

APPENDIX

A. Adjudged games

- A1 (a) If a game is not finished at the end of the time prescribed for play, the arbiter shall require the player having the move to 'seal' that move. The player must write his move in unambiguous notation on his scoresheet, put his scoresheet and that of his opponent in an envelope, seal the envelope and only then stop his clock without starting the opponent's clock. Until he has stopped the clocks, the player retains the right to change his sealed move. If, after being told by the arbiter to seal his move, the player makes a move on the chessboard, he must write that same move on his scoresheet as his sealed move.
- (b) A player having the move, who adjourns the game before the end of the playing session, shall be considered to have sealed at the nominal time for the end of the session.
- A2 The following shall be indicated upon the envelope:
- (a) the names of the players
 - (b) the position immediately before the sealed move
 - (c) the time used by each player
 - (d) the name of the player who has sealed the move
 - (e) the number of the sealed move
 - (f) the offer of a draw, if the proposal was made before the adjournment of the game
- (a) the date, time and venue of resumption of play.
- A3 The arbiter shall check the accuracy of the information on the envelope and is responsible for the safe-keeping of it.
- A4 If a player proposes a draw after his opponent has sealed his move, the offer is valid until the opponent has accepted it or rejected it as in Article 9.1.
- A5 Before the game is to be resumed, the position immediately before the sealed move shall be set up on the chessboard, and the times used by each player when the game was adjourned shall be indicated on the clocks.
- A6 If prior to the resumption the game is agreed drawn, or if one of the players notifies the arbiter that he resigns, the game is concluded.
- A7 The envelope shall be opened only when the player who must reply to the sealed move is present.

- A8 Except in the cases mentioned in Article 6.9 and 9.6, the game is lost by a player whose recording of his sealed move
- (a) is ambiguous, or
 - (b) is false, in such a way that its true significance is impossible to establish, or
 - (c) is illegal.
- A9 If, at the agreed resumption time
- (a) the player having to reply to the sealed move is present, the envelope is opened, the sealed move made on the chessboard and his clock started.
 - (b) the player having to reply to the sealed move is not present, his clock shall be started. On his arrival, he may stop his clock and summon the arbiter. The envelope is then opened and the sealed move made on the chessboard. His clock is then restarted.
 - (c) the player who sealed the move is not present, his opponent has the right to record his reply on the scoresheet, seal his scoresheet in a fresh envelope, stop his clock and start his opponent's clock instead of making his reply in the normal manner. If so, the envelope shall be handed to the arbiter for safe-keeping and opened on the opponent's arrival.
- A10 The player shall lose the game if he arrives at the chessboard more than one hour late for the resumption of an adjourned game (unless the rules of the competition or the arbiter decides otherwise).

However, if the player who made the sealed move is the late player, the game is decided otherwise, if:

- (a) the absent player has won the game by virtue of the fact that the sealed move is checkmate, or
 - (b) the absent player has produced a drawn game by virtue of the fact that the sealed move is stalemate, or a position as described in Article 9.6 has arisen on the chessboard, or
 - (c) the player present at the chessboard has lost the game according to Article 6.9.
- A11 (a) If the envelope containing the sealed move is missing, the game shall continue from the position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established the clocks shall be set by the arbiter. The player who sealed the move makes the move he states he sealed on the chessboard.
- (b) If it is impossible to re-establish the position, the game is annulled and a new game must be played.

- A12 If, upon resumption of the game, either player points out before making his first move, that the time used has been incorrectly indicated on either clock, the error must be corrected. If the error is not then established the game continues without correction unless the arbiter feels that the consequences will be too severe.
- A13 The duration of each resumption session shall be controlled by the arbiter's time piece. The starting time and finishing time shall be announced in advance.

B. Rapidplay

- B1 A 'rapidplay game' is one where all the moves must be made in a fixed time between 15 to 60 minutes.
- B2 Play shall be governed by the FIDE Laws of Chess, except where they are overridden by the following Laws.
- B3 Players do not need to record the moves.
- B4 Once each player has made three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting.
- B5 The arbiter shall make a ruling according to either Article 4 or Article 10, only if requested to do so by one or both players.
- B6 The flag is considered to have fallen when a valid claim to that effect has been made by a player. The arbiter shall refrain from signalling a flag fall.
- B7 To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful, the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped.
- B8 If both flags have fallen, the game is drawn.

C. Blitz

- C1 A 'blitz game' is one where all the moves must be made in a fixed time less than 15 minutes.
- C2 Play shall be governed by the Rapidplay Laws as in Appendix B except where they are overridden by the following Laws.

- C3 An illegal move is completed once the opponent's clock has been started. The opponent is then entitled to claim a win before making his own move. Once the opponent has made his own move, an illegal move cannot be corrected.
- C4 In order to win, a player must have 'mating potential'. This is defined as adequate forces eventually to produce a position legally, possibly by 'helpmate', where an opponent having the move cannot avoid being checkmated in one move. Thus two knights and a king against a lone king is insufficient, but a rook and king against a knight and king is sufficient.
- C5 Article 10.2 does not apply.

D. Quickplay finishes where no arbiter is present in the venue.

- D1 Where games are played as in Article 10, a player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game.
He may claim on the basis
- (a) that his opponent cannot win by normal means, or
 - (b) that his opponent has been making no effort to win by normal means.
- In (a) the player must write down the final position and his opponent verify it.
In (b) the player must write down the final position and submit an up-to-date scoresheet which must be completed before play has ceased. The opponent shall verify both the scoresheet and the final position.
The claim shall be referred to an arbiter whose decision shall be final.

E. Algebraic notation

FIDE recognizes or its own tournaments and matches only one system of notation, the Algebraic System, and recommends the use of this uniform chess notation also or chess literature and periodicals. Scoresheets using a notation system other than algebraic may not be used as evidence in cases where normally the scoresheet of a player is used that purpose. An arbiter who observes that a player is using a notation system other than the algebraic should warn the player in question of this requirement.

Algebraic System

- E1 Each piece is indicated by the first letter, a capital letter, of its name. Example: K = king, Q = queen, R = rook, B = bishop, N = knight. (In the case of the knight, for the sake of convenience, N is used.)

- E2 For the first letter of the name of a piece, each player is free to use the first letter of the name which is commonly used in his country. Examples: F = fou (French for bishop), L = loper (Dutch for bishop). In printed periodicals, the use of figurines for the pieces is recommended.
- E3 Pawns are not indicated by their first letter, but are recognized by the absence of such a letter. Examples: e5, d4, a5.
- E4 The eight files (from left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g and h, respectively.
- E5 The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7 and 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.
- E6 As a consequence of the previous rules, each of the sixty four squares is invariably indicated by a unique combination of a letter and a number.

8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1
	a	b	c	d	e	f	g	h

- E7 Each move of a piece is indicated by (a) the first letter of the name of the piece in question and (b) the square of arrival. There is no hyphen between (a) and (b). Examples: Be5, Nf3, Rd1.
In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.
- E8 When a piece makes a capture, an x is inserted between (a) the first letter of the name of the piece in question and (b) the square of arrival. Examples: Bxe5, Nxf3, Rxd1.
When a pawn makes a capture, not only the square of arrival but also the file of departure must be indicated, followed by an x. Examples: dxe5, gxf3, axb5. In the case of an "en passant" capture, the square of arrival is given as the square on which the capturing pawn finally rests and "e.p." is appended to the notation.

- E9 If two identical pieces can move to the same square, the piece that is moved is indicated as follows:
- (1) If both pieces are on the same rank: by (a) the first letter of the name of the piece, (b) the file of the square of departure, and (c) the square of arrival.
 - (2) If both pieces are on the same file: by (a) the first letter of the name of the piece, (b) the rank of the square of departure, and (c) the square of arrival.
 - (3) If the pieces are on different ranks and files, method (1) is preferred. In the case of capture, an x must be inserted between (b) and (c).

Examples:

- (1) There are two knights, on the squares g1 and d2, and one of them moves to the square f3: either Ngf3 or Ndf3, as the case may be.
- (2) There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.
- (3) There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.

If a capture takes place on the square f3, the previous examples are changed by the insertion of an x: (1) either Ngxf3 or Ndx3, (2) either N5xf3 or N1xf3, (3) either Nhxf3 or Ndx3, as the case may be.

- E10 If two pawns can capture the same piece or pawn of the opponent, the pawn that is moved is indicated by (a) the letter of the file of departure, (b) an x, (c) the square of arrival. Example: If there are white pawns on squares c4 and e4 and a black pawn or piece on the square d5, the notation for White's move is either cxd5 or exd5, as the case may be.
- E11 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the first letter of the new piece. Examples: d8Q, f8N, b1B, g1R.

Essential Abbreviations:

- | | | |
|-------|---|--|
| 0-0 | - | castling with rook h1 or rook h8
(kingside castling) |
| 0-0-0 | - | castling with rook a1 or rook a8
(queenside castling) |
| x | - | captures |
| + | - | check |
| ++ | - | checkmate |
| e.p. | - | captures "en passant" |

Sample game: 1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Bd2 0-0 5.e4 d5 6.exd5 exd5
7.cxd5 Bxc3 8.Bxc3 Nxd5 9.Nf3 b6 10.Qb3 Nxc3 11.bxc3 c5 12.Be2 cxd4
13.Nxd4 Re8 14.0-0 Nd7 15.a4 Nc5 16.Qb4 Bb7 17.a5 ... etc.

E12 The offer of a draw shall be marked as (=).