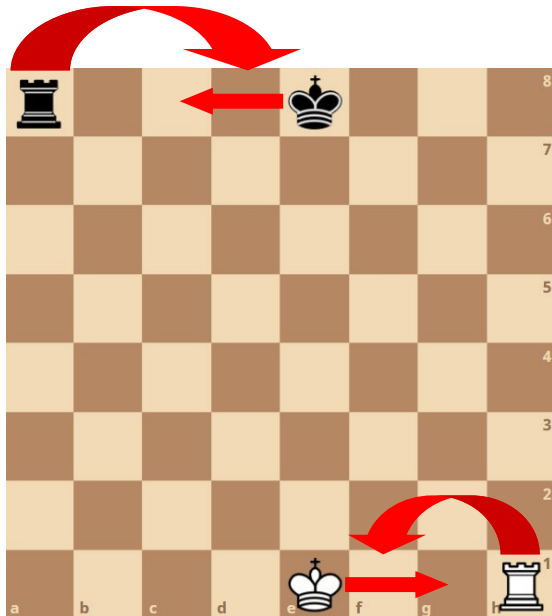


Lesson 9: CASTLING



Castling

There is one very important special move we need to tell you about. It's the only time in chess where you can move two pieces at the same time and it's called **CASTLING**.

The two pieces are the king and a rook. When you **CASTLE**, you move the king two squares towards the rook. The rook then jumps over the king.

You can castle on the left-hand side or the right-hand side of the board.

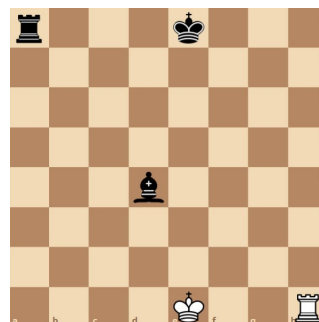
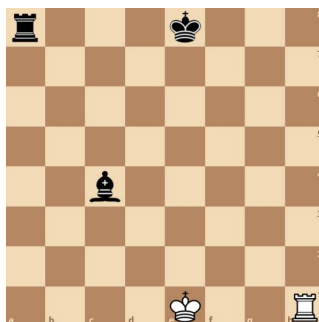
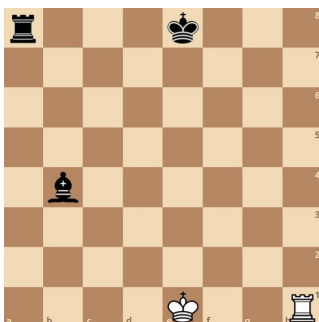
That was too easy!

Now comes the tricky bit. You **CANNOT** castle if there is a piece between your king and rook. You also **CANNOT** castle if:

1. You've already moved the king or the rook
2. You are in check
3. You are moving into check
4. Your king crosses a square that is attacked by an opponent's piece.

Puzzle Corner

It's White's turn and she hasn't moved her king or her rook. Is she allowed to castle? If not, can you explain why?



Why Castle?



The rules about castling may sound difficult but you'll soon get used to them. Castling is almost always a good thing to do early in the game of chess.

Why? It hides your king safely away behind a wall of pawns where it is hard to attack. Look at the diagram on the left. Both kings have castled and are now well protected by their pawns and their pieces.

When Grandmasters play chess, they often castle in the first ten moves of the game. Can you manage that too?

Did you know?

Even the best players sometimes get confused. When Viktor Korchnoi was playing Anatoly Karpov in the semi-final of the World Championship in 1974, he had to ask the referee whether he was allowed to castle!

Grandmaster Test



One more thing

There's a second great reason to castle early in the game. At the start of the game of chess your rooks are stuck in the corners. By castling you bring one of them towards the centre, ready for the attack!

This is the position Korchnoi reached (see the story, left). As White, he wanted to castle on the right-hand side but wasn't sure it was a legal move because his rook was attacked. Do you know more than Viktor the Terrible?

Want more?

We hope you've enjoyed the lessons and puzzles so far. If you want to keep learning, ask your parents or carers to download the next lessons from the CSC website, available from 20th April 2020. They're free!

And remember, the best way to improve at chess is to play lots.

Grandmaster Test Lesson 8.

Answer: White must under-promote her pawn to a knight to win the game. The knight gives check AND attacks the queen, another FORK. When the Black king moves, White captures the queen and eventually promotes a pawn to achieve a winning position. If White promotes to a queen, Black plays her queen to e1 and it's checkmate! On any other first move, Black captures the pawn on c7 and is 6 points ahead, easily enough to win the game.