

# Bughouse Chess

## (Hawaii Rules)

### What is Bughouse Chess

Bughouse is a chess variation played on two adjoining chessboards by two teams, each comprised of two people. The pieces are set up so that each team member is in possession of an opposite colored chess army. The game is typically played at a fast time control (such as 5 minute, games). Time is kept track by using two chess clocks -- one clock for each chess board, facing so all players can see them. The game is not touch move but rather "**clock move**", that is, the move is not considered to be made until the player hits his/her clock.

### Object of the Game

Similar to standard chess the goal is to checkmate your opponent(s). Checkmate on either one of the boards results in the end of the game. A time forfeit on either one of the boards also ends the game - with the team of the player who forfeits on time losing the game. If both flags are down the game is a draw. One also does not have to declare check. If a player leaves his/her king in check then the opponent may capture it and claim a win for his/her team.

### Pieces

The pieces are the same as those used in Standard Chess.

### Rules

The game is played by two teams of two players each. This requires that two chessboards be placed side by side with partners sitting on the same side of the table (see above). For each team, one player plays with white pieces and the other plays with black.

Each pair of contestants plays a standard game which has a special feature: All captured pieces are given to ones partner. Once received they become reserve. On a player's turn he/she can either make a standard chess move or a reserve piece can be dropped onto the board in a square of choice to be used as ones own. This is done in lieu of a board move.

There is one restriction on drops. **A captured pawn** may not be placed on the 1st or the 8th rank. Pieces may be dropped to check one's opponent or dropped to deliver checkmate. A check can be voided by dropping a captive between the checking piece and the King.

An important note is that when you capture a **promoted pawn** it reverts back to a pawn in function.

A Rook dropped onto either Rook home square is considered not to have moved; so one may castle with such a Rook. A similar rule applies to a Pawn dropped onto the second rank: The Pawn inherits the two-step-move option along with the risk of *en passant* capture.

### Etiquette of the Game

During over-the-board bughouse games it is important to show the pieces one has in reserve when one's opponents asks during his/her turn. It is considered unethical to hide chess pieces from your opponent.

Discussing strategy and verbal analysis of the chess positions is legal between partners; however one's partner may not physically reach over the board and complete a move for his/her partner.

Pieces are not considered captured until the clock has been hit completing the move. For this reason, one cannot give the intended capture piece to his partner until the chess clock has been hit. When beginning a bughouse game, it is important to start both chess clocks at the same time. If the clocks are not started at the same time, there will be discrepancy between the two chess clocks. When this happens one team may have an unfair advantage against the other team later in the game.