded.

Umpire or bystanders.

21.—(1.) A player shall have the right to submit, at any time, any question respecting his game to the umpire, bystander, or bystanders.

(2.) The umpire, bystander, or bystanders shall have authority to decide such question, but may not interfere except when appealed to. He or they 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 or their own judgment.

(3.) When such question is submitted to the umpire, bystander, or bystanders, his or their decision shall be final and binding upon both players.

(4.) The term bystander shall comprise any impartial player of eminence who can be appealed to, absent or present.

Match or tournament play.

ARRANGEMENTS FOR THE MANAGEMENT OF MATCH PLAY AND TOURNAMENT PLAY.

1. In all Matches and Tournaments the Committee of Management shall have the power to make such arrangements with respect to the Time of Commencement and Termination of Play, Scoring by Default, Conditions of Time Limit, Methods of Scoring and Handicapping, and such other matters as may be desirable, and their decision shall be final.

2. The position for all matches and tournaments shall be in such manner as shall be agreed upon by the Committee of Management. The Committee of Management shall notwithstanding have power to extend the time appointed for termination of play, should they consider it desirable or necessary.

PART VI.

PART VI.
ODDS.

RULES FOR PLAYING THE GAME OF CHESS AT ODDS.

1. In games where one player gives the odds of a Piece or other advantage 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 made between the combatants.

Right of
first move.

2. When the odds of Pawn and one or more moves are given, the Pawn given, unless otherwise specified, must be the King's Bishop's Pawn.

Odds of
Pawn.

3. When a player gives the odds of one or both Rooks, he may castle for, move a Rook or move his King as in Castling, as if the Rook or Rooks were on the board, the other conditions of Castling being complied with, unless before commencing the game or match it is stipulated that he shall not have the privilege of so doing.

Castling.

4. 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.

Marked
Pawn not
to be
"Queened."

5. When a player accepts the odds of several moves, he may not play any Piece or Pawn beyond the fourth square, i.e., he may 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.

Advance
beyond
fourth square
forbidden.

6. In the odds of checkmating on a particular square, this square must, at the mate, be occupied by the King mated, not by the man giving mate.

Mating on a
given square.

7. 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.

Conditions
of winning.

8. In all other respects the play in Games at Odds must be governed by the Regulations for playing the Game of Chess over the Board, and by the Fundamental Laws of Chess.

General
conditions.

PART VII.

PART VII.
BY CORRESPONDENCE.

RULES FOR PLAYING THE GAME OF CHESS BY CORRESPONDENCE.

1. In playing a game by correspondence the two sides should always agree beforehand in writing, (1) as to the persons who are to take part in the contest, (2) as to the time and mode of

Preliminary
agreement.

PART VI.
CORRESPONDENCE.

Move despatched may not be retracted.

All moves sent irrevocable.

Illegal moves.

Hypothetical moves.

Choice from several moves.

Assistance forbidden.

Indefinite moves.

Unintelligible moves.

transmitting the moves, (3) as to the penalties to be inflicted for any breach of the contract, (4) and as to the umpire or referee.

2. In a game of this description a move once despatched may not be recalled. If a legal move it must be abided by, and if an illegal one, the side sending it will be subjected to the same penalty as for a false move played with an opponent over the board.

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

4. When several successive moves are sent at once and one of them is found to be illegal, the sender or senders 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.

5. If one side sends hypothetical moves, that is, moves on the assumption that the adversary will make certain others previously, they shall not be binding unless the adversary make the moves assumed.

6. If one side sends more than one move on the same turn to play, the adversary may select either.

7. If either side in a game by correspondence accepts the assistance of any player not originally engaged to take part in the contest, that side shall forfeit the game.

8. If a move bears more than one interpretation the side receiving it must announce with the next move, which interpretation is adopted, otherwise it must be interpreted according to the intention of the sender or senders.

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

PART VIII.
CONSULTATION.

Communicated moves final.

Moves incorrectly communicated.

Moves then sent.

PART VIII.

RULES FOR PLAYING THE GAME OF CHESS BY CORRESPONDENCE.

1. Each side is bound by the move communicated to the adversary, whether it be made on the adversary's board, declared in writing, or by word of mouth.

2. If the move so communicated differs from that made on the board of the side moving, the move must be altered to accord with the communicated move.

3. If the move, so communicated, admits of more than one interpretation, the adversary or adversaries may adopt either

interpretation they choose. The interpretation adopted must be announced to the opposite side, before making a reply; otherwise the move is to be interpreted according to the intention of the side making it.

PART VIII.
CONSULTATION.

4. If either side has accidentally or otherwise removed a man from the board which has been replaced in the course of the game, and made certain moves under the impression that the man was no longer in play, the moves must stand, but the man may be replaced whenever the error is discovered.

a communicated move
Removed as a move from the board.

5. A side moving more than one man (except in checking) or moving a man out of turn, shall forfeit the game.

Incorrect moves.

6. If either side in a game by consultation permits a bystander to take part in the contest, that side shall forfeit the game.

Extraneous assistance.

7. The fundamental laws and regulations for playing the game shall be those which are hereinafter set forth.

Fundamental laws.

PART IX.

METHODS OF HANDICAPPING IN CHESS MATCHES AND TOURNAMENTS.

PART IX.
HANDICAPPING.

1. The committee of management in every chess match and chess tournament shall have the power of adopting any system of handicapping the competitors, and their decision shall be final.

Power of management committee.

METHODS OF SCORING IN CHESS MATCHES AND TOURNAMENTS.

PART X.
SCORING.

1. In all chess matches and chess tournaments a won game shall count one point to the winner; a drawn game one-half point to each player; a lost game no point to the loser.

Points.

2. The committee of management in every chess match or tournament shall, notwithstanding, have the power to adopt any system of scoring they think desirable, and their decision shall be final.

Power of management committee.

Chess Players are earnestly requested to carefully consider this
Draft, and to return the Copy, with suggested Amendments marked,
to The British Chess Company, Stroud (Glos.), before April 15th,
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