

General rules

1. The moves shall be announced clearly, repeated by the opponent, and executed on his board. To make the announcement as clear as possible, the use of the following names are suggested instead of the corresponding letters, the algebraic notation to be used:

A~Anna B~Belia C~Ceasar D~David E~Eva F~Felix G~Gustav H~Hector

Ranks from white to black receive the German numbers:

1~Eins 2~Zwei 3~Drei 4~Vier 5~Funf 6~Sechs 7~Sieben 8~Acht

Castling is announced Lange Rochade (German for long castling) and Kurtze Rochade (German for short castling). The pieces bear the names: Koenig, Dame, Turm, Laeufer, Springer, Bauer. When promoting a pawn the player must announce which piece is chosen.

2. On the visually impaired player's board a piece shall be considered touched when it has been taken out of the securing aperture.

3. A move shall be considered executed when:

- In the case of capture, the captured piece has been removed from the board of the player whose turn it is to move.
- A piece is placed into a different securing aperture.
- The move has been announced.

Only then shall the opponents clock be started.

As far as points 2 and 3 are concerned the normal rules are valid for the sighted player.

4. A specially constructed chess clock for the visually handicapped shall be admissible. It shall incorporate the following features:

- A dial fitted with reinforced hands, with every five minutes marked with one dot, and every fifteen minutes by two raised dots.
- A flag that can be easily felt. Care should be taken that the flag is so arranged as to allow the player to feel the minute hand during the last five minutes of the full hour.

5. The visually impaired player must keep score of the game in Braille, or longhand, or record the moves on a tape recorder

6. A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.

7. If during a game different positions arise on the two boards, they must be corrected with the assistance of the controller, and by consulting both players' game scores. If the two game scores correspond with each other, the player who has written the correct move, but executed the wrong one, must adjust his position to correspond with the move on the game scores.

8. If, when such differences occur and the game scores are found to differ, the moves shall be retracted to the point where the two scores agree, and the controller shall readjust the clocks accordingly.

9. The visually handicapped player shall have the right to make use of an assistant who shall have any or all of the following duties:

- Make either players move on the board of the opponent.
- Announce the moves of both players.
- Keep the game score of the visually handicapped player and start his opponents clock (Note Rule 3.c).
- Inform the visually handicapped player, only at his request, of the number of moves completed, and the time used up by both players.
- Claim the game in cases where the time limit has been exceeded and inform the controller when the sighted player has touched one of his pieces.
- Carry out the necessary formalities in case the game is adjourned.

10. If the visually impaired player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned under points (9.a) and (9.b).