E-LAKSHYA

PREFACE

Lakshya is an initiative taken by the Rotaract club of Gayatri Vidya Parishad (RACGVP) in the year 2018-19. Lakshya mainly focuses on creating awareness about the importance of sports along with academia and ensuring that all students participate actively. Every year, Rotaractors conduct this event explaining the importance of physical education and the way it helps us in improving our mental health. They try to engage them in fun and exhilarating mini–sports competitions followed by prize distribution. In this way, we stimulate young minds through Lakshya.

What if the schools are closed? You still have your home, get set play! This year (2021-22), though the COVID-19 pandemic has become an obstacle for us to make them play on grounds, we did not stop as learning has no boundaries. Thereby taking forward Lakshya through online platforms as E-Lakshya, by releasing the guides of various sports. Each month a guide is released consisting of a set of rules and regulations to play. Further, the Rotaractors visit several Zilla Parishad High Schools (ZPHS) and present the game guide to the heads of the respective educational institutions. Later the guide will be passed down to students to learn and understand the rules of the game which shall be conducted after the pandemic.

E-LAKSHYA

CHESS

The history of chess can be traced back to 600 A.D., started in the north of India and then spread throughout the Asian continent. The game is derived from the two-player Indian war game Chatarung (translation: four divisions of the military- infantry, cavalry, elephants, and chariotry, represented by the pieces that evolved into the pawn, knight, bishop, and rook, respectively). The rules of movement eventually changed to allow a more expedited version of play and these new rules were standardized as the game grew in popularity. The official rules of chess are maintained by the World Chess Federation along with information on official chess tournaments.

Chess is a two-player strategy board game played on a square checkered game board with 64 squares arranged in an eight-by-eight grid. It is one of the world's most popular games, played by millions of people worldwide at home, in clubs, online, by correspondence, and in tournaments. The first official World Chess Championship was hosted in 1886. Today chess is taught to children in schools around the world. Many schools host chess clubs, and there are many scholastic tournaments specifically for children. It improves strategic thinking, problem solving skills and develops pattern recognition skills.

E-LAKSHYA
How to play

CHESS
CHAPTER 5

1. The game is played on a square board of eight rows (called ranks) and eight columns (called files).

2. By convention, the 64 squares alternate in colour and are referred to as light and dark squares.

3. Chess pieces are divided into two different coloured sets.

4. The players of the sets are referred to as White and Black, respectively.

5. Each set consists of 16 pieces: one king, one queen, two rooks, two bishops, two knights, and eight pawns.

6. The king moves one square in any direction. There is also a special move called castling that involves moving the king and a rook.

7. A rook can move any number of squares along a rank or file, but cannot leap over other pieces. Along with the king, a rook is involved during the king's castling move.

8. A bishop can move any number of squares diagonally, but cannot leap over other pieces.

9. A queen combines the power of a rook and bishop and can move any number of squares along a rank, file, or diagonal, but cannot leap over other pieces.

10. A knight moves in an "L"-shape, two squares vertically and one square horizontally, or two squares horizontally and one square vertically. The knight is the only piece that can leap over other pieces.

11. A pawn can move forward to the unoccupied square immediately in front of it on the same file, or on its first move it can advance two squares along the same file.

12. A pawn can capture an opponent's piece on a square diagonally in front of it by moving to that square.

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CHESS CHAPTER 5

Rules and Regulations

1. At any point of time in the game, a player cannot make an illegal move, that is, they cannot move the piece against its method of movement.

2. Except for any move of the knight and castling, pieces cannot jump over other pieces.

3. A piece is captured (or taken) when an attacking enemy piece replaces it on its square.

4. The captured piece is thereby permanently removed from the game.

5. The king can be put in check but cannot be captured.

6. When a king is under immediate attack, it is said to be in check.

7. A move in response to a check is legal only if it results in a position where the king is no longer in check.

8. The objective of the game is to checkmate the opponent and this occurs when the opponent's king is in check, and there is no legal way to get it out of check.

9. It is never legal for a player to make a move that leaves the player's own king in check.

Rules and Regulations

10. A game can be won in the following ways:

   a. Checkmate: The king is in check and the player has no legal move.

   b. Resignation: A player may resign, conceding the game to the opponent.

   c. Forfeit: A player who cheats, violates the rules or rules of conduct specified for the particular tournament can be forfeited.

11. There are several ways a game can end in a draw:

   a. Stalemate: If the player has no legal move, but is not in check, the position is a stalemate, and the game is drawn.

   b. Dead position: If neither player is able to checkmate the other by any legal sequence of moves, the game is drawn.

   c. Draw by agreement: In tournament chess, draws are most commonly reached by mutual agreement between the players.

   d. Fifty-move rule: If during the previous 50 moves no pawn has been moved and no capture has been made, either player can claim a draw.