

WELCOME



What is Chess?

- Two player strategy game played with 32 pieces on a checkered gameboard with 64 squares arranged in an 8×8 grid.



- Each player uses 16 pieces:
one king,
one queen,
two rooks,
two knights,
two bishops, and
eight pawns.



Board Setup

- Pieces are set up with white taking two ranks on one end and black with two ranks on the opposite end. Four ranks in middle.
- Pawns are placed on each player's front rank.



Board Setup

- For each side, the back rank includes, in order from left to right: rook, knight, bishop, queen/king, bishop, knight, rook.
- **All pieces must be present. Game cannot be played with missing pieces.**



Board Setup

- Each player should have a light square in bottom right corner of their side.
- White queen on light square, black queen on dark square.
- White rook on A-One.




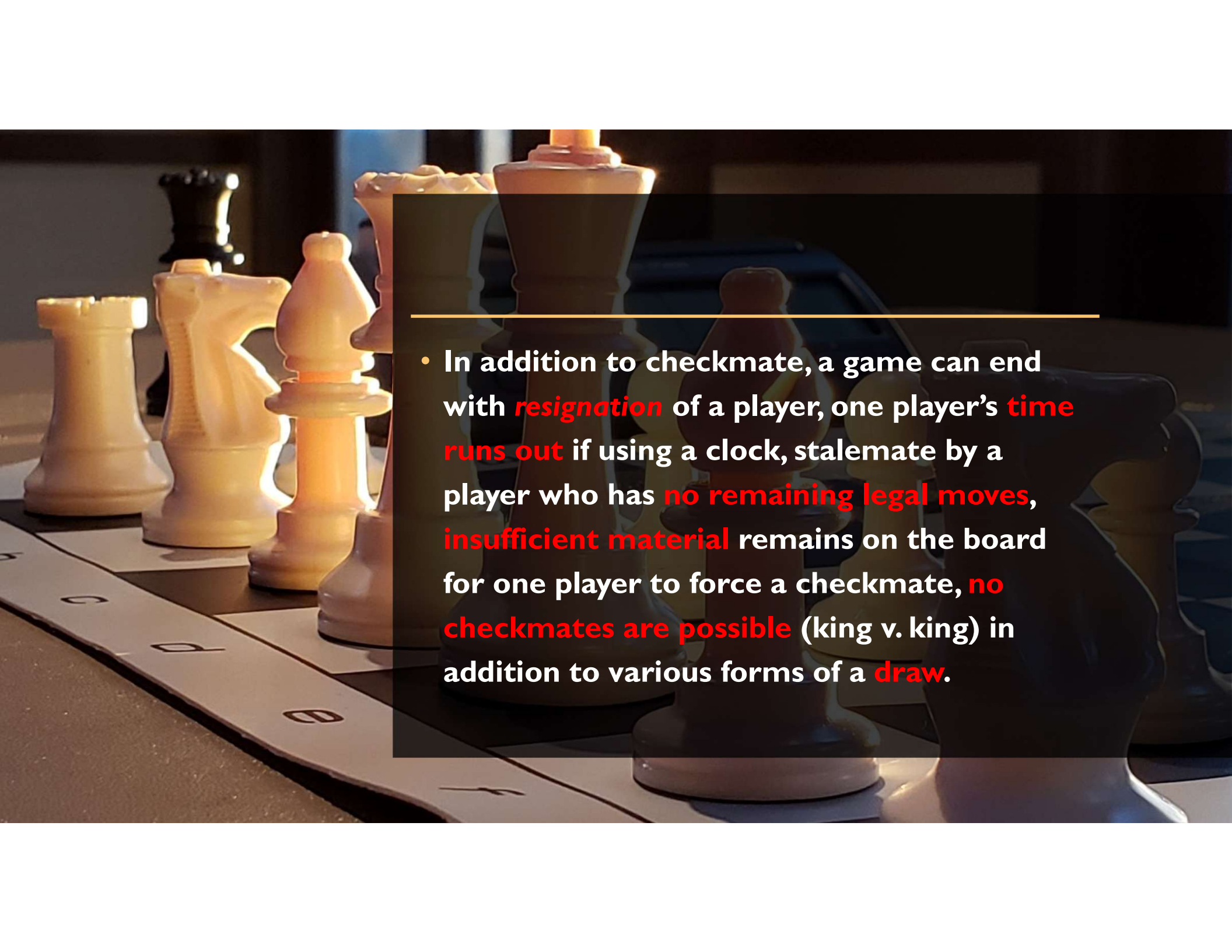
CHESSE MOVES

EACH PIECE HAS OWN
ABILITIES

EACH PIECE HAS
LIMITATIONS

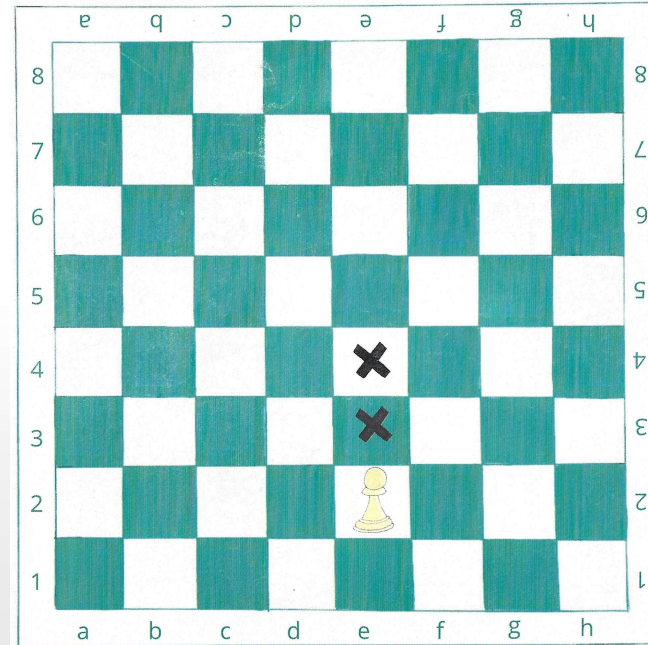
PIECES WORK IN
CONCERT WITH EACH
OTHER FOR DESIRED
OUTCOME

- 
-
- Each piece moves differently, with the most powerful being the **QUEEN**, the least powerful – but influential – **PAWN**, and the most valuable **KING**.
 - The objective is to **CHECKMATE** the opponent's king by placing it under an inescapable threat of capture. To this end, a player's pieces are used to attack and capture the opponent's pieces, while supporting each other.

- 
- In addition to checkmate, a game can end with **resignation** of a player, one player's **time runs out** if using a clock, stalemate by a player who has **no remaining legal moves**, **insufficient material** remains on the board for one player to force a checkmate, **no checkmates are possible** (king v. king) in addition to various forms of a **draw**.

CHESSE PIECES

PAWNS

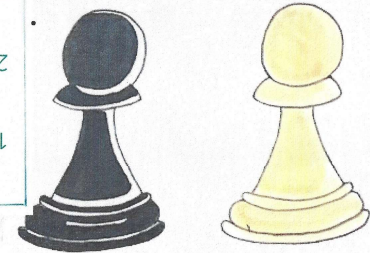


PAWN MOVES

On its first move, the pawn advances vertically one or two squares.

After its first move, the pawn can only go forward one square.

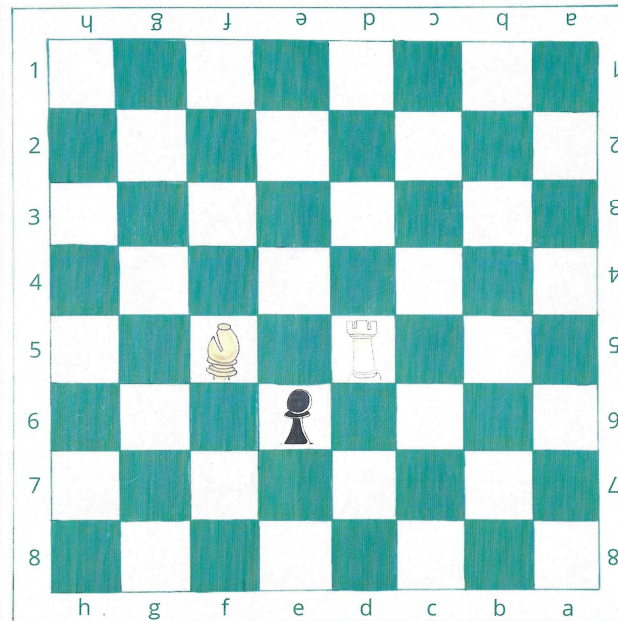
Pawns can only move onto or across vacant squares.



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CHESSE PIECES

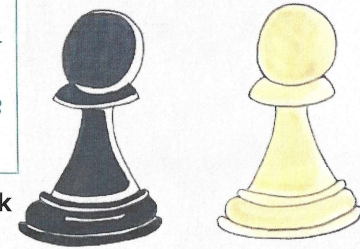
PAWNS



The black pawn on e6 can capture the white Rook on d5 or the white Bishop on f5.

PAWN CAPTURES

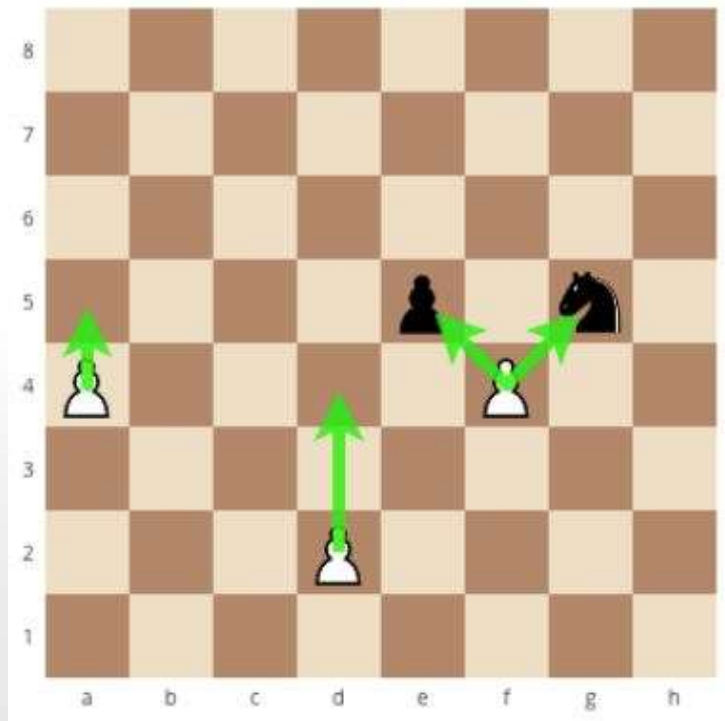
The pawn move diagonally one square to capture.
The pawn only moves diagonally when capturing.



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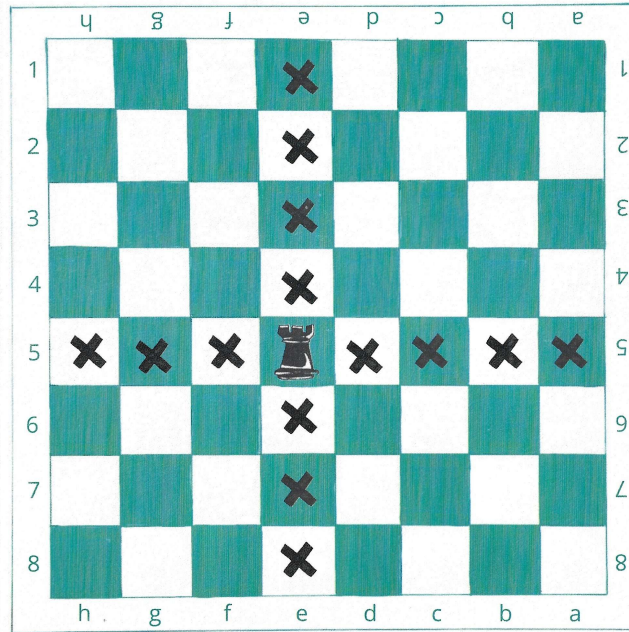
CHESSE PIECES

PAWNS



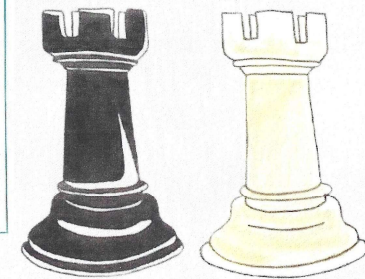
CHESSE PIECES

ROOK



ROOK

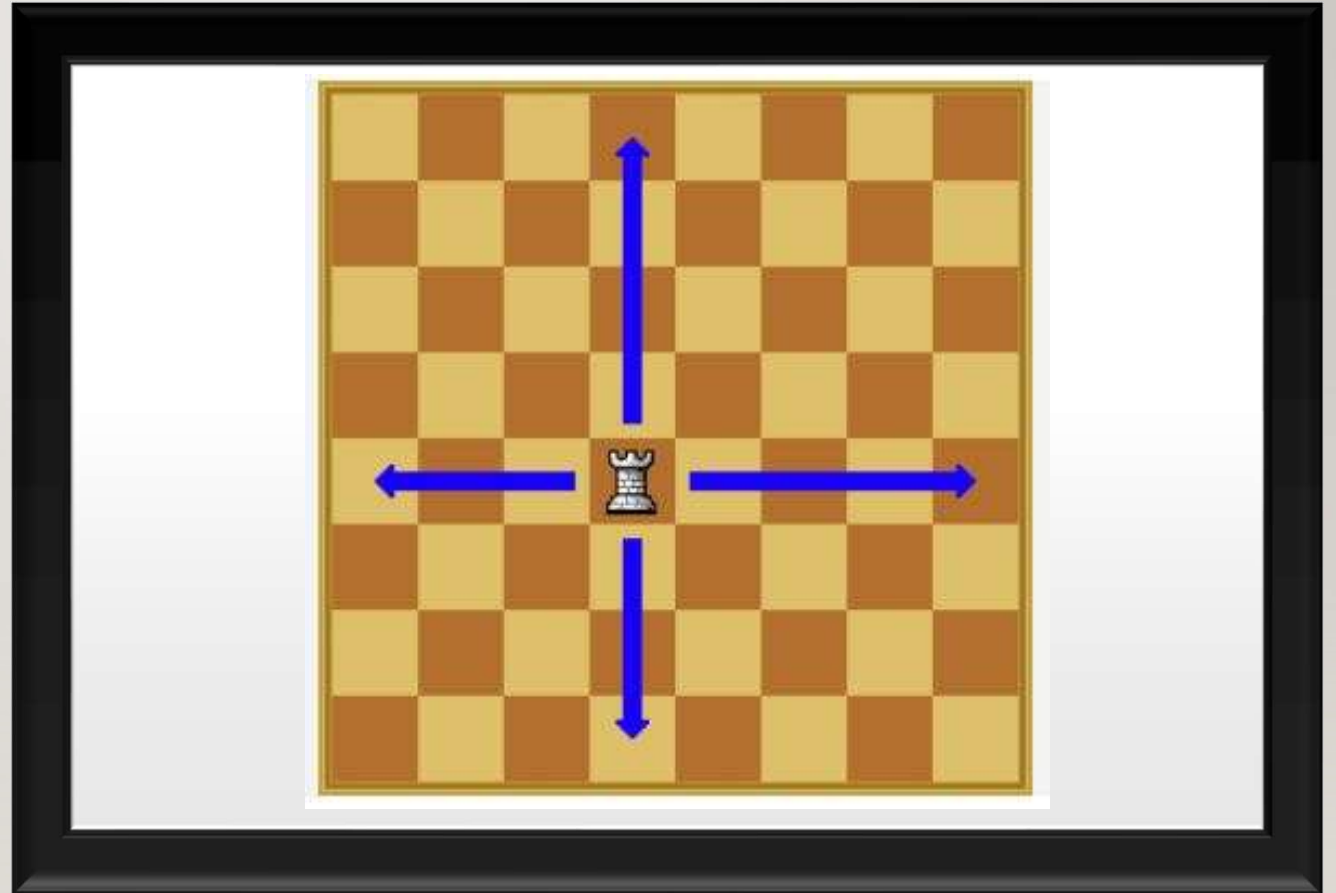
The Rook moves
vertically (up or down) or
horizontally (left or right).



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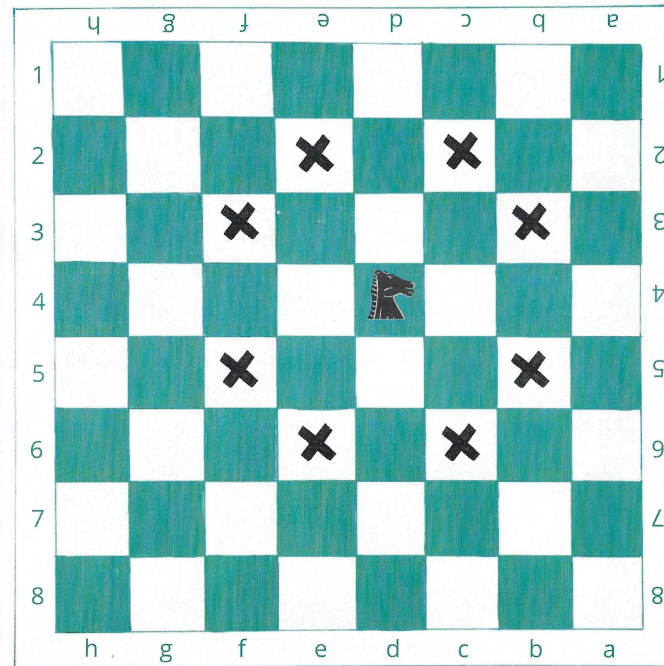
CHESSE PIECES

ROOK



CHESSE PIECES

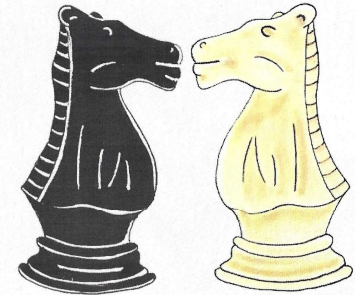
KNIGHT



KNIGHT

The Knight moves two squares vertically and then one square horizontally. Or, it moves two squares horizontally and then one square vertically.

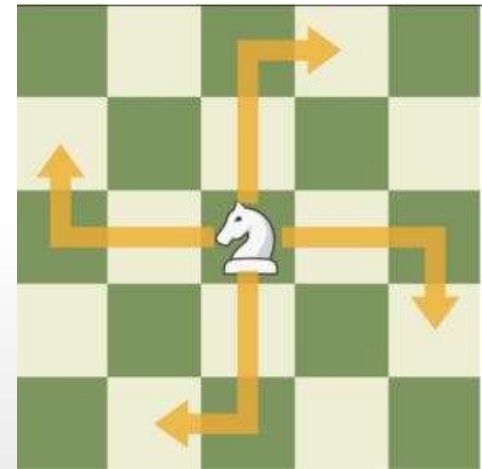
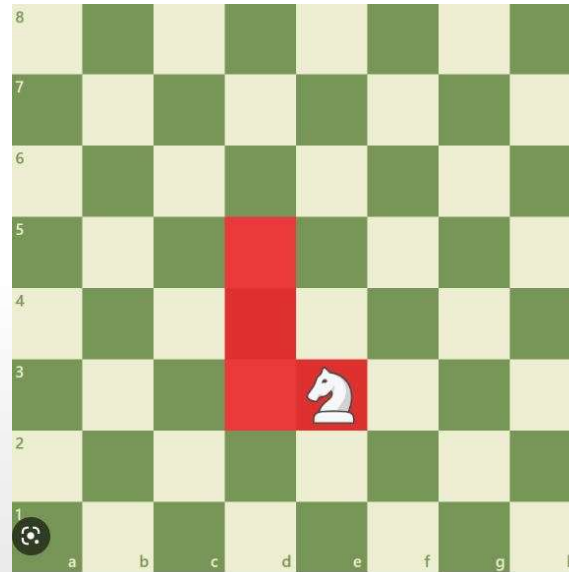
The Knight always moves to an opposite-colored square. Knights can jump over other pieces.



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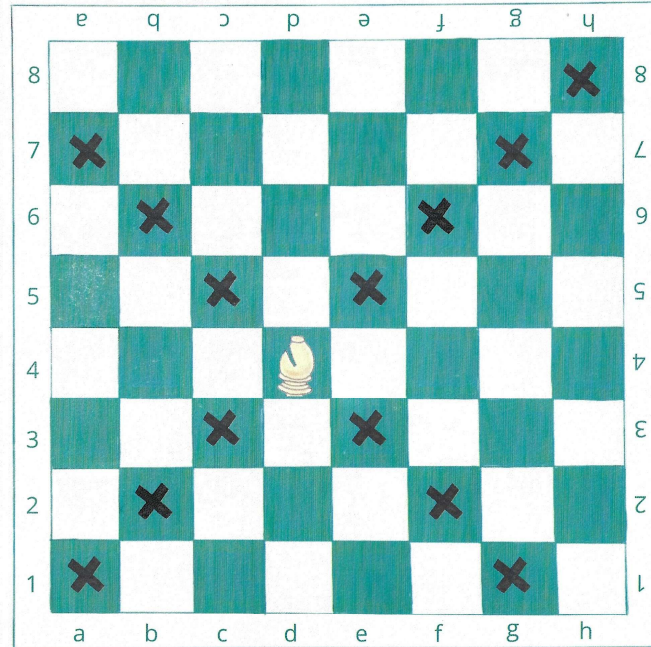
CHESSE PIECES

KNIGHT



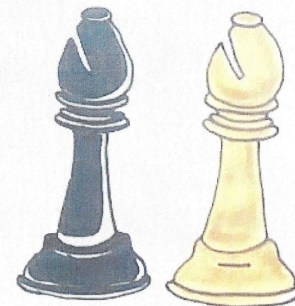
CHESSE PIECES

BISHOP



BISHOP

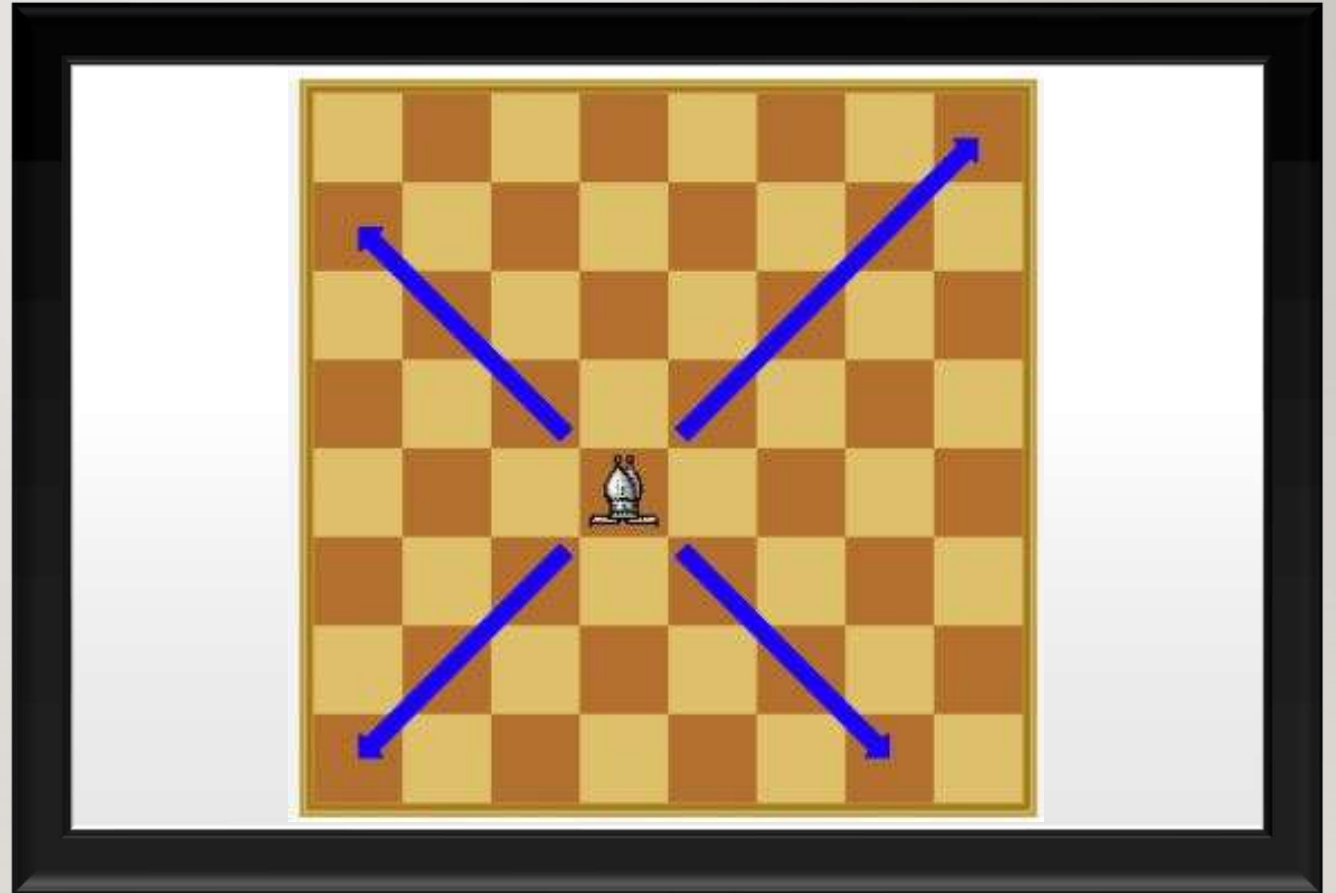
The Bishop moves diagonally.



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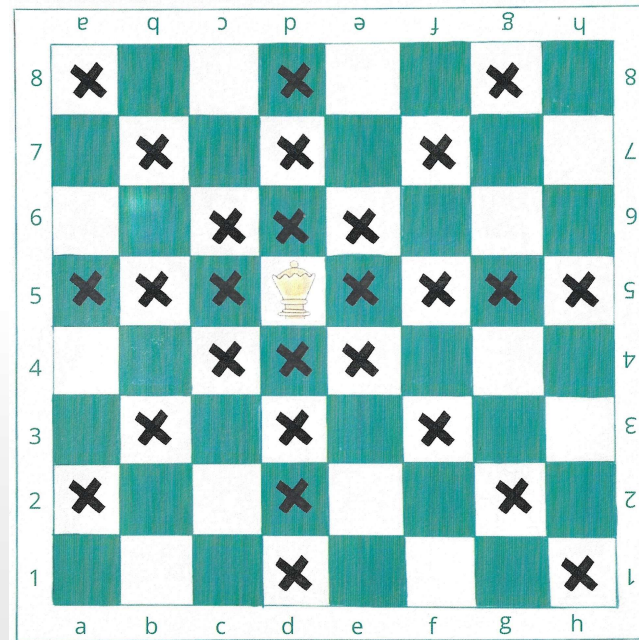
CHESS PIECES

BISHOP



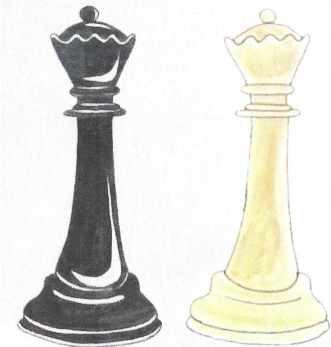
CHESSE PIECES

QUEEN



QUEEN

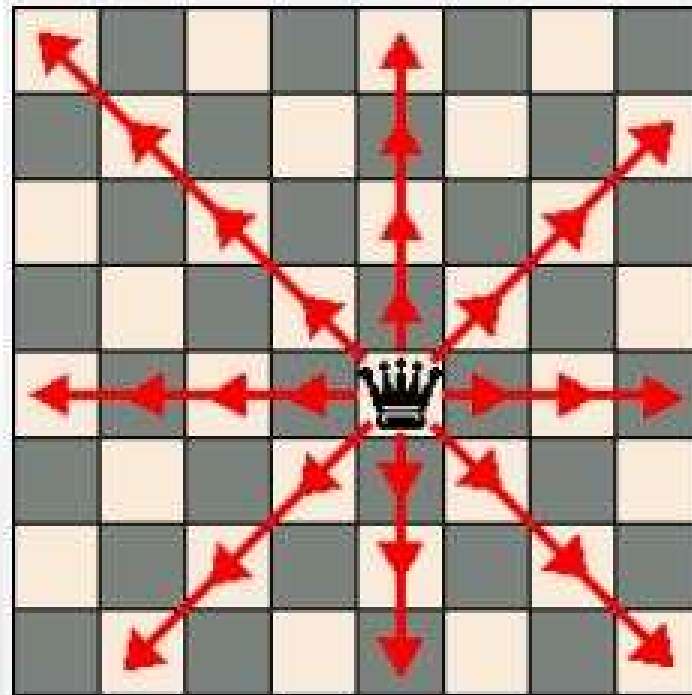
The Queen moves diagonally, vertically, or horizontally.



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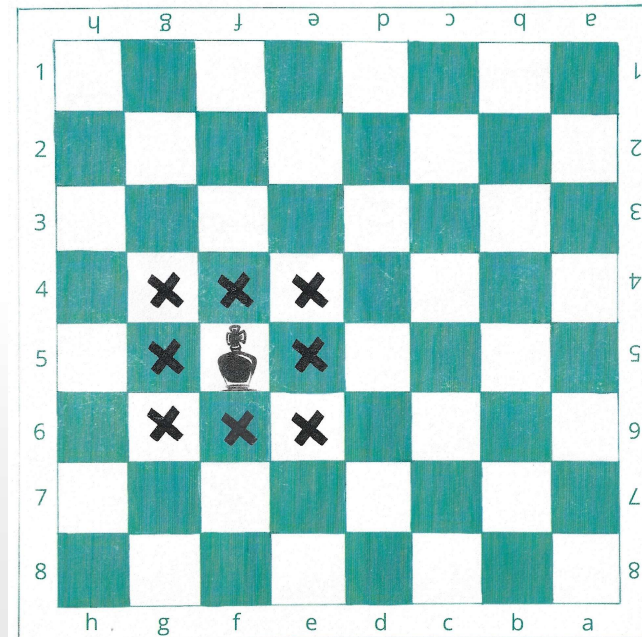
CHESSE PIECES

QUEEN



CHESSE PIECES

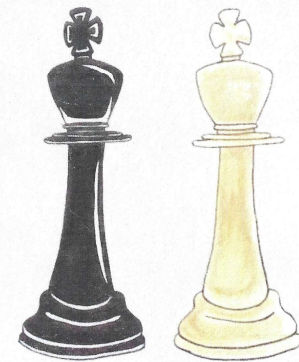
KING



KING

The King moves one square diagonally, vertically, or horizontally.

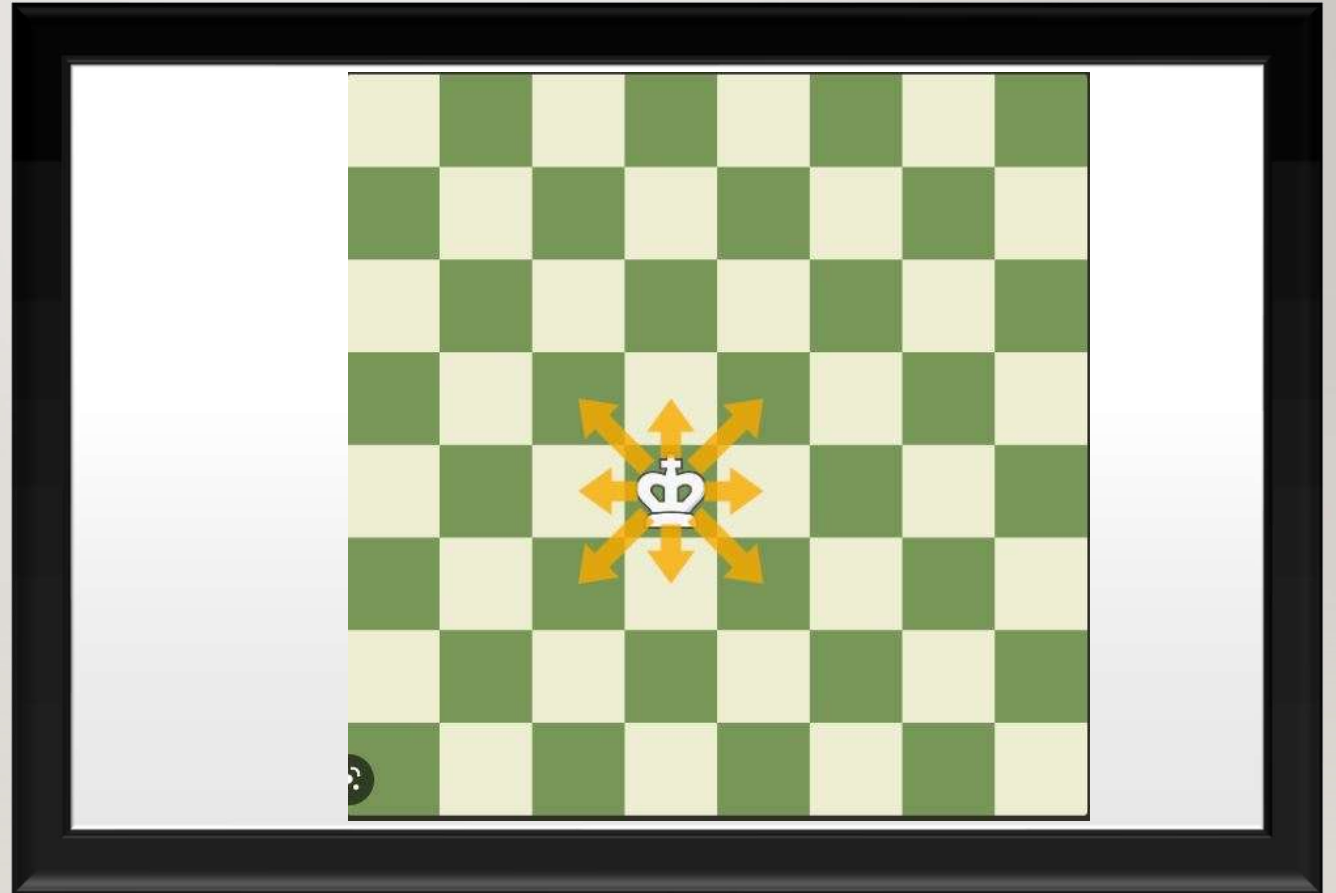
It cannot move into check.



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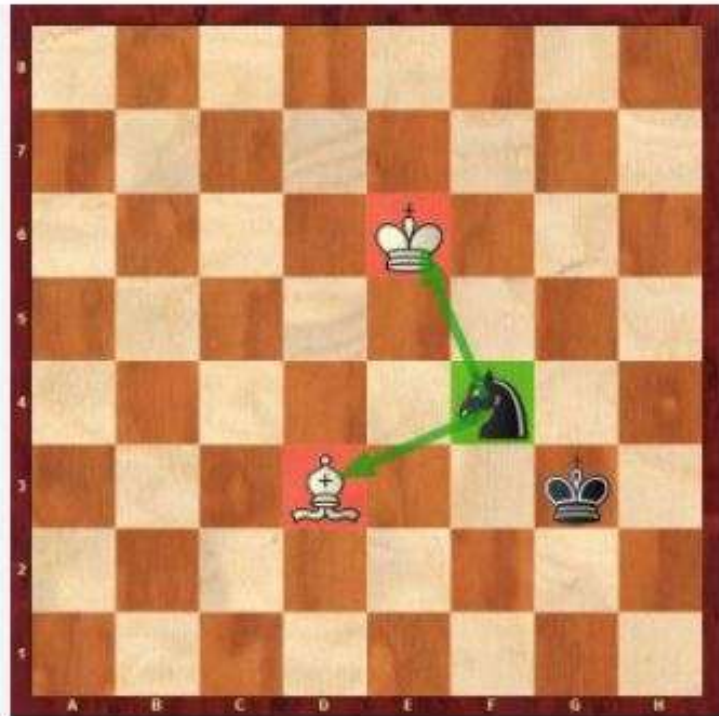
CHESSE PIECES

KING



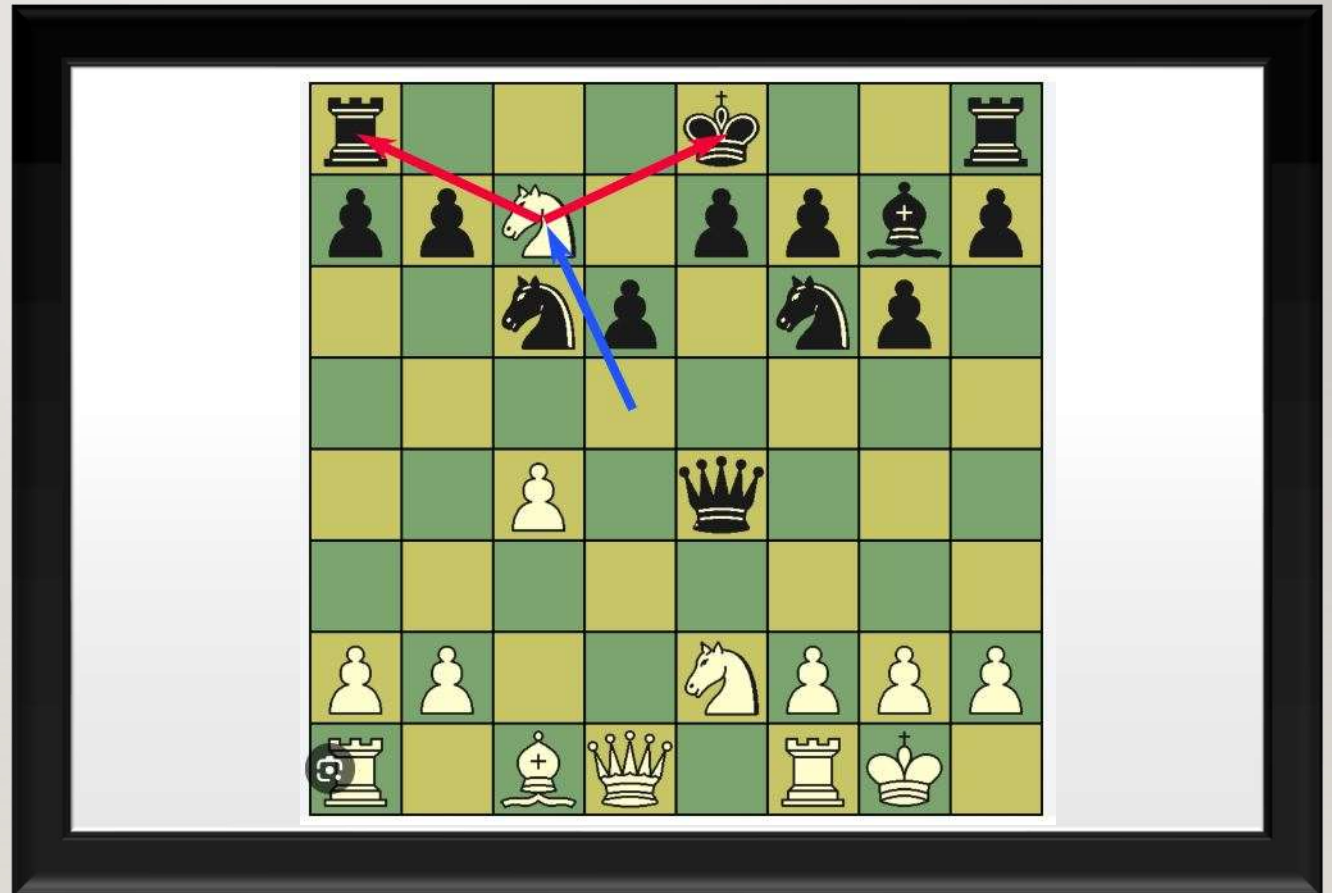
CHESS PIECES

FORKS



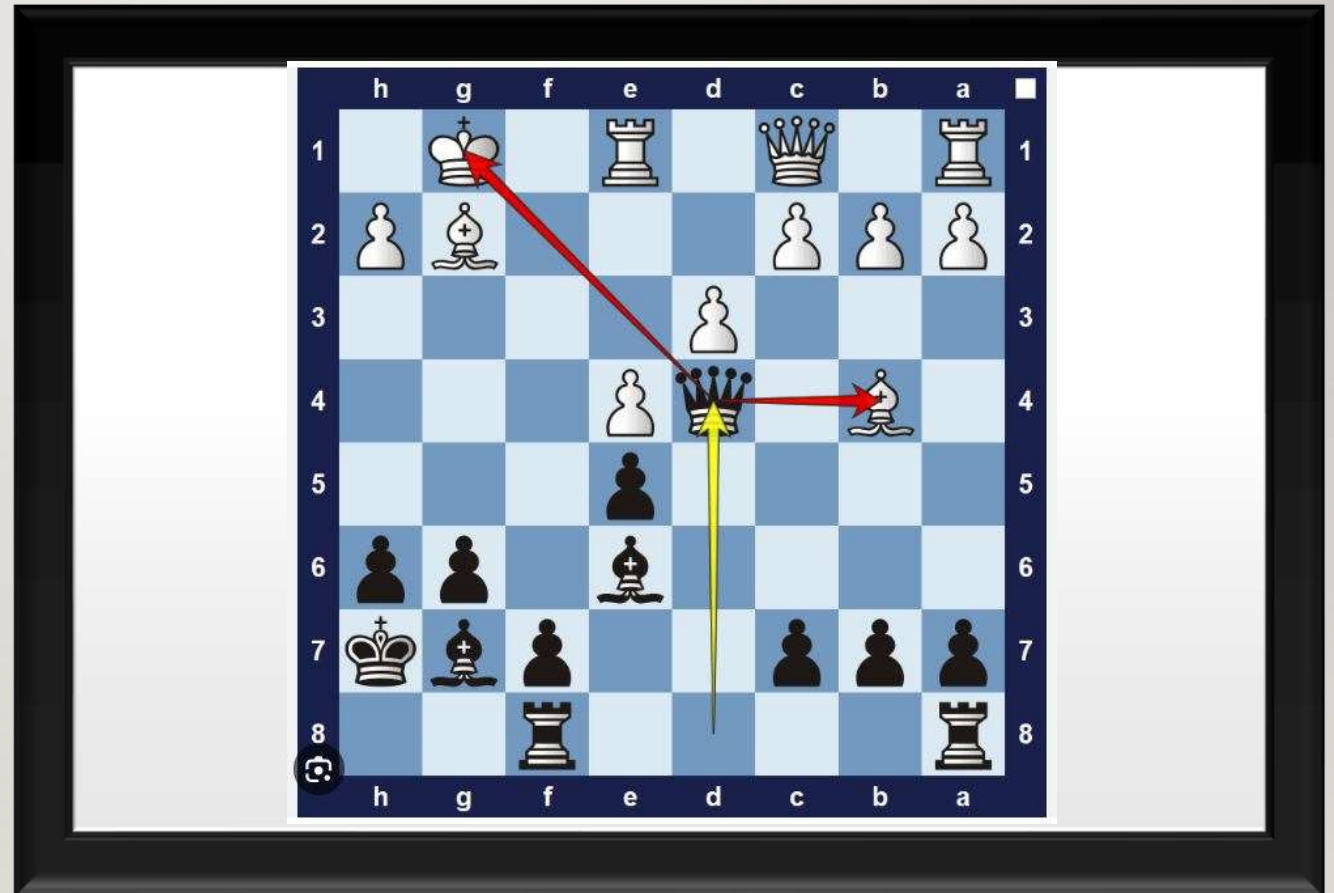
CHESS PIECES

FORKS



CHESSE PIECES

DISCOVERED ATTACK



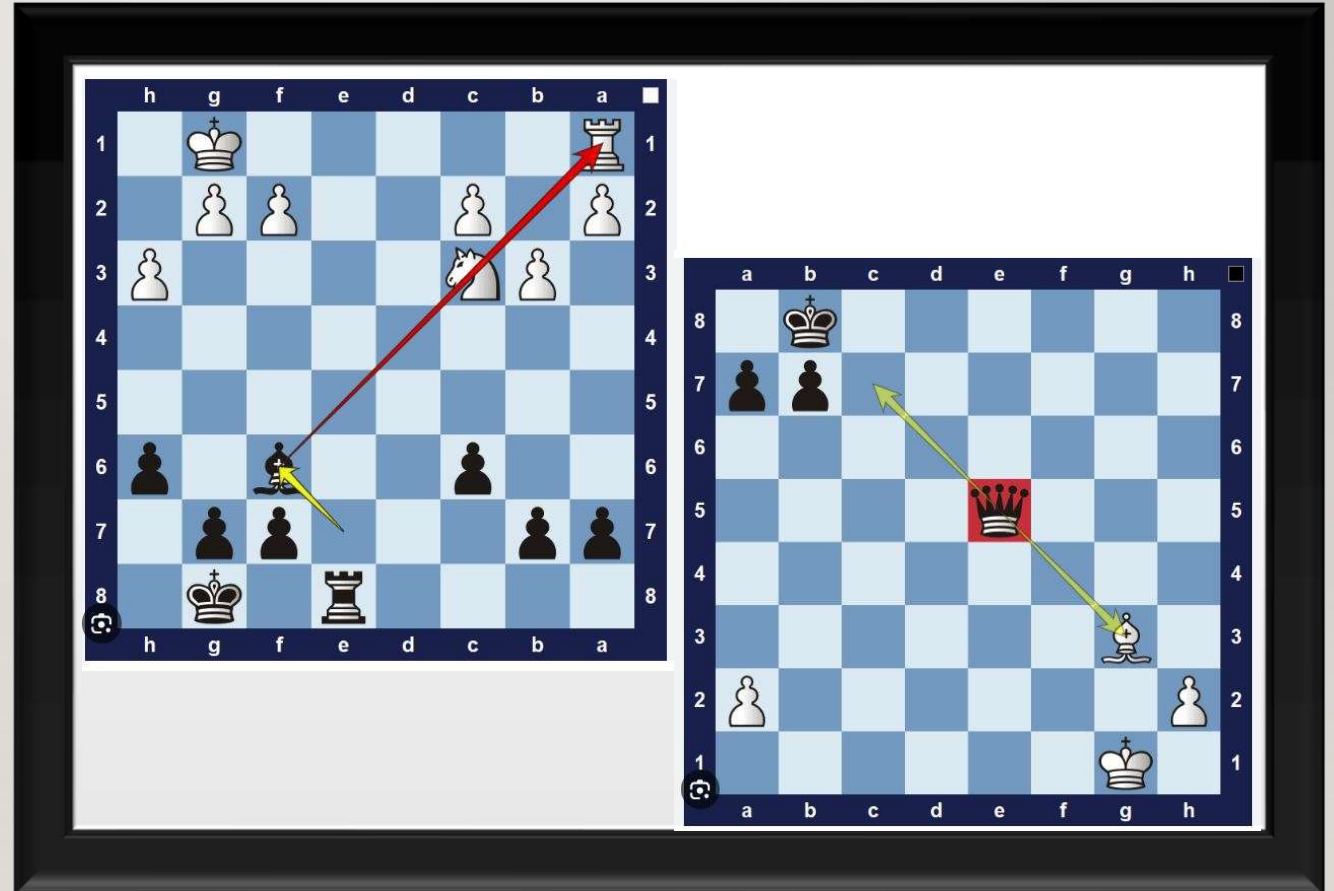
CHESSE PIECES

DOUBLE ATTACK



CHESSE PIECES

PIN



PHASES OF THE GAME

OPENING

MIDDLE GAME

END GAME

CHES PHASES

OPENING

DEVELOPMENT

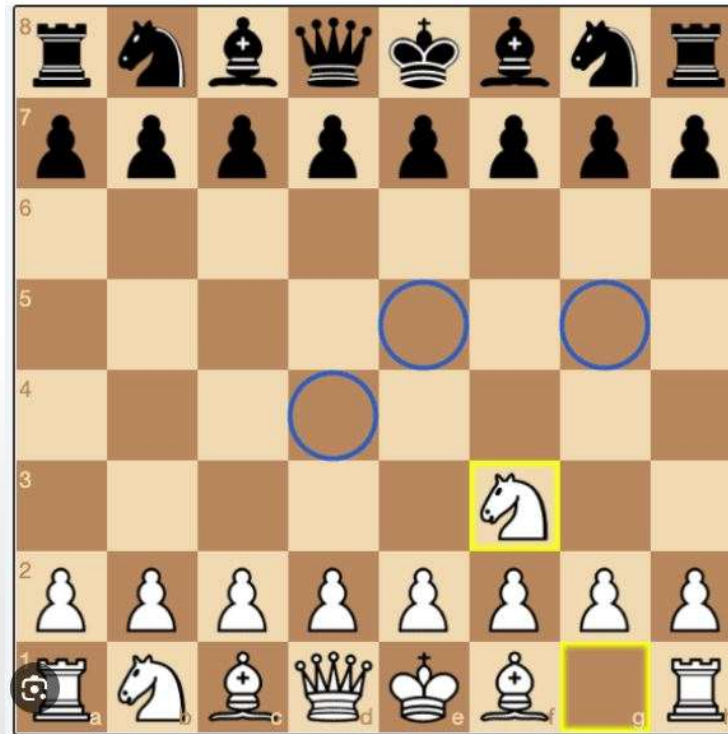
CONTROL CENTER



CHES PHASES

OPENING

DEVELOPMENT

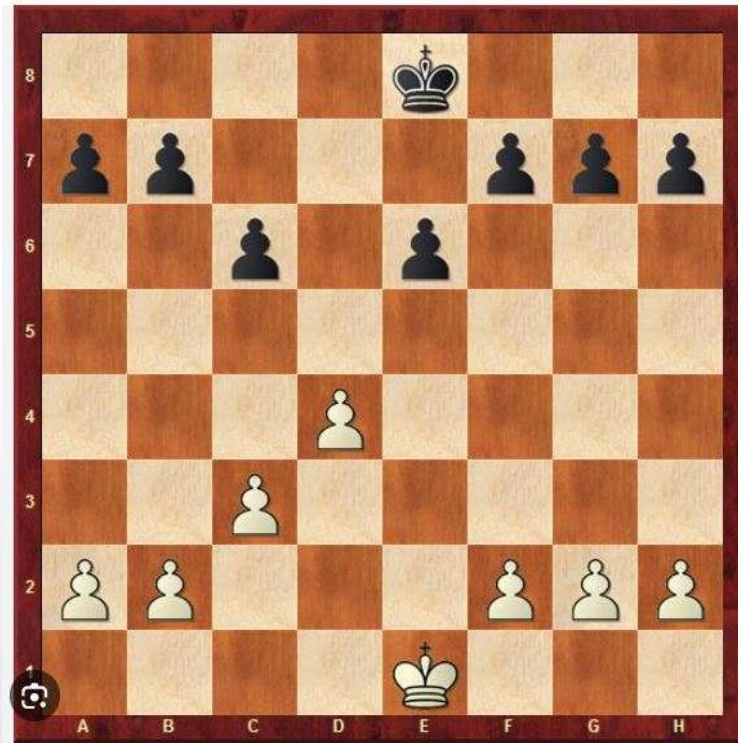


CHES PHASES

OPENING

DEVELOPMENT

PAWN STRUCTURE



CHESS PHASES

OPENING

DEVELOPMENT

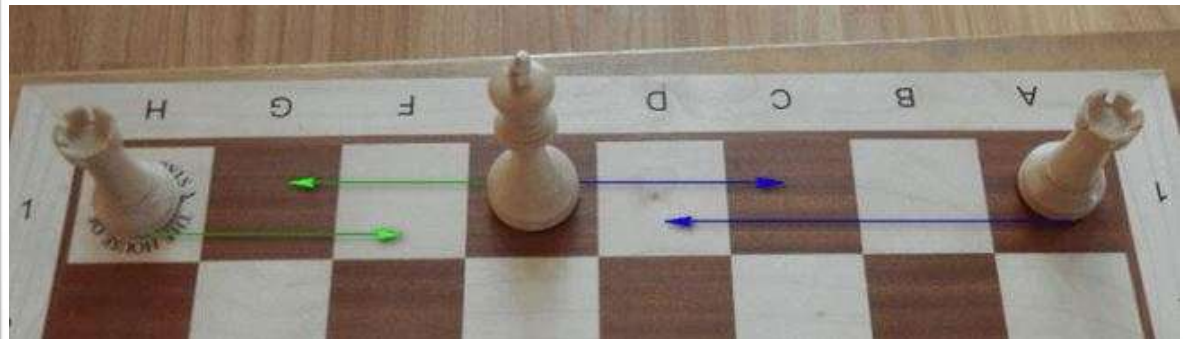
PAWN

EN PASSANT



CHESS PHASES

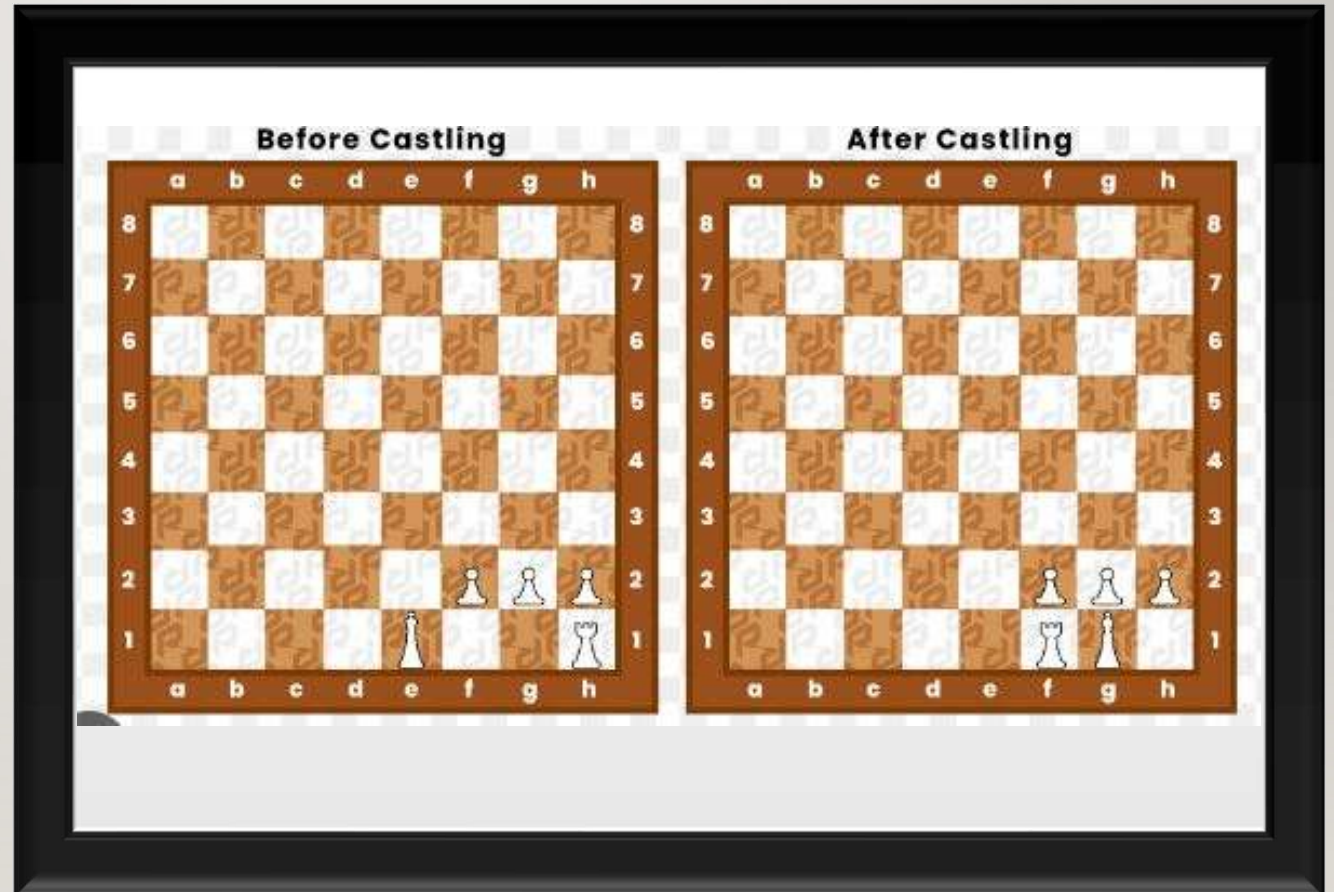
OPENING
DEVELOPMENT
CASTLING



- **Only possible when neither the King or Rook have moved.**
- **No pieces can be between King and Rook.**
- None of the open spaces between King and Rook can be under attack.
- The King cannot be in check before castling begins.
(Therefore, the King cannot use castling to get out of check.)

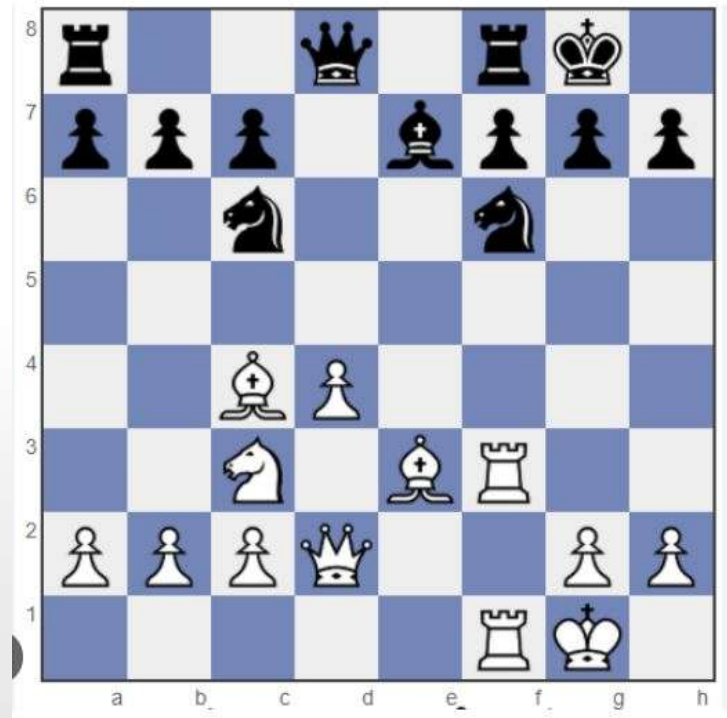
CHES PHASES

OPENING
DEVELOPMENT
CASTLING



CHES PHASES

MIDDLE GAME



CHESSE PHASES

END GAME



TOURNAMENTS

CLOCKS



- All shapes, and forms
- Analog and digital
- Each side has set time control to play.
- Player taps end on top to stop his clock and start opponent.
- *When time runs out, player loses if they have not already won or resigned.*
- Increment settings adds time back for notation purposes.

TOURNAMENTS

NOTATION

Move	Player 1 White	Player 2 Black
1	e4	e5
2	Nf3	Nc6
3	Bc4	Bc5
4	b4	Bxb4
5	c3	Ba5
6	d4	d6
7	Qb3	Qd7
8	O-O	Bb6
9	dxe5	Nxe5
10	Nxe5	dxe5
11	Rd1	Qe7
12	Ba3	Qf6
13	Bxf7+	Qxf7
14	Rd8+	Kxd8
15	Qxf7	Bd7
16	Qxg7	c6
17	Qxh8	Kc7
18	Qxe5+	Kd8
19	Bd6	Be8
20	Na3	Rc8
21	Rd1	Bd7
22	Qg5+	Ke8
23	Qxg8#	
Result	1	0

- Notation uses algebraic combinations of letters and numbers.
- Files have letters and ranks have numbers to designate coordinates of squares.
- Pieces have abbreviations, usually first letter except for knight.
- X means capture
- + means king in check
- ++ means checkmate
- *Notation is good for learning where mistakes were made after a game.*
- *Notation is required for rated games in tournaments.*

TOURNAMENTS

PAIRINGS

- Most tournament directors use computer software to set up pairings in a tournament.
- After data is entered, computer program – usually SwissSys – matches players for each round.
- Players are assigned to a numbered board and color of pieces – white or black.
- When games are finished, computer calculates scores, standings.

Table	White	Score	Rating	Black	Score	Rating	Result
1	GM Caruana, Fabiano	2.0	2782	GM Swiercz, Dariusz	1.5	2640	
2	GM Sevan, Samuel	1.5	2698	GM Dominguez Perez, Leinier	1.5	2739	
3	GM Shankland, Sam	2.0	2711	GM So, Wesley	1.5	2769	
4	GM Mishra, Abhimanyu	2.5	2591	GM Niemann, Hans Moke	1.5	2674	
5	GM Aronian, Levon	1.5	2742	GM Robson, Ray	0.5	2689	
6	GM Xiong, Jeffery	1.0	2693	GM Tang, Andrew	1.0	2523	

TOURNAMENTS

ETIQUETTE

- Games should begin with players shaking hands.
- Players should only speak when saying “good luck” while shaking hands and “good game” when finished; or to offer a draw or resign.
- Players should not engage in behavior that creates distractions for their opponent such as making noise or unusual gestures.
- Cell phones and pagers must be turned off during games.
- Spectators, if allowed, must not speak to players or interfere.



- Spectators should not talk about a game during the game where players can hear.

TOURNAMENTS

RATED V.

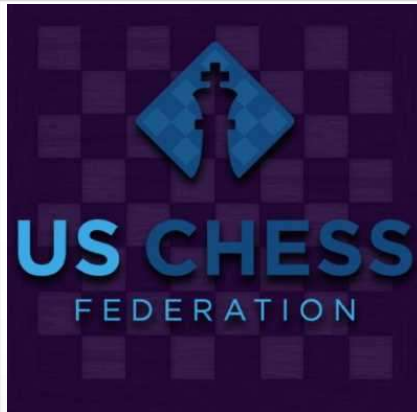
UNRATED



- Rated games require U.S. Chess Federation membership.
 - Game results are reported to USCF.
 - USCF rules are enforced.
-
- Clocks are required for rated games.
 - Notation is required for rated games.
 - *Unrated games do not require USCF membership.*
 - Unrated games are not reported to USCF.
 - *Clocks may be used in unrated games, but they are not required.*
 - *Notation may be encouraged in unrated games, but it is not required.*

U.S. CHESS

FEDERATION



- The governing body organization that regulates and monitors chess tournaments and other chess activities in the United States.
 - It sets the standards that tournament directors must meet to be qualified to oversee tournaments.
-
- US Chess establishes the rules of playing chess.
 - It regulates how tournaments must be operated.
 - It oversees the ratings systems.
 - It issues membership numbers that must be used in rated games.
 - Ratings are numerical values assigned to a player reflecting their approximate skill level as related to tournament game victories. Ratings are averages of game results.



THE COSTS OF PLAYING CHESS

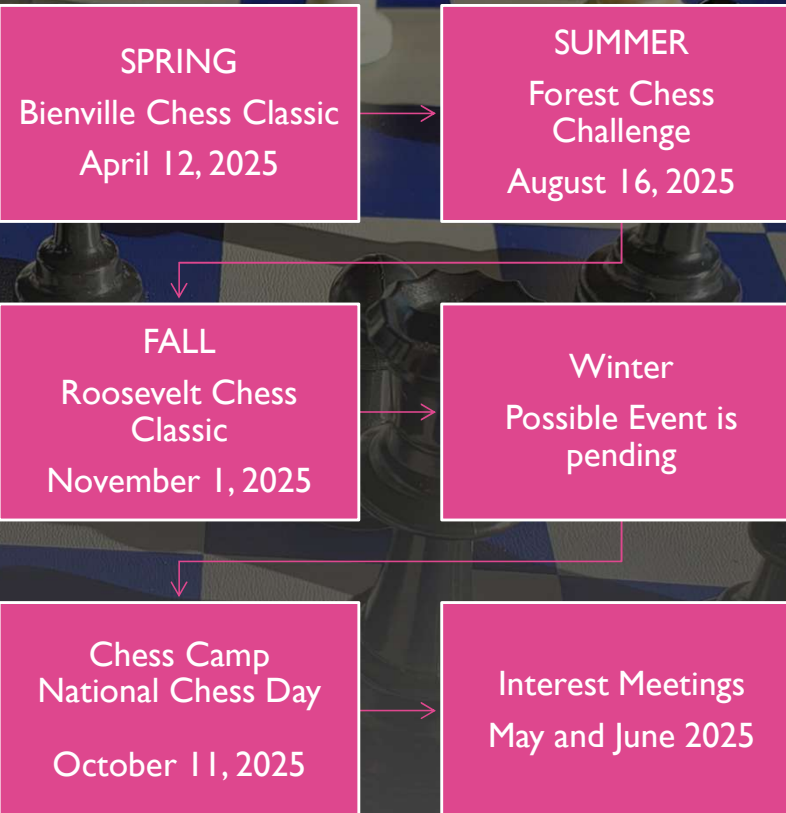
What are some of the annual costs of playing chess in organized activities?



- **Local Club Dues** – There are **NO DUES** to attend and play with the Scott County Chess Club. Most local clubs around the state are also free to participate. The SC Chess Club is an affiliate of the U.S. Chess Federation and the Mississippi Chess Association.
- **U.S. Chess Federation (USCF)** – There is an annual membership fee to join the Federation and maintain a membership ID number. **There are multiple plans with varying amounts including \$24 for youth under age 19 and \$54 for adults between 24 and 65.**
- **Mississippi Chess Association** – The MCA is a state affiliate of the USCF and governs chess in the state of Mississippi. There is an annual membership fee of **\$10 for all persons** to join the MCA. This fee is usually due each October at the state tournament.
- **Tournament fees** – Most tournaments require entry fees to help cover organizers' expenses. They can range from as little as \$5 for a small tournament to \$30 and \$40 for a medium-size tournament and more for larger tournaments.



SCOTT COUNTY CHESS EVENTS FOR 2024-2025



A group of five children are gathered around a table in a library, playing chess. The children are of diverse backgrounds. In the background, there are bookshelves filled with books. The scene is dimly lit, with the primary light source coming from the left, creating a warm, focused atmosphere on the chessboard.

COME TO OUR
MONTHLY
MEETINGS

- 9 – 11 a.m.
- Forest Public Library
- *First Saturday of each month*



**THANK YOU FOR
ATTENDING!**

***BE SURE TO SIGN
THE LIBRARY ROSTER***

**We hope to see you
at our meetings and
special events!**