

Simul Rules

Typical rules for a simul (simultaneous chess exhibition), adapted from Alexey Root's *People, Places, Checkmates: Teaching Social Studies with Chess* (Libraries Unlimited, 2010):

1. The exhibitor plays the white pieces on each board.
2. Do not touch any chessman until the exhibitor arrives at your board. When the exhibitor is standing in front of your board, make your move (within 5 seconds) while the exhibitor is observing. The exhibitor will make a move on your board before going on to the next board.
3. Participants, but not the exhibitor, must abide by the touch move rule. The exhibitor's move is not final until he or she touches a piece on the next board.
4. Each player is allowed three passes when the exhibitor arrives at his or her board. Using a pass means that the exhibitor 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.
5. Participants may not receive assistance from other players or bystanders during their games.
Exception: participants may sign up as a pair and play on one board.
6. Participants must take notation.
7. If the exhibitor has any other rules, those will be announced at the start of the exhibition.