

The Journey Begins....

ALWAYS

THINK. **B4U MOVE**
Big Chair Chess Club

*A Guide On How
To Play Chess*

www.reallygreatsite.com

Introduction



Welcome to a very special edition of *The Journey Begins... Always Think B4U Move!*

This booklet was created to introduce students and families to the game of chess and the life lessons that come with it.

As you turn these pages, you're not just learning how to play chess—you're beginning a journey of critical thinking, patience, and thoughtful decision-making. Each move on the board teaches the importance of planning ahead, learning from mistakes, and growing with purpose.

Whether you are making your very first move or building on what you already know, this guide is your starting point to learn, grow, and think before you move—both on and off the chessboard.

From all of us at Big Chair Chess Club, we're proud to be part of your journey.

Let the journey begin. ♟



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Knight Vision:

Enjoy at the end of every chapter a life lesson.

ALWAYS

THINK!



Big Chair Chess Club

***Our mission at the Big Chair Chess Club is to
teach the un-teachable, reach the un-
reachable, and help others discover the
power that comes from always thinking
before they move.***

***The Journey Begins... Always Think B4U Move!
A Quick-Start Guide to the Game of Chess
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Welcome To The Journey



Chess is more than a game—it's a journey of focus, growth, and self-discovery. You're not just learning how to play, you're learning how to think. Let's begin.



Vision:

"Every journey begins with a decision to move. Just make sure it's a wise one."

Board Identification

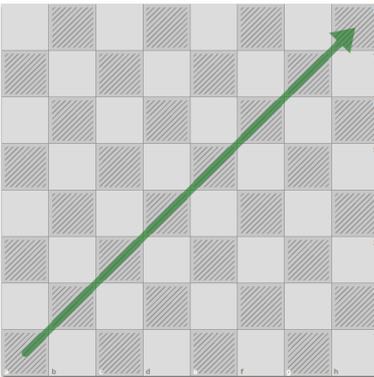
Board Identification: Angles & Coordinates

Three Important Lines In the Game of Chess

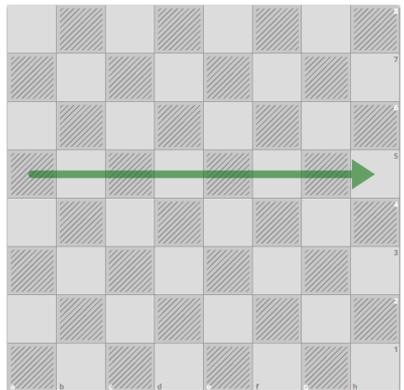
The chess board has a total of 64 squares 32 dark and 32 light. Always place the board so the bottom-right is a light square.

- Diagonal (Corner to Corner)
- Horizontal (Left to Right)
- Vertical (Up & Down)

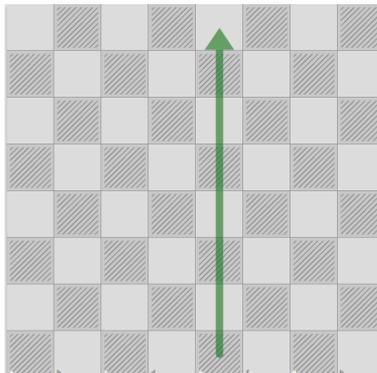
Diagonal



Horizontal



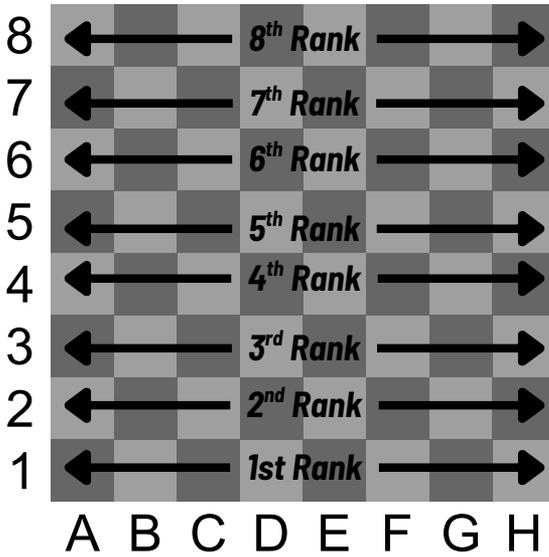
Vertical



Board Identification

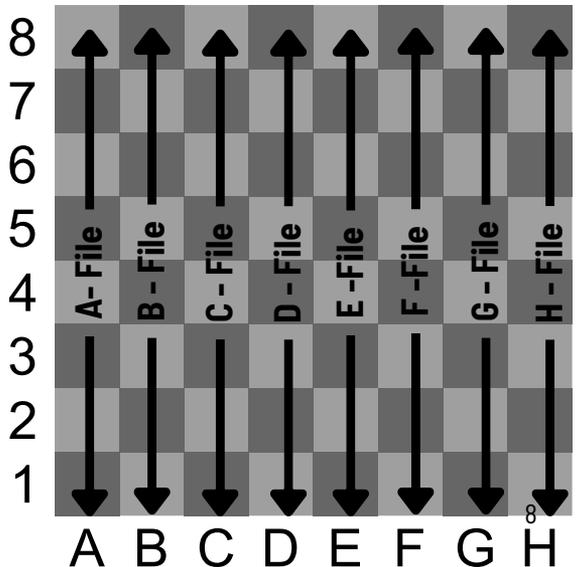
Board Identification: Angles & Coordinates

Ranks Run 1st - 8th Rank



The chessboard has 8 ranks and 8 files.

Files Run A - H



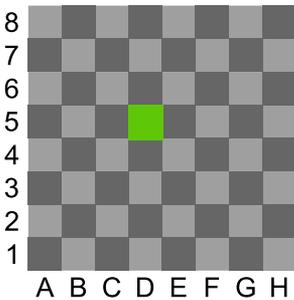
Board Identification

Board Identification: Angles & Coordinates

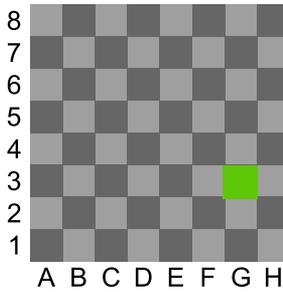
Each Square Has A Name

Each Square goes by a Firstname and a Lastname. The Firstname is a **Letter** the Lastname is a **Number**.

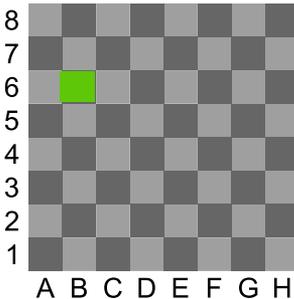
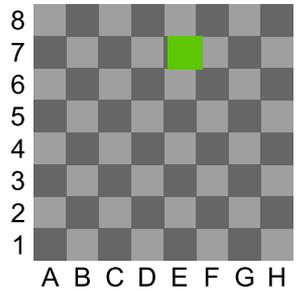
Highlighted square is D5



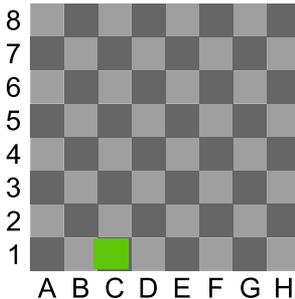
Highlighted square is G3



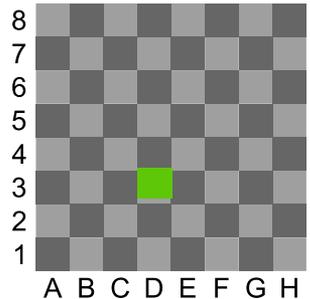
Highlighted square is E7



What Square is Highlighted?



What Square is Highlighted?



What Square is Highlighted?

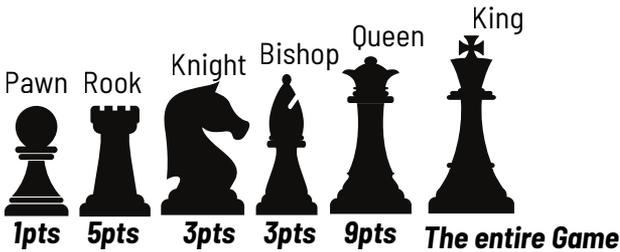


Vision:

"Clarity of the board leads to clarity of thought. Know your space before making your move."

Knowing Your Potential & Value

Meet The Pieces



Each piece is unique and powerful in its own way. Learn how they move and what they're worth—but remember, even a pawn can become any peice it wants except the King.

Chess Board Setup



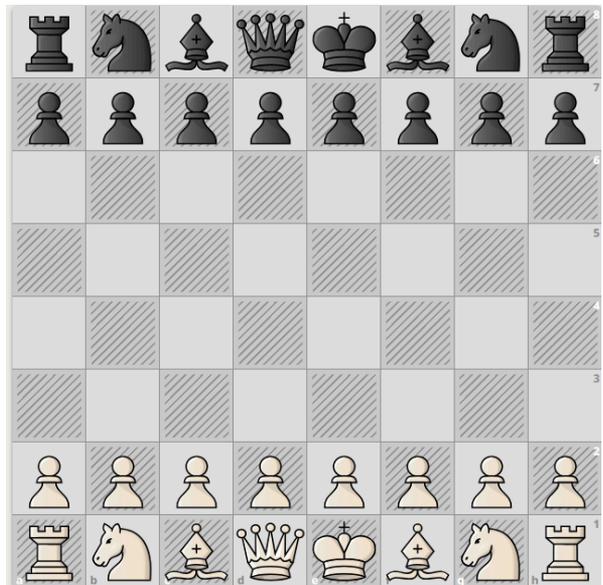
Piece Categories:

Minor Pieces



Piece Categories:

Major Pieces

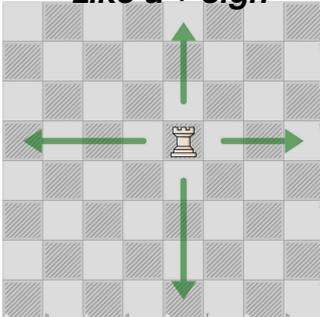


Knowing Your Potential & Value

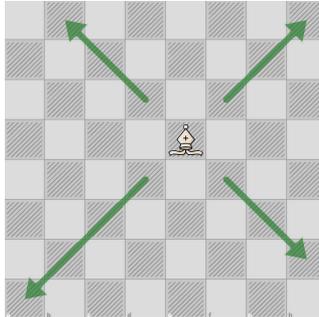
Knowing Your Potential

How The Pieces Move

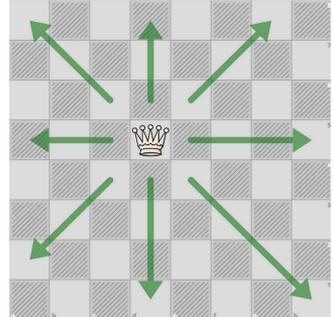
Rook
Horizontal & Vertical
Like a + sign



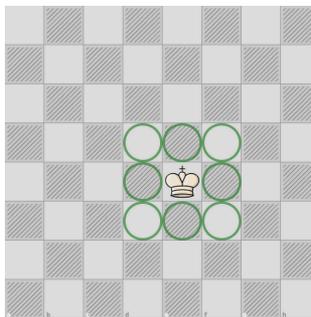
Bishop
Diagonal like X



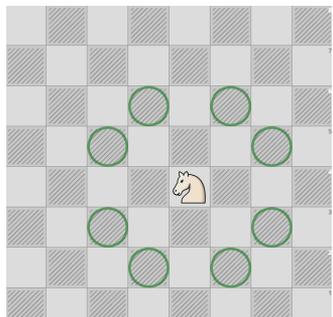
Queen moves both
direction like
Bishop and Rooks



Pawns move straight
and capture diagonal



King one square
any direction



Knight L shape &
Jump Over Pieces

What are the pieces worth

Pawns Value is?
Knights Value is?
Bishop Value is?

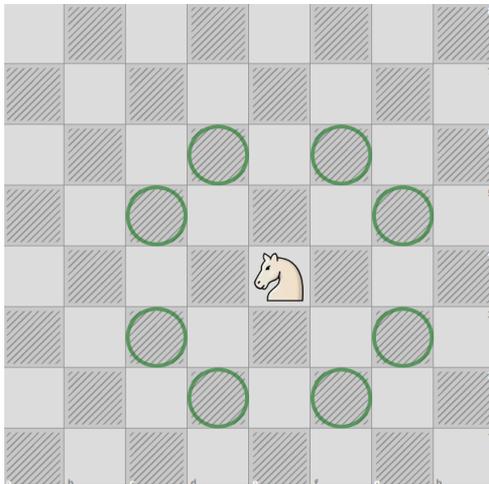
Rooks Value is?
Queens Value is?
Kings Value is?

Knowing Your Potential & Value



Pawn Rules:

1. On the 1st Move they can move 2 squares or 1.
2. After pawn moved off its initial square it only moves 1 square at a time.
3. Pawns capture diagonal one square nearest to them
4. Pawns cannot move when face to face with another piece



Knight Rules:

1. Knights move in a L shape and Jump over pieces
2. **Long L** is 2 squares up or down then one space left or right
3. **Short L** 1 square up or down then 2 spaces left or right.

**Knight L shape
see rules**



Vision:

"Your true worth is revealed one thoughtful move at a time."

Check, Checkmate & Stalemate

Check

When your king is in Check it is under attack.

Remember **CPR** To Get out of Check

Capture: Can you capture the piece putting you in check?

Protect: Can you block the piece checking your king?

Runaway: Can your king move?

Whites Bishop just moved to b5 placing black kings in check



In This position black has all 3 options

Capture: Take the Bishop with the a6 pawn

Protect: He can block with Pawn, bishop, and Knight

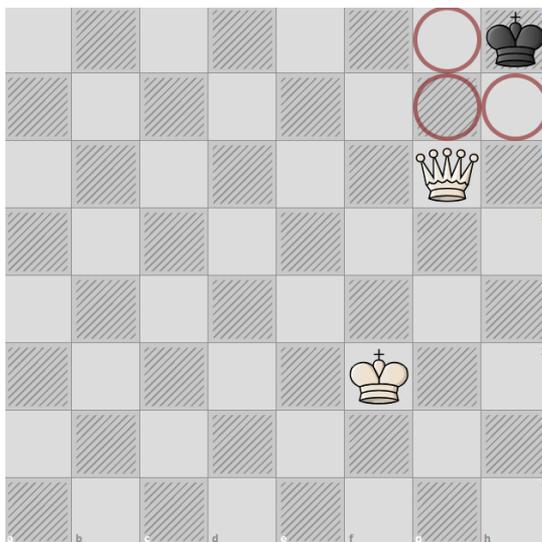
Runaway: King can runaway to e7.

Check, Checkmate & Stalemate

Checkmate: King has no way out of check



In this position white's Queen has trapped black king game is over white wins.



Stalemate: King is not in check but doesn't have any moves. Game is a Draw.

In this position black cannot move due to whites Queen blockings blacks king movement



Vision:

"Not every battle ends in victory—some end in wisdom."

Discover Your Super Power

Special Moves

Castling

Castling is a maneuver that allows each side to get their king to safety

There are two ways to castle King Side or Queen Side.

Rules of Castling:

1. You must clear all your Knights and Bishops (known as minor pieces and Queen if queen-side castle.)
2. You cannot Castle if you have already moved your king.
3. You cannot castle through check.
4. You cannot castle out of check.

How To Castle: King will move 2 spaces left or right and rook comes on other side.



King Side Castling



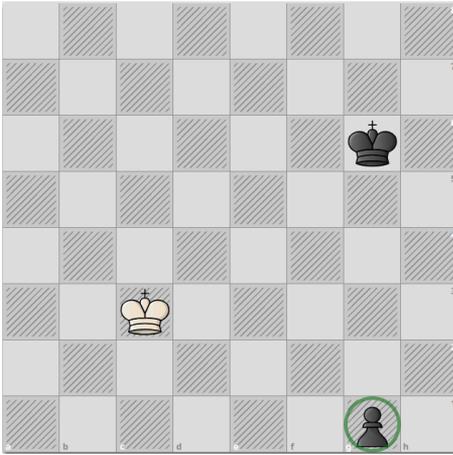
Queen Side Castling



Discover Your Super Power

Special Moves

Pawn Promotion



When a pawn reaches other side of the board it can promote to any piece except the king and it cannot remain a pawn.



Select any of these pieces when you promote your pawn.



Vision:

"True power lies in knowing when to act and when to wait."

Discover Your Super Power

Special Moves

En Passant - French, English translation 'Passing By'

En Passant Rule: You must take advantage of en passant when your opponent moves their pawn 2 steps passing your pawn.



Black Passes By Whites Pawn

Black just moved his pawn to d5 white has an opportunity to take the pawn on d5 by moving to d6

Special Note: White could not do En Passant if black moved his pawn 1st to d6 then d5.



White captures pawn by moving to d6



Vision:

"True power lies in knowing when to act and when to wait." 17

Chess Notation & Etiquette

Chess Notation Symbols & What They Mean

Symbol	Meaning	Example
K	King	Kf1 (King to f1)
Q	Queen	Qd4 (Queen to d4)
R	Rook	Rb6 (Rook to b6)
B	Bishop	Bc5 (Bishop to c5)
N	Knight (N is Used)	Nf3 (Knight to f3)
No Letter	Pawn Move	e4 (Pawn to e4)
x	Captures	Qxe5 (Queen captures on e5)
+	Check	Rd8+ (Rook checks the king)
#	Checkmate	Qh7# (Checkmate)
O-O	Kingside Castle	O-O
O-O-O	Queenside Castle	O-O-O
=Q (or R,B,N)	Pawn Piece Promotion	e8=Q -
1-0	White Wins	-
0-1	Black Wins	-
½ -½	Draw	



Vision:

"Write your moves with clarity. It shows you thought before you moved."

Chess Notation & Etiquette

Etiquette

Something's To Keep In Mind

- *Always shake hands and introduce yourself before a game*
- *Touch Move Rule: You touch a piece you must move it.*
- *Move with the same hand you hit the clock with*
- *Win or lose always show respect shake hands (Good Game!)*
- *Respect Tournament Rules*
- *No Talking- Do not talk over someone or your own games*
- *Stay Focus don't distract with noises, tapping or talking.*



Vision:

"True champions are measured by honor, not trophies."

Improving Your Chess Game

Remember 3 Important Principles

1. *Protect Your King*
2. *Develop your pieces to active squares.*
3. *Fight For the Center*

Play Often

The more you play, the more you learn. Play with friends, family, or online.

Review Your Games

Win or lose, go back and look at what happened.
Ask: What could I have done better?

Learn Basic Tactics: Start with these key ideas:

Forks

Pins

Skewers

Double Attacks

Look for them in your games—and try using them!

Solve Puzzles

Chess puzzles teach you how to spot winning ideas. Apps and websites have fun, daily puzzles just for beginners.

Study Great Players

Learn from the best! Look at games played by famous masters and champions. Try to understand why they made each move.

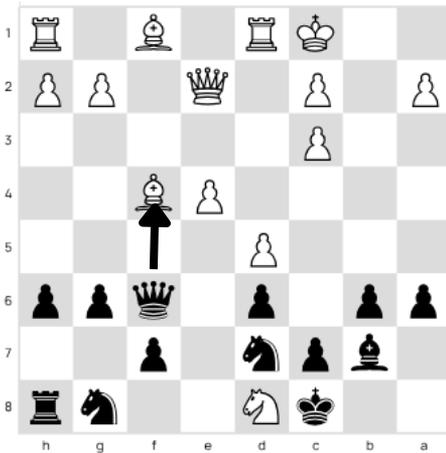


Vision:

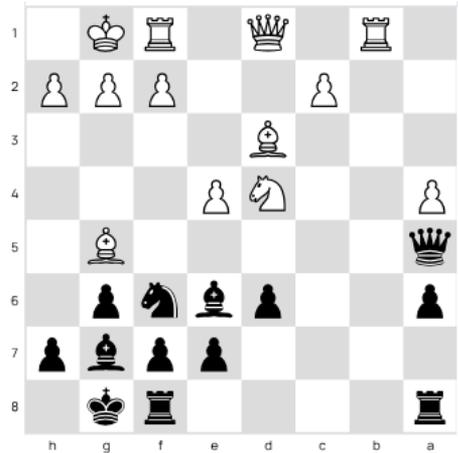
***"Improvement doesn't happen all at once.
One smart move at a time is all it takes."***

Puzzles

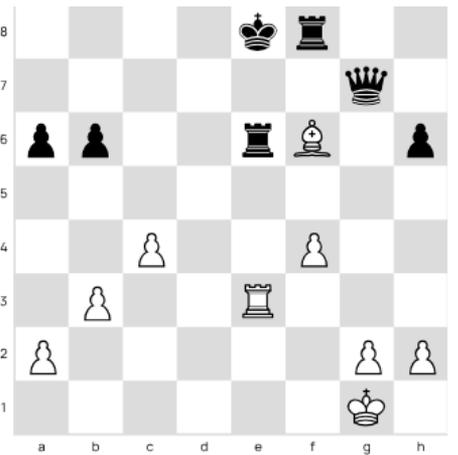
Capture Unprotected Piece



1. Black to play

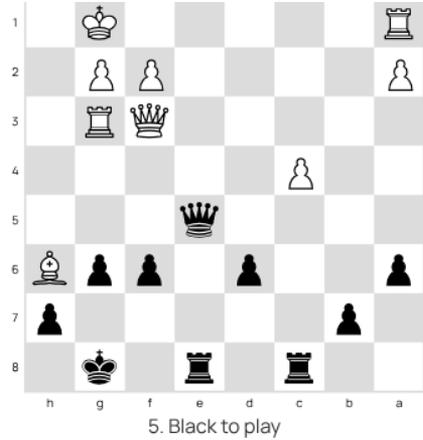
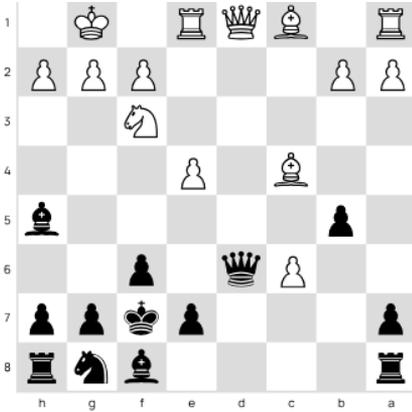
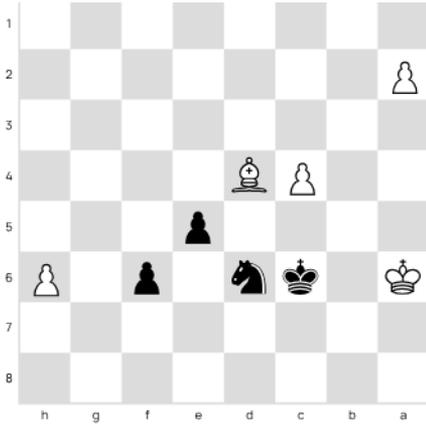


2. Black to play



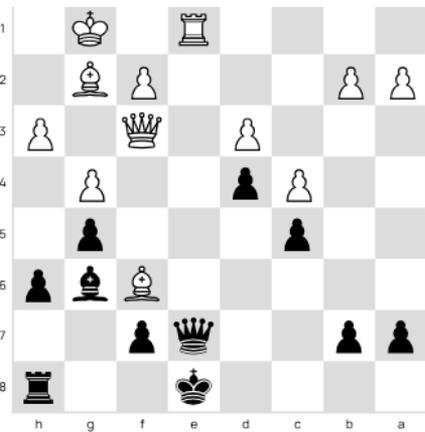
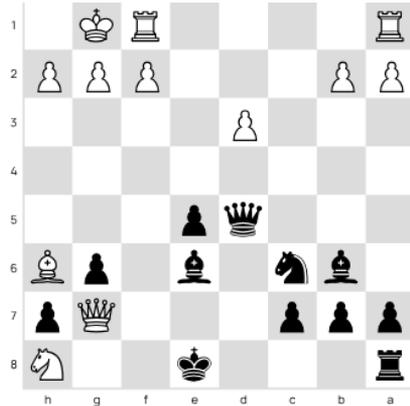
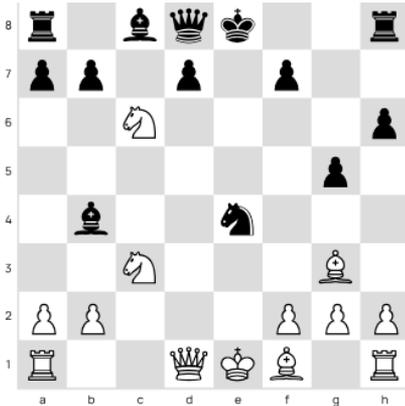
Puzzles

Capture Unprotected Piece



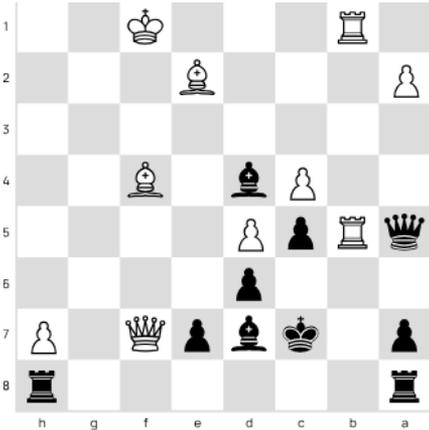
Puzzles

Castling

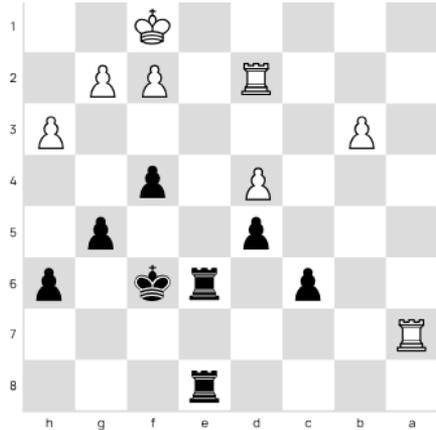


Puzzles

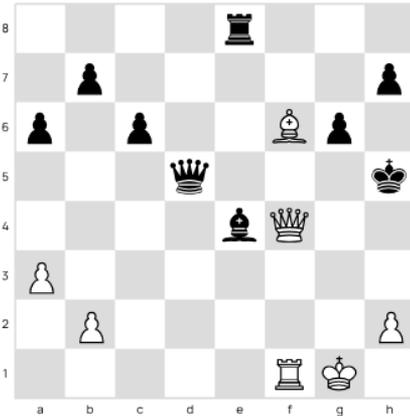
Check Mate in 1 Move



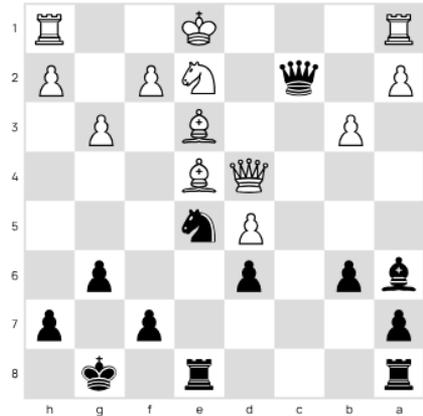
1. Black to play



2. Black to play



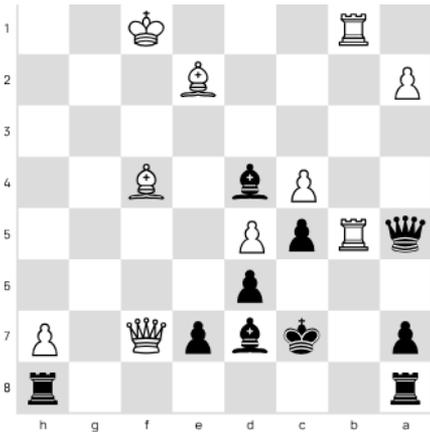
4. White to play



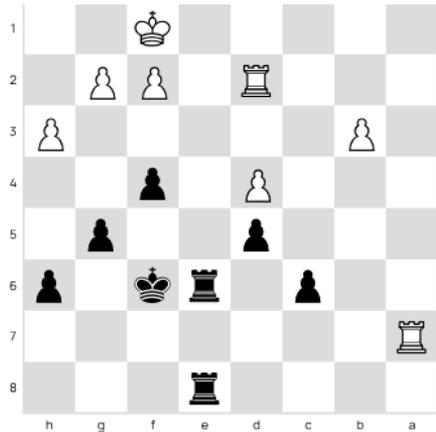
5. Black to play

Puzzles

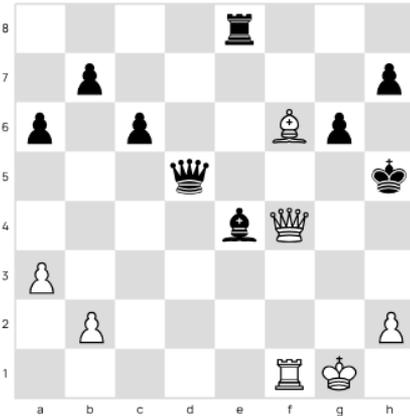
Check Mate in 1 Move



1. Black to play



2. Black to play



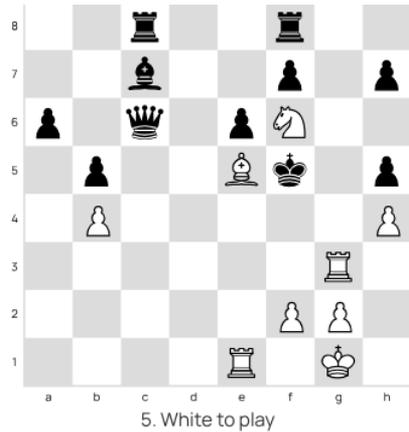
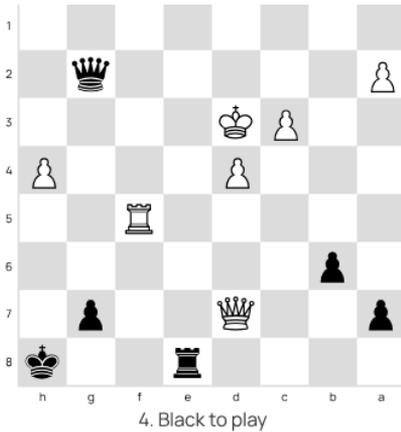
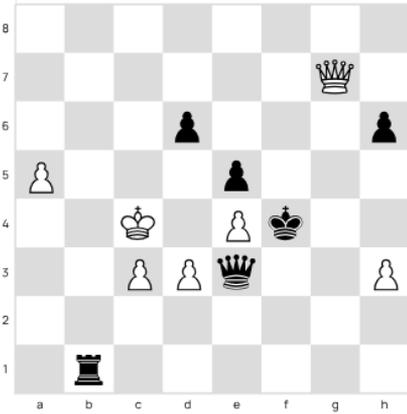
4. White to play



5. Black to play

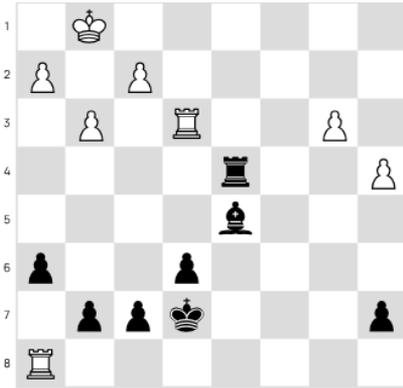
Puzzles

Check Mate in 1 Move

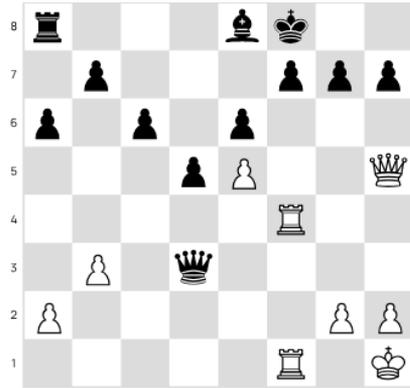


Puzzles

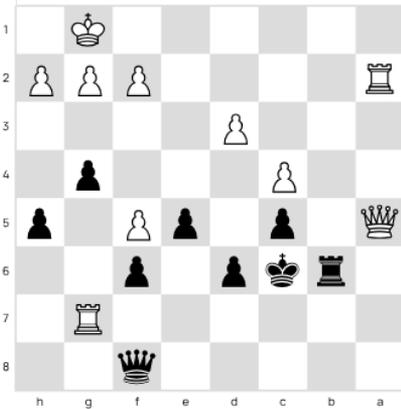
Check Mate in 2 Move



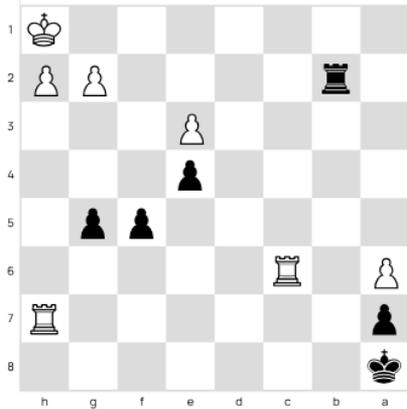
1. Black to play



2. White to play



4. Black to play



5. Black to play

Notation Sheet

Write Down Your Games



Big Chair Chess Club

Event				Date	
Section		Round	Board	Time Control	
Name (w)			Name (b)		
	WHITE	BLACK		WHITE	BLACK
1			31		
2			32		
3			33		
4			34		
5			35		
6			36		
7			37		
8			38		
9			39		
10			40		
11			41		
12			42		
13			43		
14			44		
15			45		
16			46		
17			47		
18			48		
19			49		
20			50		
21			51		
22			52		
23			53		
24			54		
25			55		
26			56		
27			57		
28			58		
29			59		
30			60		
Result:		<input type="checkbox"/> White Won	<input type="checkbox"/> Draw	<input type="checkbox"/> Black Won	

Notation Sheet

Write Down Your Games

Event					Date	
Section		Round	Board		Time Control	
Name (w)			Name (b)			
WHITE		BLACK		WHITE		BLACK
1			31			
2			32			
3			33			
4			34			
5			35			
6			36			
7			37			
8			38			
9			39			
10			40			
11			41			
12			42			
13			43			
14			44			
15			45			
16			46			
17			47			
18			48			
19			49			
20			50			
21			51			
22			52			
23			53			
24			54			
25			55			
26			56			
27			57			
28			58			
29			59			
30			60			
Result:		<input type="checkbox"/> White Won	<input type="checkbox"/> Draw	<input type="checkbox"/> Black Won		

Passport Note Section



Passport Note Section



ALWAYS

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B4U MOVE

Big Chair Chess Club

*Thank
You*

www.BigChairChessClub.org