

FIDE LAWS OF CHESS

INTRODUCTION

FIDE Laws of Chess cover over-the-board play. The Laws of Chess have two parts: 1. Basic Rules of Play and 2. Competition Rules.

The English text is the authentic version of the Laws of Chess (which was adopted at the 88th FIDE Congress at Goy nuk, Antalya, Turkey) coming into force on 1 January 2018.

In these Laws the words 'he', 'him', and 'his' shall be considered to include 'she' and 'her'.

PREFACE

The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are regulated in the Laws.

The Laws assume that arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgement and thus prevent him from finding a solution to a problem dictated by fairness, logic and special factors. FIDE appeals to all chess players and federations to accept this view.

A necessary condition for a game to be rated by FIDE is that it shall be played according to the FIDE Laws of Chess.

It is recommended that competitive games not rated by FIDE be played according to the FIDE Laws of Chess.

Member federations may ask FIDE to give a ruling on matters relating to the Laws of Chess.

BASIC RULES OF PLAY

Article 1: The nature and objectives of the game of chess

1.1 The game of chess is played between two opponents who move their pieces on a square

FIDERen XAKEAREN LEGEAK

SARRERA

FIDERen Xakearen Legeak taula-gaineko jokoari dagozkio.

Xakearen Legeek bi zati dituzte: 1. Jokoaren Oinarrizko Arauak eta 2. Lehiaketako Arauak.

Ingeleseko testua da Xakearen Legeen jatorrizko bertsioa (FIDERen 88. Kongresuan Goy nuk, Antalya, Turkian) eta 2018ko urtarrilaren 1ean sartu da indarrean.

HITZAURREA

Xakearen Legeek ezin dituzte partida baten gerta daitezkeen egoera guztiak aurreikusi, eta ezin dituzte administrazio-kontu guztiak arautu ere. Gertatzen diren kasuak Legeen artikuluren batek zehatz-mehatz arautzen ez baditu, Legeetan antzeko egoerak arautzen dituzten artikulua aztertuz erabaki zuzena hartu beharko litzateke.

Epaileek beharrezko gaitasun, zentzu-zuzen eta objektibotasun osoa dutela uste dute Legeok. Arau zehatzegiak epailea erabakitzeke askatasuna izatetik urrundu dezake eta beraz zuzentasun, logika eta faktore bereziak kontuan hartuta arazo baten soluzioa aurkitzetik urrundu. FIDEk xake-jokalari eta federazio guztiei dei egiten die ikusmolde hau onar dezaten.

FIDEk partida bat bere sailkapenean kontuan har dezan FIDERen Xakearen Legeen arabera jokatu beharko da.

FIDEk bere sailkapenerako kontuan hartzen ez duen gainontzeko lehiaketa-xakea ere FIDERen Xakearen Legeen arabera jokatzea gomendatzen da.

Kide diren federazioek Xakearen Legeen araberrako erabakiak hartzeko eska diezaiokete FIDERI

JOKOAREN OINARRIZKO ARAUAK

1. artikulua: Xake-jokoaren izaera eta helburuak

1.1 Xake-jokoa euren piezak 'xake-aula' deritzen taula baten mugitzen dituzten bi

board called a 'chessboard'.

1.2 The player with the light-coloured pieces (White) makes the first move, then the players move alternately, with the player with the dark-coloured pieces (Black) making the next move.

1.3 A player is said to 'have the move' when his opponent's move has been 'made'.

1.4 The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal move.

1.4.1 The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king is not allowed.

1.4.2 The opponent whose king has been checkmated has lost the game.

1.5 If the position is such that neither player can possibly checkmate the opponent's king, the game is drawn (see Article 5.2.2).


Article 2: The initial position of the pieces on the chessboard


2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares).

The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.

2.2 At the beginning of the game White has 16 light-coloured pieces (the 'white' pieces); Black has 16 dark-coloured pieces (the 'black' pieces).

These pieces are as follows:

A white king usually indicated by the symbol 

A white queen usually indicated by the symbol 

aurkariren artean jokatzten da.

1.2 Pieza argiak dituen jokalariai (Zuriak) egiten du lehenengo jokaldia, ondoren jokalariak txandaka mugitzen dituzte piezak, pieza ilunak dituen jokalariai (Beltzak) hurrengo jokaldia egiten duelarik.

1.3 Jokalari baten 'txanda' dela esaten da, bere aurkariak jokaldia 'egin' egin duenean.

1.4 Jokalari bakoitzaren helburua aurkariaren erregea legezko jokaldirik egin ezin duen posizio baten dagoela 'erasoetan' jartzea da.

1.4.1 Helburu hau lortu duen jokalariai aurkariaren erregeari 'xake mate' eman diola esaten da eta partida irabazi egiten du. Norbere erregea erasoetan uztea, norbere erregea aurkariaren erasoetan mugitzea eta aurkariaren erregea 'harrapatzea' ez daude baimenduta.

1.4.2 Xake matea jaso duen erregearen jokalariai partida galdu egin du.

1.5 Jokalari biek elkarren aurkariaren erregeari xake mate eman ezin dioteneko posizioa lortzen bada, partida berdinketan bukatzen da (ikusi 5.2.2 artikulua)


2. artikulua: xake-taulako piezen hasierako posizioa


2.1 Xake-taula 8 x 8ko sarean kokatutako 64 lauki berdin eta txandaka argi (lauki 'zuriak') eta ilunez (lauki 'beltzak') osatuta dago.

Xake-taula jokalariren artean kokatzten da jokalari bakoitzaren hurbilen dagoen aldean eskuinalderen dagoen laukia zuria izan behar delarik.

2.2 Partidaren hasieran Zuriak 16 pieza argi ditu (pieza 'zuriak'); Beltzak 16 pieza ilun ditu (pieza 'beltzak').

Piezak honakoak dira:

Errege zuri bat, normalean ikur honekin adierazten dena: 

Dama edo Andere zuri bat, normalean ikur honekin adierazten dena:¹ 

¹ Euskarazko pieza izenak bi eratara erabiltzen dituzte jokalariak, ez dago forma arautu eta onarturik, beraz bi erak adieraztea erabaki dugu. Bi adierok ez dira nahasita erabili behar, hau da, bata edo bestea erabili behar du jokalariai bere partida idazterako orduan. Ikusi C eranskina argibide gehiagorako.

Two white rooks usually indicated by the symbol ♖

Two white bishops usually indicated by the symbol ♗

Two white knights usually indicated by the symbol ♘

Eight white pawns usually indicated by the symbol ♙

A black king usually indicated by the symbol ♚

A black queen usually indicated by the symbol ♛

Two black rooks usually indicated by the symbol ♜

Two black bishops usually indicated by the symbol ♝

Two black knights usually indicated by the symbol ♞

Eight black pawns usually indicated by the symbol ♟

2.3 The initial position of the pieces on the chessboard is as follows:



2.4 The eight vertical columns of squares are called 'files'. The eight horizontal rows of squares are called 'ranks'. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a 'diagonal'.

Article 3: The moves of the pieces

3.1 It is not permitted to move a piece to a

Bi gaztelu edo dorre zuri, normalean ikur honekin adierazten direnak: ♖

Bi alfil edo gudari zuri, normalean ikur honekin adierazten direnak: ♗

Bi zaldi edo zaldun zuri, normalean ikur honekin adierazten direnak: ♘

Zortzi peoi edo oinezko zuri, normalean ikur honekin adierazten direnak: ♙

Errege beltz bat, normalean ikur honekin adierazten dena: ♚

Dama edo Andere beltz bat, normalean ikur honekin adierazten dena: ♛

Bi gaztelu edo dorre beltz, normalean ikur honekin adierazten direnak: ♜

Bi alfil edo gudari beltz, normalean ikur honekin adierazten direnak: ♝

Bi zaldi edo zaldun beltz, normalean ikur honekin adierazten direnak: ♞

Zortzi peoi edo oinezko beltz, normalean ikur honekin adierazten direnak: ♟

2.3 Piezek xake taulan duten hasierako posizioa honako hau da:



2.4 Laukien zortzi lerro bertikalei 'zutabe' deritze. Laukien zortzi lerro horizontalei 'errenkada' deritze. Xake-taularen alde batetik bestera, aldamenen dauden kolore bereko laukien arteko lerro zuzenei 'diagonal' deritze.

3. artikulua: Piezen mugimenduak

3.1 Ez da onartzen pieza bat kolore bereko

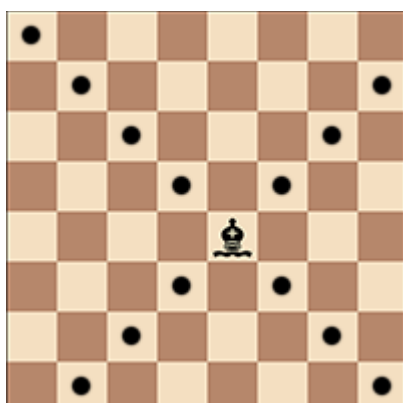
square occupied by a piece of the same colour.

3.1.1 If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move.

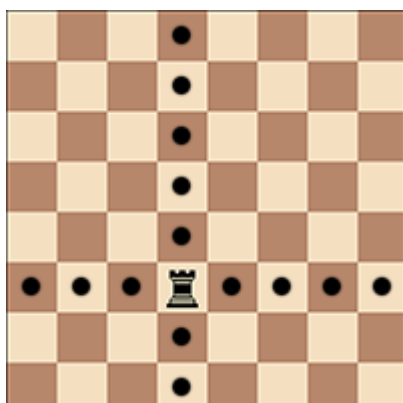
3.1.2 A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8.

3.1.3 A piece is considered to attack a square even if this piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

3.2 The bishop may move to any square along a diagonal on which it stands.



3.3 The rook may move to any square along the file or the rank on which it stands.



3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.

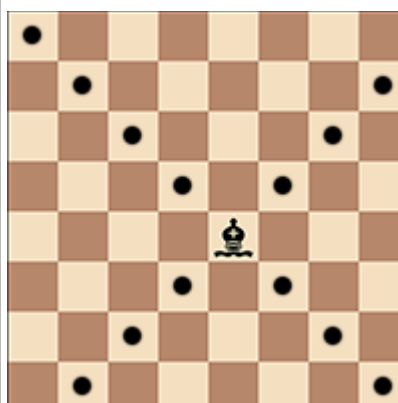
beste pieza bat dagoen laukira mugitzea.

3.1.1 Pieza bat aurkariaren pieza bat dagoen laukira mugitzen bada, azken hau harrapatu egiten da eta xake-taulatik kentzen da jokaldi beraren zati bezala.

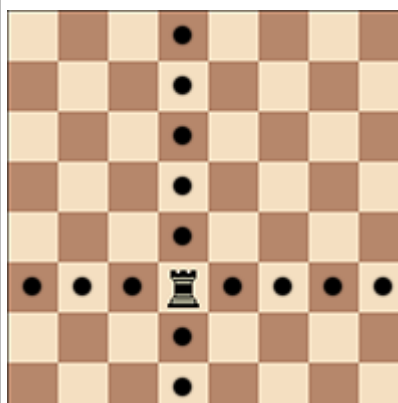
3.1.2 Pieza batek aurkariaren pieza bat erasotzen duela esaten da lehenengo pieza horrek 3.2tik 3.8rako artikuluetan adierazi bezala harrapaketa bat egin badezake bigarren piezaren laukian.

3.1.3 Pieza batek lauki bat erasotzen duela esaten da nahiz eta pieza hori ezin den mugitu, horrela balitz bere erregea erasopean utzi edo jarriko lukeelako.

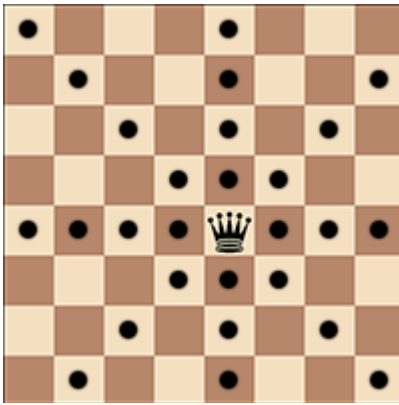
3.2 Alfila edo Gudaria dagoen laukiaren diagonaletan zehar mugitu daiteke.



3.3 Gaztelua edo Dorrea dagoen laukiaren zutabe edo errenkadan zehar mugitu daiteke.



3.4 Dama edo Anderea dagoen laukiaren zutabe, errenkada edo diagonaletan zehar mugitu daiteke.



3.5 When making these moves, the bishop, rook or queen may not move over any intervening pieces.

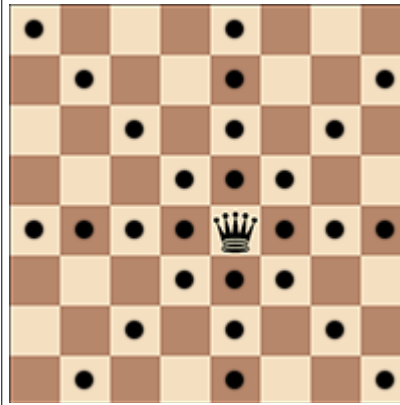
3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



3.7.1. The pawn may move forward to the square immediately in front of it on the same file, provided that this square is unoccupied, or

3.7.2. on its first move the pawn may move as in 3.7.1 or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or

3.7.3. the pawn may move to a square occupied by an opponent's piece diagonally in front of it on an adjacent file, capturing that piece.



3.5 Jokaldia egiterakoan, alfila edo gudaria, gaztelua edo dorrea; edo dama edo anderea ezin dira beste pieza batzuen gainetik igaro.

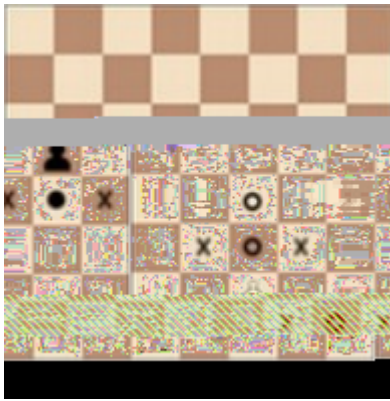
3.6 Zaldia edo Zalduna bera dagoen laukitik hurbilen baina errenkada, zutabe edo diagonal berean ez dagoen lauki batera mugitu daiteke.



3.7.1. Peoia edo oinezkoa bere aurrean, zutabe berean dagoen laukira mugitu daiteke, betiere lauki hori libre badago, edo

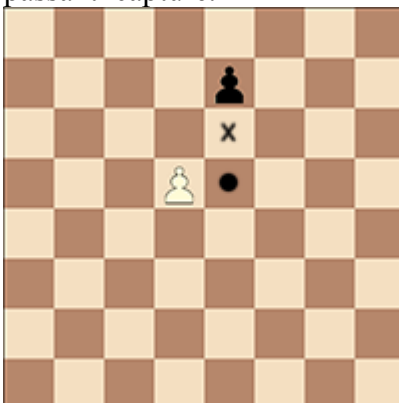
3.7.2. bere lehenengo jokaldian peoia edo oinezkoa 3.7.1-n bezala mugitu daiteke edo zutabe berean bi lauki aurrerago mugitu daiteke, betiere bi lauki horiek libre badaude, edo

3.7.3. peoia edo oinezkoa, aurkariaren pieza bat dagoen laukira mugitu daiteke lauki hori aurrerantz joanda diagonalean aldameneko zutabe baten badago, lauki horretan dagoen pieza harrapatuz



3.7.4.1. A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square.

3.7.4.2. This capture is only legal on the move following this advance and is called an 'en passant' capture.

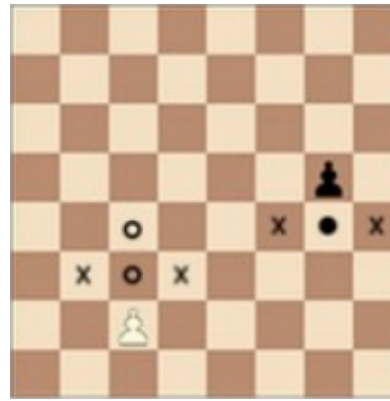


3.7.5.1. When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival. This is called the square of 'promotion'.

3.7.5.2. The player's choice is not restricted to pieces that have been captured previously.

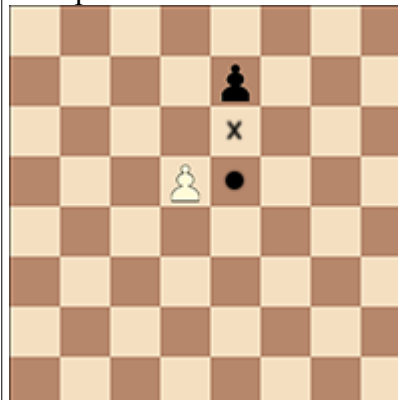
3.7.5.3. This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.

3.8 There are two different ways of moving the king:



3.7.4.1. Jokaldi bakarrean bi lauki aurreratu dituen peoi edo oinezko baten ondoko zutabean dagoen aurkariaren peoi edo oinezko batek, lehenengo peoi edo oinezkoa harrapatu dezake lauki bat mugitu izan balu gisa.

3.7.4.2. Harrapaketa hau bi laukitako aurrerapena egin den jokaldiaren jarraian da bakarrik legezkoa eta 'igarotzean harrapatzea' deritzo.



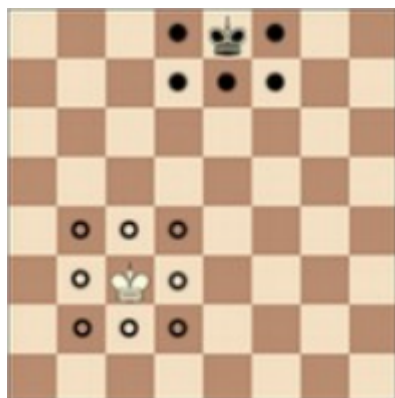
3.7.5.1. Jokalari batek, bere txanda denean, peoi edo oinezkoa hasierako posiziotik abiatuz urrunen duen errenkadara mugitzen duenean, jokaldi beraren parte gisa peoi edo oinezkoa kolore bereko dama edo andere; gaztelu edo dorre, alfil edo gudari; edo zaldi edo zaldun batengatik aldatu behar du helburu-lauki horretan bertan. Honi 'sustapen' laukia deritzo.

3.7.5.2. Jokalariaren aukera ez dago aurretik harrapatu diren piezetara mugatuta.

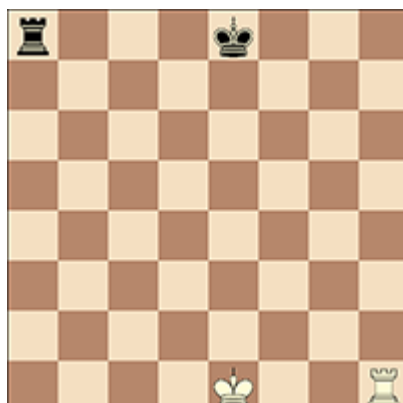
3.7.5.3. Peoi edo oinezkoa pieza batengatik aldatze honi sustapena deritzo eta pieza berriaren eragina berehalakoa da.

3.8 Erregea mugitzeko bi era ezberdin daude:

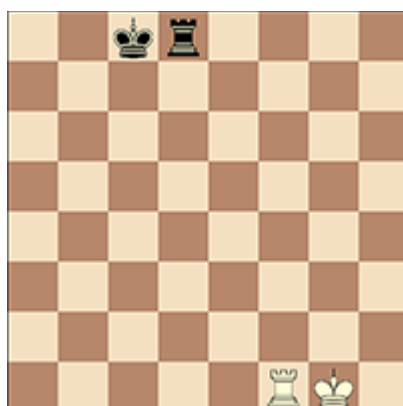
3.8.1. by moving to an adjoining square



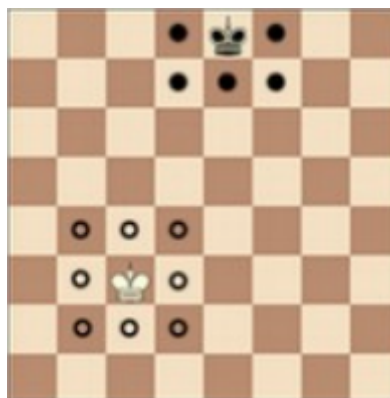
3.8.2. by 'castling'. This is a move of the king and either rook of the same colour along the player's first rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred to the square the king has just crossed.



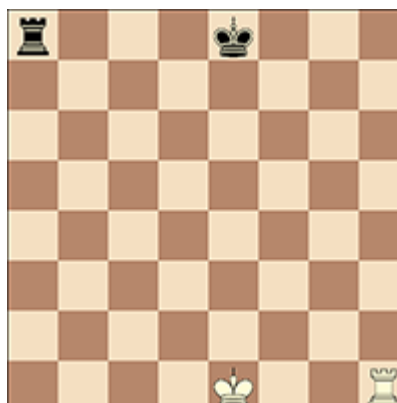
Before white kingside castling
Before black queenside castling



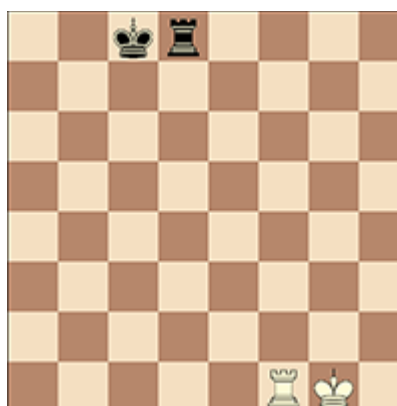
3.8.1. aldamenean duen lauki batera mugituz



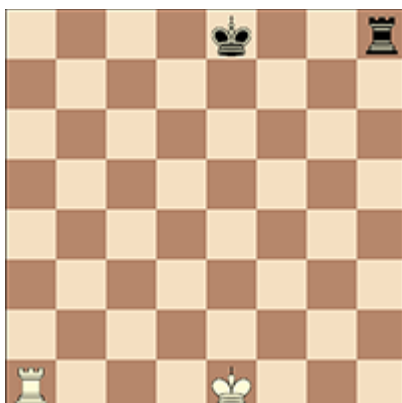
3.8.2. 'endrokatuz'. Hau erregeak eta kolore bereko edozein gaztelu edo dorreren arteko jokaldia da, jokalariaren lehenengo errenkadan egin, erregearen jokalditzat hartu eta honela egiten dena: erregea bere jatorrizko laukitik bi lauki mugitzen da bere jatorrizko laukian dagoen gaztelu edo dorrerantz, ondoren gaztelua edo dorrea erregeak iragan berri duen laukira mugitzen da.



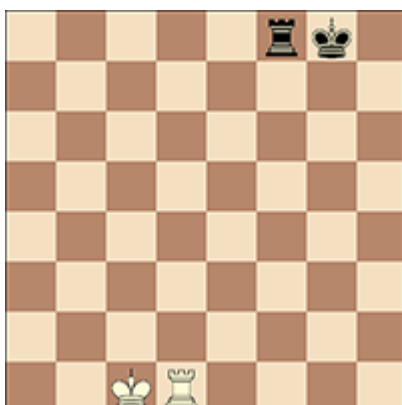
Zuria erregearen aldean endrokatu aurretik
Beltza dama edo anderearen aldean endrokatu aurretik



After white kingside castling
 After black queenside castling



Before white queenside castling
 Before black kingside castling



After white queenside castling
 After black kingside castling

3.8.2.1 The right to castle has been lost:

3.8.2.1.1 if the king has already moved, or

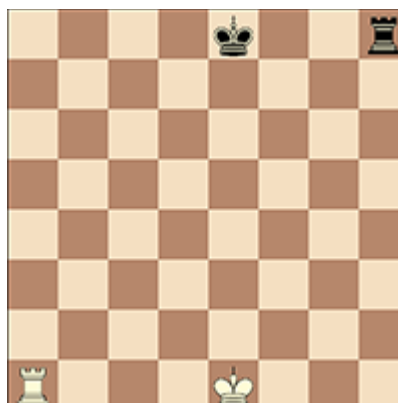
3.8.2.1.2 with a rook that has already moved.

3.8.2.2 Castling is prevented temporarily:

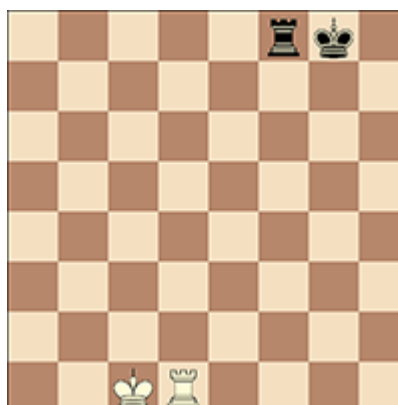
3.8.2.2.1 if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces, or

3.8.2.2.2 if there is any piece between the king

Zuria erregearen aldean endrokatu ostean
 Beltza dama edo anderearen aldean endrokatu ostean



Zuria dama edo anderearen aldean endrokatu aurretik
 Beltza erregearen aldean endrokatu aurretik



Zuria dama edo anderearen aldean endrokatu ostean
 Beltza erregearen aldean endrokatu ostean

3.8.2.1 Endrokatzeko eskubidea galdu egiten da:

3.8.2.1.1 erregea aurrez mugitu baldin bada, edo

3.8.2.1.2 aurrez mugitu den gaztelu edo dorre batekin.

3.8.2.2 Endrokea behin-behinekoz ezin da egin:

3.8.2.2.1 erregea dagoen laukia, edo iragan behar duen laukia, edo azkenean hartuko duen laukia aurkariaren pieza bat edo gehiagok erasotzen bada, edo

3.8.2.2.2 erregearen eta endrokea egin behar

and the rook with which castling is to be effected.

3.9.1 The king is said to be 'in check' if it is attacked by one or more of the opponent's pieces, even if such pieces are constrained from moving to the square occupied by the king because they would then leave or place their own king in check.

3.9.2 No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

3.10.1. A move is legal when all the relevant requirements of Articles 3.1 – 3.9 have been fulfilled.

3.10.2. A move is illegal when it fails to meet the relevant requirements of Articles 3.1 – 3.9

3.10.3. A position is illegal when it cannot have been reached by any series of legal moves.

Article 4: The act of moving the pieces

4.1 Each move must be played with one hand only.

4.2.1 Only the player having the move may adjust one or more pieces on their squares, provided that he first expresses his intention (for example by saying “j’adoube” or “I adjust”).

4.2.2 Any other physical contact with a piece, except for clearly accidental contact, shall be considered to be intent.

4.3 Except as provided in Article 4.2, if the player having the move touches on the chessboard, with the intention of moving or capturing:

4.3.1. one or more of his own pieces, he must move the first piece touched that can be moved

4.3.2. one or more of his opponent’s pieces, he must capture the first piece touched that can be

duen gaztelu edo dorrearen artean piezaren bat badago.

3.9.1 Erregea 'xake'-n dagoela esaten da aurkariaren pieza bat edo gehiagok erasopean badute, nahiz eta pieza horiek ezin diren erregea dagoen laukira mugitu beren erregea erasopean utzi edo jarriko luketelako.

3.9.2 Pieza bat ezin da mugitu mugituz gero bere koloreko erregea erasopean utzi edo jartzen badu.

3.10.1. Jokaldi bat legezkoa da 3.1 – 3.9 artikuluetako dagozkion betekizunak bete dituzenean.

3.10.2. Jokaldi bat legez-kanpokoa da 3.1 – 3.9 artikuluetako dagozkion betekizunak betetzen ez dituzenean.

3.10.3. Posizio bat legez-kanpokoa da ezin denean legezko jokaldien segida batekin lortu.

4. artikulua: Piezak mugitzea

4.1 Jokaldi bakoitza esku bakarrarekin bakarrik jokatu behar da.

4.2.1 Bere txanda duen jokalaria bakarrik egokitu dezake pieza bat edo gehiago bere laukietan, beti ere, aurrez egitera doana esaten badu (adibidez “j’adoube”, “compongo” edo “konpondu”² esanez).

4.2.2 Piezekin egiten den beste edozein kontaktu fisiko nahita egin dela ulertuko da argi eta garbi nahi gabekoa izan ez bada.

4.3 4.2 artikuluan zehazten dena alde batera utzita, jokalaria batek xake-taulan, mugitzeko edo harrapatzeko asmoarekin:

4.3.1. bere pieza bat edo gehiago ukitzen badu, mugitu daitekeen eta ukitu duen lehenengo pieza mugitu behar du.

4.3.2. aurkariaren pieza bat edo gehiago ukitzen badu, harrapatu daitekeen eta ukitu

2 “J’adoube” nazioartean onartzen den espresioa da eta frantsesez dago. “Compongo” gaztelaniaz erabiltzen den espresioa da

captured

4.3.3. one or more pieces of each colour, he must capture the first touched opponent's piece with his first touched piece or, if this is illegal, move or capture the first piece touched that can be moved or captured. If it is unclear whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.

4.4 If a player having the move:

4.4.1. touches his king and a rook he must castle on that side if it is legal to do so

4.4.2. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.1

4.4.3. intending to castle, touches the king and then a rook, but castling with this rook is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.

4.4.4. promotes a pawn, the choice of the piece is finalised when the piece has touched the square of promotion.

4.5 If none of the pieces touched in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.

4.6 The act of promotion may be performed in various ways:

4.6.1. the pawn does not have to be placed on the square of arrival,

4.6.2. removing the pawn and putting the new piece on the square of promotion may occur in any order.

4.6.3 If an opponent's piece stands on the square of promotion, it must be captured.

duen lehenengo pieza harrapatu behar du.

4.3.3. kolore bakoitzeko pieza bat edo gehiago ukitzen badu, ukitu duen aurkariaren lehenengo pieza, ukitu duen bere lehenengo piezarekin harrapatu behar du, eta hau legezkanpokoa bada, lehenengo ukitu duen eta mugitu edo harrapatu daitekeen pieza mugitu edo harrapatu behar du. Bere edo aurkariaren pieza ukitu duen argi ez badago, aurkariaren aurretik bere pieza ukitu duela ulertuko da.

4.4 Jokalari batek bere txanda denean:

4.4.1. bere erregea eta gaztelu edo dorre bat ukitzen baditu, alde horretan endrokatu egin beharko da legezkoa bada

4.4.2. nahita gaztelua edo dorrea eta ondoren erregea ukitzen baditu ezingo da endrokatu eta egoera 4.3.1 artikulua arautuko du

4.4.3. endrokatzeko asmoarekin, erregea eta ondoren gaztelua edo dorrea ukitzen baditu, baina gaztelu edo dorre horrekin endrokatzea legezkanpokoa bada, jokalaria legezko beste jokaldi bat egin beharko du bere erregearekin (agian beste gaztelu edo dorrearekin endrokatzea). Erregeak ez badu legezko jokaldirik, jokalaria beste edozein legezko jokaldi egin dezake.

4.4.4. peoia edo oinezkoa sustatzen badu, piezaren aukera ezingo du aldatu pieza berriak sustatze-laukia ukitzen duenetik aurrera.

4.5 Ukitu den piezetako bat ere ezin denean 4.3 edo 4.4 artikuluen arabera mugitu edo harrapatu, jokalaria beste edozein legezko jokaldi egin dezake.

4.6 Sustapena hainbat eratan egin daiteke:

4.6.1. peoi edo oinezkoa ez dago zertan helburu laukian kokatu,

4.6.2. peoi edo oinezkoa kendu eta pieza berria sustapen laukian kokatzea edozein ordenatan gerta daiteke.

4.6.3 Aurkariaren pieza bat sustapen laukian badago, harrapatu egin behar da.

4.7 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is considered to have been made in the case of:

4.7.1. a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand.

4.7.2. castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal. If castling on this side is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move.

4.7.3. promotion, when the player's hand has released the new piece on the square of promotion and the pawn has been removed from the board.

4.8 A player forfeits his right to claim against his opponent's violation of Articles 4.1 – 4.7 once the player touches a piece with the intention of moving or capturing it.

4.9 If a player is unable to move the pieces, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation.

Article 5: The completion of the game

5.1.1. The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was in accordance with Article 3 and Articles 4.2 – 4.7.

5.1.2. The game is won by the player whose opponent declares he resigns. This immediately ends the game.

4.7 Legezko jokaldi baten edo bere zati baten ondorioz pieza bat lauki baten askatu denean, jokaldi berean ezin da beste lauki batera mugitu. Jokaldia 'egin' egin dela esaten da honako kasuetan:

4.7.1. harrapaketa baten, harrapatutako pieza xake-taulatik kendu, jokalariak bere pieza lauki horretan kokatu eta bere pieza hori eskutik askatu duenean.

4.7.2. endrokatzean, jokalariaren eskuak aurrez erregeak iragan duen laukian gaztelua edo dorrea askatu duenean. Jokalariak erregea eskutik askatu duenean, jokaldia ez dago oraindik eginda baina jokalariak ezin du alde horretako endrokea ez den jokaldirik egin, legezkoa bada behintzat. Alde horretan endrokatzea legez-kanpoko bada, jokalariak bere erregearekin beste jokaldi bat egin beharko du (agian beste gaztelu edo dorrearekin endrokatzea). Erregeak ez badu legezko jokaldirik, jokalariak beste edozein legezko jokaldi egin dezake.

4.7.3. sustapenean, jokalariaren eskuak pieza berria sustapen laukian askatu eta peoi edo oinezkoa xake-taulatik kendu denean.

4.8 Jokalariak, bere aurkariak 4.1 – 4.7 artikulua hautsi dituela erreklamatzeko eskubidea galdu egingo du pieza bat mugitzeko edo harrapatzeko asmoarekin ukitzen duenean.

4.9 Jokalariak piezak mugitzeko gai ez bada, epaileak onartu beharko duen laguntzaile bat aurkeztu dezake lan hori egiteko

5. artikulua: partida bukatzea

5.1.1. Partida, aurkariaren erregeari xake mate eman dion jokalariak irabazten du. Honek partida berehala bukatzen du, xake matearen posizioa eragin duen jokaldia 3 eta 4.2 – 4.7 artikuluekin bat badator.

5.1.2. Partida, partida utzi edo etsitzen duen jokalariaren aurkariak irabazten du. Honek partida berehala bukatzen du.

5.2.1. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was in accordance with Article 3 and Articles 4.2 – 4.7.

5.2.2. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was in accordance with Article 3 and Articles 4.2 – 4.7.

5.2.3. The game is drawn upon agreement between the two players during the game, provided both players have made at least one move. This immediately ends the game.

COMPETITION RULES

Article 6: The chessclock

6.1 'Chessclock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.

'Clock' in the Laws of Chess means one of the two time displays. Each time display has a 'flag'.

'Flag-fall' means the expiration of the allotted time for a player.

6.2.1. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock (that is to say, he shall press his clock). This "completes" the move. A move is also completed if:

6.2.1.1 the move ends the game (see Articles 5.1.1, 5.2.1, 5.2.2, 9.6.1 and 9.6.2), or

5.2.1. Partida berdinduta bukatzen da bere txanda den jokalaria ez badu legezko jokaldirik eta bere erregea xakean ez badago. Erregea 'itota' dagoela esaten da. Honek partida berehala bukatzen du, errege itoaren posizioa eragin duen jokaldia 3 eta 4.2 – 4.7 artikuluekin bat badator.

5.2.2. Partida berdinduta bukatzen da, jokalaria batek ere edozein jokaldi segida erabilita, aurkariaren erregeari xake mate eman ezin dionean. Partida 'posizio-hilean' bukatzen dela esaten da. Honek partida berehala bukatzen du, posizioa eragin duen jokaldia 3 eta 4.2 – 4.7 artikuluekin bat badator.

5.2.3. Partida berdinduta bukatzen da, bi jokalariek partidan zehar horrela erabakitzen badute, beti ere jokalaria bakoitzak gutxienez jokaldi bat egin badu. Honek partida berehala bukatzen du.

LEHIAKETAKO ARAUAK

6. artikulua: Xake-erlojua

6.1 'Xake-erlojua' elkarrekin lotutako bi denbora-erakusle dituen eta aldi-berean erlojuetako bakarra martxan eduki dezakeen erlojua da.

Xakearen Legeetan 'erlojua' denbora-erakusle bi horietako bat da. Denbora-erakusleetako bakoitzak 'bandera' bat du.

'Bandera erortzea' jokalaria esleituta duen denbora agortzeari deritzo.

6.2.1. Partidan zehar xake-taulan jokaldia egin ostean, jokalaria bakoitzak bere erlojua gelditu eta aurkariarena martxan jarriko du (hau da, bere erlojua sakatuko du). Honek jokaldia 'osatu' egiten du. Gainera, kasu hauetan ere jokaldia osatu egin dela esaten da:

6.2.1.1 jokaldiak partida bukatzen badu (ikusi 5.1.1, 5.2.1, 5.2.2, 9.6.1 eta 9.6.2), edo

6.2.1.2 the player has made his next move, when his previous move was not completed.

6.2.2 A player must be allowed to stop his clock after making his move, even after the opponent has made his next move. The time between making the move on the chessboard and pressing the clock is regarded as part of the time allotted to the player.

6.2.3. A player must press his clock with the same hand with which he made his move. It is forbidden for a player to keep his finger on the clock or to 'hover' over it.

6.2.4. The players must handle the chessclock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised in accordance with Article 12.9.

6.2.5. Only the player whose clock is running is allowed to adjust the pieces.

6.2.6. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to the clock of a player with a disability.

6.3.1. When using a chessclock, each player must complete a minimum number of moves or all moves in an allotted period of time including any additional amount of time with each move. All these must be specified in advance.

6.3.2. The time saved by a player during one period is added to his time available for the next period, where applicable. In the time-delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main thinking time only commences after the fixed extra time has expired. Provided the player presses his clock

6.2.1.2 jokalaria bere hurrengo jokaldia egin badu, aurrekoa osatu gabe bazuen.

6.2.2 Jokalari bati beti utzi behar zaio jokaldia egin ostean bere erlojua gelditzen nahiz eta jada aurkariak bere mugimendua egin duen. Jokaldia xake-taulan egin eta erlojua sakatu artean igarotzen den denbora, jokalaria esleitutako denboraren parte dela ulertzen da.

6.2.3. Jokalaria jokaldia egin duen esku berberarekin sakatu behar du erlojua. Debehatuta dago jokalaria bere hatzak erlojuan edukitzea edo erlojuaren gainetik erabiltzea.

6.2.4. Jokalariak xake-erlojua era egokian erabili behar dute. Debehatuta dago indarrez sakatzea, hartzea, mugitu aurretik sakatzea edo kolpeak ematea. Erlojua era ezegokian erabiltzea 12.9 artikuluan ezarritakoarekin zigortuko da.

6.2.5. Bere erlojua martxan duen jokalaria bakarrik egokitu ditzake piezak.

6.2.6. Jokalari batek ezin badu erlojua erabili, epaileak onartu beharreko laguntzaile bat aurkeztu dezake lan hori egiteko. Bere erlojua behar bezala doituko du epaileak. Doiketa hau ez da egingo jokalaria ezgaitasunen bat duenean.

6.3.1. Xake-erlojua erabiltzen denean, jokalaria bakoitzak mugimendu kopuru bat edo guztiak ezarritako denbora baten egin behar ditu jokaldi bakoitzarekin lortutako edozein denbora gehigarri barne. Guzti hau aurrez ezarrita egon behar da.

6.3.2. Partidaren aldi baten jokalaria erabili ez duen denbora, hurrengo aldi izango duen denborari gehituko zaio, hurrengo aldirik balego. Denbora-atzerapen moduan jokalaria biek 'pentsatzeko denbora nagusi' bat jasotzen dute. Gainera jokalaria bakoitzak 'ezarritako denbora gehigarria' ere jasotzen du jokaldi bakoitzarekin. Pentsatzeko denbora nagusia, ezarritako denbora

before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.

6.4 Immediately after a flag falls, the requirements of Article 6.3.1. must be checked.

6.5 Before the start of the game the arbiter shall decide where the chessclock is placed.

6.6 At the time determined for the start of the game White's clock is started.

6.7.1. The regulations of an event shall specify in advance a default time. If the default time is not specified, then it is zero. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.

6.7.2. If the rules of a competition specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the regulations of an event specify or the arbiter decides otherwise.

6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.

6.9 Except where one of Articles 5.1.1, 5.1.2, 5.2.1, 5.2.2, 5.2.3 applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

6.10.1. Every indication given by the chessclock is considered to be conclusive in the absence of any evident defect. A chessclock with an evident defect shall be replaced by the arbiter, who shall use his best judgement when determining the times to be shown on the replacement chessclock.

gehigarria agortzen denean bakarrik hasiko da kontatzen. Jokalariak bere erlojua ezarritako denbora gehigarria agortu aurretik sakatzen badu, pentsatzeko denbora nagusia ez da aldatzen, berdin delarik zein den ezarritako denbora gehigarritik erabilitako zatia.

6.4 Bandera bat erori ostean, berehala, 6.3.1 artikuluan esandakoa egiaztatu behar da.

6.5. Partida hasi aurretik epaileak erabakiko du non kokatu xake-erlojua.

6.6 Partida hasteko unea heltzen denean, Zuriaren erlojua jarriko da martxan.

6.7.1. Txapelketa baten arauk itxarotedenbora bat ezarri beharko dute. Defektuzko denbora ezarri gabe badago, zero izango da. Xake-taulara itxarotedenbora hori igarota heltzen den jokalaria orok partida galdu egingo du epaileak besterik erabaki ezean.

6.7.2. Txapelketa baten arauk itxarotedenbora zero ez dela ezartzen badute eta hasieran jokalaririk ez badago, Zuriak galduko du, heltzen den arte, denbora guztia, txapelketaren arauk besterik agindu edo epaileak besterik erabaki ezean.

6.8 Bandera bat epaileak ikusten duenean edo jokalaria batek erreklamazio zuzen bat egiten duenean erortzen da.

6.9 5.1.1, 5.1.2, 5.2.1, 5.2.2 edo 5.2.3 artikuluetako bat aplikatzen denean ezik, jokalaria batek ez badu emandako denboran ezarritako jokaldi kopurua egin, partida galdu egingo du. Hala ere, partida berdinketan bukatuko da posizio horretatik abiatuz aurkariak ezin badio jokalariaren erregeari xake mate eman edozein delarik egindako legezko jokaldi-segida.

6.10.1. Xake-erlojuak emandako argibideak eztabaidaezinak dira akats nabarmenik ezean. Akats nabarmena duen xake-erlojua epaileak aldatu egin beharko du, eta berak erabakiko du xake-erloju berrian agertu beharko den denbora zein den.

6.10.2. If during a game it is found that the setting of either or both clocks is incorrect, either player or the arbiter shall stop the chessclock immediately. The arbiter shall install the correct setting and adjust the times and move-counter, if necessary. He shall use his best judgement when determining the clock settings.

6.11.1. If the game needs to be interrupted, the arbiter shall stop the chessclock.

6.11.2. A player may stop the chessclock only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.

6.11.3. The arbiter shall decide when the game restarts.

6.11.4. If a player stops the chessclock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for stopping the chessclock, the player shall be penalised in accordance with Article 12.9.

6.12.1 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made/completed, and clocks which also show the number of moves, are allowed in the playing hall.

6.12.2 The player may not make a claim relying only on information shown in this manner.

Article 7: Irregularities

7.1 If an irregularity occurs and the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the chessclock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock's move-counter.

6.10.2. Partidak dirauen artean erlojuren baten, edo bien, ezarpena zuzena ez dela ikusten bada, bi jokalarietako edozeinek edo epaileak erlojua berehala gelditu egingo du. Epaileak ezarpen zuzena jarriko du eta denbora eta jokaldi-kontagailua doitu du beharrezko balitz. Epaileak berak erabakiko ditu ezarpen berriak.

6.11.1. Partida eten egin behar bada, epaileak xake-erlojua gelditu egingo du.

6.11.2. Jokalari batek epailearen laguntza lortzeko bakarrik gelditu dezake xake-erlojua, adibidez sustapen bat gertatu denean eta nahi duen pieza eskura ez dagoenean.

6.11.3. Epaileak erabakiko du noiz abiarazi berriz partida.

6.11.4. Jokalari batek, epailearen laguntza lortzeko gelditzen badu erlojua, epaileak erabakiko du horretarako arrazoirik zuen ala ez. Jokalariak xake-erlojua gelditzeko arrazoirik ez balu, 12.9 artikuluan ezarritakoarekin zigortuko du epaileak.

6.12.1 Baimenduta dago partiden aretoan partidaren uneko posizioa, jokaldiak, egin/osatutako jokaldi kopurua eta jokaldi kopurua ere erakusten duten erlojuak dituzten pantailak, monitoreak edo partida erakusteko taulak egotea.

6.12.2 Jokalariak ezin du erreklamaziorik aurkeztu era horretan aurkeztutako informazioan bakarrik oinarrituta.

7. artikulua: Irregularitasunak

7.1 Irregularitasun bat gertatzen bada eta piezak lehenagoko posizio batera itzuli behar badira, epaileak erabakiko du zein izango den xake-erlojuaren agertuko den denbora. Honek erlojuaren adierazitako denbora ez aldatzea ere ekarri dezake. Behar balitz, jokaldi-kontagailua ere doitu du.

7.2.1. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game shall be played.

7.2.2. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game shall continue but the position reached must be transferred to a correctly placed chessboard.

7.3 If a game has started with colours reversed then, if less than 10 moves have been made by both players, it shall be discontinued and a new game played with the correct colours. After 10 moves or more, the game shall continue.

7.4.1 If a player displaces one or more pieces, he shall re-establish the correct position in his own time.

7.4.2 If necessary, either the player or his opponent shall stop the chessclock and ask for the arbiter's assistance.

7.4.3 The arbiter may penalise the player who displaced the pieces.

7.5.1. An illegal move is completed once the player has pressed his clock. If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.

7.5.2. If the player has moved a pawn to the furthest distant rank, pressed the clock, but not

7.2.1. Partidan zehar, piezen hasierako posizioa zuzena ez zela ikusten bada, partida bertan behera utziko da eta beste bat jokatu da.

7.2.2. Partidan zehar xake-aula 2.1 artikulua dioen bezala kokatu ez dela ikusten bada, partidak jarraitu egingo du baina egun dagoen posizioa ondo kokatutako xake-aula baten jarrita.

7.3 Jokalariak partida koloreak trukatu hasi badute, bi jokalariak 10 jokaldi baino gutxiago egin badituzte, eten egingo da eta partida berri bat jokatu da kolore zuzenekin. 10 jokaldi edo gehiago egin ondoren, partidak jarraitu egingo du.

7.4.1 Jokalari batek pieza bat edo gehiago bere tokitik mugitzen baditu bere denbora erabiliko du posizio zuzena berrezartzeko. Epaileak piezak bere tokitik mugitu dituen jokalaria zigortu egin dezake.

7.4.2 Beharrezko balitz berak edo aurkariak erlojua gelditu egingo du eta epailearen laguntza eskatu du.

7.4.3 Epaileak piezak bere tokitik mugitu dituen jokalaria zigortu egin dezake.

7.5.1. Legez kanpoko jokaldia osatu egin dela esaten da jokalarik bere erlojua sakatu duenean. Partidan zehar legez-kanpoko jokaldi bat osatu dela ikusten bada, irregulartasunaren aurreko posizioa berrezarriko da. Posizio hori zein den jakin ezin badaiteke, irregulartasunaren aurrekoa izanda identifikagarria den azken posiziotik aurrera jarraituko du partidak. Legez-kanpoko jokaldiaren ordezkoko jokaldiari 4.3 eta 4.7 artikulua aplikatuko zaizkio. Orduan partidak posizio horretatik jarraituko du.

7.5.2. Jokalariak peoi edo oinezkoa hasierako posiziotik urrunen dagoen

replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.

7.5.3. If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move.

7.5.4. If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalized as if an illegal move.

7.5.5. After the action taken under Article 7.5.1 7.5.2, 7.5.3 or 7.5.4, for the first completed illegal move by a player the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

7.6 If, during a game, it is found that any piece has been displaced from its correct square the position before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The game shall then continue from this reinstated position.

Article 8: The recording of the moves

8.1.1. In the course of play each player is required to record his own moves and those of

errenkadara mugitu, erlojua sakatu eta peoi edo oinezkoa pieza berri bategatik aldatu ez badu, jokaldia legez-kanpokoa da. Peoia edo oinezkoa, kolore bereko dama edo andere bategatik aldatuko da.

7.5.3 Jokalari batek jokaldirik egin gabe erlojua sakatzen badu, legez-kanpoko jokaldi gisa hartu eta zigortuko da.

7.5.4 Jokalari batek bi esku erabiltzen baditu jokaldi bat egiteko (adibidez endrokea edo sustapena egiterakoan) eta erlojua sakatzen badu, legez-kanpoko jokaldi gisa hartu eta zigortuko da.

7.5.5. 7.5.1, 7.5.2, 7.5.3 edo 7.5.4 artikulua aplikatu ostean, jokalari batek osatutako legez-kanpoko jokaldi bategatik bi minutu emango dizkio epaileak aurkariari; jokalari berberak osatutako bigarren legez-kanpoko jokaldiaren ostean, partida galdutzat emango dio. Hala ere, partida berdinketan bukatuko da, posizio horretatik abiatuz aurkariak ezin badio jokalariaren erregeari xake mate eman edozein delarik egindako legezko jokaldi-segida.

7.6 Partidan zehar edozein pieza bere lauki zuzenetik mugitu dela ikusten bada, irregulartasunaren aurreko posizioa berrezarriko da. Posizioa zein den ezin bada jakin, irregulartasunaren aurrekoa izanda identifikagarria den azken posiziotik aurrera jarraituko du partidak. Orduan partidak posizio horretatik aurrera jarraituko du.

8. artikulua: jokaldiak idaztea

8.1.1. Partidan zehar jokalari bakoitzak bere eta aurkariaren jokaldiak era zuzenean,

his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix C), on the 'scoresheet' prescribed for the competition.

8.1.2 It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to Guidelines I.1.1.

8.1.3. A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.

8.1.4. The scoresheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.

8.1.5. Both players must record the offer of a draw on the scoresheet with a symbol (=).

8.1.6. If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.

8.2 The scoresheet shall be visible to the arbiter throughout the game.

8.3 The scoresheets are the property of the organiser of the competition.

8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1.

8.5.1. If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall stop the chessclock. Then both players

jokaldiz jokaldi, ahalik eta argi eta irakurterazzen idatzi beharko ditu, idazkera aljebraikoan (C eranskina), txapelketarako ezarritako 'idaztorrian'.

8.1.2 Debekatuta dago jokaldiak aurrez idaztea jokalaria 9.2 edo 9.3 artikuluen arabera berdinketa erreklamatzeko edo partida I.1.1 gidalerroek dioten bezala gerorako uzten ari ez bada.

8.1.3. Jokalari batek, horrela nahi badu, aurkariaren jokaldiari hau idatzi aurretik mugituz erantzun diezaiokie. Bere aurreko jokaldia idatzita izan behar du berri bat egin aurretik.

8.1.4. Idaztorria jokaldiak, erlojuetako denborak, berdinketa eskaerak, erreklamazio baten ingurukoak eta beharrezko beste datu batzuk idazteko bakarrik erabiliko da.

8.1.5. Bi jokalariek berdinketa eskaera idatzi beharko dute (=) ikurra erabiliz.

8.1.6. Jokalari batek ezin badu partida idatzi, epaileak onartu beharreko laguntzaile bat aurkeztu dezake lan hori egiteko. Bere erlojua behar bezala doituko du epaileak. Doikuntza hau ez da egingo jokolariak ezgaitasunen bat duenean.

8.2 Idaztorriak epaileak ikusteko moduan egongo dira partidak dirauen artean.

8.3 Idaztorrien jabetza txapelketaren antolatzaileena da.

8.4 Jokalari batek aldi bateko edozein unetan bost minutu baino gutxiago baditu erlojuan eta ez badu jokaldi bakoitzeko 30 segundo edo gehiagoko denbora gehigarria, aldi horri geratzen zaion denbora guztian ez du 8.1 artikuluan ezarritakoa betetzeko derrigortasunik.

8.5.1. Jokalari bat bera ere ez badago 8.4 artikulua arabera partida idazten, epaileak edo laguntzaile bat egon beharko litzateke lan horretan. Kasu honetan, bandera bat erori ostean epaileak erlojua gelditu egingo du.

shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

8.5.2. If only one player has not kept score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is that player's move, he may use his opponent's scoresheet, but must return it before making a move.

8.5.3. If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times, whose clock was running and the number of moves made/completed, if this information is available, before reconstruction takes place.

8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made or completed.

8.7 At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

Article 9: The drawn game

9.1.1. The regulations of an event may specify that players cannot offer or agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.

9.1.2. However, if the regulations of an event allow a draw agreement the following shall apply:

9.1.2.1 A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock. An offer at any other time during play is still valid but Article

Jarraian bi jokalariek euren idaztorriak eguneratuko dituzte epailearen edo aurkariaren idaztorriarekin.

8.5.2. Jokalari batek bakarrik ez badu partida idatzi 8.4 artikuluan bezala, bandera bat erori ostean eta xake-taulan pieza bat mugitu aurretik, bere idaztorria guztiz eguneratu beharko du. Jokalariaren txanda bada bere aurkariaren idaztorria erabili dezake, baina itzuli egin beharko dio jokaldi bat egin aurretik.

8.5.3. Osatutako idaztorririk ez badago, jokalariek bigarren xake-taula baten berreraiki beharko dute partida epailea edo laguntzaile baten kontrolpean. Honek, berreraiketa egin aurretik, uneko posizioa, erlojuaren denbora, noren erlojua zegoen martxan eta zenbat jokaldi egin/osatu diren idatzi beharko du, informazio hori balego behintzat.

8.6 Idaztorriak ezin badira eguneratu jokalaria ezarritako denbora agortu duela frogatzeraino, egindako hurrengo jokaldia hurrengo aldiko lehenengo jokaldia dela ulertuko da, jokaldi gehiago egin edo osatu diren froga argirik ez badago behintzat.

8.7 Partida bukatzen denean, bi jokalariek bi idaztorriak sinatu egingo dituzte partidaren emaitza adieraziz. Nahiz eta okerra izan, emaitza horrek balioko du epaileak besterik erabaki ezean.

9. artikulua: Partida berdintzea

9.1.1. Txapelketa baten arauak, epailearen baimen gabe jokalariek berdinketa ezin dutela eskaini edo adostu zehaztu dezakete, dela esandako jokaldi kopuru bat egin aurretik edo dela guztiz.

9.1.2. Hala ere, txapelketaren arauak berdinketa adostea baimentzen badute, hauxe aplikatuko da:

9.1.2.1 Berdinketa eskaini nahi duen jokalaria, xake-taulan mugimendua egin ostean eta erlojua sakatu aurretik egingo du. Beste edonoiz egindako eskaintzak

11.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.

9.1.2.2 The offer of a draw shall be noted by each player on his scoresheet with the symbol (=).

9.1.2.3 A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.

9.2.1 The game is drawn, upon a correct claim by a player having the move, when the same position for at least the third time (not necessarily by a repetition of moves):

9.2.1.1. is about to appear, if he first writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move, or

9.2.1.2. has just appeared, and the player claiming the draw has the move.

9.2.2 Positions are considered the same if and only if the same player has the move, pieces of the same kind and colour occupy the same squares and the possible moves of all the pieces of both players are the same. Thus positions are not the same if:

9.2.2.1 at the start of the sequence a pawn could have been captured en passant.

9.2.2.2 a king had castling rights with a rook that has not been moved, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

9.3. The game is drawn, upon a correct claim by a player having the move, if:

legezkoak dira baina 11.5 artikulua aintzat hartu beharko da. Eskaintzari ezingo zaio baldintzarik jarri. Edozein kasutan eskaintza ezingo da bertan behera utzi eta balioduna izango da aurkariak onartu, ahoz baztertu, mugitu edo harrapatzeko asmoarekin pieza bat ukituz baztertu, edo partida beste nolabait bukatu arte.

9.1.2.2 Berdinketa eskaintza bi jokalariek idaztorrian (=) ikurrarekin idatzi beharko dute.

9.1.2.3 9.2 edo 9.3 artikulua arabera egindako erreklamazio bat, berdinketa eskaintza gisa ulertuko da.

9.2.1 Partida berdinketan bukatzen da, txanda duen jokalaria zuzen erreklamatzeko badu posizio berbera gutxienez hirugarren aldiz (ez derrigorrean jokaldiak errepikatu direlako):

9.2.1.1. agertzerako doala, berak lehenengo bere jokaldia idaztorrian idazten badu, ezin du jokaldi aldatu, eta epaileari jokaldi hori egiteko asmoa adierazten badiu, edo

9.2.1.2. oraintxe agertu dela, eta erreklamazioa aurkeztu duen jokalaria txanda bada.

9.2.2 Posizioak berberak direla ulertzen da, baldin eta soilik baldin, jokalaria berberaren txanda bada, eta era eta kolore bereko piezak lauki berberetan badaude eta pieza guztien jokaldi posible guztiak berberak badira. Beraz posizioak ez dira berberak:

9.2.2.1 sekuentziaren hasieran peoi edo oinezko bat igarotzean harrapa bazitekeen.

9.2.2.2 erregeak, gaztelu edo dorre batekin endrokatzeko eskubidea bazuen, baina mugitu ostean galdu balu. Endrokatzeko eskubidea, erregea edo gaztelua edo dorrea mugitu ostean galtzen da bakarrik.

9.3 Partida berdinketan bukatzen da, txanda duen jokalaria zuzen erreklamatzeko badu eta:

9.3.1. he writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture, or

9.3.2. the last 50 moves by each player have been completed without the movement of any pawn and without any capture.

9.4 If the player touches a piece as in Article 4.3, he loses the right to claim a draw under Article 9.2 or 9.3 on that move.

9.5.1 If a player claims a draw under Article 9.2 or 9.3, he or the arbiter shall stop the chessclock (see Article 6.12a or 6.12b). He is not allowed to withdraw his claim.

9.5.2. If the claim is found to be correct, the game is immediately drawn.

9.5.3. If the claim is found to be incorrect, the arbiter shall add two minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made in accordance with Articles 3 and 4.

9.6 If one or both of the following occur(s) then the game is drawn:

9.6.1. the same position has appeared, as in 9.2b, for at least five times.

9.6.2. any consecutive series of at least 75 moves have been completed by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence.

Article 10: Points

10.1 Unless the regulations of an event specify otherwise, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits, scores no points (0), and a player who draws his game scores a half point (1/2).

9.3.1. jokaldia idaztorrian idazten badu, ezin du jokaldia aldatu, eta epaileari jokaldi hori egiteko asmoa adierazten badio eta jokaldi horrekin jokalaria bakoitzaren azken 50 jokaldiak peoi edo oinezko bat mugitu gabe eta harrapaketarik egin gabe egin badira, edo

9.3.2. azken 50 jokaldiak peoi edo oinezko bat mugitu gabe eta harrapaketarik gabe egin badira.

9.4 Jokalariak pieza bat 4.3 artikuluan bezala ukitzen badu, jokaldi horretan 9.2 edo 9.3 artikuluen arabera berdinketa erreklamatzeko aukera galdu egingo du.

9.5.1 Jokalari batek 9.2 edo 9.3 artikuluen arabera berdinketa erreklamatzeko badu, berak edo epaileak erlojua geldituko du (ikusi 6.12.a edo 6.12.b artikulua). Ezingo du erreklamazioa kendu.

9.5.2. Erreklamazioa zuzena bada, partida berdinketan bukatzen da berehala.

9.5.3. Erreklamazioa zuzena ez bada, epaileak aurkariari bi minutu emango dizkio. Jarraian partidak jarraitu egingo du. Erreklamazioa, egiteko zen jokaldi baten oinarritu bada, jokaldi hori egin beharko da 3 eta 4 Artikuluek dioten bezala.

9.6 Hauetako bat, edo biak, gertatzen badira, partida berdinketan bukatzen da:

9.6.1. posizio berbera, 9.2.b artikuluan bezala, gutxienez bost aldiz agertu bada.

9.6.2. jokalari bakoitzak gutxienez 75 jokaldi osatu baditu peoi edo oinezkorik mugitu gabe eta harrapaketarik egin gabe. Azken jokaldiak xake-mate eman badu, honek balioko du.

10. artikulua: Puntuak

10.1 Txapelketa baten arauak besterik esaten ez badute, partida irabazten duen jokalaria, edo aurkaria ez agertzeagatik irabazi duenak, puntu bat (1) jasoko du, partida galtzen duenak, edo partidara agertzen ez denak, ez du punturik jasoko (0), eta partida berdintzen

10.2 The total score of any game can never exceed the maximum score normally given for that game. Scores given to an individual player must be those normally associated with the game, for example a score of 3/4 - 1/4 is not allowed.

Article 11: The conduct of the players

11.1 The players shall take no action that will bring the game of chess into disrepute.

11.2.1 The 'playing venue' is defined as the 'playing area', rest rooms, toilets, refreshment area, area set aside for smoking and other places as designated by the arbiter.

11.2.2 The playing area is defined as the place where the games of a competition are played.

11.2.3 Only with the permission of the arbiter can

11.2.3.1 a player leave the playing venue.

11.2.3.2 the player having the move be allowed to leave the playing area.

11.2.3.3 A person who is neither a player nor arbiter be allowed access to the playing area.

11.2.3.4

11.2.4 The regulations of an event may specify that the opponent of the player having a move must report to the arbiter when he wishes to leave the playing area.

11.3.1. During play the players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard.

11.3.2.1. During play, a player is forbidden to have any electronic device not specifically approved by the arbiter in the playing venue. However, the regulations of an event may allow such devices to be stored in a player's bag, provided the device is switched off. This bag must be placed as agreed with the arbiter. Both players are forbidden to use this bag without

duenak puntu erdia (1/2) jasoko du.

10.2 Edozein partidaren guztizko puntuazioak ezingo du gaintitu normalean partida horrek izan dezakeen guztizko puntuazioa. Jokalariei bakarka emandako puntuek, normalean partidarekin bat datozen puntuekin etorri behar dut, adibidez 3/4 - 1/4 erako puntuazioa ez da onartuko.

11. artikulua: Jokalarien portaera

11.1 Jokalariak ez dira xake-jokoaren izena zikinduko duen eran arituko.

11.2.1 'Jokalekua'-ren barne daude 'jokatzeko gunea', atsedeen gelak, komunak, erretzaileen gela eta epaileak izendatutako beste tokiak.

11.2.2 Jokatzeko gunea txapelketako partidak jokatzen diren tokia da.

11.2.3 Epailearen baimenarekin bakarrik:

11.2.3.1 utzi dezake jokalaria batek jokalekua.

11.2.3.2 utzi dezake txanda duen jokalaria jokatzeko gunea.

11.2.3.3 izan dezake baimena jokatzeko gunera sartzeko jokalaria edo epailea ez den pertsona batek.

11.2.4 4. Txapelketa baten arauak ezarri egin dezakete txanda duen jokalaria baten aurkariak epaileari esan behar diola jokatzeko gunea utzi nahi duela.

11.3.1. Partidak dirauen artean, jokalariek ezingo dute oharririk edo informazio edo aholku iturririk izan, eta ezingo dute partidarik beste xake-taula baten aztertu.

11.3.2.1. Partidak dirauen artean, jokalariek ezingo epaileak espezifikoki onartu gabeko gailu elektronikorik jokalekuan izan. Jokalariak horrelako gailu bat ekarri duela jakingo balitz, partida galdu egingo du. Aurkariak irabazi egingo du.

Txapelketa bateko arauak beste zigor arinago bat ezarri dezakete.

permission of the arbiter.

11.3.2.2 If it is evident that a player brought such a device into the playing venue, he shall lose the game. The opponent shall win.

The rules of an event may specify a different, less severe, penalty.

11.3.3 The arbiter may require the player to allow his clothes, bags or other items or body to be inspected, in private. The arbiter or a person authorised by the arbiter shall inspect the player and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.

11.3.4. Smoking, including e-cigarettes, is permitted only in the section of the venue designated by the arbiter.

11.4 Players who have finished their games shall be considered to be spectators.

11.5 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.

11.6 Infraction of any part of Articles 11.1 – 11.5 shall lead to penalties in accordance with Article 12.9.

11.7 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.

11.8 If both players are found guilty according to Article 11.7, the game shall be declared lost by both players.

11.9 A player shall have the right to request from the arbiter an explanation of particular points in the Laws of Chess

11.3.2.2 2.2 Garbi badago jokalaria horrelako gailu bat jokalekura ekarri duela, partida galdu egingo du. Aurkariak irabazi egingo du.

Txapelketa baten arauak, beste zigor, arinago, bat ezarri dezakete.

11.3.3 Epaileak jokalaria bati bere arropa, poltsa edo beste elementu batzuk edo gorputza pribatua ikuskatzen uztea eska diezaiokete. Epaileak, edo honek baimendutako pertsona batek, betiere jokalariaren sexu berekoa denak, jokalaria ikuskatu egingo du. Jokalaria betebeharrak honi uko egiten badiu, epaileak 12.9 artikuluan ezarritakoarekin zigortuko du.

11.3.4. Epaileak ezarritako jokalekuko tokian bakarrik erre daiteke, zigarro elektronikoak barne.

11.4 Partida bukatu duten jokalaria ikusletzat hartuko dira.

11.5 Debekatuta dago, modua edozein delarik ere, aurkaria arreta galtzera bultzatzea edo gogaitzea. Honek, arrazoitu gabeko erreklamazioak, arrazoi gabeko berdinketa eskaerak edo jokatzeko gunean zarata eragitea barne hartzen ditu.

11.6 11.1 – 11.5 Artikuluetan ezarritakoren bat ez betetzea 12.9 artikuluan ezarritakoarekin zigortuko da.

11.7 Jokalaria batek Xakearen Legeak diotena behin eta berriz betetzen ez badu, partida galdutzat emango dio epaileak. Epaileak erabakiko du aurkariaren emaitza.

11.8 Jokalaria biak badira 11.7 Artikuluaren ezarritakoaren errudun, biak galduko lukete partida.

11.9 Jokalariak Xakearen Legearen edozein punturen inguruko azalpenak eska diezazkiokete epaileari.

11.10 Unless the rules of the competition specify otherwise, a player may appeal against any decision of the arbiter, even if the player has signed the scoresheet (see Article 8.7).

11.11 Both players must assist the arbiter in any situation requiring reconstruction of the game, including draw claims.

11.12 Checking three times occurrence of the position or 50 moves claim is a duty of the players, under supervision of the arbiter.

Article 12: The role of the Arbiter (see Preface)

12.1 The arbiter shall see that the Laws of Chess are observed.

12.2 The arbiter shall

12.2.1. ensure fair play.

12.2.2. act in the best interest of the competition.

12.2.3. ensure that a good playing environment is maintained.

12.2.4. ensure that the players are not disturbed.

12.2.5. supervise the progress of the competition.

12.2.6. take special measures in the interests of disabled players and those who need medical attention.

12.2.7. follow the Anti-Cheating Rules or Guidelines

12.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made, and impose penalties on players where appropriate.

12.4 The arbiter may appoint assistants to observe games, for example when several players are short of time

12.5 The arbiter may award either or both players additional time in the event of external

11.10 Txapelketa baten arauak besterik esaten ez badute, jokalaria batek epailearen edozein erabakiren aurka helegitea aurkeztu dezake, nahiz eta jokalaria idaztorria sinatu (ikusi 8.7 artikulua).

11.11 Bi jokalariek epailea lagundu beharko dute, partida berreraiki behar den edozein egoeratan, berdinketa erreklamazioetan barne.

11.12 Posizioa hiru aldiz errepikatzearen edo 50 jokaldien erreklamazioa egiaztatzea jokalarien zeregina da, epailearen gainbegiradapean.

12. artikulua: epailearen papera (ikusi Hitzaurrea)

12.1 Epaileak Xakearen Legeak bete egiten direla bermatu beharko du.

12.2 Epaileak:

12.2.1. jokoa garbia dela ziurtatuko du.

12.2.2. txapelketaren interesa kontuan hartuta jardungo du.

12.2.3. jokatzeko giro ona mantentzeaz arduratuko dira.

12.2.4. jokalariei inork eta ezerk gogait egiten ez diela ziurtatuko du

12.2.5. txapelketaren jarduna gainbegiratu du.

12.2.6. jokalaria ezgaitu eta medikuen laguntza behar duten jokalarien interesarekin bat datozen neurriak hartuko ditu

12.2.7. Tranpen Aurkako Arauak edo Gidalerroak jarraituko ditu

12.3 Epaileak partidak ikuskatu egingo ditu, batez ere jokalariek denbora gutxi dutenean, bere erabakiak betearazi eta zigorrak ezarriko ditu hala behar denean.

12.4 Epaileak partidak ikuskatzeko laguntzaileak izendatu ditzake, adibidez jokalaria askok denbora gutxi dutenean.

12.5 Epaileak jokalaria bati edo biei denbora gehigarria eman diezaieke jokotik kanpoko

disturbance of the game.

12.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves completed, except in applying Article 8.5 when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock.

12.7 If someone observes an irregularity, he may inform only the arbiter. Players in other games must not to speak about or otherwise interfere in a game. Spectators are not allowed to interfere in a game. The arbiter may expel offenders from the playing venue.

12.8 Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue or any contiguous area designated by the arbiter.

12.9 Options available to the arbiter concerning penalties:

12.9.1. warning

12.9.2. increasing the remaining time of the opponent

12.9.3. reducing the remaining time of the offending player

12.9.4. increasing the points scored in the game by the opponent to the maximum available for that game

12.9.5. reducing the points scored in the game by the offending person

12.9.6. declaring the game to be lost by the offending player (the arbiter shall also decide the opponent's score)

12.9.7. a fine announced in advance

12.9.8. exclusion from one or more rounds.

12.9.9. expulsion from the competition.

APPENDICES

Appendix A. Rapid chess

A.1 A 'Rapidplay' game is one where either all

arazoren bat gertatuko balitz.

12.6 Epaileak ezin du partidan zehar inola parte hartu Xakearen Legeek ezarritako kasuetan ezik. Ez du osatutako jokaldi kopuruaren berri emango, bandera bat erortzean 8.5 artikuluan ezarritakoa betetzen denean ezik. Epaileak ez die jokalariei ezer esango beren aurkariak jokaldi bat osatu duenean edo erlojua sakatu duenean.

12.7 Inork irregulartasun bat ikusiko balu, epaileari bakarrik esan diezaioke. Beste partidetako jokalariek ezin dute partida bati buruz hitz egin edo beste era batera bertan parte hartu. Ikusleek ezin dute partida baten parte hartu. Errudunak jokalekutik kanporatu ditzake epaileak.

12.8 Epaileak baimentzen ez badu, guztiek debekatuta dute eskuko telefono edo beste edozein komunikazio gailu erabiltzea jokalekuan edo epaileak izendatutako beste edozein lekutan.

12.9 Epaileak ezarri ditzakeen zigorrak:

12.9.1. ohartarazpena

12.9.2. aurkariari denbora gehitzea

12.9.3. errudunari denbora kentzea

12.9.4. aurkariak partida baten lortutako puntuak, partida horretan lor daitekeen puntuazio maximora handitzea.

12.9.5. errudunari, partidan lortutako puntuazioa jaistea

12.9.6. errudunari partida galdutzat ematea (epaileak aurkariaren puntuazio ere erabakiko du)

12.9.7. aurrez esandako kopuruko isuna

12.9.8. txanda bat edo gehiagotatik egozte

12.9.9. txapelketatik kanporatzea

ERANSKINAK

A eranskina. Xake-joko aktiboa

A.1 'Xake-joko aktiboko' partida bat, jokalaria

the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player.

A.2 Players do not need to record the moves, but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him with a scoresheet, in order to write the moves

A.3.1 The Competition Rules shall apply if

A.3.1.1. one arbiter supervises at most three games and

A.3.1.2. each game is recorded by the arbiter or his assistant and, if possible, by electronic means.

A.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.

A.4 Otherwise the following apply:

A.4.1. From the initial position, once 10 moves have been completed by each player,

A.4.1.1 no change can be made to the clock setting, unless the schedule of the event would be adversely affected.

A.4.1.2 no claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.

A.4.2. If the arbiter observes an action taken under Article 7.5.1, 7.5.2, 7.5.3 or 7.5.4, he shall act according to Article 7.5.5, provided the

bakoitzak partidako jokaldi guztiak 10 minutu baino gehiago eta 60 minutu baino gutxiagoan egin behar dituzte; edo emandako denbora gehi 60 aldiz jokaldi bakoitzeko emandako denbora gehigarria 10 minutu baino gehiago eta 60 minutu baino gutxiago denean da.

A.2 Jokalariak ez dute partida idazteko derrigorrik baina ez dute galtzen idaztorrian oinarritutako erreklamaziorik egiteko eskubidea. Jokalariak, edonoiz, eskatu diezaioke epaileari idaztorria jokaldiak idazteko.

A.3.1 Lehiaketako Arauak egongo dira indarrean,

A.3.1.1. epaile batek gehienez 3 partida ikuskatzen baditu eta

A.3.1.2. partida bakoitza epaile batek edo laguntzaile batek idazten bada eta, posible balitz, bitarteko elektronikoak erabiliz gordetzen bada.

A.3.2 Jokalariak, edonoiz, bere txanda denean, epaileari edo bere laguntzaileari idaztorria erakusteko eskatu diezaioke. Hau partida baten gehienez bost aldiz eskatu daiteke. Gehiagotan eskatzea aurkariari traba egitea dela ulertuko da.

A.4 Bestela honako hau egongo da indarrean:

A.4.1. Hasierako posiziotik jokalari bakoitzak hamar jokaldi osatu dituzte,

A.4.1.1 ezingo da erlojuaren ezarpenik aldatu, egin ezean txapelketaren egutegiari modu konponezinean eragingo ez badio.

A.4.1.2 ezingo da xake-taularen hasierako kokapen edo posizio okerraren inguruko erreklamaziorik egin. Erregea gaizki kokatuta badago, endrokerik ezingo da egin. Gaztelua edo dorrea gaizki kokatuta badago, ezingo da gaztelu edo dorre horrekin endrokerik egin.

A.4.2. Epaileak 7.5.1, 7.5.2, 7.5.3 edo 7.5.4 Artikuluetan azaldutako egoera , 7.5.5 Artikuluaren arabera hartuko du erabakia,

opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim, provided the opponent has not made his next move.

If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

A.4.3. To claim a win on time, the claimant may stop the chessclock and notify the arbiter. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

A.4.4. If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if the illegal position is still on the board, he shall declare the game drawn.

A.4.5. The arbiter shall also call a flag fall, if he observes it.

A.5 The regulations of an event shall specify whether Article A.3 or Article A.4 shall apply for the entire event.

Appendix B. Blitz

B.1 A 'blitz' game' is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less.

B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one minute instead of two minutes.

B.3.1 The Competition Rules shall apply if

betiere aurkariak bere hurrengo jokaldia egin ez badu. Epaileak ez badu ezer esaten, aurkariak erreklamazioa egin dezake, aurkariak bere hurrengo jokaldia egin ez badu.

Aurkariak ez badu erreklamatzeko eta epaileak ez badu ezer esaten, partidak jarraitu egingo du. Aurkariak hurrengo jokaldia egiten duenean, legez-kanpoko jokaldia ezin da zuzendu bi jokalariek, epailearen parte-hartze gabe, ez badute hala erabakitzen behintzat.

A.4.3. Partida denboragatik irabazteko, erreklamazioa egiten duenak erlojua gelditu eta epaileari jakinarazi diezaioke. Hala ere, partida berdinketan bukatuko da, posizio horretatik abiatuz aurkariak ezin badio jokalaria erregeari xake-mate eman edozein delarik egindako legezko jokaldigida.

A.4.4. Epaileak bi erregeak xakean daudela edo peoi edo oinezko bat bere hasierako posiziotik urrunen dagoen errenkadan dagoela ikusten badu, hurrengo jokaldia osatu arte itxarongo du. Orduan, legez-kanpoko posizioa oraindik xake-taulan badago, partida berdinketarekin bukaraziko du.

A.4.5. Epaileak, ikusten badu, bandera erori dela esan beharko du.

A.5 Txapelketa bateko arauak, txapelketa guztian zehar A.3 edo A.4 artikuluetako zein egongo den indarrean adierazi beharko dute.

B Eranskina. Xake-joko azkarra

B.1. 'Partida azkar' bat jokalaria bakoitzak partidako jokaldi guztiak 10 minutu baino gutxiagoan egin behar dituzte; edo emandako denbora gehi 60 aldiz jokaldi bakoitzeko emandako denbora gehigarria 10 minutu baino gutxiago denean da.

B.2. Lehiaketako Arauen 7 eta 9 artikuluetan ezarritako zigorrak minutu batekoak izango dira bi minutukoak beharrean.

B.3.1 Lehiaketako Arauak egongo dira

B.3.1.1. one arbiter supervises one game and

B.3.1.2. each game is recorded by the arbiter or his assistant and, if possible, by electronic means.

B.3.2 The player may at any time, when it is his move, ask the arbiter or his assistant to show him the scoresheet. This may be requested a maximum of five times in a game. More requests shall be considered as a distraction of the opponent.

B.4 Otherwise, play shall be governed by the Rapid chess Laws as in Article A.2 and A.4.

B.5 The regulations of an event shall specify whether Article B.3 or Article B.4 shall apply for the entire event.

Appendix C. Algebraic notation

FIDE recognises for its own tournaments and matches only one system of notation, the Algebraic System, and recommends the use of this uniform chess notation also for 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 for that purpose. An arbiter who observes that a player is using a notation system other than the algebraic should warn the player of this requirement.

Description of the Algebraic System

C.1 In this description, 'piece' means a piece other than a pawn.

C.2 Each piece is indicated by an abbreviation. In the English language it is the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (N is used for a knight, in order to avoid ambiguity.)

indarrean,

B.3.1.1. partida bat epaile batek ikuskatzen badu eta

B.3.1.2. partida bakoitza epaile batek edo laguntzaile batek idazten badu eta, posible balitz, bitarteko elektronikoak erabiliz gordetzen bada.

B.3.2 Jokalariak edonoiz, bere txanda denean, epaileari edo bere laguntzaileari idaztorria erakusteko eskatu diezaiotke. Hau partida baten gehienez bost aldiz eskatu daiteke. Gehiagotan eskatzea aurkariari traba egitea dela ulertuko da.

B.4 Bestela, partida Xake-joko Aktiboko legeek arautuko dute A.2 eta A.4 artikuluetan bezala.

B.5 Txapelketa bateko arauak, txapelketa guztian zehar B.3 edo B.4 artikuluetako zein egongo den indarrean adierazi beharko dute.

C eranskina. Idazkera aljebraikoa³

FIDEk idazketa-sistema bakarra onartzen du bere lehiaketa eta match-etan, Sistema Aljebraikoa, alegia; eta xake idazketa-sistema uniforme hau erabiltzea gomendatzen du xake literaturan eta aldizkarietan ere. Aljebraikoa ez den beste idazketa-sistema batez idatzitako idaztorriak agian ez dira aintzat hartuko horretarako idaztorriak erabili behar diren kasuetan. Epaileak jokalaria bat aljebraikoa ez den beste idazketa-sistema bat erabiltzen ikusten badu, betebeharrak ezinbestean bete behar duela jakinaraziko dio.

Sistema Aljebraikoaren deskribapena

C.1 Azalpen honetan 'pieza' peoia edo oinezkoa ez den pieza bat da.

C.2 Pieza bakoitza bere izenaren laburdura batez, adierazi behar da. Adibidez, euskaraz, lehenengo letra larria da: E = Erregea, D = Dama, G = Gaztelua, A = Alfila, Z = Zaldia edo Zalduna, edo E = Erregea, A = Anderea, D = Dorrea, G = Gudaria, Z = Zaldia edo

3 "Xake Zakurtzarrari" argitalpenean egindako lanean oinarrituta.

C.3 For the abbreviation of the name of the pieces, each player is free to use 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 recommended.

C.4 Pawns are not indicated by their first letter, but are recognised by the absence of such a letter. Examples: the moves are written e5, d4, a5, not pe5, Pd4, pa5.

C.5 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.

C.6 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, 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.

C.7 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.

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

C.8 Each move of a piece is indicated by the abbreviation of the name of the piece in question and the square of arrival. There is no need for a hyphen between name and square. Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival

Zalduna⁴.

Jokalariek, pieza izendatzeko, beren lurraldean erabiltzen den izena erabili dezakete. Adibidez: F = Fou (Alfila frantsesez), Loper (Alfila nederlandera). Idatzizko argitalpenetan irudiak erabiltzea gomendatzen da.

C.4 Peoiak edo oinezkoak ez dira adierazten beren lehen letraren bidez; lehen letra hori ez adierazteak erakusten du peoiak direla. Adibidez: e5, d4, a5 eta ez pe5, Pd4 edo Oa5.

C.5 Zortzi zutabeak (ezkerretik eskuinera Zuriarentzat, eta eskuinetik ezkerreara Beltzarentzat) letra xehez adierazi behar dira: a, b, c, d, e, f, g eta h, hurrenez hurren.

C.6 Zortzi errenkadak (behetik gora Zuriarentzat eta goitik behera Beltzarentzat) 1, 2, 3, 4, 5, 6, 7 eta 8 eran zenbatuta daude, hurrenez hurren. Ondorioz, hasierako posizioan piezak eta peoi edo oinezko zuriak lehen eta bigarren errenkadetan jarri ohi dira; pieza eta peoi edo oinezko beltzak, oster, zortzigarren eta zazpigarren errenkadetan.

C.7 Arestian aipatutako arauen ondorioz, 64 laukietako bakoitza letra eta zenbaki konbinazio bakar batez adierazita egongo da beti.

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

C.8 Pieza bakoitzaren mugimendua adierazterakoan, dagokigun piezaren izenaren laburdura eta iristen deneko laukia adierazi beharko dira. Ez da gidoirik idatzi behar izena eta laukiaren artean. Adibidez: Ae5/Ge5, Zf3, Gd1/Dd1. peoien kasuan,

4 Jokalari euskaldunek bi izendapen mota erabiltzen dituzte, eta biak adierazi ditugu hemen.

is indicated. Examples: e5, d4, a5.

A longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.

C.9 When a piece makes a capture, an x may be inserted between:

C.9.1 the abbreviation of the name of the piece in question and

C.9.2. the square of arrival. Examples: Bxe5, Nxf3, Rxd1, see also C10.

C.9.3 When a pawn makes a capture, the file of departure must be indicated, then an x may be inserted, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an 'en passant' capture, 'e.p.' may be appended to the notation. Example: exd6 e.p.

C.10 If two identical pieces can move to the same square, the piece that is moved is indicated as follows:

C.10.1. If both pieces are on the same rank: by

C.10.1.1. the abbreviation of the name of the piece,

C.10.1.2 the file of departure, and

C.10.1.3 the square of arrival.

C.10.2 If both pieces are on the same filerank by:

C.10.2.1 the abbreviation of the name of the piece,

C.10.2.2 the rank of the square of departure, and

C.10.2.3 the square of arrival.

C.10.3 If the pieces are on different ranks and files, method 1 is preferred. Examples:

iristen direneko laukia baino ez da adierazi behar. Adibidez: e5, d4, a5.

Hasierako laukia ere idazten den formatu luzeagoa ere onargarria da Adibidez: Ab2e5, Zg1f3, Ga1d1, e7e5, d2d4, a6a5.

C.9 Pieza batek harrapaketa egiten duenean, x bat tartekatu daiteke

C.9.1. dagokion piezaren izenaren laburduraren eta

C.9.2. iristen den laukiaren artean. Adibidez: Axe5/Gxe5, Zxf3, Gxd1/Dxd1, ikusi baita ere C.10

C.9.3. Peoi batek harrapaketa bat burutzen duenean, iristen den laukia adierazteaz gain, abiatze zutabea ere adierazi beharko da, jarraian x bat izan dezakeelarik. Adibidez: dxe5, gxf3, axb5. 'Igarotzean' harrapaketa bat eginez gero, bukaeran peoiak hartu duen laukia jarriko dugu iritsi den laukitzat, eta idazketan "i.h." jarri daiteke. Adibidez: exd6 i.h.

C.10 Bi pieza berdin lauki berera mugi badaitezke, mugitutako pieza honela adieraziko da:

C.10.1 Pieza biak errenkada berean badaude:

C.10.1.1 piezaren izenaren laburdura,

C.10.1.2 abiatze laukiaren zutabea eta, azkenik,

C.10.1.3 heltze laukia adierazi beharko dira.

C.10.2 Pieza biak zutabe berean badaude:

C.10.2.1 piezaren izenaren laburdura,

C.10.2.2 abiatze laukiaren lerroa eta, azkenik,

C.10.2.3 heltze laukia adierazi beharko dira.

C.10.3 Piezak errenkada eta zutabe desberdinetan badaude, hobe da 1 modua erabiltzea. Adibideak:

C.10.3.1 There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.

C.10.3.2 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.

C.10.3.3 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.

C.10.3.4 If a capture takes place on the square f3, the notation of the previous examples is still applicable, but an x may be inserted: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndx3, as the case may be.

C.11 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the abbreviation of the new piece. Examples: d8Q, exf8N, b1B, g1R.

C.12 The offer of a draw shall be marked as (=).

C.13 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

++ or # = checkmate

e.p. = captures 'en passant'

The last four are optional.

Sample game:

1.e4 e5 2. Nf3 Nf6 3. d4 exd4 4. e5 Ne4 5. Qxd4 d5 6. exd6 e.p. Nxd6 7. Bg5 Nc6 8. Qe3+ Be7 9. Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

Or: 1. e4 e5 2. Nf3 Nf6 3. d4 ed4 4. e5 Ne4 5. Qd4 d5 6. ed6 Nd6 7. Bg5 Nc6 8. Qe3

C.10.3.1 Bi zaldun edo zaldi daude g1 eta e1 laukietan, eta bietatik bat f3 laukira mugitu da: Zgf3 edo Zef3 izan daiteke, bata ala bestea izan.

C.10.3.2 Bi zaldun edo zaldi daude g5 eta g1 laukietan, eta bietako bat f3 laukira mugitu da: Z5f3 edo Z1f3 izan daiteke, bata ala bestea izan.

C.10.3.3 Bi zaldun edo zaldi daude h2 eta d4 laukietan, eta bietako bat f3 laukira mugitu da: Zhf3 edo Zdf3 izan daiteke, bata ala bestea izan.

C.10.3.4 f3 laukian harrapaketa bat egiten bada, arestiko adibideak dauden bezala balio dute baina x bat sartu daiteke, hala nola: 1) Zgxf3 edo Zexf3, 2) Z5xf3 edo Z1xf3, 3) Zhxf3 edo Zdx3, izan daitezke, kasuan-kasuan.

C.11 Peoi edo oinezko bat sustatuz gero, peoiak edo oinezkoak burututako mugimendua adierazi beharko da, eta jarraian pieza berriaren lehen hizkia. Adibidez: d8D/d8A, f8Z, b1A/b1G, g1G/g1D.

C.12 Berdinketa eskaintza (=) ikurrarekin adieraziko da.

C.13 Laburdurak

0-0 = h1 edo h8-ko gazteluen endrokea (erregearen aldeko endrokea)⁵

0-0-0 = a1 edo a8-ko gazteluen endrokea (damaren aldeko endrokea)⁶

x = harrapaketa

+ = xake

++ edo # xake mate

i.h. Peoia edo oinezkoa igarotzean

harrapatzea

Azken laurak erabiltzea hautazkoa da.

Partida baten adibidea:

1.e4 e5 2. Zf3 Zf6 3. d4 exd4 4. e5 Ze4 5. Dxd4 d5 6. exd6 i.h. Zxd6 7. Ag5 Zc6 8. De3+ Ae7 9. Zbd2 0-0 10. 0-0-0 Ge8 11. Eb1 (=)

Edo: 1. e4 e5 2. Zf3 Zf6 3. d4 ed4 4. e5 Ze4

5 Endroke laburra ere deitzen zaio

6 Endroke luzea ere deitzen zaio

Be7 9 Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

Appendix D. Rules for play with blind and visually disabled players

D.1 The organiser, after consulting the arbiter, shall have the power to adapt the following rules according to local circumstances. In competitive chess between sighted and visually disabled (legally blind) players either player may demand the use of two boards, the sighted player using a normal board, the visually disabled player using one specially constructed. This board must meet the following requirements:

D.1.1. measure at least 20 cm by 20 cm,

D.1.2. have the black squares slightly raised,

D.1.3. have a securing aperture in each square,

D.1.4. The requirements for the pieces are:

D.1.4.1. all are provided with a peg that fits into the securing aperture of the board,

D.1.4.2. all are of Staunton design, the black pieces being specially marked.

D.2 The following regulations shall govern play:

D.2.1. The moves shall be announced clearly, repeated by the opponent and executed on his chessboard. When promoting a pawn, the player must announce which piece is chosen. To make the announcement as clear as possible, the use of the following names is suggested instead of the corresponding letters:

- A - Anna
- B - Bella
- C - Cesar
- D - David

5. Ad4 d5 6. ed6 Zd6 7. Gg5 Zc6 8. Ae3
Ge7 9 Zbd2 0-0 10. 0-0-0 De8 11. Eb1 (=)

D eranskina: itsuekin eta ikusmen-urritasuna duten jokalariekin jokatzeko arauak

D.1 Antolatzaileak, epailearekin hitz egin ostean, arau hauek bere egoera zehatzera moldatzeko aukera edukiko du. Ikusmena duten eta ez duten (legez itsuak diren) jokalarien arteko lehiaketa-xakean, bi jokalarietako edozeinek bi xake-aula erabiltzea eska dezake: ikusmena duenak xake-aula arrunta erabiliko du eta ikusmen urritasuna duenak berezi bat. Xake-aula berezi honen ezaugarriak hauexek izan beharko dira:

D.1.1. gutxienez 20 cm x 20 cm-ko tamaina izatea

D.1.2. lauki beltzak zuriak baino altuagoak izatea

D.1.3. segurtasun zulo bat izatea lauki bakoitzean

D.1.4. Piezek honako ezaugarriak izan beharko dituzte:

D.1.4.1. xake-aularen segurtasun zuloan sartzeko orratza izan beharko dute,

D.1.4.2. guztiak Staunton diseinukoak izan behar dira, pieza beltzak era berezian markatuta daudelarik.

D.2 Jokoa arau hauen arabera jokatuko da:

D.2.1. Jokaldiak ahalik eta garbien iragarriko dira, aurkariak errepikatu egingo ditu eta xake-aulan egin jarraian. Peoi edo oinezkoa sustatzean, jokalaria hautatzen duen pieza iragarri egin beharko du. Iragarpena ahalik eta argien egiteko, dagozkion hizkiak beharrean honako hitzak erabiltzea gomendatzen da:

- A - Anna
- B - Bella
- C - Cesar

E - Eva
F - Felix
G - Gustav
H - Hector

Unless the arbiter decides otherwise, ranks from White to Black shall be given the German numbers

1 - eins
2 - zwei
3 - drei
4 - vier
5 - fuenf
6 - sechs
7 - sieben
8 - acht

Castling is announced "Lange Rochade" (German for long castling) and "Kurze Rochade" (German for short castling). The pieces bear the names: Koenig, Dame, Turm, Laeufer, Springer, Bauer.

D.2.2. On the visually disabled player's board a piece shall be considered 'touched' when it has been taken out of the securing aperture.

D.2.3. A move shall be considered 'made' when:

D.2.3.1. in the case of a capture, the captured piece has been removed from the board of the player whose turn it is to move

D.2.3.2. a piece has been placed into a different securing aperture

D.2.3.3. the move has been announced.

D.2.4. Only then shall the opponent's clock be started.

D.2.5. As far as points D.2.2 and D.2.3 are concerned, the normal rules are valid for the sighted player.

D.2.6.1 A specially constructed chessclock for the visually disabled shall be admissible. It should be able to announce the time and number of moves to the visually disabled player.

D - David
E - Eva
F - Felix
G - Gustav
H - Hector

Epailleak besterik erabaki ezean, Zuriengandik Beltzengana doazen errenkadek alemanezko zenbakien izenak izango dituzte:

1 – eins
2 – zwei
3 – drei
4 – vier
5 – fuenf
6 – sechs
7 – sieben
8 – acht

Endrokea "Lange Rochade" ("Endroke luzea" alemanez) eta "Kurze Rochade" ("Endroke motza" alemanez) bezala iragarriko da.

Piezen izenak ere alemanezkoak izango dira: Koenig, Dame, Turm, Lauefer, Springer, Bauer.

D.2.2. Ikusmen urritasuna duen jokalariaren xake-taulan pieza bat 'ukitu' dela ulertuko da segurtasun zuloatik atera bada.

D.2.3. Jokaldi bat 'egin' dela esango da:

D.2.3.1. harrapaketaren kasuan, harrapatutako pieza txanda duen jokalariaren xake-taulatik kendu denean.

D.2.3.2. pieza segurtasun zulo ezberdinean kokatu denean.

D.2.3.3. jokaldia iragarri denean.

D.2.4. Orduan bakarrik jarriko da martxan aurkariaren erlojua.

D.2.5 D.2.2 eta D.2.3 puntuei dagokienez, ikusmena duen jokalariarentzat ohiko arauak izango dira aplikagarri.

D.2.6.1 Ikusmen urritasuna duen jokalariarentzat era berezian egindako erlojua erabiltzea onartuko da. Denbora eta jokalaria kopurua iragartzeko aukera izan

D.2.6.2 Alternatively an analogue clock with the following features may be considered:

D.2.6.2.1. a dial fitted with reinforced hands, with every five minutes marked by one raised dot, and every 15 minutes by two raised dots, and

D.2.6.2.2. a flag which 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 5 minutes of the full hour.

D.2.7. The visually disabled player must keep score of the game in Braille or longhand, or record the moves on a recording device.

D.2.8. A slip of the tongue in the announcement of a move must be corrected immediately and before the clock of the opponent is started.

9D.2.. If during a game different positions should arise on the two boards, they must be corrected with the assistance of the arbiter 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 made the wrong one must adjust his position to correspond with the move on the game scores. When the game scores are found to differ, the moves shall be retraced to the point where the two scores agree, and the arbiter shall readjust the clocks accordingly.

D.2.10. The visually disabled player shall have the right to make use of an assistant who shall have any or all of the following duties:

D.2.10.1 making either player's move on the board of the opponent

D.2.10.2. announcing the moves of both players

D.2.10.3. keeping the game score of the visually disabled player and starting his opponent's clock (keeping point 3.c in mind)

D.2.10.4. informing the visually disabled player, only at his request, of the number of moves

beharko luke.

D.2.6.2 Erloju analogikoa ere erabili daiteke, ezaugarri hauek baditu:

D.2.6.2.1. orratz indartuak dituen erakuslea, bost minutuero erliebedun puntu bat duena eta 15 minutuero erliebedun bi puntu, eta

D.2.6.2.2. erraz uki daitekeen bandera, ordu bateko azken bost minutuetan minutuetako bakoitza nabarmentzeko aukera eskaintzen duena.

D.2.7. Ikusmen urritasuna duen jokalaria partida Braille sisteman edo eskuz idatzi beharko du, edo ahots grabagailu baten grabatu.

D.2.8. Jokaldia iragartzerakoan egindako ahots-akats bat berehala zuzendu beharko da, betiere aurkariaren erlojua martxan jarri aurretik.

D.2.9. Partidan zehar bi xake-tauletan posizio ezberdinak daudela ikusten bada, epailearen laguntzarekin eta bi jokalarien idaztorriak erabiliz zuzendu beharko da. Bi idaztorriak bat badatoz, jokaldi zuzena idatzi baina xake-taulan gaizki egin duenak zuzendu beharko du. Idaztorriak ezberdinak direnean, bi idaztorriak berdinak diren punturaino itzuliko da partida, eta epaileak erlojuak behar bezala doituko ditu.

D.2.10. Ikusmen urritasuna duen jokalaria laguntzaile bat izateko eskubidea du, laguntzaileak honako lan hauetako guztiak edo batzuk egin ditzake:

D.2.10.1. aurkariaren xake-taulan jokalaria jokaldiak egitea.

D.2.10.2. bi jokalarien jokaldiak iragartzea.

D.2.10.3. ikusmen urritasuna duen jokalaria partida idaztea eta aurkariaren erlojua martxan jartzea (3.c puntua kontuan hartuz)

D.2.10.4. ikusmen urritasuna duen jokalaria, honek eskatzen duenean bakarrik,

completed and the time used up by both players

D.2.10.5. claiming the game in cases where the time limit has been exceeded and informing the arbiter when the sighted player has touched one of his pieces

D.2.10.6. carrying out the necessary formalities in cases where the game is adjourned.

D.2.11. If the visually disabled player does not make use of an assistant, the sighted player may make use of one who shall carry out the duties mentioned in points D.2.10.1 and D.2.10.2. An assistant must be used in the case of a visually disabled player paired with a hearing impaired player.

Guidelines I. Adjourned games

I.1.1. 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 the chessclock.

Until he has stopped the chessclock 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.

I.1.2. 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, and his remaining time shall so be recorded.

I.2 The following shall be indicated upon the envelope:

I.2.1. the names of the players,

I.2.2. the position immediately before the sealed

egindako jokaldi kopurua eta jokalariek erabilitako denbora zein den esatea.

D.2.10.5. denbora muga gainditu dela erreklamatzeko eta epaileari esatea ikusmena duen jokalaria bere pieza bat ukitu duenean.

D.2.10.6. partida gerorako utzi behar denean behar diren lanak egitea.

D.2.10.11. Ikusmen urritasuna duen jokalaria laguntzailerik ez badu erabiltzen, ikusmena duenak erabili ahal izango du D.2.10.1 eta D.2.10.2 puntuetan azalduko egiteko. Laguntzaile bat erabili beharko da ikusmen urritasuna duen jokari baten entzumen urritasuna duen jokari baten aurka jokatzeko duenean.

Gidalerroak I: Gerorako utzitako partidak

I.1.1. Jokatzeko emandako denboraren ostean partida oraindik bukatu gabe badago, txanda duen jokariari bere jokaldia 'zigilatze' eskatuko dio epaileak. Jokalaria era garbian idatzi beharko du bere jokaldia idaztorrian, idaztorri hori eta aurkariarena gutun-azal baten sartu, gutun-azala zigilatu eta orduan erlojua gelditu.

Erlojua gelditu arte, jokalaria zigilatutako jokaldia aldatzeko aukera dauka. Epaileak jokaldia zigilatze eskatu ostean, jokalaria jokaldia xake-taulan egiten badu, jokaldi hori idatzi beharko du idaztorrian zigilatutako jokaldi gisa.

I.1.2. Emandako denbora bukatu baino lehen partida gerorako uzten duen jokalaria, jokaldia emandako denbora bukatu deneko orduan zigilatu duela ulertuko da, eta geratzen zaion denbora erregistratu beharko da.

I.2 Kartazalean honako hau idatzi beharko da:

I.2.1. jokalarien izenak,

I.2.2. zigilatutako jokaldiaren aurreko

move,

I.2.3. the time used by each player,

I.2.4. the name of the player who has sealed the move,

I.2.5. the number of the sealed move,

I.2.6. the offer of a draw, if the proposal is current,

I.2.7. the date, time and venue of resumption of play.

I.3 The arbiter shall check the accuracy of the information on the envelope and is responsible for its safekeeping.

I.4 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.

I.5 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.

I.6 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.

I.7 The envelope shall be opened only when the player who must reply to the sealed move is present.

I.8 Except in the cases mentioned in Articles 5, 6.9 and 9.6, the game is lost by a player whose recording of his sealed move:

I.8.1. is ambiguous, or

I.8.2. is recorded in such a way that its true significance is impossible to establish, or

I.8.3. is illegal.

I.9 If, at the agreed resumption time:

I.9.1. the player having to reply to the sealed move is present, the envelope is opened, the sealed move is made on the chessboard and his clock is started.

I.9.2. the player having to reply to the sealed

posizioa,

I.2.3. jokalari bakoitzak erabilitako denbora,

I.2.4. jokaldia zigilatu duen jokalariaren izena,

I.2.5. zigilatutako jokaldiaren zenbakia,

I.2.6. berdinketa eskaintza, indarrean badago,

I.2.7. partida berriz jokatzen hasiko den eguna, ordua eta lekua.

I.3 Kartazalean dagoen informazioa zuzena dela epaileak ziurtatu beharko du eta gutun-azala era egokian gordetzeko ardura ere izango du.

I.4 Jokalari batek berdinketa eskaintzen badu bere aurkariak jokaldia zigilatu ostean, eskaintza 9.1 Artikuluan ezarri bezala onartu edo baztertu arte baliouduna izango da.

I.5 Partida berriz hasi aurretik, zigilatutako jokaldiaren aurreko posizioa jarriko da xake-taulan, eta jokalari bakoitzak erabilitako denborak erlojuetan.

I.6 Partida berriz hasi aurretik jokalariek berdinketa adosten badute, edo jokalarietako batek partida etsi egiten duela jakinarazten badio epaileari, partida bukatu egingo da.

I.7 Gutun-azala zigilatutako jokaldiari erantzun beharko dion jokalaria aurrean dagoenean bakarrik irekiko da.

I.8 5, 6.9 eta 9.6 Artikuluetako kasuetan ezik, partida galdu egingo du horrelako jokaldi bat zigilatu duen jokalaria:

I.8.1. zalantzazkoa denean, edo

I.8.2. bere esanahia ulertezina den eran idatzita dagoenean, edo

I.8.3. legez-kanpoko denean.

I.9 Partida berriz hasi behar den orduan:

I.9.1. zigilatutako jokaldiari erantzun behar dion jokalaria aurrean badago, gutun-azala ireki, zigilatutako jokaldia xake taulan egin eta jokalariaren erlojua martxan jarriko da.

I.9.2. zigilatutako jokaldiari erantzun behar

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 is made on the chessboard; his clock is then restarted.

I.9.3. 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 the absent player's clock instead of making his reply in the normal manner; if so, the envelope shall be handed to the arbiter for safekeeping and opened on the absent player's arrival.

I.10 Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise. However, if the sealed move resulted in the conclusion of the game, that conclusion shall still apply.

I.11 If the regulations of an event specify that the default time is not zero, the following shall apply: If neither player is present initially, the player who has to reply to the sealed move shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

I.12.1. If the envelope containing the sealed move is missing, the game shall continue from the adjourned position, with the clock times recorded at the time of adjournment. If the time used by each player cannot be re-established, the arbiter shall set the clocks. The player who sealed the move shall make the move he states he sealed on the chessboard.

I.12.2. If it is impossible to re-establish the position, the game shall be annulled and a new game shall be played.

I.13 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 shall continue without correction unless the arbiter

dion jokalaria aurrean ez badago, bere erlojua martxan jarriko da; etortzen denean bere erlojua gelditu dezake eta epaileari deitu; orduan gutun-azala ireki egingo da, jokaldia xake-taulan egin eta bere erlojua berriz martxan jarriko da.

I.9.3. jokaldia zigilatu duen jokalaria ez badago, aurkariak bere jokaldia idaztorrian idatzi, hau beste gutun-azal baten zigilatu eta oraindik etorri ez den jokalariaren erlojua jokaldia xake-taulan egin gabe martxan jartzeko eskubidea du; horrela bada, gutun-azala epaileak hartuko du eta aurkaria datorrenean bakarrik irekiko da.

I.10 Xake-taulara adierazitako itxaron-denboraren ostean heltzen den jokalariak partida galdu egingo du epaileak besterik erabakitzen ez badu. Hala ere, zigilatutako jokaldiak partida bukarazten badu, partida bukatu egingo da.

I.11 Txapelketa baten arauak itxaron-denbora zero ez dela badiote, zera aplikatuko da: jokalari biak falta badira hasiera-orduan, zigilatutako jokaldia erantzun behar duen jokalariak galduko du heldu arteko denbora guztia, txapelketaren arauak besterik esan edo epaileak besterik erabaki ezean.

I.12.1. Zigilatutako jokaldia duen gutun-azala galtzen bada, partidak gerorako utzitako posiziotik eta erlojuak orduan zuten denborekin jarraituko du. Jokalari bakoitzak erabilitako denbora ezin bada ezagutu, epaileak erabakiko du zein denbora jarri. Jokaldia zigilatu zuen jokalariak, zigilatu zuela dioen jokaldia egin beharko du xake-taulan.

I.12.2. Ezinezkoa bada posizioa berrezartzea, partida bertan behera gelditu eta beste bat jokatuko da.

I.13 Partida berriz hasteko orduan, jokalariren batek, bere lehen jokaldia egin aurretik, erlojuetan denbora gaizki jarrita dagoela esaten badu, akatsa zuzendu egin beharko da. Orduan ezer esaten ez bada, partidak jarraitu egingo du epaileak besterik

decides otherwise.

I.14 The duration of each resumption session shall be controlled by the arbiter's timepiece. The starting time shall be announced in advance.

Guidelines II. Chess960 Rules

II.1 Before a Chess960 game a starting position is randomly set up, subject to certain rules.

After this, the game is played in the same way as regular chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate the opponent's king.

II.2. Starting position requirements

The starting position for Chess960 must meet certain rules. White pawns are placed on the second rank as in regular chess. All remaining white pieces are placed randomly on the first rank, but with the following restrictions:

II.2.1. the king is placed somewhere between the two rooks, and

II.2.2. the bishops are placed on opposite-coloured squares, and

II.2.3. the black pieces are placed opposite the white pieces.

The starting position can be generated before the game either by a computer program or using dice, coin, cards, etc.

II.3 Chess960 castling rules

II.3.1. Chess960 allows each player to castle once per game, a move by potentially both the king and rook in a single move. However, a few interpretations of regular chess rules are needed for castling, because the standard rules presume initial locations of the rook and king that are often not applicable in Chess960.

II.3.2. How to castle. In Chess960, depending on the pre-castling position of the castling king and rook, the castling manoeuvre is performed

erabaki ezean.

I.14 Partida berriz hasteko saioaren hasiera epailearen erlojuarekin kontrolatuko da. Hasiera ordua zein den aurretik iragarri beharko da.

Gidalerroak II: 960Xakearen arauak⁷

II.1. 960Xake partida baten aurretik, posizioa ausaz erabakitzen da arau batzuen arabera.

Honen ostean, partida ohiko arauari jarraiki jokatzen da. Pieza eta peoi edo oinezkoek ohiko jokaldiak egin ditzakete, eta jokalarien helburua aurkariaren erregeari xake-mate ematea da.

II.2 Hasierako posizioaren betebeharrak

960Xakeko hasierako posizioak arau batzuk bete behar ditu: peoi edo oinezko zuriak bigarren errenkadan jokatzen dira, gainontzeko pieza guztiak lehenengo errenkadan ausaz kokatuko dira honako murriztapen hauekin:

II.2.1. erregea bi gaztelu edo dorrean artean kokatu behar da.

II.2.2. bi alfil edo gudariak kolore ezberdinetako laukietan egon behar dira, eta

II.2.3. pieza beltzak zurienak dauden zutabe berberetan jokatuko dira.

Hasierako posizioa partidaren aurretik sortu daiteke ordenagailu-programa bat, dadoak, txanponak, kartak, ... erabilita

II.3 960Xakean endrokatzeko arauak

II.3.1. 960Xakean jokalaria bakoitzak partidaren zehar behin bakarrik endrokatu daiteke, errege eta gaztelu edo dorrearen jokaldi bakarrarekin. Hala ere, xake arrunteko arauen interpretazio bat egin behar da, hauek errege eta gaztelu edo dorrearen hasierako posizioaren ingurukoak ezartzen baitituzte eta posizio horiek askotan ez dira aplikagarriak 960Xakean.

II.3.2. Nola endrokatu. 960Xakean, endrokatu aurreko errege eta gaztelu edo dorrearen posizioaren arabera, endrokea

7 "Fischerren Ausazko Xakea" gisa ere ezaguna

by one of these four methods:

II.3.2.1. double-move castling: by making a move with the king and a move with the rook, or

II.3.2.2. transposition castling: by transposing the position of the king and the rook, or

II.3.2.3. king-move-only castling: by making only a move with the king, or

II.3.2.4. rook-move-only castling: by making only a move with the rook.

II.3.2.5. Recommendations

II.3.2.5.1. When castling on a physical board with a human player, it is recommended that the king be moved outside the playing surface next to his final position, the rook then be moved from its starting position to its final position, and then the king be placed on his final square.

II.3.2.5.2. After castling, the rook and king's final positions should be exactly the same positions as they would be in regular chess.

II.3.2.6. Clarification

Thus, after c-side castling (notated as 0-0-0 and known as queen-side castling in orthodox chess), the king is on the c-square (c1 for white and c8 for black) and the rook is on the d-square (d1 for white and d8 for black). After g-side castling (notated as 0-0 and known as king-side castling in orthodox chess), the king is on the g-square (g1 for white and g8 for black) and the rook is on the f-square (f1 for white and f8 for black).

II.3.2.7. Notes

II.3.2.7.1. To avoid any misunderstanding, it may be useful to state "I am about to castle" before castling.

II.3.2.7.2. In some starting positions, the king or rook (but not both) does not move during castling.

honako lau modu hauetako baten egin beharko da:

II.3.2.1. bi mugimendutako endrokea: erregearekin mugimendua egin eta jarraian gaztelu edo dorrearekin, edo

II.3.2.2. truke-bidezko endrokea: erregea eta gaztelu edo dorrearen posizioak trukatzuz, edo

II.3.2.3. erregea bakarrik mugituz, edo

II.3.2.4. gaztelua edo dorrea bakarrik mugituz.

II.3.2.5. Gomendioak

II.3.2.5.1. Giza-jokalari batekin xake-aula fisiko baten endrokatzerakoan, erregea xake-aulatik atera, bere helburu-laukiaren ondoan jarri, jarraian gaztelua edo dorrea bukaera posizioa eraman, eta azkenik erregea bere bukaera-posizioan kokatzea gomendatzen da.

II.3.2.5.2. Endrokatu ostean, gaztelu edo dorrearen eta erregearen bukaerako posizioak, xake arruntean endrokea egin ostean duten posizio berberak izan behar dute.

II.3.2.6. Azalpena

Beraz, c aldean endrokatu ostean (0-0-0 eran idazten dena eta damaren aldeko endroka bezala ezagutzen dena), erregea c laukian egongo da (c1 zurientzat eta c8 beltzentzat), eta gaztelua edo dorrea d laukian egongo da (d1 zurientzat eta d8 beltzentzat). G aldeko endrokearen ostean (0-0 eran idazten dena eta erregearen aldeko endroka bezala ezagutzen dena), erregea g laukian dago (g1 zurientzat eta g8 beltzentzat) eta gaztelua edo dorrea f laukian (f1 zurientzat eta f8 beltzentzat).

II.3.2.7. Oharrak

II.3.2.7.1. Gaizki-ulertuak ekiditeko, erabilgarria da "Endrokatzera noa" esatea endrokatu aurretik.

II.3.2.7.2. Hasierako posizio batzuetan erregea edo gaztelua edo dorrea (baina ez biak), ez da mugituko endrokatzerako orduan.

3. In some starting positions, castling can take II.3.2.7.place as early as the first move.

II.3.2.7.4. All the squares between the king's initial and final squares (including the final square) and all the squares between the rook's initial and final squares (including the final square) must be vacant except for the king and castling rook.

II.3.2.7.5. In some starting positions, some squares can stay filled during castling that would have to be vacant in regular chess. For example, after c-side castling 0-0-0, it is possible to have a, b, and/or e still filled, and after g-side castling (0-0), it is possible to have e and/or h filled.

Guidelines III. Games without increment including Quickplay Finishes

III.1 A 'quickplay finish' is the phase of a game when all the remaining moves must be completed in a finite time.

III.2.1 The Guidelines below concerning the final period of the game including Quickplay Finishes, shall only be used at an event if their use has been announced beforehand.

III.2.2 This Appendix shall only apply to standard chess and rapidchess games without increment and not to blitz games.

III.3.1 If both flags have fallen and it is impossible to establish which flag fell first then:

III.3.1.1 the game shall continue if this occurs in any period of the game except the last period.

III.3.1.2 the game is drawn if this occurs on the period of a game in which all remaining moves must be completed.

III.4 If the player having the move has less than two minutes left on his clock, he may request that an increment extra five seconds be introduced for both players, if possible. This constitutes the offer of a draw. If the offer refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the

II.3.2.7.3. Hasierako posizio batzuetan, endrokea lehengo jokaldian egin daiteke.

II.3.2.7.4. Erregearen hasierako eta bukaerako posizioen arteko lauki guztiak (bukaerakoa barne) eta gaztelu edo dorrearen hasierako eta bukaerako posizioen arteko lauki guztiak (bukaerakoa barne) libre egon behar dira endrokea egiteko.

II.3.2.7.5. Hasierako posizio batzuetan, xake arruntean libre egon beharko liratekeen lauki batzuk okupatuta egin daitezke endrokea egiteko orduan. Adibidez, c aldeko 0-0-0ren ondoren, posible da a, b eta/edo e laukiak piezekin egotea, eta g aldekoaren ostean (0-0), berdina gertatzen da e eta/edo h-rekin ere.

Gidalerroak III: Denbora gehigarri gabeko partidak joko azkarreko bukaerak barne

III.1. 'Joko azkarreko bukaera', gelditzen diren jokaldi guztiak denbora mugatu baten egin behar direneko jokoaren aldia da.

III.2.1 Partidaren azken fasean, Joko Azkarreko Bukaerak barne, aurrez iragarri bada bakarrik erabiliko da txapelketa baten.

III.2.2 Eranskin hau xake arrunt eta aktiboan aplikatuko da, betiere jokaldiko denbora gehigarri ez dagoenean, eta ez da xake azkarrean aplikatuko.

III.3.1 Bi banderak erori badira eta ezin bada jakin zein erori den lehenengo:

III.3.1.1 partidak jarraitu egingo du azkena ez den aldi baten gertatu bada.

III.3.1.2 partida berdinketarekin bukatuko da jokaldi guztiak egin beharreko aldi baten gertatu bada.

III.4 Jokalari baten txanda denean eta bere erlojuan bi minutu baino gutxiago dituzenean, bi jokalarien erlojuetan bost segundoko denbora gehigarria jartzea eskatu dezake, posible bada. Honek berdinketa eskaintzaren trataera berdina izango du. Eskaintza aztertuz gero, eta epaileak eskaera onartzen

opponent shall be awarded two extra minutes and the game shall continue.

III.5 If Article III.4 does not apply and the player having the move has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the chessclock (see Article 6.12.2. He may claim on the basis that his opponent cannot win by normal means, and/or that his opponent has been making no effort to win by normal means

III.5.1. If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.

III.5.2. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible, in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after the flag of either player has fallen. He shall declare the game drawn if he agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he was not making sufficient attempts to win by normal means.

III.5.3. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes.

III.6 The following shall apply when the competition is not supervised by an arbiter:

III.6.1. 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:

III.6.1.1. that his opponent cannot win by normal means, and/or

III.6.1.2. that his opponent has been making no effort to win by normal means.

badu, erlojuak denbora gehigarriarekin ezarriko dira, aurkariari bi minutu emango zaizkio eta partidak jarraitu egingo du.

III.5 III.4 artikulua ez bada aplikatzen, jokalaria baten txanda denean eta bere erlojuan 2 minutu baino gutxiago dituenean, bere bandera erori aurretik berdinketa erreklamatu dezake. Epaileari deituko dio eta erlojua gelditu dezake (ikus 6.12.2 Artikulua). Erreklamazioaren oinarria bere aurkariak partida modu arruntean irabazi ezin duela eta/edo bere aurkaria ez dela partida irabazteko behar adina esfortzu egiten ari izango da.

III.5.1. epailea jokalariarekin ados badago ezin dela modu arruntean irabazi, edo aurkaria ez dagoela behar adina esfortzu egiten ari partida modu arruntean irabazteko, partida berdinketan bukatu dela erabakiko du. Bestela bere erabakia atzeratu edo erreklamazioa baztertu egingo du.

III.5.2. epaileak bere erabakia atzeratzen badu, aurkariari bi minutu gehiago eman diezazkioke eta partidak, ahal bada, epailearen aurrean jarraituko du. Epaileak emaitza partidaren zehar, edo bandera bat erori bezain laster jakinaraziko du. Berdinketan bukatu dela erabakiko du bandera erori zaion jokalariaren aurkariak partida modu arruntean irabazi ezin badu, edo modu arruntean irabazteko behar adina esfortzu egiten ari ez dela ikusten badu.

III.5.3. epaileak erreklamazioa baztertzen badu, aurkariari bi minutu emango dizkio.

III.6 Hurrengo hau aplikatuko da txapelketan epailerik ez badago:

III.6.1. Jokalari batek berdinketa erreklamatu dezake bere erlojuan bi minutu baino gutxiago dituenean eta bere bandera erori aurretik. Honek partida bukatzen du. Honen arabera erreklamatu dezake:

III.6.1.1 bere aurkariak ezin duela modu arruntean irabazi, eta/edo

III.6.1.2 bere aurkaria ez dela ari partida modu arruntean irabazteko behar adina esfortzu egiten.

In III.6.1.1 the player must write down the final position and his opponent must verify it.

In III.6.1.2 the player must write down the final position and submit an up-to- date scoresheet. The opponent shall verify both the scoresheet and the final position.

III.6.2. The claim shall be referred to the designated arbiter.

III.6.1.1 egoeran jokalariai posizioa idatzi beharko du eta aurkariak egiaztatu.

III.6.1.2 egoeran jokalariai posizioa idatzi beharko du eta eguneratutako idaztorri bat bidali. Aurkariak idaztorria eta posizioa egiaztatu beharko ditu.

III.6.2. Erreklamazioa aurrez esandako epaile bati bidaliko zaio.

Itzulpen honetan erabilitako ingelesezko testua Nazioarteko Xake Federazioak (FIDEk), bere horretan argitaratutakoa da. Jatorrizko testu hori webgune honetan lortu daiteke:

<http://www.fide.com/fide/handbook.html?id=208&view=article>

Euskarazko itzulpena Mikel Larreategik prestatu du. Itzulpena, bere horretan, jabetza publikoan uzten dut edonork erabili, hobetu edo aldatu dezan.

Eibar (Gipuzkoa), 2017ko azaroa.

ALDAKETEN ERREGISTROA

1. BERTSIOA

Argitalpena: 2017-11-11