

## Simul Rules – Molve schaakclub simultaan schaak

(adapted from Alexey Root's *People, Places, Checkmates: Teaching Social Studies with Chess* (Libraries Unlimited, 2010))

1. All tables are placed in a semi-rectangular display, with players seated at the outside
2. The simul player moves from board to board in clock wise only
3. The simul player plays the white pieces on each board.
4. Do not touch any piece until the simul player arrives back at your board. When the simul player comes back and is standing in front of your board, you must make your move within 5 seconds while he is observing. Failing to do so automatically loses the game for black (although some flexibility may be given by the simul player he also has the right to claim the game if more than 5 seconds go by without a move by black or the request for a pass - see rule 7).
5. The simul player must make a move on your board before going on to the next board (unless you pass, see rule 7).
6. Participants, **but not the champion**, must abide by the touch move rule. **The champion's move is not final until he touches a piece on the next board.**
7. Each player is allowed a total of three passes when the simul player arrives at the board. Using a pass means that the simul player will skip your board, but you will need to make a move (or use another pass) when the exhibitor comes back after visiting the other boards.
8. If the simul player arrives at a board and the other player is not present it will be considered as a pass. If that player already has used his three passes and he is absent from the board he loses the game.
9. Participants may not receive assistance from other players or bystanders during their games.
10. At no time games may be discussed by players or bystanders
11. Participants must take notation for both black and white moves.
12. If the game is an obvious draw, the draw will be obligatory. All draw situations of normal chess, including 3-time repetition, will be observed. A King with Bishop against a King with Knight is considered a draw.
13. All players that bring their smartphone must put it on silent or vibration and display it at all times on the table. Phone conversations at the table are not allowed.
14. If the simul player has any other rules, those will be announced at the start of the exhibition.