

ELEMENTARY LEVEL

CHESS CLASS BOOK

Dr. OLGUN KULAÇ

Translated from Turkish by Fahri Karabay

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GENS UNA SUMUS

Fédération Internationale des Échecs



World Chess Federation

Welcome to the wonderful world of chess. The sport of chess is a great choice. I know you will get a lot of enjoyment from it.

Children who learn chess are, on average, more intelligent, healthier and better socially adjusted.

Anyone and everyone can play as equals – boys and girls, young and old, the sporty and the academic alike. Men and women, the blind, the deaf and the physically handicapped all play together in our Chess Olympiads. Above all, playing chess is fun.

The first step is to get a chess set (the pieces) and a chessboard (on which to play). We present you with one - the "FIDE chess set for everyone" on **sm.fide.com** – YOUR web site.

The second step is to learn how to play. The basics are on YOUR web site: **sm.fide.com** where basic membership is free.

The next step is to play, have fun with chess and improve your skills. The free FIDE Student Magazine will help you.

FIDE Premium Student Membership gives you a rating. It puts you on the same ladder as the World Champion and more than 130,000 competition players.

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Gens Una Sumus

A handwritten signature in black ink, appearing to read "K. Ilyumzhinov", with a large, stylized flourish at the end.

Kirsan Ilyumzhinov
FIDE President



Fédération Internationale des Échecs



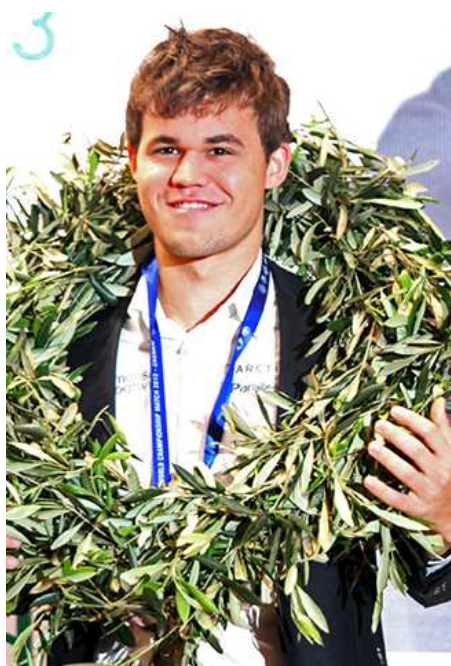
World Chess Federation

What is FIDE?

FIDE is the World Chess Federation. It is in charge of chess all around the world. There are more than 180 national chess federations in the FIDE family. Your national chess federation is one of them. FIDE was born in Paris in 1924. The main office is now in Athens, Greece. www.fide.com

FIDE organizes many chess competitions. The most important ones are the World Championships, especially the “Men’s” (it is open to both men and women) and the Women’s. The Chess Olympiad is also a very special event – 1420 players from 152 countries took part in 2012.

The current World Champion is Magnus Carlsen of Norway. He won the title at 22. The current Women’s World Champion is Hou Yifan of China. She was just 16 when she first won the title.



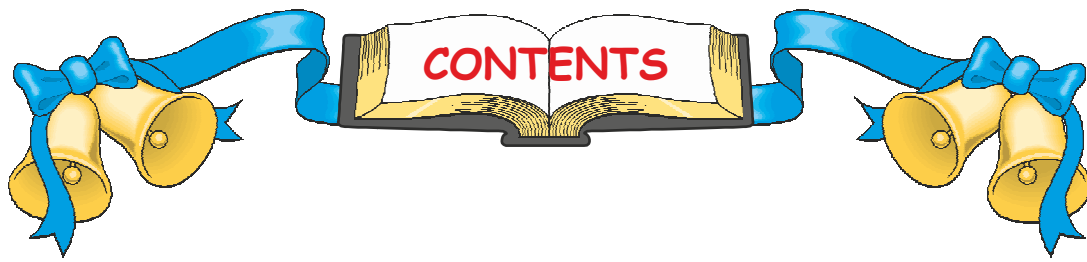
World Champion Magnus Carlsen



Women’s World Champion Hou Yifan

You don’t have to wait – in addition to the two main competitions, open to players of any age, FIDE organizes separate World Championships for boys and girls under the age of 20, 18, 16, 14, 12, 10 and 8. www.fide.com

FIDE works to promote chess throughout the world. FIDE works with rich and poor alike, but especially in schools. Our ultimate objective is that every child should learn to play chess.



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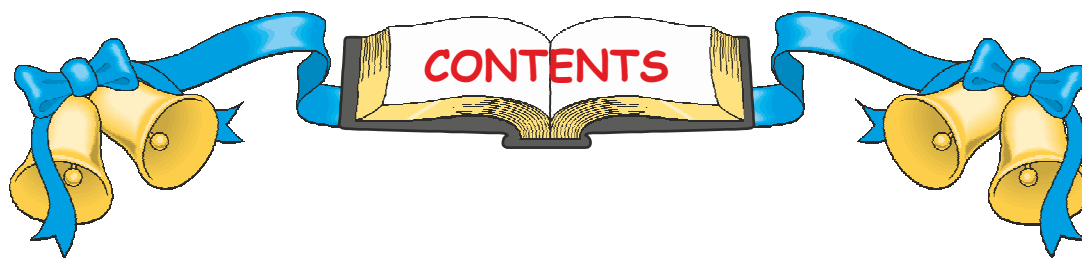
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254 C H E S S August, 1951

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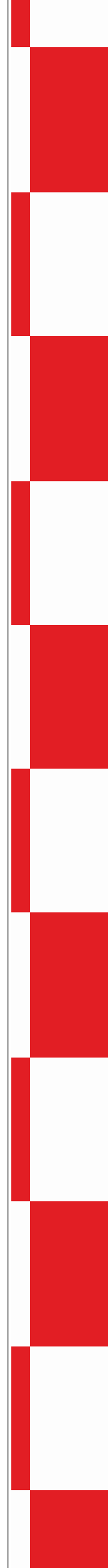
(Hymne de la Fédération Internationale des Échecs)

Parole di Marcel Berman Musico di Gian Carlo Dal Verme
Marziale (♩=92)

DÉ- lé- gues de no- tre F.I. D.E. ve- nus des qua- tre co- ins du
mon- de pour for- mer u- ne sou- le con- fé- re- nce en tra- ter- ni-
té. — Que rien ne trou- ble ou ne di- vi- se les dé- ci- sions et les a- vis, que

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FIDE Anthem



UNIT 1

LET'S GET TO KNOW CHESS

Let's get to know chess



u LET'S GET TO KNOW CHESS

- u WHAT IS CHESS?
- u BENEFITS OF CHESS
- u CHESSBOARD
- u CHESSMEN



WHAT IS CHESS?

Chess is a game played between two players. The game is played with chessmen on a board called a chessboard. The chessmen (pieces and pawns) are of two colours: 'black' and 'white.'

One player (White) plays with the white chessmen, the other (Black) with the dark ones. At the beginning of a game, each side has 16 chessmen. These 32 chessmen are placed on the chessboard in a certain way.





Players take it in turn to move one of their chessmen. There are certain rules to follow when making a **move**. It is always White who makes the first move.

The ultimate aim in a game of chess is to force the surrender of the enemy king and this is called **checkmate**



Lots of shiny cups - everywhere you look



2012 World Schools Championship



BENEFITS OF CHESS

Chess is a simple game that every child can learn. At the same time it is a sport with numerous benefits ...



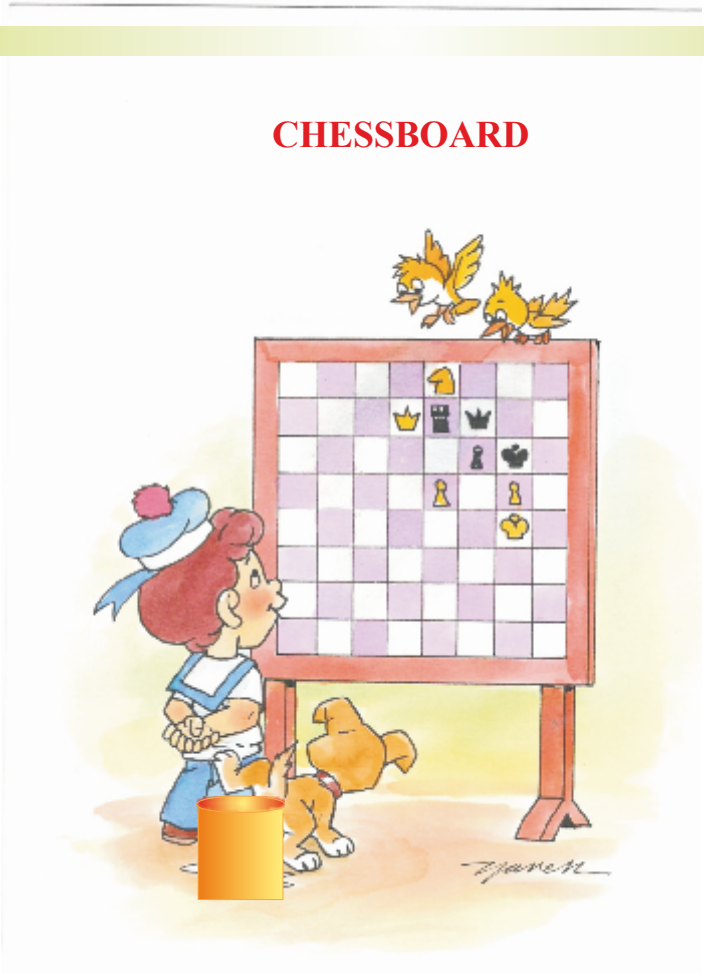
SOME OF THE BENEFITS OF CHESS

- 1- Chess strengthens memory.
- 2- Chess teaches you to respect other people.
- 3- Chess teaches how to plan ahead.
- 4- Chess improves understanding of other school subjects.



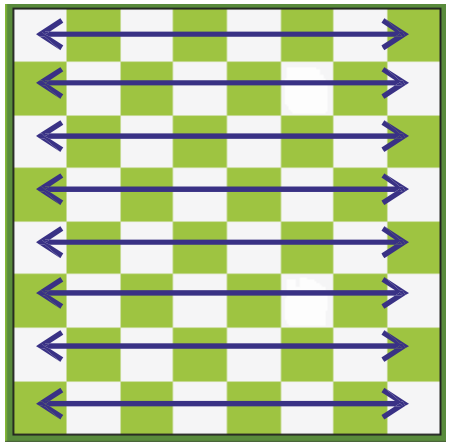


CHESSBOARD

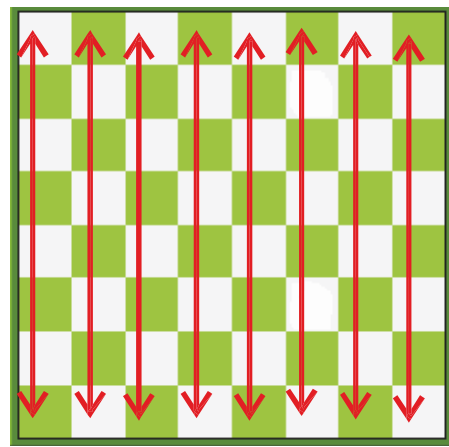


Chess is played on a chessboard. The chessboard is a four cornered field with equal sides. On this field, there are light and dark coloured small boxes. Each of these small boxes is called a 'square'. There are also some paths made up of these squares.

Chess pieces move along these paths. Left-right (horizontal) paths are called 'ranks' and up-down (vertical) paths are called 'files' or (columns). These paths are composed of light and dark coloured squares.



HORIZONTAL PATHS



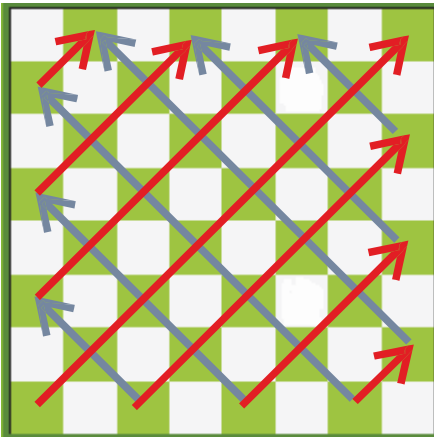
VERTICAL PATHS



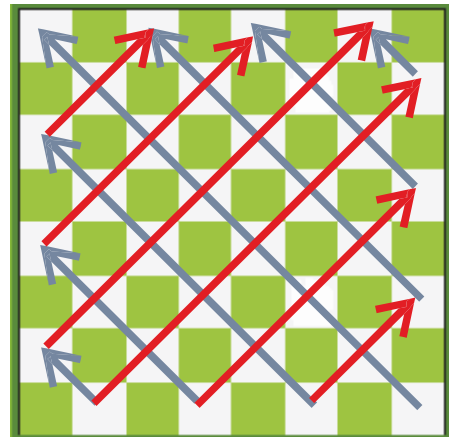


DIAGONAL PATHS

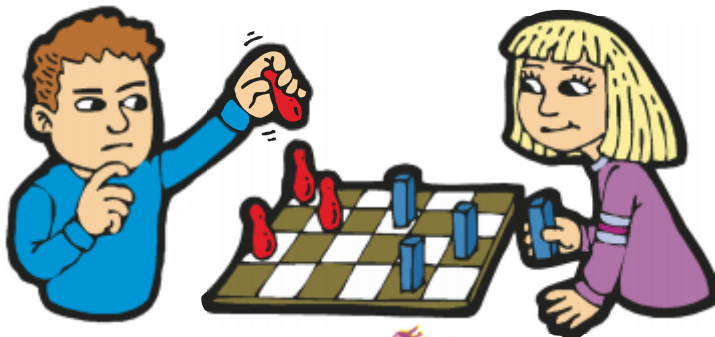
In addition to the horizontal and vertical paths, there are also diagonal paths. Squares on diagonal paths are of the same colour, because these paths are composed of squares, the corners of which touch each other.



DARK DIAGONAL PATHS



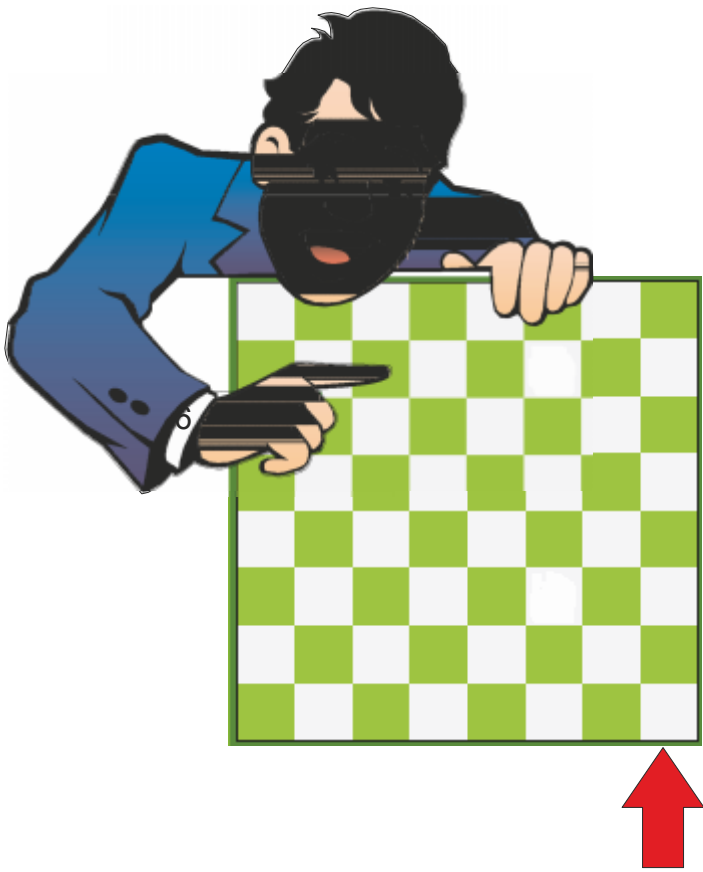
LIGHT DIAGONAL PATHS



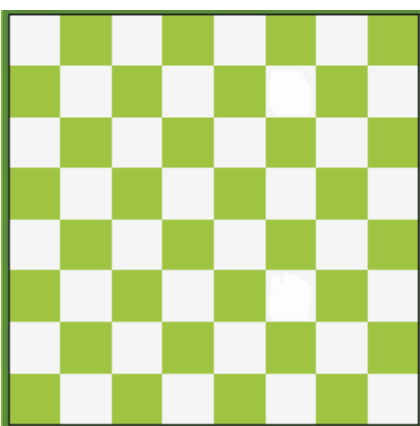


PLACING THE CHESSBOARD

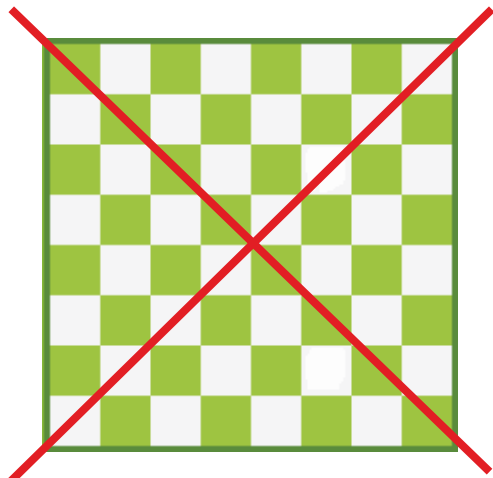
The chessboard is placed between two players in such a way that there is always a light square in the corner nearest your right hand.



Note: When starting the game, the right-hand corner will be white.



CORRECT POSITION



WRONG POSITION





CHESSMEN

Chess is played with chessmen (pieces and pawns). They are of two colours, light and dark, called Black and White. One player has the light ones, the other the dark ones. Each player has 16 chessmen at the start of a game. **These are:** One king, one queen, two rooks, two bishops, two knights and eight pawns. Symbols are used to represent the chessmen.

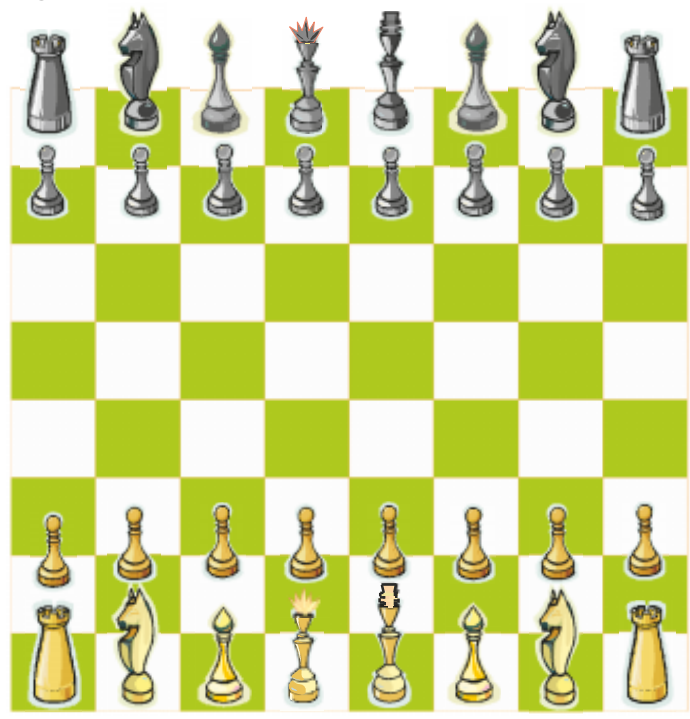
		White (As symbol)	Black (As symbol)
KING 1 each			
QUEEN 1 Each			
ROOK 2 each			
BISHOP 2 each			
KNIGHT 2 each			
PAWN 8 each			





PLACING THE CHESSMEN

Now we should learn how to place the chessmen on the chessboard ready to start a game.



How to place the white chessmen:

The white men are placed on the first two horizontal paths (ranks) of the chessboard. Rooks are placed in the corners. The knights go next to the rooks. Beside the knights are the bishops. The two central squares are for king and queen. The queen stands on the square of her own colour. So the white queen stands on a white square. The king goes on the other square.

The eight pawns are placed on the second row in front of these pieces.

How to place the black chessmen:

The black men are placed on the last two horizontal paths (rows) of the chessboard. Rooks are placed in the corners. The knights are next to the rooks. Beside the knights are the bishops. The two squares left are for the king and queen. The queen goes on the dark square - we call it 'black' even if it is green or something else. The king stands on the other square.

The eight pawns are placed on the seventh row in front of their pieces.



Important!!

Special attention must be given to the places of king and queen while placing the pieces.

Each queen goes to her own colour. The white queen on a white square and the black queen on a dark square at the beginning of a game.





HOW CHESSMEN MOVE



MOVE

There are six kinds of chessman on a chessboard. Each type moves in a different way from the others. When a player moves a chessman during a game, that is called a **move**.

The chessmen move according to certain rules. One of these is the **Touch and move rule**. If a player touches a chessman, that player has to play that piece, by moving it or by capturing it.

Each player makes his/her move in turn. **White always goes first**. The next move is made by Black and so on.

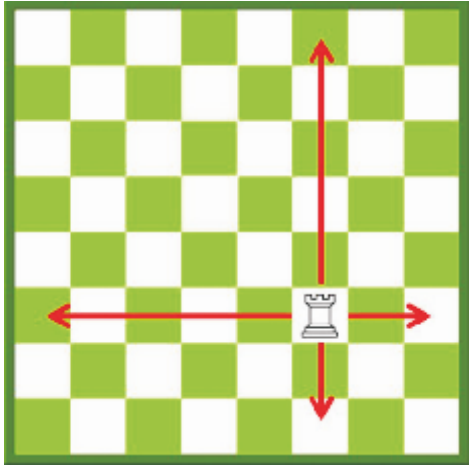




MOVEMENT OF ROOK



The rook moves on horizontal and vertical paths. The rook can move back and forth and sideways. The rook can not jump over his own men, nor jump over the opponent's men. The rook can move to 14 squares at most.



The rook can move to at most 14 squares.



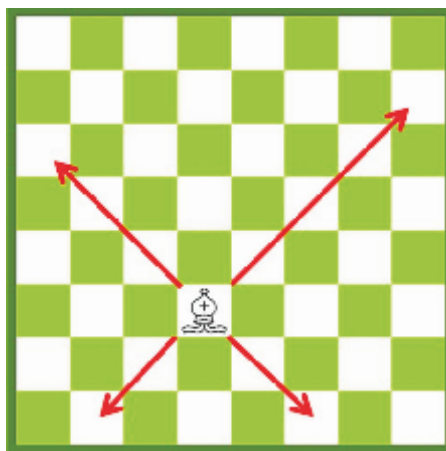


MOVEMENT OF BISHOP



The bishop moves only on diagonal paths. Bishops can move back and forth. Bishops can not jump over anything. Each player has two bishops at the start of a game. One of these bishops is on a light square, the other is on a dark square. They always stay on those light or dark squares; they can never move from light to dark or dark to light.

Because of that restriction to squares of only one colour, a bishop can only get to 32 of the 64 squares on the board.

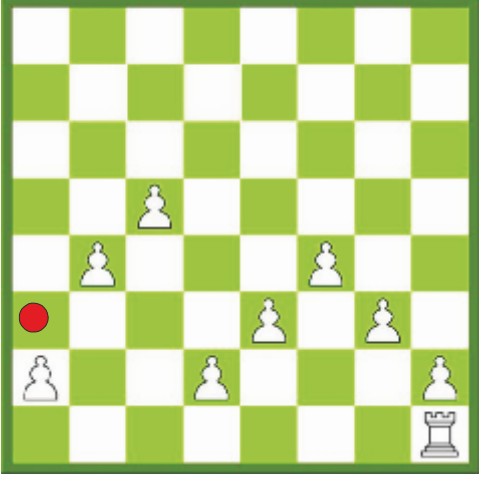


The number of squares a bishop can go to depends on where it stands. If it is in the centre, it can move up to 13 squares. If it is in the corner, it can move to at most 7 squares.



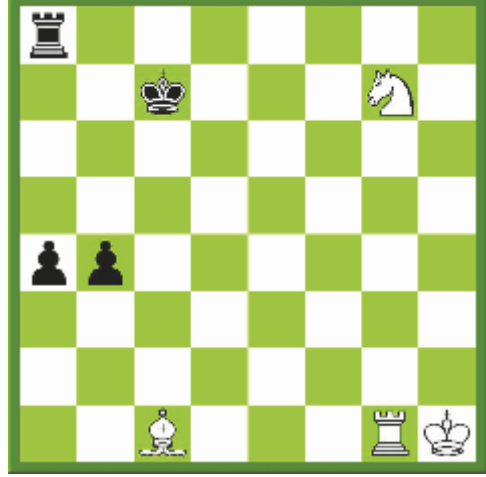
EXERCISES

Let's get to know chess



Question-1

How many moves does the rook need to get to the ● square?

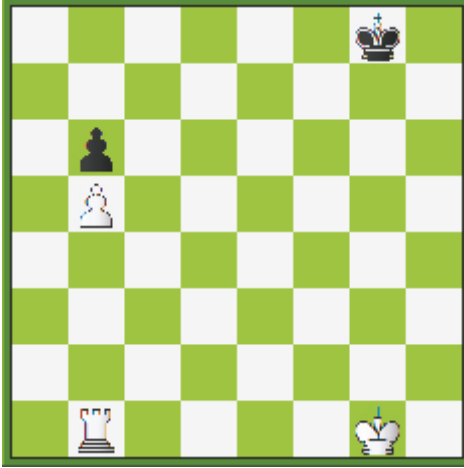


Question-2

How many squares can the white rook go to?
How many squares can the black rook go to?

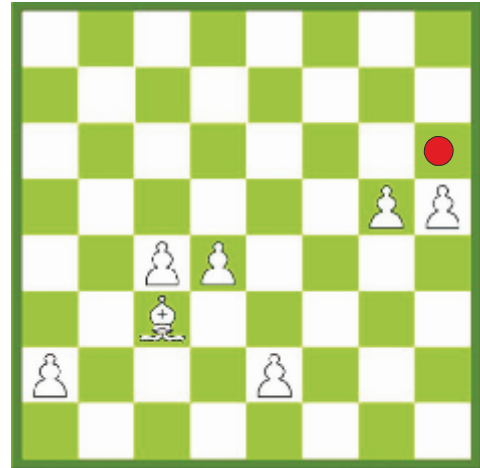


EXERCISES



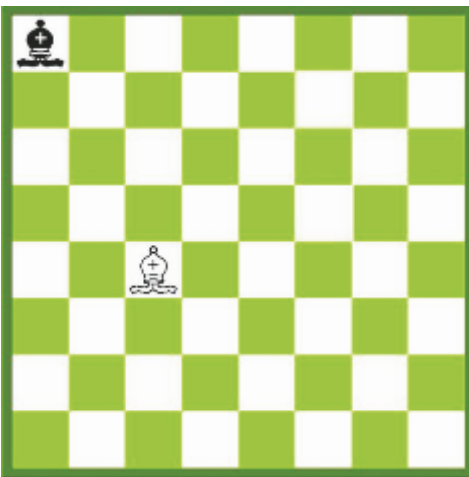
Question-3

Show the moves the rook can make.



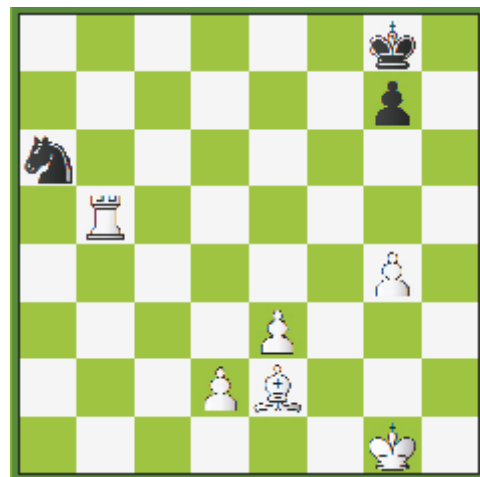
Question-4

How many moves does the bishop need to get to ● in the quickest way?



Question-5

How many squares can the white bishop move to?
How many squares can the black bishop go to?



Question-6

What moves can the bishop make?

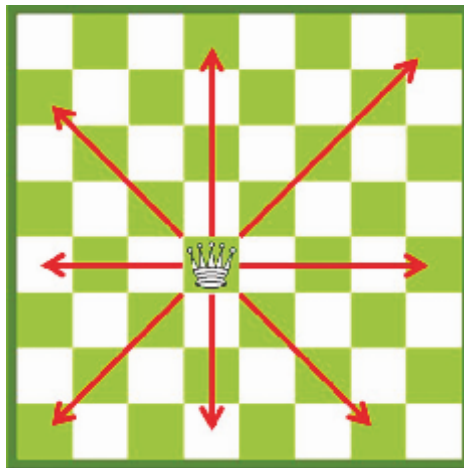




MOVEMENT OF QUEEN



The queen moves diagonally, vertically and horizontally. She can go back and forth and sideways. She cannot jump over her own men nor over those of her opponent.



The number of squares a queen can move to depends on where she stands. A queen on a central square can go to up to 27 squares. If she is in a corner, then 21 squares is the most she can go to.



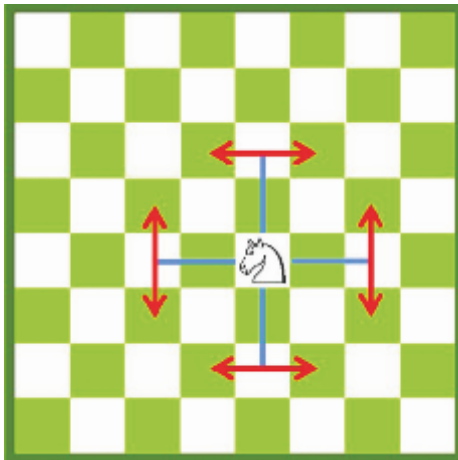
MOVEMENT OF KNIGHT



The movement of a knight is very different from the others.

A knight move has two parts.

- 1-A knight first moves two squares either horizontally or vertically.
- 2-It moves one more square in the other direction.



— A knight first moves two squares either horizontally or vertically.

→ It moves one more square either vertically or sideways

The movement of a knight can be defined as two squares in any direction and one square sideways, which looks like a letter **L**.

Characteristics of a knight move:

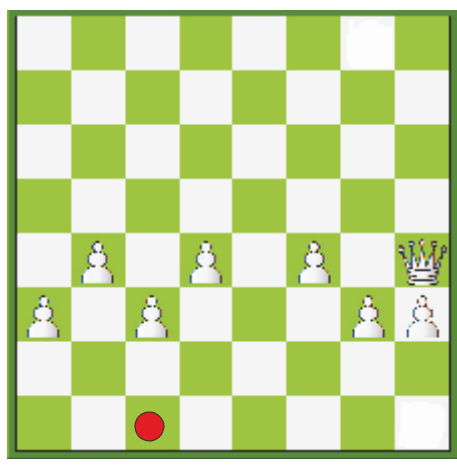
Knights can jump over both their own pieces and pawns and those of the opponent. This is the special characteristic of a knight move.

Knights move to a square of the opposite colour to that which they leap from - a knight leaving a light square lands on a dark square.

A knight's agility increases as it approaches the centre of the board. A knight in the corner can move only to two squares. If it is on the edge, it can move to at most four squares. When it is near the centre, it can reach 8 squares.

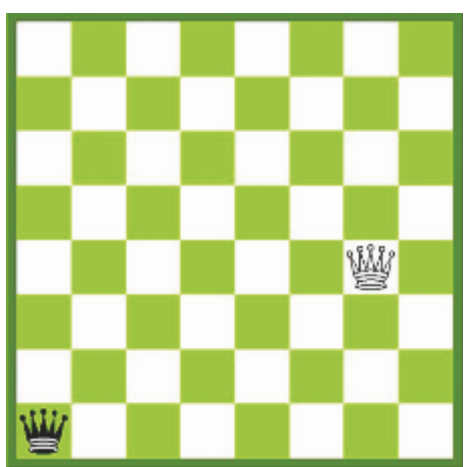


EXERCISES



Question-1

In which ways can the queen reach the ● square in three moves?



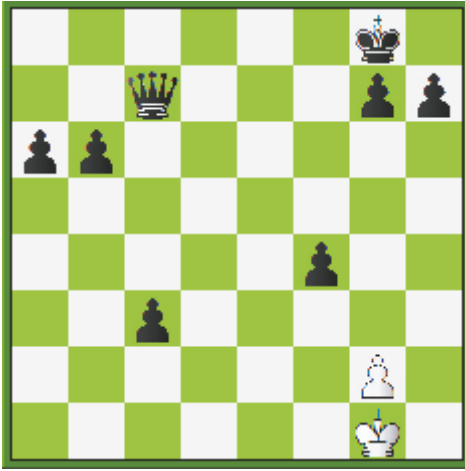
Question-2

How many squares can the white queen go to?
How many squares can the black queen go to?



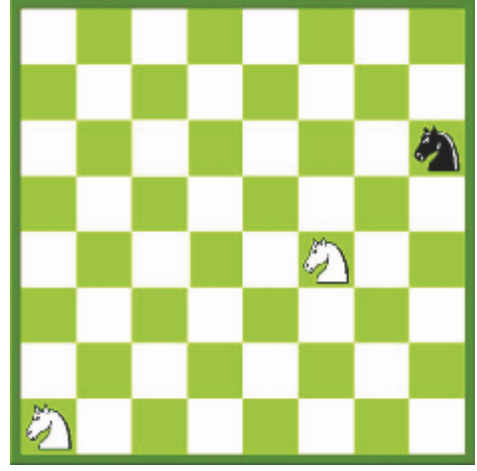


EXERCISES



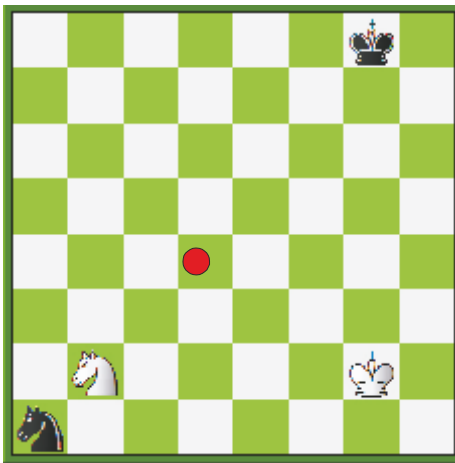
Question-3

What moves can the queen make?



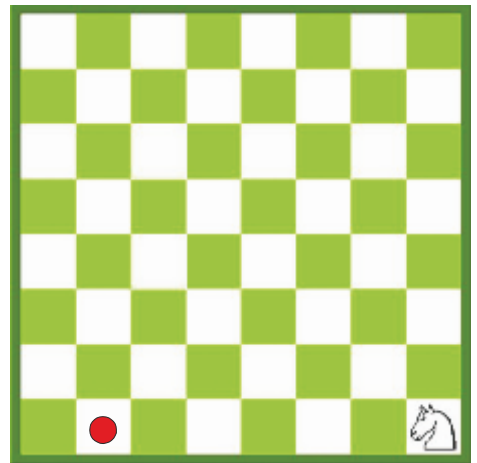
Question-4

Count all the squares that all three knights can move to.



Question-5

How many moves for the white knight to reach the ●?
How many moves for the black knight to get to the ●?



Question-6

In which ways can the knight reach the ● in four moves?

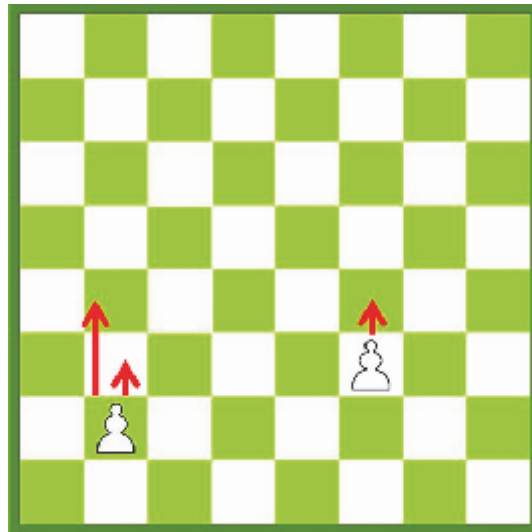




MOVEMENT OF PAWN



The pawn only moves forwards vertically. It can move just one square at a time, except when it is on its starting square; then it can and may move two squares.



White's f3-pawn has already made a move. Therefore it is allowed to move just one square forward to f4.

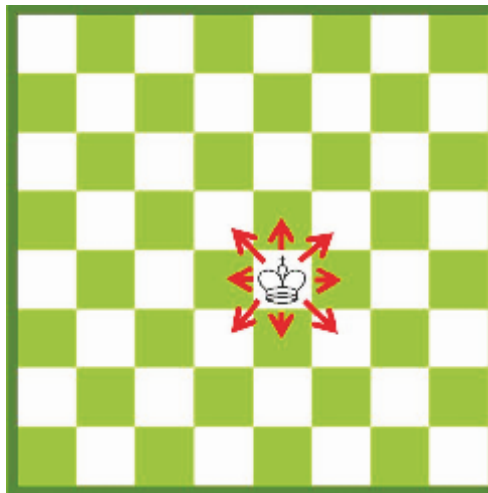
Whereas the b2-pawn is on its starting square. Therefore it has never made a move. For that reason, if it wishes, it can move two squares. This pawn can either move one square or two squares for its first move.



MOVEMENT OF KING



The king can move in any direction, but only one square. He moves rather like the queen, but limited to one stately square at a time. The number of squares a king can go to depends on his position. If he is in a corner of the board, he can move to three squares, while on the edge, to 5 squares. When he is not in a corner or on an edge, he can go to 8 squares. A king **can never go** to a square where an opponent's piece can go.

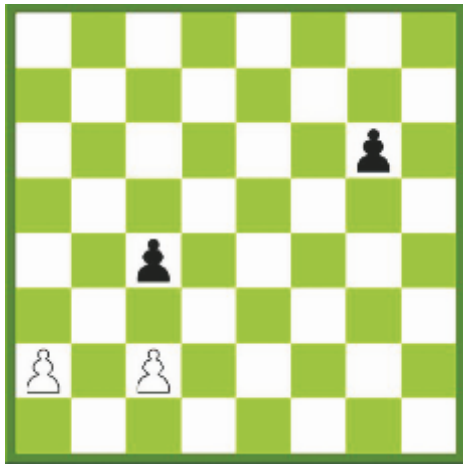


A king can move vertically, horizontally and diagonally only one square. A king in the centre has more freedom of movement. If he is on an edge or in a corner, he has fewer squares to move to.



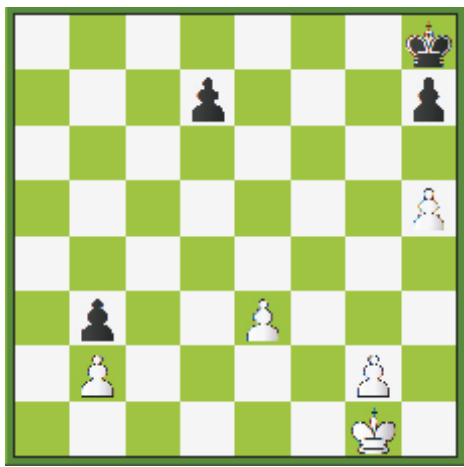
EXERCISES

Let's get to know chess



Question-1

Demonstrate all the moves of all pawns.



Question-2

What moves can the white pawns make?
What moves can the black pawns make?



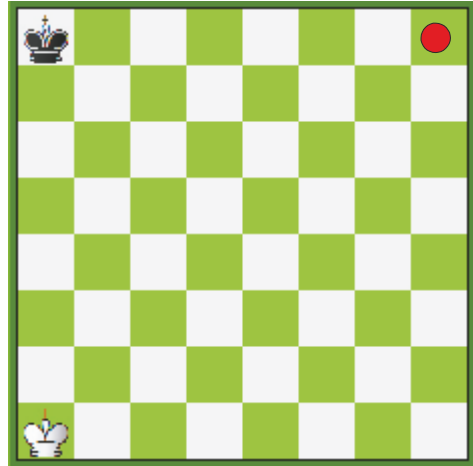


EXERCISES



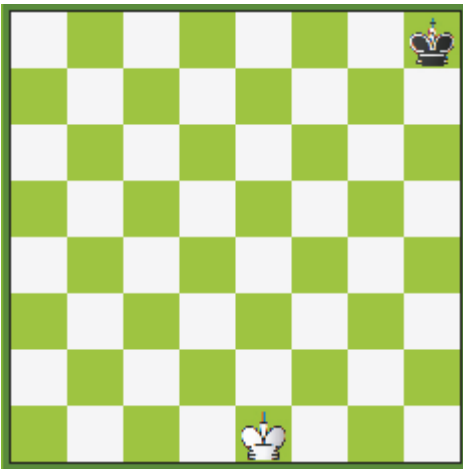
Question-3

What moves can the white chessmen make?
What moves can the black chessmen make?



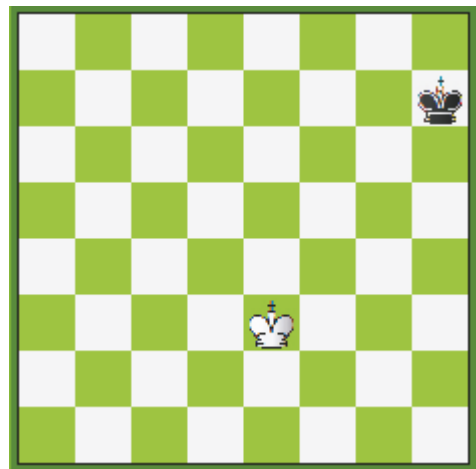
Question-4

How many moves does the white king need to go to ●?
How many moves does the black king need to go to ●?



Question-5

How many squares can the white king go to?
How many squares can the black king move to?



Question-6

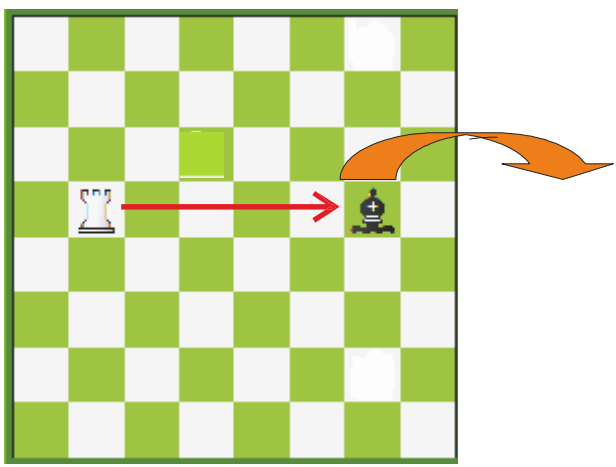
How many squares can the white king move to?
How many squares can the black king go to?





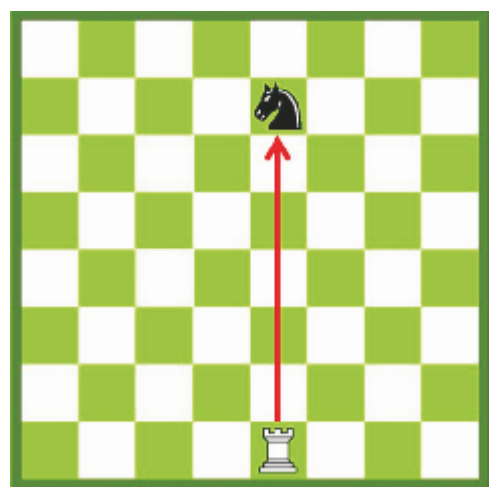
TAKING WITH A ROOK

A rook can capture any of the opponent's chessmen (except the king) that stands in its way. The man captured is removed from the board and the rook takes its place.

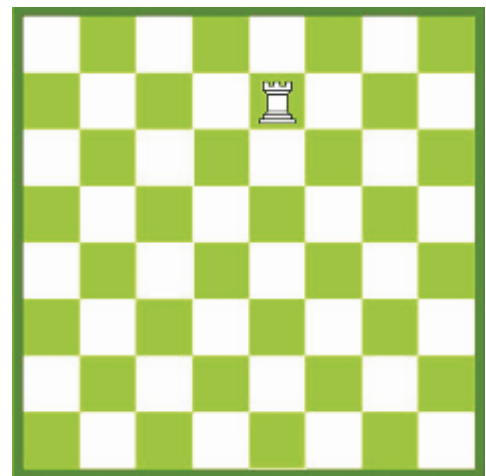


The Rook Capture:

- 1- The rook can take the black bishop by moving horizontally.
- 2- The captured piece is taken off the board.
- 3- The rook is placed on the square of the captured piece.



Before the rook captures



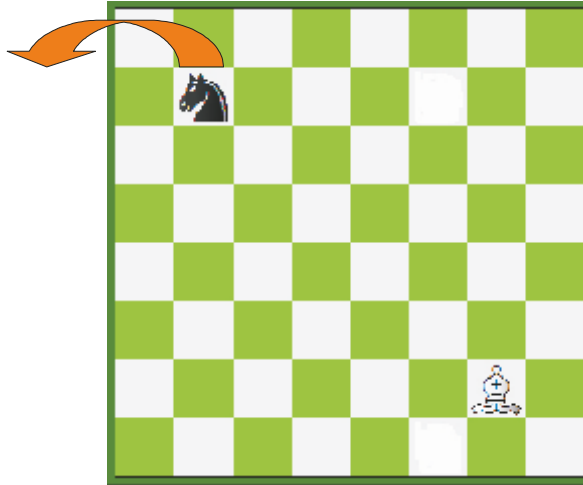
After the rook has captured





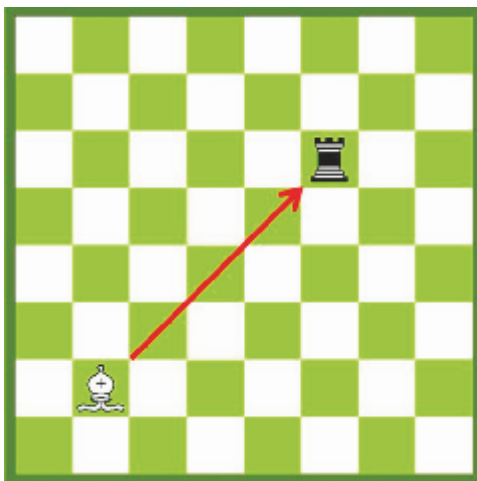
TAKING WITH A BISHOP

A bishop can capture any of the opponent's men (except the king) that stands in its way. The man captured is removed from the board and the bishop takes its place.

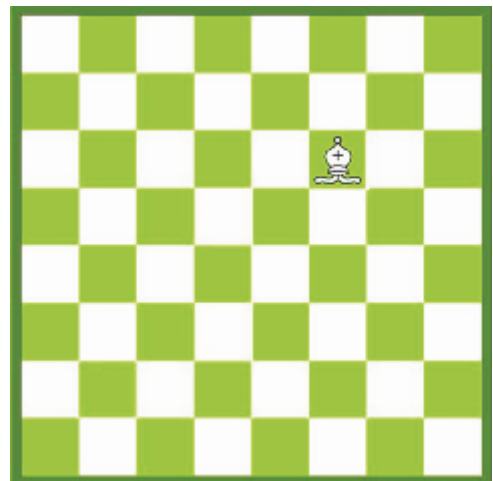


The Bishop Capture:

- 1- The bishop can capture the knight by moving to its square.
- 2- The captured piece is taken off the board.
- 3- The bishop is placed on the square of the captured piece.



Before the bishop captures

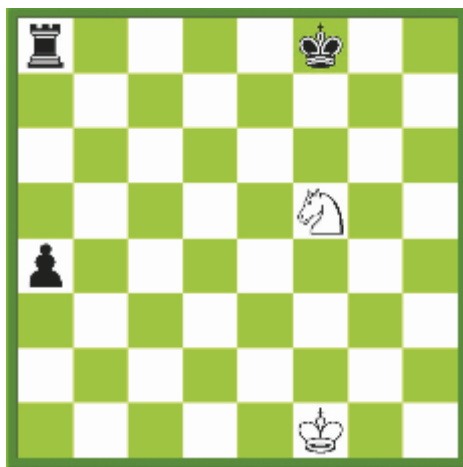
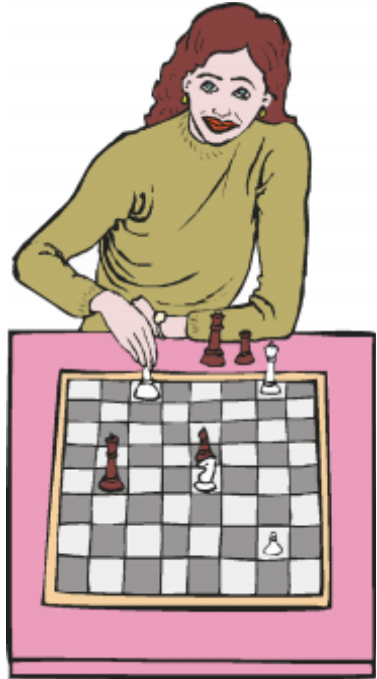


After the bishop has captured



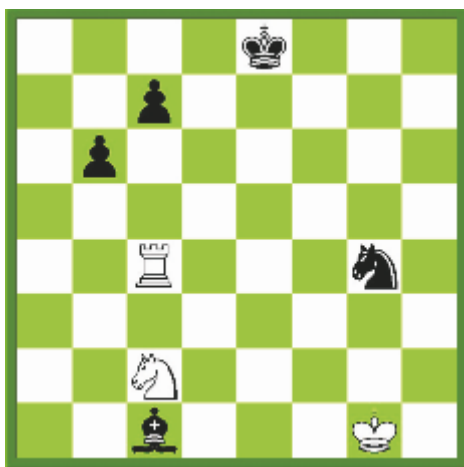
EXERCISES

Let's get to know chess



Question-1

What move should the rook make to be able to capture the knight?



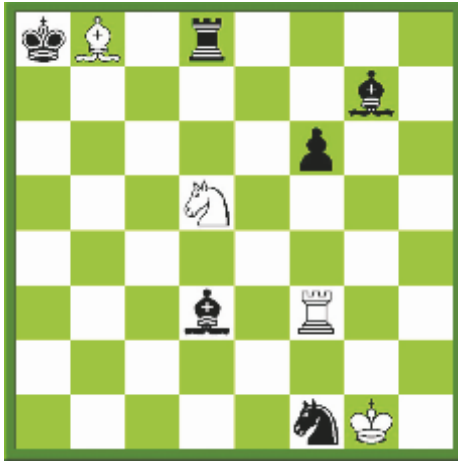
Question-2

Which men can the rook capture?



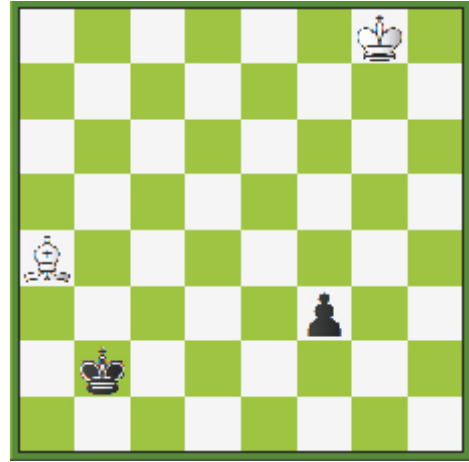


EXERCISES



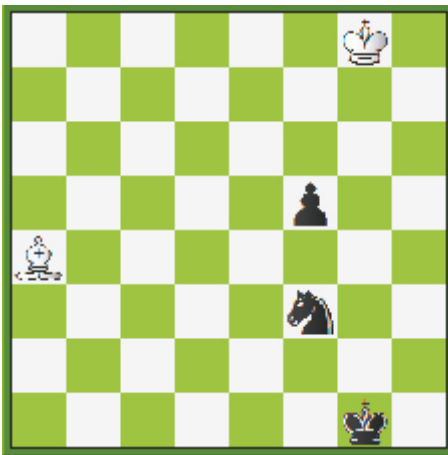
Question-3

Which chessmen can the white rook capture?
Which pieces can the black rook capture?



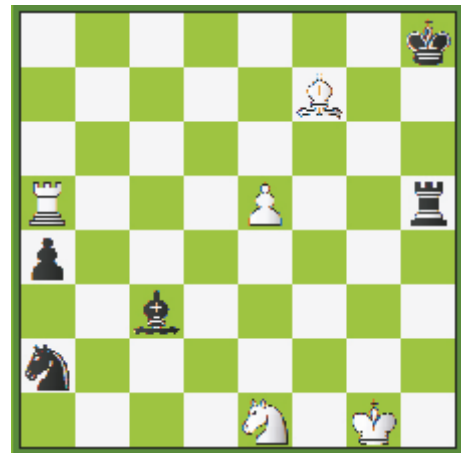
Question-4

From which squares can the white bishop attack the pawn?



Question-5

From which squares can the bishop attack the knight?
From which squares can the white bishop attack the pawn?



Question-6

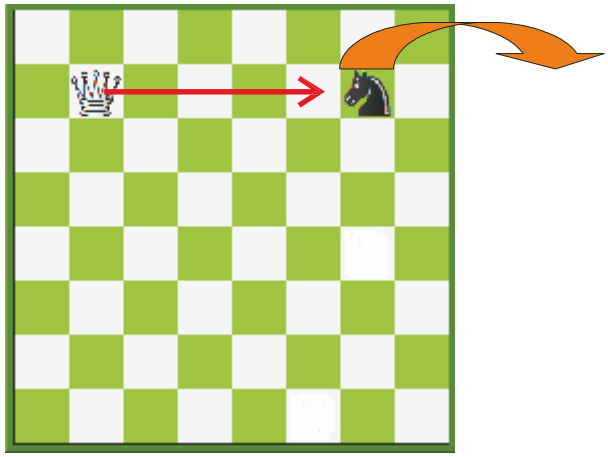
Which pieces can the white bishop capture?
Which men can the black bishop capture?





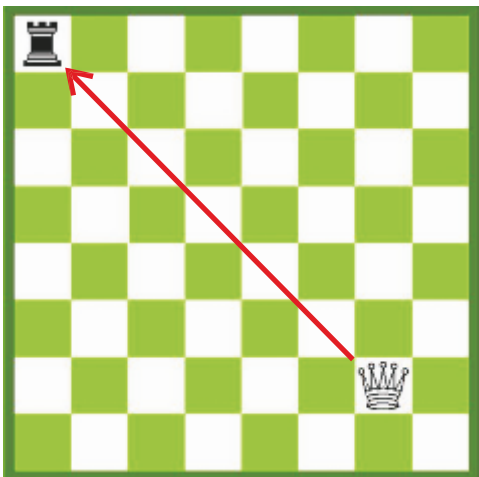
TAKING WITH THE QUEEN

A queen can capture any of the opponent's men (except the king) that stands in her way. The captured chessman is removed from the board and the queen takes its place.

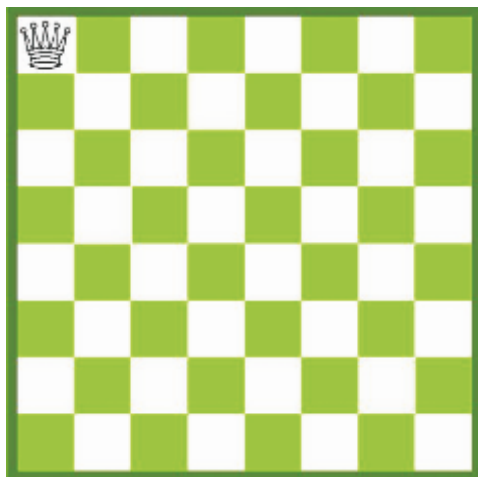


The Queen Capture:

- 1- The queen can capture the black knight by moving horizontally.
- 2- The captured piece is taken off the board.
- 3- The queen is placed on the square of the captured piece.



Before the queen captures the rook

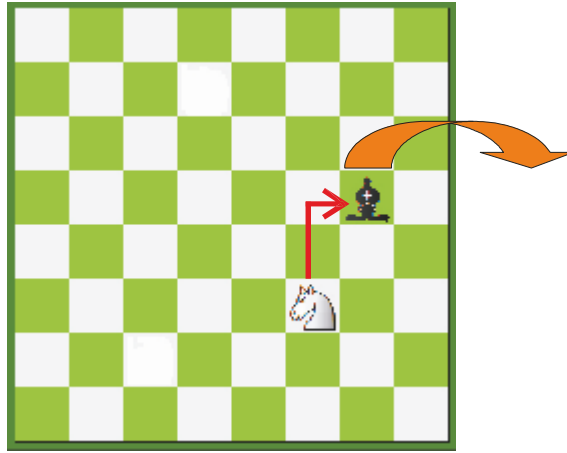


After the queen has captured the rook



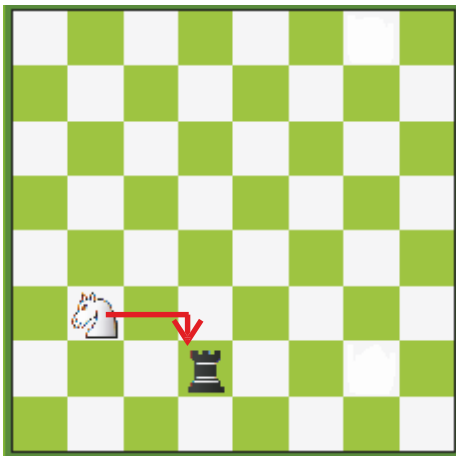
TAKING WITH A KNIGHT

A knight can capture any of the opponent's men (except the king) that stands on a square the knight can move to. The captured chessman is removed from the board and the knight takes its place.

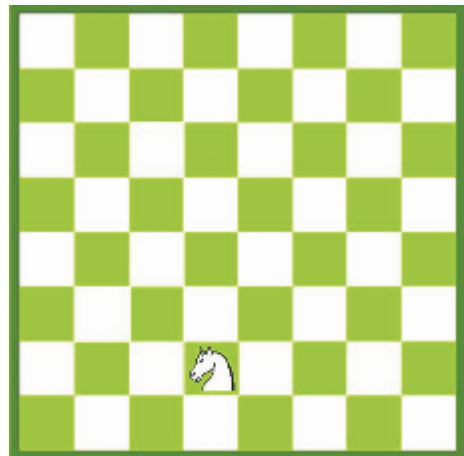


The Knight Capture:

- 1- The knight can capture the black bishop.
- 2- The captured piece is taken from the board.
- 3- The knight is placed on the square of the captured piece.



Before the knight captures the rook

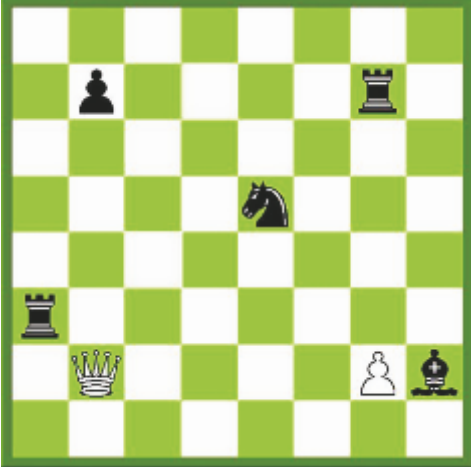
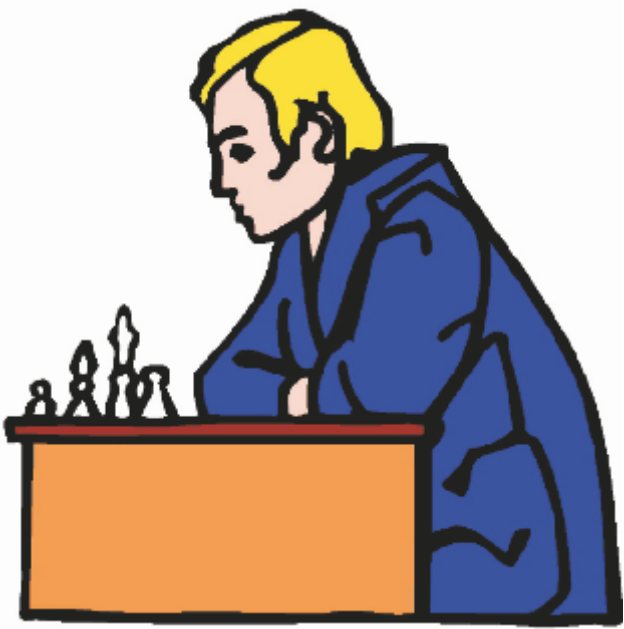


After the knight has captured the rook



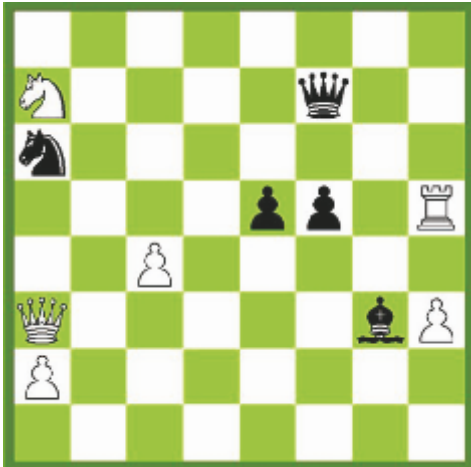
EXERCISES

Let's get to know chess



Question-1

Which pieces can the white queen capture?



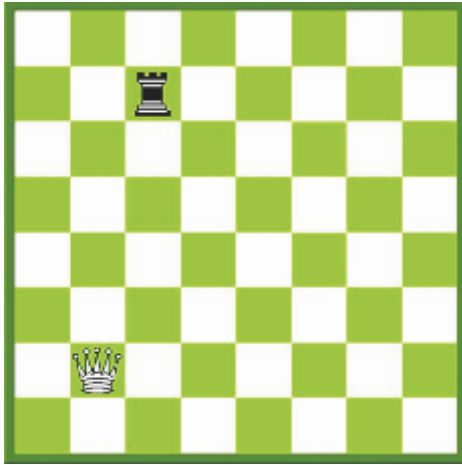
Question-2

Which pieces can the white queen capture?
Which chessmen can the black queen take?



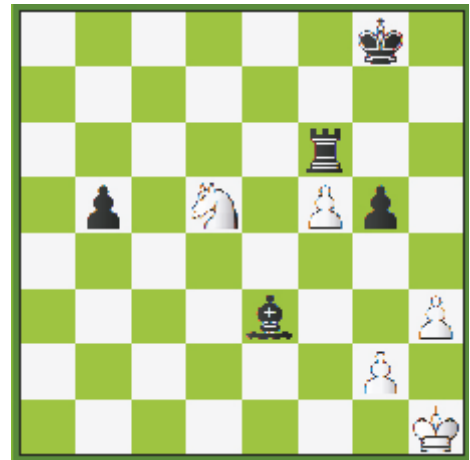


EXERCISES



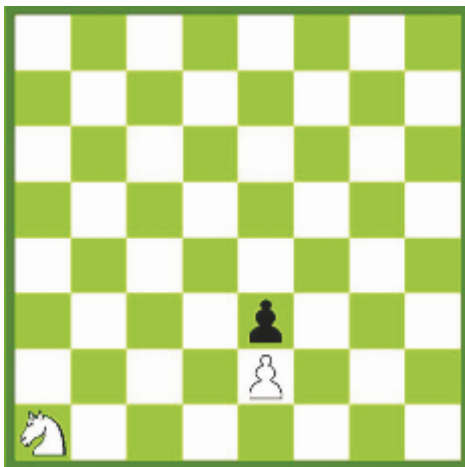
Question-3

Can the white queen capture the rook?



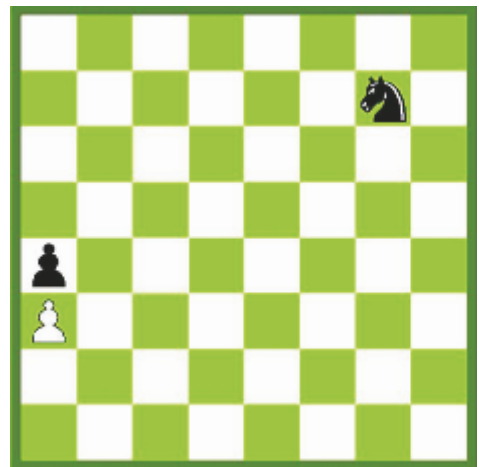
Question-4

Which pieces can the knight capture?



Question-5

To which square should the knight move to be ready to capture the pawn?



Question-6

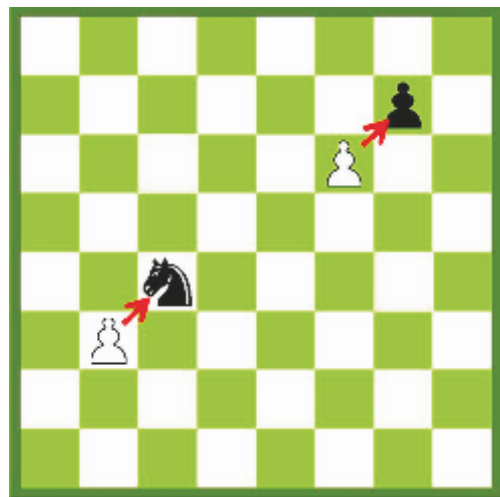
How many moves does the knight need to make to take the pawn?





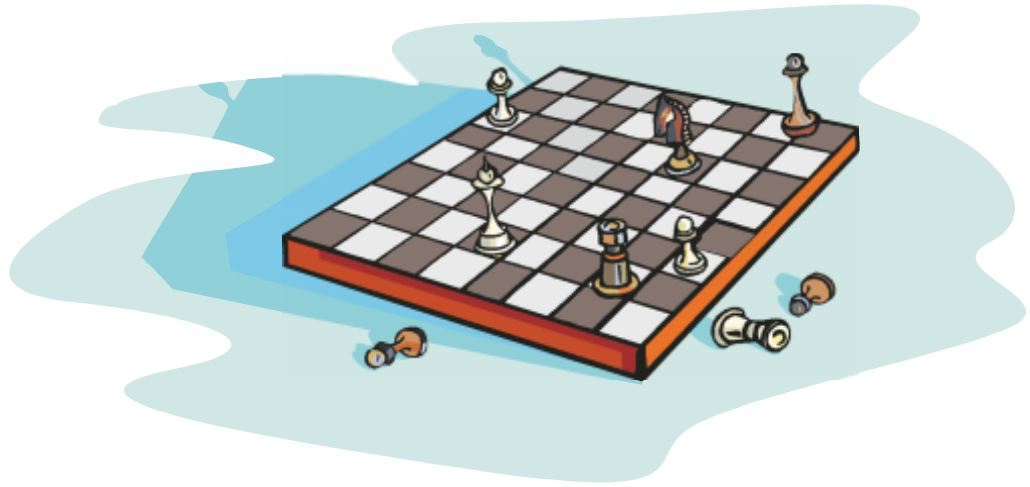
TAKING WITH A PAWN

A pawn can capture any of the opponent's men (except the king) that stands one square diagonally in front of it. The captured chessman is removed from the board and the pawn takes its place.



The white b3-pawn can capture the black knight one square diagonally in front. It takes the place of the piece it captures, removing it from the board.

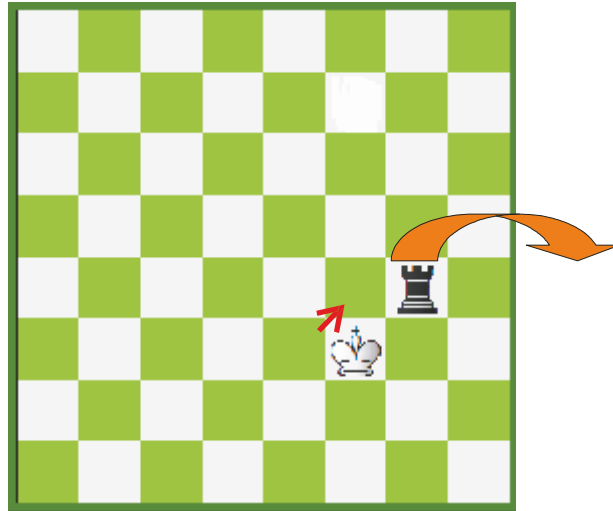
The pawns on the f6- and g7-squares can capture each other. The side whose turn it is to move can (but does not have to) capture the opponent's pawn, sending the captured pawn to the box and settling down on its square.





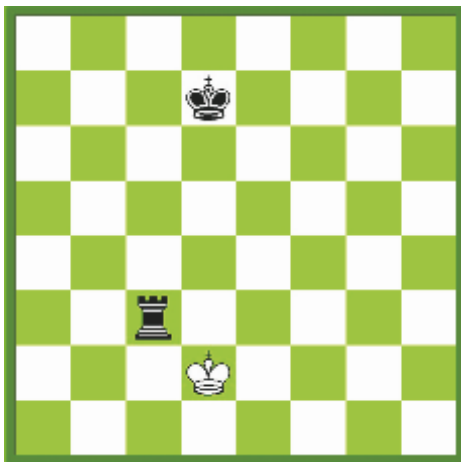
TAKING WITH THE KING

The king can capture any opposing chessman (except the enemy king) stands on a next-door square. The king takes its place.

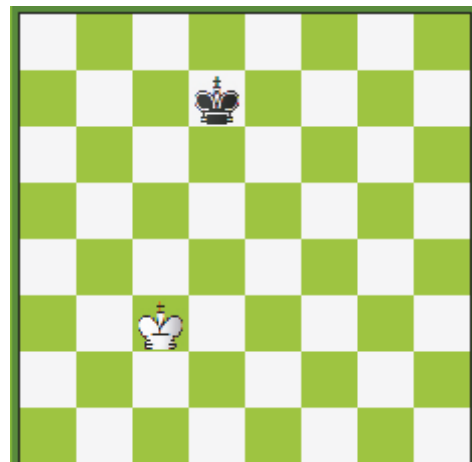


The King Capture:

- 1- The king can capture the black rook by moving one square diagonally.
- 2- The captured piece is removed from the board.
- 3- The king is placed on the square of the captured piece.



Before the king captures the rook

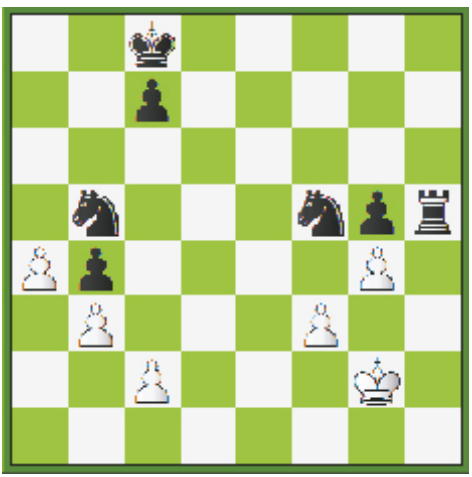


After the king has captured the rook



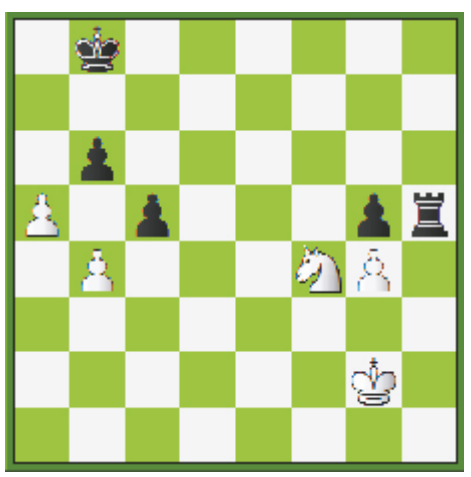
EXERCISES

Let's get to know chess



Question-1

Show the pieces the white pawns can capture.

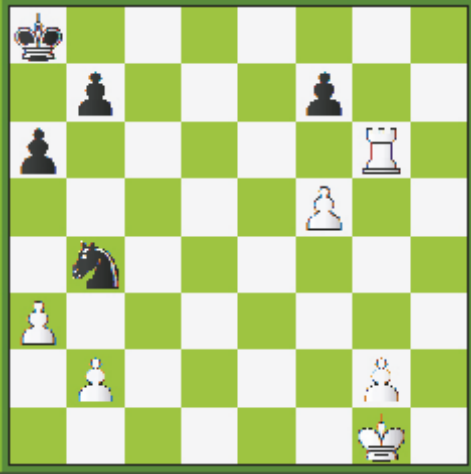


Question-2

Show all the chessmen that all the pawns can take.

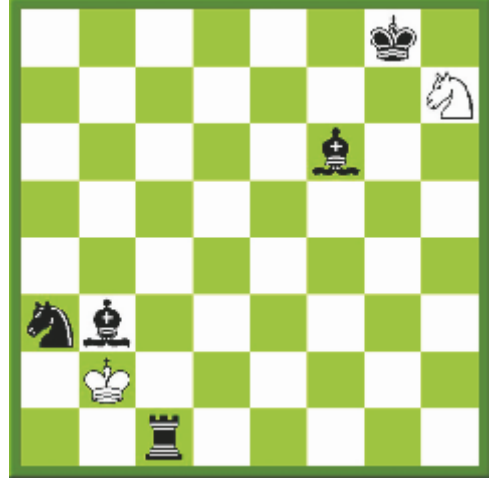


EXERCISES



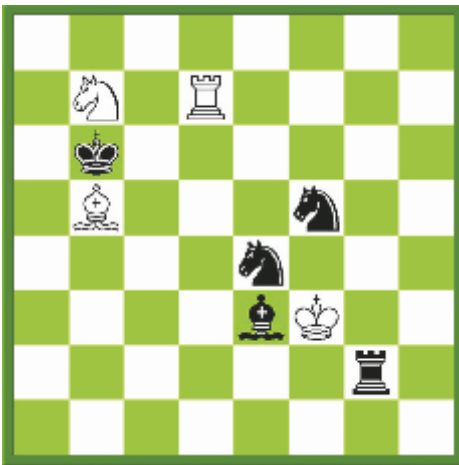
Question-3

Demonstrate the moves the white pawns can make.
Demonstrate the moves the black pawns can make.



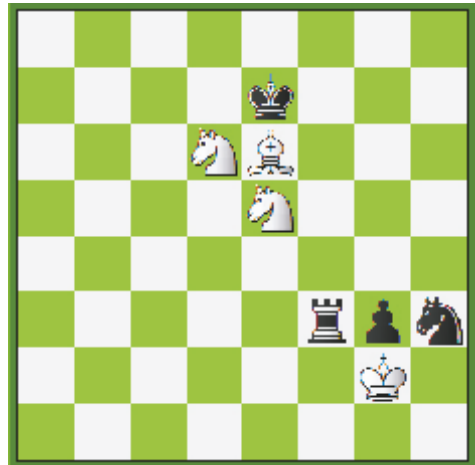
Question-4

Which pieces can the white king capture?
Which pieces can the black king capture?



Question-5

Which pieces can the white king take?
Which pieces can the black king take?



Question-6

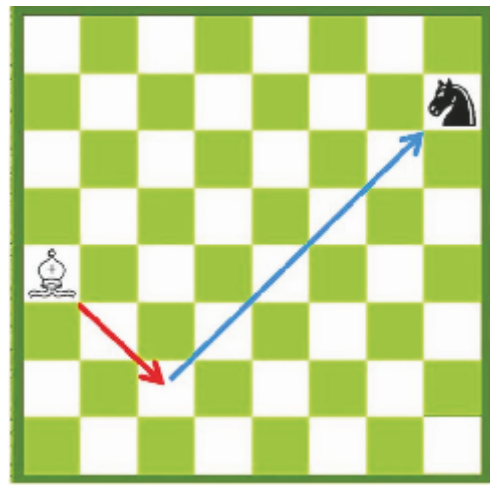
Which pieces can the white king capture?
Which men can the black king take?



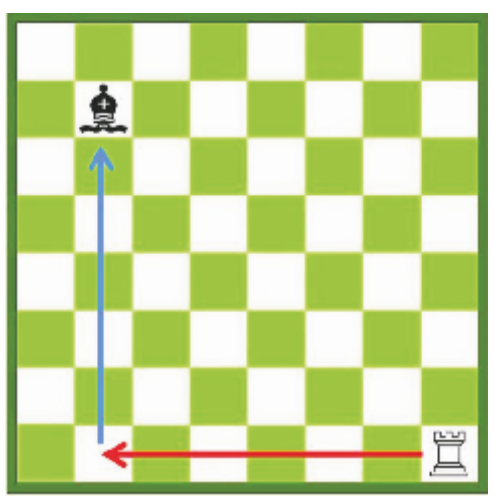


ATTACKING A PIECE

A move which makes it possible ('threatens') to capture one of the opponent's pieces, is called **attacking a piece**



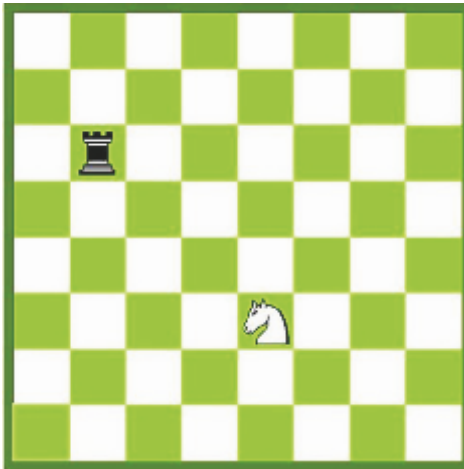
The bishop moves to the diagonal path on which the knight stands. By doing so, the bishop threatens to capture the knight. This move by the bishop is called an **attacking move**.



The rook moves onto the vertical line where the bishop stands. This rook move threatens to capture the bishop. Such moves, made in order to capture a piece are called **attacking moves**.

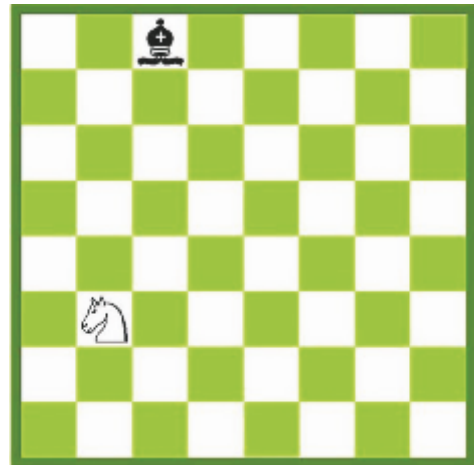


EXERCISES



Question-1

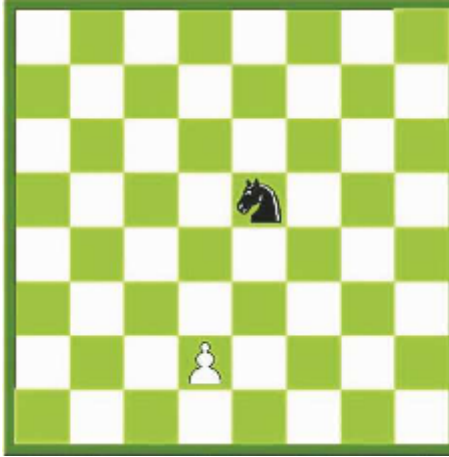
From which squares can the knight attack the rook



Question-2

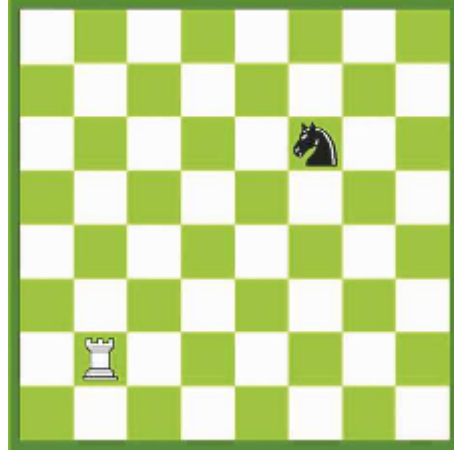
To which square should the bishop move to attack the knight?

EXERCISES



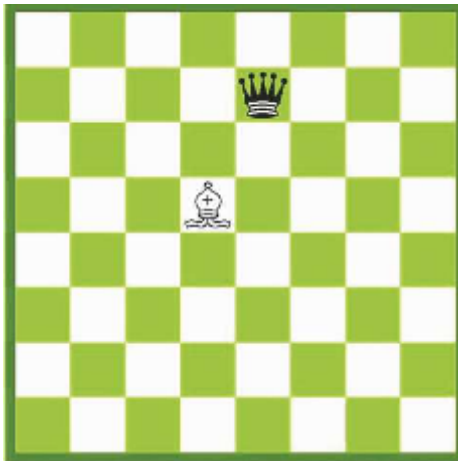
Question-3

What move should the pawn make to attack the knight?



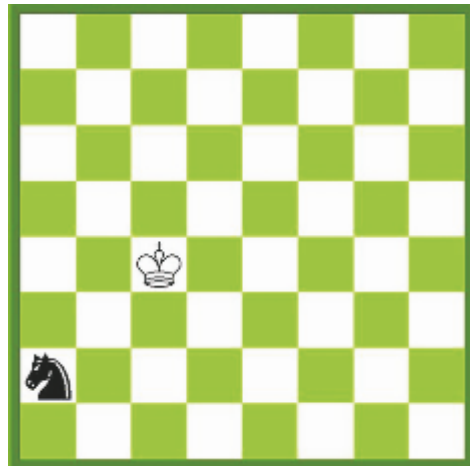
Question-4

From which squares can the rook attack the knight?



Question-5

From which squares can the queen attack the bishop?



Question-6

To which square should the king move to attack the knight?



PIECE VALUES



There are six different kinds of chessman - pawns and 5 types of piece and all move differently from each other. The values of the men depend mostly on mobility - the more mobile a man, the more valuable it is.

The least valuable chessman (usually) is the pawn. According to a table based upon a pawn being worth one point:


 : 1 Point

 : 3 Points =    = 

 : 3 Points =    = 

 : 5 Points =      =    =   

 : 9 Points =          =   

 : **Unlimited** = The value of a king is unlimited since the loss of the king is the loss of the game.



UNIT - 2 CHECKMATE



u **CHECKMATE**

u

CHECKMATE

u **THREATENED KING**

u **MATE**

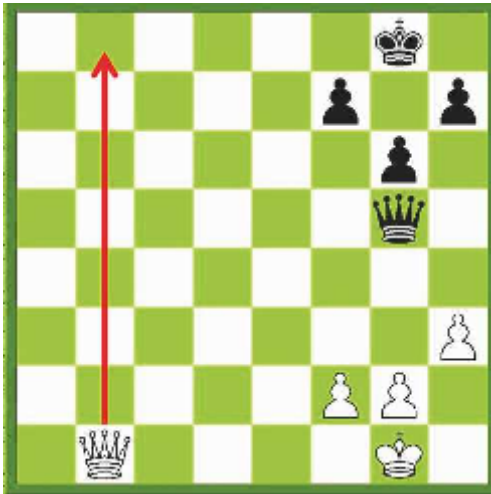
u **BASIC MATE POSITIONS**

u **MATE IN ONE MOVE**

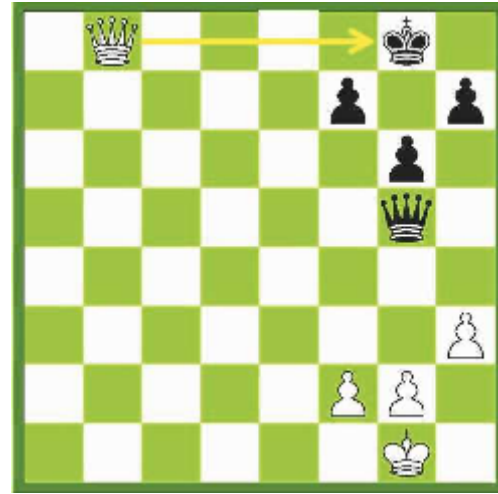


GIVING CHECK

A move attacking the opponent's king is called **giving check** and the opponents king is directly threatened.

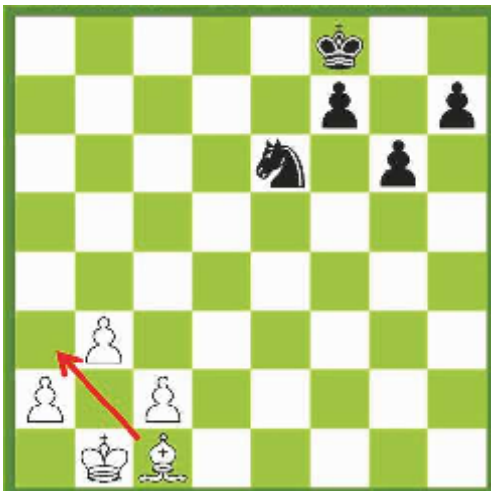


Before the queen move

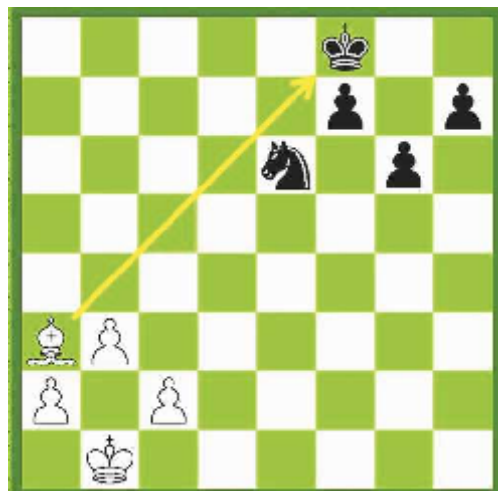


After the queen move

The white queen goes to the horizontal path where the black king stands. By this move the white queen attacks the black king. This move attacking the king is called '**giving check**'. White has given check by the queen and the black king is under threat.



Before the bishop move

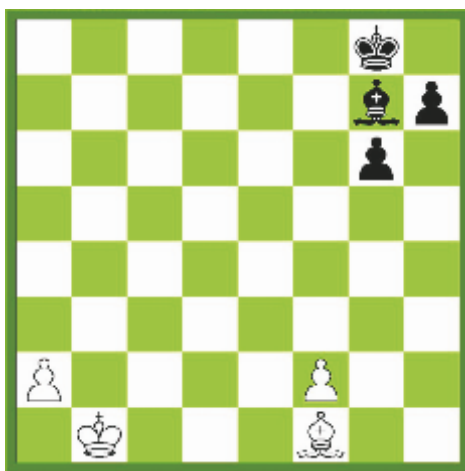
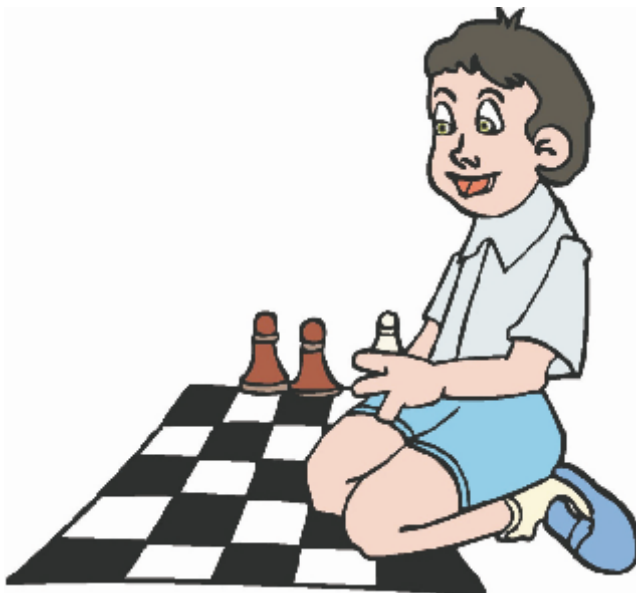


After the bishop move

The white bishop goes to the diagonal path where the black king stands. The bishop attacks the black king. This move attacking the king is called '**giving check**'. The white bishop has given check and the black king is under threat.

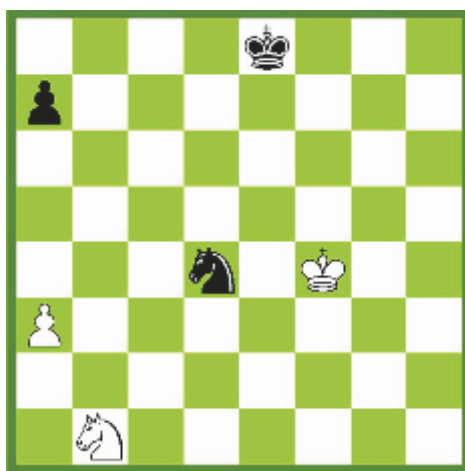


EXERCISES



Question-1

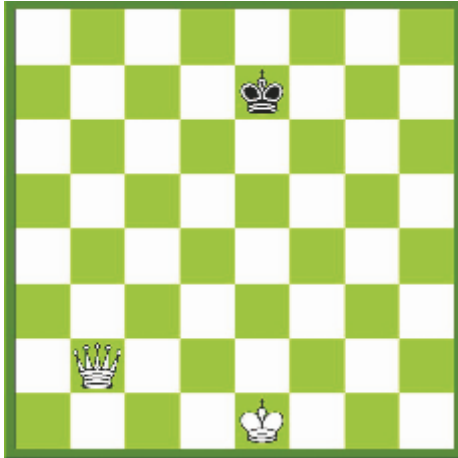
To which square should the white bishop move to give check?



Question-2

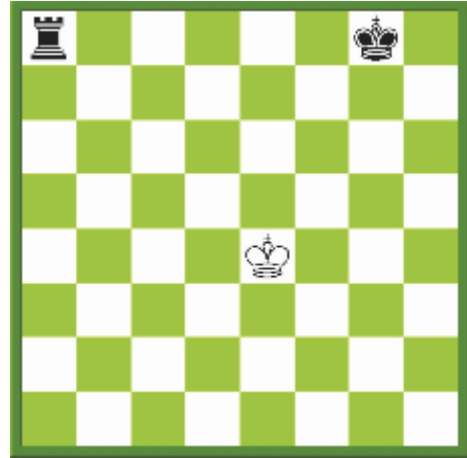
From which squares can the black knight give check?

EXERCISES



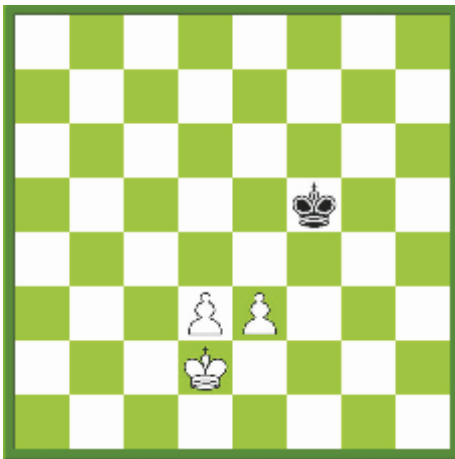
Question-3

From which squares can the white queen give check?



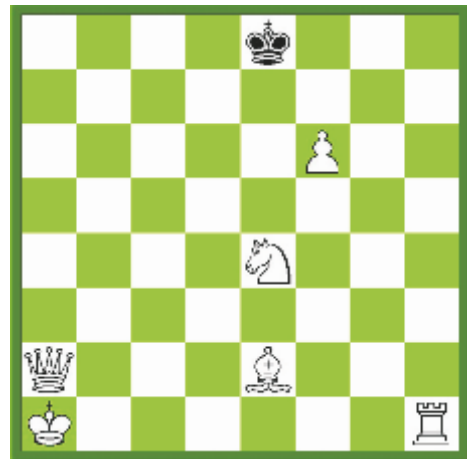
Question-4

From which squares can the black rook give check?



Question-5

Which move should White make to give check?



Question-6

Demonstrate the moves by White which give check.





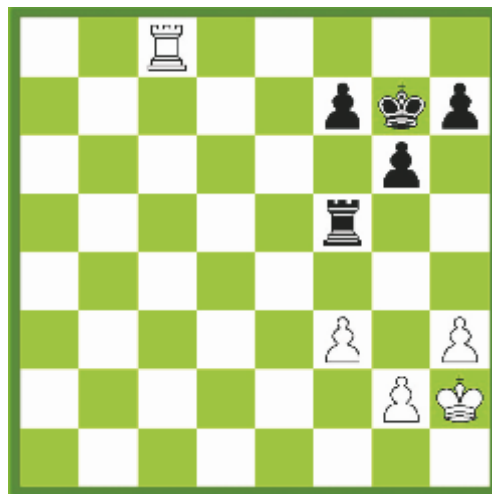
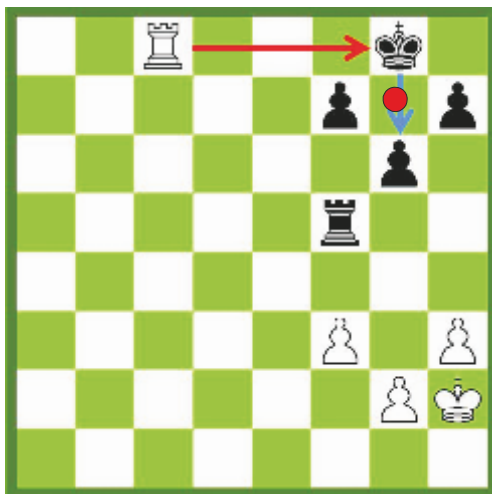
KING UNDER THREAT

If the king is attacked, he is under threat. The player whose king is attacked has **three options**:

- 1- The king can go to a safe square.
- 2- The attacking piece can be captured.
- 3- Something can be placed between the attacking piece and the king.

If none of these can be done, then the king has been checkmated.

1-The king can go to a safe square: The attacked king moves away to a safe square to escape from the attack. If he cannot escape from the attack, he is **checkmated**

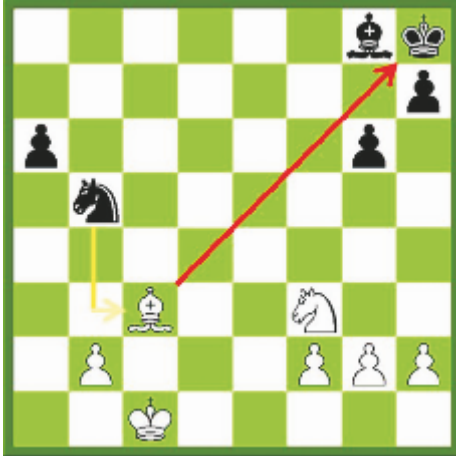


The rook gives check. The king is under threat. The king moves away to a safe square marked with ●. The king escapes from the attack.

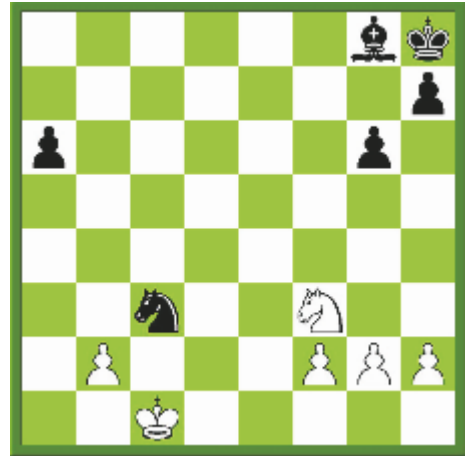




2-The attacking piece can be captured : Another way to escape from attack is to capture the attacking piece.



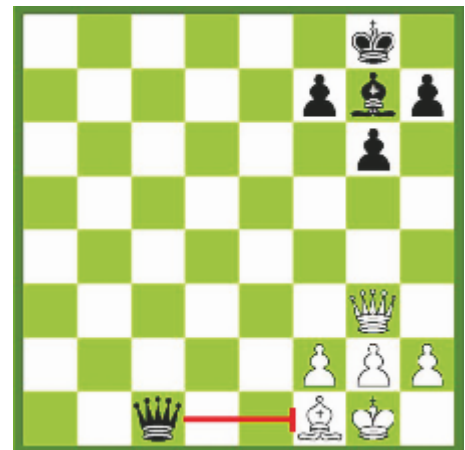
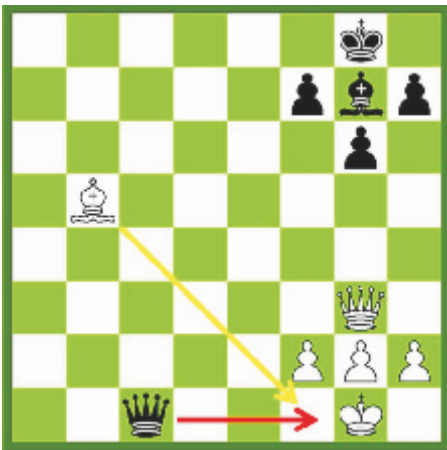
Before the knight captures the bishop



After the knight has captured the bishop

The white bishop gives check. The black king is under threat. Capturing the attacking bishop gets rid of the check.

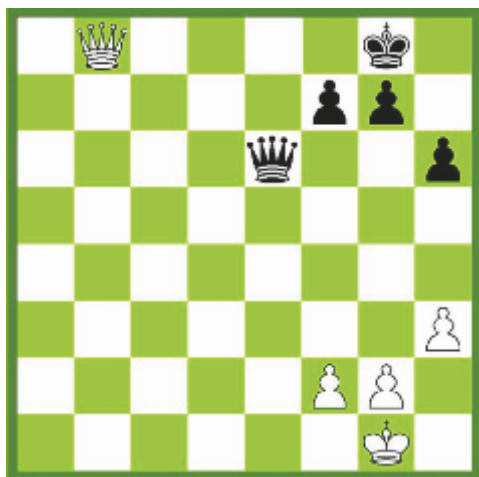
3-A man can be placed between the attacker and the king: Something (usually a piece) can be placed between the attacker and the king. This ‘block’ is the third way to protect a king from an attack.



The black queen gives check. The white king is under threat. The queen’s path must be closed to get out of check. The only white chessman that can do this is the bishop. White moves the bishop to the square next to the king. Thus, the path between the queen and the king is closed and the the king is protected from that attack.

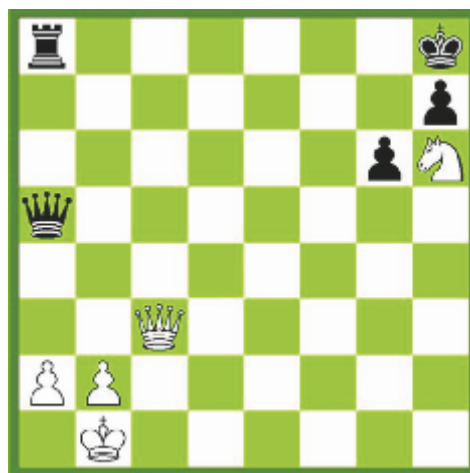


EXERCISES



Question-1

The white queen threatens the king. How should Black play?

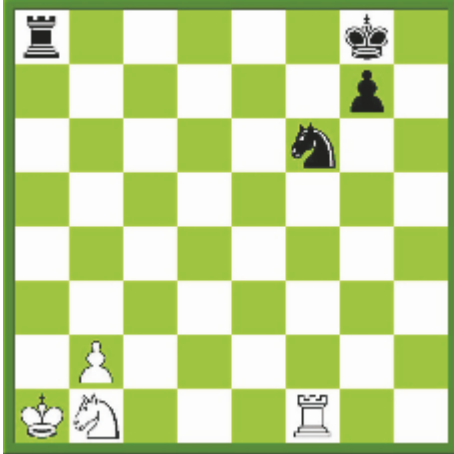


Question-2

The white queen threatens the king. How should Black play?



EXERCISES



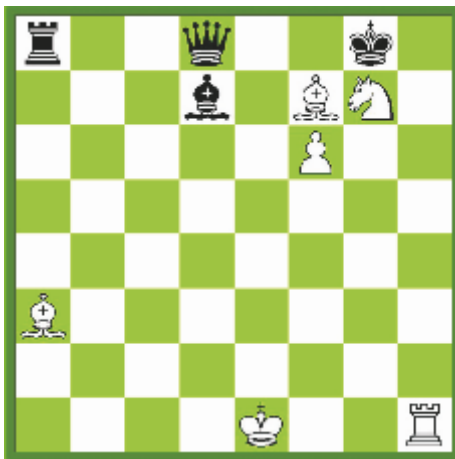
Question-3

The black rook gives check.
What should White play?



Question-4

The black rook gives check.
How should White play?



Question-5

The white bishop gives check.
How should Black play?



Question-6

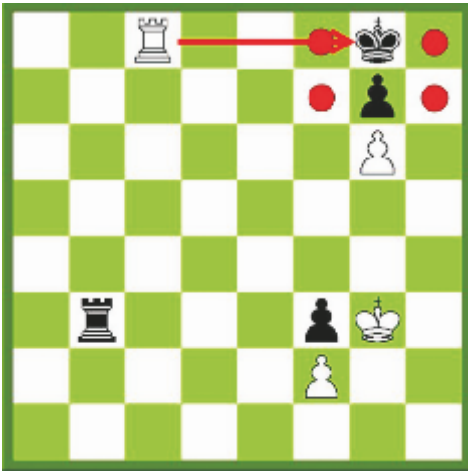
The White rook gives check.
What should Black play?





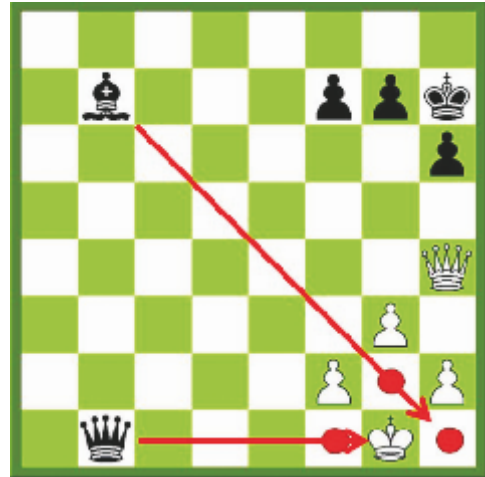
CHECKMATE

If the king cannot escape the attack, this means he is checkmated. The player who has done the checkmating wins the game.



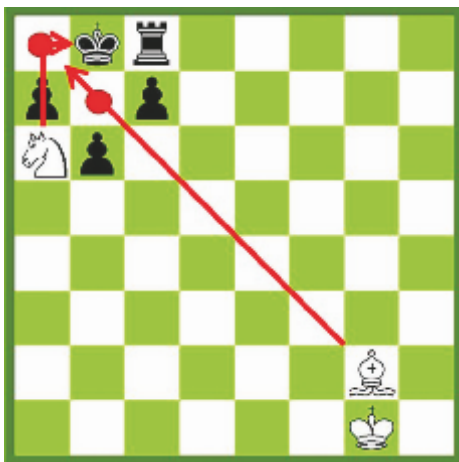
The white rook gives check.

- 1-There is no safe square for the king to go to.
 - 2-Black cannot capture the attacking rook.
 - 3-It is impossible to interpose (to place a piece between the attacking piece and the king).
- Black has **been checkmated**.
White has checkmated.



The black queen gives check.

- 1-There is no safe square for the king to go to. Two ● squares are attacked by the bishop.
 - 2-White cannot capture the attacking queen.
 - 3-White cannot interpose between the queen and the king.
- Black has **checkmated** White.



The white knight gives check.

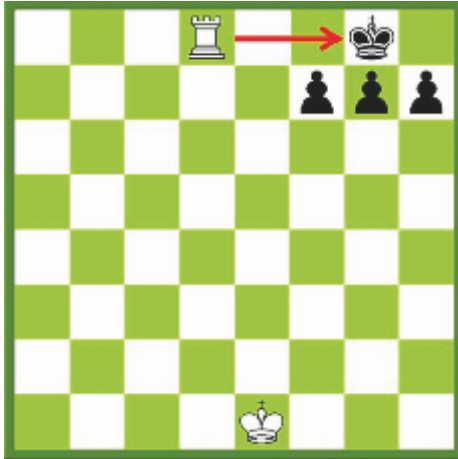
- 1-There is no safe square for the king to go to. ● squares are attacked by the bishop.
 - 2-White cannot capture the attacking knight
 - 3-If a check is given by a knight, it is impossible to interpose since a knight can jump over the pieces.
- Black has **been checkmated**





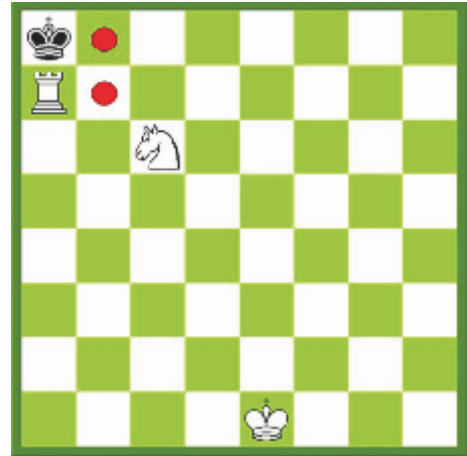
MATE POSITIONS

There are numerous typical mate situations that can arise. To know all these types of position is a tremendous advantage for a player. Similar positions are seen in many, many games.



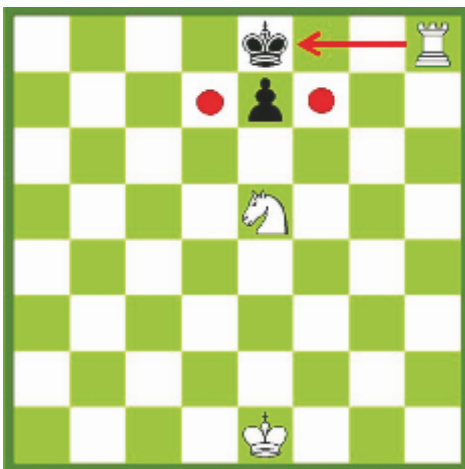
Back Rank Mate

There is no safe square that the king can move away to.



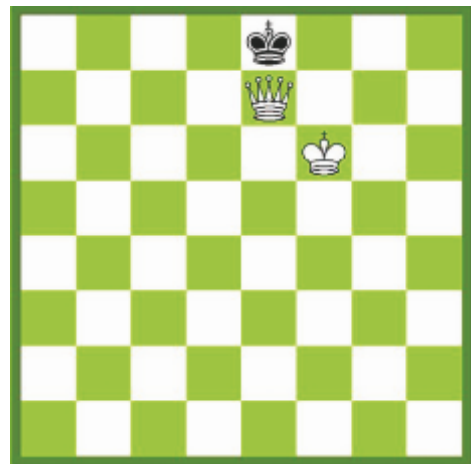
Arabian Mate

The king cannot take the rook because the knight protects it.



Anastasia's Mate

The rook gives check. The d7- and f7-squares are controlled by the knight, so the king cannot move away.



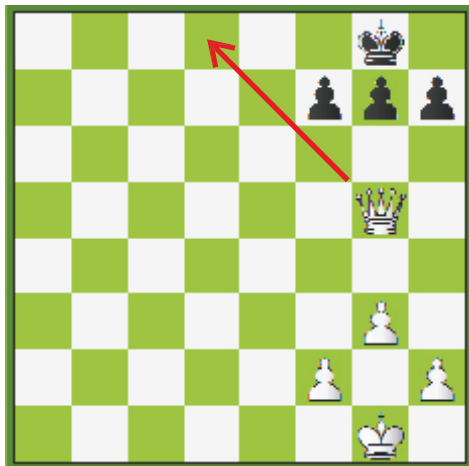
Queen Mate

White checks with the queen. There is no square the black king can move to. Black has been checkmated.

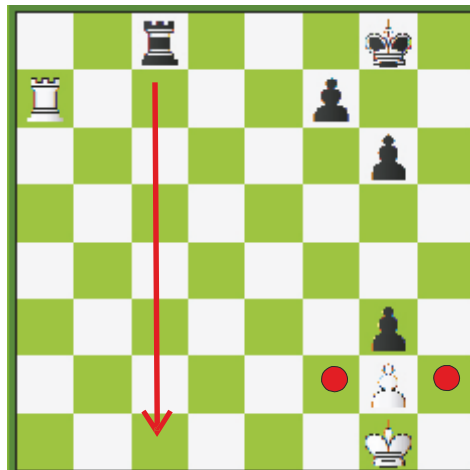




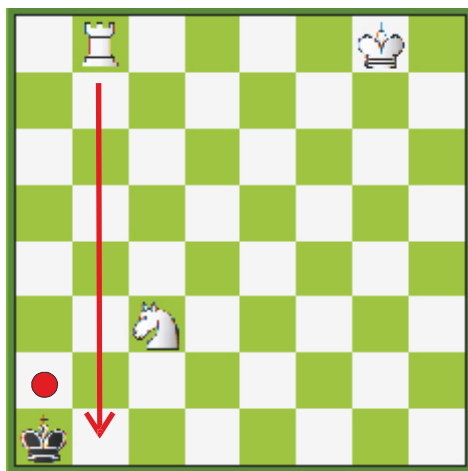
MATE IN ONE MOVE



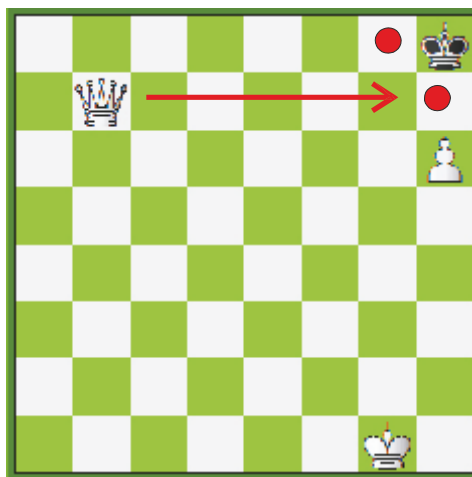
By this move of the white queen Black is checkmated since there is no square the king can move away to.



Black gives check by the rook move. There is nothing White can do. White is checkmated.

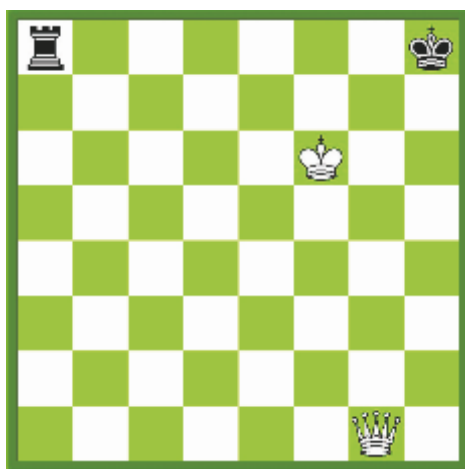


There is no safe square the black king can move away to after this rook move. Black is checkmated.

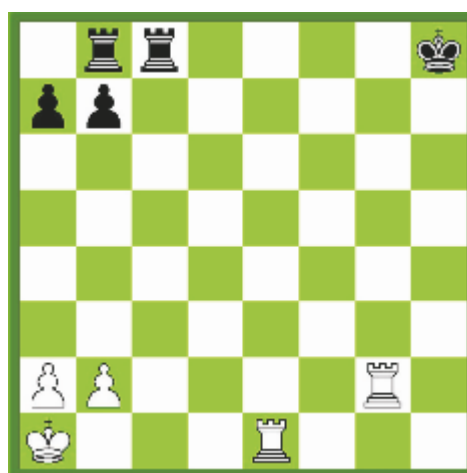


White checkmates with the queen move. When she completes the move, she attacks the two red squares.

EXERCISES

**Question-1**

What move should White make to checkmate?

**Question-2**

What move should White make to checkmate in one move?



UNIT 3

GETTING TO KNOW THE CHESSBOARD



CHARACTERISTICS OF A CHESSBOARD

- u RANK (ROW)
- u FILE (COLUMN)
- u DIAGONAL
- u NAMES OF SQUARES



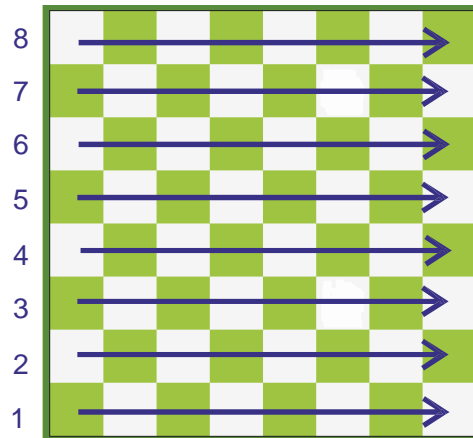


CHARACTERISTICS OF A CHESSBOARD

The chessboard has certain characteristics. Being familiar with them is a big advantage for the player who has this knowledge.

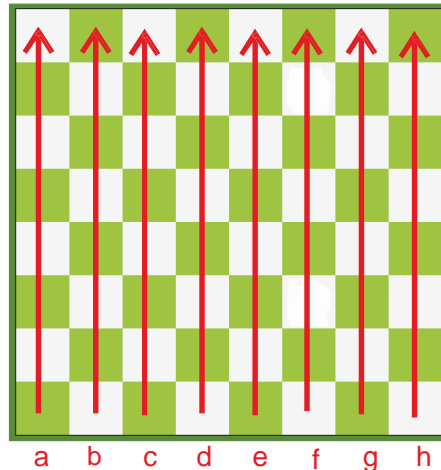
1-RANK

A horizontal path or line, made up by the 8 small squares across a chessboard are called 'rank'. There are 8 ranks on a chessboard. These horizontal paths are defined by numbers starting from the bottom: 1-2-3-4-5-6-7-8. These paths are named the first rank, the second rank and so on. The last one is the eighth rank.



2-FILE

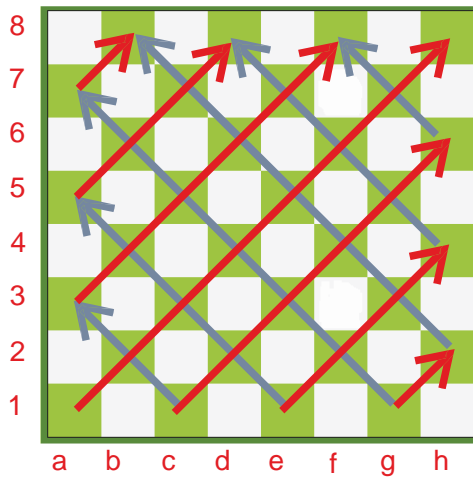
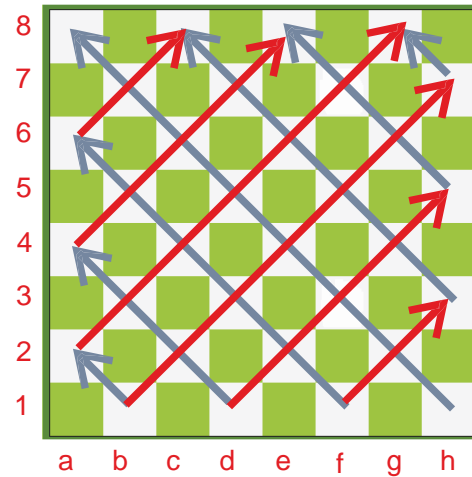
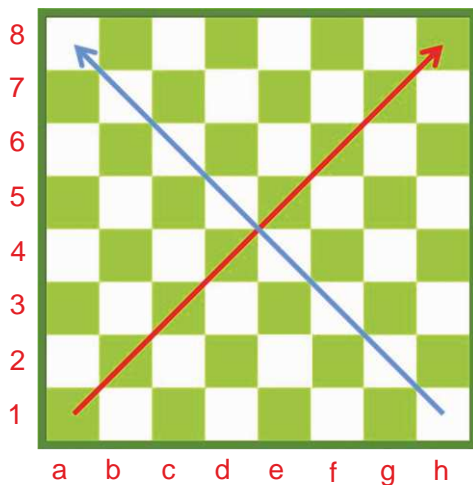
A vertical path or line, made up by the 8 small squares upwards on a chessboard is called 'file'. There are 8 files on a chessboard. These vertical paths are defined by small letters running from left to right: a-b-c-d-e-f-g-h. These paths are named a-file, b-file and so on. The last file is the h-file.



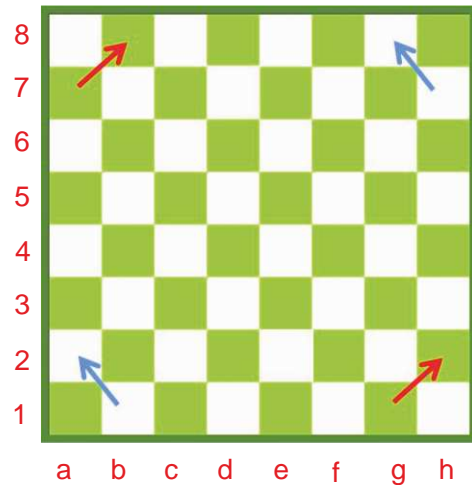


3-DIAGONAL

A path made up of a line of squares, a corner of one square touching another is called 'diagonal'. The colours of the squares in a diagonal path are the same. The length of a diagonal path is not the same everywhere. The longest diagonal extends from one corner of the board to another corner. There are 26 diagonals altogether on a chessboard. 13 of them 'white' (light squares), the other 13 are 'black' (dark squares).

**Black Diagonals****White Diagonals****Long Diagonals**

The longest diagonals run from one corner of the board to the other. They have 8 squares. There are two long diagonals on the chessboard, one made up of light squares, the other dark.

**Short Diagonals**

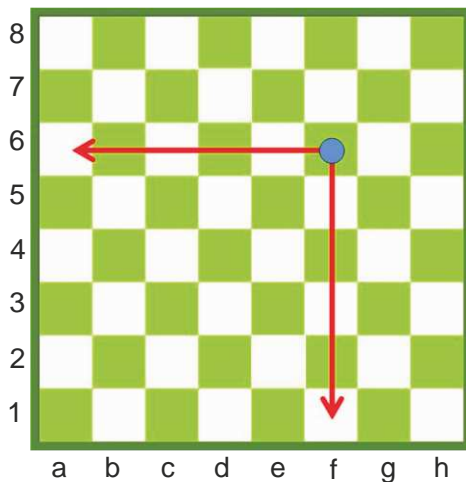
Short diagonals have just two squares. They are at the edge near a corner. The length of a diagonal increases the nearer it is to passing through the centre.





4-NAMES OF SQUARES

Every square on a chessboard has a name. The names of the squares are made up of a letter and then a number. For example: e4 or g7. Players need to know the names of the squares. It is very easy to learn their names. First we find out on which file and then on which rank it is.

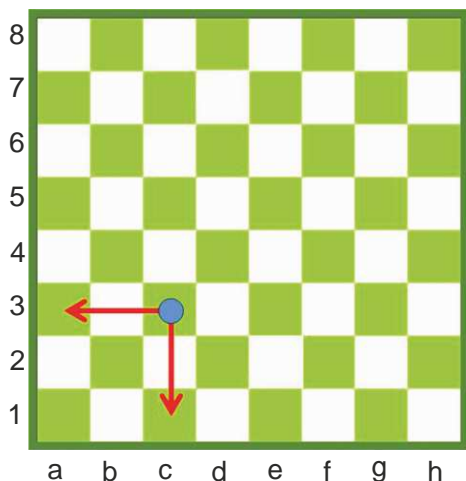


Let's learn the name of the square marked in blue.

First we find out on which file it is. To do this, we go down and read the name of the file. Our square is on the **f-file**.

Then we find out on which rank it is. To do this, we look left and read the name of the rank. Our square is on the **6th rank**.

So, the name of our square is **f6**.



Let's learn the name of this square marked in blue.

First we will find out on which file it is. To do this, we go down and read the name of the file. Our square is on the **c-file**.

Then we will find out on which rank it is. To do this, we look to the left and read the name of the rank. Our square is on the **3rd rank**.

So, the name of our square is **c3**.

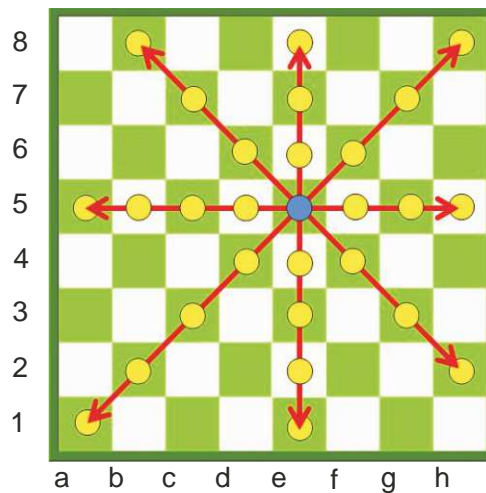
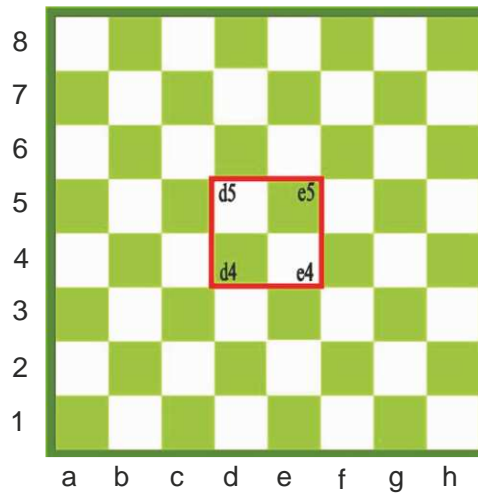




5- CENTRAL SQUARES

The 4 small squares in the middle of a chessboard are called **centre squares**. These are **d4**, **d5**, **e4** and **e5**. Centre squares are the most important squares on a chessboard. This field is where almost all the paths of a chessboard meet.

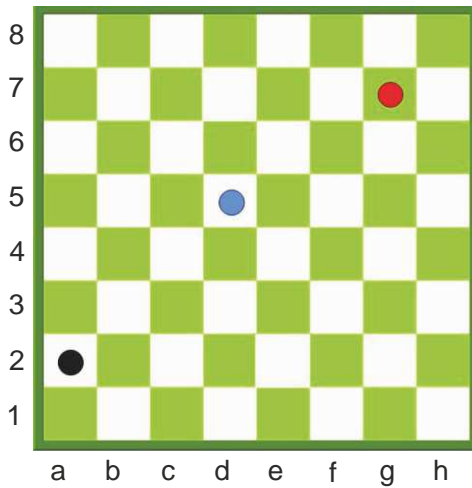
It is possible (for a queen) to reach 27 squares from these squares. From nowhere else can so many squares be reached.



It is possible to reach 27 squares from each one of the four centre squares.



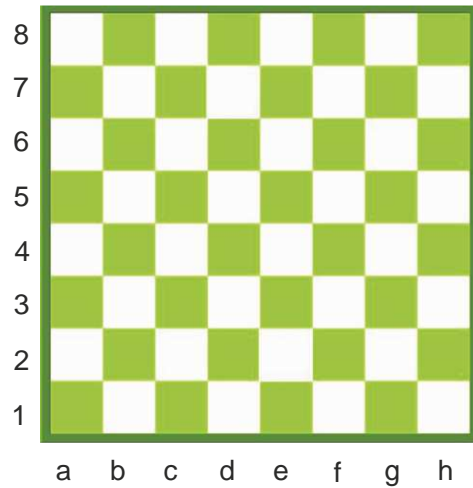
EXERCISES



Find the name of a square

Write down the names of the marked squares.

- : _____
- : _____
- : _____



Find the name of a square

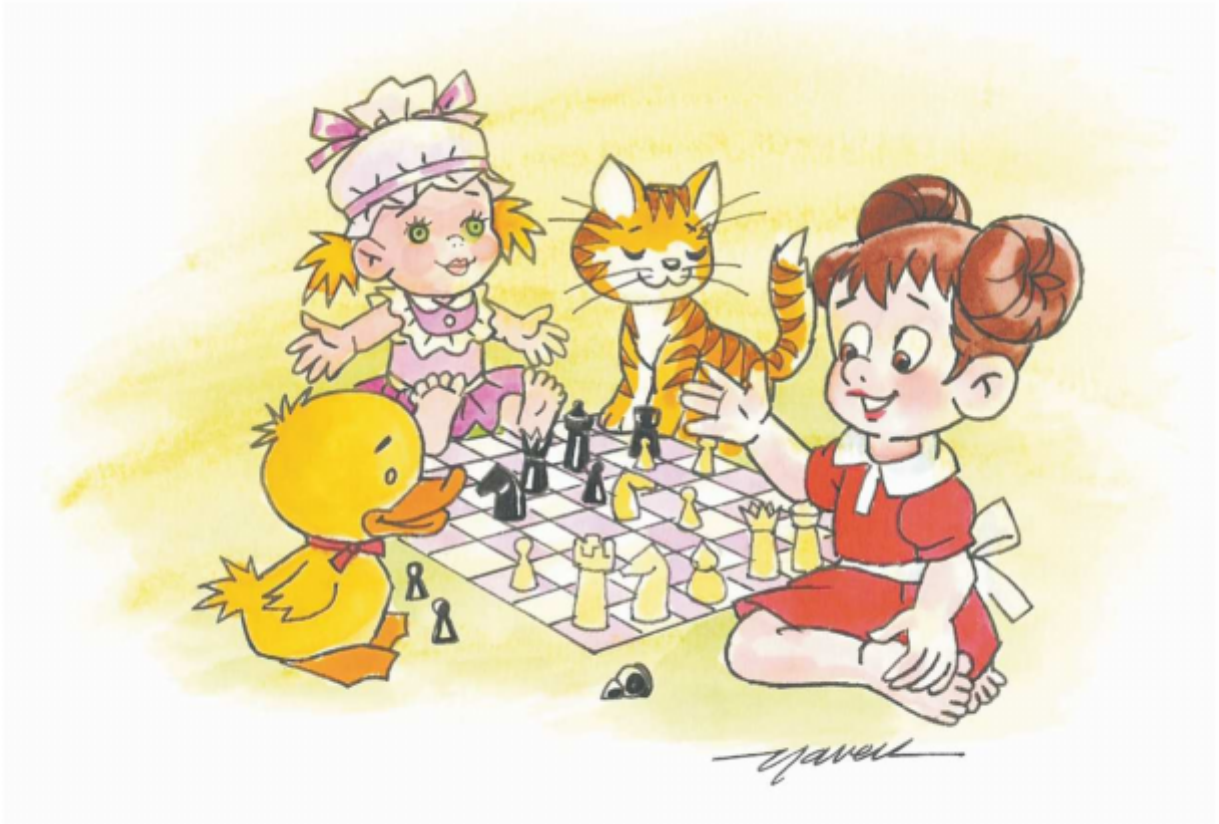
Show on the chessboard the squares given below.

d4

b7

h5

UNIT 4 SIMPLE MATES

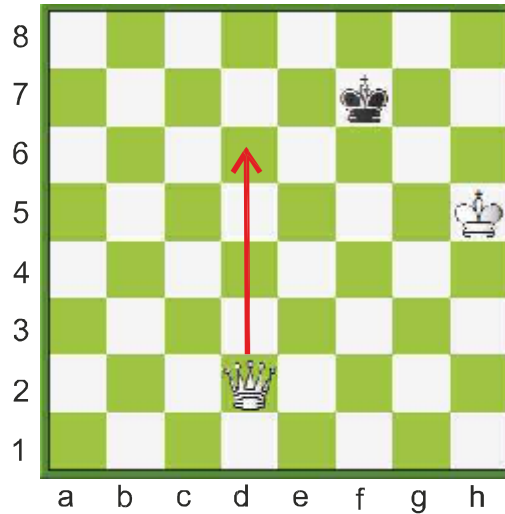


- u SIMPLE MATES
- u QUEEN MATE
- u CYLINDER MATE
- u FOOL'S MATE
- u SCHOLAR'S MATE

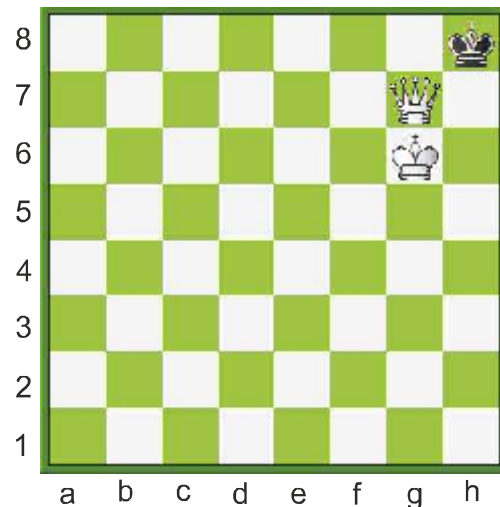
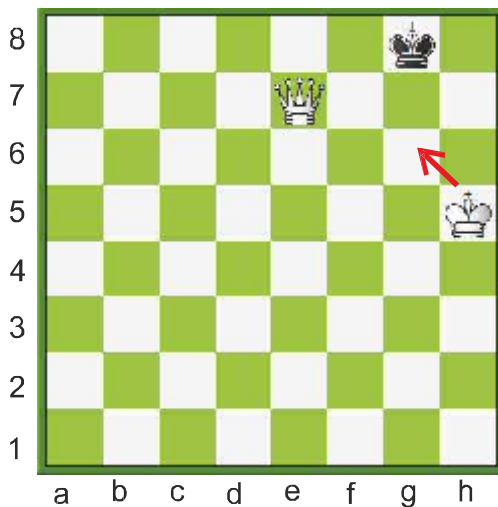


QUEEN MATE

The opponent's king is driven to the edge of the board. The queen is not capable of mating on her own. She needs her king's help in order to checkmate.



First of all, the mobility of the opponent's king is restricted. For that reason **the queen** should be moved to the **d6-square**. By this move the king is prevented from moving to the seventh rank. The black king should avoid going to the edge of the board as much as possible. That is why **the king** should play to **g7**. White should then play **the queen** to the **e7-square** on the second move, pushing **the black king** to the **g8-square**.

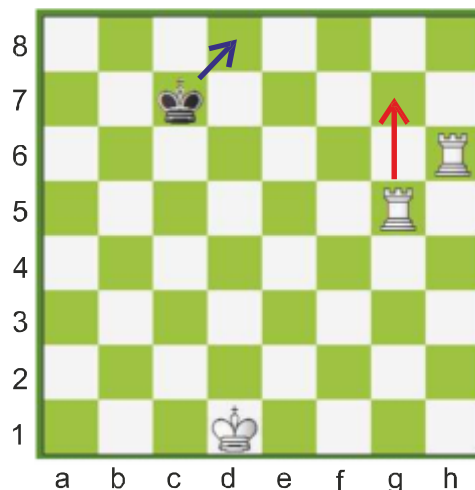
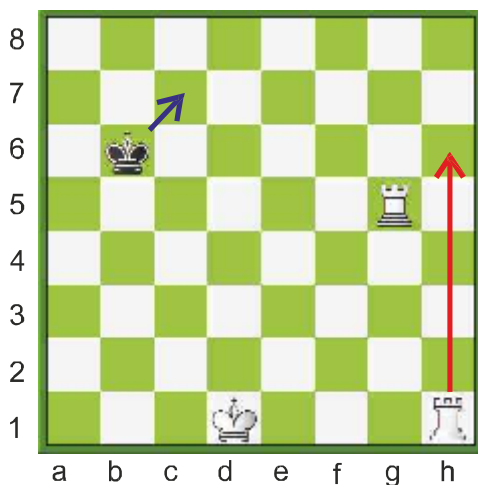


White has to get his king closer in order to checkmate. **The king** moves to **g6**. The only move Black could make is to play his king to h8. Now White can give checkmate. White has several checkmating moves. One of them is to give check with **the queen** from **g7**.

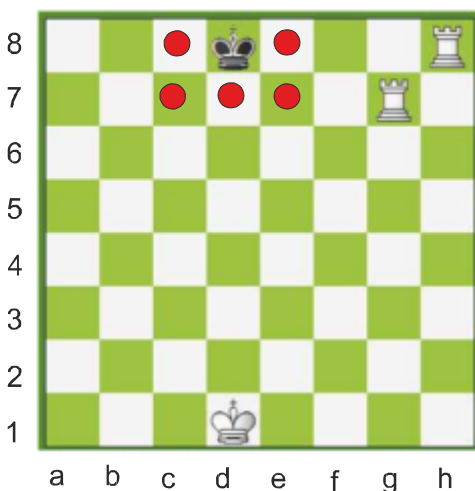
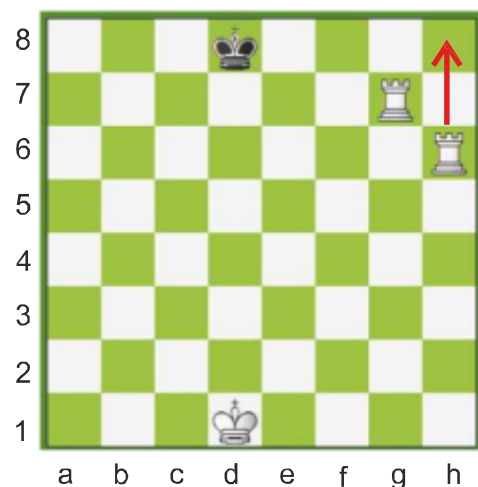


CYLINDER (ROLLER) MATE

This is one of the simplest mates. It is made by two rooks or one rook and a queen. There is no help needed from the king. The enemy king is driven to the edge of the board by giving check with the two pieces, one after the other. Once the opponent's king has been forced to one of the edges, he is checkmated by forcing him to stay stuck on the edge.



The white rook has to give check from this square first. The black king must move back towards the eighth rank. White's objective is to push the black king to the edge of the board. He is forced to go there by a sequence of checks. Once he has been driven to an edge, mate follows.



White has realized his aim. He has forced the opponent's king to the edge of the board. Now it is time to make the final move.

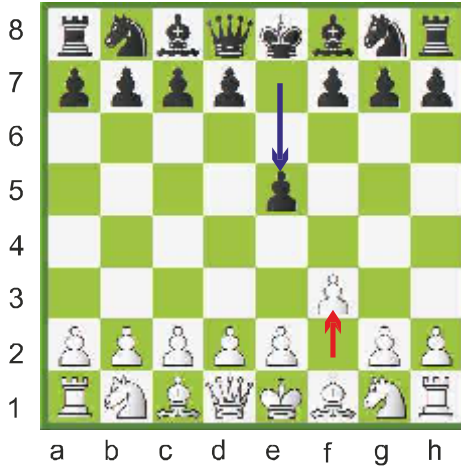
There is nothing the black king could do. Black is **checkmated**.



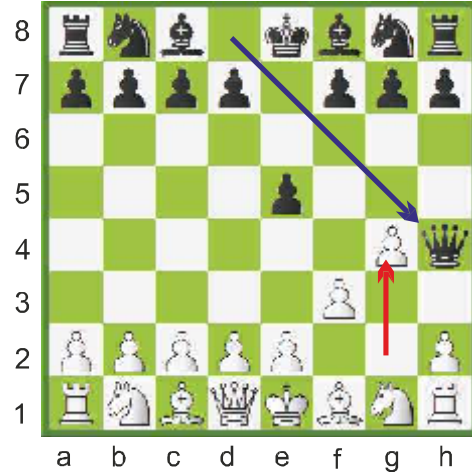


FOOL'S MATE

This is the shortest mate in chess. It is mate in two moves. It may be seen in the games of players new to chess. Beginners fall into this kind of mate easily. It is called “Fool’s Mate” especially if you often fall into it!



White has moved his pawn one square on his first move. Black moves his pawn two squares.



White plays his pawn to g4 on his second move. Black gives check with his queen from h4. White can do nothing. It is checkmate.

White can checkmate in three moves.

White moved his pawn to e4 on his first move. Black then moved his pawn to f6. On the second move White pushed his pawn to d4. If Black now played his pawn to g5, White gives check from h5 and Black is checkmated.

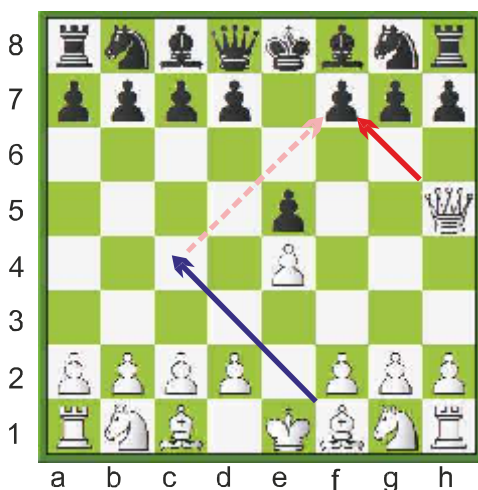




SCHOLAR'S MATE

This is one of the most well known mates. It is often seen in the games of inexperienced players. Experienced players do not try for **Scholar's Mate** because they well know that it results in bad positions since it is not good to play with the queen very early. Impatient players like Scholar's Mate a lot. They hope to checkmate their opponents right at the start of the game. But experienced players avoid bringing the queen out too early because she is likely to run into early attacks by the opponent's pieces and even pawns. Because of the need always to take care of the queen, they cannot develop their other pieces, being too busy moving the attacked queen out of range of the enemy pieces.

For Scholar's Mate, White advances **his pawn from e2 to e4** on the first move. Black moves **his pawn from e7 to e5** (a good move). Then White moves **his queen to h5** (not such a good move).



It looks like White wants to take the pawn on e5, but the real target is the f7-square. Black needs to protect the e5-pawn. So he plays **his knight to c6**.

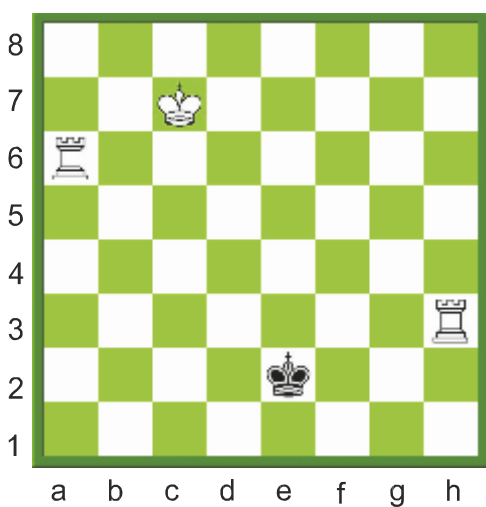
White then moves the bishop to c4 and threatens to take on f7 with the queen - Scholar's Mate.



Black may be tempted to play **his knight to f6**. That develops the knight and attacks the white queen at the same time. Often that would be a good idea, but here it is very bad and loses. Black did not see the threat! White takes the pawn on f7 - check and mate.

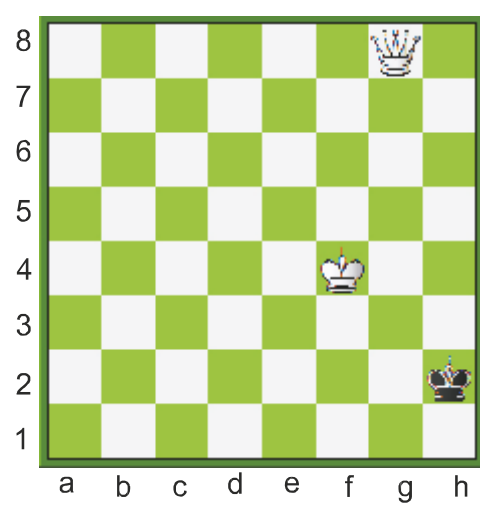


EXERCISES



Question-1

Demonstrate White's cylinder mate in two moves.

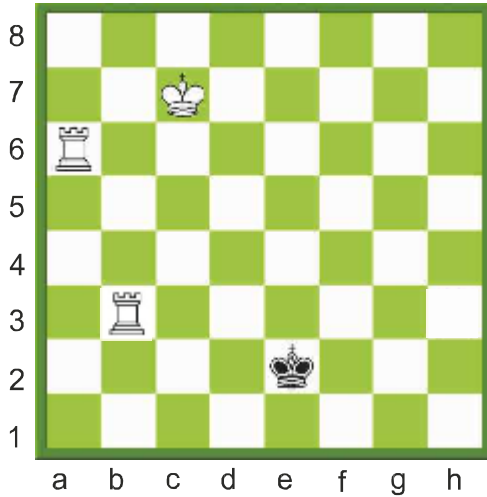


Question-2

Demonstrate how White can mate in two moves.

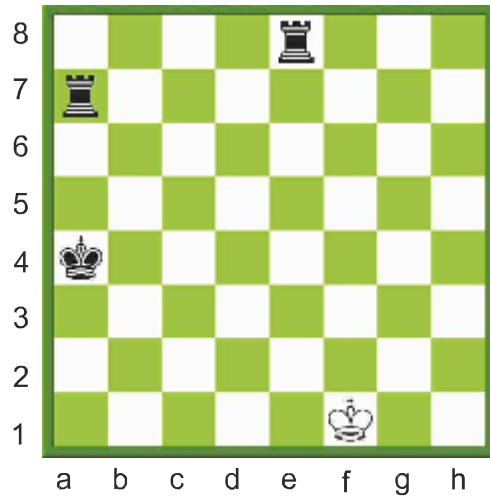


EXERCISES



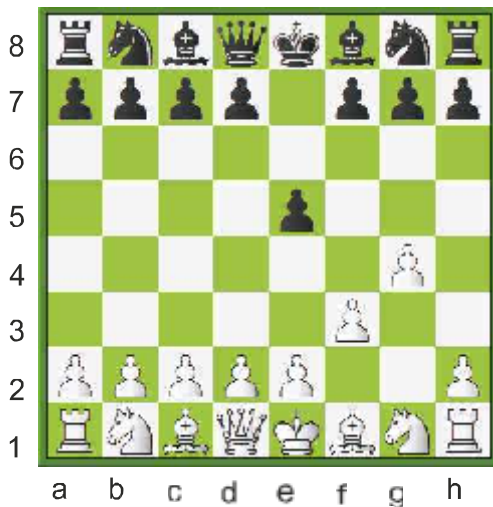
Question-3

Demonstrate White's cylinder mate in two moves.



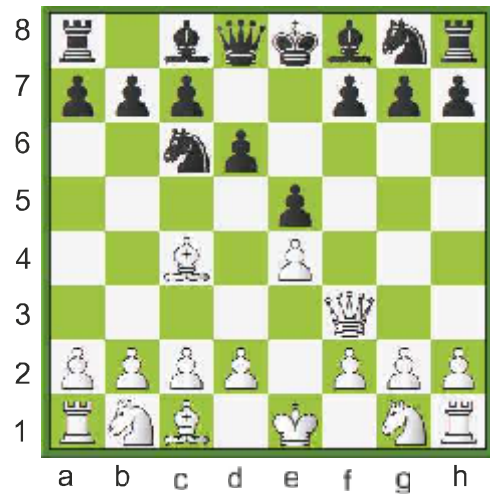
Question-4

Can you checkmate with the rooks in 3 moves?



Question-5

Demonstrate Black's checkmate move.



Question-6

Demonstrate White's checkmate move.



UNIT 5

Attack and Defence



® ATTACK and DEFENCE

® DISCOVERED ATTACK

® DISCOVERED CHECK

® PROTECTING ATTACKED PIECE

® MOVING AWAY ATTACKED PIECE

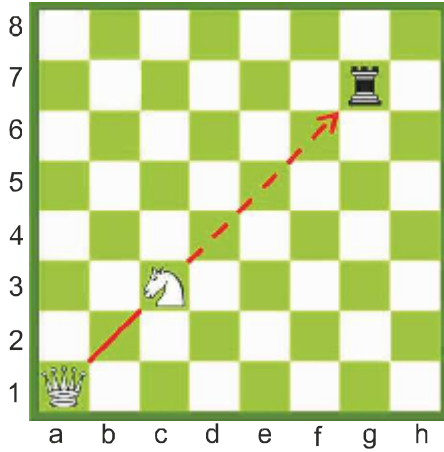
® FORK (TWO FOLD ATTACK)

® SKEWER



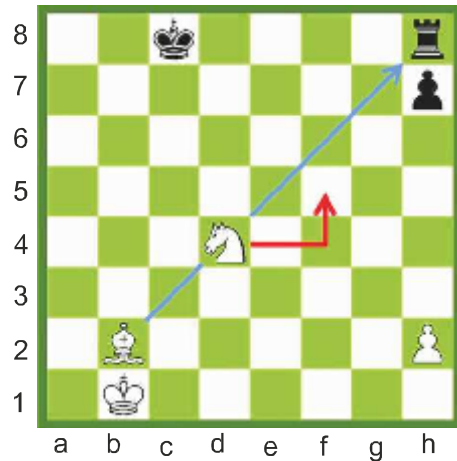
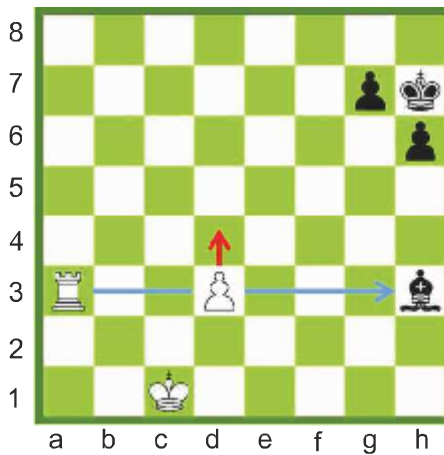
DISCOVERED ATTACK

In some positions, a player cannot capture since the attack is blocked by his own piece. One piece blocks and hinders another of the same player. This piece has closed the path between an attacking piece of ours and the opponent's piece. For a player to make a capture, this path must be opened. A player can attack by removing this piece from the path. This is called **discovered attack**. The blocking piece is called a **shield (curtain)**.



Shield (Curtain)

If the white knight were not there, the queen could capture the rook. The knight prevents the queen from capturing the rook. The knight has to move for the queen to threaten the rook. This position of the knight is called a **shield (curtain)** because the knight blocks the queen's way.

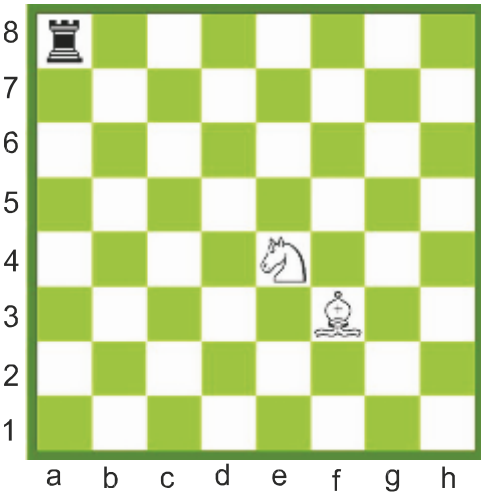


The pawn stops the rook from capturing the bishop. The pawn shields the bishop, preventing the rook from capturing it. For the rook to be able to take the bishop, the path has to be opened. White can do that simply by moving the pawn.

The white bishop could take the rook if his knight were not there. His own piece prevents the bishop from capturing the rook. The knight is in a shield position, blocking the bishop. The knight must move to allow the bishop to attack the rook directly.

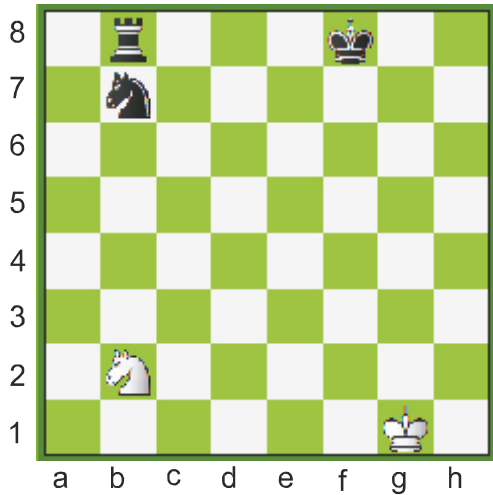


EXERCISES



Question-1

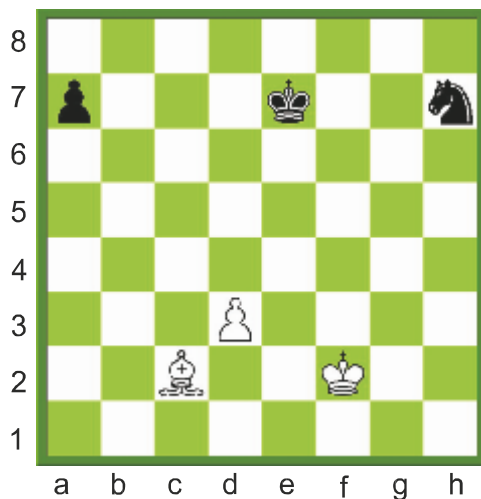
Which piece should White move to reveal a discovered attack?



Question-2

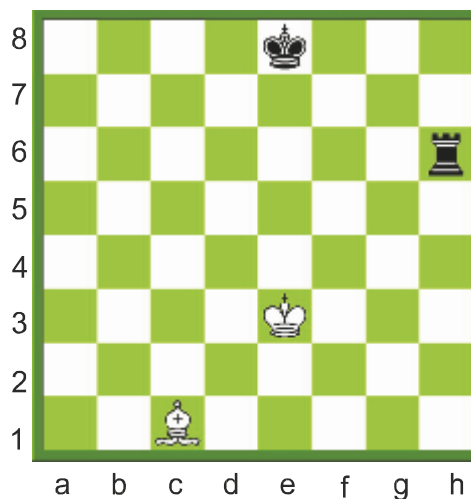
Which piece should Black move to create a discovered attack?

EXERCISES



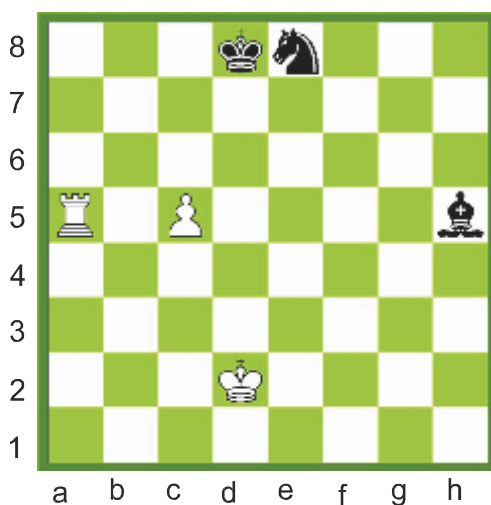
Question-3

Demonstrate the discovered attack move of White.



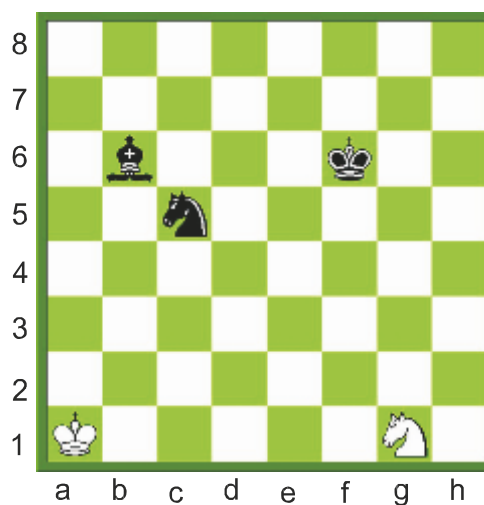
Question-4

Demonstrate the discovered attack move of White.



Question-5

Demonstrate the discovered attack move of White.



Question-6

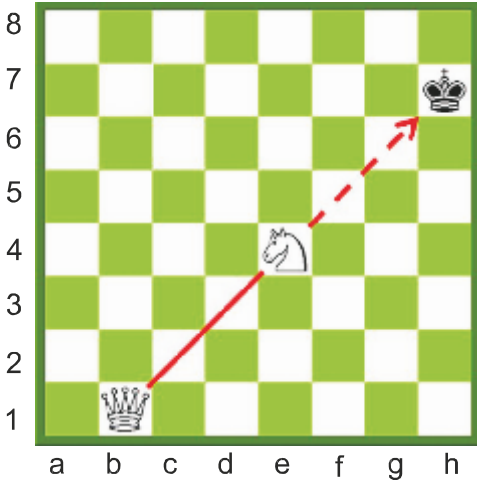
Demonstrate Black 's discovered attack moves.





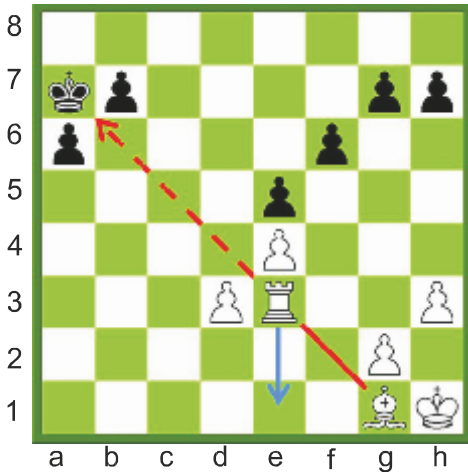
DISCOVERED CHECK

In some positions, giving check may be blocked by a player's own piece. That piece prevents a player from attacking the king since it blocks the path to the opponent's king. For a player to give check, this path has to be opened. Giving check by moving the blocking piece is called **discovered check**. The blocking piece is a **shield (curtain)**.

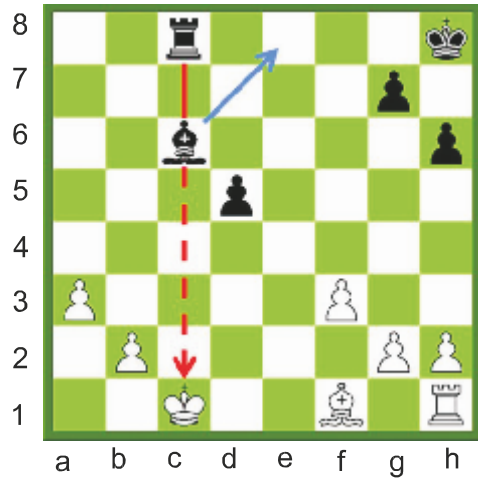


Shield (Curtain)

If the white knight were not there, the queen would give check. The knight prevents the queen from giving check. If the knight moves, the queen gives check. The knight is a **shield (curtain)** because the knight blocks the queen's way.

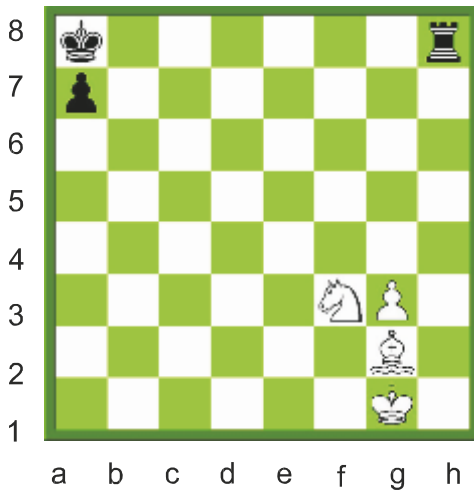


The rook prevents the bishop from giving check. It is in a shield position. For the bishop to give check, the diagonal has to be opened. White can discover check by moving the rook.



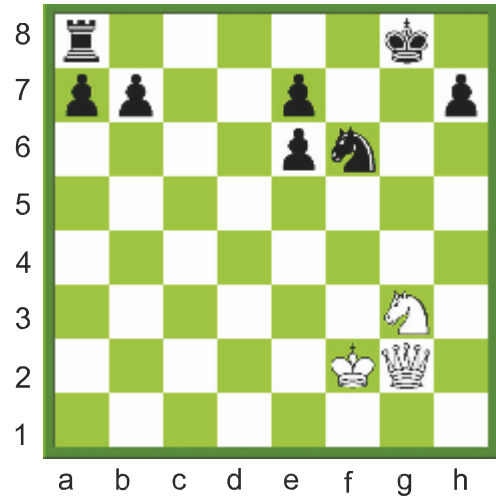
The bishop prevents the black rook from giving check. The bishop is in a shield position. For the rook to give check, the bishop has to move. Black discovers check by moving the bishop.

EXERCISES



Question-1

Which piece can White move to give check?

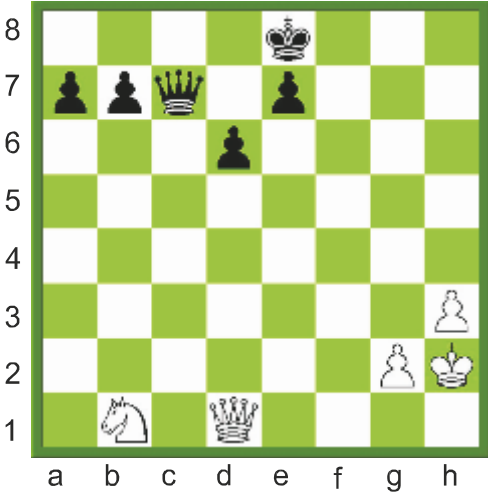


Question-2

Which piece should White move to give check?

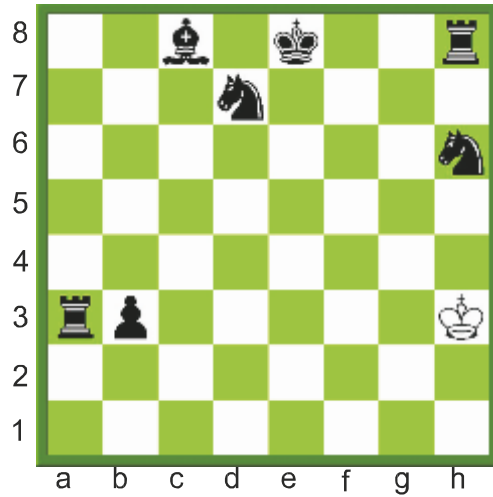


EXERCISES



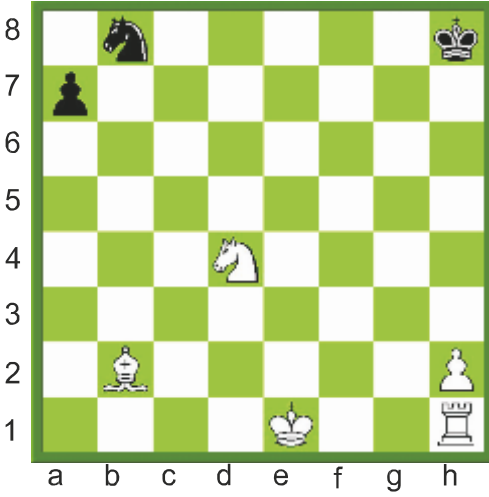
Question-3

Demonstrate a discovered check move for Black.



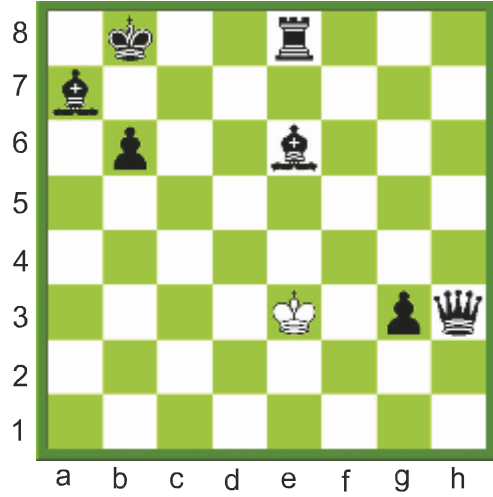
Question-4

Demonstrate all discovered check moves by Black.



Question-5

Which piece should White move to give check?



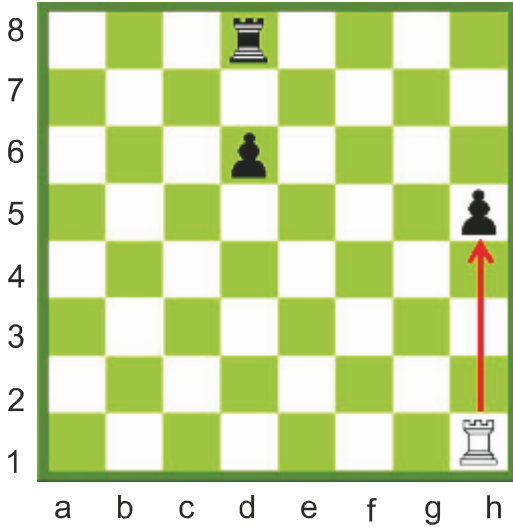
Question-6

Demonstrate all discovered check moves of Black.

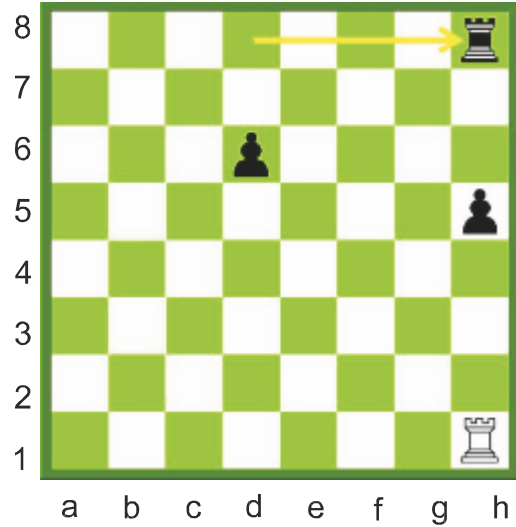


PROTECTING AN ATTACKED PIECE

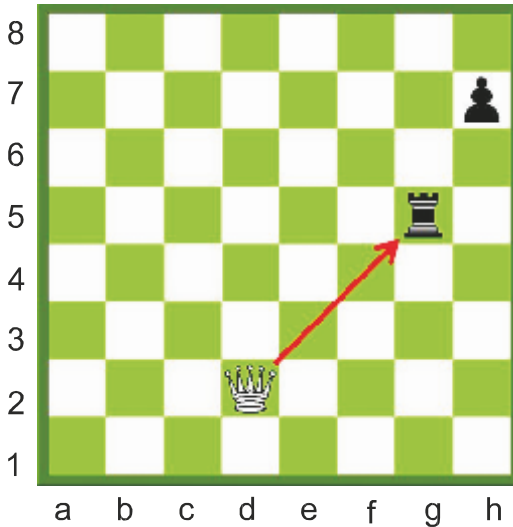
Protecting is a method of defending an attacked piece by another piece. No player should volunteer to give away any of his pieces for free.



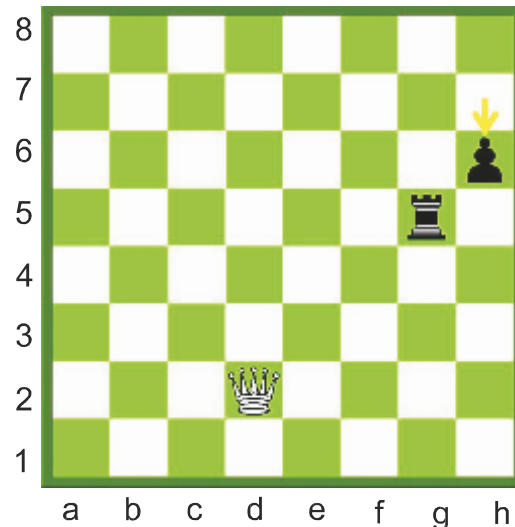
→ The white rook attacks the pawn.



→ The black rook should move to h8 to protect his pawn.



→ The queen attacks the rook. Black should put his pawn on h6 in order to protect his rook.



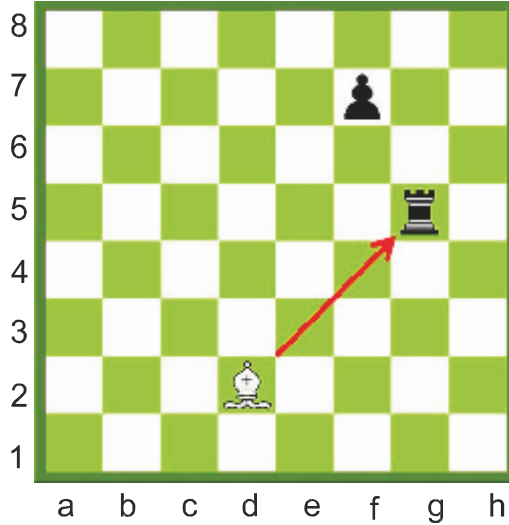
→ Black protects his rook with the pawn. If White takes the rook, then the black pawn would take the queen. White should not take the rook since the queen is worth more.



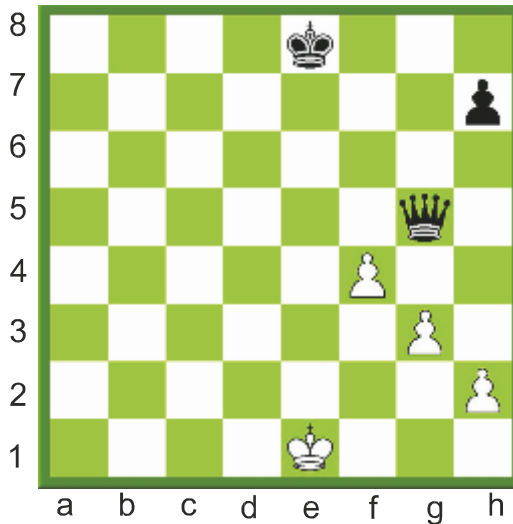


MOVING AWAY AN ATTACKED PIECE

Moving away puts an attacked piece onto a safe square. It is not always correct to protect an attacked piece. Sometimes it is better to move it away.



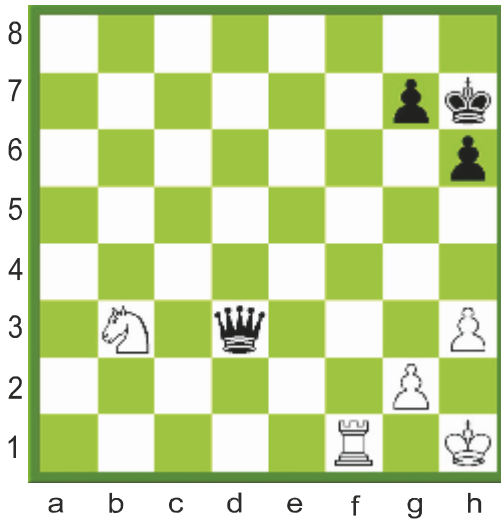
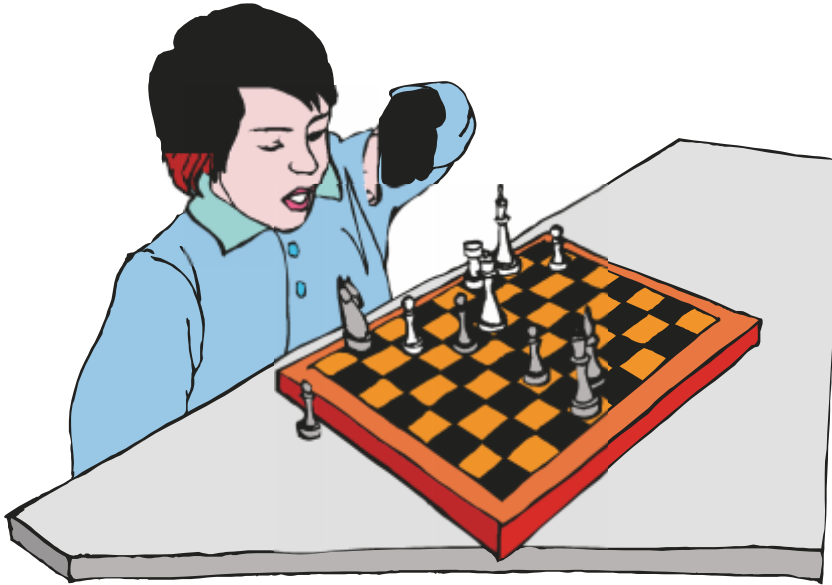
The rook is attacked by the bishop, which is less valuable. Black can protect the rook with the pawn, but it is wiser to move the rook away since a rook is more valuable than a bishop. The rook has to move away to a safe square.



The white pawn on f4 attacks the black queen. Black can protect his queen by moving the pawn up to h6. But it is wiser to move the queen away instead because a queen is more valuable than a pawn. The queen should move away to a safe square.

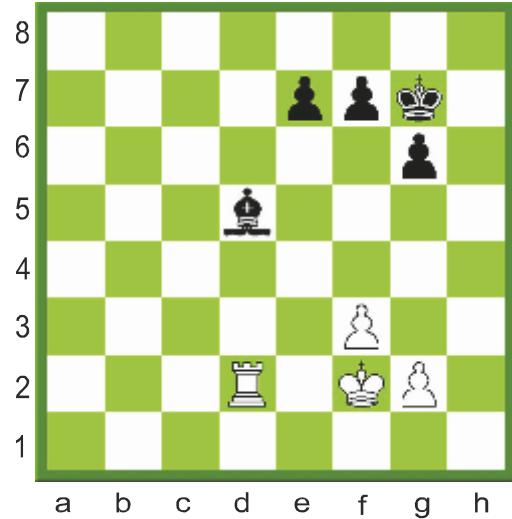


EXERCISES



Question-1

The black queen attacks the rook and the knight. What should White play to protect both pieces?

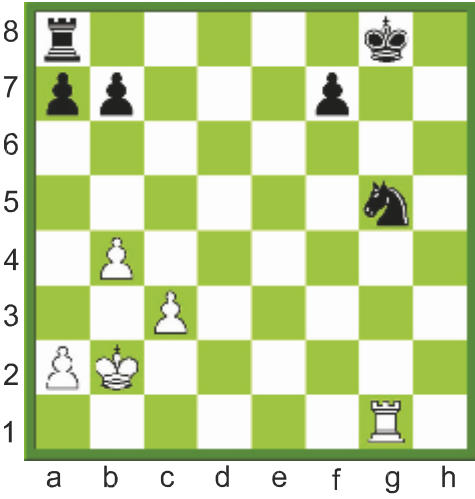


Question-2

The rook attacks the bishop. What move can Black make to protect his bishop?

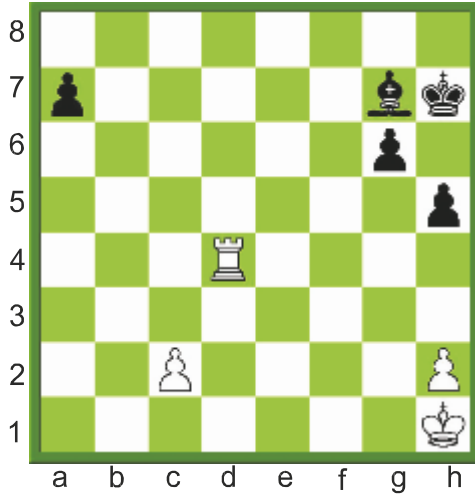


EXERCISES



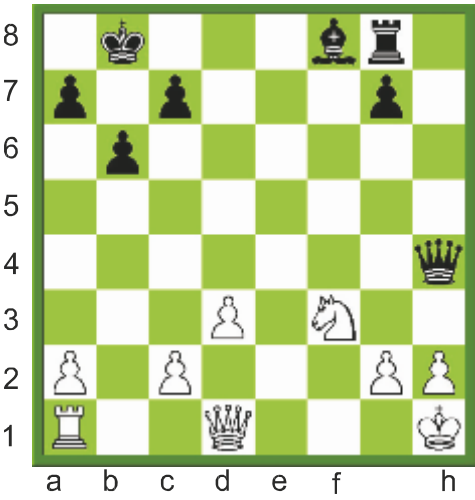
Question-3

The white rook attacks the knight. What move should Black make to protect it?



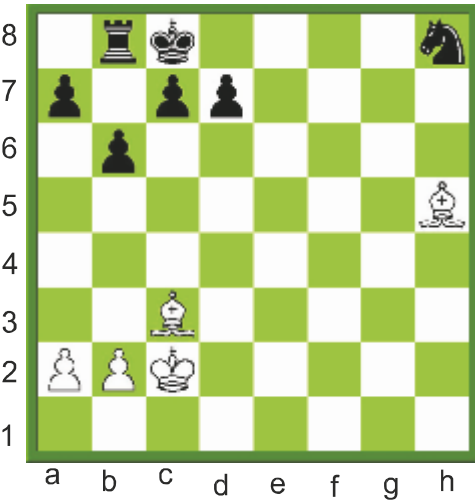
Question-4

The black bishop attacks the rook. How should White play?



Question-5

The white knight attacks the queen. Why should Black move the queen away instead of protecting her?



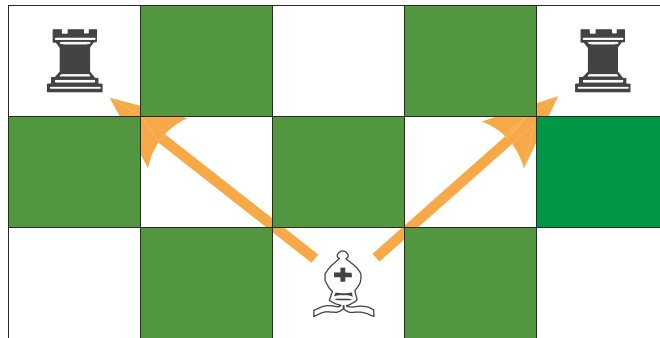
Question-6

White attacks the knight with the dark square bishop. What should Black do to protect the knight?





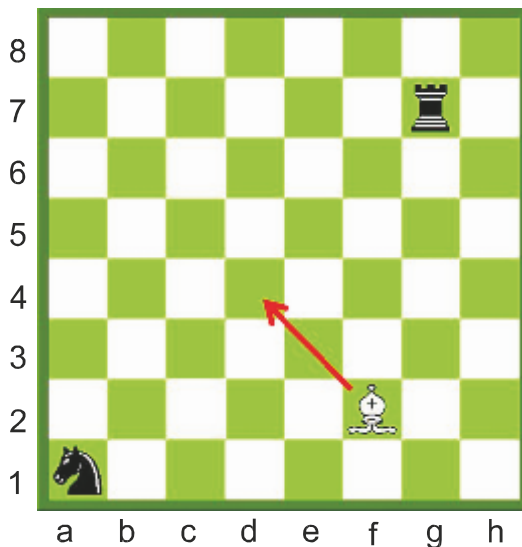
FORK (TWOFOOLD ATTACK) MOVE



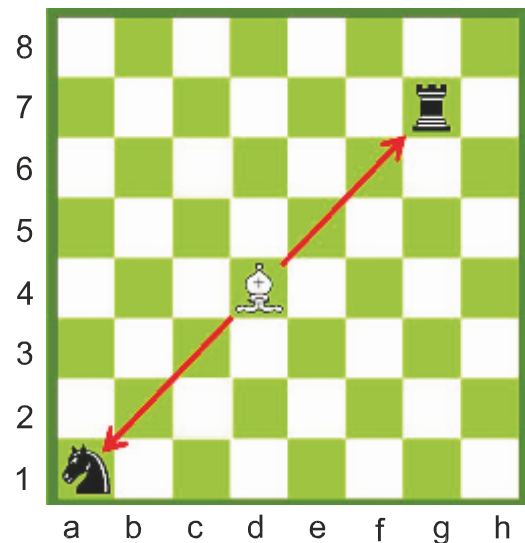
Fork is a move attacking two piece at the same time. It is one of the most effective ways of attacking. Each piece has a fork move. The importance of a fork move depends on the value of attacked piece. The effect of fork move increases if attacked pieces are more valuable.

BISHOP FORK

It is a bishop move attacking more than one piece. Bishop is in position attacking more than one piece.



The bishop is on f2-square. It has to move to d4-square to make a fork move.



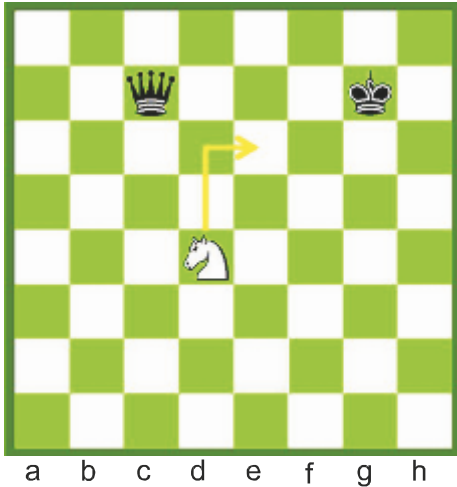
The bishop attacks the knight and the rook at the same time. This move of bishop is called a **bishop fork**.



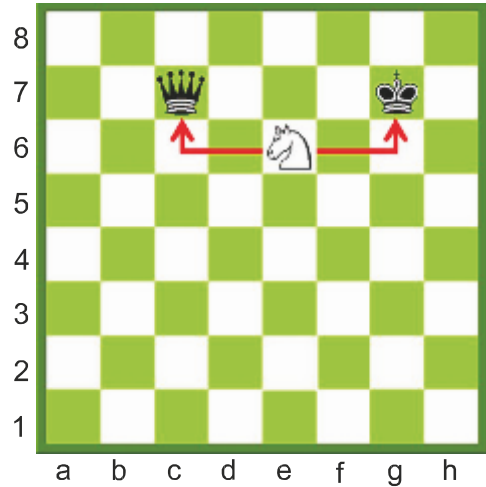


KNIGHT FORK

A knight fork is a knight move which attacks more than one thing. A knight often make unexpected forks thanks to its peculiar move.

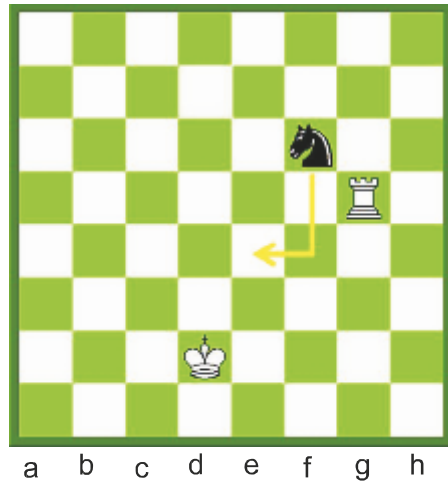


The position before the knight moves to e6

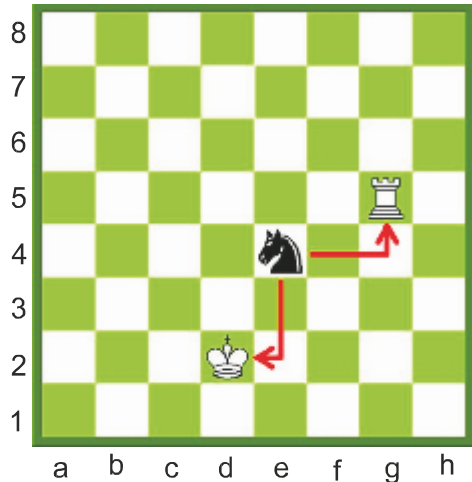


The position after the knight has landed on e6

The knight is on d4. White moves the knight to e6. The knight attacks both the king and the queen with this move. This knight move, attacking more than one piece, is called a **knight fork**.



The position before the knight moves to e4



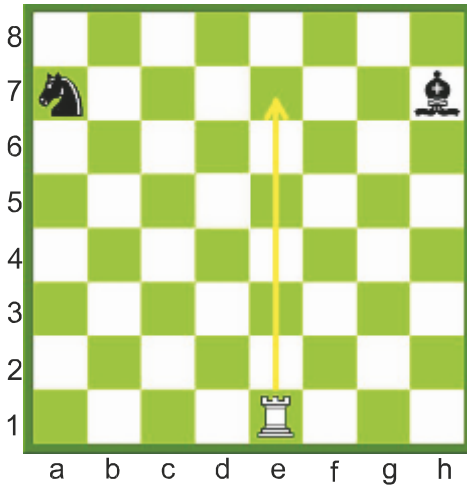
The position after the knight arrives on e4

The knight is on f6. Black moves it to e4. The knight attacks both the king and the rook with this move. This knight move, attacking more than one piece, is called a **knight fork**.

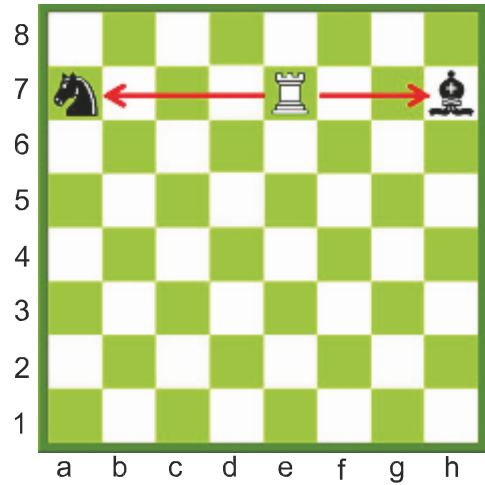


ROOK FORK

It is a rook move attacking more than one chessman.



The position before the rook moves to e7.

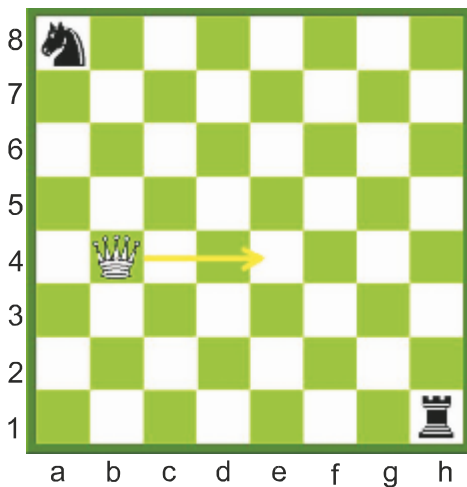


The position after the rook has moved to e7.

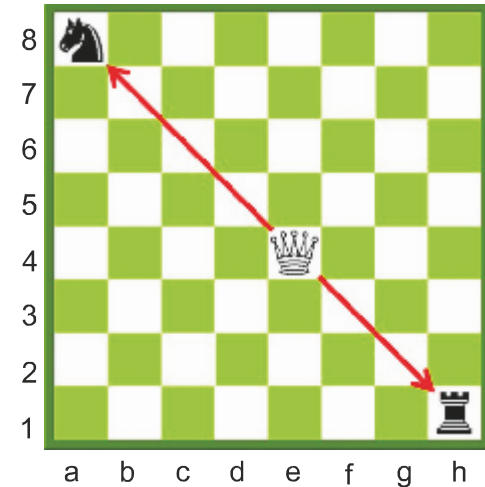
The rook is on e1. The rook goes to e7. There the rook attacks both the knight and the bishop. This rook move, attacking more than one piece is called a **rook fork**.

QUEEN FORK

It is a queen move attacking more than one piece.



The position before the queen moves to e4.



The position after the queen reaches e4.

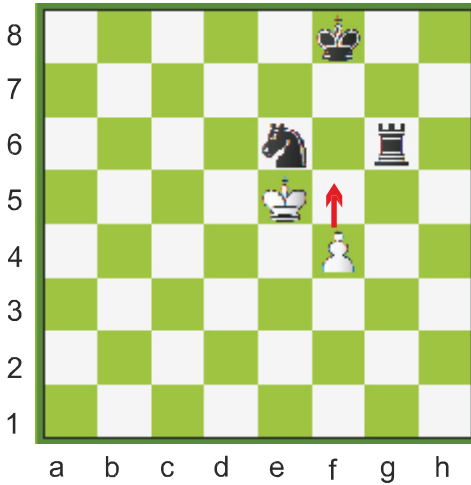
The queen moves from b4 to e4. The queen now attacks both the knight and the rook. This queen move, attacking more than one piece is called a **queen fork**.



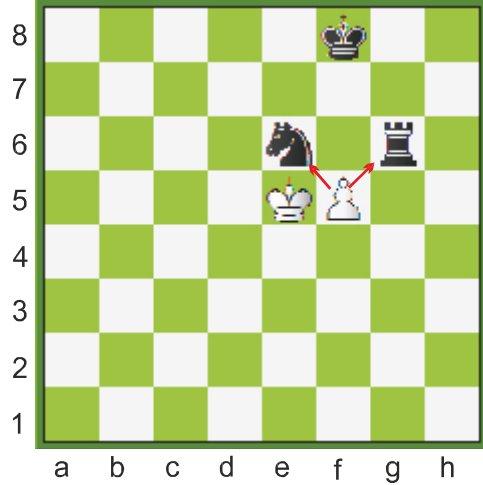


PAWN FORK

It is a pawn move attacking more than one chessman.



The position before the pawn advances to f5

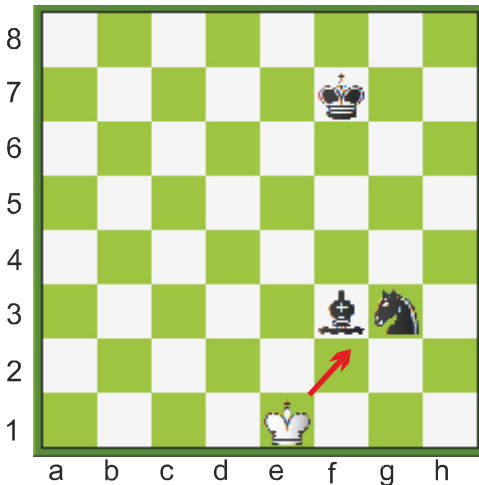


The position after the pawn arrives on f5

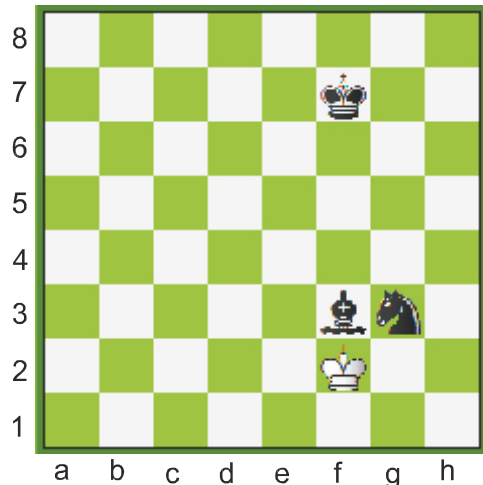
The pawn is on f4. The pawn moves to f5. The pawn now attacks both the the knight and the rook. This pawn move, attacking more than one piece is called a **pawn fork**.

KING FORK

It is a king move attacking more than one thing.



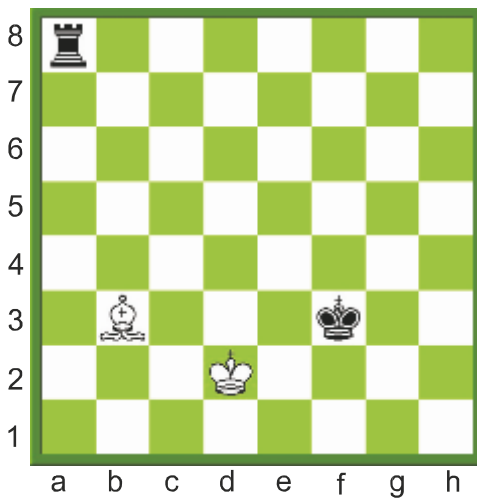
The position before the king moves to f2



The position after the king has moved to f2

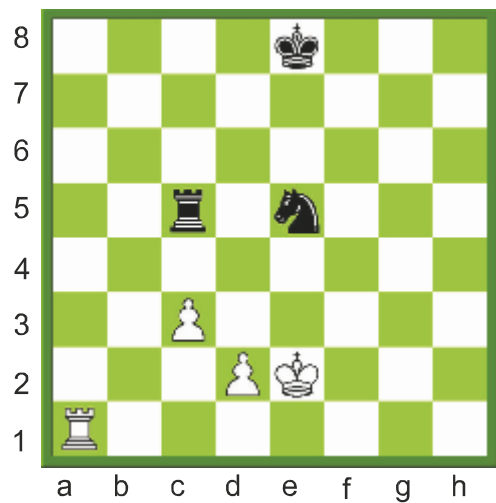
The king is on e1. The king moves to f2. The king now attacks both the knight and the bishop. This king move, attacking more than one thing is called a **king fork**.

EXERCISES



Question-1

Demonstrate a fork move for White.

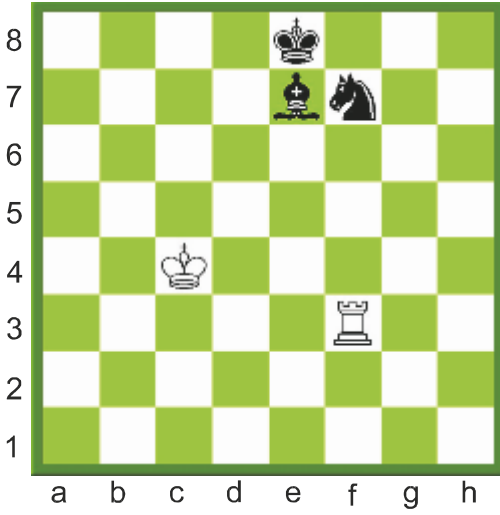


Question-2

Demonstrate White's fork.

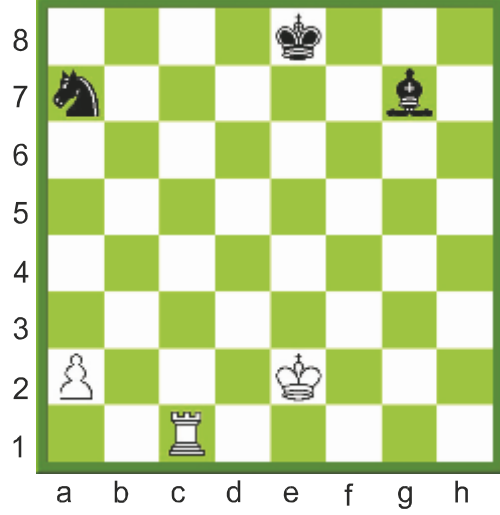


EXERCISES



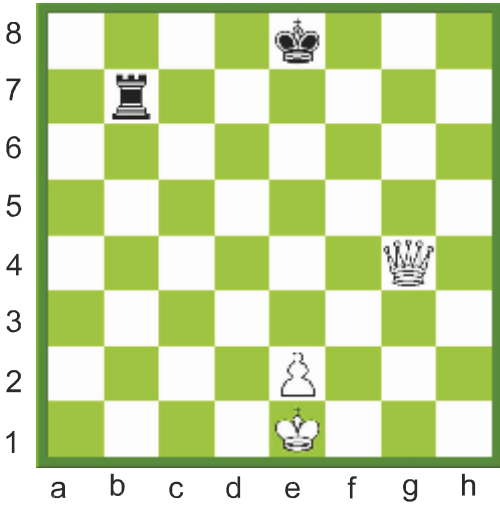
Question-3

Find a fork move by Black.



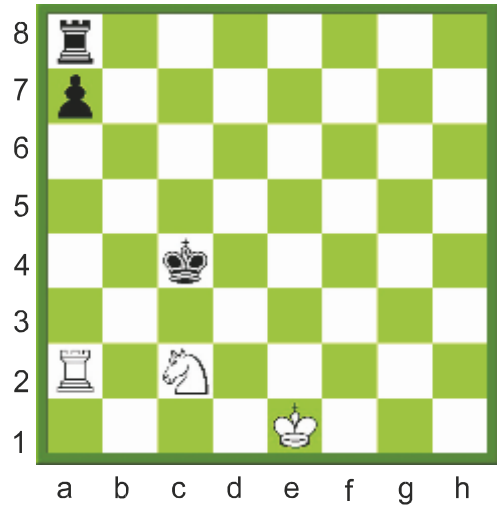
Question-4

Show White's fork move



Question-5

What fork moves are there for White? Which is best?



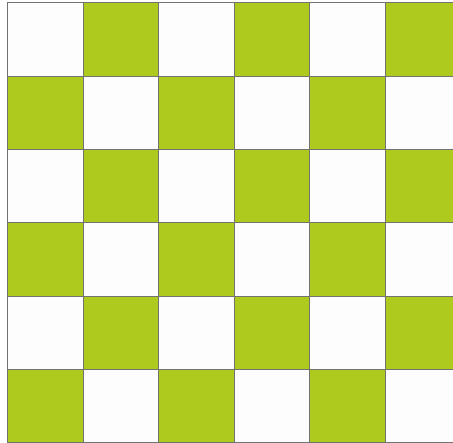
Question-6

Black has a king fork move. What is it?





SKEWER

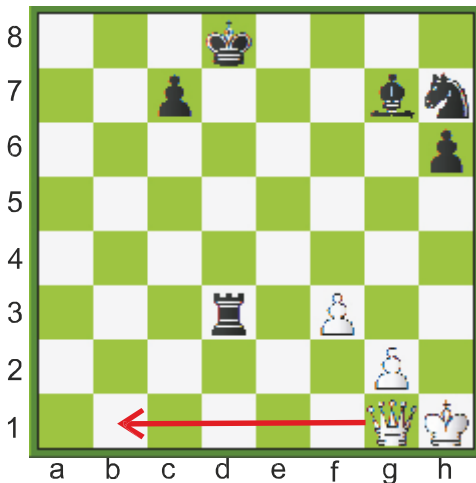


It is like a skewer through two pieces of food, one piece attacks two pieces on the same line, one behind the other.

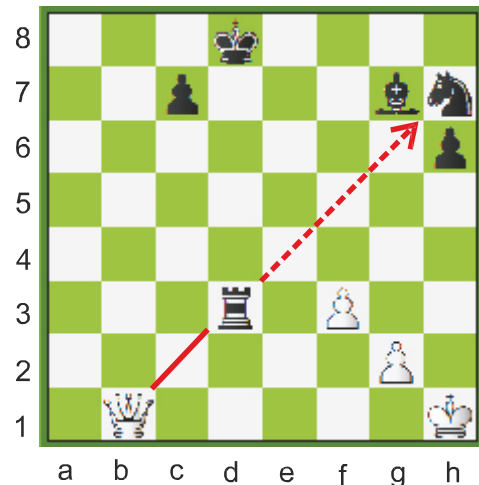
Therefore, this move is peculiar to queen, rook and bishop.

QUEEN SKEWER

The queen attacks two pieces on the same line, one behind the other.



The queen stands on g1. She moves to b1, making a skewer.



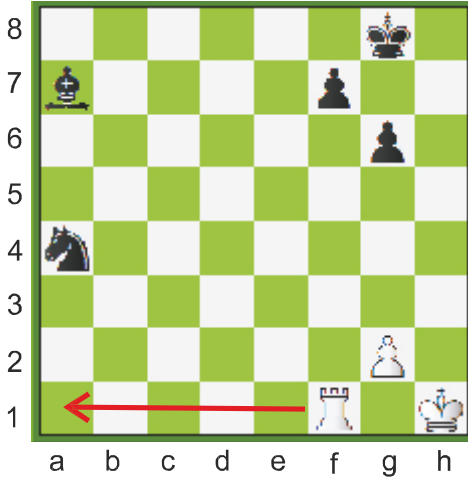
The queen attacks the rook. If Black moves the rook away, the queen captures the knight.



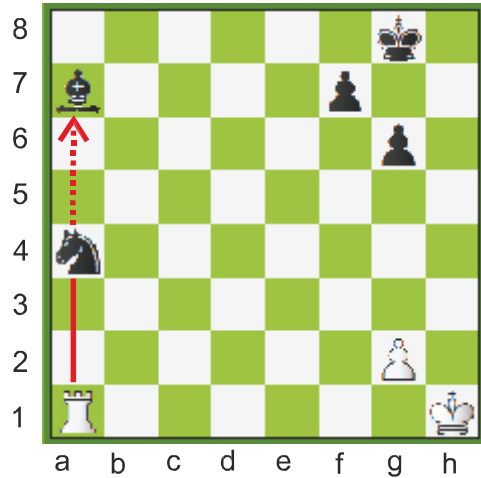


ROOK SKEWER

It is a rook move attacking two things, one behind the other.



The position before the rook moves to a1.

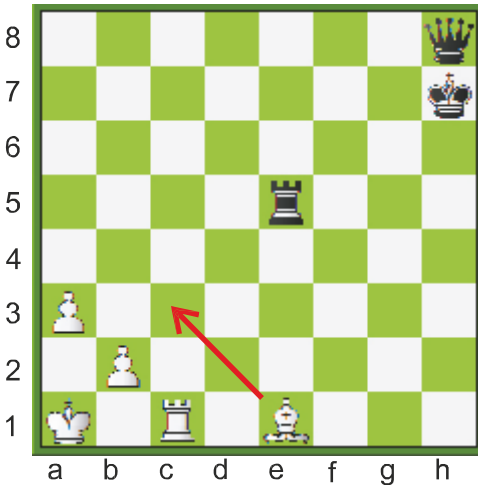


The position after the rook has moved.

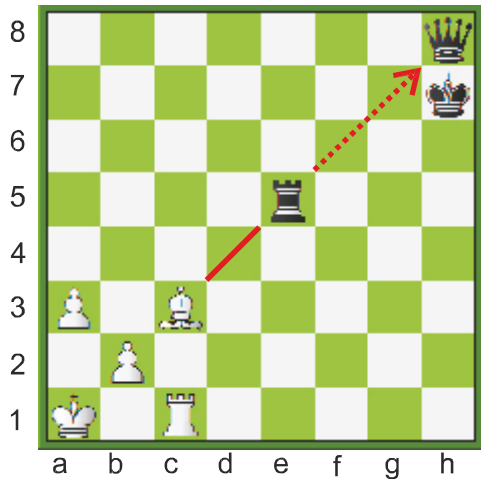
The rook is on e1. The rook moves to a1, skewering two pieces. The rook attacks the knight. If Black moves it, the rook then takes the bishop. This rook move, attacking two chessmen, one behind the other is called a **rook skewer**.

BISHOP SKEWER

A bishop move attacking two things, one behind the other.



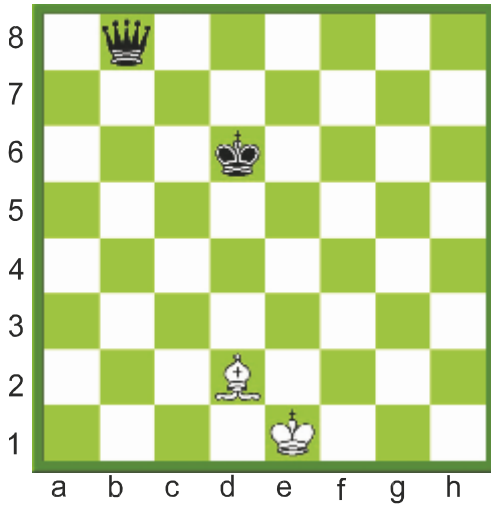
The position before the bishop moves to c3



The position after the bishop has moved

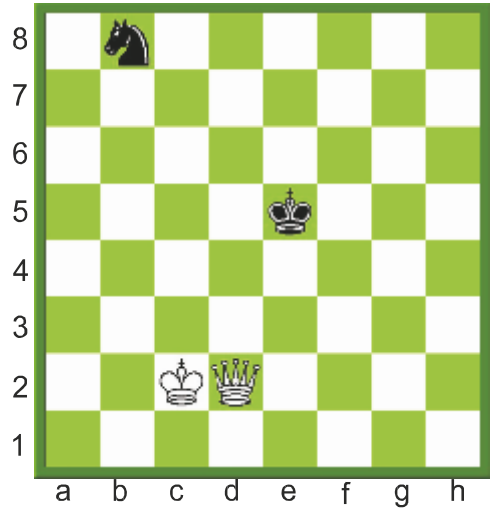
The bishop is on e1. It moves to c3, skewering rook and queen. If Black moves the rook, the bishop will capture the queen. This bishop move, attacking two pieces, one behind the other, is called a **bishop skewer**.

EXERCISES



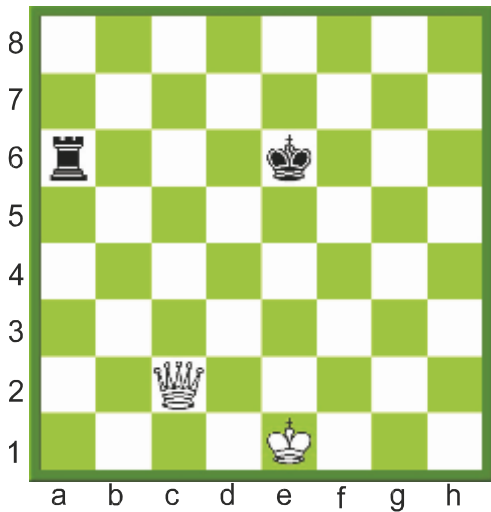
Question-1

Show the skewer move of White.



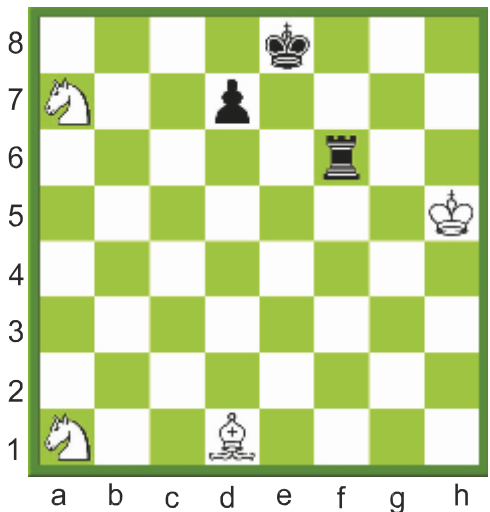
Question-2

What skewers can White make? Which is best?



Question-3

Find all forks and skewers.



Question-4

Find all forks and skewers.



UNIT 6 RULES

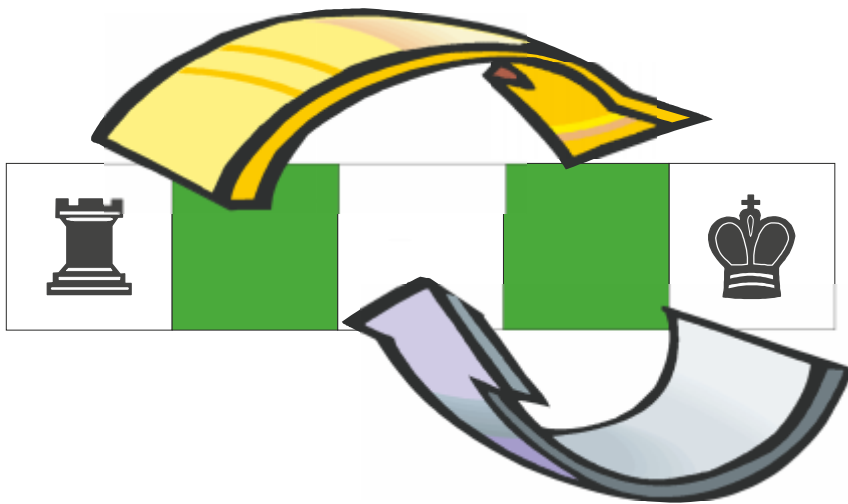


u RULES

- u CASTLING
- u PAWN PROMOTION
- u NOTATION
- u SCORING
- u SPORTSMANSHIP



CASTLING



It is a shared move of king and rook. Both pieces move, counted as a single move. Each player has the right to castle at most once in a game.

How to Castle:

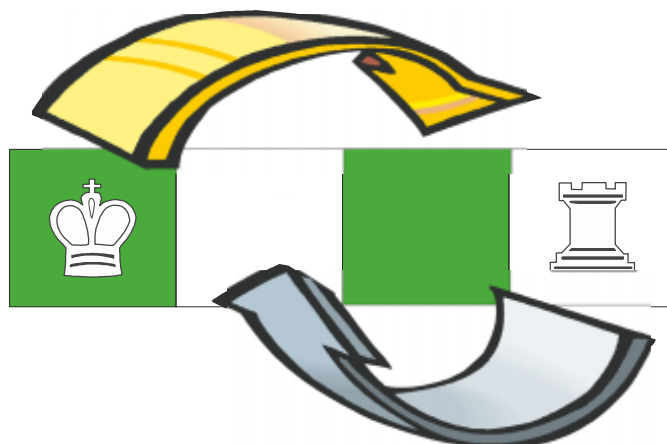
The king moves two squares towards the rook. The rook moves round the king and is placed next to it. Castling is a special king move. Therefore, castling starts by moving the king first.

The Reasons for Castling:

There are two purposes of castling:

- 1- To place the king in a safe place
- 2- To make the rook enter the game quickly

That is why most players castle in most of their games.

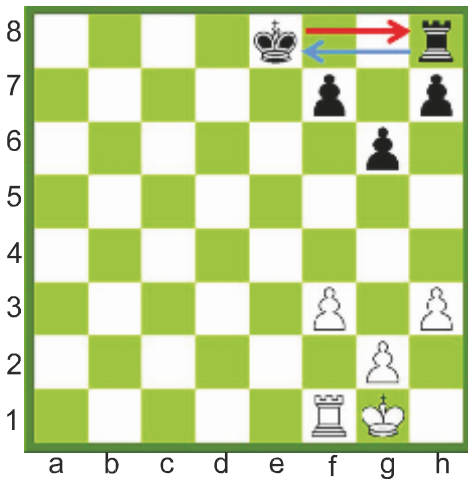




There are two types of castling.

- 1-Kingside Castling
- 2-Queenside Castling

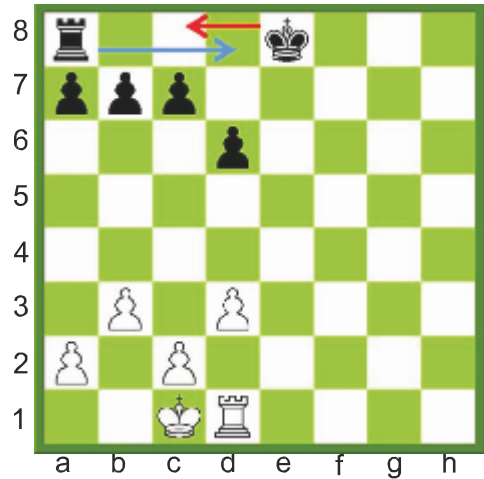
Let us divide a chessboard in two with an imaginary line. The side where the king stands is called “**Kingside**”. The side where the queen starts is the “**Queenside**”. Castling on the kingside is called “**kingside castling**”. Castling on the queenside is called “**queenside castling**”.



1-Kingside Castling

It is castling on the kingside. The black king moves two squares towards the rook, moving from e8 to g8. The rook moves around the king and is placed next to it, so it goes from h8 to f8 and castling is complete.

In the diagram above, the movements in castling of the black king and rook are shown. The white pieces are in their positions after castling.



2-Queenside Castling

It is castling on the queenside. The black king moves two squares towards the rook, moving from e8 to c8. The rook moves around the king and is placed next to it, so it goes from a8 to d8 and castling is complete.

In the diagram above, the movements in castling of the black king and rook are shown. The white pieces are in their positions after castling.



The cases in which castling is not possible any more:

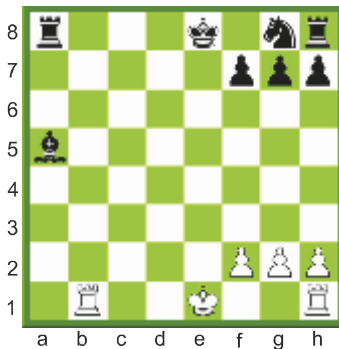
- 1- Castling is not allowed if the king has made a move
- 2- If a rook has made a move, castling to that side is not allowed

The cases in which castling is not allowed temporarily:

- 1- If the king is in check,
- 2- If the squares the king would pass through or land on are threatened,
- 3- If there is a piece between king and rook,

In these cases, castling is temporarily forbidden. If these conditions are eliminated, then castling is allowed.

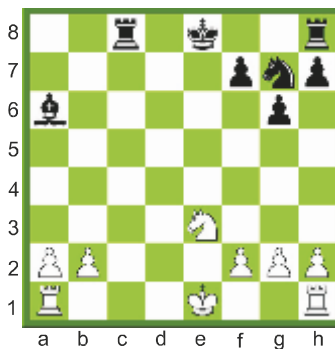
EXAMPLES



- White cannot castle
Because the black bishop checks the king.

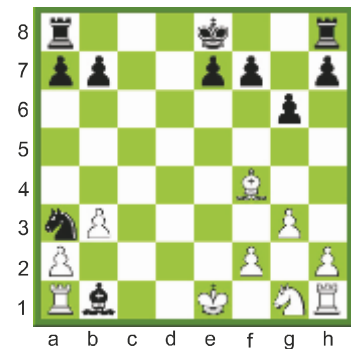
-Black cannot castle on the kingside.
Because, the knight is in between the king and the rook.

-Black can castle on the queenside.
The king will not pass through nor land on b8, controlled by the b1-rook.



- White cannot castle on the kingside
Because the black bishop threatens f1 and the king may not pass through a square which is attacked.

- White cannot castle on the queenside
The c1-square, where the king would arrive, is attacked by the c8-rook.



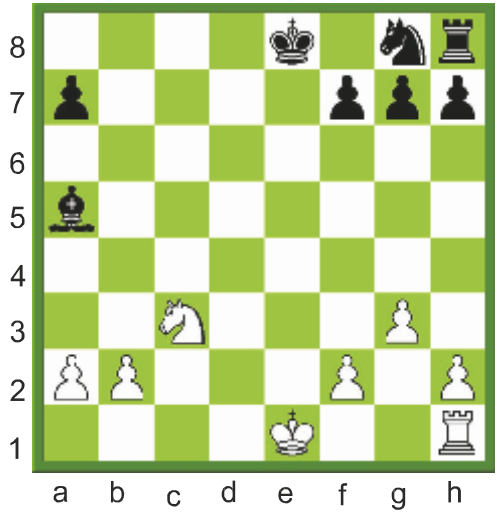
- White cannot castle on the kingside
Because, the knight is in between the king and the rook.

- White cannot castle on the queenside
Because, the black bishop is in between the king and the rook.

-Black can castle on either side.

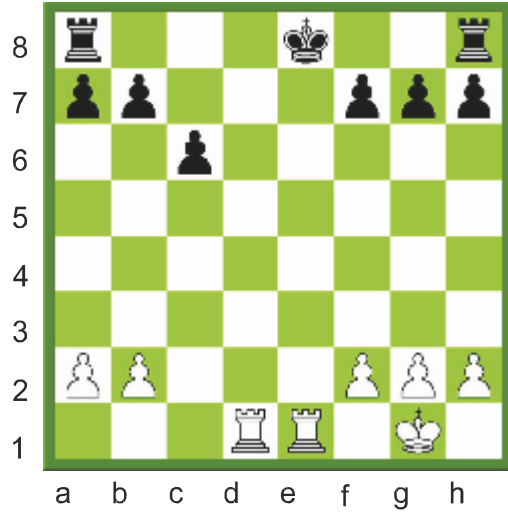


EXERCISES



Question-1

Can White castle on the kingside?

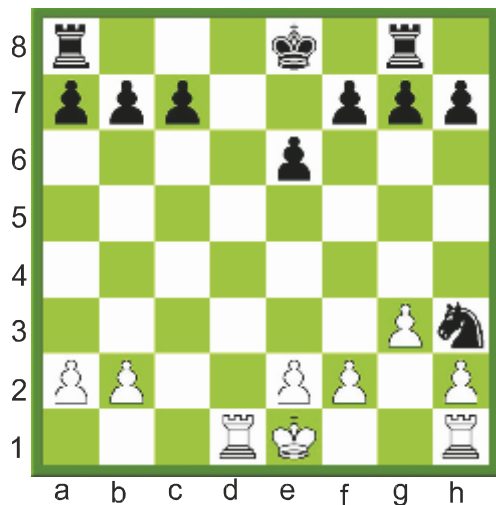


Question-2

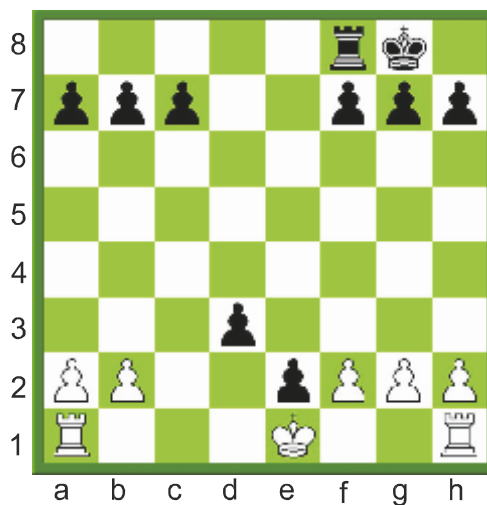
Can Black castle?
Please explain.



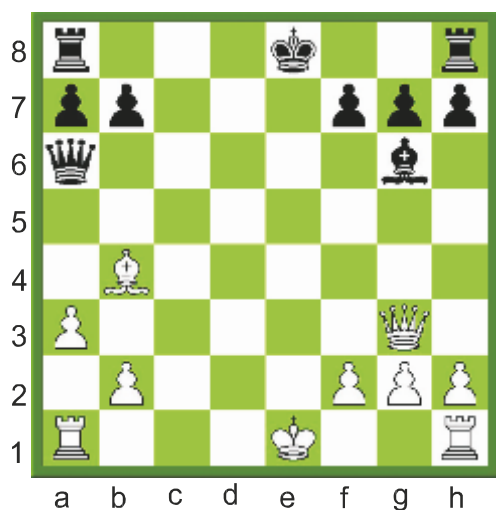
EXERCISES

**Question-3**

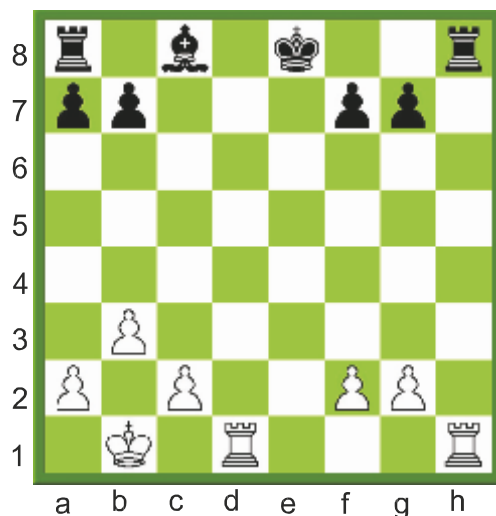
Explain the reasons why White cannot castle kingside and Black cannot castle queenside.

**Question-4**

Can White castle kingside or queenside? Please explain.

**Question-5**

Which castling moves can White and Black make?

**Question-6**

Can Black castle kingside?





NOTATION



Each move in a chess game is written down. A good player writes down both their own moves and the opponent's moves. Writing down games is compulsory in chess tournaments. For this purpose, a specially prepared paper is used. This process of writing a game move by move is called **notation**.

Thanks to notation, it is possible to replay the games previously played. We can analyze previously played games by reading the notation paper (score sheet), replaying the moves and so learn from our mistakes.

Moving a piece changes its square. In notation, first the name of the piece and then the name of the square is written down. Some abbreviations are used for the names of the pieces.

Abbreviations used in Notation:

- K:** King
- Q:** Queen
- R:** Rook
- B:** Bishop
- N:** kNight

Example:

Let's play the queen to the f3-square. We can write Qf3 instead of Queen f3. Thus, we understand that the queen has moved to f3.

No abbreviation is used when writing down pawn moves. Only the name of the square the pawn has moved to is written.

A player who has moved a pawn to d3 writes down the move as d3.



Notation consists of three sections.

1-Move Number:

The first move of White, who plays first, and that of Black are the first move of the game. The next pair is the second move of the game. The move numbers increase in these pairs until the end of game.

2-White's Move:

White's moves are recorded in this section of the score sheet.

3-Black's Move:

Black's moves are recorded in this section of the score sheet.

Some symbols used in notation:

X : Capture

+ : Check

0-0 : Kingside castling

0-0-0 : Queenside castling

: Mate

1-0 : White has won

0-1 : Black has won

! : Powerful move

!! : Very powerful move

? : Bad move

?? : Very bad move (blunder)

T.C. BAKANLIK GENEL MÜDÜRLÜĞÜ SATRANÇ FEDERASYONU BAŞKANLIĞI		GENS UNA SUMUS	
Tarih		Date	
Turnuva Adı :		200...	
Adı Name	Takım Team	Sonuç Result	Masa No Board No.
Adı Name	Takım Team	Sonuç Result	Tur Round
1	21	41	51
2	22	42	52
3	23	43	53
4	24	44	54
5	25	45	55
6	26	46	56
7	27	47	57
8	28	48	58
9	29	49	59
10	30	50	60
11	31	51	61
12	32	52	62
13	33	53	63
14	34	54	64
15	35	55	65
16	36	56	66
17	37	57	67
18	38	58	68
19	39	59	69
20	40	60	70

İNZA SIGNATURE HAKEM ARBITER İNZA SIGNATURE

Notation Paper (Score Sheet)

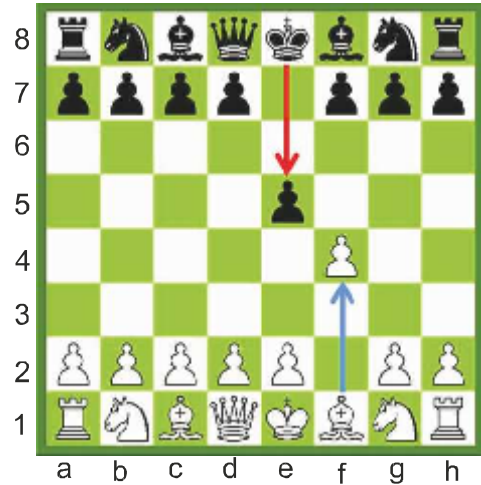


Example: Let's see how a score sheet is recorded in a chess game.

1. f4 e5

The number 1 shows the move order. White has played a pawn from f2 to the square f4 by advancing it two squares.

We understand that Black has moved the pawn from e7 to e5 in reply. These moves are recorded on the score sheet as 1.f4 e5. The first part of the line shows White's move. The second part is Black's move.



2. fxe5 d6

On the second move of the game, the white pawn has captured the black pawn on e5. Capturing is shown by the x. Black has played the pawn from d7 to d6 on his second move.



3. exd6 Bxd6

On the third move of the game, the white pawn on e5 has captured the black pawn on d6. It is clear from the move ...Bxd6 that Black has captured the pawn on d6 with his bishop.

We know which bishop the player has moved by the colour of the square it has moved to and because d6 is on the diagonal from f8, not c8.





4. Nf3 g5

We see that White has played his knight to the square f3 on the fourth move of the game.

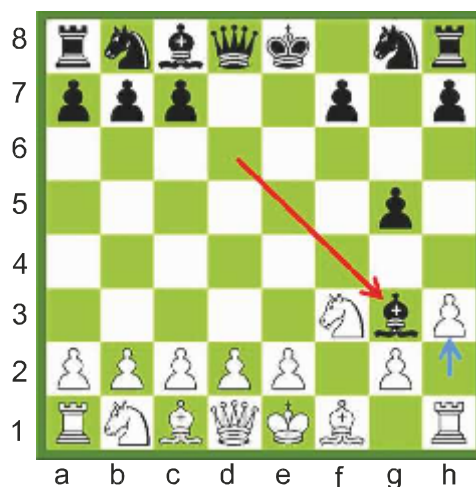
Black has played his pawn from the g7-square to g5.



5. h3 Bg3

On the fifth move of the game, White has moved the pawn that was on h2 to the square h3.

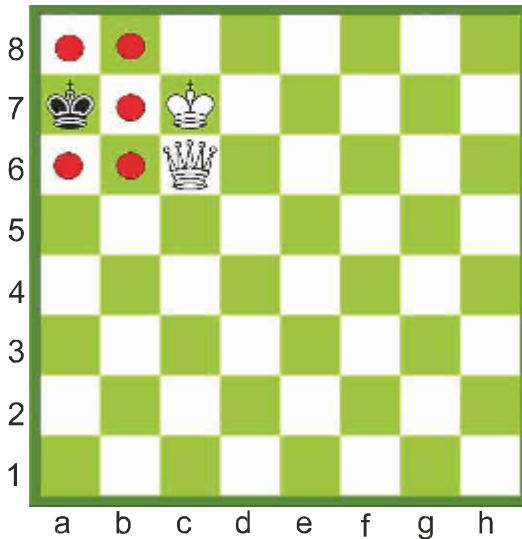
Black has given check by playing his bishop to g3. There is nothing White can do. It is checkmate. The symbol shows it: #.



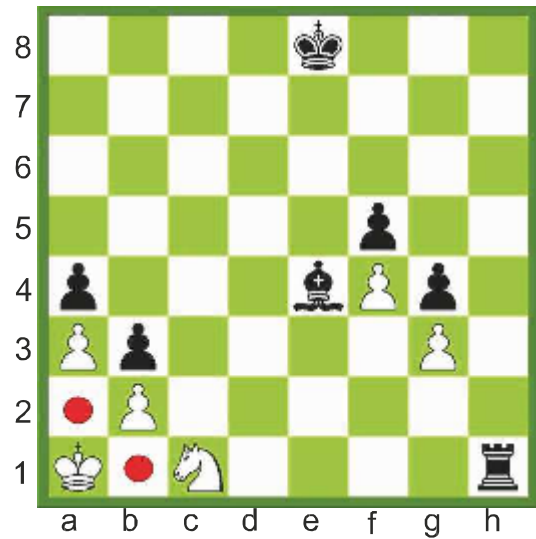


STALEMATE

This is a case in which a player cannot make any legal move. If a player cannot make any legal move, he or she is stalemated.



It is Black's turn to make a move. All the squares the black king can go to are threatened by White. The king cannot make any legal move, he is not in check, so it cannot be checkmate. Black is stalemated.



There is no legal move White can make and his king is not in check. White is in stalemate.

The white pawns cannot move. The knight blocks the attack by the rook, so the king is not in check, but the knight is pinned and cannot move. Each of the empty squares by the king is attacked by an enemy man.

SCORING

In a chess game:

The player who wins gets one point, the loser gets zero points.

In the case of a draw, each player gets half a point.



SPORTSMANSHIP**FIRST**

'I appreciate the sportsman who is clever, agile and ethical at the same time.'

Mustafa Kemal Atatürk

Sportsmanship First

In chess there are some traditions as well as the rules. First of all, a chess player must respect the opponent. You must accept the consequences, whatever the result of the game. You must avoid showing too much emotion and excitement. You have to shake hands before the game starts. The player who loses the game should congratulate the opponent.

A chess player should avoid the following.

- 1- Disturbing the opponent
- 2- Being intentionally late for the match.
- 3- Disrespecting a winner.
- 4- Hitting the chess clock instead of pressing.
- 5- Offering a draw in a losing position.
- 6- Continuing a definitely lost game.
- 7- Talking during the game.
- 8- Making any gestures during the game.
- 9- Making a deal about the result of the game in advance.

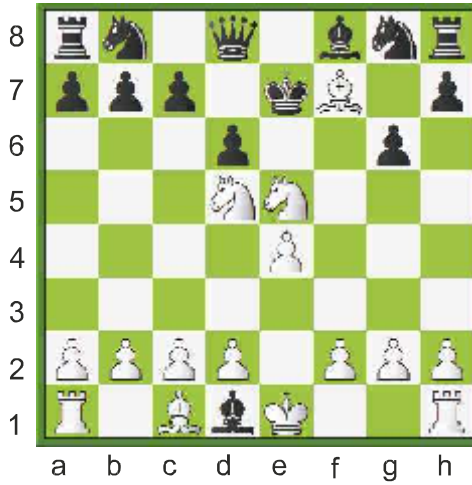
Players who behave badly are warned officially by the arbiters. The arbiter may punish the badly behaved player, usually by awarding the opponent a win.

UNIT 7 MATE

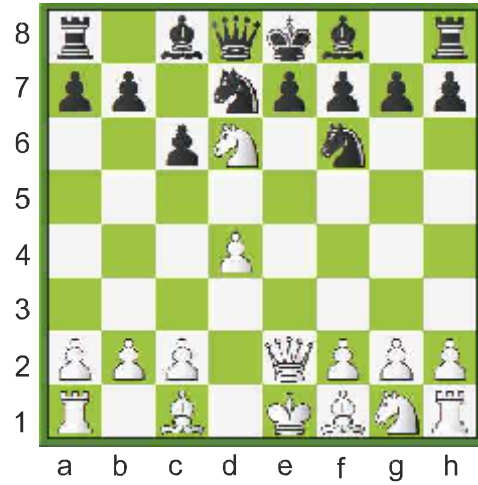
Mate



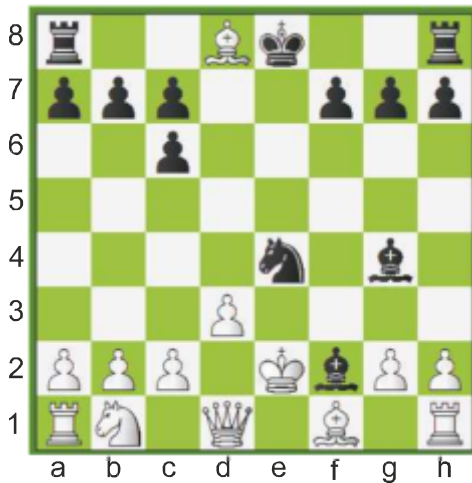
u MATE
u QUICK MATES
u SIMPLE MATES IN TWO
u ROOK MATE

**QUICK MATES****Example-1****Legal Mate**

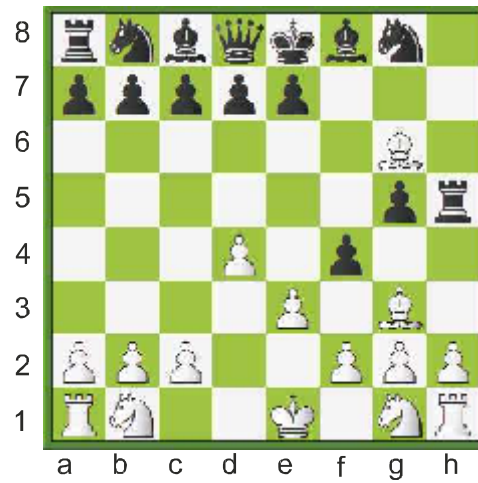
1.e4 e5 2.Nf3 d6 3.Bc4 Bg4
4.Nc3 g6 5.Nxe5 Bxd1
6.Bxf7+ Ke7 7.Nd5#

Example-2

1.e4 c6 2.d4 d5 3.Nc3 dxe4
4.Nxe4 Nd7 5.Qe2 Ngf6
6.Nd6 #

Example-3

1.e4 e5 2.Nf3 Nf6 3.Nxe5 Nc6
4.Nxc6 dxc6 5.d3 Bc5 6.Bg5
Nxe4 7.Bxd8 Bxf2+ 8.Ke2
Bg4 #

Example-4

1.d4 f5 2.Bg5 h6 3.Bh4 g5
4.Bg3 f4 5.e3 h5 6.Bd3 Rh6
7.Qxh5+ Rxh5 8.Bg6#



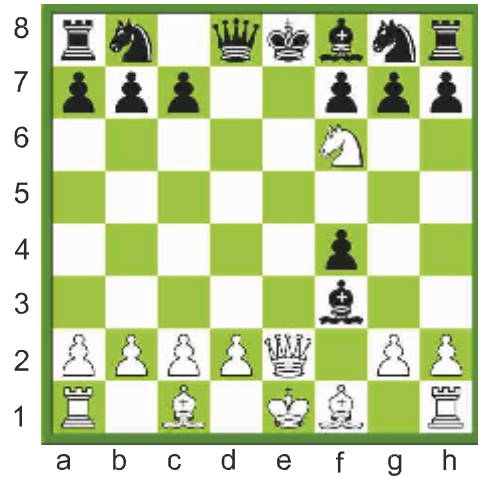


Example-5



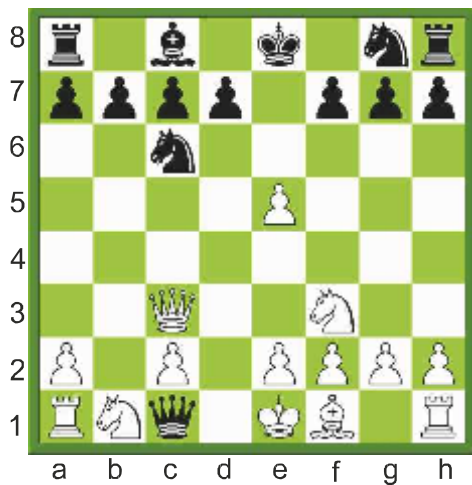
1.d4 Nf6 2.Nd2 e5 3.dxe5
Ng4 4.h3? Ne3 5.fxe3 Qh4+
5.g3 Qxg3 #

Example-6



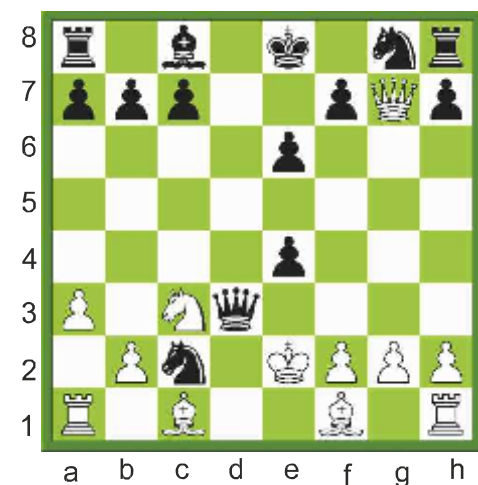
1.e4 e5 2.f4 exf4 3.Nf3 d5
4.Nc3 dxe4 5.Nxe4 Bg4
6.Qe2 Bxf3 7.Nf6#

Example-7



1.d4 e5 2.dxe5 Nc6 3.Nf3 Qe7
4.Bf4 Qb4+ 5.Bd2 Qxb2
6.Bc3 Bb4 7.Qd2 Bxc3
8.Qxc3 Qc1#

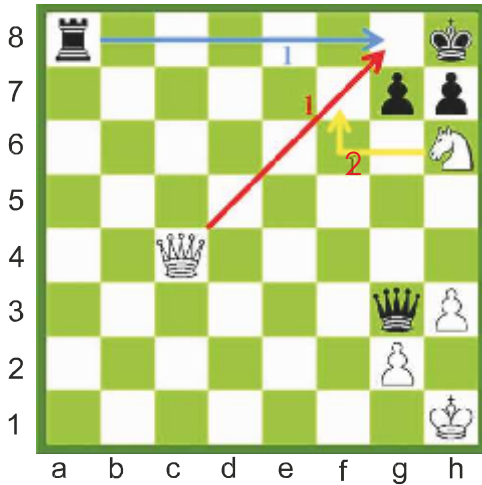
Example-8



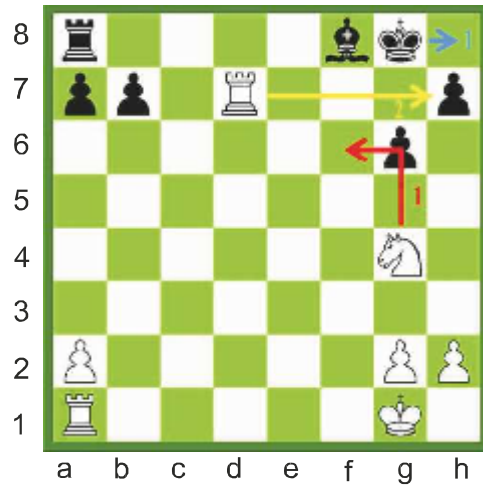
1.e4 e6 2.d4 d5 3.Nc3 Bb4
4.Nge2 dxe4 5.a3 Bxc3+
6.Nxc3 Nc6 7.Qg4 Nxd4
8.Qxg7 Nxc2+ 9.Ke2 Qd3#



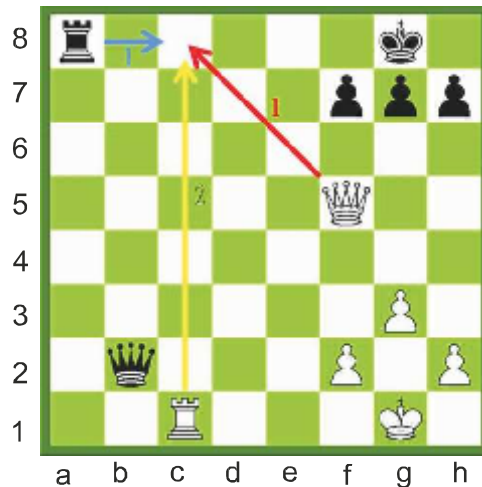
SIMPLE MATES IN TWO



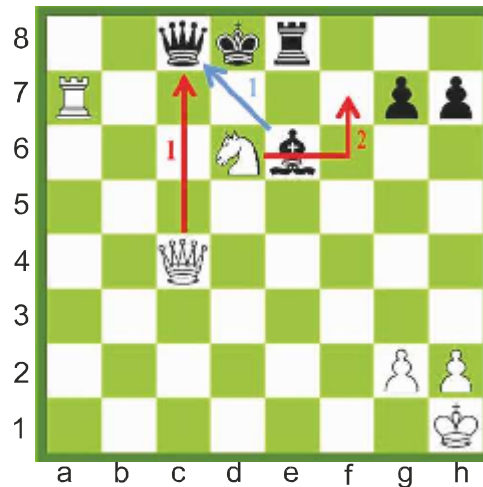
Smothered Mate White plays the queen to g8, giving check. Black has to take with the rook. White then plays then plays the knight to f7 - mate.



Arabian Mate White gives check on f6. The black king has to move away to the h8-square. Then the white rook checkmates by capturing the h7-pawn.



Back Rank Mate White plays the queen to c8, giving check. Black has to take the queen. White then captures captures with the rook - mate.



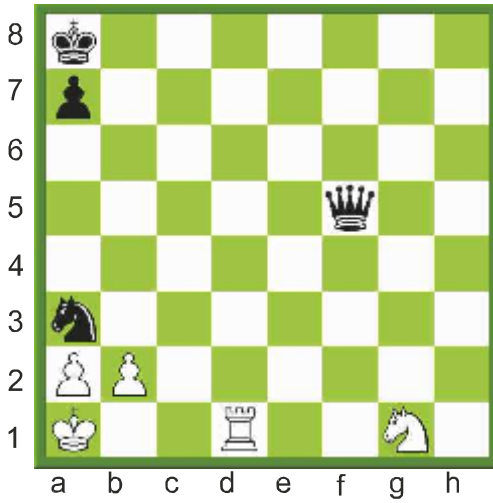
Epaullette Mate White gives check by the queen on c8. Black has no choice and has to take the queen with the bishop. White then plays the knight to f7 - checkmate.



EXERCISES

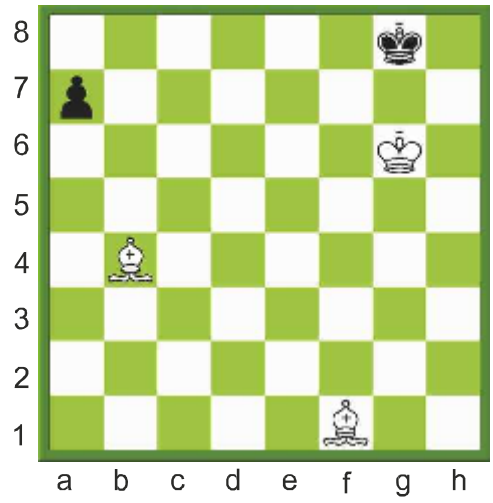


Mate



Question-1

Demonstrate Black's mate in two moves.

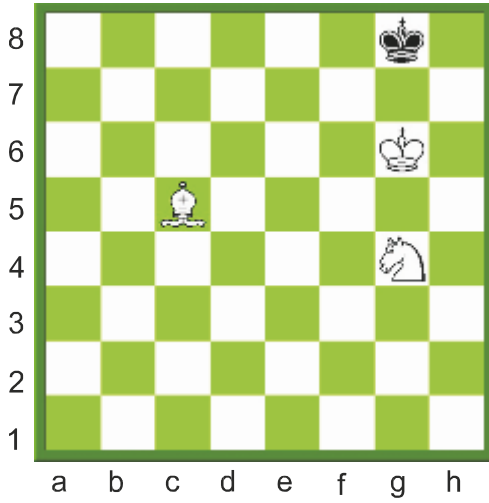


Question-2

How can White checkmate in two moves?

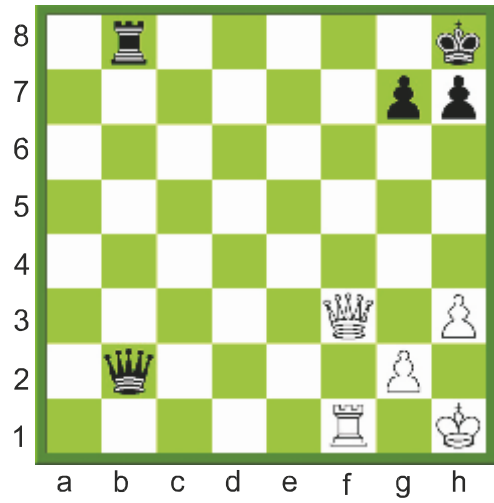


EXERCISES



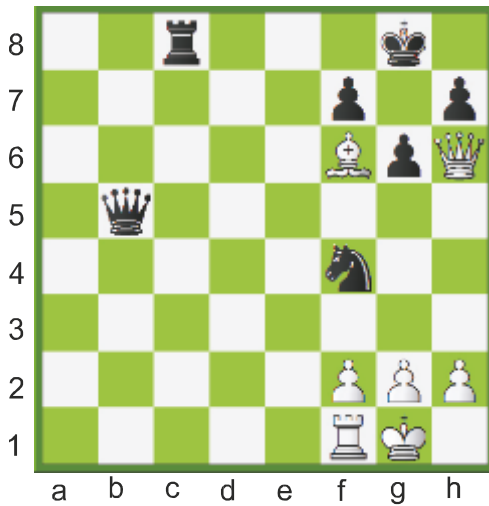
Question-3

How can White checkmate in two moves?



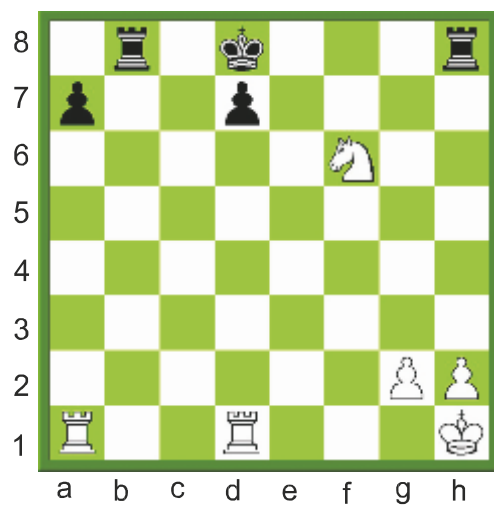
Question-4

How can White checkmate in two moves?



Question-5

How can Black checkmate in two moves?



Question-6

How can White checkmate in two moves?



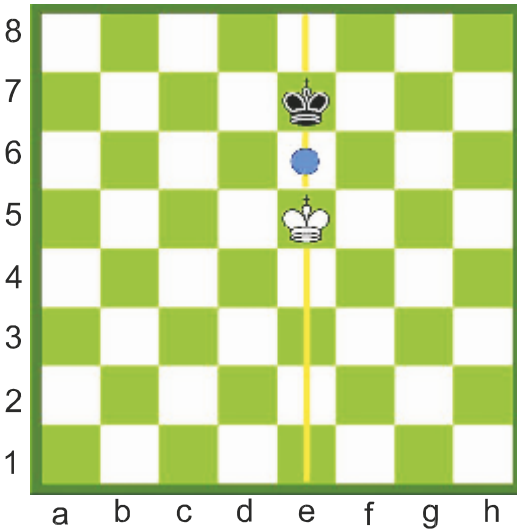


ROOK MATE

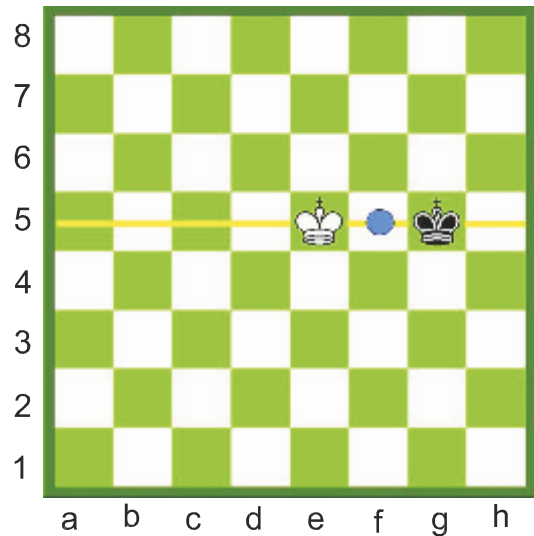
To be able to learn the rook mate, we should first get to know **opposition**.



The position in which two kings stand opposite each other is called **opposition**. It is necessary to know about it to force mates, especially in endgames.



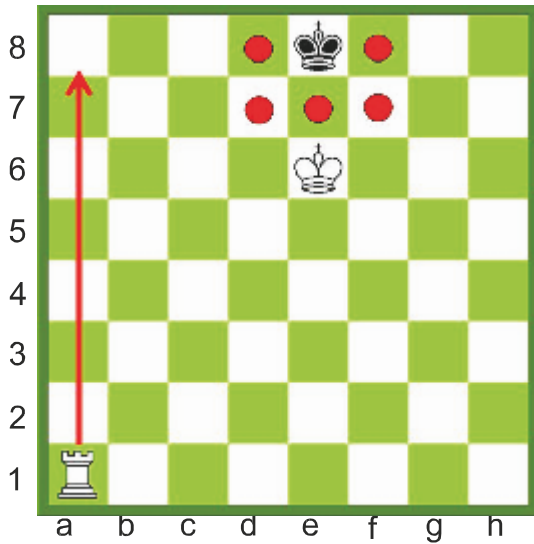
The kings are in opposition - just one square apart on the same file. When the kings stand like this, we say that they are in **opposition**.



The kings are in opposition. This time the opposition is horizontal opposite each other on the same rank with only one square between them.

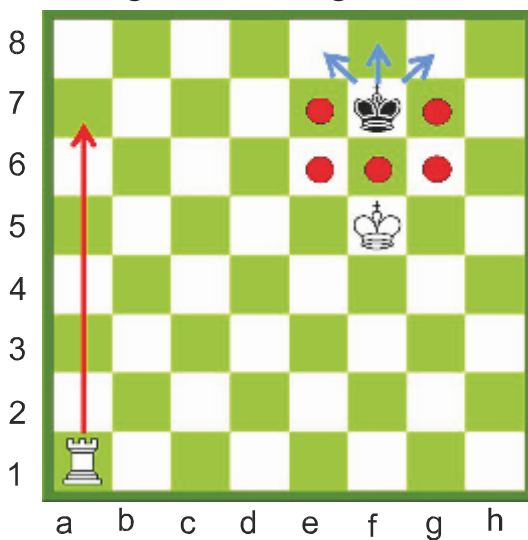


Checkmating with a rook is harder than with a queen. For a rook to checkmate, preparation is needed.



Mate Position

The lone king is driven to the edge of the board. The king with the rook is called for help. To herd the opponent's king, it is necessary to create a mate position. Therefore, the opposition should be learned by heart. The rook should give check when the kings are in opposition, forcing the lone king to move to the edge of the board.



The kings are opposite each other on the same file with only one square between them. This position of the kings is called **opposition**. When the white rook gives check, the black king has to move to the edge.

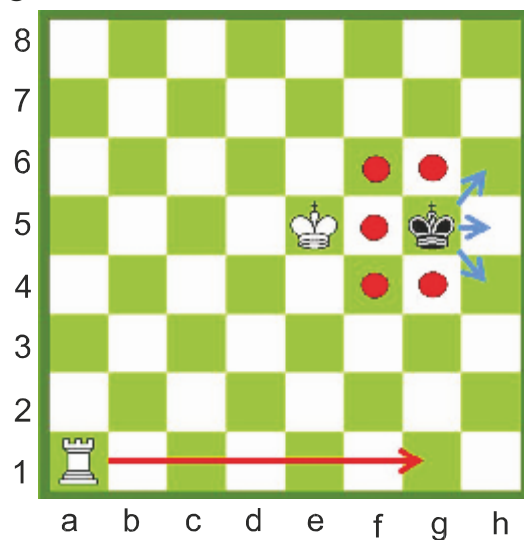
Mate position with a rook:

1-The lone king stands on the edge.

2-The kings stand opposite one another with one square between them.

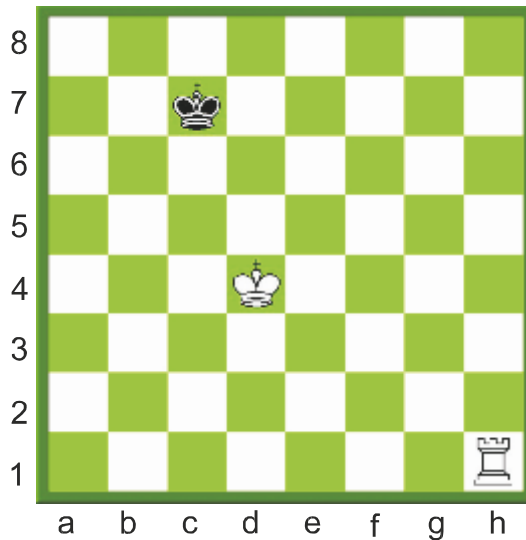
This is the mate position with a rook.

This position of the kings is called **opposition**.



The kings are opposite each other on the same rank with only one square between them. This position of the kings is called **opposition**. When the white rook gives check, the black king has to move to the edge.





The black king is very close to the 8th rank. For that reason, the king has to be driven to that edge of the board.

1.Rh6

First, White has to cut off the black king's escape. With this move, the black king is cut off from the centre. The black king is imprisoned on the 7th and 8th rank. White's purpose is to drive the black king to the 8th rank and then to give check, winning the game.

1...Kd7 2.Kd5 Ke7 3.Ke5 Kf7 4.Kf5 Kg7

The king attacks the rook. The rook should move to the farthest square on the same rank.

5.Ra6 Kh7 6.Kg5 Kg7

The kings are opposite each other. Thus the kings are in opposition. This is the most suitable position to give check. When the rook gives check, the king will have to move to the edge of the board.

7.Ra7+ Kf8

The king had to move to the edge of the board.

8.Kf6 Ke8 9.Ke6 Kd8 10.Kd6 Kc8 11.Kc6 Kb8 12.Rh7 Ka8 13.Kb6 Kb8

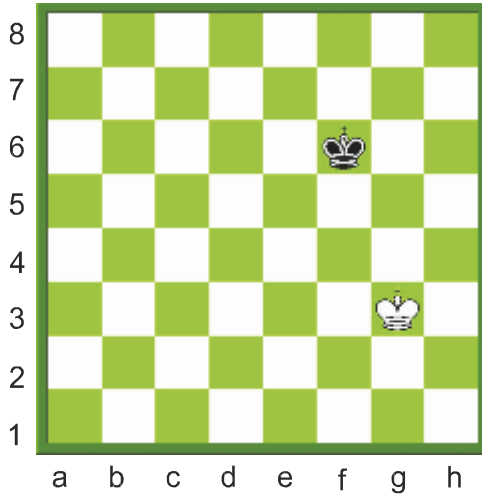
The kings stand in opposition, so it is time to give check again.

14.Rh8

The rook gives check. There is no square the king could move away to. Black is checkmated.

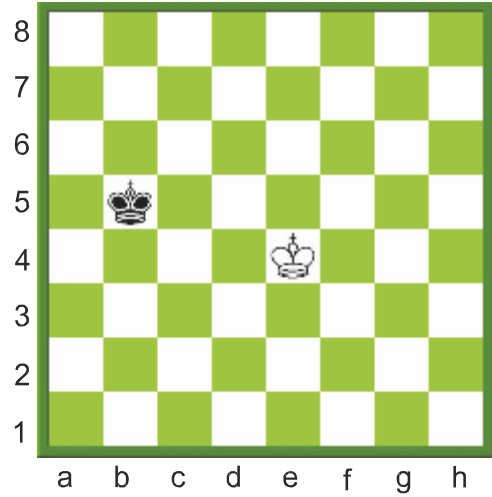


EXERCISES



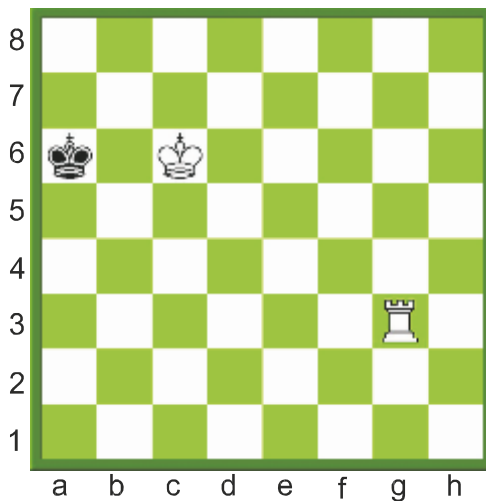
Question-1

To which square should the white king move to take the opposition?



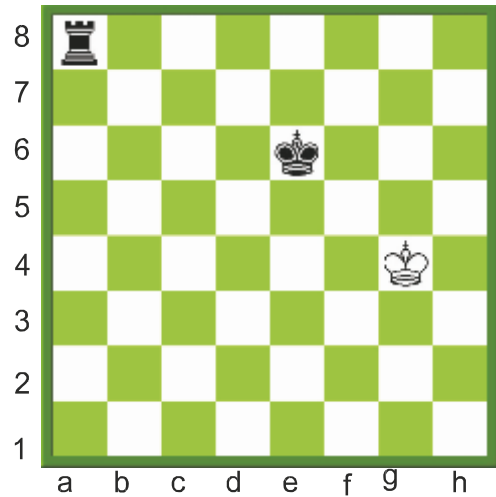
Question-2

To which square should the black king move to take the opposition?



Question-3

Show White's move to checkmate.



Question-4

Where should the rook go?



UNIT-8

CHESS EVERYWHERE



♣ **CHESS EVERYWHERE**
 ♣ **CHESS for EVERYONE**
 ♣ **CHAMPIONS**
 ♣ **EVEN IN SPACE**
 ♣ **PROVERBS and SAYINGS**



CHESS FOR EVERYONE

Chess is played in your country and in every other country on the planet. It is even played beyond the confines of our planet!

Chess is especially popular in schools. Many millions of children all over the world learn chess and play chess in their schools. Some of those millions are in China, in Russia, in Turkey and in India, where we believe that modern chess had its origins more than 1500 years ago.

Chess not only has educational benefits, hence its popularity with teachers and parents as well as children, but also health and social benefits. That is why chess is so popular in many other places, such as hospitals and prisons.

Chess has always been popular with people from all walks of life. Kings and queens have played, as have many other important figures from history, such as Napoleon Bonaparte, Lenin and Benjamin Franklin (pictured on every US\$100 bill). Composers, such as Chopin and Prokofiev were keen players. Many writers and stars of stage, screen and sports also appear among players, including heavyweight boxers like Lennox Lewis and brothers Vitali and Wladimir Klitschko.



2013 World Youth Championships in Al Ain, UAE





Philidor on the Paris Opera (Wikipedia)

Chess Champions from History

Long before the World Chess Championship was established in 1886 (see the list of champions on p.166) certain players were widely recognized as the best of their era. Some of these names go back a very, very long time. Here are the most famous:

al-Adli (about 840)

ar-Razi (about 850)

as-Suli (854-946)

Ruy Lopez de Segura (Spain, about 1530-1580)

Alessandro Salvio ('Italy', about 1575-1640)

Gioacchino Greco ('Italy', 1600-about 1634)

Philip Stamma (Aleppo 'Syria', mid 1700s)

François-André Danican Philidor (France, 1726-1795)

Alexander McDonnell (Ireland, 1798-1835)

Louis Charles de la Bourdonnais (France, 1795-1840)

Howard Staunton (England, 1810-1874)

Adolf Anderssen (Germany, 1818-1879)

Paul Morphy (USA, 1837-1884)



CHESS EVERYWHERE – EVEN IN SPACE



Chess in space
1970 - Soyuz 9

The very first game played in space was in June 1970. Two cosmonauts were on board the Soviet spacecraft Soyuz-9. The crew members, Adrian Nikolayev and Vitaly Sevastianov set a new record of space endurance – almost 18 days. The cosmonauts had White against a pair of players (General Nikolai Kamanin, head of cosmonauts 1960-1971 and cosmonaut Victor Gorbatko) in mission control. The game was drawn.

In 2008, Greg Chamitoff, seen with a special chess set (velcro stops the pieces floating away) even gave a simultaneous display!



Canadian Astronaut Gregory Chamitoff (photo NASA)

FAMOUS CHESS PROVERBS and SAYINGS

‘ Chess is life.’

! **R.Fischer**

‘ Chess is everything; art, science and sport.’

A.Karpov

‘ Chess is a science.’

Leibnitz

‘ Chess is the measurement of virtue.’

! **Goethe**

‘ Chess has game, art and science in it. Anyone who has the characteristics of a sportsman, an actor and a scientist can become unbeatable.’

! **T. Petrosian**

‘ I pity anyone who does not know chess. It gives pleasure even to beginners and gives unbelievable happiness to experienced players.’

! **L.Tolstoy (attrib.)**

‘ To err is human. The best is the one who makes the fewest mistakes.’

! **L.Marshall**

‘ Chess is a sea in which a gnat may drink and an elephant may bathe ’.

! **Indian Proverb**

‘ Life is a kind of chess.’

! **B. Franklin**

‘ Chess is the art of analysis.’

! **M. Botvinnik**

‘ Chess is ... a gymnasium of the mind.’

! **P. Pratt**

‘ Life’s too short for chess.’

! **H.J.Byron**

UNIT 9 TWOFOOLD ATTACK



u TWOFOOLD ATTACK

u DOUBLE ATTACK

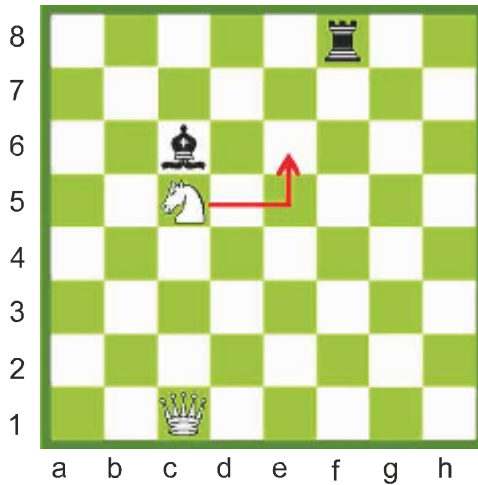
u DOUBLE CHECK

u MATE WITH DOUBLE CHECK

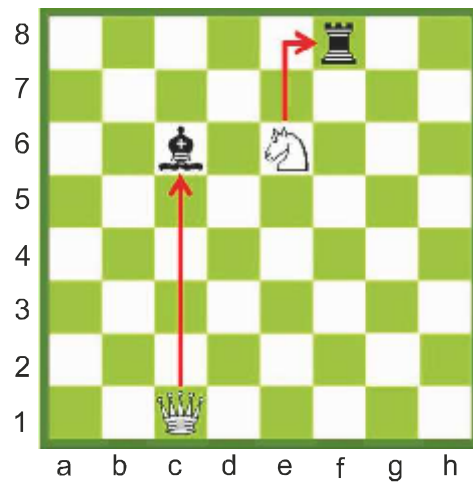


DOUBLE ATTACK

This means to attack two of the opponent's men at the same time. One piece attacks and reveals another attacker behind the curtain.

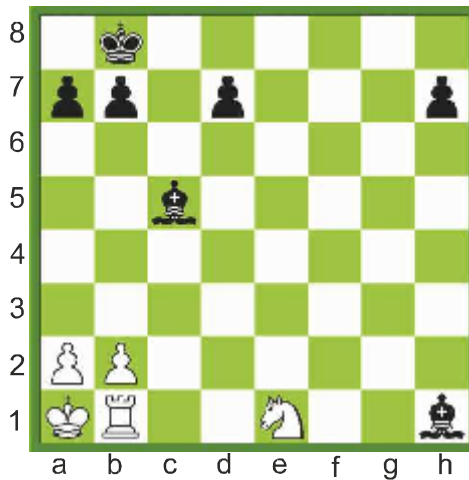


Position before the knight move

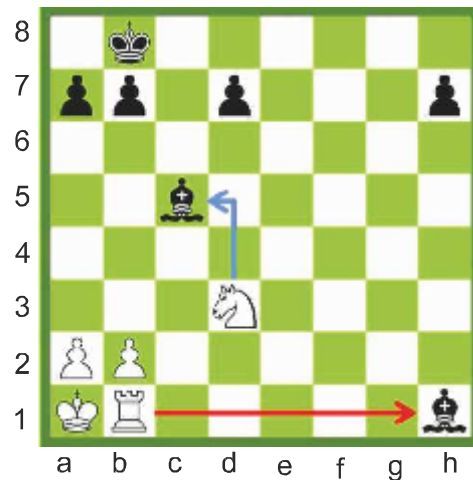


Position after the knight move

In the first diagram, White attacks only empty squares. The knight blocks the queen's attack against the bishop since the knight acts as a curtain. In the second diagram, the knight opens the curtain by jumping to e6. There the knight attacks the rook. At the same time, the queen is revealed, attacking the bishop. Attacking two pieces with one move like this is called **double attack**.



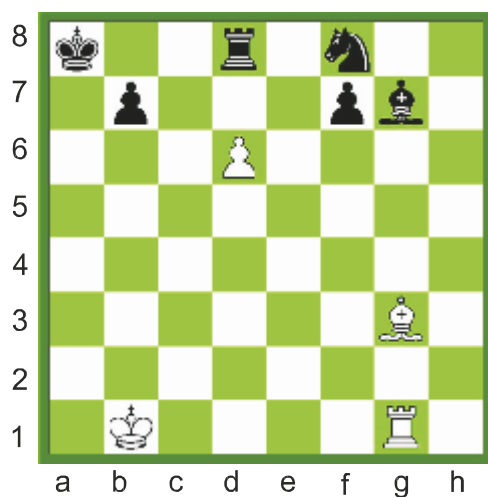
White does not attack anything. The white knight acts as a veil or curtain, masking or veiling the rook's attack on the bishop. The knight opens the curtain by jumping to the d3-square.



White attacks two pieces with one move.

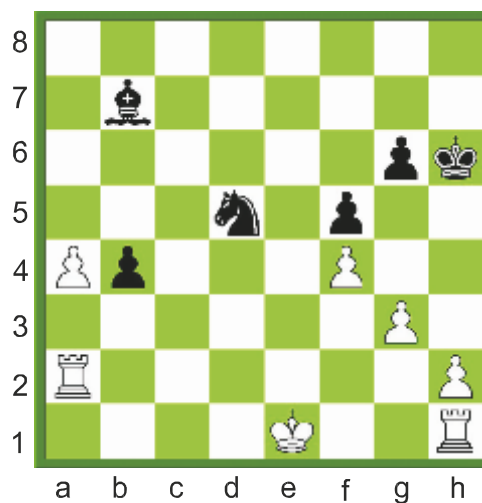
- 1- The rook attacks the bishop.
- 2- The knight attacks the other bishop.

EXERCISES



Question-1

To which square should White play to create a double threat with his bishop?

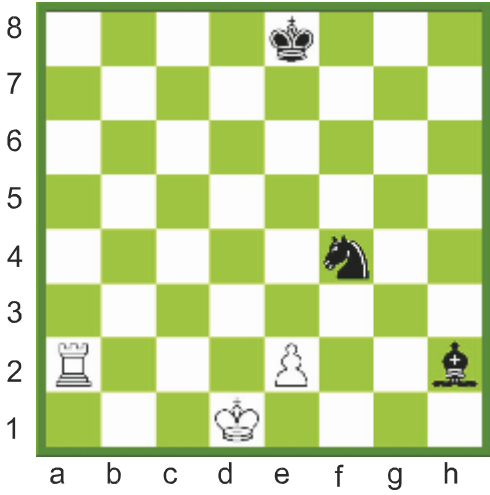


Question-2

To which square should Black play to create a double threat with his knight?

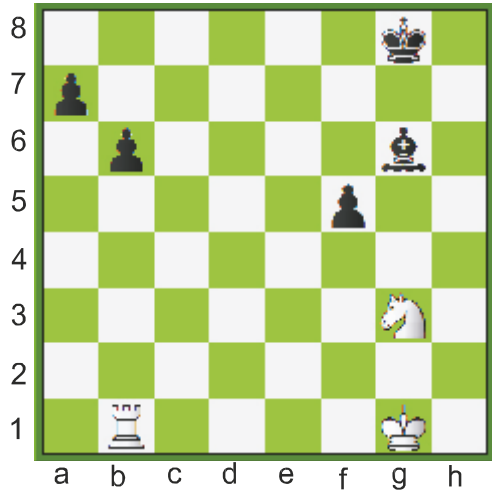


EXERCISES



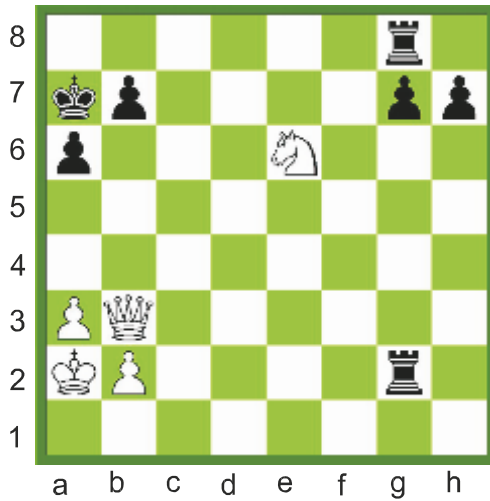
Question-3

What should White play to create a double attack?



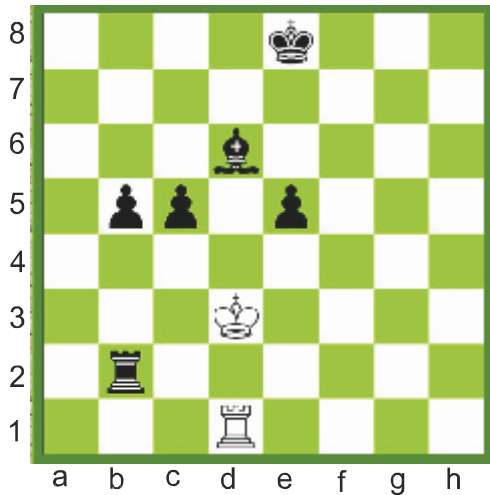
Question-4

Demonstrate Black's double attack move.



Question-5

Demonstrate White's double attack move.



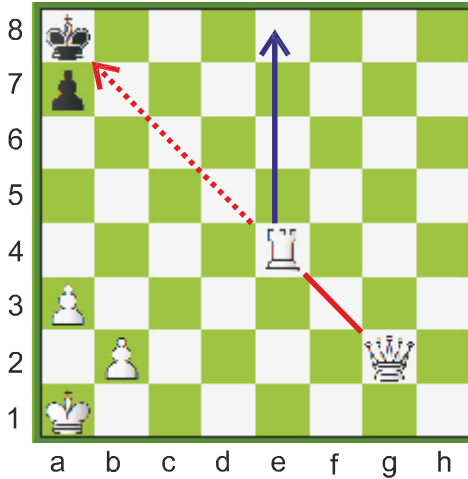
Question-6

Demonstrate White's double attack move.

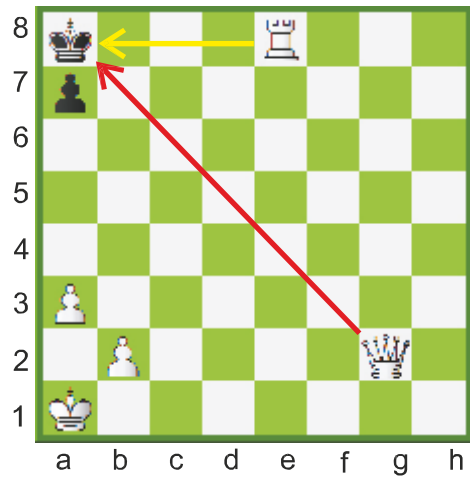


DOUBLE CHECK

Double check means to give check with two pieces. The king has no option but to move, which makes this a powerful weapon. Discovered check is always part of a double check.

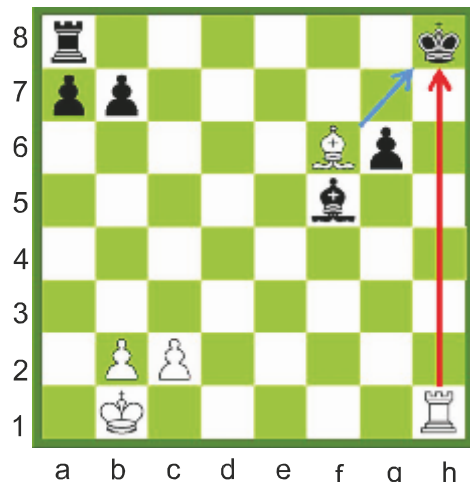
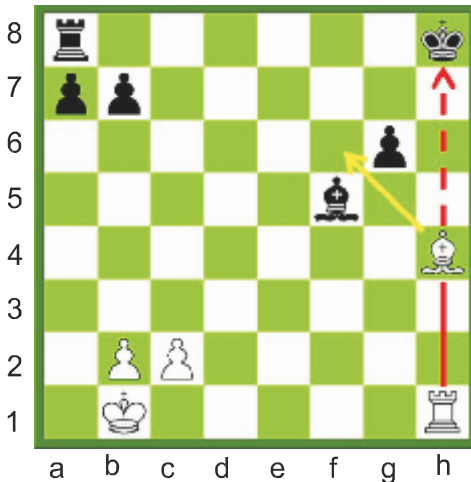


Before the rook move



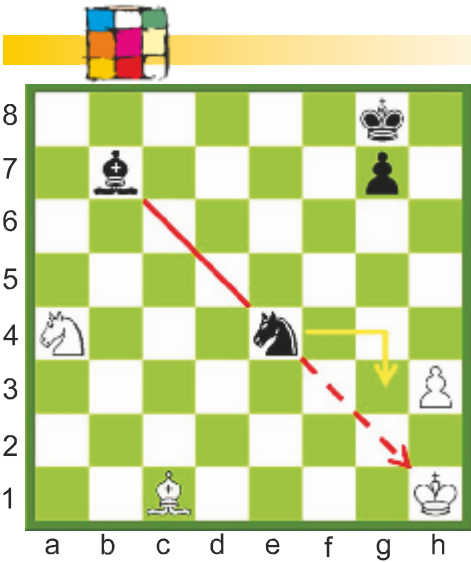
After the rook move

If the rook did not exist, the queen would be giving check. The rook blocks the check by the queen. The rook has to make a move for the queen to be revealed and give check. The rook forms a curtain, blocking the queen's path. White moves the rook away to e8, both giving check with this move and at the same time unveiling the queen, who also gives check. Giving check with two pieces at the same time is called double check.

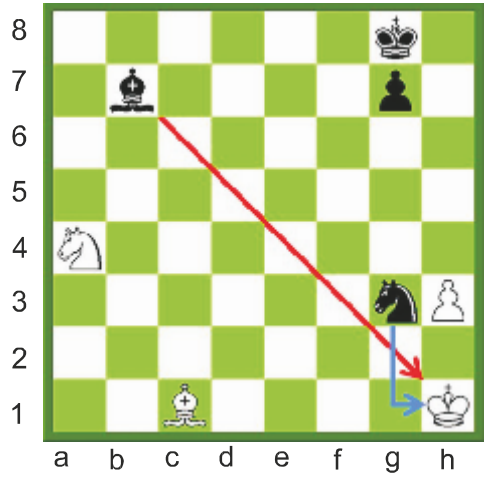


The white rook and the black king are on the same vertical path. The bishop on this file blocks the rook check. The bishop is a curtain. White moves his bishop to the f6-square. With this move, White gives check by both the bishop and the rook - double check.





The black bishop and the white king are on the same diagonal. The black knight blocks the bishop and masks its attack on the king. When the knight jumps to g3 it is double check.

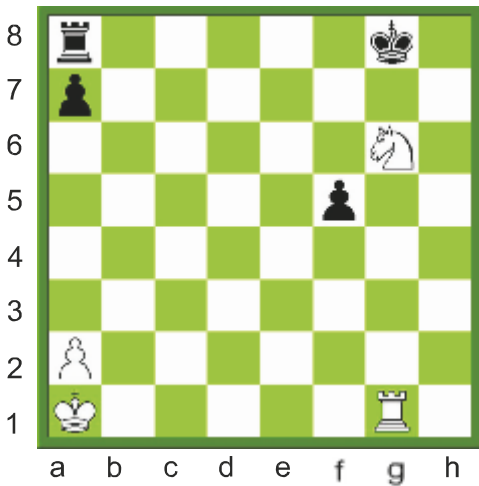


After the move Ng3, Black:

- ➔ 1- reveals check from his bishop.
- ➔ 2- gives check with his knight.

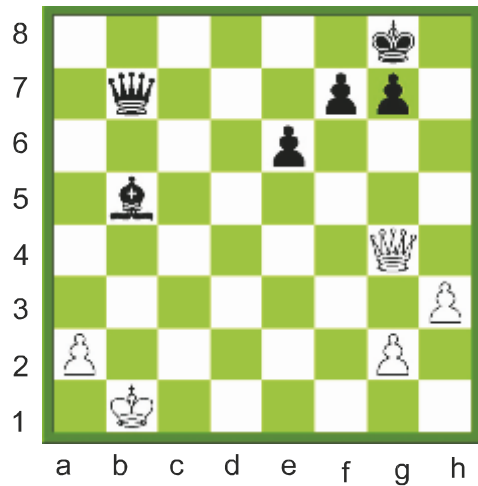
Two pieces attack the king. Black has given double check.

EXERCISES



Question-1

What move should White make to give double check?



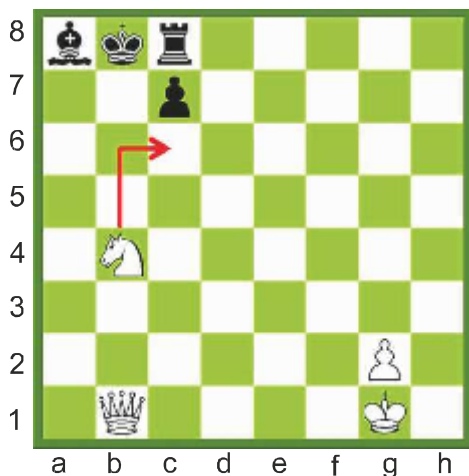
Question-2

What move should Black make to give double check?

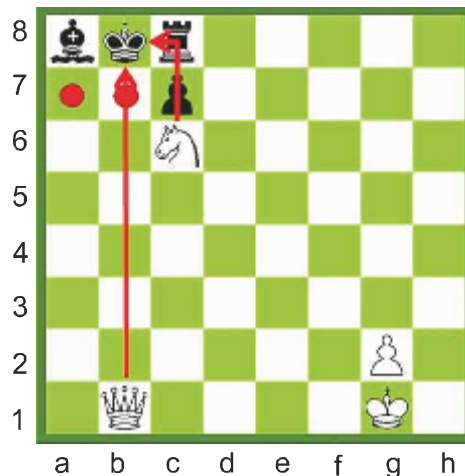


TO CHECKMATE WITH DOUBLE CHECK

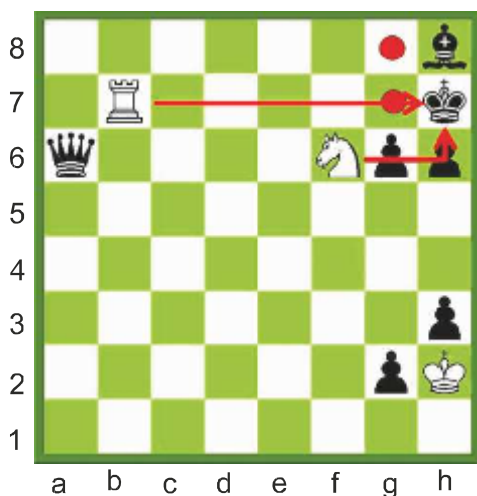
These are the mates made by giving check with two pieces.



The white knight curtains off the queen, masking her attack on the king. The curtain piece must also give check to make a double check. In this case it not just double check, it is also checkmate.



The knight moves the curtain aside by jumping to c6. That gives check by both the knight and the queen. Black cannot capture the knight since the queen attacks the king and cannot block the path of the queen because of the check by the knight. Black has been checkmated.



White gives double check. Both the white rook and the white knight attack the black king.

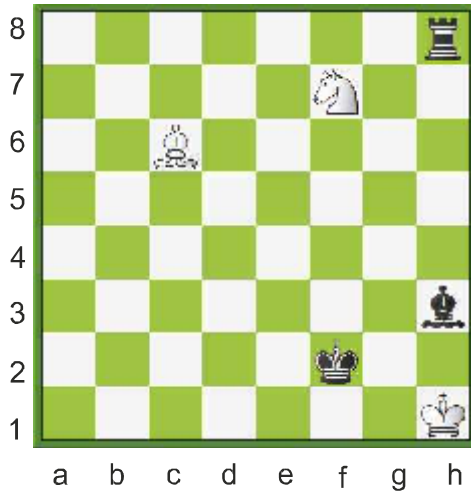
It is mandatory to **move away the king** when double check is given. If the king cannot move away, he is checkmated.

White gives check with two pieces. Black could take one of them, but that is not allowed because double check has been given.

Black must move his king away, but he cannot - all the squares are attacked, so it is checkmate.

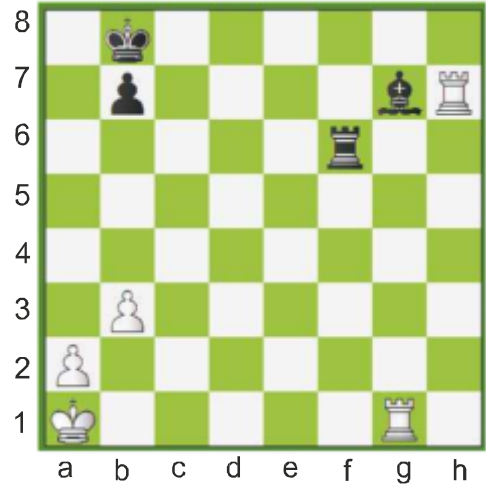


EXERCISES



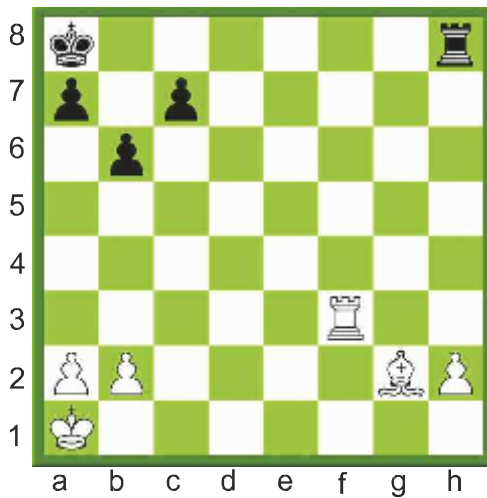
Question-1

Demonstrate the mate move by Black.



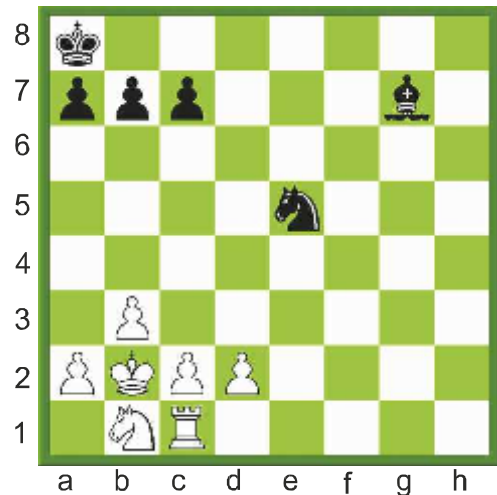
Question-2

Demonstrate the mate move by Black.



Question-3

Demonstrate the mate move by White.



Question-4

Demonstrate the mate move by Black.

UNIT 10 PAWN RULES



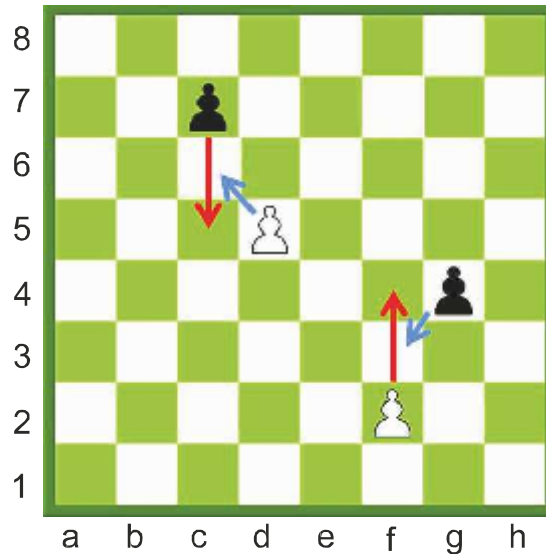
- u PECULIAR PAWN RULES
- u CAPTURING EN PASSANT
- u PAWN PROMOTION





CAPTURING EN PASSANT (e.p.)

Capturing en passant is a kind of capturing move peculiar to pawns. A pawn may advance two squares from its original starting square and land on a square next to an opponent's pawn. The opponent's pawn may capture this pawn as if it had moved just one square. This can happen only in cases where a pawn advances two squares. This is called **capturing en passant**.



→: A pawn advances two squares on its first move.

→: A pawn captures the pawn that has come to the square next door.

Black can advance the pawn on c7 two squares, coming to c5. The two pawns are now next to each other and the white pawn is allowed to capture the black pawn as if it had moved just one square. The white pawn is placed on the square the black pawn has passed over (c6) and the black pawn is removed from the board.

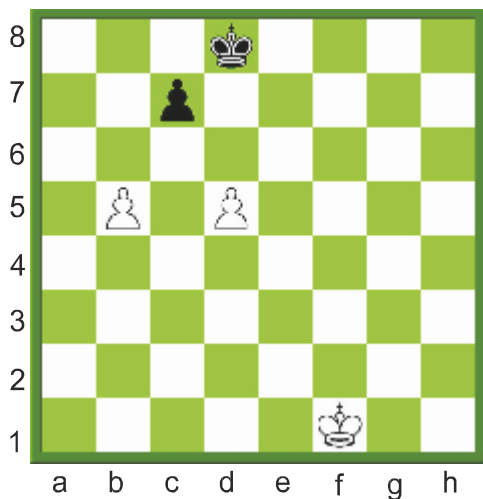
Similarly, the white pawn on f2 can advance two squares and settle on f4. With that move of the white pawn, the f- and g-pawns find themselves next to each other. If the black pawn would like to, it can capture that white pawn, removing it from the board and settling on the f3-square.

Capturing en passant must be done right after the pawn lands on the square next door, it cannot be postponed.

White pawns have to be on the fifth rank (black pawns on the fourth rank) to be able to make an en passant capture.

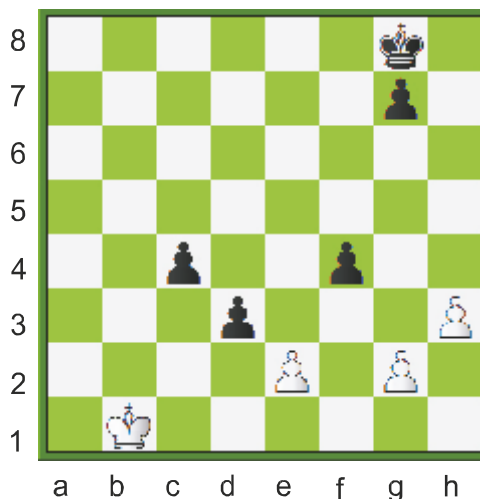


EXERCISES



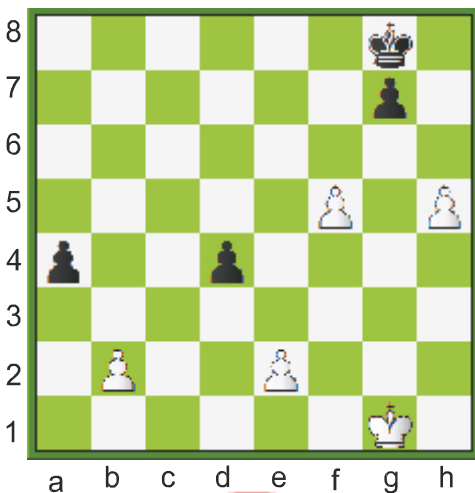
Question-1

If Black advances his pawn to c5, how can White capture en passant?



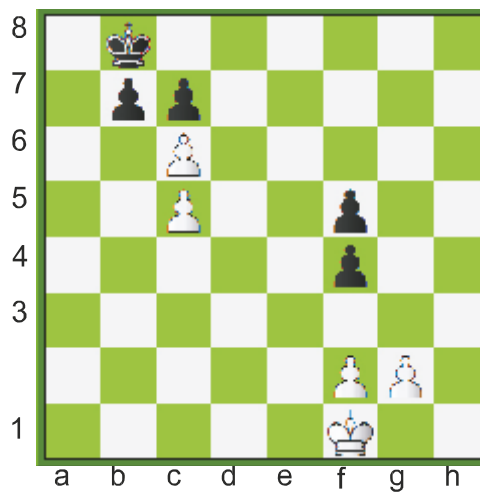
Question-2

If White advances his pawn to e4, how can Black capture en passant?



Question-3

If White advances the b2-pawn to b4 or the e2-pawn to e4 and Black advances the g7-pawn to g5, what en passant captures would be possible?



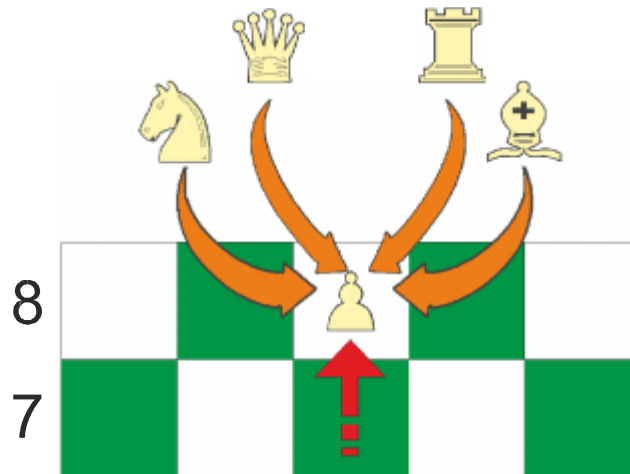
Question-4

If White advances his pawn to g4 what en passant could occur? If Black moved his pawn to b5, how could it be captured en passant?





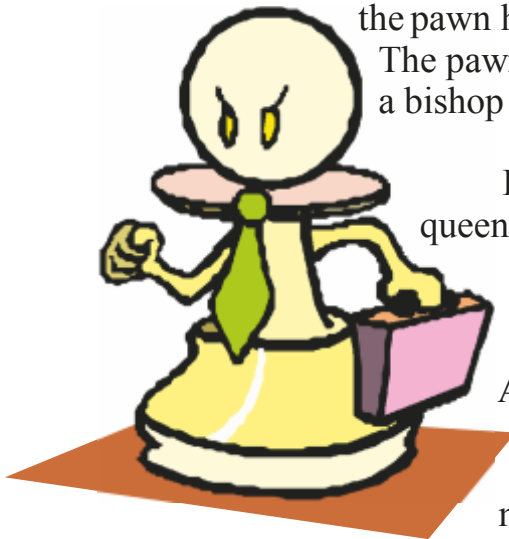
PAWN PROMOTION



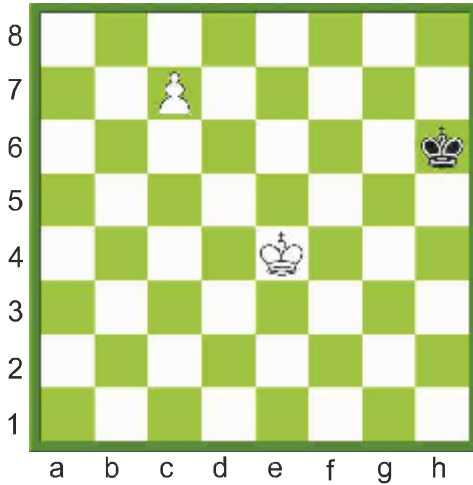
A pawn's reaching the last rank is a success. This success of the pawn should be rewarded. The last rank for White is the eighth rank. The last rank for Black is the first rank. A pawn that has reached the last rank is not a pawn any more. The pawn has to change into another piece. This transformation of a pawn is called **pawn promotion**.

Each pawn reaching the last rank has the right to promote and must do so, but there cannot be two kings of the same colour, so the pawn has to become one of the other pieces.

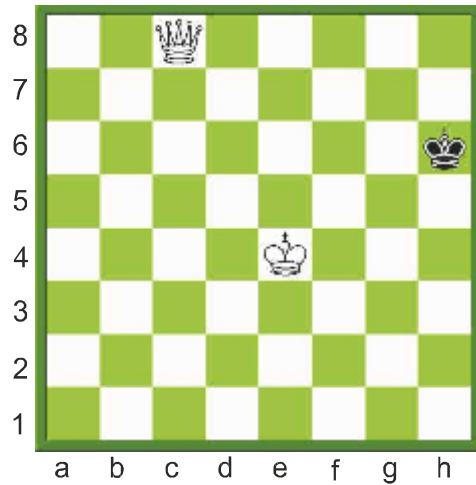
The pawn has to be replaced by a queen, a rook, a bishop or a knight of the same colour.



Pawns are generally promoted to a queen. The reason for this is that a queen is the most powerful piece on the board. But, there are some special positions in which a rook, a knight or a bishop is preferred. A player may already have a queen, but a player may have extra queens by promoting pawns. Similarly, a player more than two rooks, two bishops or two knights.



Before the pawn promotion

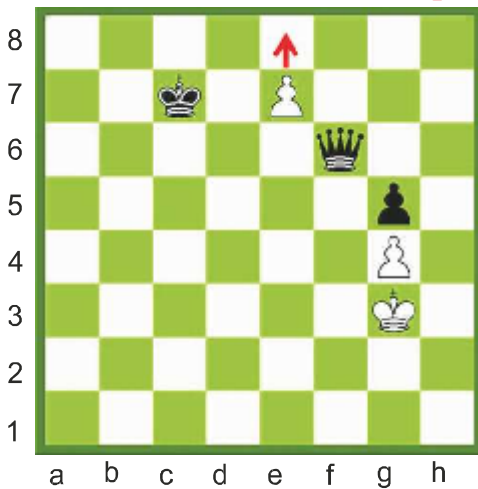


After the pawn promotion to a queen

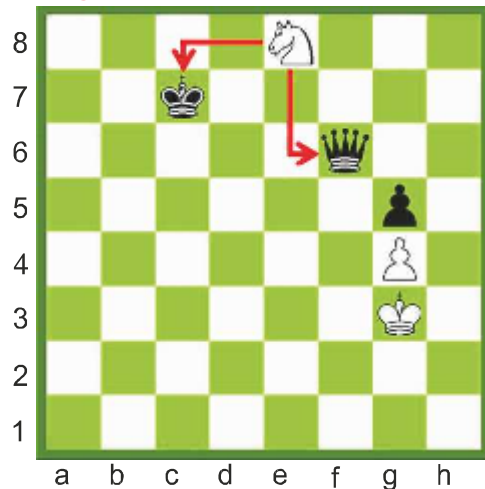
The white pawn stands on the c7-square. It will reach the last rank by advancing one square. A pawn reaching the last rank is not allowed to remain a pawn. It must be changed into a piece of the same colour. It must be replaced with a queen, a rook, a bishop or a knight. The player removes this pawn from the board, replacing it with the chosen piece on the c8-square.

The square on which a pawn is promoted is the **promotion square**. Pawns are generally promoted to a queen because she is the most powerful piece on the board, but it can sometimes pay to choose a lesser piece.

Pawn promotion to a knight



Before the pawn promotion



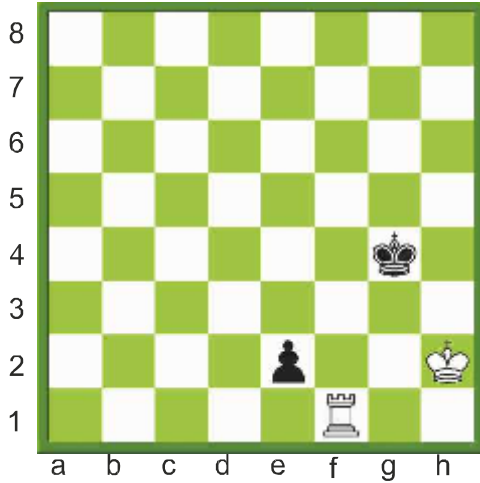
After the pawn promotion to a knight

The black pawn has been promoted into a knight in this position. The knight captures the queen with a fork. Promotion to a knight is more helpful in this position.

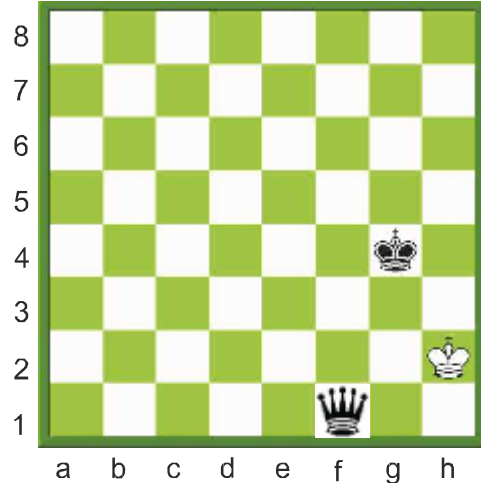




Pawn promotion by capturing: Sometimes a pawn reaches the last rank by capturing. Such a pawn is entitled to promote just the same.



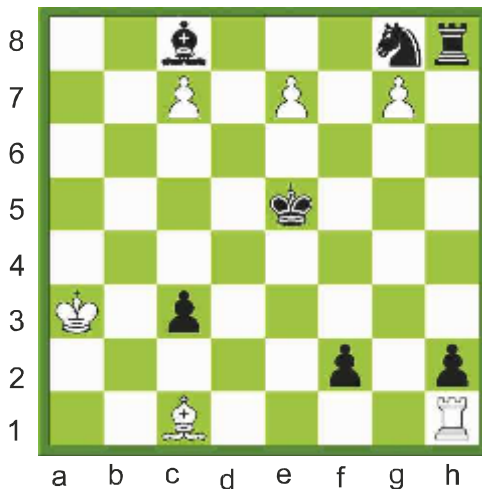
Before the pawn captures



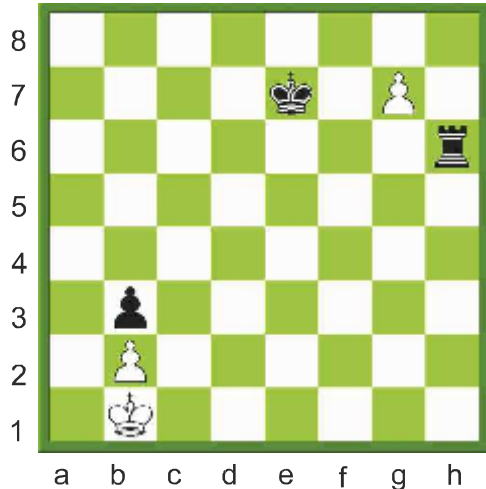
Pawn promotes by capturing the rook

A pawn can promote by capturing a piece. The black pawn stands on e2. The pawn reaches the last rank by capturing the rook on f1. The pawn must then be promoted - Black has chosen to promote to a queen.

EXERCISES



Which pawns can promote?



To which piece should White promote his pawn for a win?



UNIT 11 OPENINGS



- u OPENINGS
- ★ u DEFINITION OF OPENINGS ★
- u 1-SPANISH OPENING



OPENING

A chess game consists of three phases.

- 1-Opening
- 2- Middle game
- 3-Endgame

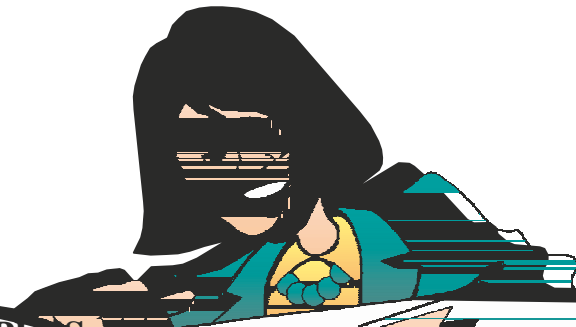
The first 10 to 12 moves of a game is the opening phase.

DEFINITION OF OPENING

The opening is the first part of a game. This part is very important since the foundation of the game is prepared in this phase. The opening is related not only to the middle game but to the endgame as well.

THE PURPOSE OF OPENING MOVES

The purpose of opening moves is to make a good start. Each player would like to complete the opening successfully since it can give a big advantage to the player in the next phases.



OPENING PRINCIPLES

Here are some good principles to follow:

- 1-Occupy the center squares and control them.
- 2-Develop minor pieces rapidly and effectively.
- 3-Do not bring out the major pieces too soon.
- 4-Avoid unnecessary moves of pawns.
- 5-Allow all pieces to get into the game as soon as possible.
- 6-Do not let some of your pieces prevent others developing.
- 7-Keep an eye on the weak f2- and f7-squares.



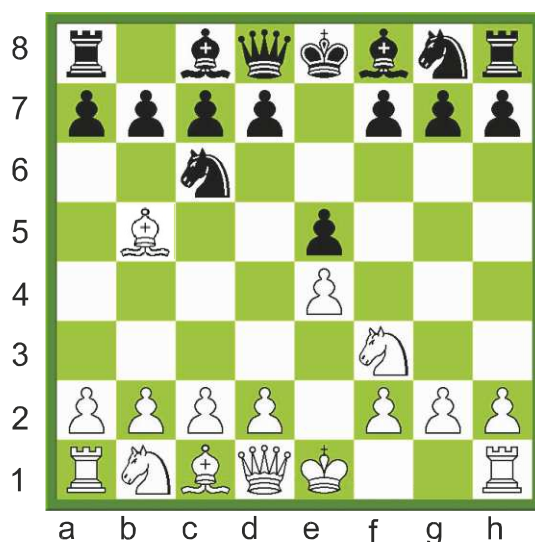


OPENING EXAMPLES

There are many openings in chess. Let`s learn one of them.

1-SPANISH OPENING (RUY LOPEZ)

1-e4 e5 2-Nf3 Nc6 3-Bb5



White has two objectives in the Spanish Opening - occupy the centre and get the better development. Black also has chances.

The Spanish Opening starts with White`s move **e4**. The aim is to dominate the centre squares. Black responds to this move by advancing his pawn to **e5**. Black also aims to dominate those very same central squares.

White plays his knight to **f3** on his second move. White`s aim is to attack Black`s pawn on the e5-square. Black does not want to lose his e5-pawn, so plays his knight to **c6** to protect the pawn.

White plays his bishop to **b5** on his third move. This brings one more piece into the game and attacks the defender of the e5-pawn.

White is now ready to castle.

Every game with the Spanish Opening starts with these moves. There are several different variations according to Black`s third move. Now let`s study one of these variations.



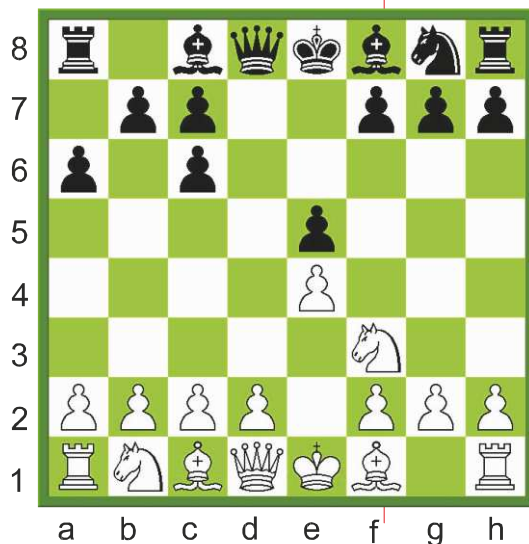


Exchange Variation

In the Exchange Variation of the Spanish Opening, White exchanges his bishop for the knight.

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6

After the piece exchange, the position below is reached.



After exchanging, there are several variations. Let's study one of them:

5.0-0

White castles. It is not a good idea for the knight to capture the pawn. Black develops his queen to the d4-square, attacking the knight and the e5-pawn.

5...f6

Black makes this move to protect the e5-pawn.

6.d4

White aims to decrease Black's pressure in the centre. If Black plays c5, White cannot play d4. For that reason, White plays d4 immediately.

6..exd4 7.Nxd4 c5 8.Nb3 Qxd1

Black plans to castle on the queenside. This move helps to clear the pieces in between the king and the rook.

9.Rxd1 Bg4 10.f3 Bd7 11.Nc3 0-0-0

Black has achieved queenside castling. Black would have had to play two more moves in order to castle kingside.



UNIT 12

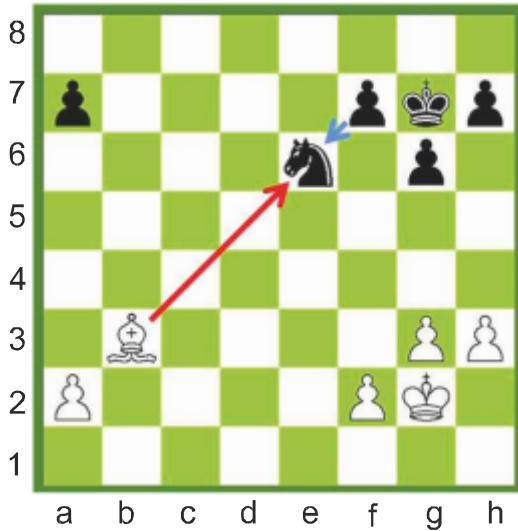
PIECE EXCHANGE



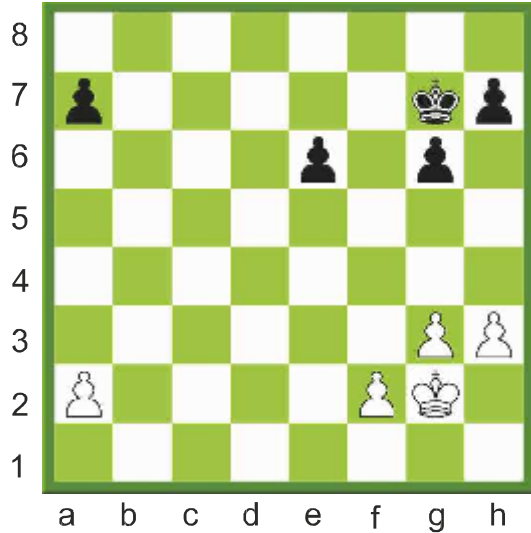


Piece Exchange

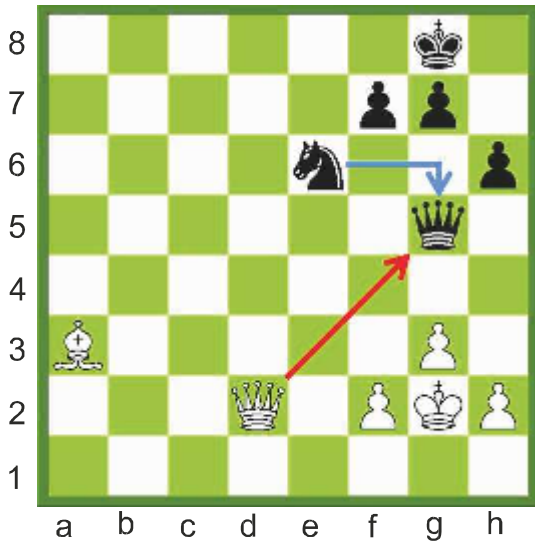
If one player captures a piece and the other player then captures the capturing piece, these mutual moves are called an **Exchange**



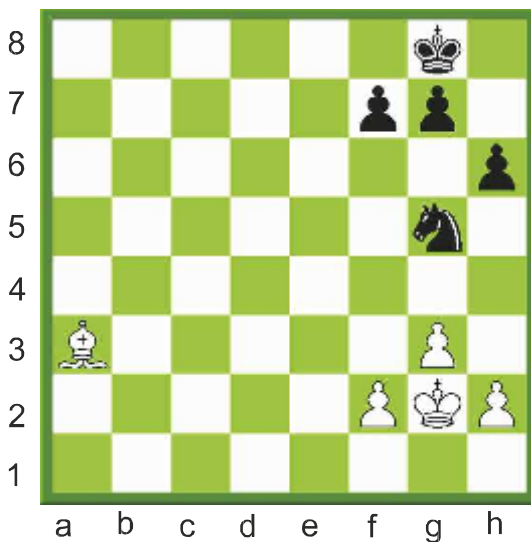
- The white bishop captures the knight.
- The black pawn captures the bishop



The position after the exchange of pieces. The white bishop has been exchanged with the black knight.



- The white queen captures the black queen.
- The black knight captures the white queen.



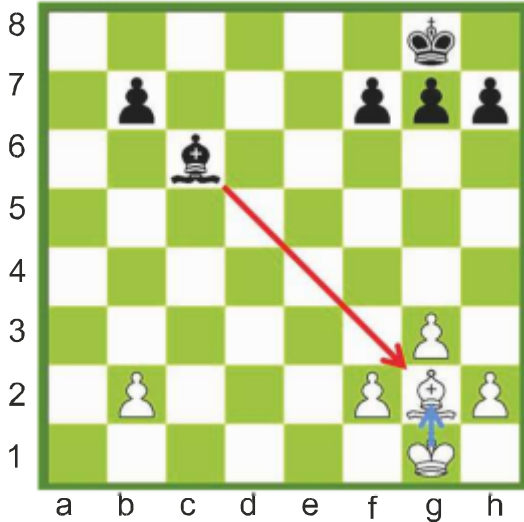
The position after the Piece Exchange. The players have exchanged their queens.



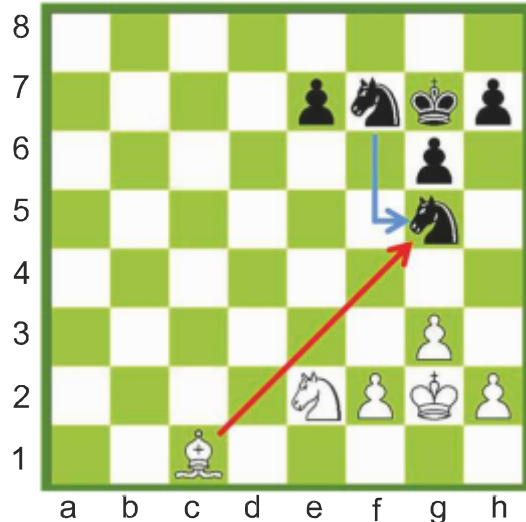


1-EQUAL PIECE EXCHANGE

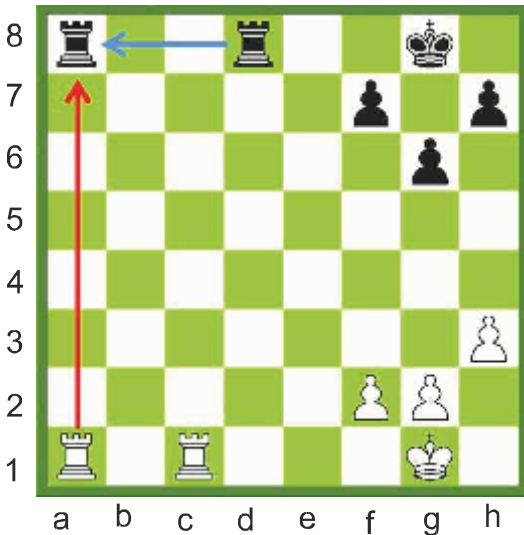
The players exchange pieces of equal value.



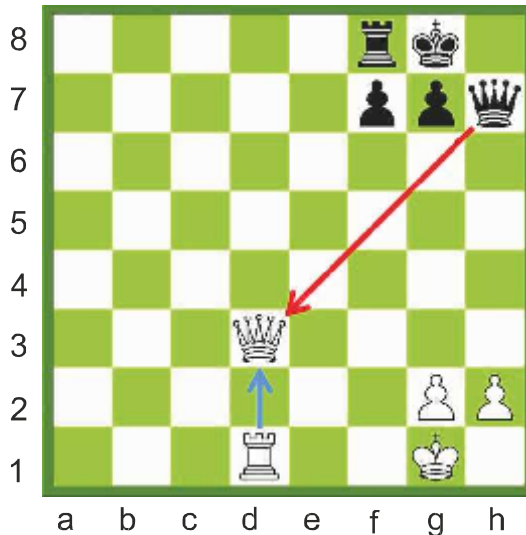
It is Black's turn. The black bishop captures the white bishop. The white king captures the black bishop. Because each player has captured the same sort of piece, this is an equal piece exchange.



It is White's turn. The white knight captures the knight. The other black knight captures the bishop. We know the value of bishops is 3 points. The players have exchanged pieces of equal value. This is also an equal piece exchange.



It is White's turn. The white rook captures the black rook. The other black rook captures the white rook. The players have exchanged pieces of equal value. This is another equal piece exchange.



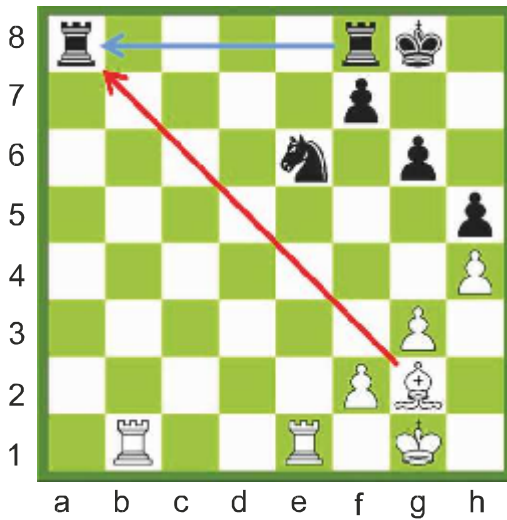
It is Black's turn. The black queen captures the white queen. The rook takes the queen. The players have exchanged pieces of equal value - an equal piece exchange.





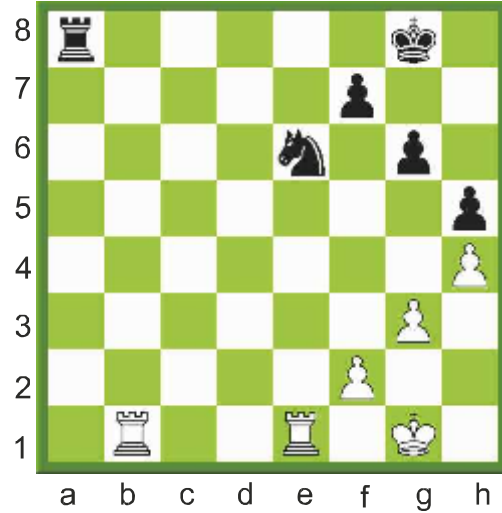
2-GOOD PIECE EXCHANGE

A good exchange is giving up a less valuable piece for one of the opponent's more valuable pieces. This gives an advantage.



Before exchanging

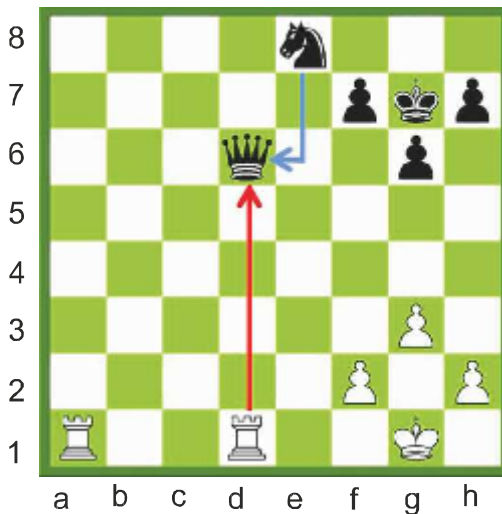
White captures the rook with his bishop. Black captures the bishop with his rook.



After exchanging

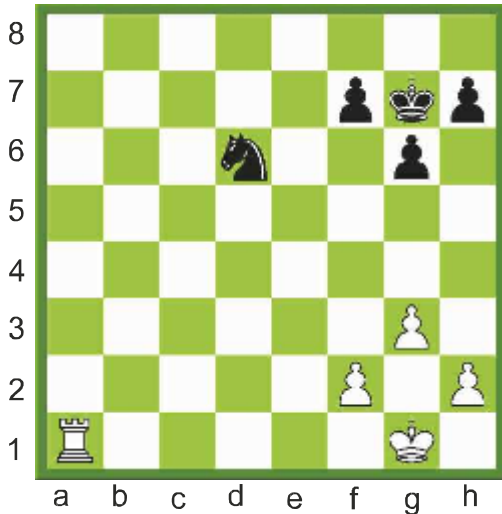
White has lost a bishop and got a rook in return for it.

This exchange is profitable for White.



Before exchanging

White captures the queen with his rook. Black captures the rook with his knight.



After exchanging

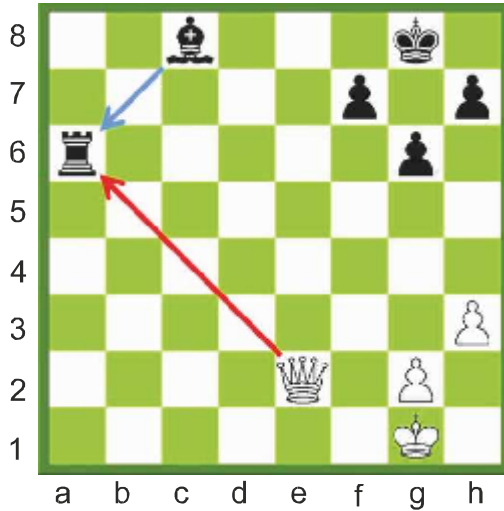
This is a profitable exchange for White since he has gained a queen (9 points) for a rook (5 points).





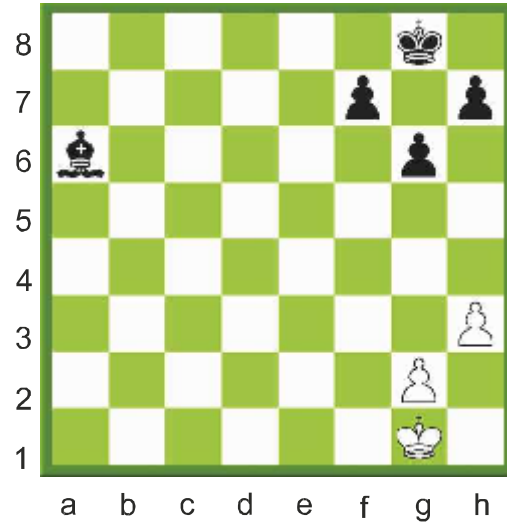
3-BAD PIECE EXCHANGE

It is rarely a good idea to exchange one of your higher value pieces for one of the opponent's less valuable ones. To do so loses material. Players should avoid this kind of exchange.



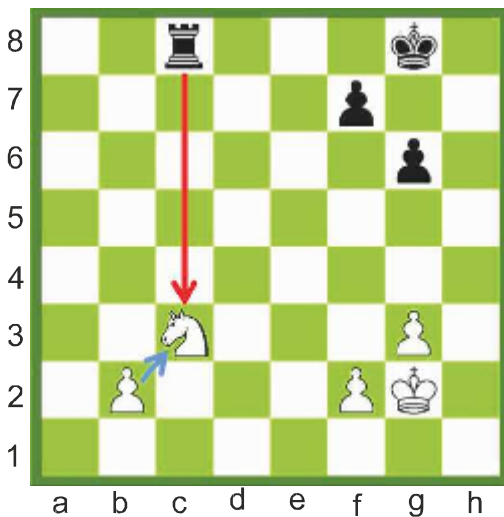
Before the exchange

White captures the rook with his queen. The black bishop captures the queen.



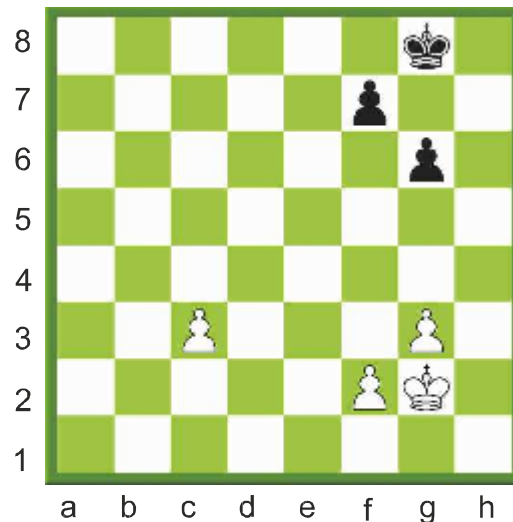
After the exchange

White has lost the queen and captured a rook for her. A queen is more valuable than a rook. White has lost out.



Before the exchange

Black captures the knight with his rook. White captures the rook with his pawn.



After the exchange

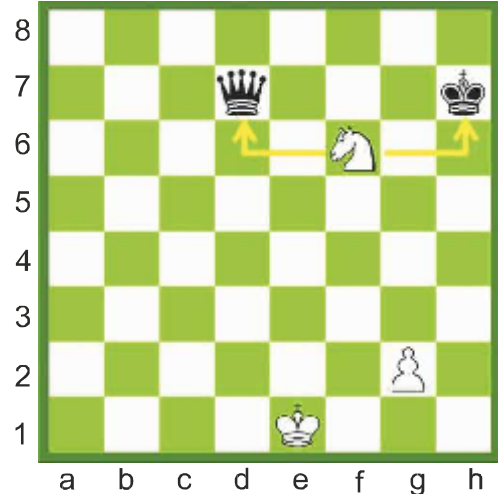
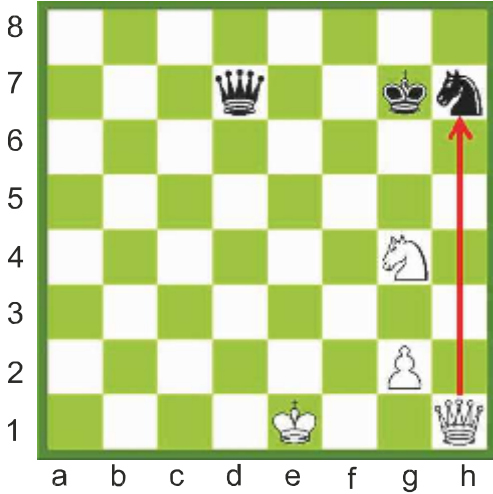
Black has given up a rook for a knight for it. The rook was more valuable than the knight. Black has lost material.



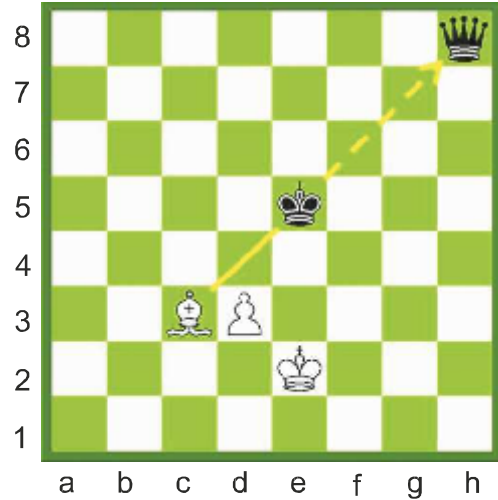
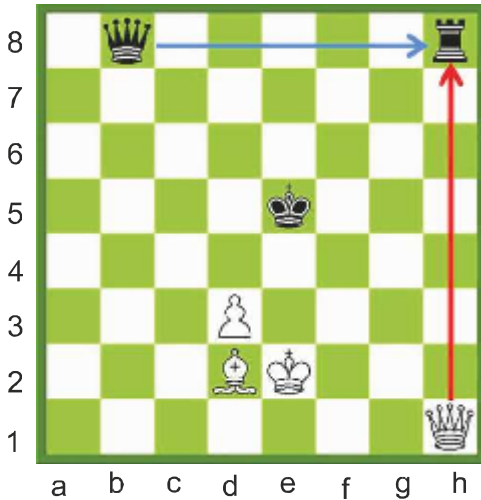


SACRIFICE

The most interesting kind of piece exchange is the sacrifice. In order to get the better position, it is sometimes possible to give away material. The idea is to give away some material now in order to gain more back later. It is important to be sure of the future gain.



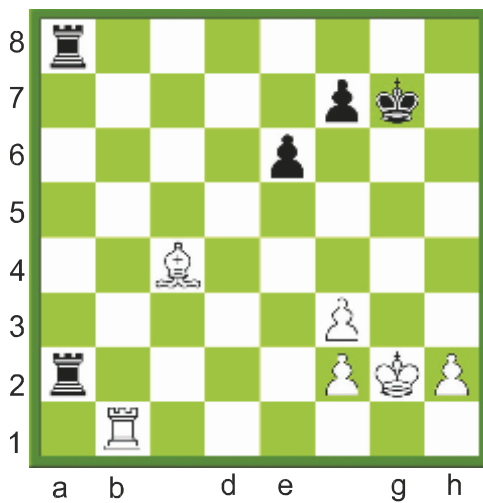
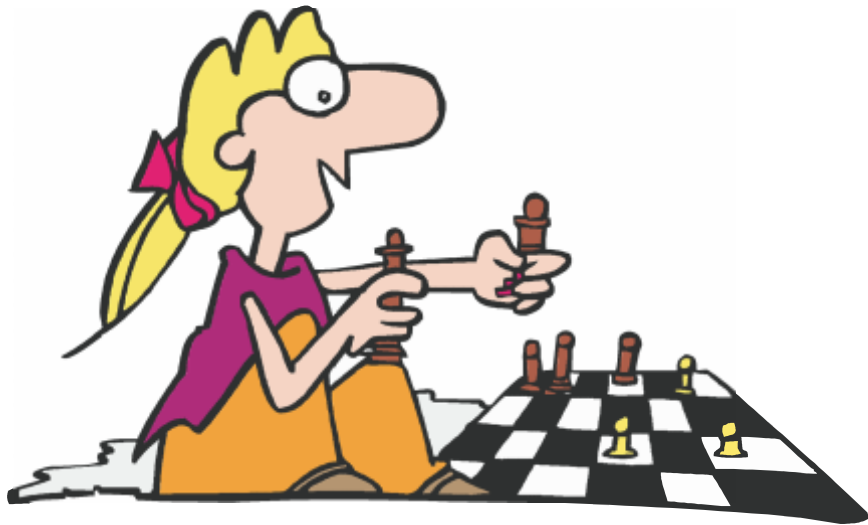
Both players have a queen and a knight. White sacrifices his queen for a future gain, taking the black knight with his queen. The black king. The queen is worth much more than the knight, but White has gained a winning position. There is a knight fork to come. That move wins Black's queen and after everything White has a knight extra.



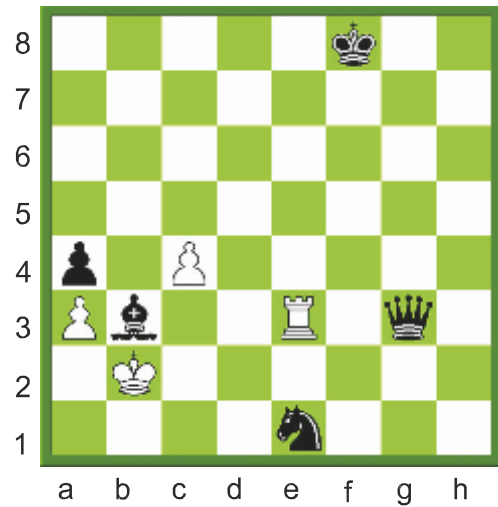
White captures the rook with his queen. Black captures the white queen. Giving away the white queen for the black rook would be a bad exchange for White but for the fact that there is now a skewer. That regains the queen and gives White a winning advantage.



EXERCISES

**Question-1**

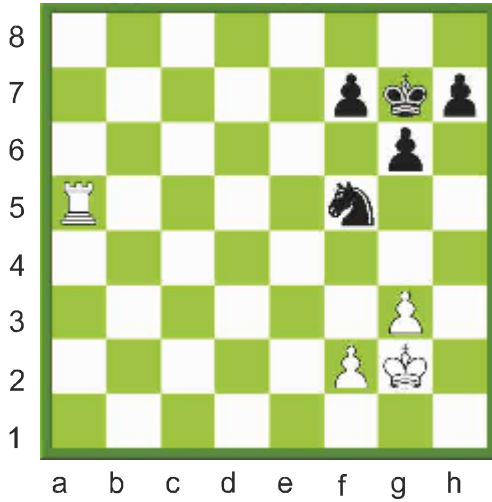
The white bishop can take the rook (a2) or the pawn (e6). Which one is a better exchange for White?

**Question-2**

The white rook can capture the queen, the knight or the bishop. Which one is the best for White?

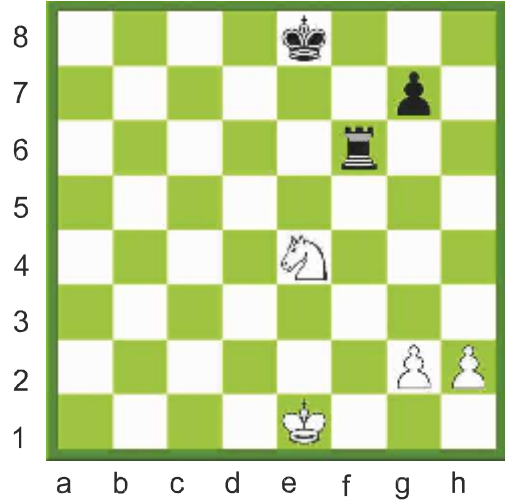


EXERCISES



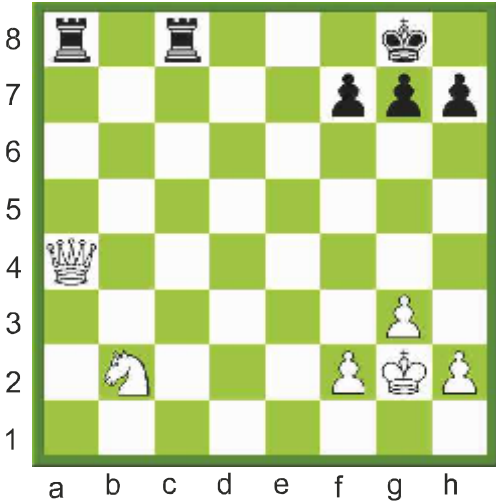
Question-3

Is it a bad exchange for the white rook to capture the knight? Please explain.



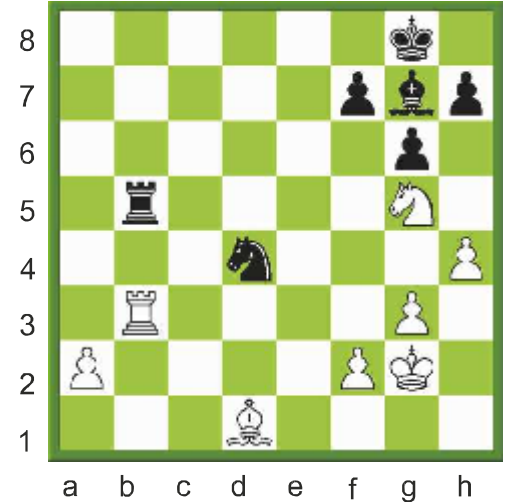
Question-4

Is it a good exchange for the knight to capture the rook? Please explain.



Question-5

Is it a good exchange for the black rook to capture the queen? Please explain.



Question-6

Demonstrate Black's equal, good and bad piece exchange.

UNIT 13

PIN



u PIN

u A PIN

u PINNING

u ATTACKING A PINNED PIECE

u ATTACKING A PINNED KING

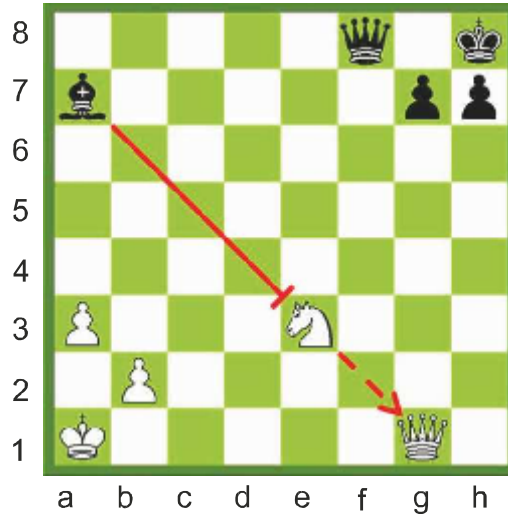
u CAPTURING A PINNED PIECE





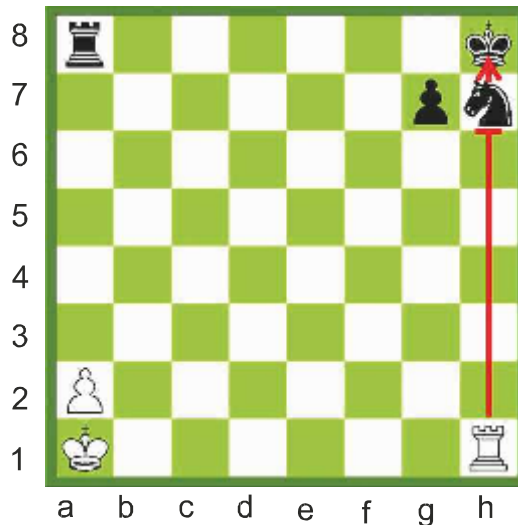
A PIN

A piece standing between an attacker and a piece of higher value is in a **pin**.



The black bishop, the white knight and queen all stand on the same diagonal. The knight is in between the bishop and the queen. The position of the knight blocks the bishop's attack on the queen. If the knight moves, the bishop captures the queen. This is not an ideal situation for White. The knight is effectively restricted. It is **pinned** against the queen. It can move away, but only at great material cost.

Pin against a King: Any piece blocking an attack against the king is pinned.



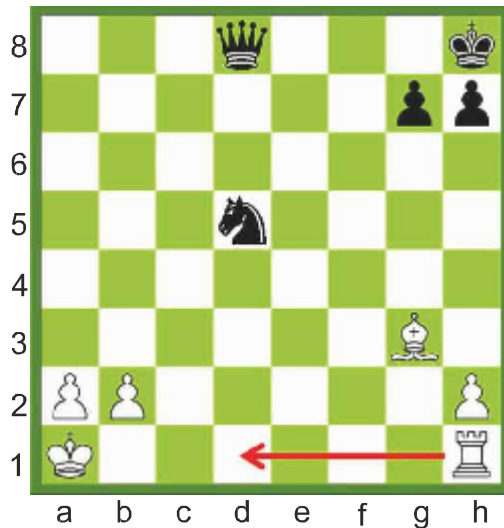
The black knight is pinned against the king. The piece pinned against a king cannot move away. If the black knight moved, the king would be in check, so this is an **absolute pin**. The knight simply cannot move, to do so would be illegal. In that case, the illegal move is put back, the player punished and a new legal move must be made instead.



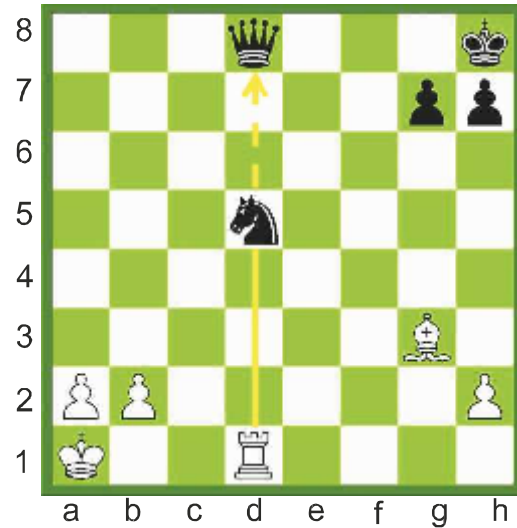


PINNING

It is to make a move that pins a piece.



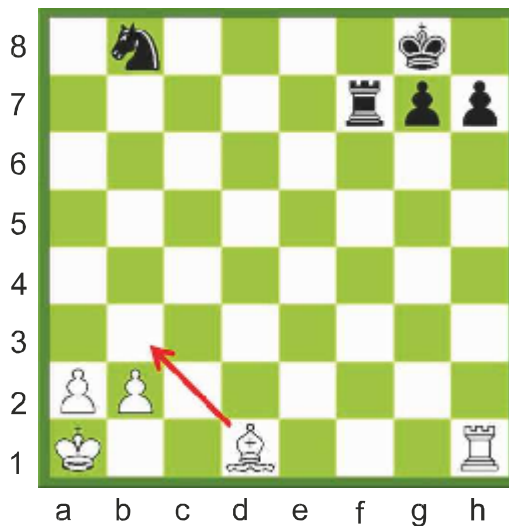
Before the pin



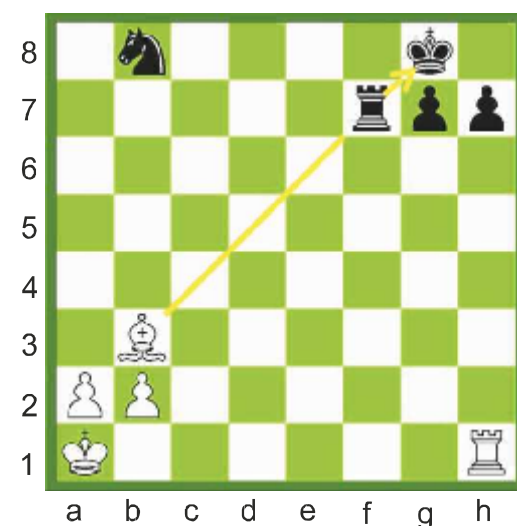
After the pin

The black queen and the knight stand on the same file. White moves his rook to d1 to pin the knight. With the knight pinned, a knight move results in loss of the queen.

Pinning against a king: Pins a piece standing on the same line as the pinning piece and the opponent's king.



Before the pin



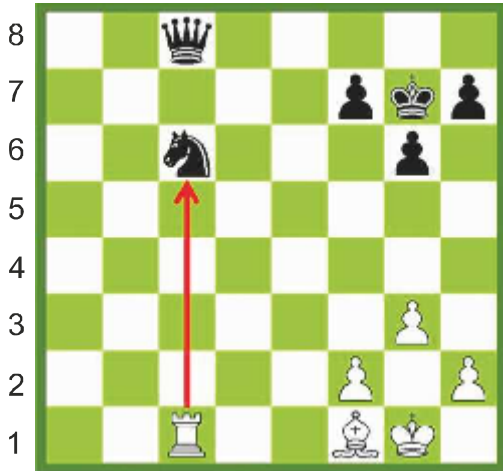
After the pin

The black rook and the king stand on the same diagonal. The white bishop pins the rook against the king by moving to b3. Because the rook is pinned against the king, it cannot move as long as the pin lasts.

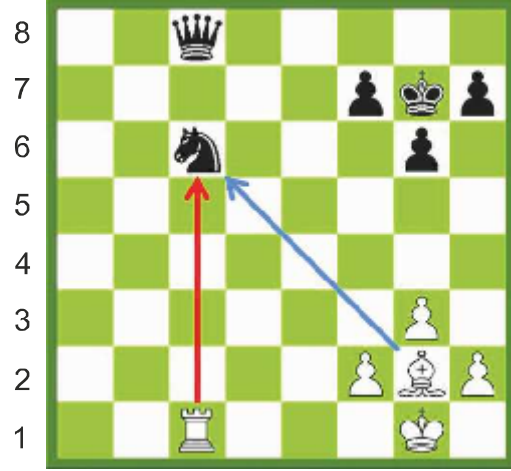




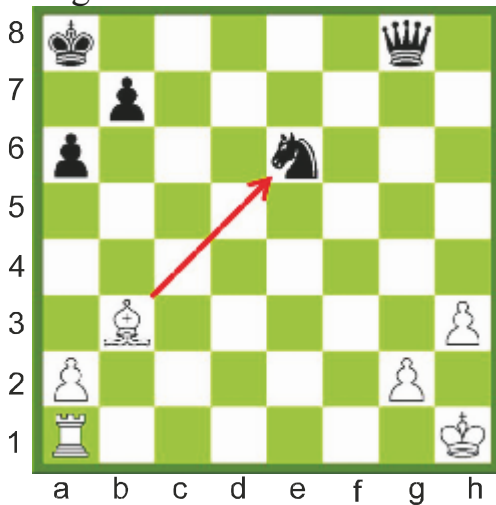
Attacking a pinned piece: The object is to win material - pin and win.



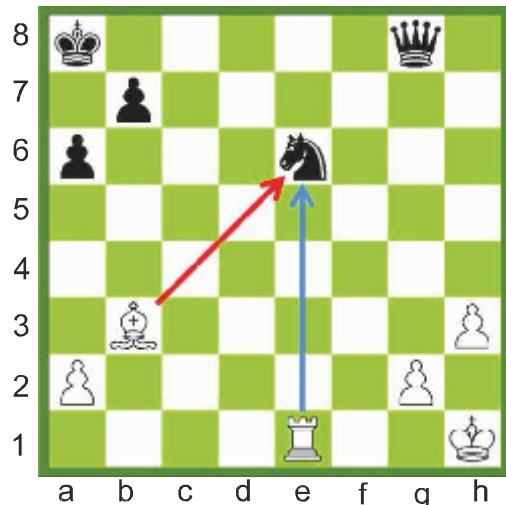
The black knight is pinned. If the knight moves away, the rook will capture the queen. The knight is attacked by the rook. The knight isn't protected by one piece. White can attack with another piece and win the knight.



White moves his bishop to g2. Now the knight is attacked by two pieces. Black has no other piece to protect the knight and cannot move it away either since it is pinned. Black cannot avoid losing the knight.



The black knight is pinned. The bishop can capture the knight, but then the queen recaptures. That is just an equal exchange and no good for White. Instead White can attack the knight a second time.

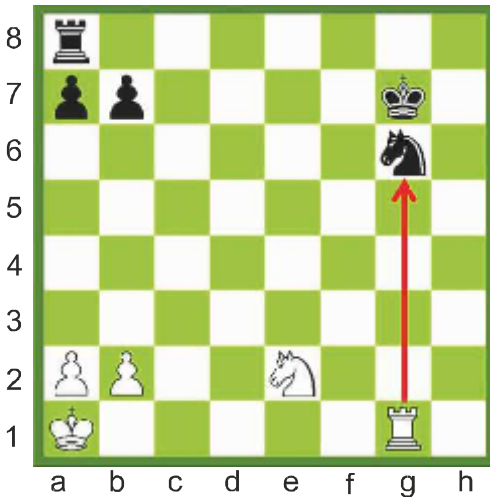


White has moved the rook to e1. White is now attacking the knight with two pieces. The knight is defended only once and Black cannot add to its protection, so White wins the knight.

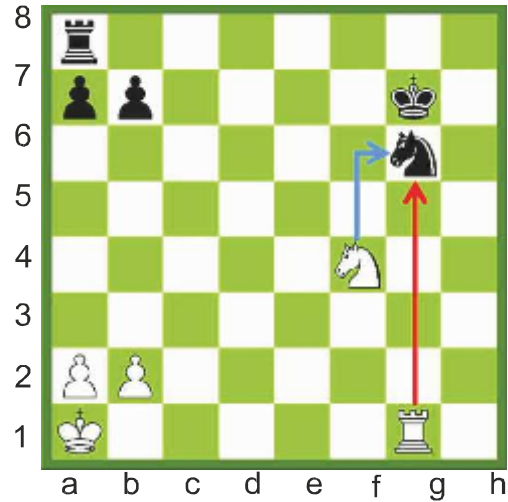




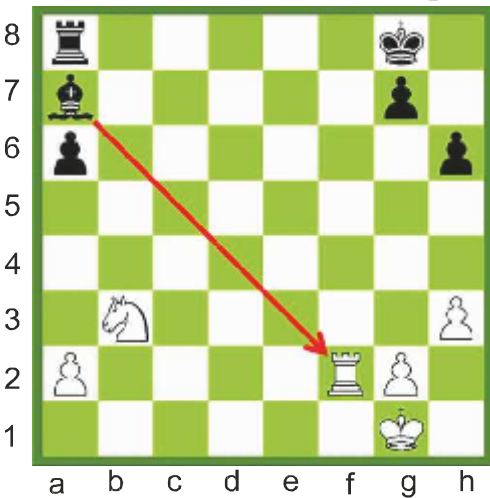
Attacking a piece pinned against a king: The object is to win the pinned piece - pin and win.



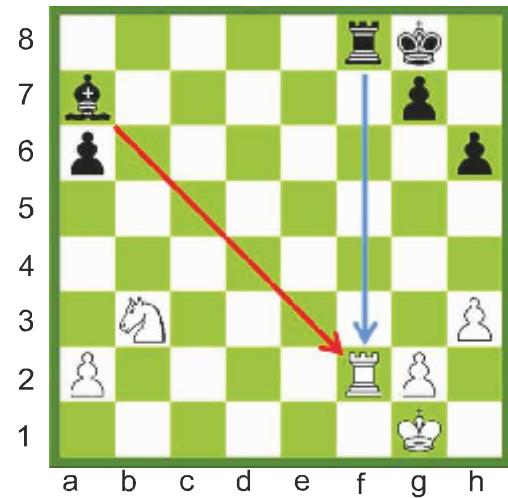
The black knight is pinned against the king. White could capture the knight with his rook, but this would not be a good exchange. White wants to take the knight for free. White just needs to attack it with two pieces.



White moves his knight to f4, attacking the black knight with a second piece. White will take this knight on the next move. Black can do nothing. He cannot move his knight away since it is pinned against the king.



The white rook is pinned against the king. Black can capture the rook. White captures the bishop with his king. This a profitable exchange for Black, but it is even better if he can get it for free. Black needs to attack the white rook with two pieces.



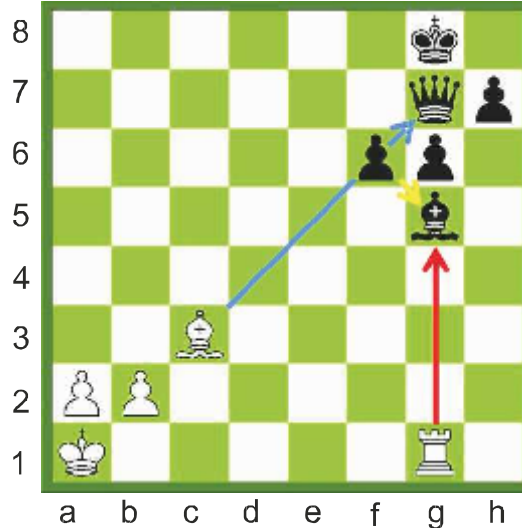
Black plays his rook to f8. Black is now attacking the white rook with two pieces. The rook cannot move since it is pinned against the king. No other white piece can protect the rook, so Black captures the rook for free.



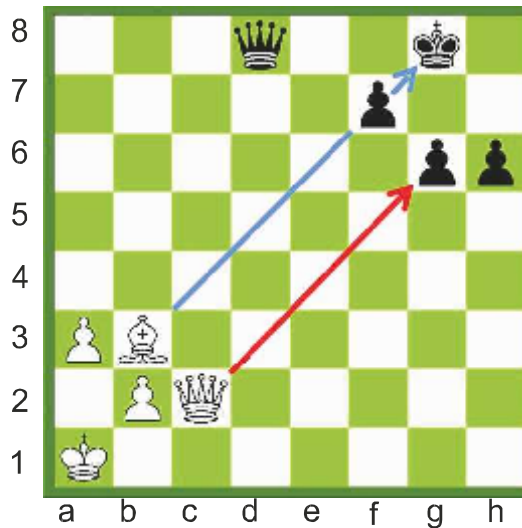


CAPTURING A PINNED PIECE

A pinned piece has limited defensive power. Anything protected by something that is pinned is vulnerable.



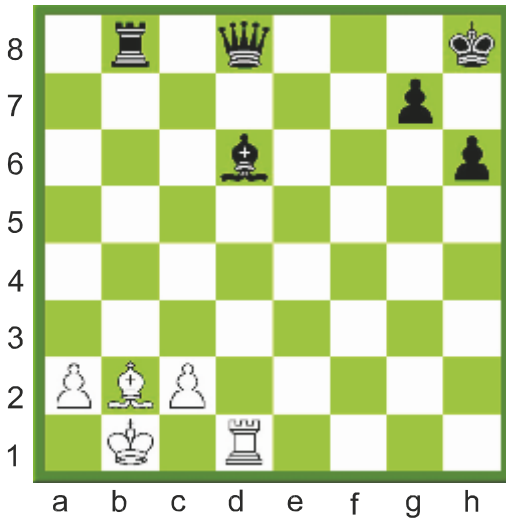
The black pawn on f6 is pinned against the queen. This pawn protects the bishop at the same time. Since a pinned piece has limited defensive capability, the rook can capture the bishop. If the pawn captures the rook then the bishop captures the queen.



The black pawn on f7 is pinned against the king. The same pawn needs to protect the g6-pawn. **A man pinned against a king has no protection capability.** Therefore the queen is free to take the g6-pawn.

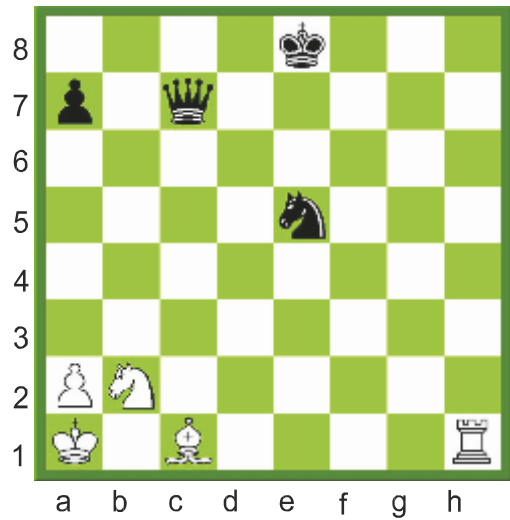


EXERCISES



Question-1

Which chessmen are pinned?



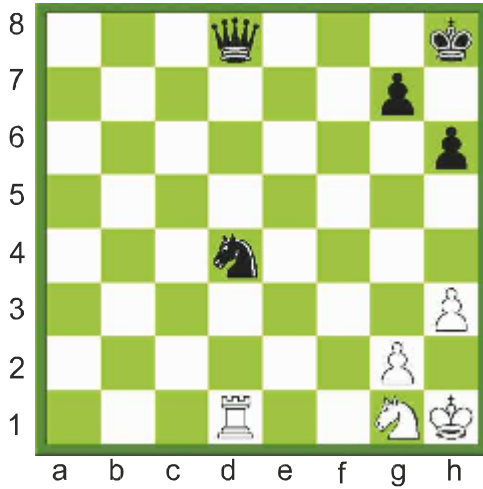
Question-2

A- What should White play to pin the black knight to the king?
B-What move should he make to pin it against the queen?

Pin

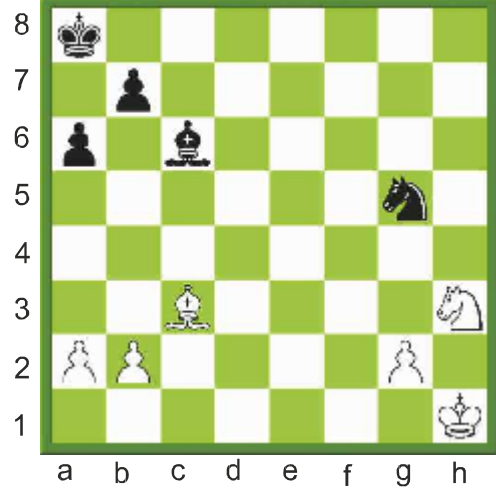


EXERCISES



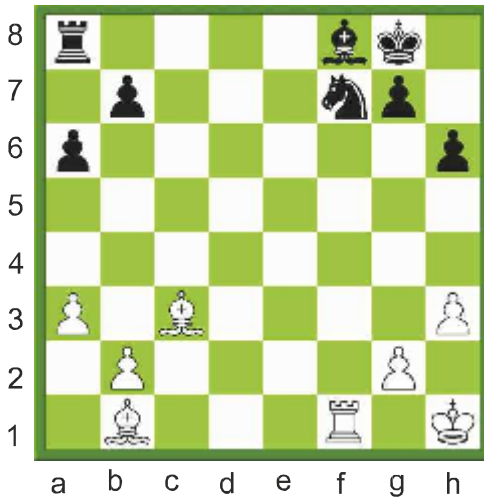
Question-3

What move should White make to win a piece from the pin?



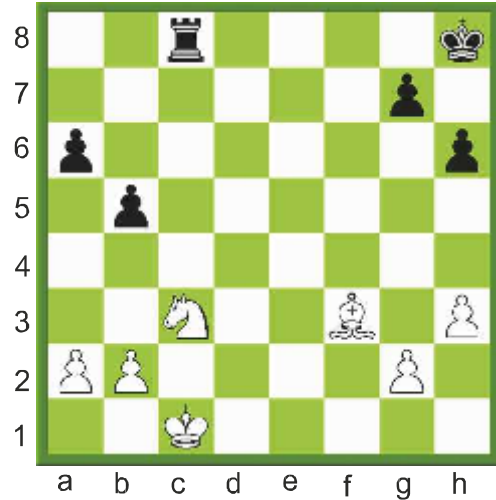
Question-4

Which piece can Black capture by taking advantage of the pin?



Question-5

What move should White make to win a piece using a pin against the king?

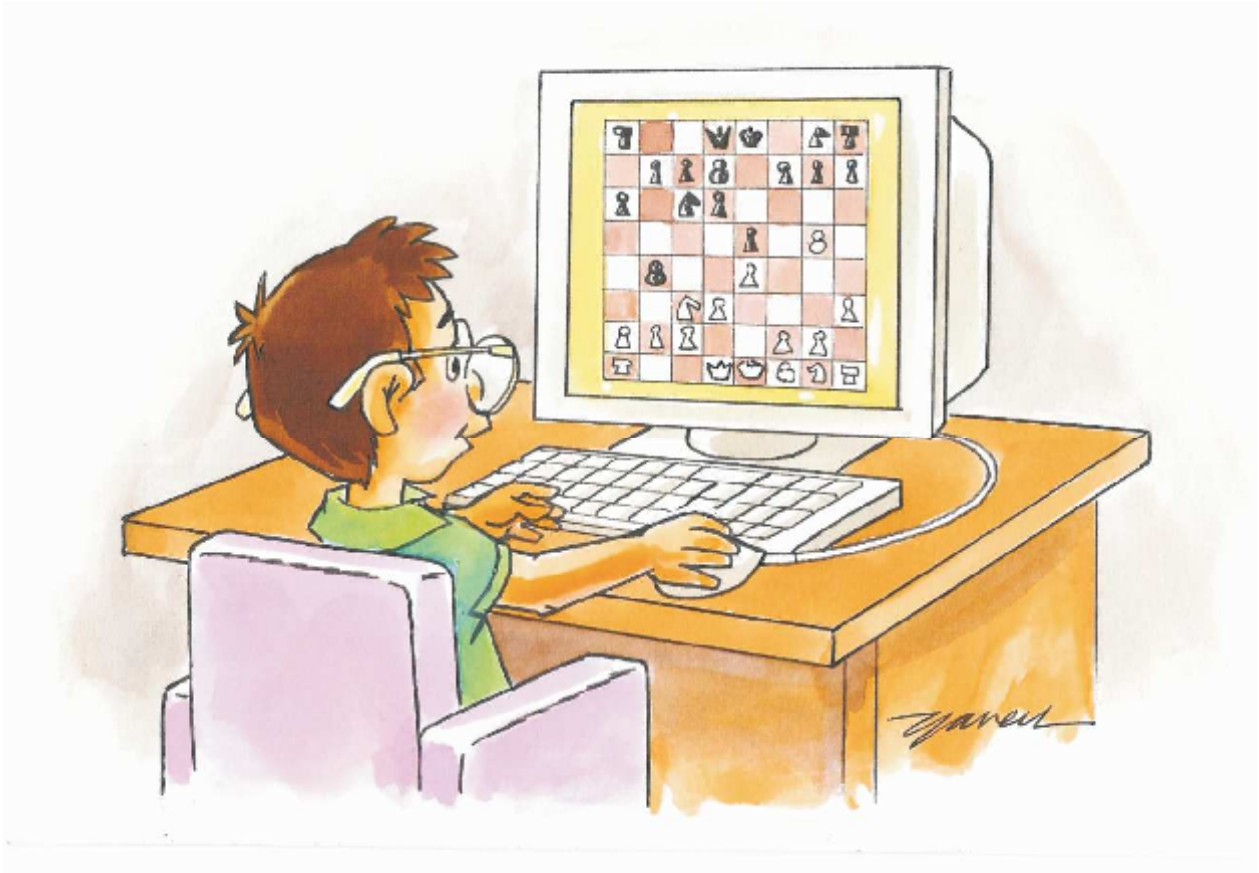


Question-6

What move should Black make to win the pinned piece?



UNIT 14 ENDGAME



u ENDGAME

u PAWN vs. QUEEN

u PAWN vs. ROOK

u PASSED PAWN

u SQUARE RULE

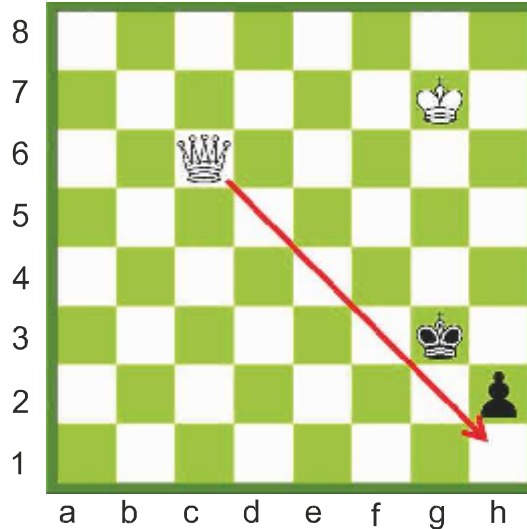
u PAWN PROMOTION





PAWN vs. QUEEN

In endgames with pawn vs. queen, the side with the queen generally wins the game. He first captures the pawn then checkmates with the queen. If the side with the pawn can promote it, then it is possible to draw.



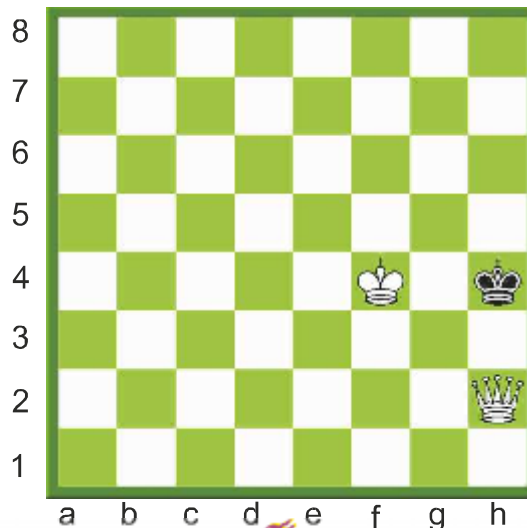
For White to win it is necessary to capture the pawn and then force mate. Black hopes to promote his pawn to a queen and then get a draw out of the game.

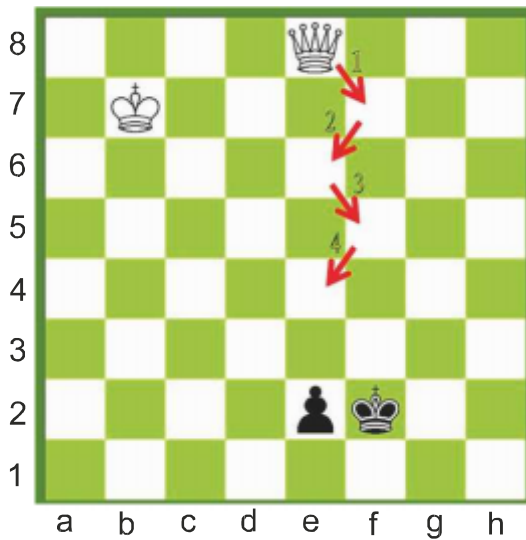
White has to move his queen to the square in front of the pawn. In this kind of endgame, the side with queen wins the game if the queen occupies the square in front of the pawn.

1.Qh1 Kh3 First, White occupies the square in front of the pawn.

2.Kf6 Kg3 Second, he moves his king closer.

3.Kf5 Kh3 4.Kf4 Kh4 5.Qxh2 # Finally, he checkmates.



**Dance steps of the queen:**

The black pawn is under the king's protection. If the pawn can make it to the first rank, it will promote to a queen. In this case, each side will have a queen and the game should be drawn. For White to win the game, he has to capture the pawn. Since the pawn is protected by the black king, White needs to attack the pawn with two pieces. White needs his king to come and help out.

1.Qf7+ Kg2 2.Qe6 Kf2 3.Qf5+ Kg2 4.Qe4+ Kf2

The queen dances closer to the opponent's king. She gives check and gives check on her first move. When the black king moves away from the pawn, she attacks that, getting closer to the pawn. She aims to make the enemy king step in front of the pawn. As soon as the opponent's king stands in front of the pawn, White has time to bring his king closer.

5.Qf4+ Kg2 6.Qe3 Kf1 7.Qf3+ Ke1

The black king had to step in front of his pawn. Otherwise, Black would lose his pawn. White must now bring his king closer.

8.Kc6 Kd2 9.Qf2 Kd1 10.Qd4+ Kc2 11.Qe3 Kd1 12.Qd3+ Ke1

The black king blocks his pawn once more.

13.Kd5 1-0

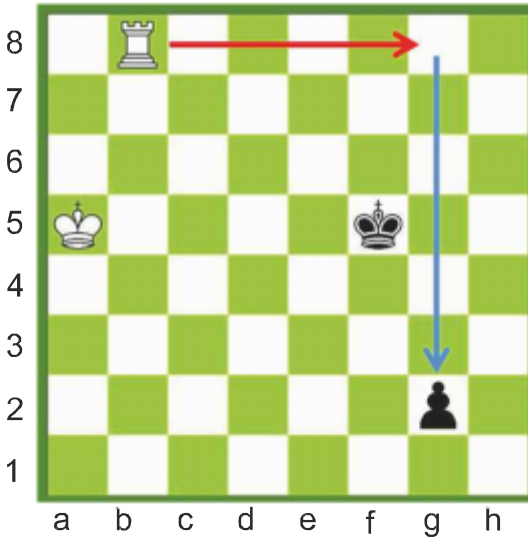
The white king gets closer. White repeats the sequence until his king gets to the pawn, which can then be safely taken by the queen.





PAWN vs. ROOK

This is one of the hardest of all endgame types. The side with the rook has to work hard to win. On the other hand, the side with the pawn has to try to make a draw. On rare occasions, the side with the pawn has winning chances. If the pawn can promote then he should win the game. This is why the side with the rook has to capture the pawn. Then, he needs to checkmate the opponent.

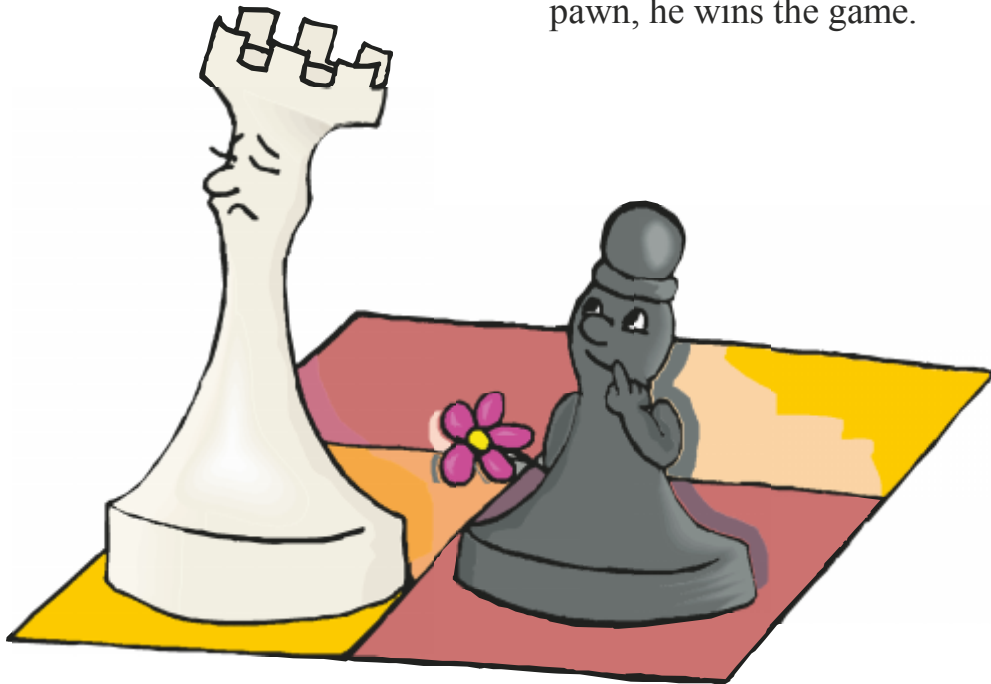


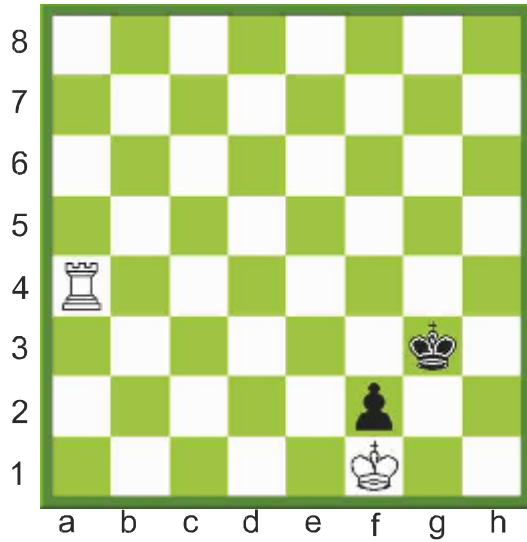
The rook should stay behind the pawn. Here it should move to the g8-square. With this move, the rook attacks the pawn. There are more than two squares between the pawn and the king. If the king is two squares or more away from the pawn, then he cannot protect it.

The rook first captures the pawn. Then it gives checkmate with the help of its king.

1.Rg8 Kf4 2.Rxg2

After White captures the pawn, he wins the game.





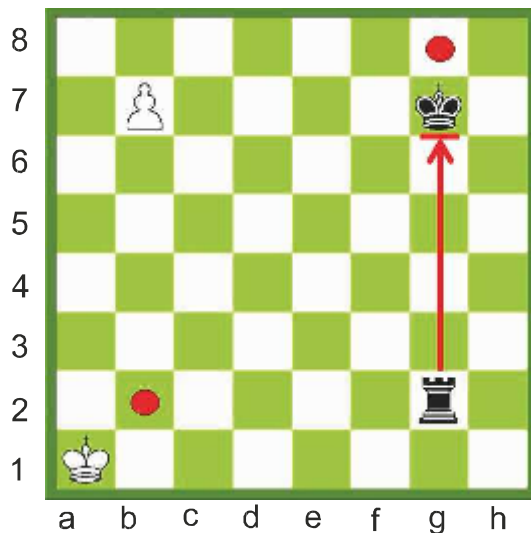
The king of the side with the rook can win if the king can block the pawn. In the position the white king is in front of the pawn. White wins this game.

1.Ra2

White attacks the pawn with two pieces. Black cannot protect the pawn. White captures the pawn. After that, he wins the game by forcing checkmate.

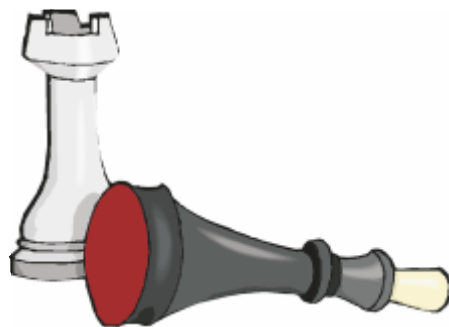
1...Kf3 2.Rxf2

1-0



Although it is Black's turn, he cannot prevent the white pawn from promoting. The pawn will promote in the next move. There are two squares from which the rook can control the promotion square: b2 and g8. But the rook cannot move to those squares since it would be captured on b2 by the king and his own king blocks the way to g8.

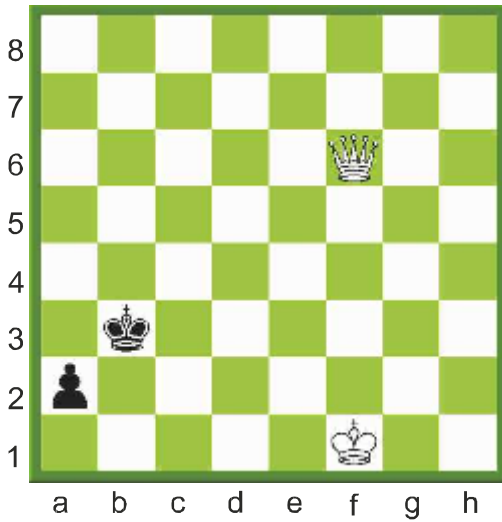
The white pawn will promote to a queen.



EXERCISES

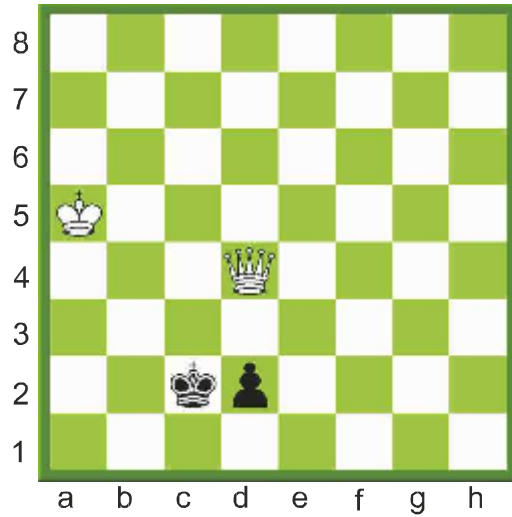


Endgame



Question-1

What move should White make here?

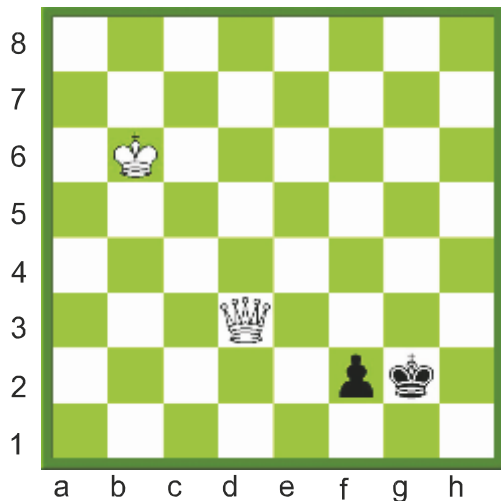


Question-2

How should White play in order to win the game?

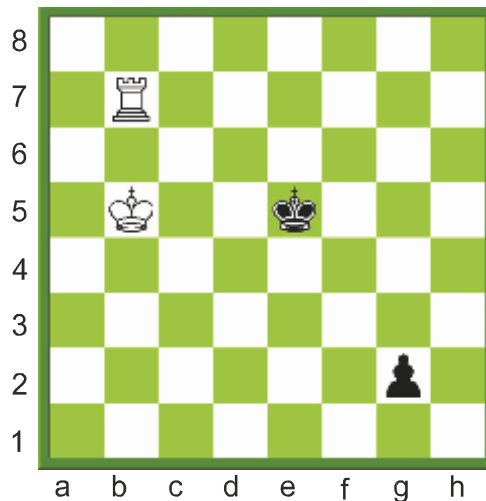


EXERCISES



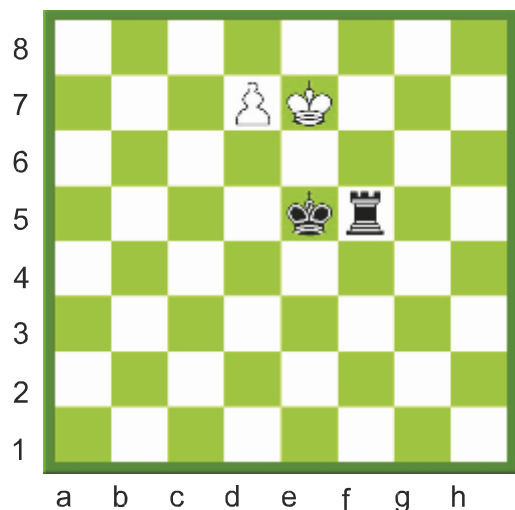
Question-3

Can Black make a draw?



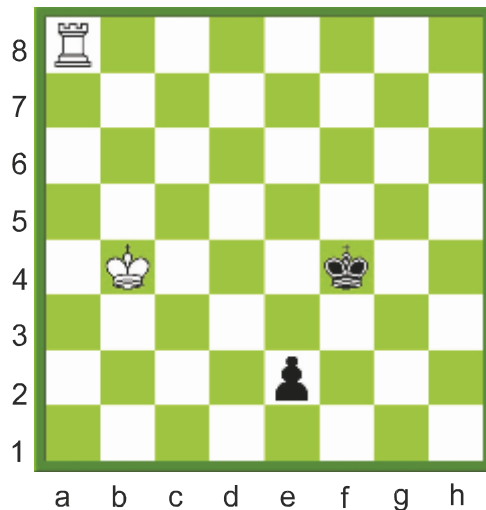
Question-4

How should White play in order to win?



Question-5

What should Black play in order to make a draw?



Question-6

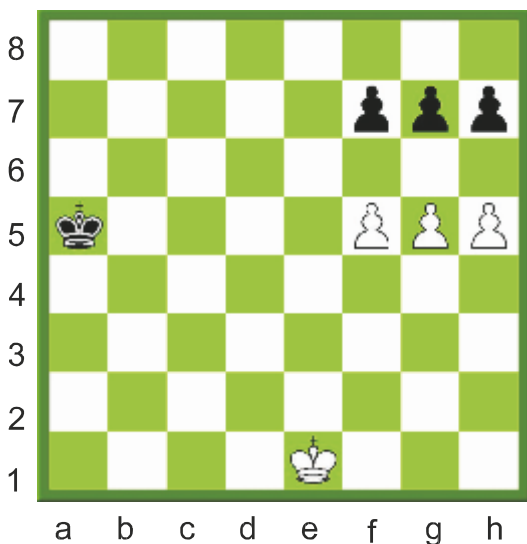
What should Black play in order to win the game?





PASSED PAWN

A pawn that has reached the last rank promotes. This characteristic of the pawn gives it a special power. For a pawn to promote, it is necessary to create a passed pawn. Creating a passed pawn often wins the game.



To create a passed pawn with a pawn sacrifice:

1.g6 fxg6

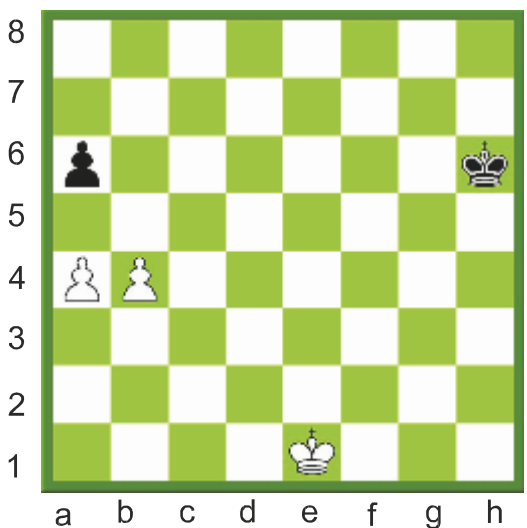
[1...hxg6 2.f6 gxf6 3.h6]

2.h6 gxh6

3.f6

1-0

White has created a passed pawn by sacrificing two pawns.



When two pawns are faced by one pawn, the easiest way is to create a passed pawn by advancing the unopposed pawn.

1.b5!

White succeeds in creating a passed pawn by this advance. Black has nothing to do against this plan.

1... axb5

2.axb5

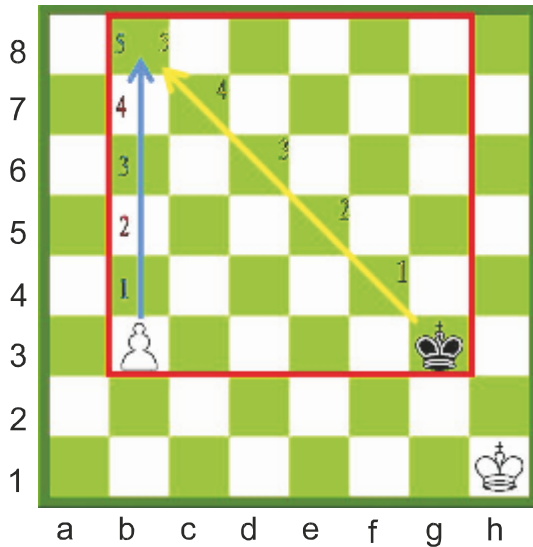
1-0



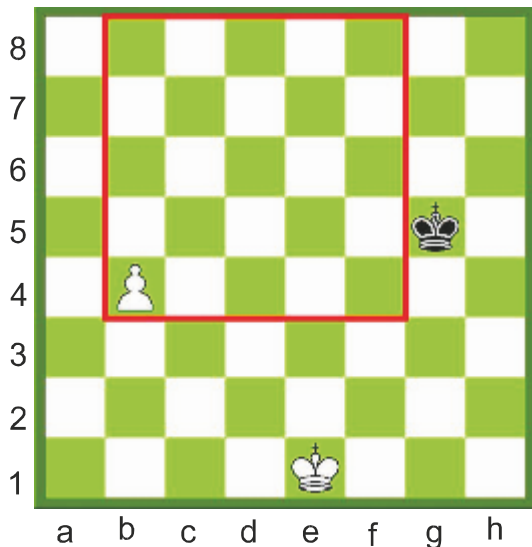


SQUARE RULE

If the pawn reaches the last rank, it promotes to a more powerful piece. The opponent's king has to try to prevent the pawn from promoting. To do that, he has to catch it. The **square rule** helps to calculate this. First of all, an imaginary square is drawn. The length of one side of this square is the distance to the promotion square.



The black king is inside the imaginary square



The black king is outside the imaginary square

According to the Square Rule:

The passed pawn and opponent's king are in the same square. The black king and the pawn are at the same distance from the promotion square. Both can get there in five moves.

Therefore, the black king can prevent the white pawn from safely promoting.

1.b4 Kf4 2.b5 Ke5 3.b6 Kd6 4.b7 Kc7 5.b8Q+ Kxb8

According to the Square Rule:

a- If it is White's turn to make a move, the black king cannot stop the white pawn promoting.

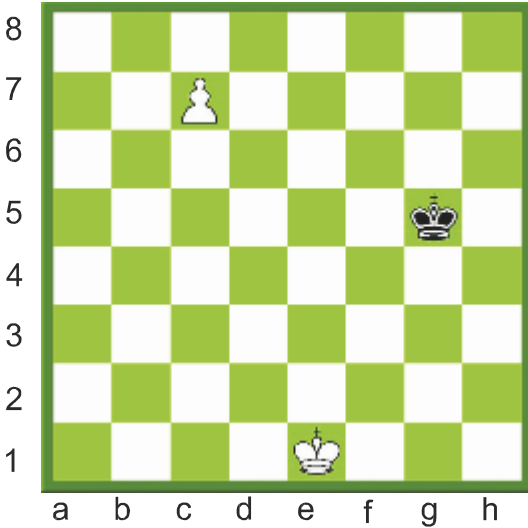
b- If it is Black's turn to make a move, the black king enters this imaginary square with the move he will make. The king being inside the imaginary square enables it to catch the pawn.



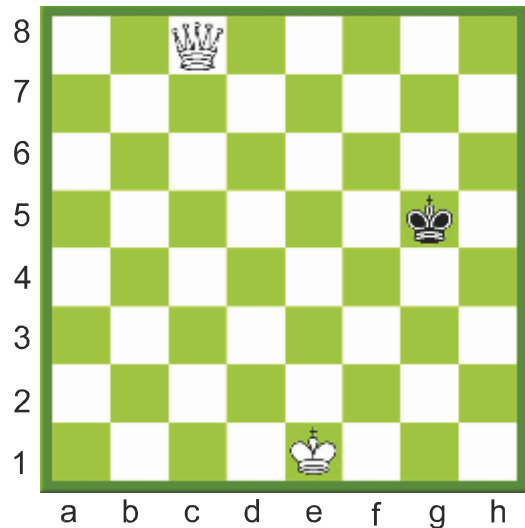
PAWN PROMOTION

A pawn reaching the last rank cannot remain a pawn any longer. It has to be replaced with any other piece than a king.

A pawn is generally promoted to a queen since she is the most powerful piece. But it is sometimes more profitable to promote to a rook or a knight. Even though it is rare, there are some special cases in which a bishop is preferred.



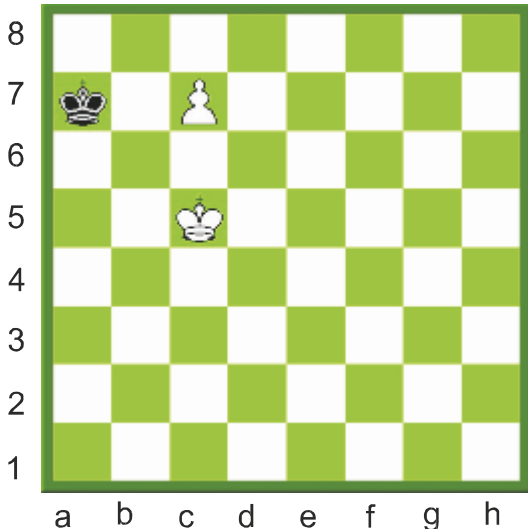
Before promotion to queen



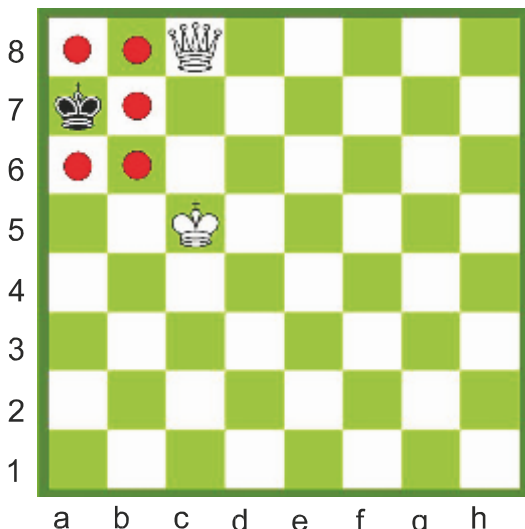
After promotion to queen

1.c8(Q) 1-0

The pawn reaches the c8-square. A pawn reaching the last rank has to promote. The pawn promotes to a queen.



Before promotion to queen



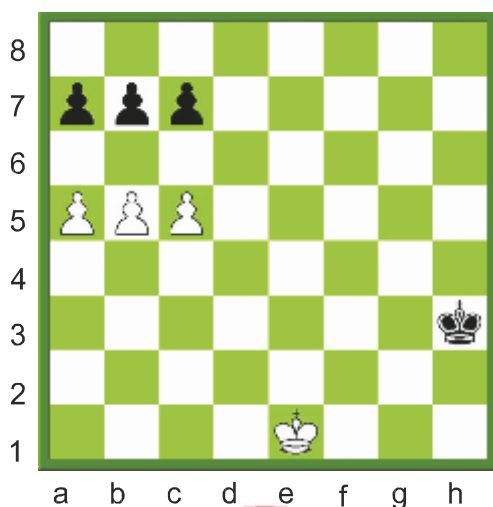
After promotion to queen

1.c8(Q)?

It is a bad move for White to promote his pawn to a queen since that leaves the black king with no move and he is **stalemated**. If White had promoted his pawn to a rook instead, he would have won the game.

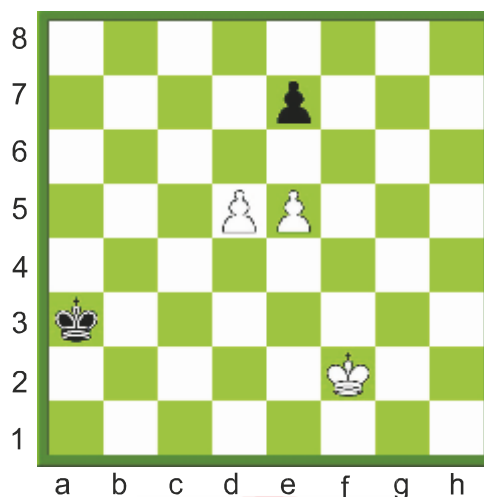


EXERCISES



Question-1

How should White play to create a passed pawn?

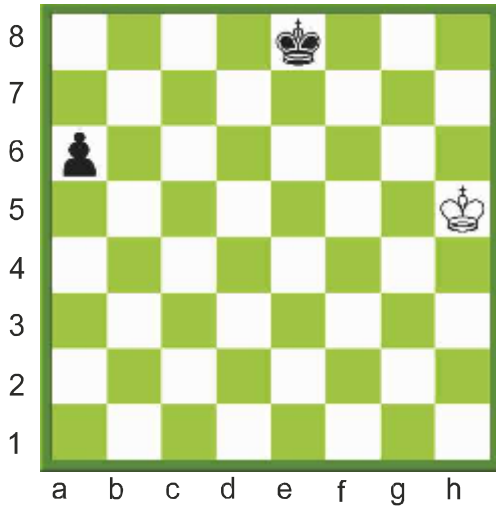


Question-2

How should White play to create a passed pawn?

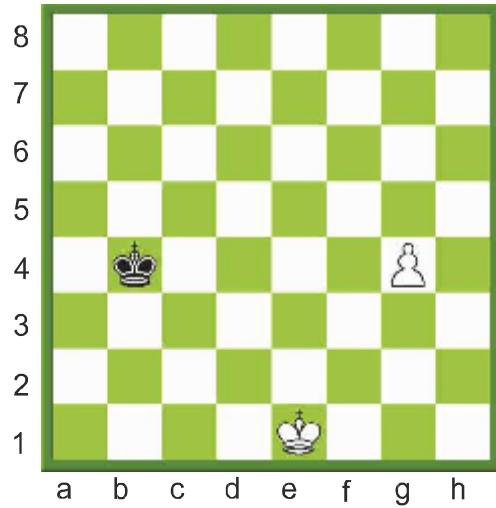


EXERCISES



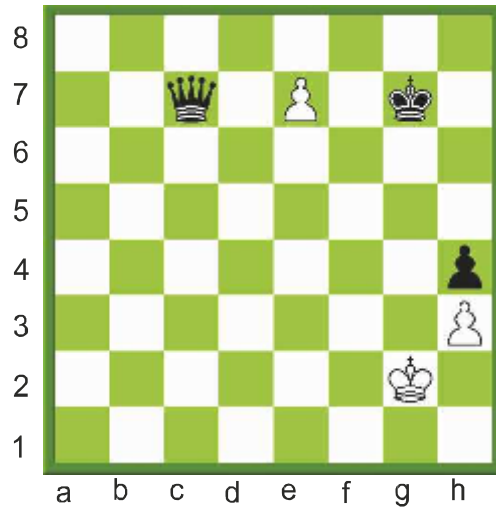
Question-3

Can the white king prevent the black pawn from promoting?



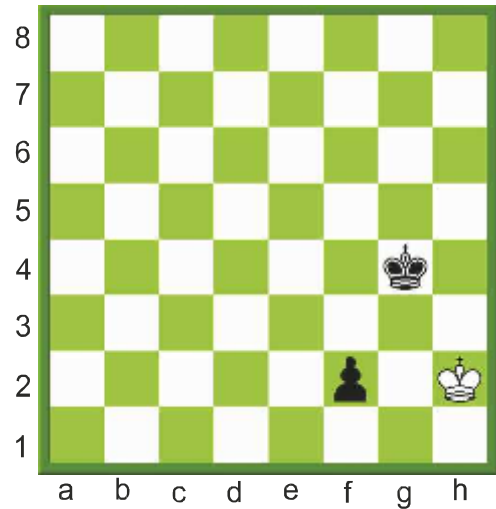
Question-4

It is Black's turn. Can the king prevent the pawn from promoting according to the Square Rule?



Question-5

What is the best piece for White to choose when promoting the pawn?



Question-6

To what piece should the black pawn promote?

UNIT 15 DRAWS



↳ DRAWS

- ↳ INSUFFICIENT MATERIAL
- ↳ STALEMATE
- ↳ REPETITION
- ↳ 50-MOVE RULE
- ↳ DRAW BY AGREEMENT





DRAWS

Games that neither side can win are drawn. In such cases, both players get half a point. There are several ways in which a draw may arise.

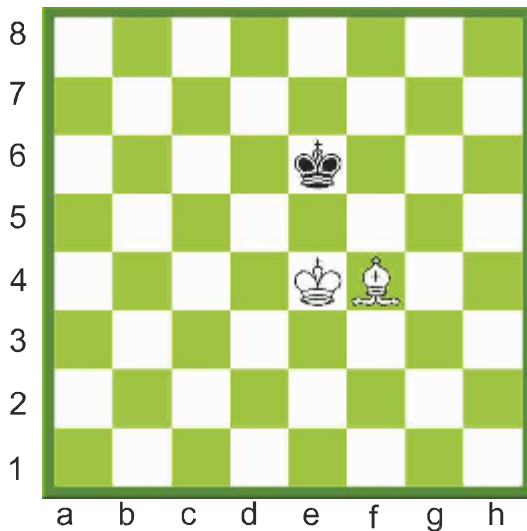
1-INSUFFICIENT MATERIAL

A certain amount of material is necessary in order to give checkmate. If both players do not have enough material to give checkmate, then the game is a draw.

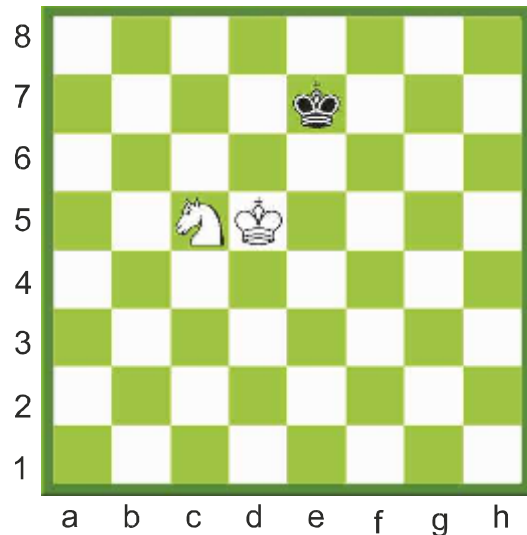
If only the kings are on the chessboard, then checkmate is impossible. If there is only one knight or only one bishop with the king, checkmate is impossible. The game ends in a draw.

In order to give checkmate, the king should have at least:

- A) A queen
- B) A rook
- C) A knight and a bishop
- D) Two bishops.



The king and the bishop cannot give checkmate. The game is a draw.



The king and the knight cannot give checkmate. The game is a draw.

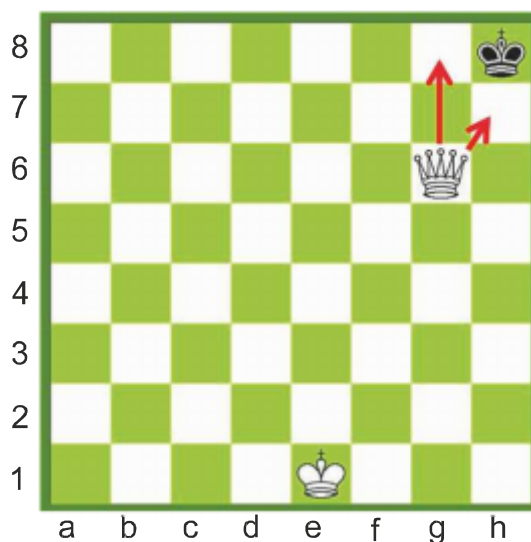
The king and the bishop are not enough to give checkmate. Similarly, the king and the knight are not enough either. These games end in draws. Each player gets half a point.





2-STALEMATE

One quite common kind of draw is stalemate. If a player cannot make any legal move and his king is not in check, the king is cornered and cannot move, but is not checkmate. In this case the king is 'stalemated'.



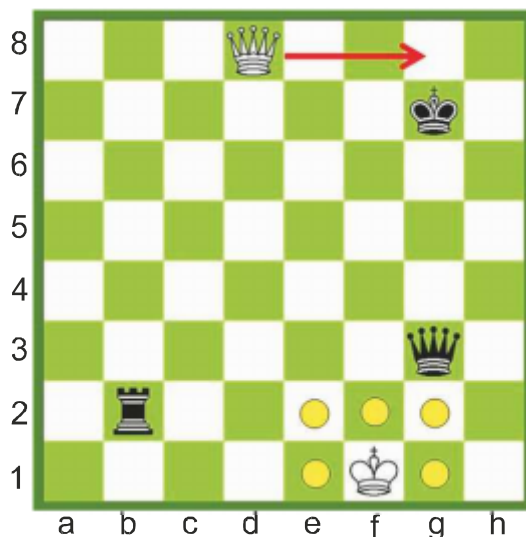
It is Black`s turn:

1-Black cannot make any legal move.

Black has only the king. The squares next to the black king to which he might be able to move are g7, g8 and h7. These three squares are under attack by the white queen.

2-The black king is not attacked yet.

For these two reasons, the game is a draw. The black king is stalemated. White has made a draw and gets only half a point instead of a whole point.



Getting a stalemate in a bad position is a success.

1.Qg8+ Kxg8
Stalemate.

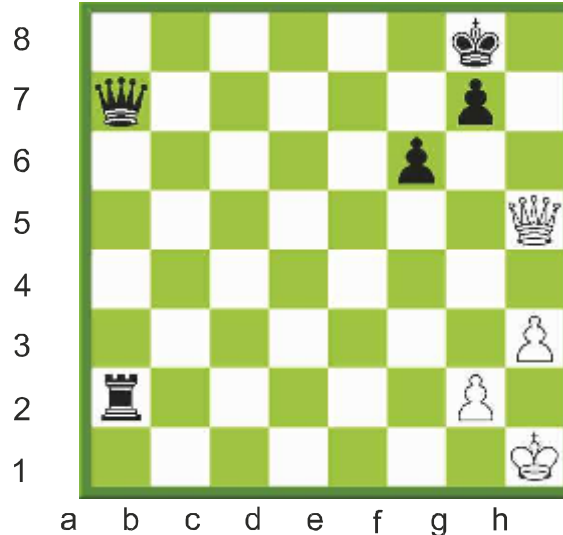
There is no square to which the white king can move.





3- THREEFOLD REPETITION OF A POSITION

If the same position is repeated three times, the game may end in a draw. This is often called **draw by repetition**. The position does not have to be repeated immediately and the moves that repeat do not have to be one after another, but the same player has to have the move. When the moves are repeated one after another, this is often called a **perpetual**. The moves have to be recorded correctly, one by one on a score sheet to prove the draw.



White draws by giving perpetual check:

1.Qe8+ Kh7 2.Qh5+ Kg8 3.Qe8+ Kh7 4.Qh5+

White gives check continuously and Black can do nothing to avoid it.

4- 50 MOVE RULE

During the last 50 moves;

- 1- No pawn is moved.
- 2- Nothing is captured.

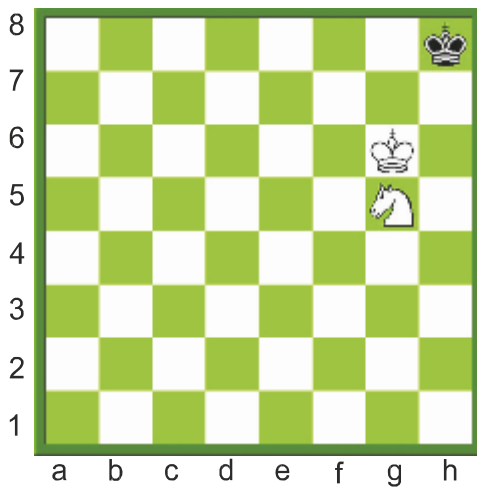
If these two conditions are met, the game may be drawn. The draw claim must be made correctly by the player whose turn it is to move. Either he writes his move on his scoresheet and declares to the arbiter his intention to make this move, which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture.

5- DRAW BY AGREEMENT

If one player offers a draw and the other player accepts, then the game ends in a **draw by agreement**.

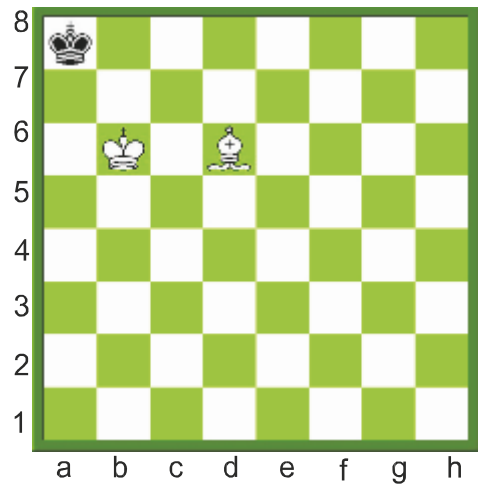


EXERCISES



Question-1

Why can White not win?
Please explain.

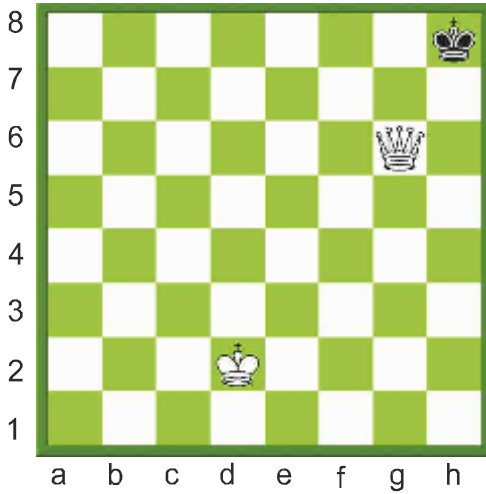


Question-2

Why can White not win?
Please explain.

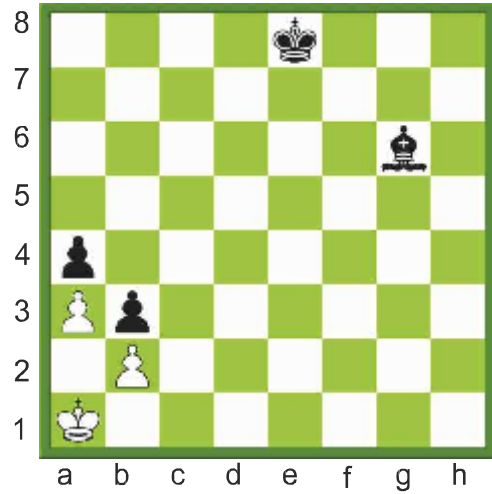
EXERCISES

Draws



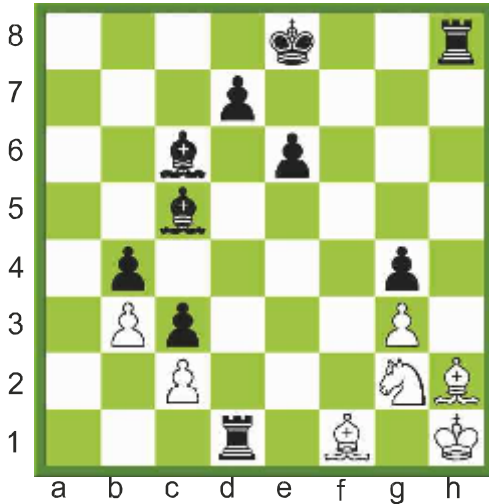
Question-3

It is Black's turn. What will be the result of the game? Please explain.



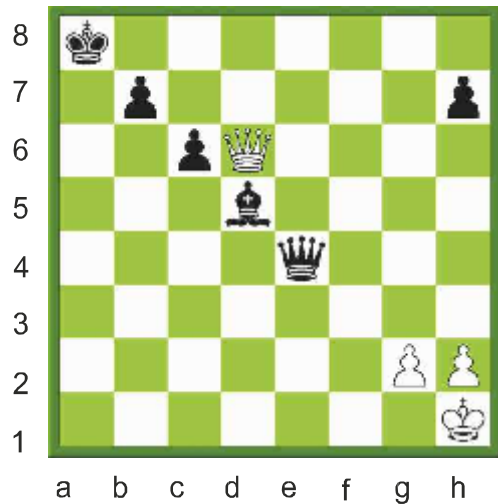
Question-4

It is White's turn. What will be the result of the game? Please explain.



Question-5

It is White's turn. What will be the result of the game? Please explain.



Question-6

Demonstrate how White can draw by perpetual check.



UNIT-16

THE CHESS WORLD



u THE CHESS WORLD

u HISTORY OF CHESS

u CHESS AROUND THE WORLD

u WORLD CHESS CHAMPIONS

u THE FIRST CHESS MACHINE (TURK)

u CHESS CLOCK

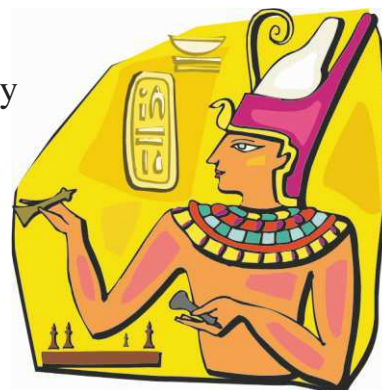




HISTORY OF CHESS

We already know that there was a game similar to chess in Ancient Egypt.

Chess was born in the sixth century in India. The game was inspired by the Indian Army of those days. The Indian Army consisted of four sections: the elephants, the cavalry, war chariots and infantry. The game was named **Chaturanga** which meant 'four sections' in the Indian language of that time.



In the following years, the game was travelled to Persia, which is now called Iran.

Later, the game spread through the Arab countries.

At the beginning of the 8th century, it arrived in Europe with the conquest of Spain by the Arabs.

The arrival of chess in Europe was a turning point for the game.

After the Arabic handwritings, the first printed chess book was prepared in Spain. Then it continued to spread to France, Italy, and the other European countries.

The Europeans made considerable changes to the rules of the game. Chess had been a game of slow-moving pieces. The rule changes made it much faster. In the 15th century, the rules started to look like those we use today. Previously, for example, the queen could move only diagonally and just one square at a time. The bishop used to move two squares diagonally and could jump. The most powerful piece was the rook. Castling did not exist and the pawns were completely restricted to moving just one square.

CHESS MYTH

The story goes that chess was invented by one man to please his king. The ruler liked it so much that he offered the inventor anything he wished. The man asked only for some grains of wheat. The king asked how much wheat the man wanted.

The inventor asked for one grain of wheat to be placed on the first square of the chessboard, two grains on the second, four grains on the third, eight grains on the fourth and so on, doubling the number for each square.

The king thought this was a very modest demand and accepted the request. The king then gave orders to his council to give the inventor that amount of wheat. They began to count out the grains, but they soon realized that all the wheat in the whole country would not be enough. The total is 18,446,744,073,709,551,615 grains - a heap higher than Mt. Everest!





CHESS AROUND THE WORLD

Chess is now played in every country of the world and even in space. FIDE (Federation Internationale Des Echecs) (the World Chess Federation) was set up in 1924 in order to organize international chess activities.

With the foundation of FIDE, the rules were revised. The laws of chess today are the same in all countries.

FIDE organizes many events each year. The most important are: 'Men's' (Open) World Championship, Women's World Championship, World Junior Championship and many age group championships.

Moreover, once every two years the Chess Olympiad is held. The 40th Chess Olympiad is being held in Istanbul in 2012.

An international rating system has been established in order to calculate the playing strength of every player. The FIDE Rating System was invented by Professor Elo. Players gain and lose rating points according to their performance. Players can also gain international titles. The highest playing title is Grandmaster (GM).

World Chess Champions World Chess Champions since 1886

William STEINITZ
Emanuel LASKER
Jose Raul CAPABLANCA
Alexander ALEKHINE
Max EUWE
Mikhail BOTVINNIK
Vassily SMYSLOV
Mikhail TAL
Tigran PETROSIAN
Boris SPASSKY

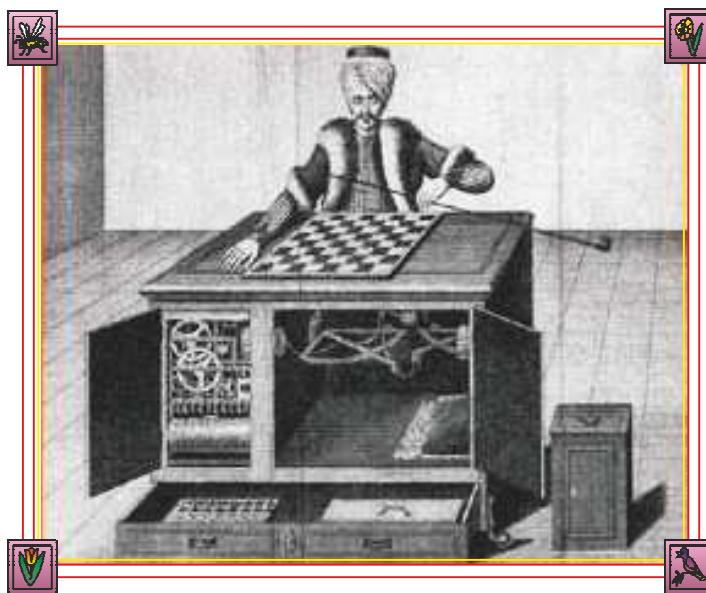
Robert FISCHER
Anatoly KARPOV
Gary KASPAROV
Alexander KHALIFMAN
Viswanathan ANAND
Ruslan PONOMARIOV
Rustam KASIMDZHANOV
Veselin TOPALOV
Vladimir KRAMNIK
Magnus CARLSEN (2013)





THE FIRST CHESS MACHINE

“TURK ”



The Hungarian Baron Kempelen invented a chess machine in 1769. It is illustrated above. A human hid inside - not on the right, but behind the ‘machinery’ on the left. The dummy was dressed in the military uniform of an Ottoman soldier, so this chess machine acquired the name ‘TURK’. The hidden human worked the Turk’s mechanical arm to move the pieces. The secret of the machine was revealed by one of its operators in 1834.

It attracted great interest in its time. The TURK proved to be especially popular with European Emperors and was shown in many of their palaces.

In 1769, He was first shown at the court of the Austrian Empress Maria Theresa in Vienna.

In 1783, He was transferred to Paris. He played in the same year against the Austrian Emperor Joseph II.

In 1784, He was sent to England.

In 1785, He played against Frederick, the Great.

In 1809, He played against Napoleon.

In 1826, He was brought to Philadelphia City in the USA.

In 1837, He was taken to Havana.

In 1838, He was back in Philadelphia.

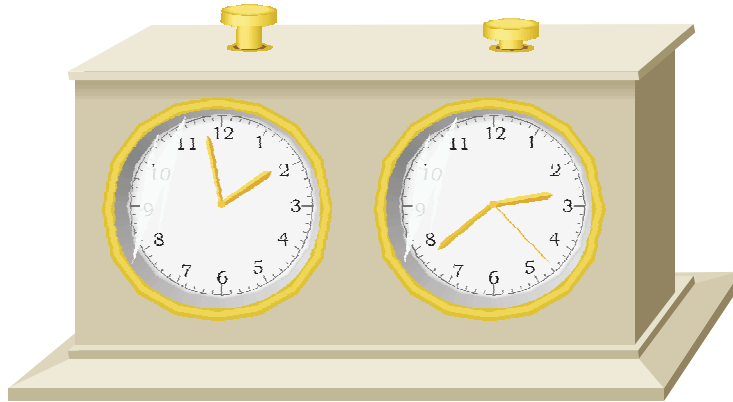
In 1840, He was exhibited in a Chinese museum in Philadelphia.

In 1854, He was totally destroyed in a fire.





CHESS CLOCK



In chess tournaments, chess clocks are used. The clock limits the thinking time of the players. There are two clocks in one in a chess clock, one for each player. When you make a move, you press your button. That stops your clock and the opponent's clock starts running.

Players have to complete their moves within a defined time. If a player cannot complete his moves within that period, his time runs out and that is a loss on time (still called 'flag fall' even though modern digital clocks do have flags that can fall).

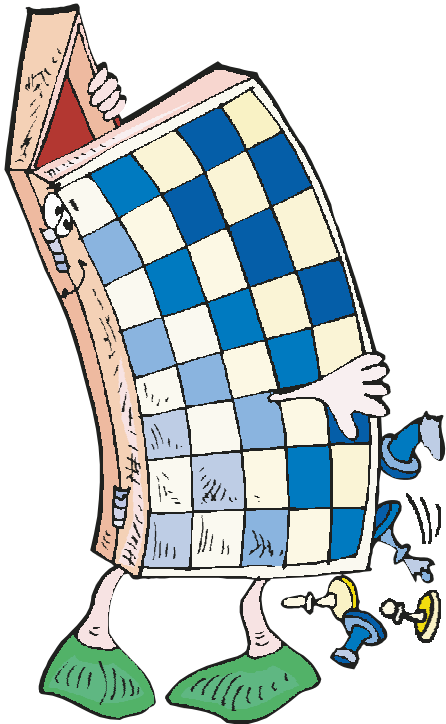
Some rules to be obeyed when using a chess clock:

- 1- The arbiter decides where to place the clocks before the game starts.
- 2- Black (or the arbiter) presses his button to start the game.
- 3- You must press the clock button with the same hand that you used to make your move.
- 4- It is forbidden to keep your hand on a button of the clock.
- 5- The chess clock must be treated with respect. It is forbidden to bang the button with hand or piece.





CHESS GLOSSARY



Capturing en passant: A pawn captures a pawn passing by under certain conditions.

Curtain: The position of a piece masking an attack.

Diagram: The representation of a board position.

Discovered Check: To give check with a piece by moving another chessman.

Double Check: To give check with two different pieces at the same time.

Double Threat (Attack): To attack two pieces at the same time.

FIDE: Acronym for Federation Internationale Des Echecs (World Chess Federation).

File: The vertical lines on a board are called files.

Fork: Attacking two men with a single man. **Gambit:** An opening involving a pawn sacrifice. **Kingside:** The side where the king stands in the initial position.

Major Piece: The rooks and the queens are called major pieces.

Minor Piece: Bishops and knights are called minor pieces.

Notation: Recording the moves in a chess game.

Opposition: The position in which two kings stand opposite each other.

Passed Pawn : A pawn with no opponent's pawn in front.

Pawn Promotion: Transformation of a pawn reaching the last rank into a piece.

Perpetual Check: To give check continuously (perpetually).

Pin: Three chessmen in a line: the pinner, the pinned (piggy in the middle) and a target beyond which is more valuable than the pinned.

Queenside: The side where the queen stands in the initial position.

Rank: The horizontal lines on a board are called ranks.

Sacrifice: To give up material in the expectation of gaining more.

Skewer: A piece attacks along a line an enemy man, and like an x-ray, attacks something beyond it on the same line.

Stalemate: A position in which the side to move cannot make any legal move and whose king is not in check.

Threat: Attacking a piece.

To give Check: To attack the opponent's king.