

After learning the Rules, What should beginners learn next?

Chess Puzzling Presentation

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Name _____

Introduction to Chess Test

1. How many squares does a chess board have? _____

2. How many pieces does each player have to start the game?

Pawns _____ Knights _____ Bishops _____ King(s) _____ Queen(s) _____ Rooks _____

3. Match the name of each piece to its symbol:

King



Queen



Rook



Bishop



Knight



Pawn



4. What is the most important piece? _____

5. What is the winning move called? _____

Setting up the board

1. Decide who is white and who is black-White always has row 1 in front of them

2. Line up the pawn on row 2 if white and line 7 if black- ½ board is done

3. Now let's handle the rooks. There are four of them, two white rooks and two black rooks, and they go into the four corners.

4. now we'll look at knights. There are four of them, as well (two white and two black) and they get placed next to the rooks.

5. Bishops get set up next to the knights.

6. The simple rule to remember here is '**queens are set up on their own color squares**'. By that, I mean the **white queen** starts on a **white square** and the **black queen** starts on a **black square**.

7. King goes next to queen.



Chess Notation Explained

Although chess notation can seem daunting for the beginner, it is actually quite simple. In this article, we'll explain **algebraic chess notation** - the modern and most common form of notation.

The Pieces

Each piece is represented by a different letter:

- K** = King
- Q** = Queen
- R** = Rook
- B** = Bishop
- N** = Knight

Pawns are not given a letter. This will become clear below.

The Squares on the Board

Each square on the chess board is represented by a letter and a number. The horizontal rows (called **ranks**) are numbered from 1 to 8, starting at white's home row. The vertical columns (called **files**) are lettered from a to h, starting on white's left side.

Moves

A move is represented by the **piece that is moving** and the **destination square**.

An example: **Nf3**. In this case, the '**N**' signifies that a Knight is moving. The '**f3**' signifies the square that the Knight is moving to.

Another example: **Ba3**. In this case, the '**B**' signifies that a Bishop is moving. The '**a3**' signifies the square that the Bishop is moving to.

Pawn moves are just slightly different. A Pawn move is shown just by the destination square.

Example: **e4**. In this case, the fact that there is no piece symbol tells us that a Pawn is moving. The '**e4**' tells us that the Pawn is moving to the e4 square.

Another example: **d5**. Again, the absence of an uppercase letter means that a Pawn is moving. '**d5**' is the square that the Pawn is moving to.

Captures

The '**x**' symbol is used to signify captures. It is placed in between the two components of the move.

Example: **Rxd3**. This means that a Rook has captured a piece on the d3 square.

Another example: **Qxh7**. This means that a Queen has captured a piece on the h7 square.

For Pawns, the file of the attacking pawn is used in place of the uppercase piece symbol.

Example: **exd5**. This means that a pawn on the e file has captured a piece at d5.

Another example: **axb4**. This means that a pawn on the a file has captured a piece at b4.

| | |
|--|---|
| <p>I have <u>START</u> (The End).</p> <p>Who has the piece that can only move diagonally in a line of sight?</p> | <p>I have a rook.</p> <p>Who has a piece that moves any direction one square?</p> |
| <p>I have the bishop .</p> <p>Who has the piece that moves in an L shape?</p> | <p>I have the king.</p> <p>Who has a piece that can move two squares on its first move and has to move only one the rest of game?</p> |
| <p>I have the knight.</p> <p>Who has that can move any way in the line of sight?</p> | <p>I have a pawn.</p> <p>Who has a piece that is the only one that can jump over others?</p> |
| <p>I have the queen.</p> <p>Who has piece that moves forward but captures diagonally?</p> | <p>I have a knight.</p> <p>Who has the piece that pawns can be exchanged to when they reach the others players row?</p> |
| <p>I have a pawn.</p> <p>Who has the piece that moves in straight lines (forward/backward left/right)?</p> | <p>I have a queen.</p> <p>Who has the end?.</p> |

CAN ONLY MOVE ONCE EXCEPT WHEN IT MAKES ITS FIRST MOVE
AND THEN IT CAN MOVE 2 TIMES

CAN ONLY GO FORWARD AND CAPTURE
DIAGONALLY

PAWN



KNIGHT

MOVES IN AN L SHAPE; 2 UP 1 LEFT
OR RIGHT-OR-1 UP 2 LEFT OR RIGHT

ONLY PIECE THAT CAN
JUMP OVER ANOTHER

CAN ONLY CAPTURE WHEN JUMPING
IF LANDS ON SQUARE WITH ENEMY



BISHOP

A BISHOP MAY ONLY MOVE DIAGONALLY
AND CAN MOVE AS FAR AS ITS
LINE OF SIGHT

A ROOK MAY ONLY MOVE STRAIGHT AND
CAN MOVE AS FAR AS ITS LINE OF SIGHT-
BE IT FORWARD/BACKWARD, LEFT/RIGHT

ROOK



QUEEN

CAN MOVE AND CAPTURE ON ANY SQUARE
IN LINE OF SIGHT

SHE CAN MOVE ON THE STRAIGHTS AND ON THE DIAGONALS

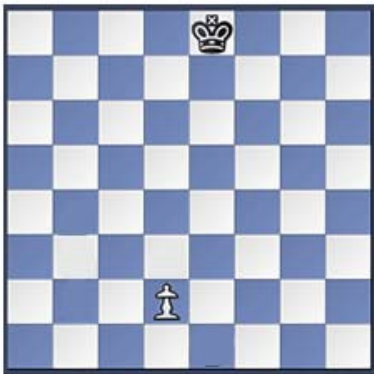
RESTRICTED TO ONE MOVE PER TURN-CAN MOVE
IN ANY DIRECTION - STRAIGHTS OR DIAGONALS

MAY CAPTURE IN ANY DIRECTION
THAT'S WITHIN ITS LEGAL MOVE RANGE

KING



The diagrams below show a piece on a chessboard.
Put a cross on every square the piece could move to in the next move.



ALWAYS

1. Whenever you can get a free piece or a free pawn, TAKE IT! Afraid it might be a trap or a gambit? Take it anyway unless you see a definite reason why not to.
2. Every move you make, before you reach to make the move, take a last look around and make sure you are not hanging a piece.
3. Before considering any thing else when your opponent makes a move...ask yourself is he hanging a piece.

Want to make a master class move? Then think like this:

- Did my opponent hang a piece or a pawn?
- Is my opponent threatening anything?
- What is my plan?
- What is my move?
- Am I hanging something?

The Four Principles

1. King Safety – The protection of the king is important and the easiest of the principles to follow.
2. Material – With all other factors equal, whoever is winning in material should win.
3. Force – The hardest and most important of the principles to master. Force is tactics...forcing a game to a particular outcome.
4. Mobility – positional concepts of space.

RULES TO CHESS

1. HOW DO YOU WIN THE GAME OF CHESS?

- A. CAPTURE THE OPPONENT'S KING.**
- B. CAPTURE ALL OF YOUR OPPONENT'S PIECES?**
- C. PUT YOUR OPPONENT IN CHECKMATE.**
- D. PUT YOUR OPPONENT IN CHECK.**

2. WHAT CAN YOU DO WHEN IN CHECK?

- A. ATTACK**
- B. BLOCK**
- C. RUN**
- D. ALL OF THE ABOVE**

3. WHAT IS AN ILLEGAL MOVE?

- A. WHEN YOU MOVE YOUR KING INTO CHECK.**
- B. WHEN YOU MOVE A PIECE WRONGLY.**
- C. WHEN YOU BREAK THE RULES OF CHESS.**
- D. ALL OF THE ABOVE**

4. WHEN AN ILLEGAL MOVE HAPPENS, YOU MUST:

- A. LET YOUR OPPONENT KNOW AND RE-MOVE.**
- B. SCREAM AND SHOUT FOR A TEACHER.**
- C. YELL AT YOUR OPPONENT.**
- D. REFUSE TO PLAY YOUR OPPONENT.**

5. WHEN YOUR OPPONENT IS UNDER CHECK AND CANNOT ESCAPE, HE IS UNDER:

- A. STALEMATE**
- B. ILLEGAL MOVE**
- C. CHECKMATE**
- D. ALL OF THE ABOVE**

6. A STALEMATE IS WHEN:

- A. YOU CANNOT MOVE ANYWHERE, BUT AREN'T UNDER CHECK.**
- B. NEITHER PLAYER HAS ENOUGH PIECES TO WIN.**
- C. BOTH PLAYERS REPEAT THE SAME MOVE 3 TIMES.**
- D. ALL OF THE ABOVE.**

7. WHAT IS A CHECK?

- A. WHEN THE QUEEN IS UNDER ATTACK.**
- B. WHEN THE KING IS UNDER ATTACK.**
- C. WHEN A PLAYER LOSES.**
- D. THE LAST MOVE OF A CHESS GAME.**

8. WHEN A PLAYER MOVES INTO CHECK, IT IS CALLED AN:

- A. CHECKMATE**
- B. STALEMATE**
- C. ILLEGAL MOVE**
- D. LOSE**