



## Chapter 1..INTRODUCTION (PRE)

### Chess & Setting up the Chessboard :

Chess is a very old game. People believe that it originated in India in the fourth or fifth century but no one really knows who invented it. Chess is an intellectual competition between two players and is a very logical game where luck plays little part. The winner is the person who solves the puzzles on the chess board better than her opponent.

The game is played on a squared board divided into 64 squares, alternating from light to dark. The board is always set up so that each player has the light square on her right-hand side. (Remember: light on the right).

The Queen always stands on the square of her own colour. Thus, the light coloured Queen must stand on the light coloured square. A good way of remembering this is the saying: The Queen is a fashionable lady. She likes her dress to match her shoes!

### The Chessmen

The pieces and pawns are called chessmen. They have different points to indicate how valuable they are. A Queen is worth 9 points so she is far more valuable than a pawn which is only worth 1 point. The King can never be captured and if he is in danger then he must move to a safe place or another chessman must make him safe. If he can not reach safety then the game is lost. The person with the White pieces always begins the game.

The table below shows how the chessmen are represented in printed material, the symbol given to it and its value.

Chessman Name	Symbol	Value
The King	K	Invaluable
The Queen	Q	9 points
The Rook.	R	5 points
The Bishop	B	3 points
The Knight	N	3 points
The Pawn	P	1 points



## The Pawn

The pawn seems, to the beginner, to be rather insignificant. After all, it is worth only 1 point, the least of any of the other chessmen. However, pawns can be very important as you will come to appreciate.

At the beginning of the game each side has 8 pawns. Except on its first move, a pawn may only move one square forward at a time. Pawns can never move backwards. When a pawn makes its very first move it has a choice; it can either move one square or two.

When a pawn reaches the other end of the board it can be changed for any other piece of its own colour, except the King. This is called promotion.

## The Queen

The Queen is the most powerful piece on the board. This is because it can control more squares than any other chessman. It moves straight forward or backwards and diagonally any number of squares.

## The Rook

The Rook moves horizontally and vertically any number of squares, forwards or backwards.

## The Knight

The Knight moves in an L shape in any direction. We can say that it either moves two squares sideways and then one square up or down, or two squares up or down, and then one square sideways. The Knight changes the colour of the square it stands on with each move. Therefore, if it starts off on a light coloured square, when it has finished its move it will land on a dark coloured square.

## The Bishop

The Bishop moves diagonally any number of squares, forwards or backwards. The diagram below shows all the possible squares to which the bishop may move. Each side has two bishops; one bishop moves along the light coloured squares and the other bishop moves along the dark coloured squares.

The Bishop's path can be blocked by other pieces on the chessboard. In the diagram below the Bishop now has less choice of squares to which it can move because the other White pieces block its path.



## The King

The King is the most important piece on the chessboard. It can never be captured and if it is in danger then it must be made safe immediately. If it is not possible to make the King safe then the game is lost. The King may move one square in any direction.

## The Check

When the King is being attacked directly by an opponent's piece we say that the King is in check. If the King is in check it must be made safe immediately.

## The Checkmate

If the King is in check and cannot get out of check then we say the King is checkmated and the game is lost.

## CHESS ALPHABET

**ATTACK** - A move which threatens something (checkmate or a profitable capture).

**BISHOP** - A piece with many different names, for example "fool" or "jester" (French), "runner" (German), "elephant" (Russian), etc. It is represented by the letter B or by the figurine .

**CAPTURE** - 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.

**DEFEND** - Make a move to defend against a threat, whether by protecting something, moving it, or making an even bigger threat.

**EXCHANGE** - This has two meanings: an exchange of material (usually of roughly equal value, for example I take your queen, which is protected by something, and you recapture) or the difference between a minor piece (B or N) and a rook, so if I take one of your rooks

with one of my knights and you recapture the knight with something then I have "won" the exchange.



**FILE** - A vertical line of eight squares on the board. The rooks start on the a- and h-files, the knights on the b- and g-files, the bishops on the c- and f-files, the queens on the d-file and the kings on the e-file.

**GAMBIT** – An opening where player with white pieces gives up a pawn to develop his pieces quickly and gain attacking chances.

**HANGING** – A pawn or piece is called hanging if it is unprotected and liable to be captured.

**ILLEGAL MOVE** – A move that is not allowed by law or rules of Chess.

**J'ADOUBE**- A French word for Giving notice to opponent player before adjusting a piece, but does not necessarily intend to move it.

**KING** - The most important, but not the strongest piece, represented by the symbol K or by the figurine.

**LINE** - A File , Rank or diagonal.

**MATERIAL** - All the men ( pieces) on the board except the kings.

**NOTATION** – A record of moves made in game of Chess.

**OPENING** - The first moves of a game, that part of a game when we are concerned with getting the team out of the dressing-room and on to the pitch.

**PAWN** - The chessman of smallest size and value represented by the symbol P or the figurine .

**QUEEN** - Now the strongest piece, the queen (in her original guise of Firz or Firzan) was one of the weakest until the new game was introduced c.1475. It is represented by the letter Q or by the figurine Q.

ROOK - English-speaking players look down on the term "castle," although that is used in many languages (French, German, Spanish). As usual, there are some different names such as "boat" (Russian). It is represented by the letter R or by the figurine .

STALEMATE - The player whose turn it is to move has no legal move to play but his/her king is not in check . The result of the game is a draw by stalemate.

TACTICS – Play based on the calculations of moves involving threats and attacks rather than on long term strategic considerations.

UNDERPROMOTION – Promoting a piece other than a queen. I. e. A rook or a Knight or a bishop.

VARIATION - An alternative line of play, a sequence of moves which generally share a logical interconnection.

WHITE – A player who has white pieces and moves first in the game of Chess.

X-RAY - Frequently used as a synonym for Skewer, a tactic.

YURI YAKOVICH - He is a Russian chess Grandmaster (1990). He was a member of the silver medal winning Russian team in 1997 .

ZUGZWANG – A German word for a situation where a player is forced to make a move that worsens his position.

### **Important Rules - :**

- a) If you touch one of your own men when it is your turn to move, you must move it.
- b) If you touch one of your opponent's men, you must capture it if you can.
- c) Once you make a move, you cannot change it so think carefully.
- d) The player with the White pieces always moves first.
- e) When using a clock, the button must be pressed with the hand which moved the piece on the chessboard.
- f) When castling, the King must be moved first and then the Rook brought to stand on the opposite side to the King.

### **The rules for castling :**

1. castling is only possible if neither the king nor the rook has moved.
2. There must not be any pieces between the king and the rook.
3. The king may not be in check.
4. The square the king goes to and any intervening squares may not be under attack.

5. However , there is nothing to prevent castling if the rook is under attack.

### **How A Game Draws !**

1. Perpetual Check - If an opponent checks the enemy King repeatedly we call this perpetual check.
2. Stalemate - If the King is not in check but is unable to move to a safe square we say that the King is stalemated and the game is drawn.
3. Insufficient mating material - When neither side has enough pieces on the board to checkmate the enemy king then the game is drawn.
4. Repetition of moves - If the same position occurs three times in a game then a player may claim a draw.
5. Fifty move rule - If both sides have made 50 consecutive moves without making a capture or pawn move then a player may claim a draw.
6. Draw by agreement - Both players may feel that the position on the board is equal and consequently agree to a draw.

### **Algebraic Notation:-**

The rows of squares on the chessboard are called ranks and the columns of squares are called files. The ranks are labelled from 1 to 8 and the files are labelled from a - h. We use these numbers and letters to describe where pieces are on the chessboard.

x	Captures
+	Check
++ or #	Checkmate
O-O	Castles King's side
O-O-O	Castles Queen's side

For example 1. f2-f4 means on the first move the pawn on the f2 square moved to the f4 square.

exd6 Bxd6 The White pawn on the e file takes the pawn on d6. The Black Bishop takes the pawn on d6.

Nf3 Qxg3+ The White Knight moves to f3. The Black Queen takes the pawn on g3 and checks the White King.

[08/08, 11:20 am] Tezzas Tutorial:

Different types of draws:

1. Stalemate: A stalemate occurs when the player whose turn it is to move has no legal moves available, but their king is not in check.
2. Threefold Repetition: If the same position occurs on the chessboard three times (with the same player to move), either player can claim a draw. This often happens with perpetual check, where one player repeatedly checks the other to avoid losing.
3. Fifty-Move Rule: If no pawn has been moved and no capture has been made in the last fifty moves, either player can claim a draw.
4. Insufficient Material: A draw is declared if neither player has enough pieces to deliver a checkmate. This is common when both players have only their kings left, or when they have a king and a bishop/knight against the opponent's king.
5. Agreement: Players can agree to a draw at any point during the game. This is often done when neither player sees a way to win or if they are content with a draw.

Common Chess Tactics:

Forks:

A single piece attacks two or more of the opponent's pieces simultaneously, forcing the opponent to lose at least one piece.

Pins:

A piece is pinned to a more valuable piece behind it, preventing the pinned piece from moving without exposing the more valuable piece to attack.

Skewers:

Similar to a pin, but the more valuable piece is behind the less valuable one, and the attack forces the less valuable piece to move, exposing the more valuable one.

Discovered Attacks:

Moving a piece to reveal an attack from another piece, potentially creating a double attack or check.

Deflection:

Forcing an opponent's piece to move away from a crucial defensive square, creating a weakness.

Removing the Defender:

Eliminating a piece that is defending another piece, allowing for a capture or other tactical blow.

Sacrifices:

Voluntarily giving up material (a piece) to gain a tactical advantage, such as creating a mating attack or opening lines for other pieces.

Overloading:

Forcing a piece to defend multiple threats, making it unable to adequately defend all of them.

Interference:

Placing a piece to block the line of attack or defense between two of the opponent's pieces.

Mating Nets:

Creating a series of attacks that restrict the king's movement, ultimately leading to checkmate.

Pawn Breakthrough:

Using pawn moves to open lines, create passed pawns, or disrupt the opponent's pawn structure.

Perpetual Check:

A series of checks that prevent the opponent from escaping, forcing a draw.



SYMBOLS	
<b>x</b>	Capture
<b>+</b>	Check
<b>#</b>	Checkmate
<b>0-0</b>	King-side castling
<b>0-0-0</b>	Queen-side castling
<b>1-0</b>	White wins
<b>0-1</b>	Black wins
<b>½ - ½ or 0.5-0.5</b>	Draw
<b>!</b>	Good move
<b>!!</b>	Brilliant move
<b>?</b>	Bad move
<b>??</b>	Blunder
<b>!?</b>	Interesting move
<b>?!</b>	Weak move
<b>±</b>	White has a slightly better position
<b>±</b>	White has the better position
<b>+ -</b>	White has a winning position
<b>∓</b>	Black has a slightly better position
<b>∓</b>	Black has the better position
<b>- +</b>	Black has a winning position
<b>=</b>	Equal position
<b>∞</b>	Unclear position