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UNIT 1
GETTING TO KNOW CHESS

SUBJECTS

WHAT IS CHESS? (p2)
HISTORY OF CHESS (p165)
CHESS IN THE WORLD (p166)
The IMPORTANCE OF CHESS

MEET WITH CHESS
UNIT 1

THE AIM OF THE UNIT

To introduce chess game. To emphasize this game as a sport. To teach the benefits of chess.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
1- Knowledge about chess as a sport from quotations of famous people.
2- The advantages of chess.
3- Information about chess history.
4- Information about chess in the world.

SUBJECTS

Meet With Chess
History of Chess
The Importance of Chess

EQUIPMENT

Chess Set
Demonstration Board
Computer
Projection

WHAT IS CHESS? (p2)

Chess is a branch of sport, which is played between two players. Chess includes all features of sport. This game is played on a chessboard with chessmen (pieces and pawns).
The chessmen are of two colours, one light, one dark, often referred to as ‘white’ and ‘black.’
One player plays with the white chessmen and the other plays with the black ones. At the beginning of the game, each side has 16 men and these pieces and pawns take their places on the board in a particular order. The players make their moves one by one, taking it in turns to do so.
The movement of a chessman is called a “move”. The game starts with the first move of white. The aim of the game is to beat the opponent by ending the game with “checkmate”.

Kulaç Teacher Guide
RULES OF CHESS

Chess game is played according to the rules of FIDE (Federation Internationale des Echecs).

FIDE RULES

Article 1: The nature and objectives of the game of chess
1.1 The game of chess is played between two opponents who move their pieces alternately on a square board called a ‘chessboard’. The player with the white pieces commences the game. A player is said to ‘have the move’, when his opponent’s move has been made.
1.2 The objective of each player is to place the opponent’s king ‘under attack’ in such a way that the opponent has no legal move. The player who achieves this goal is said to have ‘checkmated’ the opponent’s king and to have won the game. Leaving one’s own king under attack, exposing one’s own king to attack and also ‘capturing’ the opponent’s king are not allowed. The opponent whose king has been checkmated has lost the game.
1.3 If the position is such that neither player can possibly checkmate, the game is drawn.

HISTORY OF CHESS (p165)

It is known from inscriptions found in Egypt that a game similar to chess was played in BC 3000. The book, History of Chess (1913) by H.J.R. Murray mentioned that our game first appeared in India in 570. The armies of India consisted of four sections: elephants, horses, chariots and foot soldiers. The game was named Chaturanga and this name was the combination of the Sanskrit words catur, meaning four and ange, meaning part. Chess reached Persia in 625 and the Persians gave a new name to this game called Shatrang. Later on the game spread to the Arabian Peninsula. When the Moors captured Spain at the beginning of 8th century, so the game passed into Europe.

It was a turning point for chess. The Portuguese Lucena wrote the first chess book in 1497. Chess had spread to Italy, France and all around Europe by the Renaissance period. There were important changes to the rules after chess came to Europe. New rules were added to speed up the game. Chess had been a slow game, with the queen moving just one square and the bishop was limited to jumping one square along a diagonal. The strongest piece was rook. In the 15th century the queen and bishop acquired their modern powers of movement. There have been very few rule changes in the last 500 years, one of them making castling a single move (it had previously been made as two separate moves).

The first official chess tournament was arranged in London in 1851. The leading English player of the mid 19th century, Howard Staunton, was one of the first to attempt to codify the rules. FIDE has issued the official rules since its creation in 1924.

THE LEGEND OF CHESS

Legend has it that in the province of Taligana, in India, there lived for many years a rich and generous king named Iadava. An adventurer named Varangul attacked Iadava’s kingdom. He had to wield his sword, and in front of his army, faced Varangul’s army. Iadava, who was a military genius, defeated Varangul in the fields of Decsina, but he paid a heavy price for his victory, his son Adjamir died in combat. There was so much sadness in Iadava’s heart that he locked himself in his castle, and no longer wanted to talk with anyone. His only consolation was to repeat the manoeuvres of combat in a sandbox, as a tribute to the memory of his beloved son Adjamir.
But one day, a young Brahmin came to the sad palace. He was named Lahur Sessa, from the village of Manir. He asked the guards to see the king, saying that he had invented a game especially for him in order to cheer his hours of solitude. Iadava decided to receive Lahur Sessa in his palace. He had a great curiosity to see the game which had been invented for him. When Lahur Sessa was in front of the king, he gave him a beautiful board divided into sixty-four squares, with thirty-two pieces: sixteen of white and sixteen of black. The two groups of pieces represented, according to Lahur Sessa, two armies, the army of Varangul and the army of the king. After some brief explanations, the king began to play with great enthusiasm, really fascinated with the new game. And it happened that Iadava had to sacrifice a rook to win the game (exchanging a more valuable piece for a less valuable one). This opportunity was exploited wisely by Lahur Sessa. He told the king, "Sometimes we need to make a sacrifice to achieve a greater good for everyone."

Iadava caught the acute observation which made reference to his son Adjamir, sadly dead in combat. Pleased with the beautiful game that Lahur Sessa had invented for him, Iadava told Lahur Sessa, "Ask me what you want and I will give it to you immediately." Sessa kindly explained to Iadava, "I would like to receive a grain of wheat for the first square, two grains of wheat for the second square, four grains of wheat for the third, eight grains of wheat for the fourth, and so on until the sixty-fourth square." Hearing such a humble request, Iadava began to laugh and could barely stop. After a while, he ordered that the request be fulfilled. Later, mathematicians confusedly came to the king to tell him that it was impossible to accommodate that request. The quantity of wheat was so great that all the wheat from his kingdom was not enough to pay what he had promised Lahur Sessa. The incredible amount of wheat after reaching the sixty-fourth square: 18,446,744,073,709,551,615. Iadava was amazed by such an impressive figure. He told Sessa, "Unhappy is he who assumes the burden of a debt whose worth cannot be measured by the simple means of his own intelligence." Iadava embraced Sessa and appointed him to the post of first vizier (chief adviser) for life.

THE IMPORTANCE AND ROLE OF CHESS IN CHILD EDUCATION

All parents want their children to grow up physically, emotionally and mentally. For this reason, many parents send their children to social and sport facilities. The aim is, besides the development of child, that they want him/her to recognize his/her environment better and improve his/her social abilities with better communication skills. Sport and social activities have an important role to improve these skills. The sport of chess has special importance in this field.

The place of chess sport is important in education. This is natural because there is a similarity between chess and life, more so than other sports. Some people have tried to establish similarities between other sports and life, even writing books and making movies. However, none of the other sports match with life like chess does. Chess is the expression of struggle in life, both in the past and in the future. Benjamin Franklin said about this “Chess is a kind of life, life is a kind of chess.” A famous chess trainer, Vasyukov, defined this similarity as: “Chess is a little model of big life.”

We now need to answer a question: what are the benefits of the similarities between life and chess for chess players in general and our children in particular? We understand the importance of chess in child education. If we consider the similarities between life and chess, chess is a little model of life and to grasp this model enables us better to understand life. So
we can benefit from this model for the things that we want to use in life. We can use learning as a tool of teaching.

We can use chess as a teaching tool in the education of the child and give our messages about life by using chess as a model. Even if we do not use this method, the child who starts to grab the philosophy of chess will realize that things they learn on the chessboard are valid for life, too. In this aspect, chess teachers have big responsibilities. Do not consider chess just as a game. You should blend practical chess ideas and the philosophy of chess in appropriate doses to the child. In this way, we provide the maximum benefit that we want to extract from this game.

When we try to teach our children about right and wrong, we frequently see that this is not working, and that can be irritating. Chess shows how our decisions and subsequent moves give shape to the game and determine results, introducing the idea that actions have consequences, there is correspondence between cause and effect. As a result, the child realizes that behaviour in daily life has results, like in chess.

Struggle is a basic of both life and chess. Chess is the management of struggle, skill of management, art of management even sometimes crisis management. Chess is an expression of the need for both long and short terms goals – a valuable life lesson. Without any goals, both the game and life itself will be meaningless. Chess teaches how to make a plan by using the most rational and economical possibilities to reach the goal. On the way to the goal, it introduces the importance of being cautious against all negativities and that all moves should serve to help achieve the real goal.

Success is another concept that we should teach our children. Here again, we can benefit from chess while we are teaching the concept of success. Everyone has success as a target. Children want to be successful immediately and easily, however success is not a favour simply given to people. There is a long process, including patience, determination, sacrifice and planned working behind success. Briefly, there is a cost. The cost of success is paid for in advance, while the cost of failure will be paid in the future. Although there may be important effects of luck and coincidence, there is direct proportionality between cost and success. This is also true of chess. No other game expresses success on a worldwide scale, with comparable numerical values, as chess does. If a child trains to improve his/her play, their 'rating' will increase, both national and international (FIDE). A child will realize that they are on the ladder of success, and as long as he/she pays for the cost, he/she will understand the fact that every success story has some cost to it.

It is accepted that chess sport is a projection and simulation of life and has positive, permanent effects on child education. Alekhine, one of the world champions, stated that “he educated himself by courtesy of chess.”

Parents complain about concentration difficulties of their children. Concentration does not increase when they focus on a subject. Motivation and fascination are the most important factors in providing concentration; the child concentrates on the things he/she likes and wants. Concentration can be learned. The child, who has learned concentration with the help of chess, then uses this gained characteristic in other fields. It makes it easier for them to concentrate on other subjects and their lessons in the future. Concentration problems of children who play chess will be decreased significantly.
The positions which are going to arise as a result of different variations on the chessboard awaken the mind, improving memory. First, you think of the best position in your mind and then play the move on the board. When children keep the things they want to do in the forefront of their minds, their creativity and self-confidence will be increased.

Most chess players have at least some ability to play the game without looking at the pieces on the board (‘blindfold’). Beginners cannot do this, because this is something that develops in parallel with game practice. Memory is the form of storing knowledge and using this knowledge when it is needed. We can talk about a good memory if this mechanism works very well. Memory has lots of branches. Chess has a strengthening effect on memory, especially positional memory. Keeping moves in mind is the result of a developed memory. The basic element which builds up memory is forcing storage. Chess decreases the problem of forgetfulness. It is possible to say the improved memory is not limited to chess, it also has an effect on other fields.

Another important factor which chess teaches our children, is the ability to use time efficiently. Most people think that in the modern day, it is increasingly important to use time efficiently and we have to teach our children the concept of time. The importance of time has increased because life is accelerating. We can also say the importance of time will increase even more because life will accelerate faster still. Time is not just a concept, it also determines lots of other concepts.

Chess is not a speed game against time. However it is a thinking sport, usually played within a determined time period. So, just playing either fast or accurately is not enough. Effective play is the ability to combine both. That means the ability to take the right decision in a determined period. That is precisely what life demands from us.

There is time pressure in daily life. Time puts big pressure on us and this causes us to make mistakes. A child who is late for school is under stress. This child is more likely to make a mistake. A child who can’t complete his/her lessons on time feels uncomfortable. He/she is not in tune with his/her environment. Chess is the best game to emphasize the importance of time and to increase time management skills.

It is interesting to see what happens when children first start to play a game with a time limit, using a chess clock. Although the child may have one hour of thinking time available, it can frequently be seen that the child makes bad moves very quickly as a result of panic stemming from ‘time pressure.’ When the same child gets used to playing with clocks, he/she will make the right moves even though he/she has only one minute left. There are two reasons for this. Firstly, the child gets to know time better, and then he/she discovers his/her skills. The child will know what he/she can do or not in a certain amount of time when he/she recognizes his/her capacity. For example, put the king and rook, against lone king and give 30 seconds on the clock. The child should checkmate comfortably in the given period. Because the child knows how to checkmate, so he/she knows there is enough time to achieve it. The child, who plays badly with an hour, will become a child who plays both well and calmly although he/she has only one minute left. When the skill of using time increases, panic attacks, often the result of impatience, will become a thing of the past.

Chess can also help us better to understand our children. Chess reflects many characteristics of a chess player’s personality. It is possible to obtain some clues about understanding of the game if we know someone’s personality. The reverse is also true. We can obtain some clues...
about someone’s personality by considering their understanding of chess. It is possible to see the personalities of the children who are self-possessed, sceptical, avoiding risk, systematic and so on, while others like to attack and do not avoid taking risks. Not only the understanding of the game, but also the style of playing gives information about their personalities. When a child trusts himself/herself, they choose different moves compared with those played by a child who does not trust himself/herself.

Do we understand our children well enough? We may know the standard reactions of our children very well, but the most important thing is to know them under extreme conditions. Do we know the reactions of our children to happiness and anger? Do these situations make it difficult for us to recognize our children? It is more important to know how our children react and cope when they are in trouble than their behaviour under normal conditions.

The most important factor is to realize if our children fall into a psychological vacuum. This can cause them to get into bad habits and a tendency for crime. A person who is in a psychological vacuum develops feelings of hopelessness, pessimism, worthlessness and loneliness. If a child has these feelings, he/she can start to act in a way that is not acceptable to society and may seek help from addictive substances and this is a common social problem.

Although we care about the psychological development of our children and we think we fill their psychological world, sometimes we see they are in emptiness. Chess is a unique game which can fill up such psychological emptiness; because you can train alone, chess solves problems, avoids monotony, provides lots of beauty and is an object of admiration. Chess is a good friend for our children. They can share their loneliness. Chess gets our children away from crime. Chess provides a reliable and warm atmosphere. Many parents say that they sleep soundly because of chess.

Beyond chess knowledge, chess culture both enriches life and increases the skill of problem solving. There is a similarity between solving problems in daily life and solving the problems that arise on the chessboard. In some positions on the chessboard, a single move can change the destiny of the game. Also there are some moves in life when one step can change our lives. Both in life and on the board, success means acting with a plan at the right time and in an effective way to reach the desired conclusion.

If you are successful in chess, that does not mean you are successful in life. Chess is a game that provides opportunities to learn methods of success and analytical thinking. Nowadays the life philosophy of sport is a part of high quality life and beneficial social activity. It is really important for a child to grab life and for balanced and healthy child development. Chess, which is an intellectual profession makes it easier for a child to recognize his/her environment and improve communication. Furthermore, it helps to foster a better emotional development for a child.

I’ve never met a single parent who is sorry because their child is playing chess, but I have met lots of parents who are happy because their child is playing chess. Families project their arguments to their children and this is the most uncomfortable situation for me. The habit of expressing success only with numbers and measuring success only with degrees is the result of conditioning. Chess is a good choice. When children choose this sport, they will all be successful.

We can say chess is really beneficial for children when we consider all these factors.
THE AGE TO START CHESS

Chess can be learned and played by all ages. When we think about the mental development of children, it is really important to start chess at an early age. The learning ability of children is just as great as that of adults. It is easy to teach chess to children. According to scientific investigations, a child’s development is rapid between the ages of 2 and 6. The child has been comprehended learning with the education at these ages. The ability to a sports or an art branch is related with education of child at these ages. The age to start chess should be between 4 and 6 when we think to success in the future.

The aim is that the child should benefit from chess and its attraction. Education starts like a game, continues with the learning of information, then building on that with new information. Education should not be boring and the lessons should provide excitement.

EXPRESSIONS OF FAMOUS PEOPLE (p111)

“Chess is life.”
R. Fischer

“Chess is everything; art, science and sport.”
A. Karpov

“Chess is a science.”
Leibnitz

“Chess is the measure of wisdom.”
Goethe

“Chess includes game, art and science. The person who owns the features of a sportsman, actor and scientist is unbeatable.”
T. Petrosian

“I feel sorry for everybody who doesn’t know chess. Even it is a delight for the new learners and it is a great happiness for the good players.”
L. Tolstoy

“Nobody born is without any mistake. The best is the one who makes the minimum mistake.”
L. Marshall

“Chess is like a sea in which a gnat may bathe and a big elephant may drown.”
Indian Saying

“Chess is a kind of life, life is a kind of chess.”
B. Franklin

“Chess is the art of analysis.”
M. Botvinnik
“Chess is the gym of the mind.”
   S. Decker

“Life is too short for chess.”
   L. Byron

**CHESS AROUND THE WORLD  (p166)**

Today chess is a sport that is played in almost every country in the world and even in space!
FIDE was established in 1924 to organize international chess activities and to oversee the rules. FIDE has 177 national federations as members.

Every year, FIDE organizes many worldwide competitions. The most important competitions are the individual World Championships for ‘Men’ (this is also open to women), Women, Junior, and Youth. Chess Olympiads are organized biennially. The first official one was organized in London in 1927. The last one (Istanbul 2012) attracted

An evaluation system, named after its originator Professor Elo, was established. Since its adoption as the FIDE Rating System (FRS) in 1970, players who participate in official competitions, both national and international, gain or lose rating points according to their success. Each player has a rating which indicates, unlike the system for tennis, not just their world ranking, but their relative playing strength.

FIDE also awards titles to players, and also to trainers, arbiters and organizers. The most important playing title (apart from World Champion!) is GM (Grandmaster). Other important playing titles are: IM (International Master) and FM (FIDE Master), plus WGM (Woman Grandmaster), WIM and WFM. FST (FIDE Senior Trainer) is the highest title for Trainers and IA (International Arbiter) is the arbiters’ highest title.

Within FIDE, there are also continental organizations and it is the ECU (European Chess Union) that organizes chess activities in Europe. Some of the most important ones are the European Individual Chess Championship, European Women’s Chess Championship, European Team Chess Championship and European Youth Chess Championship.
UNIT 2
GETTING TO KNOW THE CHESSBOARD

SUBJECTS
PLACING THE CHESSBOARD (p7)
CHARACTERISTICS OF THE CHESSBOARD (p53)
RANK ( ROW ) (p53)
FILE ( COLUMN) (p53)
DIAGONAL (p54)
NAMES OF SQUARES (p55) CENTRE ( CENTRAL ) SQUARES (p56)

THE AIM OF THE UNIT

The aim of this unit is to teach the chessboard and its placement between the two players. To show the ranks, files and diagonals on the board. To learn about central squares, the importance of them and how to name squares.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
1- to place the chessboard correctly;
2- to identify ranks, files and diagonals;
3- to understand the different kinds of diagonals;
4- the names of all the squares on the board;
5- to show all squares on the board;
6- the names of the central squares;
7- to show the centre squares on the board.

SUBJECTS
Chessboard
Rank
File
Diagonal
Names of the squares
Centre squares

EQUIPMENT
Chessboard
Demonstration Board
Computer
Projector
CHESSBOARD

Chess is played on a chessboard. When you look at a chessboard first you see “squares.” These squares line up side by side and overlap. The colours of the squares are contrasting light and dark, often called ‘white’ and ‘black.’ There are 64 of them in all. Half of them are light and the others are dark. We use the name “chessboard” for the big square consisting of all 64 ‘white’ and ‘black’ squares.

The chessboard is not just a simple play area. It is an area of struggle with lots of features. The first step towards chess success starts with recognizing this area. Therefore all chess players must start by learning the features of the chessboard.

The bottom right corner square (looking at a book diagram or a wall board), or the square nearest to each player’s right-hand side, must be a light square.

THE PARTICULAR FEATURES OF THE CHESS BOARD

The shape of the chessboard is a square. Dividing a chessboard horizontally and ‘vertically’, eight ranks and files are formed.

**Rank (Row)**: Any horizontal row on the chessboard. Ranks are noted with the numbers 1 through 8 for identification (the numbering starts on White’s side of the board).

**File (Column)**: Any vertical row on the chessboard. Files are noted with the letters A through H for identification (left to right from White’s viewpoint, right to left from Black’s).

There are 64 squares formed by the division of the chessboard into eight rank and eight file lines.
Half of these 64 squares are white and the other half are black squares.

Ranks are shown with numbers and files are shown with letters. Thus every square is described with a letter and a number. (For example: E4 square, G6 square).

Adjacent square: The squares which are side by side are called adjacent squares. (For example: E4-E5 squares are adjacent squares.) Adjacent squares are in different colours.

Diagonal: A straight line of squares of the same colour, touching corner to corner, is called a ‘diagonal’. The longest diagonals are A1-H8 and H1-A8.

Centre Squares (Central Squares): They are the four in the middle of the chessboard. These are the e4, e5, d4, d5 squares and it is really important to control these squares.

Middle Line: An imaginary line that divides the chessboard between the 4th and 5th ranks.

White’s space of activity: It is the space which is formed by 1-2-3-4 ranks ‘under’ the middle line.

Black’s space of activity: It is the space which is formed by 5-6-7-8 ranks ‘above’ the middle line.

King’s side: The side of the board on which the kings reside at the start of a game: the e, f, g, and h files.

Queen’s side: The side of the board on which the queens reside at the start of a game: the d, c, b, and a files.

1- RANK (ROW) P53

| The eight horizontal rows of squares are called ‘ranks’. There are 8 ranks on a board. These rank ways are named with numbers. We called these ways 1-2-3-4-5-6-7-8 ranks and they start from the ‘bottom’ of the board. |
2- FILE (COLUMN) P53

The eight vertical columns of squares on the board are called ‘files’. There are 8 files on the board. These files (or paths) are named with letters. We called these paths a-b-c-d-e-f-g-h files and they start from White’s left.

3- DIAGONAL P54

A straight line of squares of the same colour, touching corner to corner. Not all diagonal paths are equal. In total, there are 26 diagonals on the chessboard. 13 of them are white and 13 of them are black.

Long Diagonals
The longest diagonals consist of 8 squares. There are 2 long diagonals on the board. One is white (h1-a8) and the other is black (a1-h8).

Short Diagonals
Short diagonals consist of just 2 squares. The length of diagonal paths increase the closer they are to passing through the centre of the board.
4- NAMES OF THE SQUARES P55

On the chessboard every square has a name. We use a letter followed by a number to say the name of a square. For example; e4 square or g7 square. The players must know the names of the squares. It is easy to learn the name of the squares. Firstly, you find the file of a square, and then you find the rank of the square.

Let’s learn the name of the marked square:
Firstly we will find the file of the square. Look down to the letters to find the name of the file. Our square is on the f file.

Then we will find the rank of the square. Look along the rank to the side of the board to find the rest of its name. Our square is on the 6th rank. So the name of our square is f6.

Let’s learn the name of the marked square:
Firstly we will find the file of the square. Look down the file to find its letter. Our square is on the c file.

Then we will find the rank of the square. Look along the rank to the left to see its name. Our square is on the 3rd rank. So the name of our square is c3.
5- CENTRAL SQUARES P56

The 4 small squares which occupy the centre of the chessboard are called centre squares.

These squares are d4-d5-e4-e5. Centre squares are the most important on the board. You can reach 27 squares from these squares along all rank, file and diagonal paths that pass through one of them. You cannot reach the same number from any other squares.
## EXERCISES

<table>
<thead>
<tr>
<th>Find the name of a square. P57</th>
<th>Write down the names of the marked squares:</th>
<th>Find the name of a square. P57</th>
<th>Show on the chessboard the squares given below.</th>
</tr>
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<tbody>
<tr>
<td>🗿</td>
<td>g7</td>
<td>⬤</td>
<td>d4</td>
</tr>
<tr>
<td>⬤</td>
<td>a2</td>
<td>⬤</td>
<td>b7</td>
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<td>⬜</td>
<td>e4</td>
<td>⬜</td>
<td>h5</td>
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<td>⬤</td>
<td>h7</td>
</tr>
<tr>
<td>⬤</td>
<td>g3</td>
<td>⬤</td>
<td>f6</td>
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<td>⬜</td>
<td>b5</td>
<td>⬜</td>
<td>c8</td>
</tr>
</tbody>
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UNIT 3

LET’S LEARN THE CHESSMEN

SUBJECTS
CHESSMEN p8
PLACING THE CHESSMEN p9
HOW CHESSMEN MOVE p10
THE MOVE OF ROOK p11
THE MOVE OF BISHOP p12
THE MOVE OF QUEEN p15
THE MOVE OF KNIGHT p16
THE MOVE OF PAWN p19
THE MOVE OF KING p20
PIECE VALUES p38

THE AIM OF THE UNIT

The aim of this unit is to teach:
1- the chessmen (pawns and pieces).
2- the positions they occupy at the start of a game.
3- the moves of the chessmen
4- how the pieces capture
5- how the pawns capture
6- the power of the pieces

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
1- the chessmen – pawns and pieces.
2- how to set up the board and chessmen to start a game
3- how the chessmen move around the board
4- how the pieces capture the opponent’s chessmen
5- how the pawns capture the opponent’s chessmen
6- the values of the pieces

SUBJECTS

Chessmen
The positions of the chessmen
The moves of the chessmen
The move of rook
The move of bishop
The move of queen
The move of knight
The move of pawn
The move of king
The power of pieces
EQUIPMENT

Chess board Chess sets Demonstration Board Computer Projector

LET’S GET TO KNOW THE CHESSMEN P8

Chess is played with chessmen. Each player has 16 chessmen at the beginning of a game. All 32 make up a chess set.

FIDE RULE

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

2.2 At the beginning of the game one player has 16 light-coloured pieces (the ‘white’ pieces); the other has 16 dark-coloured pieces (the ‘black’ pieces): These pieces are as follows:

<table>
<thead>
<tr>
<th>White piece</th>
<th>Black piece</th>
</tr>
</thead>
<tbody>
<tr>
<td>King</td>
<td>King</td>
</tr>
<tr>
<td>Queen</td>
<td>Queen</td>
</tr>
<tr>
<td>Rook</td>
<td>Rook</td>
</tr>
<tr>
<td>Bishop</td>
<td>Bishop</td>
</tr>
<tr>
<td>Knight</td>
<td>Knight</td>
</tr>
<tr>
<td>Pawn</td>
<td>Pawn</td>
</tr>
</tbody>
</table>

PLACING THE CHESSMEN P9

(The initial position of the pieces on the chess board)

Let’s learn: The white chessmen take their places on the 1st and 2nd ranks and the black chessmen take their positions on the 7th and 8th ranks.
The placement of pawns:
8 white pawns take on the 2nd rank.
8 black pawns on the 7th rank.

The placement of rooks:
White rooks on a1 and h1 on the 1st rank.
Black rooks on a8 and h8 on the 8th rank.

The placement of knights:
White knights on b1 and g1 squares.
Black knights on b8 and g8 squares.

The placement of bishops:
White bishops on c1 and f1 squares.
Black bishops on c8 and f8 squares.

The placement of the queen:
White queen on d1 square.
Black queen on d8 square.

The placement of the king:
White king on e1 square.
Black king on e8 square.

IMPORTANT!!

Be careful about the placement of the king and queen. The queen takes her place on the square which has the same colour. The white queen is on the white square and the black queen is on the facing black square at the beginning of game.

FIDE RULE

Article 2

2.1 The chessboard is composed of an 8x8 grid of 64 equal squares alternately light (the ‘white’ squares) and dark (the ‘black’ squares).
The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.
HOW CHESSMEN MOVE

The movement of pieces is called "move" in a chess game. There are 6 kinds of chessmen (5 types of piece and the pawns). The move of every kind of chessman is different.

Article 3: The moves of the pieces

3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent’s piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent’s piece if the piece could make a capture on that square according to Articles 3.2 to 3.8. A piece is considered to attack a square, even if such a piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.

Article 4: The act of moving the pieces

4.1 Each move must be made with one hand only.
4.2 Provided that he first expresses his intention (e.g. by saying "j`adoube" or "I adjust"), the player having the move may adjust one or more pieces on their squares.
4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard:
   a. one or more of his own pieces, he must move the first piece touched that can be moved
   b. one or more of his opponent’s pieces, he must capture the first piece touched, which can be captured, or
   c. one piece of each colour, he must capture the opponent’s piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player’s own piece or his opponent’s was touched first, the player’s own piece shall be considered to have been touched before his opponent’s.
4.4 If a player having the move:
   a. deliberately touches his king and rook he must castle on that side if it is legal to do so.
   b. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.
4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.
4.6 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is then considered to have been made

... The move is called legal when all the relevant requirements of Article 3 have been fulfilled. If the move is not legal, another move shall be made instead as per Article 4.5.
THE MOVE OF THE ROOK P11

The rook moves along files or ranks. The rook can move forwards, backwards and sideways, left and right. The rook can’t jump over its own or the opponent’s chessmen. The rook has a choice of a maximum 14 squares at any time.

FIDE RULE

Article 3
3.3 The rook may move to any square along the file or the rank on which it stands.

The move of rook:
The rook moves along a file or a rank. A rook on the f3 square may go to any one of the squares along the file or row as marked. It may take one of the opponent’s pieces on the square it lands on.

The rook may move to any square along the file or rank on which it stands.
TAKING WITH A ROOK P23

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

**Capturing with the rook**
1- The rook can capture 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 capture

After the rook capture
## ROOK EXERCISES

<table>
<thead>
<tr>
<th>Question 1 (cf Q1 P13)</th>
<th>Question 2 (Q2 P13)</th>
</tr>
</thead>
<tbody>
<tr>
<td>How many moves does the rook need to go a4?</td>
<td>How many squares can the white rook go to?</td>
</tr>
<tr>
<td>Answer 4 moves</td>
<td>Answer 8 squares</td>
</tr>
<tr>
<td>[NB Q1, p13 gives the target as the a3 square – 3 moves]</td>
<td>Question How many squares can the black rook go to?</td>
</tr>
<tr>
<td>Answer 10 squares</td>
<td>Answer</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Question 3</th>
<th>Question 4 (Q2 P25)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Show the moves that the rook can make.</td>
<td>How many chessmen can the rook capture?</td>
</tr>
<tr>
<td>Answer The rook can move to 6 empty squares. Also it can capture the knight. [NB This is similar to Q3, p14 – 7 empty squares and no capture on b5]</td>
<td>Answer The rook can capture the knight on g4 or the pawn on c7.</td>
</tr>
<tr>
<td>Question 5 (Q1 P25)</td>
<td>Question 6 (Q3 P26)</td>
</tr>
<tr>
<td>---------------------</td>
<td>---------------------</td>
</tr>
<tr>
<td><strong>What move should the rook make to be able to capture the knight?</strong></td>
<td><strong>Which chessmen can the white rook capture?</strong></td>
</tr>
<tr>
<td><strong>Answer</strong></td>
<td><strong>Which chessmen can the black rook capture?</strong></td>
</tr>
<tr>
<td>The rook must go a5.</td>
<td>The white rook can capture the knight on f1, the bishop on d3 or the pawn on f6.</td>
</tr>
<tr>
<td></td>
<td>The black rook can capture the knight on d5 or the bishop on b8.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Question 7</th>
<th>Question 8</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Which chessmen can the white rook capture?</strong></td>
<td><strong>Which pieces can the black rook capture?</strong></td>
</tr>
<tr>
<td><strong>Answer</strong></td>
<td><strong>Answer</strong></td>
</tr>
<tr>
<td>It can capture knight on g3 or the pawn on d5.</td>
<td>It can capture the white knight (g6) or the bishop on a6.</td>
</tr>
</tbody>
</table>
THE MOVE OF THE BISHOP (P12)

The bishop only moves on diagonal paths. It can go forwards or backwards on those diagonal lines. It can’t jump over anything - neither its own nor the opponent’s chessmen. Each player has 2 bishops at the beginning of a game. One of them takes its place on a black square (c1 and f8) and the other one takes its place on a white square (f1 and c8). Each player has one white-squared and one black-squared bishop. Bishops can only move to squares of the same colour as that on which they start.

FIDE RULE

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

The bishop stands on the d3 square and that is a white square. The bishop may only go to other white squares during the game.

The number of squares that bishop can go to depends on where it stands. If the bishop is on a central square, it will have a choice of up to 13 squares. If it is in the corner, it can move to at most 7 squares.
TAKING WITH A BISHOP P24

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

Capturing with the bishop
The bishop is on f3. [NB on p24 the bishop is shown on g2]
1) The bishop can capture the black knight.
2) The captured piece is taken off the board.
3) The bishop is placed on the square of the captured piece.

Before the bishop takes the rook  After the capture has been made
BISHOP EXERCISES

Question 1:
How many moves does the bishop need to get to h6 in the quickest way?
Answer
2 moves
[This is very similar to Q4, P14, where the answer is also 3 – c3-b4-f8-h6]

Question 2: (Q5, P14)
How many squares can the white bishop move to?
How many squares can the black bishop go to?
Answer
The white bishop can go 11 squares.
The black bishop can go 7 squares.

Question 3:
Which moves the bishop can make?
Answer
The bishop can capture the rook. Also it can move to the b3 or b5 squares.

Question 4:
To which squares must the white bishop go in order then to capture the pawn on the following move?
Answer
The bishop must go to d1 or e6 to capture the pawn.
Question 5:
To which square can the white bishop move and threaten to capture the pawn?
Answer
The bishop must go to f6

Question 6:
Which chessmen can the white bishop capture?
Which chessmen can the black bishop capture?
Answer
The white bishop can capture the rook on a1 or the knight on a5.
The black bishop can capture the rook on e1 or the knight on d6.

Question 7:
Which chessmen can the white bishop capture?
Answer
It can capture the rook on h5 or the pawn on c6.

Question 8:
Which chessmen can the black bishop capture?
Answer
It can capture the rook on f7, the knight on b3 or the pawn on g2.
THE MOVE OF THE QUEEN P15

The queen moves along ranks, files and diagonals. It can go forwards, backwards, right and left. It can not jump over anything neither its own nor its opponent’s chessmen.

FIDE RULE

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

The queen is on the d4 square. It may move along the rank, file or either diagonal on which she stands. It can go forward, backward, right and left.

The number of squares a queen can move to depends on where she stands. A queen on a central square may have a choice of up to 27 squares. If it is in a corner, then 21 squares is the maximum possible.

The black queen is in the corner. It can go to 21 squares.
The queen can capture any of the opponent’s chessmen (except the king) that stands in her way. The captured chessman is removed from the board. The queen takes its place on the square where the captured chessman stood.

Capturing with the queen
The queen is on the b2 square.

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

[NB on p27, the diagram shows a horizontal capture from b7 to g7]

Before the queen captures the rook After the queen has captured the rook
EXERCISES

Question 1: (Q1, P17)
In which ways can the queen go to the c1 square in 3 moves?

Question 2: (Q2, P17)
How many squares can the white queen move to?
How many squares can the black queen move to?
Answer:
The white queen can go to 23 squares.
The black queen can go to 21 squares.

Question 3: (Q3, P18)
What moves can the queen make?
Answer:
The queen can make 13 different moves.

Question 4: (Q1, P29)
Which pieces can the white queen capture?
It can capture the rook on a3 or the knight on e5 and can also capture the pawn on b7.
Question 5: (Q2, P29)
Which pieces can the white queen capture?
Which chessmen can the black queen capture?
Answer:
The white queen can capture the knight on a6 or the bishop on g3.
The black queen can capture the rook on h5, the knight on a7 or the pawn on c4.

Question 6: (Q3, P30)
Can the white queen capture the rook?
No, it can’t. Because they are not on the same line.

Question 7:
Which pieces can the white queen capture?
Answer
It can capture the bishop on f7 or the knight on h3.

Question 8:
Which pieces can the black queen capture?
Answer:
It can capture the rook on b3 or the bishop on d8.
THE MOVE OF THE KNIGHT P16

The move of a knight is very different from the other pieces. The knight moves in 2 stages.

1- A knight first moves two squares either horizontally or vertically (up or down).
2- It then moves one more square in the other direction.
[It is very difficult to explain the knight move in words, but the pattern is easy to understand]

FIDE RULE

Article 3

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

First the knight goes two squares along rank or file. Then it goes one square (along the rank if it began with 2 squares along a file, or along the file if it started along a rank).

The FIDE rule and diagram explain the move better than any other words. [NB. The move is often described as being like a letter ‘L’ but this is a very bad and confusing description since only one of the 8 possible moves is actually in the shape of the letter!]

The Special Characteristics of the Move of the Knight:

Knights may jump over other chessmen - it’s own and the opponent’s. It is the most individual speciality of knights. They move to a square of the opposite colour square to that from which they move. (A knight which is on a white square moves to a black square.) The mobility of a knight increases as it gets closer to the centre of the board. A knight which is in the corner can move two squares, a knight which is on an edge of the board can move four squares, but a knight which is close to the centre can move eight squares.
TAKING WITH A KNIGHT P28

The knight can capture any of the opponent’s chessmen (except the king) that stands on the square to which the knight moves. The captured chessman is removed from the board and the knight takes its place.

Capturing with the knight
The knight is on the f3 square.
1- It may 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

Question 1: (Q4, P18)
Count all the squares that each of these 3 knights can move to.
Answer:
The knight on a1 can go to 2 squares.
The knight on f4 can go to 8 squares.
The knight on h6 can go to 4 squares.

Question 2:
How many moves for the white knight to reach the d4 square?
How many moves for the black knight to get to d4?
Answer:
The white knight must make 2 moves.
The black knight must make 3 moves.

Question 3: (Q6, P18)
In which ways can the knight reach the b1 square in 4 moves?
Answer:
The knight can go to b1 in several different ways as shown in the diagram.

Question 4:
Which chessmen can the knight capture?
Answer:
It can capture the rook on b1, the bishop on e2 or the pawn on e4.
Question 5: (Q5, P30)
To which square should the knight move to be ready to capture the pawn?
Answer:
It must go c2 to be ready to capture the pawn next move.

Question 6: (Q6, P30)
How many moves does the knight need to make to capture the pawn?
Answer:
It must make at least 4 moves to capture the pawn.

Question 7:
How many moves for the white knight to reach the e4 square?
How many moves for the black knight to get to e4?
Answer:
The white knight can reach the e4 square in 2 moves.
The black knight can arrive at e4 in 4 moves.
[NB This is a kind of mirror image of Q5, P18]

Question 8: (Q5, P18)
How many moves does the white knight need to make to go to the c3 square?
How many moves does the black knight need to get to c3?
Answer:
The white knight can go to c3 square in 4 moves.
The black knight can go to c3 square in 2 moves.
THE MOVE OF THE PAWN P19

The pawn may move only forwards along the file it stands on. It may move only one square at a time, except when it is on its starting square (2nd rank for White, 7th rank for Black); then it has a choice of advancing either one or two squares.

FIDE RULE

Article 3

3.7

a. The pawn may move forward to the unoccupied square immediately in front of it on the same file, or

b. on its first move the pawn may move as in 3.7.a or alternatively it may advance two squares along the same file provided both squares are unoccupied, or

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

[NB In the above quoted text ‘piece’ means ‘chessman’ including pawns.]

The white pawn on f3 has already made a move. Therefore, it may only go one square forward to f4.

However, the pawn on b2 is in its initial position. It has never made a move. This pawn may move one or two squares for its first move.
**TAKING WITH A PAWN P31**

The pawn may capture any of the opponent’s chessmen (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 on the square of the captured man.

The pawn on b3 may capture the black knight on the diagonal. The captured piece is taken off the board and the pawn takes its place on the square where the knight was.

The pawns on f6 and g7 may capture each other according to whose turn it is to move. The captured pawn is taken off the board and the other takes its place on the square the captured pawn was removed from.

The white pawn on e3 may capture the black rook on d4 or the black knight on f4. The pawn takes the place of the captured piece.

The black pawn on b7 may capture the white knight on the c6 square. If the pawn captures the knight, it takes its place on c6.
**EN PASSANT** P121

En passant is a kind of capture that is peculiar to pawns. A pawn may move two squares on its first move and may then 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 when a pawn advances two squares. We call this move capturing ‘en passant’ (a French expression for ‘in passing’).

**FIDE RULE**

3.7

d. A pawn attacking a square crossed by an opponent’s pawn which has advanced two squares in one move from its original square may capture this opponent’s pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an ‘en passant’ capture.

<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>♂</td>
<td>The pawn advances two squares on its first move.</td>
</tr>
<tr>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>♠</td>
<td>The pawn takes the pawn that arrived next door, making an ‘en passant’ capture.</td>
</tr>
</tbody>
</table>

Black may make his move two squares forward from c7 to c5. The two pawns then stand side by side. The white pawn may capture the black one, which is removed from the board. The white pawn takes its place on the square which the other passed (c6).

Similarly, white may make a move two squares forward from f2 to f4. Now the black pawn may capture the white one, settling into the f3 square.
**EXERCISES**

<table>
<thead>
<tr>
<th>Question 1: Show the possible moves of all the pawns. Answer: The white pawn on a2 can go advance one or two squares. The others can only move one square.</th>
<th>Question 2: Which pieces can be captured by the white pawn? Which by the black pawn? Answer: The white pawn can capture one of the knights and the black pawn can capture one of the rooks.</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="https://via.placeholder.com/150" alt="Diagram 1" /></td>
<td><img src="https://via.placeholder.com/150" alt="Diagram 2" /></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Question 3: If the black pawn moves to c5, can it be captured en passant? How? Answer: White can capture the black pawn on c5 with either the pawn on b5 or d5. Whichever white pawn makes the capture takes its place on c6.</th>
<th>Question 4: Name all the chessmen that can be captured by any of the pawns (both white and black). Answer: Three white pawns can make captures, taking respectively the knight on f5, the pawn on a4 and the pawn on d6. Three black pawns also can make a capture, taking the rook on b6, the pawn on b3 and the pawn on e5.</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="https://via.placeholder.com/150" alt="Diagram 3" /></td>
<td><img src="https://via.placeholder.com/150" alt="Diagram 4" /></td>
</tr>
</tbody>
</table>
Question 5:
Show all the pawn moves, including captures (for both sides).

Answer:
The white pawns:
- the pawn on a3 can advance one square.
- the pawn on b2 can go forward one or two squares.
- the pawn on g5 can capture the pawn on f6 or go forward one square.
- the pawn on h4 can capture the knight or advance one square.
The black pawns:
- the pawn on f6 can capture the pawn on g5 or go forward one square.

Question 6: (Q3, P122)
If the white pawn moves from b2 to b4 or from e2 to e4 and if the black pawn moves from g7 to g5 how may the en passant rule be involved?

Answer:
If White plays b2 to b4, black may capture this pawn with the pawn on a4, the black pawn moving to b3.
If White plays e2 to e4, black may capture this pawn with the pawn on d4, the black pawn then standing on e3.
If the black pawn on g7 advances two squares to g5, white can capture the black pawn with that on f5 or the one on h5, the capturing pawn going to g6.
THE MOVE OF THE KING  P20

The king may move one square in any direction. The number of squares which a king can go to depends on the position of the king. It may be able to go to 8 squares. If it is in a corner of the board, then 3 squares will be the maximum. If it is on an edge, it will be able to move to no more than 5 squares. The king can’t go to the squares to which the opponent’s pieces may go (those squares are said to be under attack) and the same applies to the squares on which the opponent’s pawns would be able to capture something (ignoring en passant).

FIDE RULE

3.8

a. There are two different ways of moving the king:
   by moving to any adjoining square not attacked by one or more of the opponent’s pieces.
   Or by ‘castling’…

We look at castling later. (Page XX here, P86 in the class book)

The king can move one square vertically up or down a file, one square sideways along a rank, or one square along a diagonal. A king in or near the centre of an empty board has more freedom of movement. A king which is in a corner or on an edge has fewer squares to move to.
TAKING WITH THE KING P32

The king may capture an opponent’s chessman (except the king) on an adjacent square and he then takes the place of the captured man on the square where it was taken.

Capturing with the king
The king is on the f3 square.
It may capture the black rook by moving one square diagonally.
The captured piece is removed from the board.
The king is placed on the square (g4) of the captured piece.

Before the king takes the rook

After the king has taken the rook

EXERCISES

Question 1:
How many moves does the king need to go to a8?
Answer:
7 moves
[NB Q4, P22 is very similar and the answers there are also 7 moves]

Question 2:
How many squares can the white king go to?
How many squares can the black king move to?
Answer:
White: 5 squares.
Black: 3 squares.
Question 3:  
How many squares can the white king go to?  
How many squares can the black king move to?  
Answer:  
White: 8 squares.  
Black: 5 squares.  

Question 4: (Q4, P34)  
Which pieces can the white king capture?  
Which pieces can the black king capture?  
Answer:  
White can capture the rook on c1, the knight on a3 or the bishop on b3.  
Black can capture only the knight on h7.  

Question 5: (Q5, P34)  
Which pieces can the white king take?  
Which pieces can the black king take?  
Answer:  
White can capture the rook on g2 or the knight on e4. It can’t capture the black bishop because that is defended by the knight on f5. **Kings can’t capture chessmen which are defended.**  
Black can capture the bishop on b5.  
However, it can’t capture the knight on b7 because the knight is defended by the white rook.  

Question 6:  
Which chessmen can the white king capture?  
Which chessmen can the black king capture?  
Answer:  
White can capture the rook on a8. It can’t capture the knight on b8 because the knight is defended by the rook, nor can it capture either of the pawns – one is defended by the rook, the other by its colleague.  
Black can capture the knight c1 or the pawn a3, but it can’t capture the bishop because the bishop is defended by the knight.
THE POWERS OF THE CHESSMEN – PIECE VALUES  P38

There are 6 different chessmen (5 pieces and the pawns). They all move differently. The values of the men mostly depends on their mobility – the more mobile a man, the more valuable it is.

The least valuable chessman (usually, but not always!) is the pawn. According to a table based upon a pawn being worth one point:

<table>
<thead>
<tr>
<th>Chessman</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>The pawn</td>
<td>1 point</td>
</tr>
<tr>
<td>The knight</td>
<td>3 points = 3 pawns = a bishop</td>
</tr>
<tr>
<td>The bishop</td>
<td>3 points = 3 pawns = a knight</td>
</tr>
<tr>
<td>The rook</td>
<td>5 points = 5 pawns = a knight and 2 pawns = a bishop and 2 pawns</td>
</tr>
<tr>
<td>The queen</td>
<td>9 points = 9 pawns = 2 bishops and a knight</td>
</tr>
<tr>
<td>The king</td>
<td>Unlimited = the value of a king is unlimited since the loss of a king is the loss of a game.</td>
</tr>
</tbody>
</table>

[ NB. Although this table is a handy guide, chess does not work like that and in reality, the values of the chessmen are in a permanent state of flux according to what is actually happening on the chessboard. ]

World Champion Magnus Carlsen
UNIT 4
ATTACKING THINGS

SUBJECTS ATTACKING A CHESSMAN (p35) DISCOVERED ATTACK (p66) DOUBLE ATTACK (THREAT) (p113)

THE AIM OF THE UNIT

The aim of this unit is to teach:
1- the concept of attacking things
2- how chessmen attack the opponent’s men
3- discovered attack
4- the concept of attack
5- double attack and the importance of it.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
1- attacking a chessman.
2- the move for attacking a chessman and to show it on the board.
3- discovered attack and to show it on the board.
4- the concept of attack.
5- double attack, its importance and to show it on the board.

SUBJECTS

Attacking a chessman
Discovered attack
Double attack

EQUIPMENT

Chessboard
Demonstration Board
ATTACKING A CHESSMAN P35

It is usually advantageous for one player to capture the other’s chessmen. The player who wants to capture the opponent’s man will make a move that ‘attacks’ it.

The bishop is on a4. It moves to c2. The bishop wants to capture the knight on the next move. This move of the bishop is called an attacking move.

The rook moves to b1. This move attacks the bishop. The rook wants to capture the bishop on the next move.

Such moves, made in order to capture a piece are called **attacking moves**.

The queen moves to b2 from f2. It wants to capture the rook. The opponent’s piece is under attack.

**So that:**
The queen attacks the rook.
The rook is attacked by the queen.

The knight moves to g4 from f2. The knight wants to capture the queen.

**So that:**
The knight attacks the queen.
The queen is attacked by the knight.
EXERCISES

Question 1: (Q1, P36)
From which squares can the knight attack the rook?
Answer:
It can attack the rook from c4 or d5.

Question 2: (Q2, P36)
To which square should the bishop move to attack the knight?
Answer:
It has to go e6 to attack the knight.

Question 3: (Q3, P37)
What move should the pawn make to attack the knight?
Answer:
It has to move to d4 to attack the knight.

Question 4: (Q4, P37)
From which squares can the rook attack the knight?
Answer:
It can attack the knight from f2 and b6.
Question 5: (Q5, P37)  
From which squares can the queen attack the bishop?  
Answer:  
It can safely attack the bishop from d6, d7, d8, c5, e5 and g5. Moving the queen to b7, f7, e6 or e4 would also attack the bishop, but she would be unsafe because then the bishop would also be attacking the queen.

Question 6: (Q6, P37)  
To which square should the king move to attack the knight?  
Answer:  
It should go to b3 to attack the knight.

Question 7:  
How can the pawn move to attack the rook?  
And the knight?  
Answer:  
It must go to e4 to attack the rook or to e3 to attack the knight.

Question 8:  
How can the rook attack the bishop? And the knight?  
Answer:  
It must play to f7 or g3 to attack the bishop and to b7 or g6 to attack the knight.
DISCOVERED ATTACK P66

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 a discovered attack.

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 stops 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: (Q1, P67)
Which piece should White move to reveal a discovered attack?
Answer:
White moves the knight.

Question 2: (Q2, P67)
Which piece should the player of the black pieces move to make a discovered attack?
Answer:
Black moves the knight.

Question 3: (Q3, P68)
Demonstrate the discovered attack move of White.
Answer:
White advances the pawn and the bishop attacks the knight.

Question 4: (Q4, P68)
Demonstrate the discovered attack move of White.
Answer:
White moves the king somewhere other than d2 or f4 and the bishop attacks the rook.
Question 5: (Q5, P68)
Demonstrate White’s discovered attack move.
Answer: White moves the pawn and reveals the rook attack on the bishop.

Question 6: (Q6, P68)
Demonstrate Black’s discovered attack moves.
Answer: Black makes a move with her knight and then the bishop attacks the white knight. [NB. The difference in position of the white king – in the class book it is on a1 – and moving the knight to b3 gives check]

Question 7:
What moves can White make to reveal a discovered attack?
Answer: Advancing the pawn to c7 and the queen attacks the bishop. White could also move the knight and the queen would be attacking the rook.

Question 8:
What discovered attacks can White make?
Answer: If the white player moves his king to e4 or g2, the rook attacks the knight and if the king moves to e3 or g3, the bishop attacks the rook. Most interesting is moving the king to f2, revealing both discovered attacks at the same time.
DOUBLE ATTACK P113

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

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 one bishop. 2-The knight attacks the other bishop. |
EXERCISES

Question 1: (Q1, P114)
To which square should White play to create a double threat with his bishop?
Answer:
Move the bishop from g3 to h4.

Question 2: (Q2, P114)
To which square should Black play to create a double threat with his knight?
Answer:
The black player must move the knight to c3. The black knight attacks a2 and the bishop attacks h1 with that move.

Question 3: (Q3, P115)
What should White play to create a double attack?
Answer:
White should move the pawn to e3 from e2. Then the white pawn attacks the knight and the rook attacks the bishop.
Question 4:
Show the double attack move of the black player.
Answer:
Black plays the pawn to g5 from g6. The pawn attacks the knight and the bishop attacks the rook.
[NB. This is effectively the same as Q4, P115 – answer pawn from f5 to f4]

Question 5: (Q5, P115)
Demonstrate White’s double attack move.
Answer:
White should move the knight to f4 from e6. The knight attacks the rook on g2 and the queen attacks the rook on g8.
[NB. Moving the queen from b3 to h3 ‘forks’ rook g2 and pawn h7]

Question 6: (Q6, P115)
Show White’s double attack move.
Answer:
Moving the king to c3 attacks the rook and reveals a discovered attack on the bishop.
UNIT 5

......CHECK

SUBJECTS
......CHECK (p40)
DISCOVERED CHECK (p69)
DOUBLE CHECK (p116)
KING UNDER THREAT (p43)

THE AIM OF THE UNIT

The aim of this unit is to teach;
1- check, showing check with different pieces.
2- discovered check.
3- double check and the importance of double check
4- what the king can do when under attack (getting out of check).
5- checkmate.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
1- check and how to show it on the board.
2- discovered check and how to show it on the board.
3- double check and how to show it on the board.
4- how the king gets out of check when under attack.
5- checkmate.

SUBJECTS

Check
Discovered check
double check
King under attack (king in check)

EQUIPMENT

Chess board
Demonstration Board
Computer
Projector
CHECK

A move attacking the opponent’s king is called giving check and the opponent’s king is directly threatened.

Before the queen move to b8

After the queen move to b8

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 to a3

After the bishop move to a3

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: (Q1, P41)
To which square should the white bishop move to give check?
Answer:
It must move to c4.

Question 2: (Q2, P41)
From which squares can the black knight give check?
Answer:
It can check from e2 and e6.

Question 3: (Q3, P42)
From which squares can the white queen give check?
Answer:
It can check from a3, b4, b7, e2, e5 and g7. [NB. It is also correct to say that it can give check from f6, even if a very bad move. It often happens on the chessboard that a ‘correct’ answer can be a bad move.]

Question 4: (Q4, P42)
From which squares can the black rook check?
Answer:
It can check from a4 and e8.
<table>
<thead>
<tr>
<th>Question 5: (Q5, P42)</th>
<th>Which move should White make to give check?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Answer:</td>
<td>Move the pawn to e4 (from e3).</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Question 6: (Q6, P42)</th>
<th>Demonstrate the moves by White that give check.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Answer:</td>
<td>White can check from a8, a4, e6, g8 (and f7) with the queen, h8 with the rook, b5, h5 with the bishop, d6 with the knight and f7 with the pawn. [Total: 10]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Question 7:</th>
<th>Demonstrate the moves by Black that give check.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Answer:</td>
<td>Black can check from h6, g5, g3, g1, e5 (and d4) with the queen, h3, e1 with the rook, c5, g5 with the bishop, d1 with the knight and d4 with the pawn.</td>
</tr>
</tbody>
</table>
DISCOVERED CHECK P69

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.

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. [NB. The diagram in the class book does not show the Bf8 or Rh8.]

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: (Q1, P70)
Which piece can White move to give check?
Answer:
Moving the knight anywhere gives check.

Question 2: (Q2, P70)
Which piece should White move to give check?
Answer:
Moving the knight anywhere gives check. [NB. The more experienced or the more talented players may notice that moving the knight to f5 is best, because it forces checkmate – after the king moves, White checks with the queen on g7 and, if necessary, on e7.]

Question 3: (Q4, P71)
Demonstrate all discovered check moves by Black.
Answer:
The black player can:
1- move the knight from h6 and check with the rook on h8.
2- move the knight from d7 and check with the bishop.
3- advance the pawn from b3, giving check with the rook on a3.
<table>
<thead>
<tr>
<th>Question 4: (Q3, P71)</th>
<th>Question 5: (Q5, P71)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demonstrate a discovered check for Black.</td>
<td>Which piece should White move to give check?</td>
</tr>
<tr>
<td><strong>Answer:</strong></td>
<td><strong>Answer:</strong></td>
</tr>
<tr>
<td>Move the pawn from d6 to d5.</td>
<td>The white player can move the knight (anywhere), giving check by the bishop.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Question 6: (Q6, P71)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Demonstrate all discovered check moves of Black.</td>
</tr>
<tr>
<td><strong>Answer:</strong></td>
</tr>
<tr>
<td>The black player can:</td>
</tr>
<tr>
<td>1- advance the pawn from g3 to g2, discovering check from the queen</td>
</tr>
<tr>
<td>2- move the bishop away from e6, discovering check from the rook.</td>
</tr>
<tr>
<td>3- advance the pawn on b6 to b5, discovering check from the bishop on a7.</td>
</tr>
</tbody>
</table>
DOUBLE CHECK P116

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.

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.

<table>
<thead>
<tr>
<th>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.</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
</tr>
</tbody>
</table>

**EXERCISES**

<table>
<thead>
<tr>
<th>Question 1: (Q1, P117) What move should White make to give double check?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Answer: The white player must play the knight to e7 for double check. White checks both with the knight and the rook.</td>
</tr>
<tr>
<td>Question 2: (Q2, P117)</td>
</tr>
<tr>
<td>------------------------</td>
</tr>
<tr>
<td>What move should Black make to give double check?</td>
</tr>
<tr>
<td>Answer: The black player must play the bishop to d3 for double check. Black checks both with the bishop and the queen.</td>
</tr>
</tbody>
</table>

| Question 4: |
| Which piece does the black player need to move to give double check? |
| Answer: Black must move the knight (to c4 or d3) for double check. Other knight moves would be discovered check, but not double check. |
KING UNDER ATTACK (UNDER THREAT – IN CHECK)  P43

If the king is attacked, he is under threat (in check). 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 the safe square g7 (marked with a red dot in the class book). The king escapes from the attack.

2- The piece which is attacking the king can be captured:

The white bishop gives check. The black king is under threat. Capturing the attacking bishop gets rid of the check.
3- **A chessman may be moved 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 king is protected from that attack.

**EXERCISES**

<table>
<thead>
<tr>
<th>Question 1: (Q1, P45)</th>
<th>Question 2: (Q2, P45)</th>
</tr>
</thead>
<tbody>
<tr>
<td>The white queen checks. What should Black play?</td>
<td>The white queen checks. How should Black play?</td>
</tr>
<tr>
<td>Answer: Black should move the king to h7, the only safe square.</td>
<td>Answer: Black should capture the white queen.</td>
</tr>
<tr>
<td>[Blocking the check, by moving the queen to c8, is also possible, but not good!]</td>
<td>[Blocking the check, by placing the queen on e5, is also possible but very bad!]</td>
</tr>
</tbody>
</table>
Question 3: (Q3, P46)
The black rook gives check. What should White do?
Answer:
White must play the knight to a3. That is the only legal move in the position.

Question 4: (Q4, P46)
The black rook checks. How should White reply?
Answer:
White should move the knight to g1.
[Blocking the check, by moving the rook to d1, is also possible, but bad. After the black rook takes it, White still has to play the knight to g1, but with a rook less!]

Question 5: (Q5, P46)
The white bishop checks. How should Black play?
Answer:
Black must take the bishop on f7 – it is the only legal move.

Question 6: (Q6, P46)
The white rook checks. What should Black play?
Answer:
The black bishop must capture the white rook – the only legal move.

Question 7:
The white player checks. How should Black reply?
Answer:
Black could:
1- block the rook’s way by playing the knight to d6 or (worse) to d4.
2- move the king to e7.
3- capture the rook which checks with the bishop from h5 (best).
UNIT 6
MATE / CHECKMATE

SUBJECTS
MATE/CHECKMATE (p47)
MATE WITH DOUBLE CHECK (p118)
MATE POSITIONS (p48)
MATES WITH TWO MOVES (p100)
CHAMPIONS (p166)

THE AIM OF THE UNIT

The aim of this unit is to teach;
1- the concept of mate.
2- mate with double check.
3- mate positions and mates in one move.
4- easy mates with two moves.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
1- the concept of mate, to explain mates and show mates with one move on the board.
2- mate with double check and to show them on the board.
3- Various mate positions and to show them on the board.
4- easy mates with two moves and to make explanations about these positions.

SUBJECTS

Mate/Checkmate
Mate with double check
Mate positions
Mates with two moves

EQUIPMENT

Chess board
Demonstration Board
Computer
Projector
MATE/CHECKMATE P47

If the king is in check and 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 attacker 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 checks.
1-There is no safe square for the king to go to. The marked 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 placed in the way.
Black has been checkmated. Black is mated.
MATE WITH DOUBLE CHECK P118

These are the mates 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.

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

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

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:** (Q1, P50)
What move should White make to checkmate?
Answer:
White must check with the queen on the g7 square.

**Question 2:** (Q2, P50)
What move should White make to checkmate in one move?
Answer:
White moves the rook from e1 to h1.

**Question 3:** (Q3, P51)
Demonstrate Black’s move to checkmate White.
Answer:
Black has to play its rook from d8 to h8.

**Question 4:** (Q4, P51)
Show the mate move of black.
Answer:
Black has to play its rook from c8 to c1.
[Note that the king can’t take the rook because it is protected by the bishop]
Question 5: (Q5, P51)
Show the mate move of White.
Answer:
Move the rook to f8. White double checks with that move. Black can’t do anything and is mated.

Question 6: (Q6, P51)
Demonstrate Black’s mate move.
Answer:
Move the knight to c4. Black double checks with that move. White can’t do anything and is mated.
[Note that moving the knight to d3 is also double check, but then the king is free to move to a3.]

Question 7:
Show White’s move th checkmate Black.
Answer:
Move the knight from d4 to e6. Black can’t capture the knight with its pawn from d7 because that pawn is now pinned [p139] to the black king by White’s rook.
MATE POSITIONS P48

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.

<table>
<thead>
<tr>
<th>Back Rank mate (P48)</th>
<th>Arabian mate (P48)</th>
</tr>
</thead>
<tbody>
<tr>
<td>There is no safe square that the king can move away to.</td>
<td>The king cannot take the rook because the knight protects it.</td>
</tr>
</tbody>
</table>

**Anastasia’s mate (P48)**
The rook gives check. The d7- and f7-squares are controlled by the knight, so the king cannot move away.

**Epaulette mate**
The knight checks. There is no safe squares for the black king because d8 and f8 are both occupied by black pieces (the ‘epaulettes’). [NB. This interesting type of mate is in the class book, among mates in two moves, on p100]
Kiss of Death mate

Boden’s mate

Blackburne’s mate

Suffocation mate

Lolli’s mate

Gueridon or Swallowtail mate
# MATE IN TWO MOVES P100

<table>
<thead>
<tr>
<th>Smothered mate</th>
<th>Arabian mate</th>
</tr>
</thead>
<tbody>
<tr>
<td>White plays the queen to g8, giving check. Black has to take with the rook. White then plays the knight to f7 - mate.</td>
<td>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.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Back Rank mate</th>
<th>Epaulette mate (or Epaulet in US English)</th>
</tr>
</thead>
<tbody>
<tr>
<td>White plays the queen to c8, giving check. Black has to take the queen. White then captures with the rook - mate.</td>
<td>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.</td>
</tr>
</tbody>
</table>
EXERCISES

Question 1: (Q1, P101)
Show Black’s mate in two moves.
Answer:
First, the black player checks with the queen on b1. White has to capture the queen with the rook. Then black plays the knight to c2 and mates. This is an example of smothered mate.

Question 2: (Q2, P101)
How can White checkmate in two moves?
Answer:
First, the white player has to check from c4 with the light-square bishop. The only square which the black king can go to, is h8. Then white checks from c3 with the other bishop - mate.

Question 3: (Q3, P102)
How can White checkmate in two moves?
Answer:
First, White has to check from h6 with the knight (checking on f6 would block the important diagonal). The black king has to go h8. Then white checks from d4 with the bishop - mate.
<table>
<thead>
<tr>
<th>Question 4: (Q4, P102)</th>
<th>Question 5:</th>
</tr>
</thead>
<tbody>
<tr>
<td>How can White checkmate in two moves?</td>
<td>How can Black checkmate in two moves?</td>
</tr>
<tr>
<td>Answer:</td>
<td>Answer:</td>
</tr>
<tr>
<td>White checks on f8 with the queen. Black captures the white queen with the rook. Then White captures the black rook on f8 with the rook from f1 - mate.</td>
<td>A preparatory move is needed. Black plays the queen to h3. White is unable to prevent one of the two mates (on g2 and h2) that are threatened. [There is no mate in two moves here. The queen move does force checkmate as described, but White can delay it for one move by giving up the queen on f7 – the check has to be dealt with before Black delivers the mating move, now on the third move.]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Question 6: (Q6, P102)</th>
</tr>
</thead>
<tbody>
<tr>
<td>How can White checkmate in two moves?</td>
</tr>
<tr>
<td>Answer:</td>
</tr>
<tr>
<td>White checks by capturing the pawn on d7 with the rook from d1. The only legal move for the black king is to go to c8. White now moves the rook from a1 to c1 – check and mate.</td>
</tr>
</tbody>
</table>

**WORLD CHESS CHAMPIONS**

The first name is the name of the champion and the second is the opponent’s name. The numbers in brackets are the results of the matches, showing the number of games won, lost and drawn from the winner’s point of view. No championships were organized during the World Wars. Over the years, matches have been played in a variety of formats with different numbers of games. A few championships have also been played in tournament format. In the case of drawn matches (1910, 1951), the reigning champion retained the title. In 1993 Kasparov did not defend his title. The 2006 & 2012 matches were decided by tie-breaks.
1888 Steinitz-Zukertort (+10-5=5)
1889 Steinitz-Chigorin (+10-6=1)
1890/91 Steinitz-Gunsberg (+6-4=9)
1892 Steinitz-Chigorin (+10-8=5)
1894 Lasker-Steinitz (+10-5=4)
1896/97 Lasker-Steinitz (+10-2=5)
1907 Lasker-Marshall (+8-0=7)
1908 Lasker-Tarrasch (+8-3=5)
1910 Lasker-Schlechter (+1-1=8)
1910 Lasker-Janowski (+8-0=3)
1921 Capablanca-Lasker (+4-0=10)
1927 Alekhine- Capablanca (+6-3=25)
1929 Alekhine-Bogoljubow (+11-5=9)
1934 Alekhine-Bogoljubow (+8-3=15)
1935 Euwe-Alekhine (+9-8=13)
1937 Alekhine-Euwe (+10-4=11)
1948 Botvinnik (Tournament +10-2=8)
1951 Botvinnik-Bronstein (+5-5=14)
1954 Botvinnik-Smyslov (+7-7=10)
1957 Smyslov - Botvinnik (+6-3=13)
1958 Botvinnik-Smyslov (+7-5=11)
1960 Tal-Botvinnik (+6-2=13)
1961 Botvinnik- Tal (+10-5=6)
1963 Petrosian-Botvinnik (+5-2=15)
1966 Petrosian-Spassky (+4-3=17)
1969 Spassky - Petrozian (+6-4=13)
1972 Fischer-Spassky (+7-3=11)
1975 Karpov-Fischer (by default)
1978 Karpov-Korchnoi (+6-5=21)
1981 Karpov-Korchnoi (+6-2=10)
1984 Karpov-Kasparov (+5-3=40)
1985 Kasparov-Karpov (+5-3=16)
1986 Kasparov-Karpov (+5-4=15)
1987 Kasparov-Karpov (+4-4=16)
1990 Kasparov-Karpov (+4-3=17)
1993 Karpov-Timman (+6-2=13)
1996 Karpov-Kamsky (+6-3=9)
1998 Karpov-Anand (+4-2=2)
1999 Khalifman-Akopian (+2-1=3)
2000 Anand-Shirov (+3-0=1)
2002 Ponomariov-Ivanchuk (+2-0=5)
2004 Kasimdzhanov-Adams (+3-2=3)
2005 Topalov (Tournament +6-0=8)
2006 Kramnik-Topalov (+3-3=6)
2007 Anand (Tournament +4-0=10)
2008 Anand-Kramnik (+3-1=7)
2010 Anand-Topalov (+3-2=7)
2012 Anand-Gelfand (+1-1=10)
2013 Carlsen-Anand (+3 -0 =7)
UNIT 7
OTHER RULES

SUBJECTS
CASTLING (p86)
PAWN PROMOTION (p123)
NOTATION (p91)
STALEMATE (p95)
SCORING (p95)

THE AIM OF THE UNIT

The aim of this unit is to teach:
1- castling and the benefits of castling.
2- the situations when castling is not possible.
3- promotion and the choice of promotion piece.
4- the basic rules for notation.
5- stalemate.
6- scoring.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
1- castling, both king’s side and queen’s side.
2- the benefits of castling.
3- pawn promotion and how to show it on the board.
4- to write down the moves of a game.
5- to replay a short game on the board by looking at a printed text.
6- stalemate and to explain a stalemate position.
7- the points scored according to the result of a game.

SUBJECTS

Castling
Pawn Promotion
Notation
Stalemate
Scoring

EQUIPMENT

Chessboard
Demonstration Board
Computer
Projector
CASTLING P86

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. [NB. The rook does not jump over the king – the knight is the only piece that can jump.]

**FIDE RULE**

3.8

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

b. (1) The right for castling has been lost:
   a. if the king has already moved, or
   b. with a rook that has already moved

(2) Castling is prevented temporarily:
   a. if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent’s pieces,
   or
   b. if there is any piece between the king and the rook with which castling is to be effected

There are two types of castling.

1- King’s side
2- Queen’s side
The chessboard can be divided vertically into two parts. Looking at the board from White's side, the left side we call the queen's side and the right-side is the king's side.

1- Kingside Castling
It is castling on the king-side. 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 queen-side. 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 reasons for castling

Castling isn’t mandatory in a game of chess. A player may castle whenever he wants, provided that none of the conditions which prevent castling apply to the particular position.

Castling has two aims.
1- To put the king in a safe place.
2- To permit the rook to get into the game quickly.

A- 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

B- Temporary conditions which prevent castling
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 the king and the rook.

Castling is not possible for the time being in these conditions. If these conditions disappear, the player may castle.
### 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.

<table>
<thead>
<tr>
<th><img src="image1.png" alt="Chessboard" /></th>
<th><img src="image2.png" alt="Chessboard" /></th>
</tr>
</thead>
</table>
| - White cannot castle on the king's side  
  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.  
- Black can castle king's side. | - 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.  
  [NB It does not matter that the rook from a8 will pass across a square that is attacked.] |
EXERCISES

Question 1: (Q1, P89)
Can White castle on the kingside?
Answer: Yes.

Question 2: (Q2, P89)
Can Black castle? Explain.
Answer: No. The white rook on e1 gives check and castling is not possible when the king is under attack.

Question 3: (Q3, P90)
Explain the reasons why White can’t castle kingside and Black can’t castle queenside.
Answer:
White can’t castle kingside because the square which king would occupy after castling kingside, is attacked by the black knight.
Black can’t castle queenside because the d8 square, which the king would need to pass across while castling queenside, is attacked by the white rook on d1.
<table>
<thead>
<tr>
<th>Question 4: (Q4, P90)</th>
<th>Question 5: (Q5, P90)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Can White castle queenside or kingside?</td>
<td>Which castling moves can the White and Black make?</td>
</tr>
<tr>
<td>Explain.</td>
<td>Answer:</td>
</tr>
<tr>
<td>No, neither. The f1 square, which the king would have to cross while castling kingside, is attacked by the black pawn on e2. The d1 square, which the king would pass while castling queenside, is attacked by the same black pawn.</td>
<td>White can castle queenside and Black can castle kingside.</td>
</tr>
</tbody>
</table>

Question 6: (Q6, P90)
Can Black castle kingside?
Answer: Yes.
**PAWN PROMOTION P123**

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.

**FIDE RULE**

*When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move on the same square for a new queen, rook, bishop or knight of the same colour. The player’s choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called ‘promotion’ and the effect of the new piece is immediate.*

![Diagram of chessboard showing before and after pawn promotion](image)

**Before pawn promotion** | **After pawn promotion**
---|---
1. c7-c8 (Q)

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.
**Pawn promotion by capturing a piece:** A pawn may reach the last rank by capturing a piece. This does not affect the right and obligation to promote.

<table>
<thead>
<tr>
<th>Before pawn promotion</th>
<th>After pawn promotion</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Chess board" /></td>
<td><img src="image2" alt="Chess board" /></td>
</tr>
</tbody>
</table>

The pawn also promote by taking a piece. Black pawn is on e2 and it may reach to the last rank by taking the rook on f1. It must be promoted.

**Pawn promotion to a knight**

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.

<table>
<thead>
<tr>
<th>Before pawn promotion</th>
<th>After pawn promotion</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image3" alt="Chess board" /></td>
<td><img src="image4" alt="Chess board" /></td>
</tr>
</tbody>
</table>

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.
Examples of pawn promotion

An interesting example in which promotion to a bishop is better than promotion to a queen (or anything else).
It is white’s turn:
1.h7-h8Q? 1...Kb2-b3=
[2 Qh8xa1 is stalemate]
1.h7-h8B!! 1...Kb2-a2
2-Fh8xa1 1-0
[White wins by taking the b-pawn, then the d-pawn and promotes his own pawn.]

White to move. Black promotes first, but loses the game because of the placing of his king on the diagonal leading to the promotion square:
1.h6-h7  a2-a1Q  2.h7-h8Q+ Kd4-d3
3.Qh8xa1

The white pawn promotes to a knight (on c8) and mates.

1.c7-c8Q?
White’s pawn promotes to a queen. This is a bad move because there is no move for Black to play; it is stalemate. If the pawn promotes to a rook, White will win.
EXERCISES

Question 1: (P125) Which pawns can promote?
Answer:
White pawn on e7 can promote and the pawn on g7 can promote by taking the rook.
Black pawn on f2 can promote.

Question 2: (P125) To which piece should White promote his pawn in order to win?
Answer:
The white pawn must go to g8 from g7 and it must promote to a knight (giving check, then taking the rook).

Question 3: How can the white pawn promote?
How can the black pawn promote?
Answer:
The white pawn can promote by capturing the black knight or it can go to c8 and promote there.
The black pawn can promote by capturing either the white knight or the rook.

NOTATION (P91)

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 3 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 one column of the score sheet.

3- Black’s Move:  
Black’s moves are recorded in another column of the score sheet.

**FIDE RULE**

**Article 8: The recording of the moves**

8.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (See Appendix C), on the scoresheet prescribed for the competition.

It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2 or 9.3 or adjourning a game in accordance to the Guidelines of Adjourned Games point 1a.

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

Both players must record the offer of a draw on the scoresheet. (See Appendix C.13)

If a player is unable to keep score, an assistant, who is acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way.
8.2 The scoresheet shall be visible to the arbiter throughout the game.

8.3 The scoresheets are the property of the organisers of the event.

8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard.

8.5 If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter’s or the opponent’s scoresheet.

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

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

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

Some symbols used in notation:

- x : Capture
- 1-0 : White wins
- + : Check
- 0-1 : Black wins
- 0-0 : Kingside castling
- ! : Strong move
- 0-0-0 : Queenside castling
- !! : Very strong move
- # : Checkmate
- ? : Bad move
- 1/2 : Draw
- ?? : Very bad move (blunder)

Example: Let’s see how notation is used in a chess game. (P93)
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 P95

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 CHESS P95

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.
UNIT 8
SIMPLE MATES

SUBJECTS
SIMPLE MATES
CYLINDER (ROLLER / STAIRS / LADDER) MATE (p60)
FOOL’S MATE (p61)
SCHOLAR’S MATE (p62)
SHORT MATE EXAMPLES (p98)
SPORTSMANSHIP (p96)

THE AIM OF THE UNIT

The aim of this unit is to teach;
1- the effective use of two rooks and the cylinder mate.
2- Fool’s mate.
3- Scholar’s mate.
4- Short mate examples.
5- A chess player must adhere to sporting principles.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
How to checkmate with two rooks and to show the ladder/stairss mate on the board.
Fool’s mate and be able to show this on the board.
Scholar’s mate and be able to show this on the board.
Simple mates.
The rules for sportsmanship.

SUBJECTS

Cylinder mate
Fool’s mate
Scholar’s mate
Short mate examples
Sportsmanship

EQUIPMENT

Chess board
Demonstration Board
Computer
Projector
SIMPLE MATES  P58

1- CYLINDER MATE  
(STAIRS / LADDER / ROLLER / BICYCLE MATE)  P60

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.

1.Rh5+
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.
1...Kb6 2.Rg6+ Kc7 3.Rh7+ Kd8
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.
4.Rg8#
There is nothing the black king can 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!

1.f3? e5
2.g4?? Qh4+ Mate

White can checkmate in three moves.

1.e4 f6
2.d4 g5
3.Qh5+ Mate.

SCHOLAR’S MATE P62

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 opponent 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.

1.e4 e5
2.Qh5?

This is not 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.
2. … Nc6
3. Bc4

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

3. … Nf6??

A very bad move! 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.

4. Qxf7+ Mate.

Short mate examples: P98

<table>
<thead>
<tr>
<th>Example-1</th>
<th>Example-2</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1.png" alt="Diagram" /></td>
<td><img src="image2.png" alt="Diagram" /></td>
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</tbody>
</table>

Legal’s mate:
<table>
<thead>
<tr>
<th>Example-3</th>
<th>Example-4</th>
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<table>
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<tr>
<th>Example-5</th>
<th>Example-6</th>
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<table>
<thead>
<tr>
<th>Example-7</th>
<th>Example-8</th>
</tr>
</thead>
</table>
Example-9


Example-10

1.e4 b6 2.d4 Bb7 3.Bd3 f5 4.exf5 Bxg2 5.Qh5+ g6 6 fxg6 Nf6 7 gxh7+Nxh5 8.Bg6#

Example-11

## EXERCISES

<table>
<thead>
<tr>
<th>Question 1: (Q1, P63)</th>
<th>Question 2: (Q4, P64)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Demonstrate White’s cylinder mate in two moves.</strong></td>
<td><strong>Can you checkmate in 3 moves?</strong></td>
</tr>
<tr>
<td><strong>Answer:</strong> White checks with the rook (a6) by moving it to a2. The black king has to go to the first rank. Then white checks with the other rook from h1 and black is mated.</td>
<td><strong>Answer:</strong> Black checks with the rook (a7) from f7. The white king has to go to the g file. Black checks from g8 at the 2nd move. The white king goes to the h file. Black checks from h7 on his 3rd move and White is mated.</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>Question 3:</th>
<th>Question 4:</th>
<th>Question 5:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Show the mating move of the white player.</strong></td>
<td><strong>How can White try to get Legal’s mate?</strong></td>
<td><strong>Show the mate of black player.</strong></td>
</tr>
<tr>
<td><strong>Answer:</strong> The white player checks with the bishop (g5) by moving it to d8. There is nothing Black can do - it is checkmate.</td>
<td><strong>Answer:</strong> White captures the pawn on e5 with the knight from f3. If the black bishop captures the queen, white checks with the bishop (c4) on f7. The black king has to go e7. White then checks with the knight (c3) by moving it to d5 and black is mated.</td>
<td><strong>Answer:</strong> Black plays its pawn on h5 to h4 and checks. the only move of the white king is to capture the knight on g4. black plays pawn d6 at its 2nd move and checks with the bishop. The white king can’t go to a square. white is mated.</td>
</tr>
</tbody>
</table>
Question 6:
How does Black win here? White has a poor choice between losing her queen or being checkmated. Show how that works.
Answer:
Black checks with the bishop, moving it from f8 to b4. White may block with her queen, but that’s not good. If the white king moves to e2, then Black checks with the queen from e4. White is mated.

SPORTSMANSHIP

“I like the sportsman who is intelligent, agile and decent”
Mustafa Kemal Atatürk

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.

FIDE RULE

13.4 The arbiter can apply one or more of the following penalties:

a. warning,
b. increasing the remaining time of the opponent
c. reducing the remaining time of the offending player
d. declaring the game to be lost
e. reducing the points scored in a game by the offending party
f. increasing the points scored in a game by the opponent to the maximum available for that game
g. expulsion from the event
UNIT 9
ENDGAME-1

SUBJECTS QUEEN
MATE (p59)
OPPOSITION (p103)
ROOK MATE (p104)

THE AIM OF THE UNIT

The aim of this unit is to teach;
  How to checkmate with the queen alone.
  Opposition and its importance.
  Checkmate with a single rook.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
  1- How to checkmate with the queen and to show that on the board.
  2- Opposition, what it means and how to show it on the board.
  3- How to checkmate with a lone rook and to show it on the board.

SUBJECTS

Queen mate
Opposition
Rook mate

EQUIPMENT

Chess board
Demonstration Board
Computer
Projector
QUEEN MATE P59

The opponent’s king must be 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 b5-square. The black king is prevented from moving forward from the sixth rank. The black king should avoid going to the edge of the board as much as possible. Then White uses the king and tries to confine the opponent’s king on the edge of the board.

1.Qb5 Kd6 2.Ke2 Ke6 3.Qc5
The queen limits the space available to the black king.

The white king approaches the opponent’s king.

4..Ke6 5.Kf4 Kf6 6.Qd6+ Kf7
The black king has to go to the edge of the board.

7.Kg5 Kg7 8.Qe7+ Kg8 9.Kg6 Kh8 10.Qg7# Mate

Endgames with queen against a lone king:

The side with the queen ought to win (barring stalemate!).
The side with the queen must use the king to help win the game. The opponent’s king must be forced to go to the edge of the board. The queen has to avoid stalemate positions while trying to force mate.
It is white’s turn and the black king is on the edge of the board so mate is easy for White.

1. Qc7+ Kg8
[ 1..Kh6 Qh2# ]
2. Qg7#

In the endgame, players must be careful about stalemate. It can be a big problem. It is Black’s turn and there is no move that the black king can make. The result is stalemate.

**OPPOSITION P103**

This term is reserved for endgames to describe a specific geometrical relationship between the two kings. If the Kings are separated by 1-3-5 empty squares on the same file, rank or diagonal, the kings are in “opposition”. Kings that are in opposition inevitably stand on squares of the same colour. The concept is particularly important for endgames, especially when trying to checkmate with a single rook or a single pawn (forcing promotion).

The kings are in opposition - just one square apart on the same file.
When the kings stand like this, with one square between them, we say that they are in *direct* 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.
Distant opposition
The kings are on the same file and they are 3 squares apart.

Diagonal opposition
The kings are on the same diagonal and there is one square between them.

ROOK MATE P104

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

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 (opposition). This is how to mate with a single rook.

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 must move to the edge.

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 must 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
Now, the king has to go to the edge.

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.

It is White’s turn. If she plays 1.Kf2 to take the opposition, Black will play 1...Kh3 to move out of opposition. White plays 1.Rg7! to prevent this.

1...Kh1 (1...Kh3 2.Rh7#) 2.Kf2 Kh2 3.Rh7#
[NB. We call this ‘bouncing’ the king off the edge.]
EXERCISES

Question 1:
Show the white move to checkmate Black.
Answer:
It is queen to b5.

Question 2:
Show how Black can force checkmate with two moves.
Answer:
First black plays the king to f3. If White replies with king to h3, it is mate by moving the queen to the h-file, and if White moves to h1, then the queen goes to g2 – checkmate. [NB. This is Q2, P63 with colours reversed.]

Question 3: (Q1, P106)
To which square should the white king move to take the direct opposition?
Answer:
f4 (f2 would be distant opposition and h4 would be diagonal opposition)

Question 4: (Q2, P106)
To which square should the black king move to take the direct opposition?
Answer:
c4 (a4 would be distant opposition and c6 would be diagonal opposition).
Question 5: (Q3, P106)
Show White’s move to checkmate.
Answer:
White moves the rook to a3.

Question 6: (Q4, P106)
Where should the black rook go?
Answer:
It must cut off the white king, so f8 is the most logical square (going to a5 also restricts the white king, but not as much).

Question 7:
Show all the white moves that checkmate the black king.
Answer:
Qg7, Qe8, Qb8 and Rb8.

Question 8:
What move should Black play in order to force mate in two moves?
Answer:
Move the king to c2. Then the white king has to go a2 and the black rook moves to a7 - mate.
[NB. There is another solution, just as good: 1…Kb3 2 Kb1 Rg1#.]
UNIT 10
ATTACKING A PIECE-2

SUBJECTS
FORK (p76)
SKEWER (p82)
PROTECTING AN ATTACKED PIECE (p72)
MOVING AWAY AN ATTACKED PIECE (p73)

THE AIM OF THE UNIT

The aim of this unit is to teach:
1- The fork.
2- That every piece can make a fork.
3- The pin.
4- which pieces may skewer.
5- to protect an attacked piece.
6- to move away an attacked piece.
7-

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
1- what a fork is.
2- to show forks on the board.
3- What a skewer is and the pieces which may make a skewer.
4- to show the skewer on the board.
5- to protect an attacked piece and to show this on the board.
6- to move away an attacked piece.
7-

SUBJECTS

Fork
Skewer
Protecting an attacked piece
Moving away an attacked piece

EQUIPMENT

Chess board
Demonstration Board
Computer
Projector
Fork is a move attacking two piece at the same time. It is one of the most effective ways of attacking. Every chessman can fork. 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**

The bishop attacks two or more pieces at the same time.

| The bishop is on f2. It must go d4 to fork the two black pieces. | The bishop attacks the knight and the rook at the same time. This move of the 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.

Before the knight moves to e6

After the knight lands on e6

The knight attacks both the king and the queen by moving to e6 – a knight fork.

Before the knight moves to e4

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.

Before the rook moves to e7

![Diagram: Rook on e1](image)

After the rook has moved to e7

![Diagram: Rook on e7](image)

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

**QUEEN FORK**

The queen attacks two or more chessmen at the same time.

Before the queen fork

![Diagram: Queen on b4](image)

After the queen fork

![Diagram: Queen on e4](image)

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

The pawn attacks two pieces at the same time.

[NB. A pawn could attack two enemy pawns at the same time, yet we normally would not call that a fork, even though, technically, it is!]

Before the pawn advance

<table>
<thead>
<tr>
<th>Before the pawn advance</th>
<th>After the pawn advance</th>
</tr>
</thead>
</table>

KING FORK

The king attacks more than one thing at the same time.

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: (Q1, P80)
Show the fork move of the white player.
Answer:
The move Bd5.

Question 2: (Q2, P80)
Demonstrate White’s fork
Answer:
The pawn (d2) moves to d4.

Question 3: (Q3, P81)
Find a fork move by Black.
Answer:
The black knight moves to e5.

Question 4: (Q4, P81)
Show White’s fork move.
Answer:
White moves the rook to c7.
<table>
<thead>
<tr>
<th>Question 5: (Q5, P81)</th>
<th>Question 6: (Q6, P81)</th>
</tr>
</thead>
<tbody>
<tr>
<td>What fork moves are there for White? Which is best?</td>
<td>Black has a king fork move. What is it?</td>
</tr>
<tr>
<td>Answer: There are 3: c8, d7 and e4. Best is c8 and d7 worst while e4 is neutral.</td>
<td>Answer: Black can move his king to b3, forking rook and knight.</td>
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</table>

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<thead>
<tr>
<th>Question 7:</th>
<th>Question 8:</th>
</tr>
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<tbody>
<tr>
<td>Does White have any forks? Show it (or them).</td>
<td>Can you find a knight fork for Black?</td>
</tr>
<tr>
<td>Answer: Yes, by moving the rook to b3 or e6.</td>
<td>Answer: Black moves the knight to g5.</td>
</tr>
</tbody>
</table>
SKEWER P82

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 is on f1. It goes b1 to skewer two black pieces. | The queen attacks the rook. If Black moves the rook away, the queen will capture the knight. |
**ROOK SKEWER**

The rook attacks more than one thing, one behind the other.

![Diagram of rook skewer](image1)

The rook is on a1. The rook goes to h1 to make a skewer. The rook now attacks the knight. If the black knight escapes, the rook will capture the bishop. A rook skewer.

**BISHOP SKEWER**

The bishop attacks more than one piece, one behind the other on the same diagonal.

![Diagram of bishop skewer](image2)

The bishop is on e1. The bishop goes to c3 to create a skewer. The bishop attacks the rook. If the rook moves away, the bishop will capture the queen. A bishop skewer.
EXERCISES

Question 1: (Q1, P84)
Show the skewer move of White.
Answer:
The bishop moves to f4. The bishop attacks first the king, then the queen.

Question 2: (Q2, P84)
What skewers can White make? Which is best?
Answer:
There are 2: f4 and h2 (d6 is a fork, not a skewer). In each case, the queen attacks first the king then the knight. Of course h2 is best (f4 is a very bad skewer).

Question 3: (Q3, P84)
White’s move. Find all forks and skewers.
Answer:
There are no fewer than 5 forks and one skewer (Qg6). The 3 good forks are: Qc4, Qc8 and Qe2. The other 2 forks are very bad moves: Qa2 and Qc6.

Question 4: (Q4, P84)
Black to move. Find all forks and skewers.
Answer:
Just one of each this time: Ra6 is a fork and Rf1 is a skewer.
PROTECTING AN ATTACKED PIECE P72

A player may protect a piece or pawn that is attacked. Or it may be moved out of harm’s way.

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

The white rook attacks the pawn.  Black should normally play his rook to h8 to protect the pawn.

The queen attacks the rook. Black can move the pawn to h6 to protect the rook.  Black protects the rook with the pawn. If white takes the rook, the black pawn will capture the queen. White doesn’t want to capture the rook, because the queen is stronger than the rook.
To remove the 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.

EXERCISES

Question 1: (Q1, P74)
The black queen attacks the rook and the knight. What should White play to protect both pieces?
Answer:
White must play the rook to f3 to have both pieces protected.

Question 2: (Q2, P74)
The rook attacks the bishop. What move can Black make to protect the bishop?
Answer:
Black can play the pawn to e6 to protect the bishop.
[NB. Moving the bishop away would save it from capture, but we are using ‘protect’ in a strict sense here.]
<table>
<thead>
<tr>
<th>Question</th>
<th>Page</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>(Q3, P75)</td>
<td>The white rook attacks the knight. How can Black protect the knight? Answer: Black must play the pawn to f6.</td>
</tr>
<tr>
<td>4</td>
<td>(Q4, P75)</td>
<td>The black bishop attacks the rook. What should white do? Answer: White should move the rook away to a safe square. The rook is more valuable than the bishop, therefore to protect it by moving the pawn to c3 is not a good idea.</td>
</tr>
<tr>
<td>5</td>
<td>(Q5, P75)</td>
<td>The white knight attacks the queen. Why should Black move the queen away instead of protecting her? Answer: Because the queen is much more valuable than the knight.</td>
</tr>
<tr>
<td>6</td>
<td>(Q6, P75)</td>
<td>White is attacking the knight. What should Black do to protect the knight? Answer: Black should move his king to b7, so that the rook protects the knight. Note that the knight can’t move away to a safe square (f7 is under attack).</td>
</tr>
<tr>
<td>7</td>
<td></td>
<td>The white rook attacks the bishop. How can Black save the bishop? Answer: The black bishop is <strong>pinned</strong> against the king, so it can’t move away. Black should protect the bishop. Black can protect the bishop with one of the pawns by playing either f5 or d5. That saves the bishop because it is less valuable than the rook, so White will not take it if it is protected.</td>
</tr>
</tbody>
</table>
UNIT 11
OPENING

SUBJECTS
OPENING (p127)
OPENING PRINCIPLES (p127)
THE CLASSIFICATION OF OPENINGS
SPANISH OPENING (RUY LOPEZ) (p128)

THE AIM OF THE UNIT

The aim of this unit is to teach:
1- the importance of the opening.
2- The main principles of opening play.
3- The basic moves of the Spanish.
4- The chess terms defence and variation.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
1- the importance of the opening.
2- the main opening principles.
3- the basic moves of the Spanish and be able to show them on the board.
4- chess terms: defence and variation.

SUBJECTS

Opening
Opening principles
Spanish Opening
Exchange Variation

EQUIPMENT Chess
board Demonstration
Board Computer
Projector

OPENING

A chess game has three parts.

1- Opening
2- Middlegame
3- Endgame

The borders between these parts aren’t always clear. The opening phase of the game is often the first 10-12 moves.
**OPENING:**

The game plan is developed at the beginning of the game. It is when the players make their moves to control the board by putting their pieces on appropriate squares.

The opening 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.

In the course of chess history, it became understood that some opening moves are better and more effective than others. Opening theory came into existence as a result.

Chess theory was formed from the written records of games played in the last 500 years. However, important though opening theory is for those who play chess competitively, the main thing for beginners is simply to bear in mind a few of the guiding principles that have been extracted from that theory.

**THE AIM OF THE OPENING**

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.

Mistakes made during the opening may affect the destiny of the game. It is important to know the opening principles and even a little theory in order to avoid such mistakes.

**OPENING PRINCIPLES**

Here are some principles to observe at the opening.

1. Occupy the centre 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.

Two more in relation to the pawns:

1. Avoid pawn weaknesses.
2. Avoid placing your pawns where they prevent the development of your pieces.

Try to get your pieces (and pawns) working together as a team.
THE CLASSIFICATION OF OPENINGS

Chess openings can be examined in 2 groups according to.
   A- The character of the game
   B- The control of the central squares

A- THE CHARACTER OF THE GAME

After the first few opening moves, the character of the game becomes defined.
The character of the game can be examined in 3 groups.
1- Open games: games starting with 1.e4 e5
2- Closed games: games starting with 1.d4 d5
3- Half Open games: other opening moves, especially games in which Black replies to 1.e4 with a move other than 1…e5.

Open files (and half-open files, those on which one pawn remains) are formed as a result of pawn exchanges. The openings which start with e4 are more suitable for an open game, largely because, after 1…e5, probably d4 will be made soon after and pawns will be exchanged.

B-CONTROL OF THE CENTRAL SQUARES

The control of the central squares can be examined in 3 groups.

1- Direct control of the centre 1-e4 and 1-d4
2- Indirect control of the centre 1-Nf3 and 1-c4
3- Irregular openings 1-g3, 1-f4, 1-b3

Some definitions:

Defence:
A description of an opening, or an opening variation, initiated by Black (in response to White’s first move). Some defences are passive, others are aggressive.

Variation:
Any alternative line of play, especially one that could occur in the opening. A book on the openings may contain hundreds or even thousands of variations beginning with either white or black moves at various stages of the opening.
1.e4 OPENINGS

1.e4 e5 2.Nf3 Nc6 3.Bb5 Spanish (Ruy Lopez)
1.e4 e5 2.Nf3 Nc6 3.Bc4 Italian Game
1.e4 e5 2.Nf3 Nc6 3.d4 Scotch Game
1.e4 e5 2.Nf3 Nf6 Petroff Defence
1.e4 e5 2.Nc3 Nf6 Vienna Game
1.e4 Nf6 Alekhine Defence
1.e4 d6 2.d4 Nf6 Pirc Defence (pron. “peerts”)
1.e4 c5 Sicilian Defence
1.e4 e6 French Defence
1.e4 c6 Caro.Kann Defence
1.e4 e5 2.f4 King’s Gambit
1.e4 d5 Scandinavian Defence

1.d4 OPENINGS

1.d4 d6 Tartakower System (pron. Tartakover)
1.d4 c5 Benoni Defence
1.d4 Nf6 2.c4 e5 Budapest Gambit
1.d4 Nf6 2.c4 d6 Old.Indian Defence
1.d4 Nf6 2.c4 c5 3.d5 b5 Benko Gambit
1.d4 Nf6 2.c4 c5 3.d5 e6 Modern Benoni
1.d4 d5 2.c4 Queen’s Gambit
1.d4 d5 2.c4 dxc4 Queen’s Gambit Accepted
1.d4 d5 2.c4 e6 Queen’s Gambit Declined
1.d4 Nf6 2.c4 g6 Grünfeld Defend
1.d4 Nf6 c4 e6 Catalan Opening
1.d4 Nf6 2.c4 e6 3.Nf3 b6 Queen’s Indian Defence
1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 Nimzo-Indian Defence
1.d4 Nf6 2.c4 g6 King’s Indian Defence
1.d4 f5 Dutch Defence

OTHER OPENINGS

1.c4 English Opening
1.Nf3 Reti Opening
1.f4 Bird’s Opening
EXAMPLES OF OPENING

There are lots of openings in chess. Let’s have a look at one variation of the Spanish (Ruy Lopez).

1- SPANISH

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.

2- Spanish – Exchange Variation

White exchanges the bishop with the knight.


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

SUBJECT
PIECE EXCHANGE (p131) EQUAL
PIECE EXCHANGE (p132) GOOD
PIECE EXCHANGE (p133) BAD
PIECE EXCHANGE (p134)
Sacrifice (p135)
FIRST CHESS MACHINE (p167)

THE AIM OF THE UNIT

The aim of this unit is to teach;
1- Piece exchange.
2- The balance between the power of the pieces.
3- Equal piece exchange.
4- Good and bad piece exchanges.
5- Sacrifice.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
1- Piece exchange and how to show them on the board.
2- The balance between the power of the pieces.
3- Good and bad piece exchanges.
4- Sacrifice and be able to show these on the board.

SUBJECTS

Piece exchange
Equal piece exchange
Good piece exchange
Bad piece exchange
Sacrifice

EQUIPMENT

Chess board
Demonstration Board
Computer
Projector
PIECE EXCHANGE P131

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

1. The white bishop captures the knight.
2. The black pawn captures the bishop.

The white bishop has been exchanged with the black knight.

The position after the exchange of pieces.

1. The white queen captures the black queen.
2. The black knight captures the queen.

The players have exchanged their queens.

The position after the Piece Exchange.
1-EQUAL PIECE EXCHANGE P132

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 bishop 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  P133

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

**Before the exchange**
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 the exchange**
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  P134

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.
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:** (Q1, P136)
The white bishop can take the rook (a2) or the pawn (e6). Which one is a better exchange for White?

**Answer:**
If the white bishop captures the rook, it will be a good exchange for White because bishops are usually worth less than rooks.

**Question 2:** (Q2, P136)
The white rook can capture the queen, the knight or the bishop. Which one is the best for White?

**Answer:**
The best is for the rook to take the queen (because we normally value the rook as 5 and the queen as 9).

**Question 3:** (Q3, P137)
Is it a bad exchange for the white rook to capture the knight? Explain.

**Answer:**
It is a bad exchange because the rook is worth more than the knight in most positions.
**Question 4: (Q4, P137)**
Is it a good exchange for the knight to capture the rook? Explain.
Answer:
It is a good exchange because the knight is worth less than the rook (in most positions, 3 points against 5 points).

**Question 5: (Q5, P137)**
Is it a good exchange if the black rook captures the queen? Explain.
Answer:
It is a good exchange because the rook is 5 points and the queen is 9 points.

**Question 6: (Q6, P137)**
Show Black’s equal, good and bad exchange.
Answer:
Equal exchange: the rook captures the rook.
Good exchange: the knight captures the rook.
Bad exchange: the rook captures the knight.

**FIRST CHESS MACHINE - THE TURK P167**
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.
UNIT 13
ENDGAME-2

SUBJECTS
PAWN AGAINST QUEEN (p147)
PAWN AGAINST ROOK (p149)

THE AIM OF THE UNIT

The aim of this unit is to teach:
- How to win queen against pawn endgames.
- How the queen approaches the pawn with stepwise moves.
- The f and c pawns are different from the others in pawn against queen endgames.
- How to win rook against pawn endgames.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
- 1- The basics of pawn against queen endgames and to show them on the board.
- 2- How the queen approaches the pawn with stepwise moves and to show this on the board.
- 3- How to win rook against pawn endgames and to show this on the board.

SUBJECTS

Pawn against queen
Pawn against rook

EQUIPMENT

Chessboard
Demonstration Board
Computer
Projector
PAWN AGAINST QUEEN P147

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. Kg6 Kg3
Second, he moves his king closer.
3. Kg5 Kh3
4. Kg4 Kh4
5. Qxh2#
Finally, he checkmates.

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 when the 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.

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.

In some positions, the player with the pawn, has a chance for a draw. The chances of drawing are much greater if the pawn is on the c or f file and can get to the 7th (2nd) rank, protected by their king.

**Rules:**

1- if the pawn is on the c or f file,
2- if the pawn reaches the 7th rank (white pawn; 2nd rank for black pawn),
3- If the pawn is protected by the king on the short side,
4- If the king of the player who has the queen is far away.

These endgames are drawn, because the player with the pawn can afford to leave it unprotected, taking advantage of the possibility of stalemate.

The pawn goes to the 2nd rank on the c file and is protected by the king on the short side and the white king is far away. Endgames like this are drawn.

1.Qb5+ Ka1 2.Qa4+ Kb1 3.Qb3+ Ka1= [4. Qxc2 is stalemate]

In pawn against queen endings if an edge pawn reaches the 2nd rank (for a black pawn; 7th rank for a white pawn), if it is protected by his king and if the other king is far away, the result is usually a draw.

1.Qg3+ Kh1
And the dance goes on.
PAWN AGAINST ROOK P149

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.
It is black’s turn. The rook can prevent pawn promotion from f8 and d5. While f8 is controlled by the white king, his own king blocks the way to d5. However, Black has an effective way to draw.

1..Rh5! 2.d8(Q) Rh7+ 3.Kf8 Rh8+ =

EXERCISES

Question 1: (Q1, P151)
What move should White make here?
Answer:
Queen to a1 is the simplest.

Question 2: (Q2, P151)
How should white play in order to win?
Answer:
1.Qc4+ Kb1 2.Qd3+ Kc1
3.Qc3+ Kd1 4.Kb4 Ke2
5.Qc2 Ke1 6.Qe4+ Kf2
7.Qd3 Ke1 8.Qe3+ Kd1
9.Kc3 Kc1 10.Qxd2+ Kb1
11.Qb2#
### Question 3: (Q3, P152)
Can Black make a draw?
**Answer:**
Yet. The king is on the short side of an f pawn and the other king is far away.

### Question 4: (Q4, P152)
How should white play to win?
**Answer:**
The white rook must go g7 and attack the pawn.

### Question 5: (Q5, P152)
How should Black play in order to make a draw?
**Answer:**
Black can’t prevent pawn promotion, but can draw: 1...Rh5 2.d8Q Rh7+ 3.Kf8 Rh8+ 4.Kc7 Rxd8

### Question 6: (Q6, P152)
What should White play to win the game?
**Answer:**
White must control the promotion square of the pawn with his rook, then he must capture the pawn with the help of the king: 1.Re8 Kf3 2.Kc3 Kf2 3.Kd2 e1Q+ 4.Rxe1

### Question 7:
How can Black draw?
**Answer:**
He can keep checking:
1...Ra8+ 2.Kc7 Ra7+ 3.Kd8 Ra8+=
The white king has to protect the pawn.
[NB. If 1...Ra8+ 2.Kc7 Ra7+ 3.Kd8 Ra8+ 4.Kf7, then Black can either pin the pawn or simply stay on the 8th rank and take it when it promotes. Many other moves by Black also draw, but 1…Ra8+ is the most logical.]
UNIT 14
PIN

SUBJECTS PIN
(p139) PINNING
(p140)
ATTACK A PINNED PIECE (p141)
TO CAPTURE A PIECE BY USING A PIN (p143)

THE AIM OF THE UNIT

The aim of this unit is to teach;
  The pin.
  Pinning against the king.
  How to attack a pinned piece (‘pin and win’).
  How to capture a piece by using pin.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
  1- The pin and how to use it.
  2- If there is a pinning piece, the child can show it on the board.
  3- How to attack and show this on the board.
  4- How to capture a piece that is pinned and to show this on the board.

SUBJECTS

Pin
Pinning
Pinning against the king (‘absolute pin’)
Attack
Attack a pinned piece
Capture a piece by taking advantage of a pin

EQUIPMENT

Chess board
Demonstration Board
Computer
Projector
PIN P139

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 P140

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.
ATTACK

The objective is to have more attackers than there are defenders.

1- Attacking a chessman.

White is attacking the pawn h5 once and Black is defending it once.

White plays the rook from c1 to h1. White now attacks the pawn with two pieces. Black can’t protect this pawn.

White attacks the bishop on e6 only with his rook. There is no immediate threat, because the rook is more valuable than the bishop.

White should attack the bishop with another piece. White plays Ng5 and now the bishop is attacked twice. At the same time, White attacks h7 with his knight and bishop.
2- Attacking a pinned piece (P141): The object is to win material - 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 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.
3- Attacking a piece which is pinned against the 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.

The white rook is pinned against the king. Black can capture the rook. White captures the bishop with his king. This is 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.

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.

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: (Q1, P144) Which chessmen are pinned?

Answer:
The bishop on b2 (absolute), the black bishop is pinned against its queen, and the pawn on g7 (absolute).

Question 2: (Q2, P144) a- What should White play to pin the black knight against the king? b- What move should he make to pin it against the queen?

Answer:
a- Re1. b- Bf4.
Question 3: (Q3, P145)
What move should White make to win a piece from the pin?
Answer:
Nf3 or Ne2. White attacks the black knight on d4 with two pieces. The black knight dare not move because it is pinned against the queen. White will capture the knight with the rook or his knight.

Question 4: (Q4, P145)
Which piece can Black capture by taking advantage of the pin?
Answer:
Black wins the white knight simply by taking it with her own knight. The white pawn on g2 can’t capture this knight because it is pinned absolutely to its king.

Question 5: (Q5, P145)
What move should White make to win a piece using a pin against the king?
Answer:
The white player moves his bishop from b1 to a2. The black knight on f7 is now attacked by two pieces. The black knight can’t escape because of the pin, nor can it be protected.

Question 6: (Q6, P145)
What move should Black make to win the pinned piece?
Answer:
He should advance the b-pawn to b4. The white knight on c3 is in an absolute pin, so it can’t escape and the pawn will capture the knight.
Question 7: What should White play in order to win a piece thanks to a pin? 
Answer: White moves his knight to d5. The bishop on c7 is now attacked by two pieces and if it moves away, the rook will be captured.

Question 8: 
a- If it’s White’s turn, what can she win thanks to a pin? 
b- If it’s Black’s turn, what could he capture because a defender is pinned? 
Answer: 
a- White can take the pawn on h6 because the g7 pawn is pinned and win not just a pawn but the game: after the black king moves out of check, it is mate on g7. 
b- Black could take the bishop with his queen because its defender is pinned to the king. [NB. This would be a dreadful blunder since Qxb8+ would follow, breaking the pin and then White would capture the black queen.]

CHESS CLOCK P168

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).
FIDE RULE

Article 6: The chess clock
6.1 ‘Chess clock’ means a clock with two time displays, connected to each other in such a way that only one of them can run at one time. ‘Clock’ in the Laws of Chess means one of the two time displays. Each time display has a ‘flag’. ‘Flag fall’ means the expiration of the allotted time for a player.

6.2 a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.

b. The time saved by a player during one period is added to his time available for the next period, except in the ‘time delay’ mode. In the time delay mode both players receive an allotted ‘main thinking time’. Each player also receives a ‘fixed extra time’ with every move. The countdown of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.

6.3 Immediately after a flag falls, the requirements of Article 6.2.a. must be checked.

6.4 Before the start of the game the arbiter decides where the chess clock is placed.

6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.

6.6 a. Any player who arrives at the chessboard after the start of the session shall lose the game. Thus the default time is 0 minutes. The rules of a competition may specify otherwise.

b. If the rules of a competition specify a different default time, the following shall apply. If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

6.7 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent’s clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c and 9.6)

The time between making the move on the chessboard and stopping his own clock and starting his opponent’s clock is regarded as part of the time allotted to the player.

b. A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to ‘hover’ over it.

c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.
d. If a player is unable to use the clock, an assistant, who is acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way.

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

6.9 Except where one of the Articles: 5.1.a, 5.1.b, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player`s king by any possible series of legal moves.

6.10 a. Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall replace the clock and use his best judgement when determining the times to be shown on the replacement chess clocks.

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

6.11 If both flags have fallen and it is impossible to establish which flag fell first, then:

   a. the game shall continue if it happens in any period of the game except the last period.

   b. the game is drawn in case it happens in the period of a game, in which all remaining moves must be completed.

6.12 a. If the game needs to be interrupted, the arbiter shall stop the clocks.

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

   c. The arbiter shall decide when the game is to be restarted in either case.

   d. If a player stops the clocks in order to seek the arbiter`s assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player had no valid reason for stopping the clocks, the player shall be penalised according to article 13.4.

6.13 If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock`s move counter.

6.15 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim relying solely on information shown in this manner.
UNIT 15
DRAWS

SUBJECTS INSUFFICIENT MATERIAL (p159) STALEMATE (p160)
THREEFOLD REPETITION (p161)
50 MOVES RULE (p161) DRAW BY AGREEMENT (p161)

THE AIM OF THE UNIT

The aim of this unit is to teach;
- The definition of draw.
- Which pieces have the power to checkmate and which don’t.
- Stalemate.
- Threefold repetition of position.
- 50 move rule
- Draws by agreement

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
1- the minimum material necessary to checkmate.
2- Stalemate positions and to show them on board.
3- Threefold repetition.
4- 50 move rule theoretically.
5- agreed draws.
6-

SUBJECTS

Insufficient material
Stalemate
Position repetition
50 move rule
Agreed draws

EQUIPMENT

Chessboard
Demonstration Board
Computer
Projector
FIDE RULE

Article 5: The completion of the game

5.1 a. The game is won by the player who has checkmated his opponent’s king. This immediately ends the game, provided that the move producing the checkmate position was a legal move.

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

5.2 a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in ‘stalemate’. This immediately ends the game, provided that the move producing the stalemate position was legal.

b. The game is drawn when a position has arisen in which neither player can checkmate the opponent’s king with any series of legal moves. The game is said to end in a ‘dead position’. This immediately ends the game, provided that the move producing the position was legal. (See Article 9.6)

c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)

d. The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2)

e. The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture. (See Article 9.3)

Article 9: The drawn game

9.1 a. The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.

b. If the rules of a competition allow a draw agreement the following apply:

1. A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent’s clock. An offer at any other time during play is still valid but Article 12.6 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.

2. The offer of a draw shall be noted by each player on his scoresheet with a symbol. (See Appendix C.13)

3. A claim of a draw under Article 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

9.2 The game is drawn, upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves)
a. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or

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

Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same.

Positions are not the same if a pawn that could have been captured en passant can no longer be captured in this manner. When a king or a rook is forced to move, it will lose its castling rights, if any, only after it is moved.

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

a. 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

b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture.

9.4 If the player touches a piece as in Article 4.3 without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.

9.5 If a player claims a draw as in Article 9.2 or 9.3, he may stop both clocks. (See Article 6.12.b) He is not allowed to withdraw his claim.

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

b. If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent`s remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made as according to Article 4.

9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was legal.

**DRAWS IN CHESS**

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 P16

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 POSITION P161

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 P161

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.

A properly completed scoresheet is essential for this.
5- AGREED DRAW
If one player offers a draw and the other player accepts, then the game ends in a draw by agreement.

EXERCISES

<table>
<thead>
<tr>
<th>Question 1: (Q1, P162)</th>
<th>Question 2: (Q2, P162)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Answer: White can’t win because he doesn’t have enough material to checkmate.</td>
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<table>
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<tr>
<th>Question 3: (Q3, P163)</th>
<th>Question 4: (Q4, P163)</th>
</tr>
</thead>
<tbody>
<tr>
<td>It is Black’s turn. What will be the result of the game? Explain.</td>
<td>It is White’s turn. What is the result of the game? Explain.</td>
</tr>
<tr>
<td>Answer: This is stalemate. Black doesn’t have a legal move.</td>
<td>Answer: This is stalemate. White doesn’t have a legal move.</td>
</tr>
</tbody>
</table>
Question 5: (Q5, P163)
It is white’s turn. What is the result of the game? Explain.
Answer:
This is stalemate. White doesn’t have a legal move.

Question 6: (Q6, P163)
Show how White can draw by perpetual check.
Answer:
1.Qd8+ Ka7  2.Qa5+ Kb8
2.Qd8+ Ka7  4.Qa5+ Kb8
5.Qd8+ Ka7  5.Qa5+

Question 7:
Show how Black can draw by perpetual check.
Answer:
Black is two pawns down, but can draw by perpetual check:
1…Qe1+  2.Kh2 Qh4+  3.Kg1 Qe1+
4.Kh2 Qh4+  5.Kg1 Qe1+
UNIT 16
ENDGAME-3

SUBJECTS PASSED
PAWN (p153)
RULE OF THE SQUARE (p154)
PAWN PROMOTION (p155)
CHESS GLOSSARY (p169)

THE AIM OF THE UNIT

The aim of this unit is to teach:
- The value of a passed pawn in the endgame.
- Rule of the Square.
- Pawn promotion.
- Choosing the right piece when promoting a pawn.

THE ADVANTAGES FOR CHILDREN

The students who finish this unit successfully will learn:
- the importance of passed pawns in the endgame and be able to explain it.
- The Rule of the Square and be able to show it on the board.
- Pawn promotion with correct choice of piece and be able to demonstrate it.

SUBJECTS

Passed Pawn
Rule of the Square
Pawn Promotion

EQUIPMENT

Chessboard
Demonstration Board
Computer
Projector

PASSED PAWN  P153

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.\textit{g6 f6}
\[1...hxg6 2.f6 gxf6 3.h6\]

2.\textit{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.\textit{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

\textbf{SQUARE RULE P154}

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.

If the defending king is inside this square (or can move into it before it shrinks following another pawn move), then he can catch the pawn.

The distance from a8 and h8 to a1 is the same because the king reaches either square with 7 moves.

Both these paths for the white king on a1 to reach h1 are the same length. The king goes to h1 with 7 moves in either way.
**Drawing a square:**
The pawn is on c4. The square for pawn promotion is c8.

- Draw a line vertically from c4 to c8.
- Draw a horizontal line of the same length from c4 towards the opponent’s king.
- Draw another line vertical line from g4 which is the end point of the line to g8.

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. The black king is outside the imaginary square.

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.

---

**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:**

If it is white’s turn, the black king can’t prevent pawn promotion.

If it is black’s turn, the black king goes inside this square with its move and prevents pawn promotion.
PAWN PROMOTION P155

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.

<table>
<thead>
<tr>
<th>Before pawn promotion</th>
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</tr>
</thead>
<tbody>
<tr>
<td>1.c8Q 1-0</td>
<td></td>
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</table>

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

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<tr>
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<td></td>
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</tbody>
</table>

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.
In this position white pawn promotes to rook. If the white pawn is promoted to a queen, Black will have no legal move – stalemate. White wins by promoting the pawn to a rook.

**LASKER 1896**

An example when the knight is to be preferred:

1.\textcolor{red}{R}e8+ \textcolor{red}{R}xe8 2.Qxa7+ Kxa7 3.bxc8N+ (the white pawn promotes to knight and White will win the game)

**It is White's turn. The white pawn promotes to a bishop.**

1.\textcolor{red}{c}8B!  
[1.c8Q? b1Q 2.Qf5+ Ke2 3.Qxb1 Stalemate]  
1...K\textcolor{red}{e}4 2-K\textcolor{red}{x}g4 b1Q 3-Bf5+! 1-0
**EXERCISES**

**Question 1:** (Q1, P156)  
How should White play to create a passed pawn?  
Answer:  
White pushes the middle pawn:  
1.\textbf{b6 axb6}  
[1…\textit{cxb6} 2.a6 bxa6 3.c6 Kg4 4.c7 Kf5 5.c8Q+]  
2.\textit{c6 bxc6} 3.a6 b5 4.a7 b4 5.a8Q 1-0

**Answer:**

White pushes the d-pawn, which is unopposed (doesn’t have a pawn in front of it).

1.\textbf{d6 exd6}  
[1…\textit{e6} 2.d7 K\textit{b}4 3.d8Q]  
2.\textit{exd6 Kb4} 3.d7 K\textit{c}5 4.d8Q 1-0

**Question 3:** (Q3, P157)  
Can the white king prevent the promotion of the black pawn?  
Answer:  
No. The white king is outside the imaginary square.  
1.Kg4 a5 2.Kf3 a4 3.Ke3 a3  
4.Kd3 a2 5.Kc2 a1Q 0-1

**Question 4:** (Q4, P157)  
It is Black’s turn. Can the king prevent the pawn from promoting according to the square rule?  
Answer:  
Yes. The black king can move inside the pawn’s square.  
1…\textit{Kc5} 2.g5 K\textit{d}6 3.g6 K\textit{e}7  
4.g7 Kf7 5.g8Q+ Kxg8 =
Question 5: (Q5, P157)
Which is the best piece for White to choose when promoting the pawn?
Answer:
Promoting to a knight is best:
1.e8N+! Kg6 2.Nxc7 Kg5
3.Nd5 Kh5 4.Kf3 Kg5 5.Nf4 Kf5
9.Nxh4 Kg7 10.Kg5 Kh7 11.Nf5 1-0
White will easily promote the pawn (to a queen this time!)

Question 6: (Q6, P157)
To what piece should the black pawn promote?
Answer:
It should promote to a rook. Promoting to a queen would be stalemate and neither lone knight nor lone bishop is enough to win.
1…f1R 2.Kg2 Rf3
3.Kg1 Kg3 4.Kh1 Rf1#

1.e8N+! Kg6 2.Nxc7 Kg5
3.Nd5 Kh5 4.Kf3 Kg5 5.Nf4 Kf5
9.Nxh4 Kg7 10.Kg5 Kh7 11.Nf5 1-0

White will easily promote the pawn (to a queen this time!)
CHESS GLOSSARY

Check: A direct attack on the king.


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.

En passant: A special pawn capture (p121).

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

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

FM: Fide Master

Fork: Attacking two men with a single man.

Gambit: An opening involving a pawn sacrifice.

Gambit: Any opening that involves the sacrifice of a pawn to hasten development and control the centre.

GM: Grandmaster

IM: International Master

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.

Open File: A file that has no pawns on it.

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

Passed Pawn: A pawn that has no enemy pawn on either adjacent file to stop it's advance to the other side of the board for promotion.

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: A move that threatens to capture an enemy piece or damage the position of the opponent.

Variation: A series of moves within a game which have an unifying purpose.

Zeitnot: Time trouble.

Zugzwang: A situation that occurs when any move a player makes will weaken his/her position, however, he/she is compelled to move in accordance with the rules.