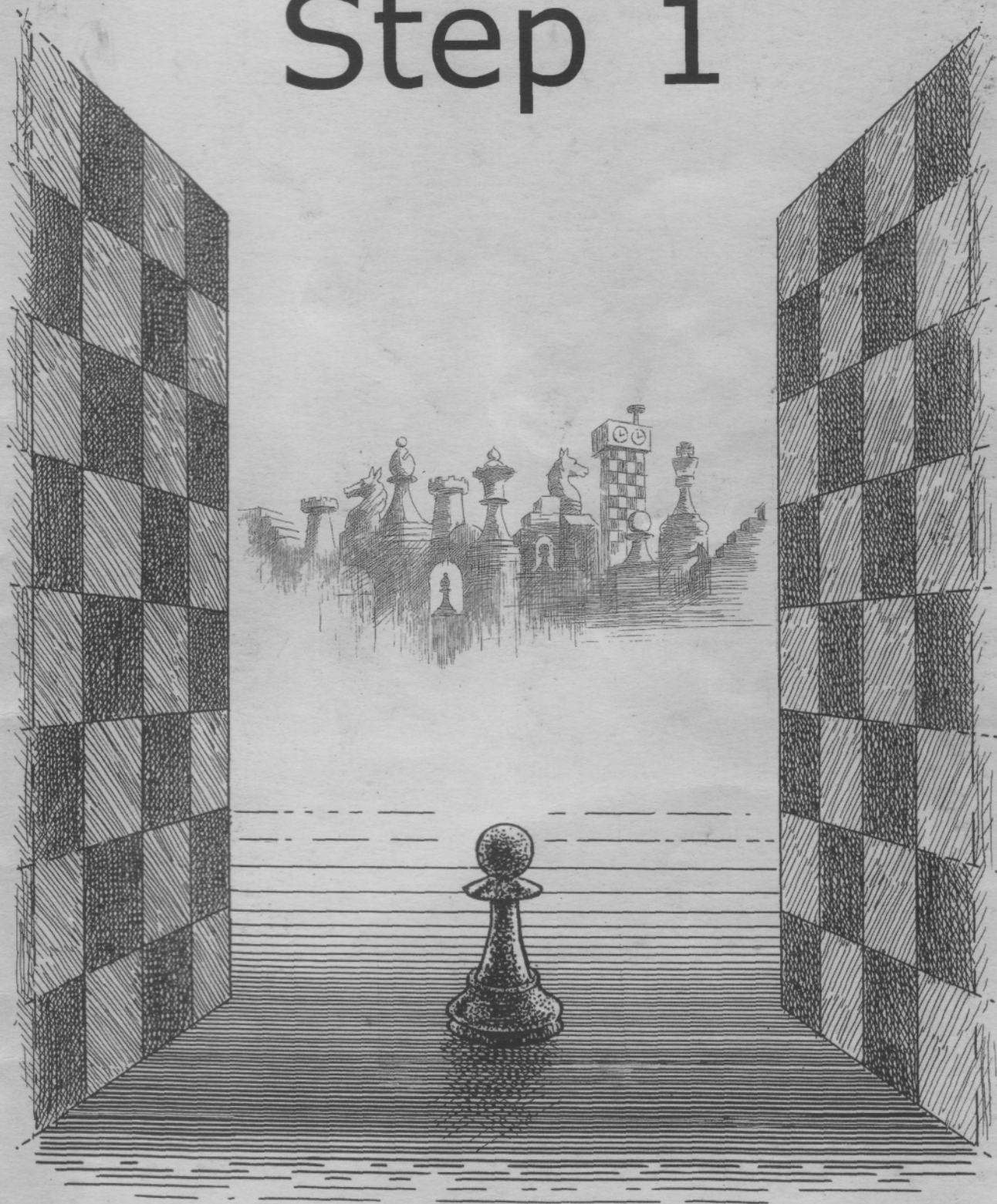
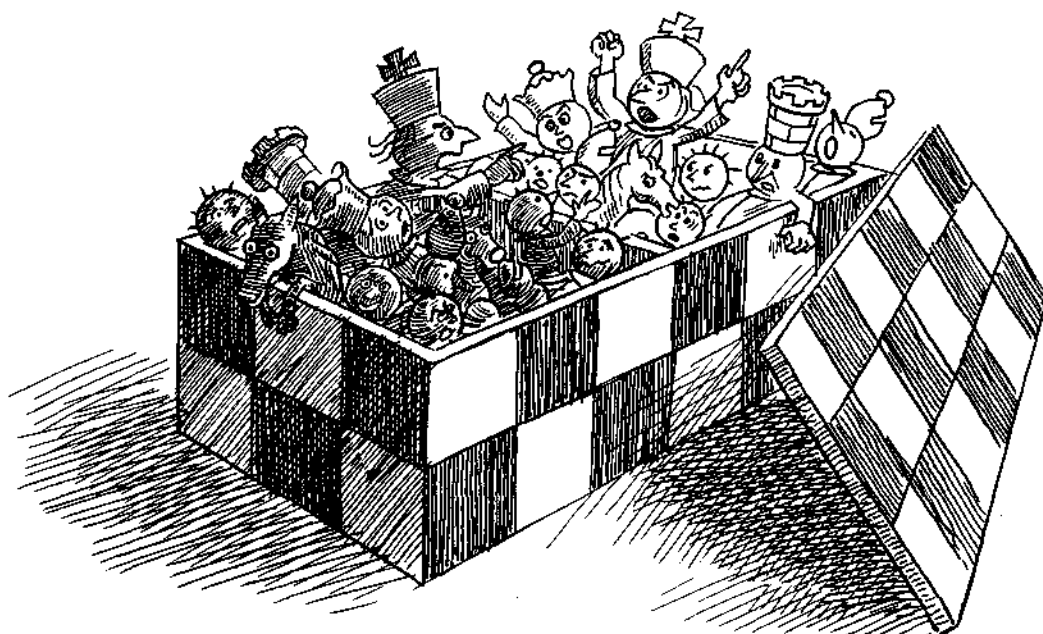


Step 1

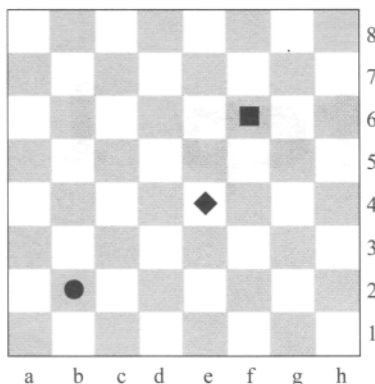


Rob Brunia, Cor van Wijgerden

Workbook Step 1



Name:	Date of birth:
Street:	Place:
School:	Club:
Learned chess from:	Trainer:



The chess board consists of squares. It has 64 squares arranged 8 x 8. In chess language they are called white and black squares. The board is positioned correctly when a white square is in the lower right hand corner; 'white on right'. All of the squares have a name.

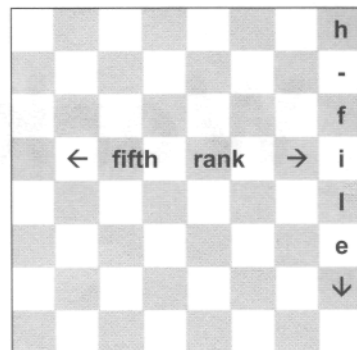
The square marked ● is called b2.

The square marked ◆ is called e4.

The square marked ■ is called f6.

a8	b8	c8	d8	e8	f8	g8	h8
a7	b7	c7	d7	e7	f7	g7	h7
a6	b6	c6	d6	e6	f6	g6	h6
a5	b5	c5	d5	e5	f5	g5	h5
a4	b4	c4	d4	e4	f4	g4	h4
a3	b3	c3	d3	e3	f3	g3	h3
a2	b2	c2	d2	e2	f2	g2	h2
a1	b1	c1	d1	e1	f1	g1	h1

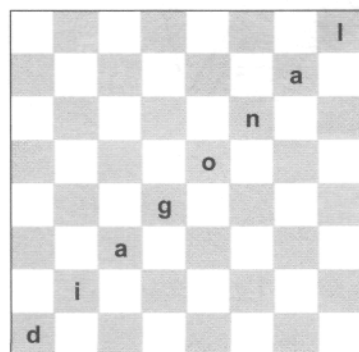
In this diagram all the names are indicated in the squares.



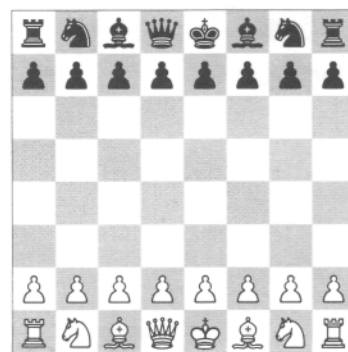
Ranks ('rows') go from one side to the other. They are indicated with numbers. All squares with number 1 (a1, b1, c1, d1, e1, f1, g1 and h1) are on the first rank. All squares with number 5 are on the fifth rank.

Files ('columns') go from bottom to top and are indicated with letters. All squares with an h (h1 through h8) are on the h-file.

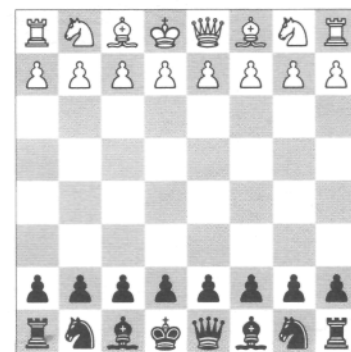
All eight files and eight ranks are equally long.



All squares a1, b2, c3, d4, e5, f6, g7 and h8 lie on a diagonal (slanting line). Not all diagonals are of equal length. The shortest diagonals are only two squares long (e.g. a7/b8). The longest diagonals consist of eight squares. There are two of them: a1/h8 and h1/a8.



The starting position. The pieces on the board should be set up like this. We view the position from the side of the white player. White always begins a game; he makes the first move. Notice where the white queen is standing. She is always on a white square.

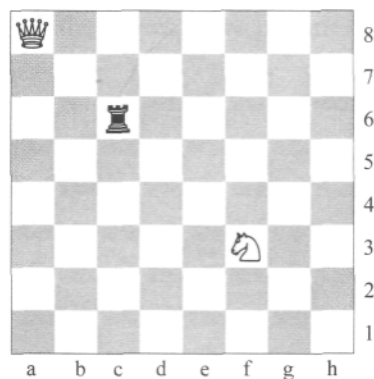


In the diagram the board is shown from the viewpoint of the black player. Once again the white player makes the first move.

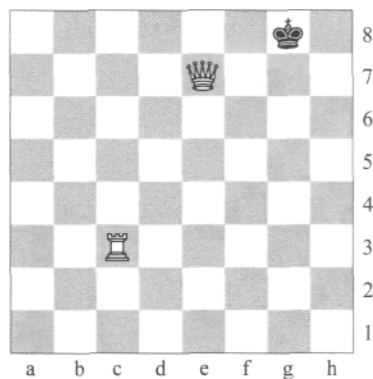
Note the position of the black queen. She is standing on a black square.

Board

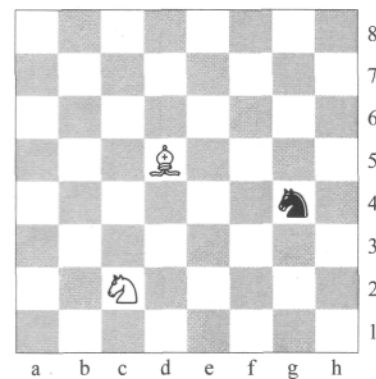
Naming the squares: A



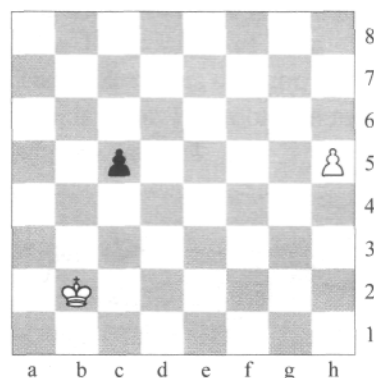
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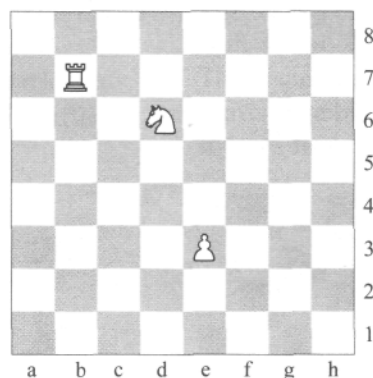
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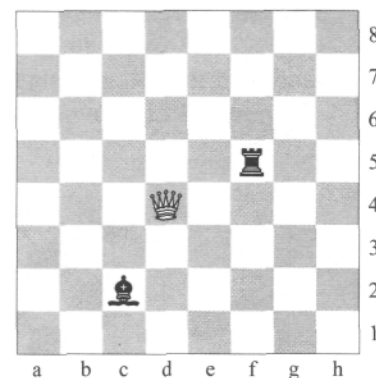
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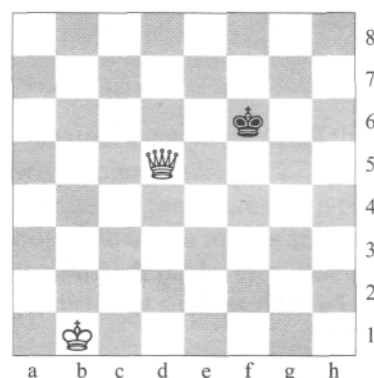
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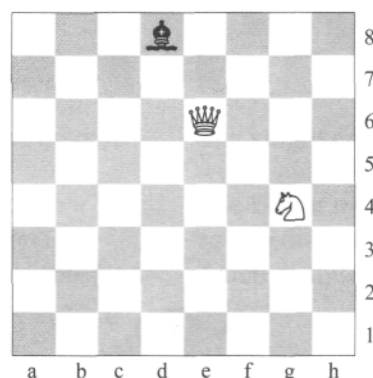
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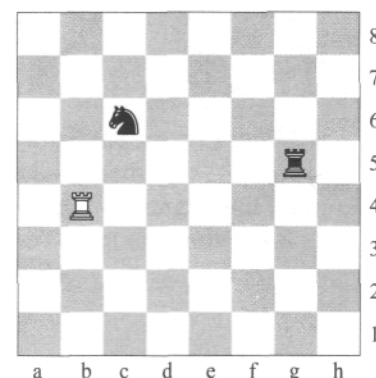
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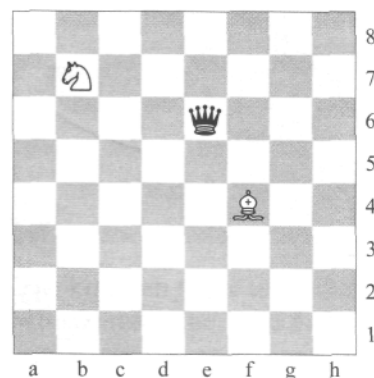
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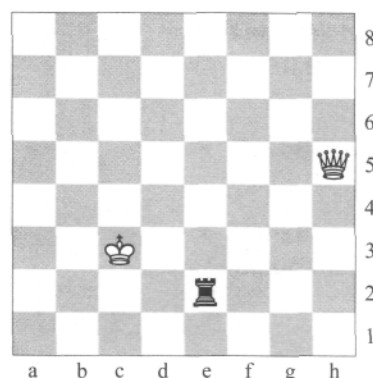
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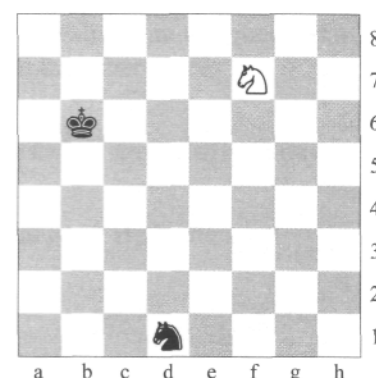
♔ = ♖ = ♜ =



♔ = ♗ = ♞ =



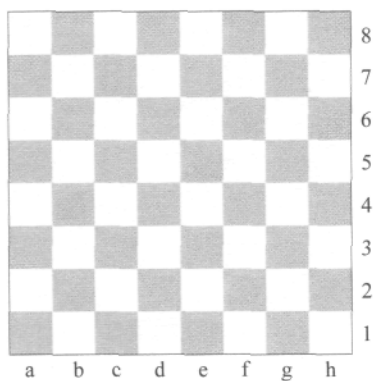
♔ = ♖ = ♜ =



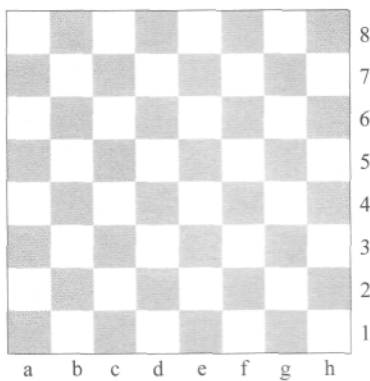
♔ = ♞ = ♞ =

Board

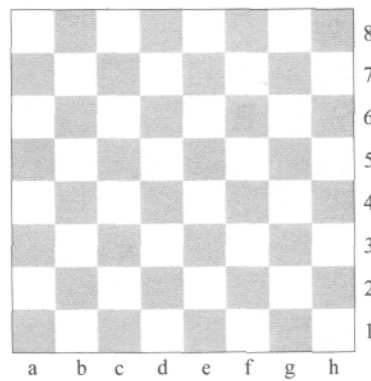
Naming the squares: B



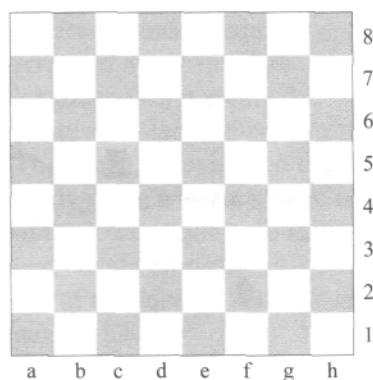
● = f2 ■ = g7 ◆ = c6



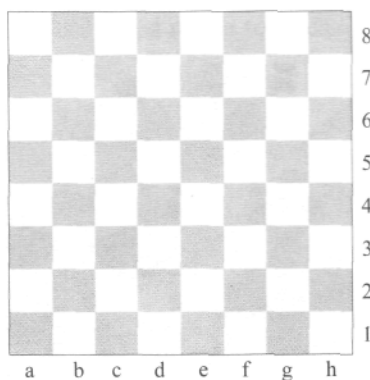
● = a5 ■ = e8 ◆ = h3



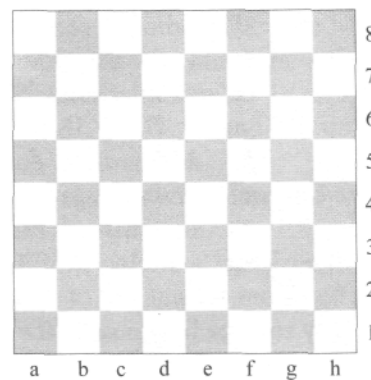
● = a1 ■ = d6 ◆ = c4



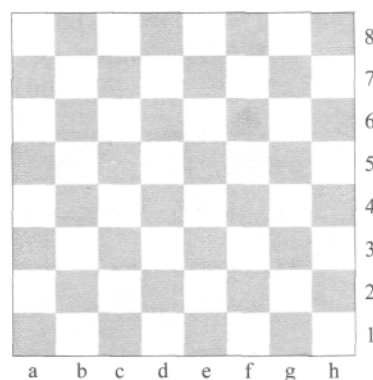
● = h8 ■ = d1 ◆ = c5



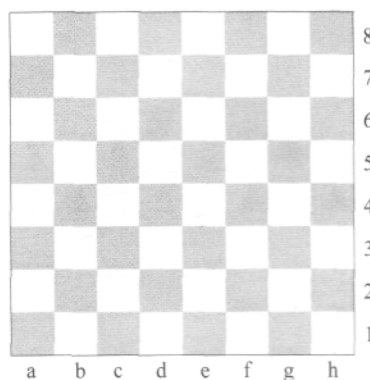
● = g5 ■ = e3 ◆ = b4



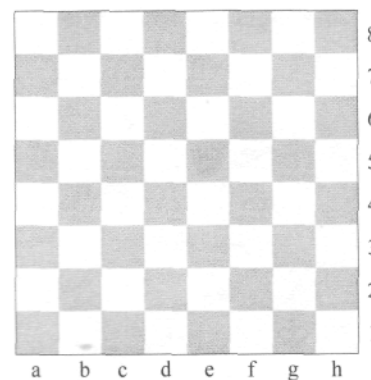
● = f7 ■ = b2 ◆ = d4



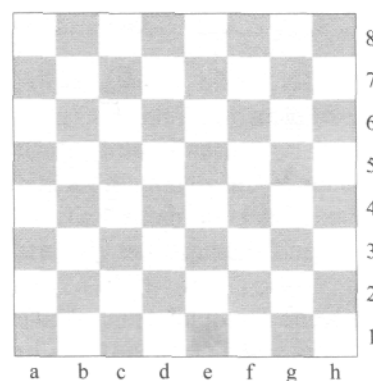
● = g2 ■ = e5 ◆ = b6



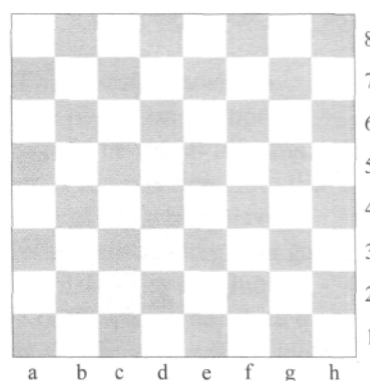
● = d2 ■ = h6 ◆ = f5



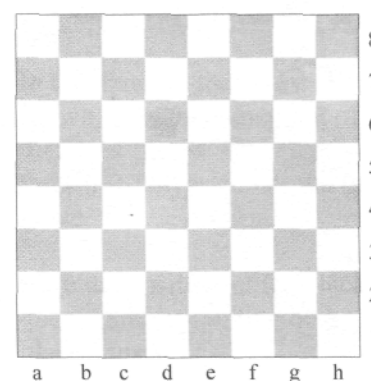
● = g4 ■ = f1 ◆ = c4



● = c6 ■ = g1 ◆ = d8



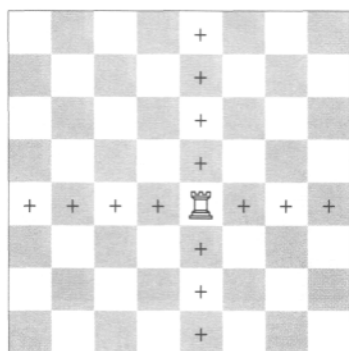
● = f1 ■ = c5 ◆ = a3



● = a7 ■ = e5 ◆ = g6

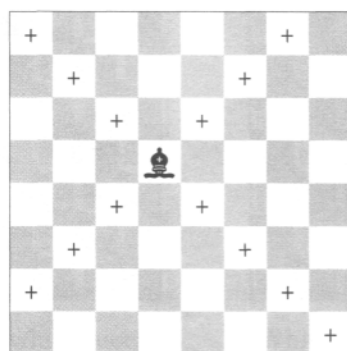
Moves of the pieces

All the pieces move in their own way on the chessboard.



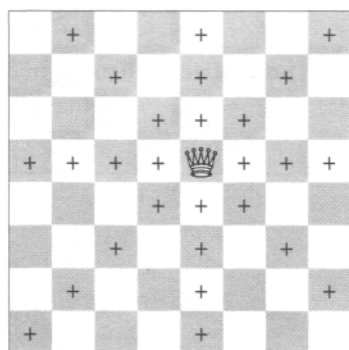
The rook can move to all squares marked with a plus. There are 14 of them.

The rook moves straight, forwards, backwards, or sideways. The rook can move to 14 different squares from e4.



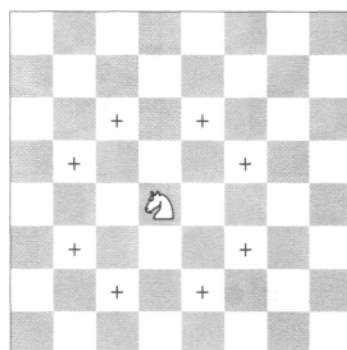
The bishop can move to all the squares marked with a plus. There are 13 of them.

The bishop moves diagonally, forwards or backwards. The bishop can move to 13 different squares from d5.



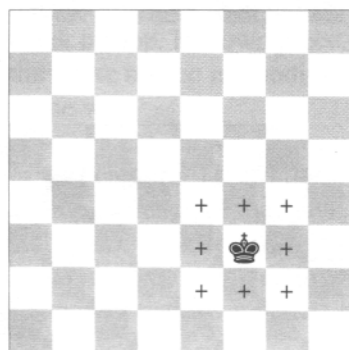
The queen can move to all the squares marked with a plus. There are 27 of them.

The queen can move like a rook, and like a bishop. The queen moves straight, diagonally, forwards or backwards. The queen can move to 27 different squares from e5.



The knight can move to all the squares marked with a plus. There are 8 of them.

The knight moves one square straight and one square diagonally. The knight can move to 8 different squares from d4.

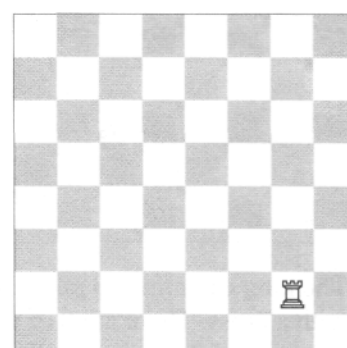
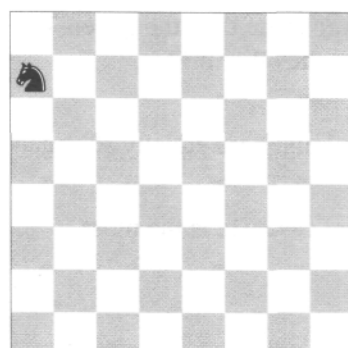
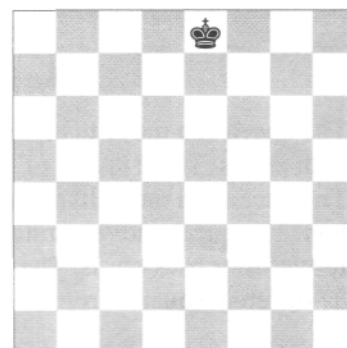
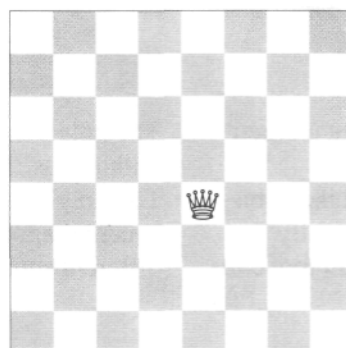
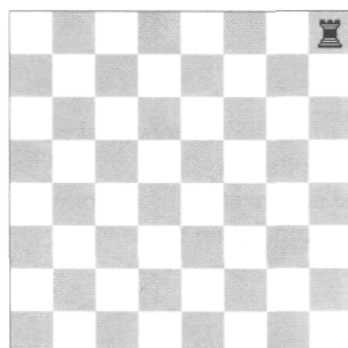
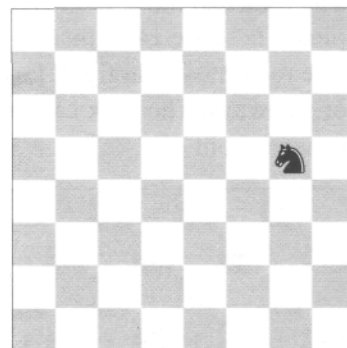
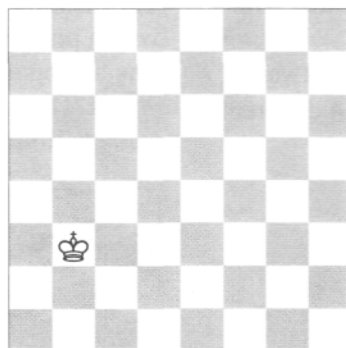
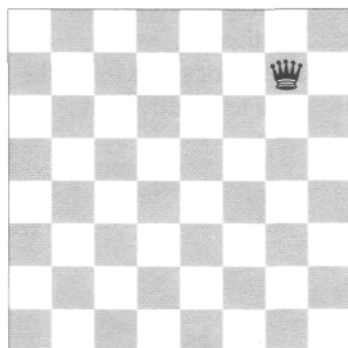
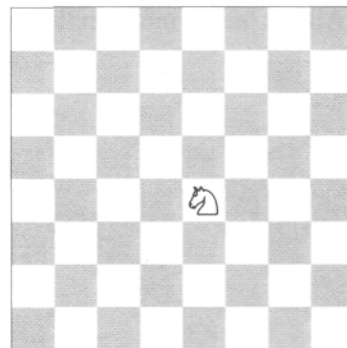
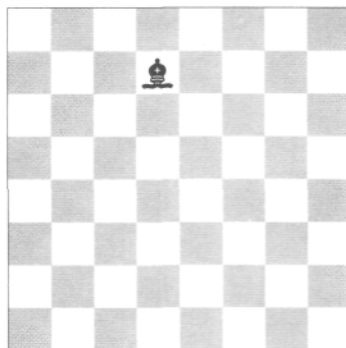
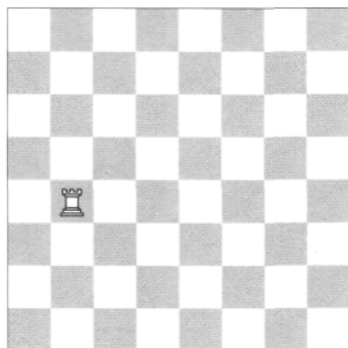


The king can move to all the squares marked with a cross. There are 8 of them. The king moves straight or diagonally, but only one square at a time. The king can move to 8 different squares from c3.

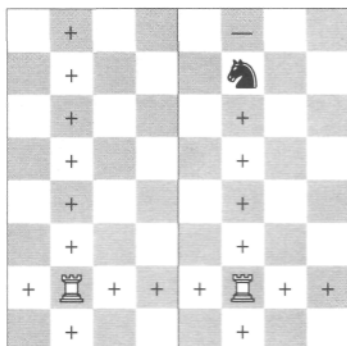
- The queen has the most possibilities. Therefore she is the strongest piece.
- The rook has a lower value than the queen, but is still stronger than the other pieces.
- The bishop and the knight are equally strong.
- The king is a special case. He is the most important one!

Rules of the game

Moves of the pieces: **A**



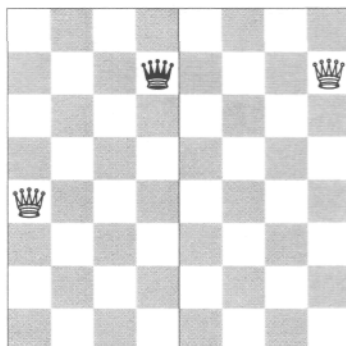
Attacking and taking



On the left, the rook 'eyes up' the squares marked with a plus.

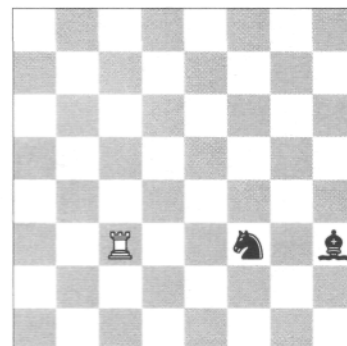
At right, the rook 'eyes up' not only all the squares marked with a plus, but also the black knight. The rook is aimed at the knight.

This is called: **attacking**.



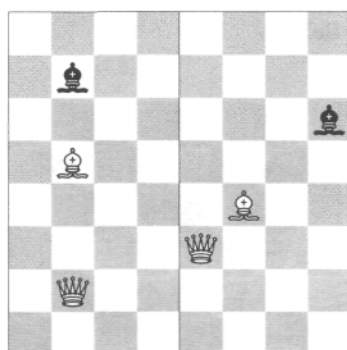
On the left, the white queen is attacking the black queen. The queen on a4 can capture the queen on d7.

On the right, the white queen has captured the black queen. The queen comes to rest on the square that the black queen had occupied. The latter is removed and no longer takes part in the game.



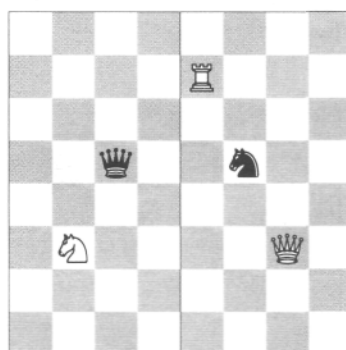
White can take the black knight with his rook. The white rook cannot take the bishop because the knight is blocking its path.

Queens, rooks and bishops are not allowed to jump over enemy pieces.



In the left half the white queen cannot capture the black bishop. His own piece, the white bishop is standing in the way.

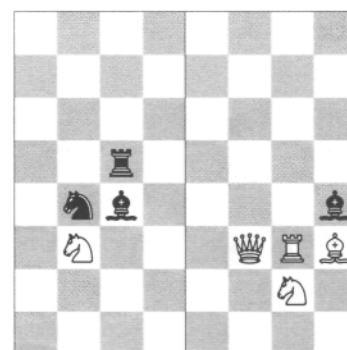
Also at right, the white queen cannot capture. The white bishop can capture the black bishop. Queens, rooks, and bishops are not allowed to jump over their own pieces.



The knight can, of course, also capture.

At left, the knight can capture the queen.

At right, the knight can choose between taking the queen or the rook. The knight may also make another move.



At left, the white knight on b3 jumps over the black pieces to capture the black rook.

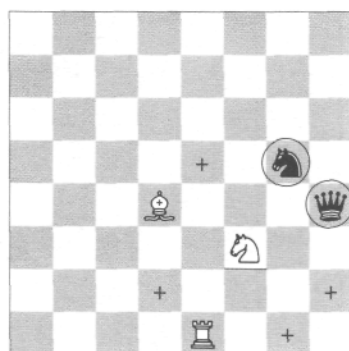
It is simple to jump over one's own pieces.

At right, the knight on g2 takes the black bishop on h4. The knight is the only piece that is allowed to jump.

For all the pieces, remember: **Taking is not compulsory.**

It is allowed, but is not obligatory.

Rules of the game



+ for moving
O for taking



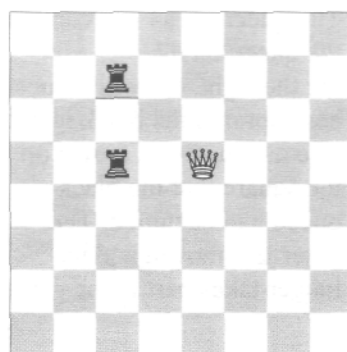
Bd5



Rd4



Qe5



Rc7



Be3



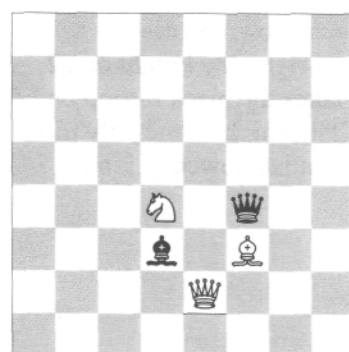
Rc5



Qg4



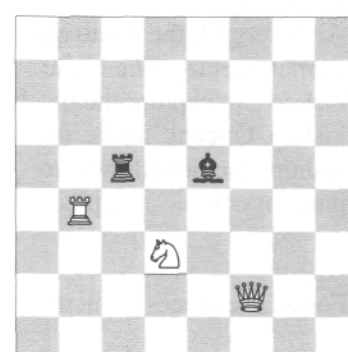
Nd6



Qe2



Bd6

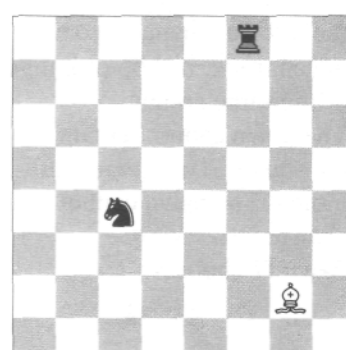
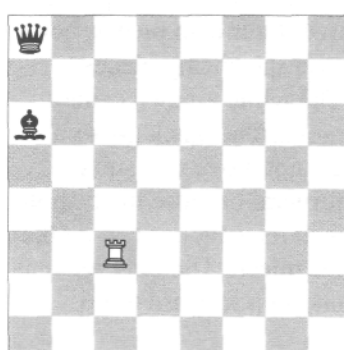
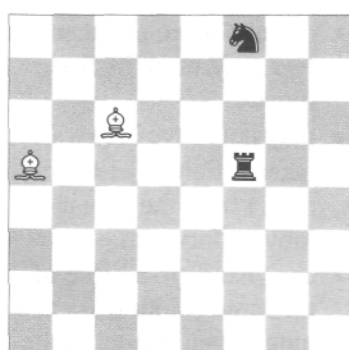
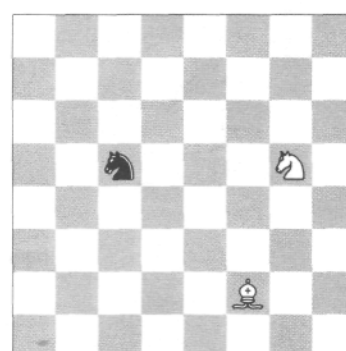
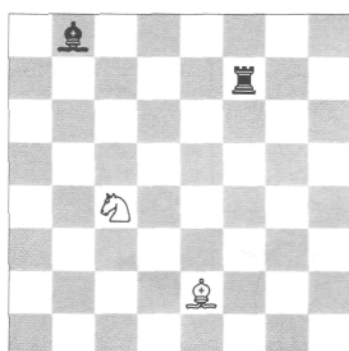
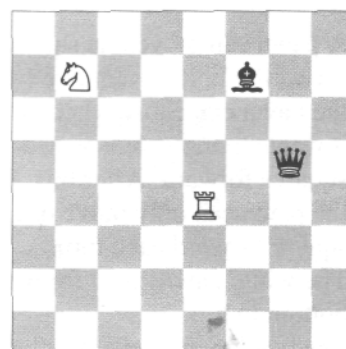
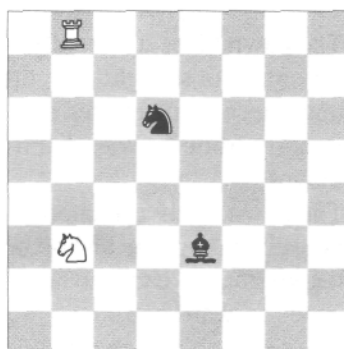
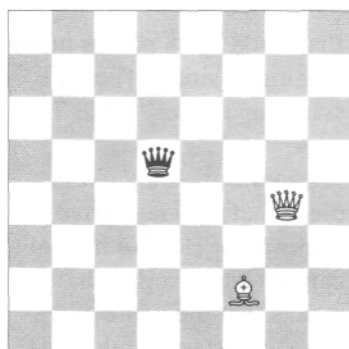
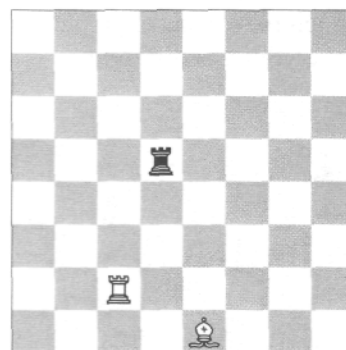
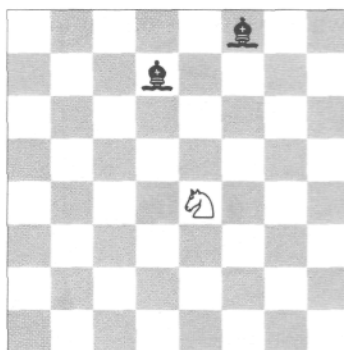
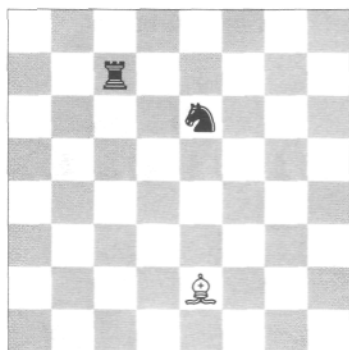


Nd3

Moves of the pieces: B

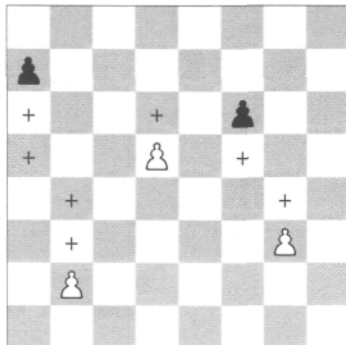
Attacking

Creating an attack: A

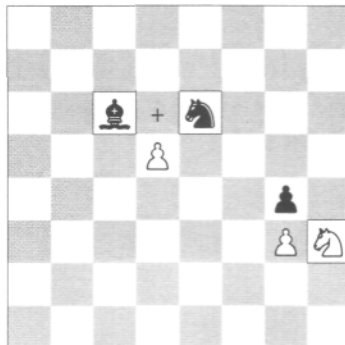


The pawn

Each player has eight pawns. The pawn move is not similar to the moves of other pieces. In fact, everything is different.

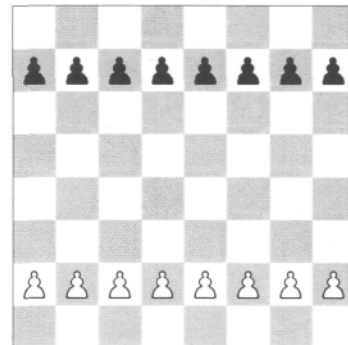


A pawn can move one square forward. On its first move the pawn can choose whether it wants to move one or two squares forward. After this, the pawn can only move one square forward each turn. The white pawns play from bottom to top. The black pawns always play from top to bottom.



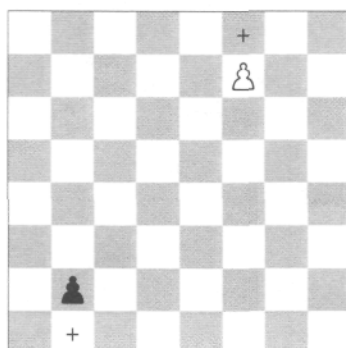
The pawn takes diagonally forward, not straight. It is the only piece that captures differently from the way that it moves.

The pawn on d5 can choose between taking the bishop or the knight. He can also advance forward one step. The pawn on g3 can play only after the black pawn has taken on h3.



Each side has 8 pawns in the starting position. They are standing on the 2nd and 7th rank.

A pawn is the only chess piece that may not move backwards. He also may not capture backwards. This means that the white pawns can never stand on the first rank and the black pawns never on the eighth rank.



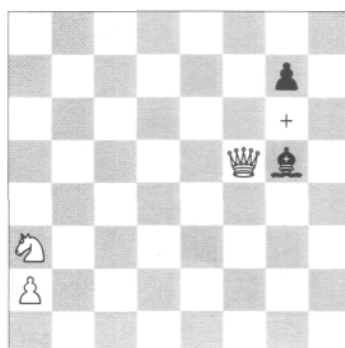
If a pawn reaches the back rank, it can change into a queen, rook, bishop or knight of the same colour.

The pawn cannot remain on the square. The pawn is promoted. The pawn cannot change into a king.

Pawn f7 chooses:

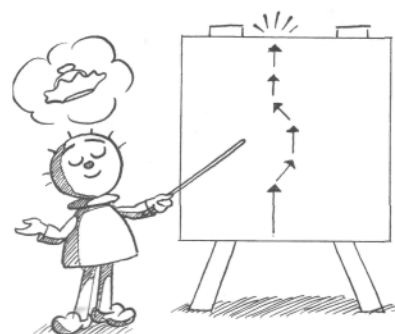


Pawn b2 chooses:



Pawns may not jump, neither over their own pieces, nor over the enemy pieces.

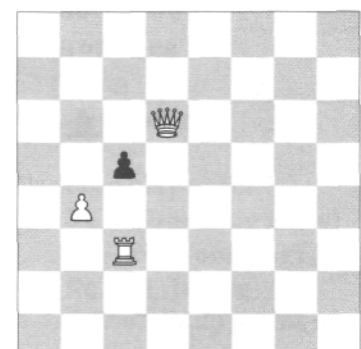
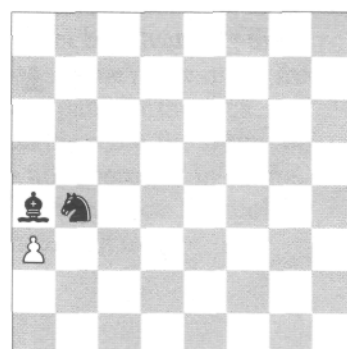
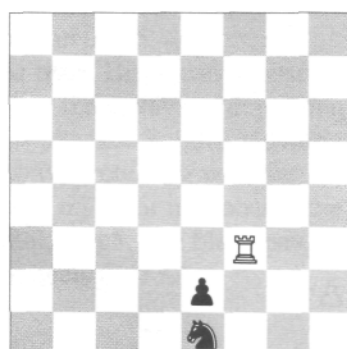
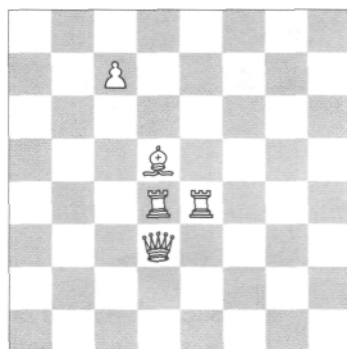
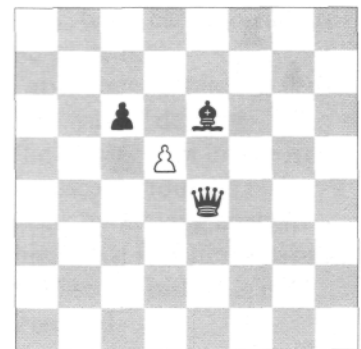
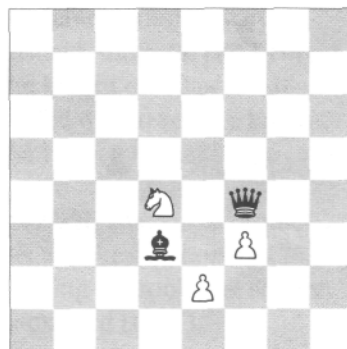
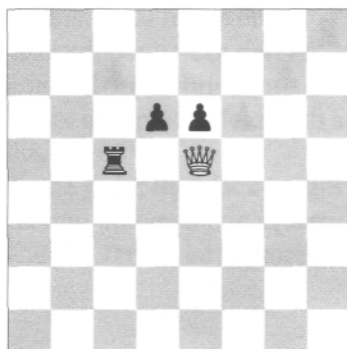
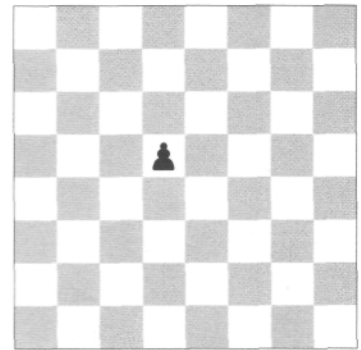
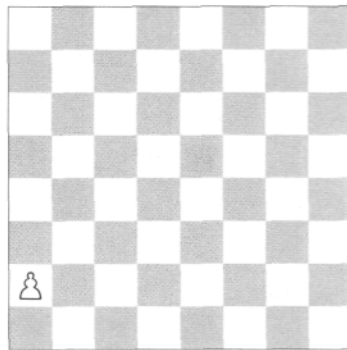
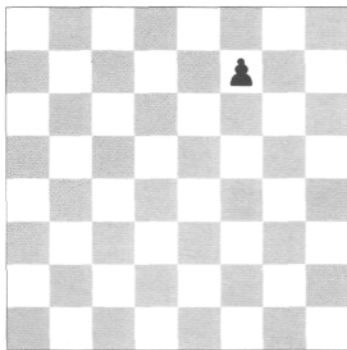
The white a-pawn cannot move. The black g-pawn cannot move two squares forward because the bishop is in its way, nor can it take the queen. The only move is one step forward to g6.



A pawn:

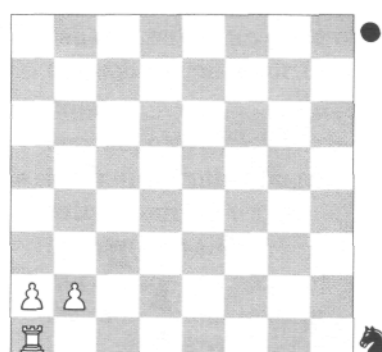
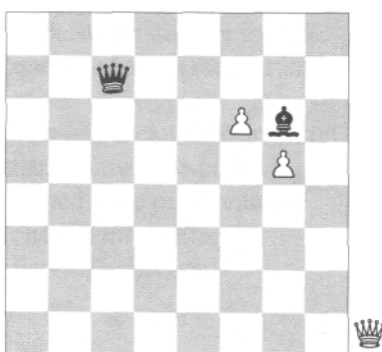
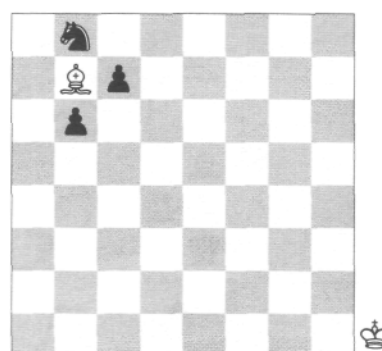
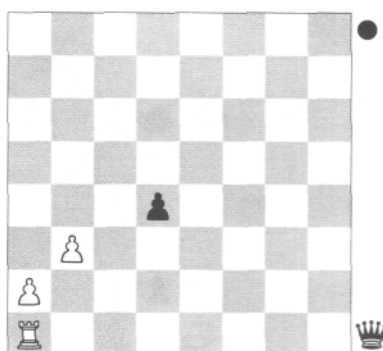
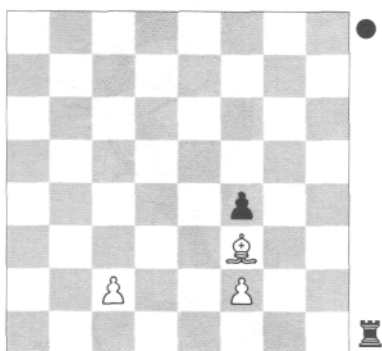
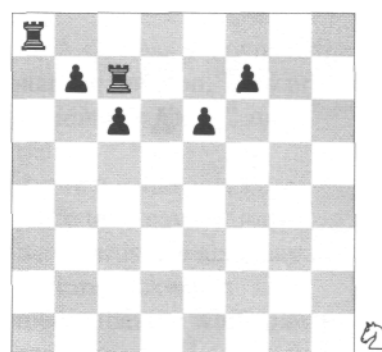
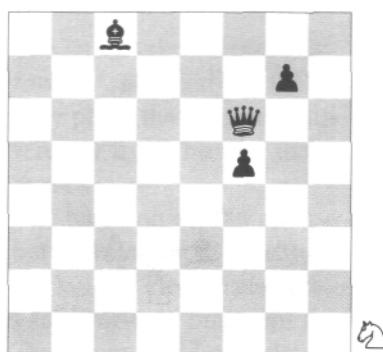
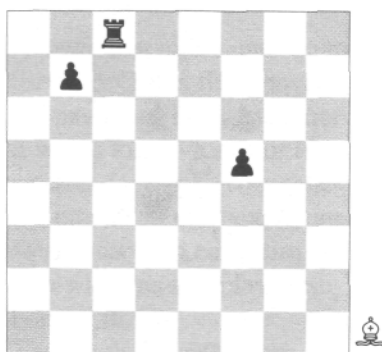
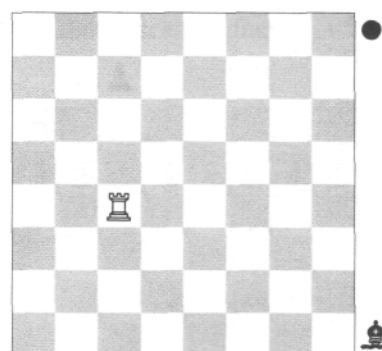
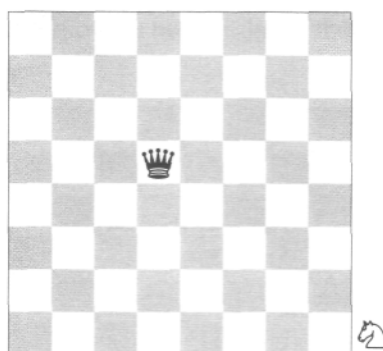
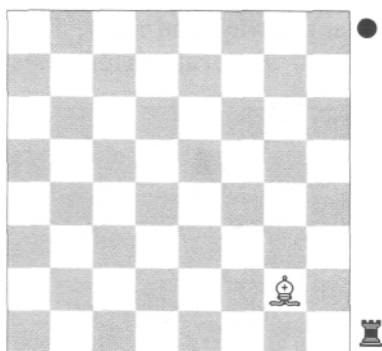
- can choose to move one or two squares on its first move
- may not move backwards
- takes differently (diagonally) from the way it moves (forward)
- can change to a piece of the same colour (except a king) when it reaches the opposite end of the board

Rules of the game



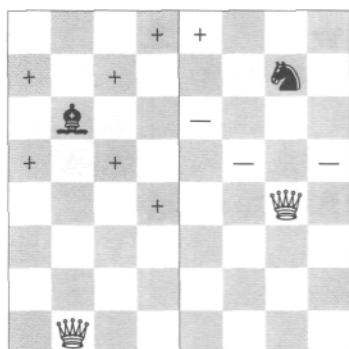
Moves of the pawn: A

Attacking



Creating an attack: A

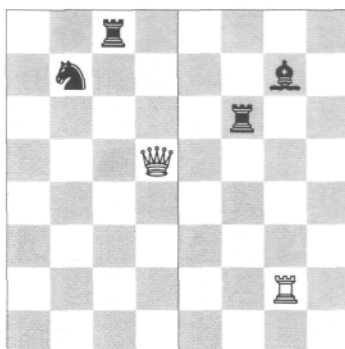
Defending



A piece which is under attack can often be saved.

The bishop at left is being attacked, but he can defend himself by **moving** to one of the six squares marked with a plus.

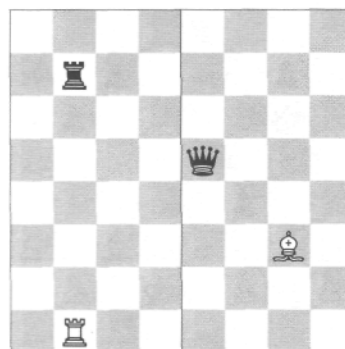
On the right, the black knight can only move to one square where it cannot be captured.



On the left, the queen attacks the knight. The knight does not have to move away.

Instead, the rook can **protect** the knight on c7 or b8. If White then takes the knight, the black rook takes the queen.

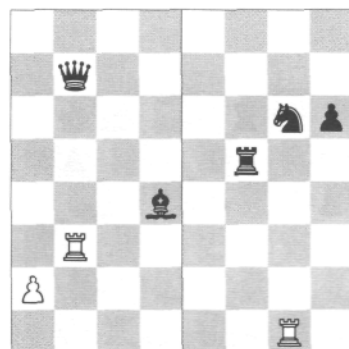
At right, Black can protect his attacked bishop by moving his rook one square backward (to f7).



On the left, the black rook is attacked. The rook can move away, but it can also capture the white rook.

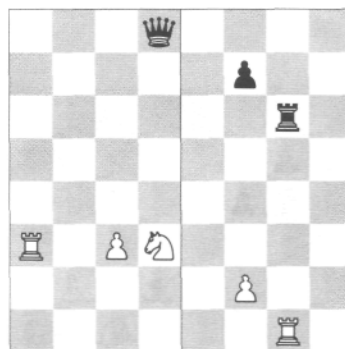
Capturing (or **taking**) is the third way of defence.

The black queen on the right can escape from the bishop's attack by moving away. In this case it is better to take it, because the bishop is not protected.



On the left, the queen is attacked; she can move away. Black has another way to defend himself from this attack. He can interpose the bishop on b6.

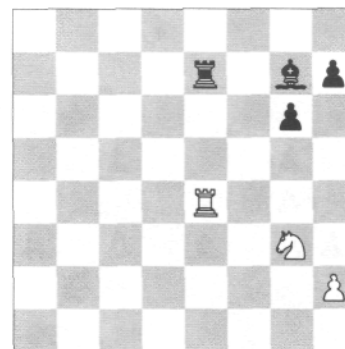
At right, Black can choose from three ways of defending the attacked knight. Moving away, protecting with the rook on f6, or interposing the rook on g5. The black pawn protects the rook.



There are two special ways of protecting which are somewhat different from the previous examples.

At left, White can protect the knight by advancing the pawn. The pawn move frees up a path for the rook.

On the right, the white rook is not interested in taking. White protects the rook by moving it to g3.



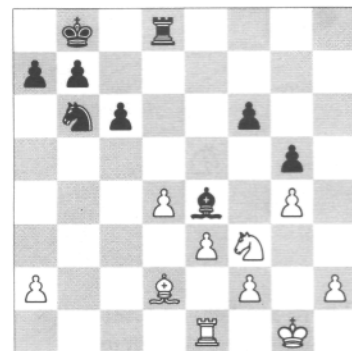
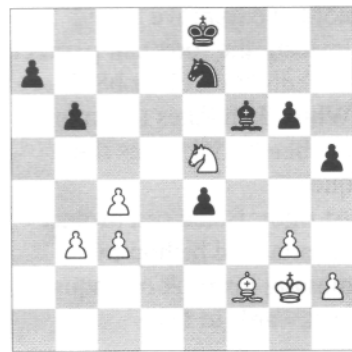
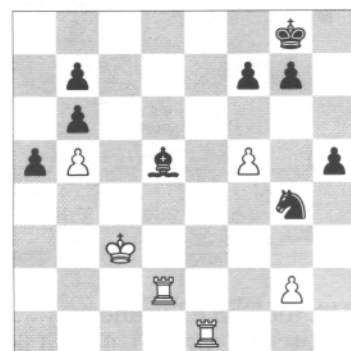
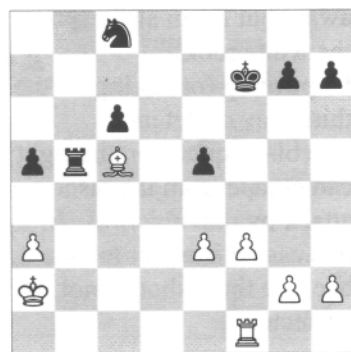
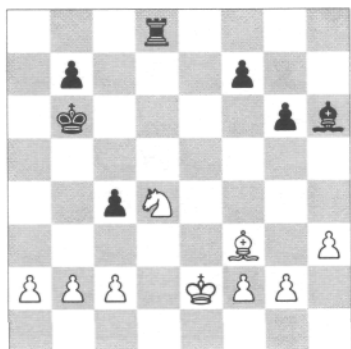
The rook on e7 is under attack. He can be defended in various ways. In chess you can defend yourself by:

- **moving away**
- **protecting**
- **taking**
- **interposing**

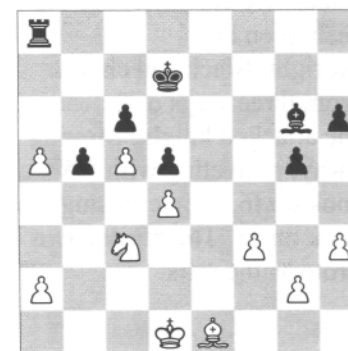
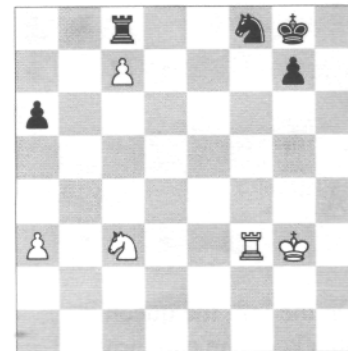
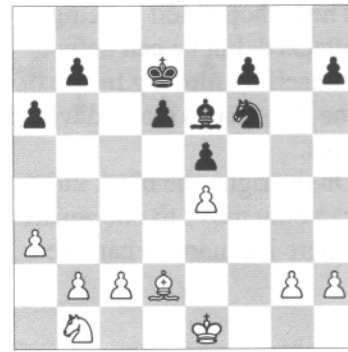
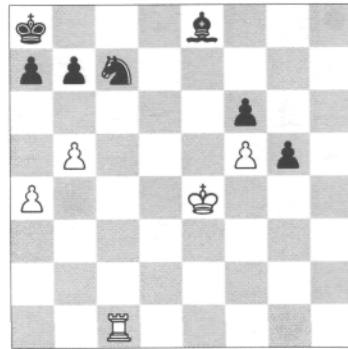
Black can play either:

1. ... Re7-a7 (**moving away**)
1. ... Bg7-f6 (**protecting**)
1. ... Re7xe4 (**taking**)
1. ... Bg7-e5 (**interposing**)

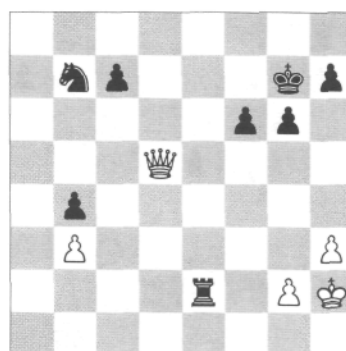
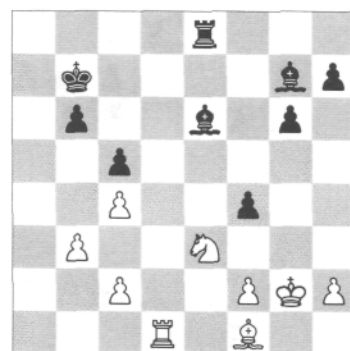
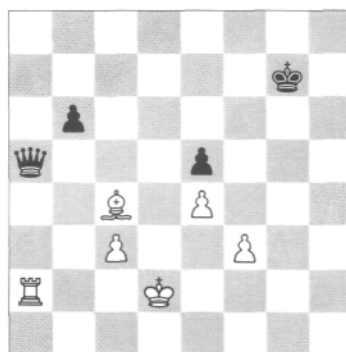
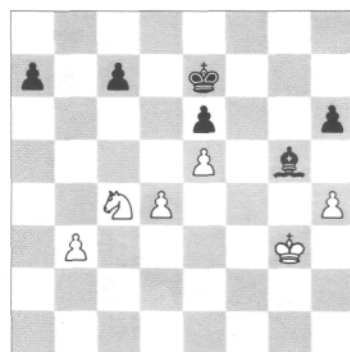
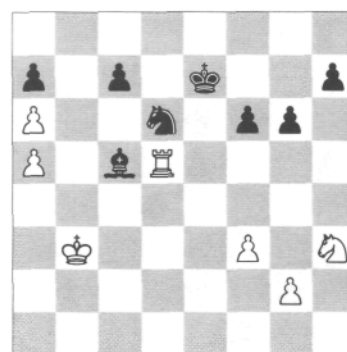
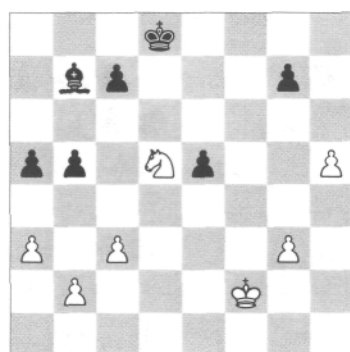
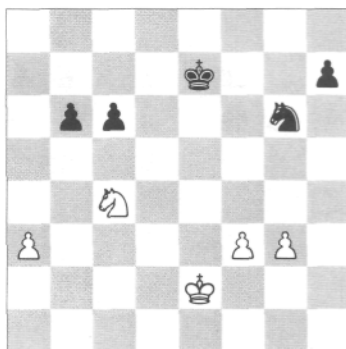
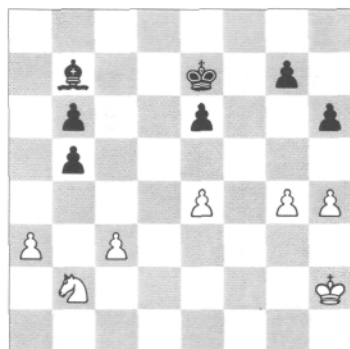
Defending



Protecting: A



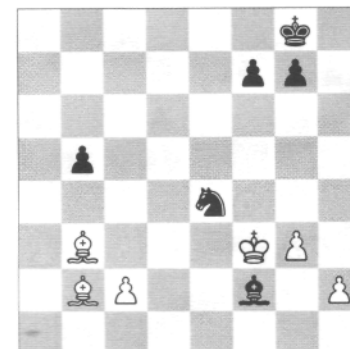
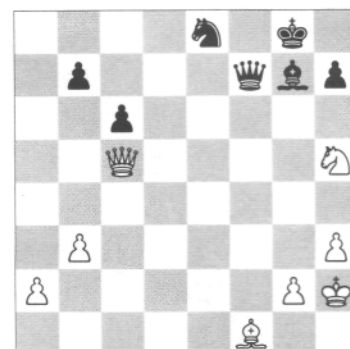
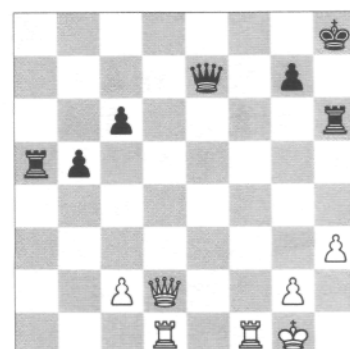
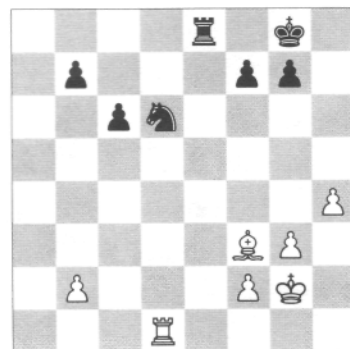
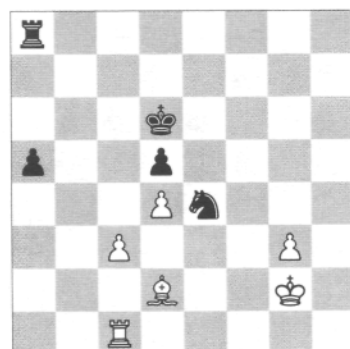
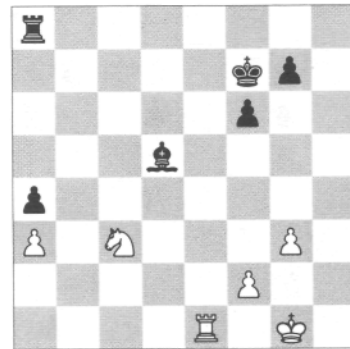
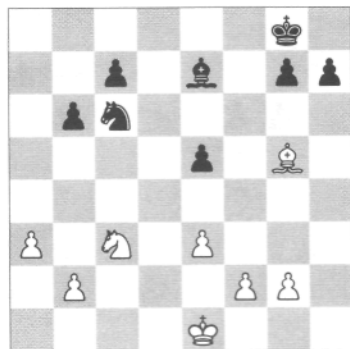
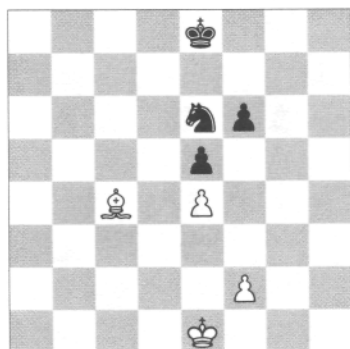
Defending



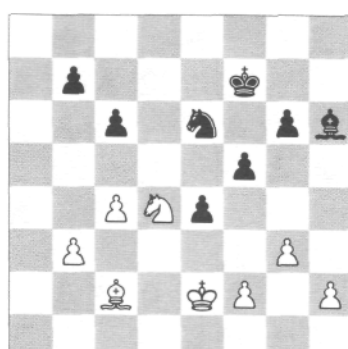
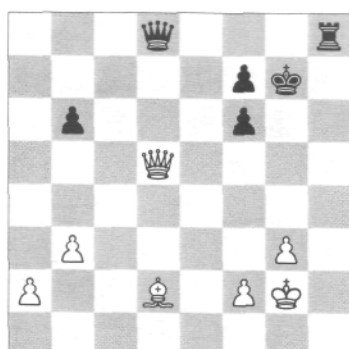
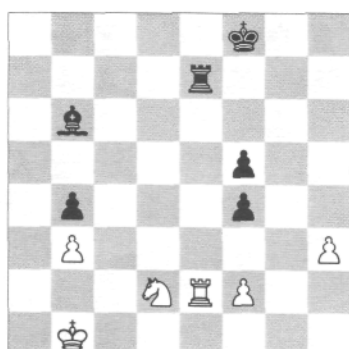
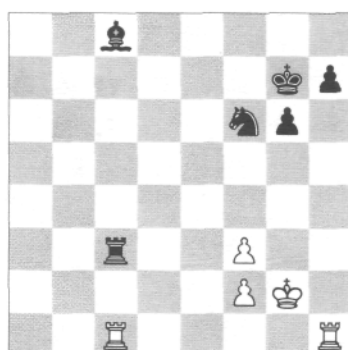
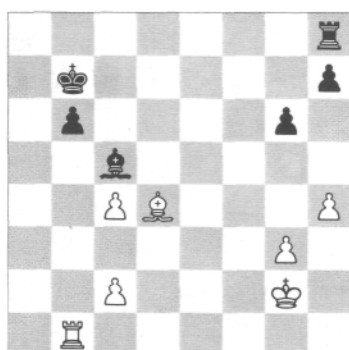
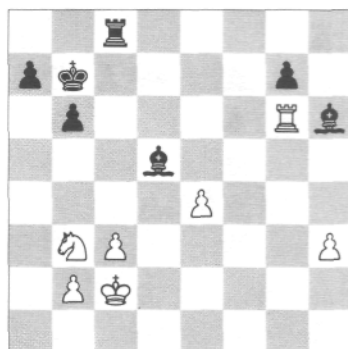
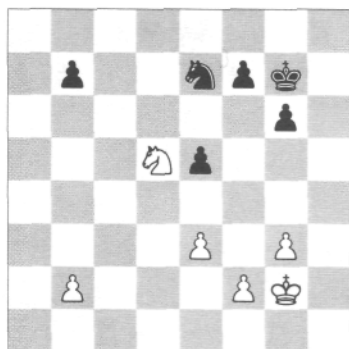
Moving away: A

Material

Taking an unprotected piece: **A**



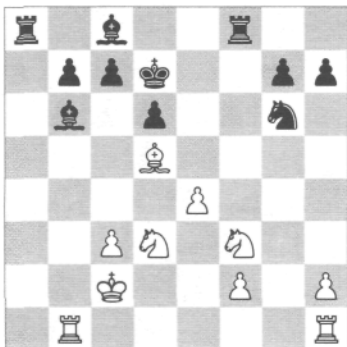
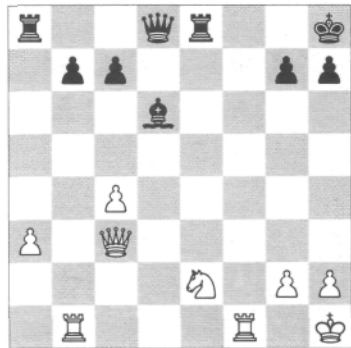
Defending



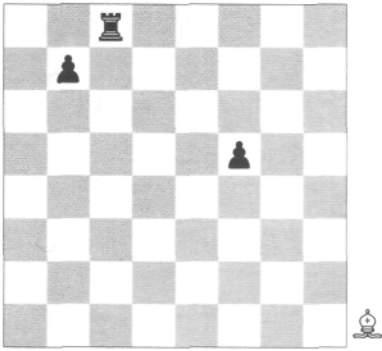
Taking the attacker: A

Material

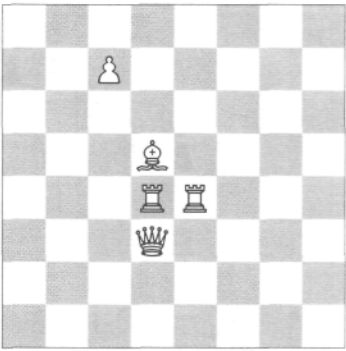
Taking an unprotected piece: **B**



Test



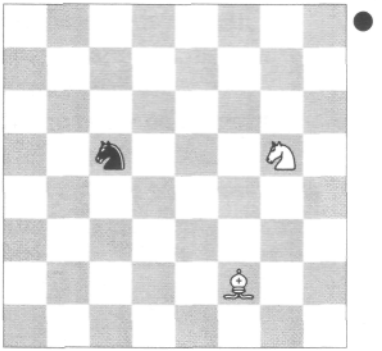
Creating an attack



Which move can the pawn play?



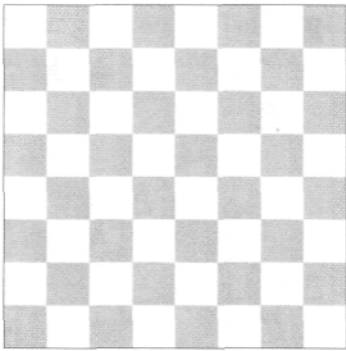
Attacking



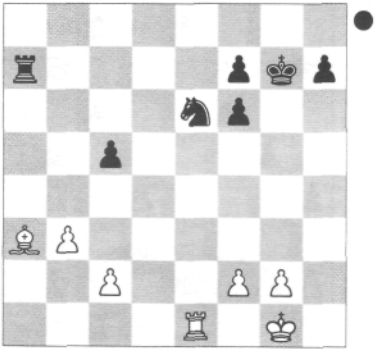
Attacking



Defending



Attacking



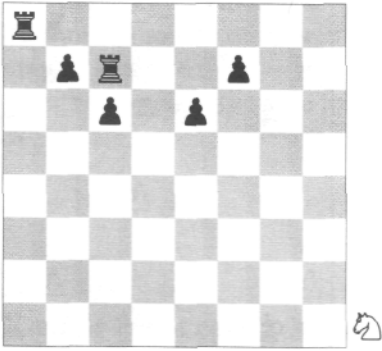
Taking an unprotected piece



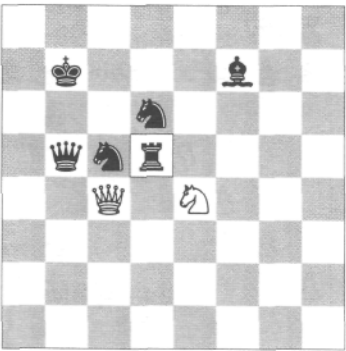
Defending



Defending



Creating an attack



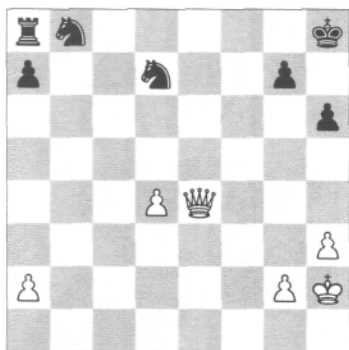
+ = moving ○ = taking



Taking an unprotected piece

Test

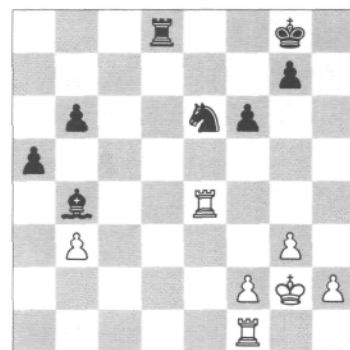
Mix: A



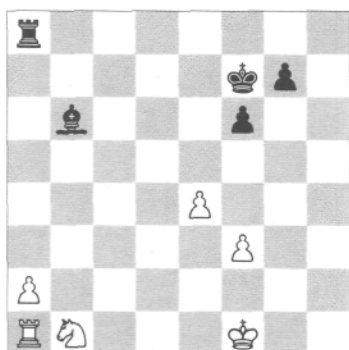
Defending



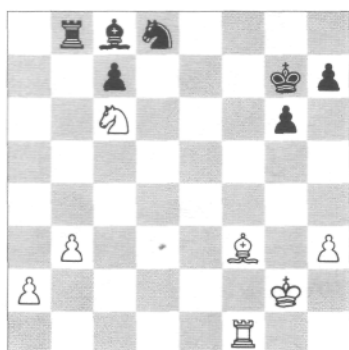
Defending



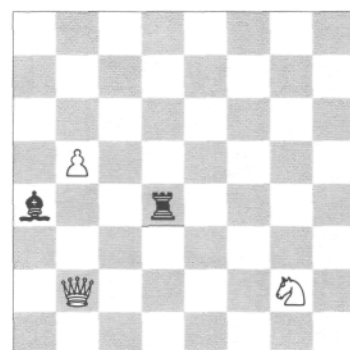
Taking an unprotected piece



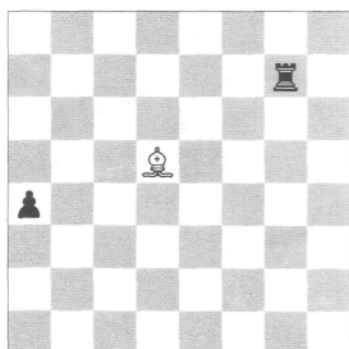
Attacking



Defending



+ = moving ○ = taking



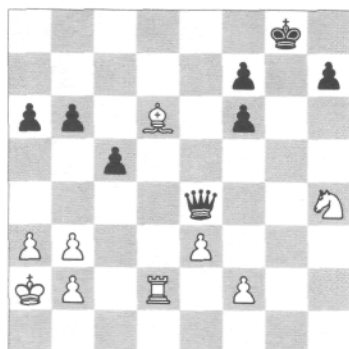
+ for correct bishop moves
- for bad bishop moves



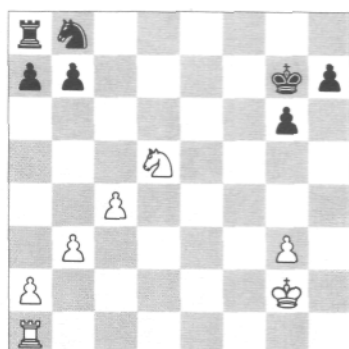
+ for correct queen moves
- for bad queen moves



Taking an unprotected piece



Defending

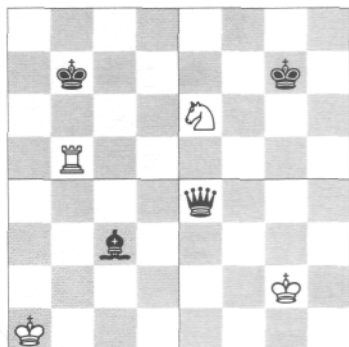


Attacking



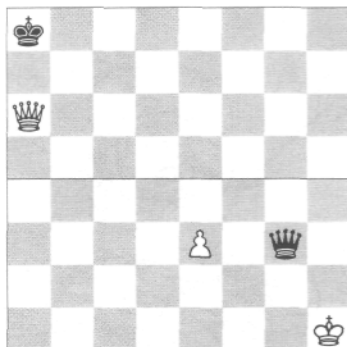
Defending

Check and getting out of check



At the upper left the rook is attacking the king. An attack on the king is something special and has its own name: **check**.

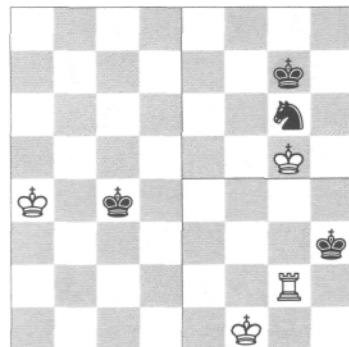
In the other positions the king is also in check. If in a game you attack the king of your opponent, you may say: "check."



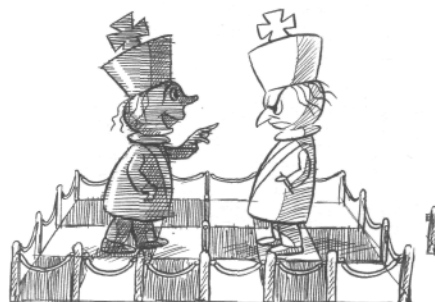
The king may **never** remain in check. the king can thus never be captured.

At the top in this diagram, the black king must move to b8.

At the bottom, White cannot move his king. He must move his pawn.

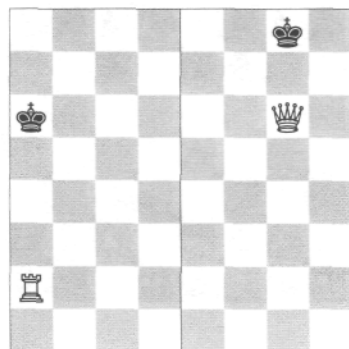


The king may never place himself in check; he can also never give check. There must always be one square between the two kings.



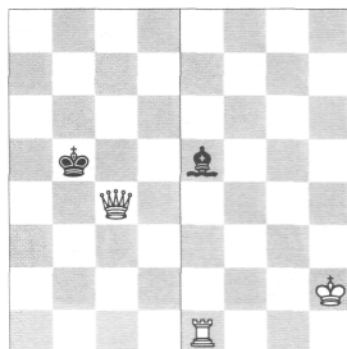
How do we get out of check?

Moving away



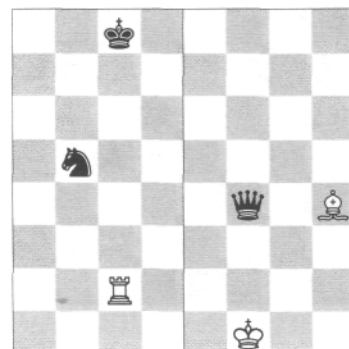
At left, the king is in check. He can choose one of three squares to move to. At right, he can only move to two squares.

Taking



At left, the black king can take the white queen and he will no longer be in check. At right, the white rook can take the bishop, which is giving check.

Interposing



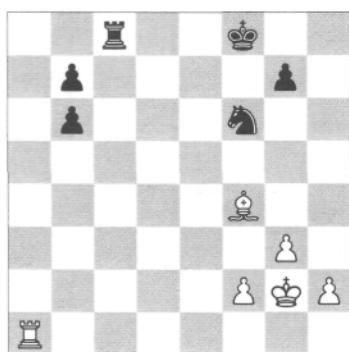
At left, Black can escape from check by moving his knight on c7 between his king and the white rook. At right, the bishop's move to f2 cuts off the queen's line of attack.

- moving away

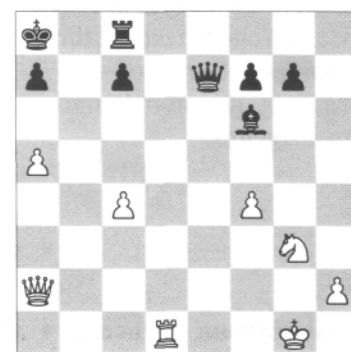
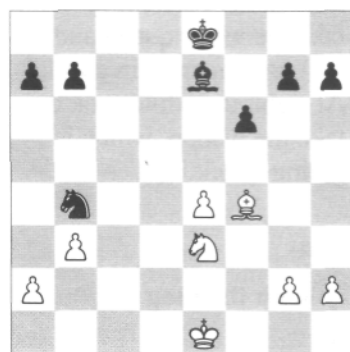
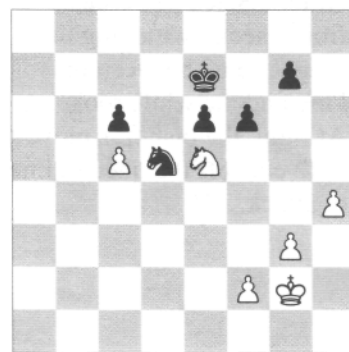
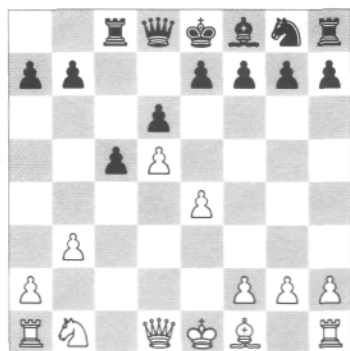
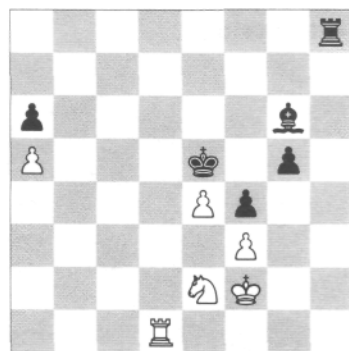
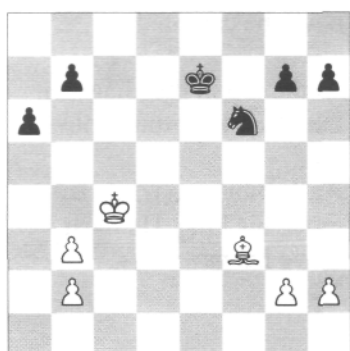
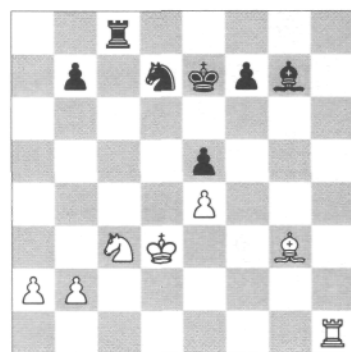
Getting out of check: • taking { with the king
with another piece

- interposing

Attacking

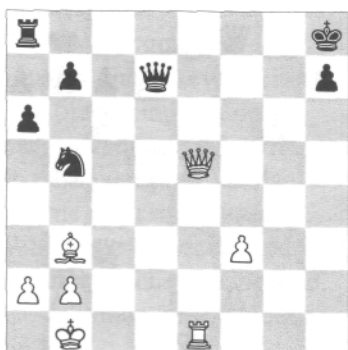
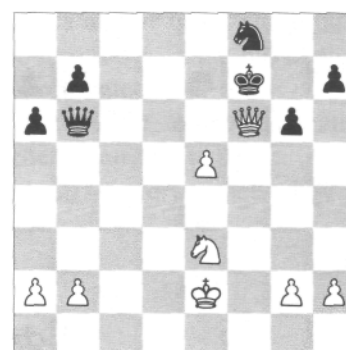


Giving check: A



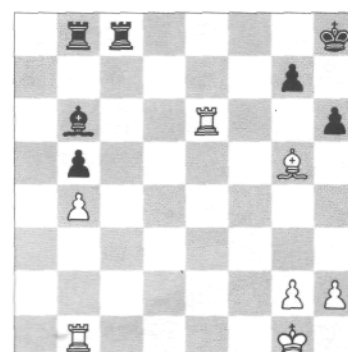
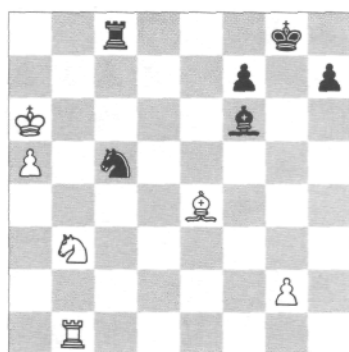
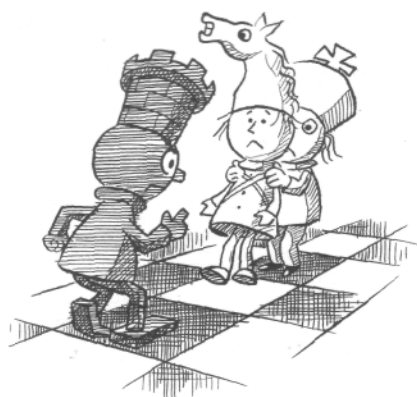
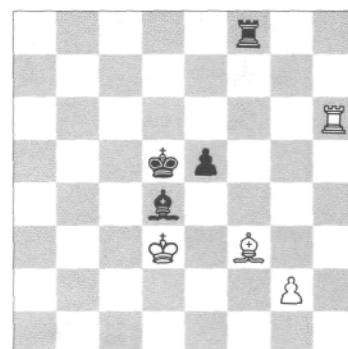
Defending

Getting out of check: A

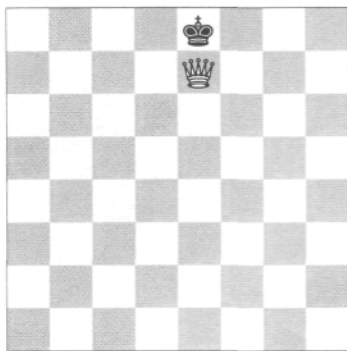


Defending

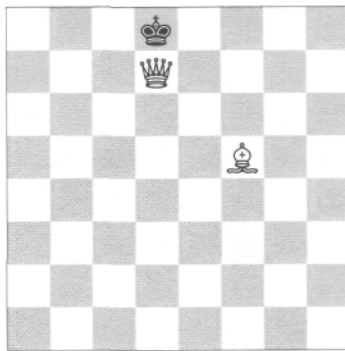
Getting out of check: B



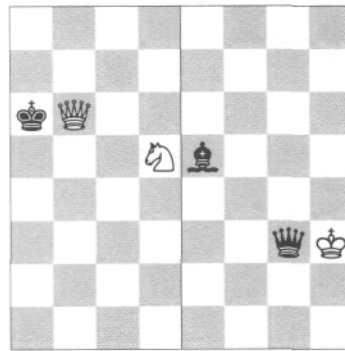
Checkmate



The queen is attacking the black king, thus the king is in check and Black must remove the check. Moving away or interposing a piece is not possible. The only possibility for Black is to take the white queen.



In this position black is also in check. Now the king can no longer take the white queen. The queen is protected; she is assisted by the bishop. Black is in check and there is no way to get out of it. Black is checkmated.



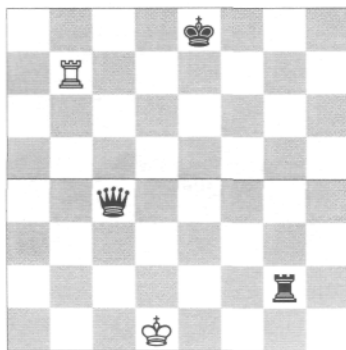
The knight is protecting the queen on b6. Black is in check and he can do nothing to remove it. Black has been checkmated. On the right, White has been checkmated. The black queen is safely protected by her bishop.

Checkmate ends of the game.

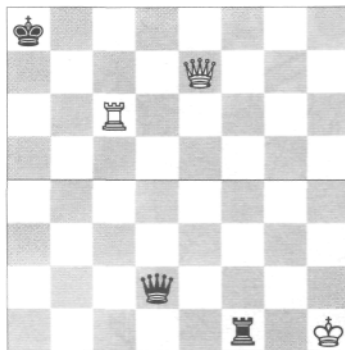
The player who delivers checkmate wins and receives one point. The player who has been checkmated loses and receives no points. The outcome:

1-0 if White wins

0-1 if Black wins

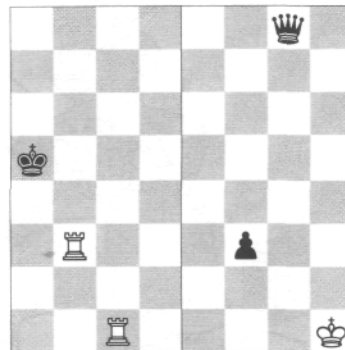


The rook is guarding all squares on the seventh rank. The black king can only move to squares d8 or f8. In the lower portion Black guards even more squares. White is not checkmated yet, for mate, a check is needed. He can mate with the queen on f1.



The queen is guarding the seventh rank. The rook can, by giving check on the eighth rank, deprive the king of his last escape square.

At the bottom checkmate has been delivered. The white king is in check and there are no more possible moves.

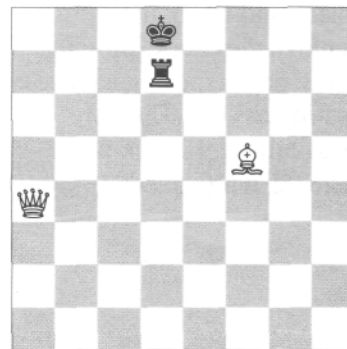
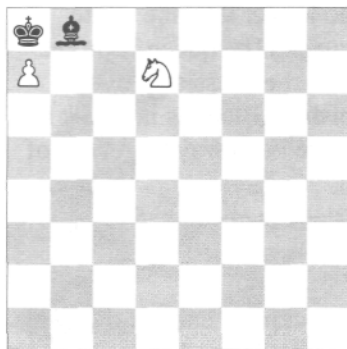
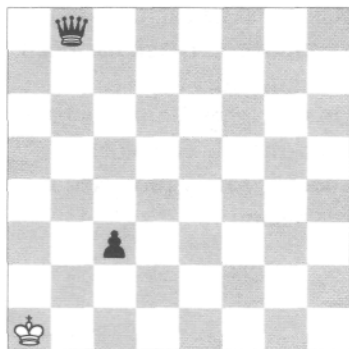
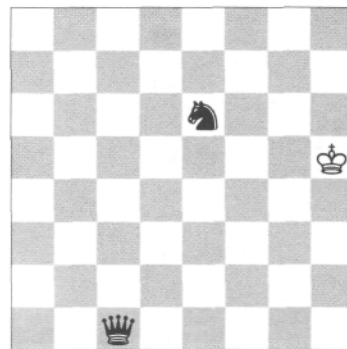
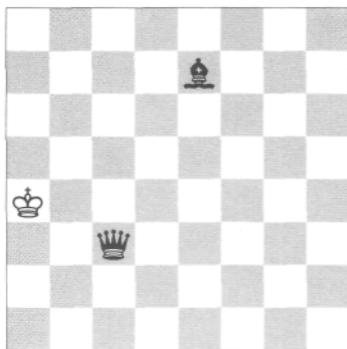
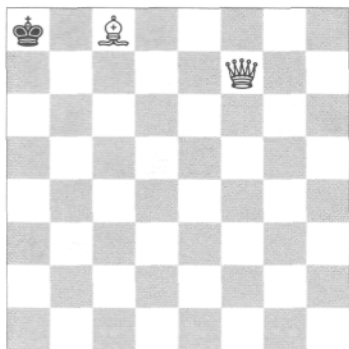


At left, White can give checkmate with the rook on c1.

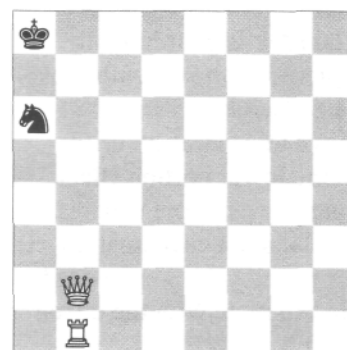
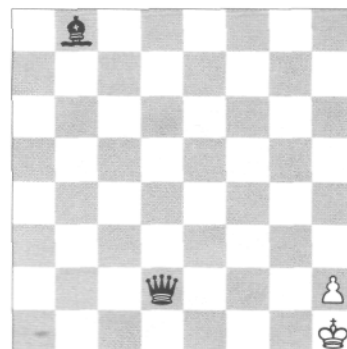
Each rook has its own task. The b-rook protects the b-file, while the c-rook checks. Both are needed for mate.

At right, the queen checkmates on g2. She is supported by the pawn on f3.

Mate

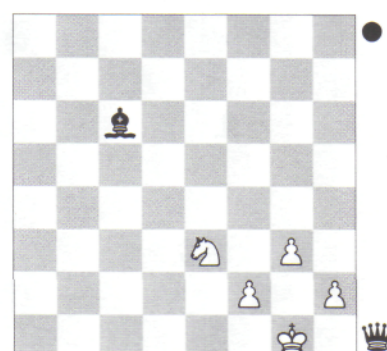
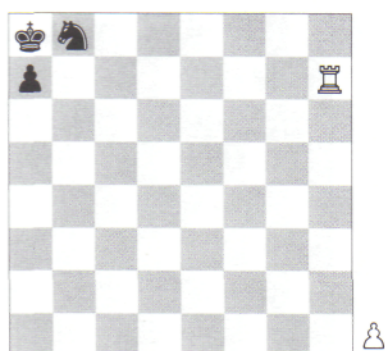
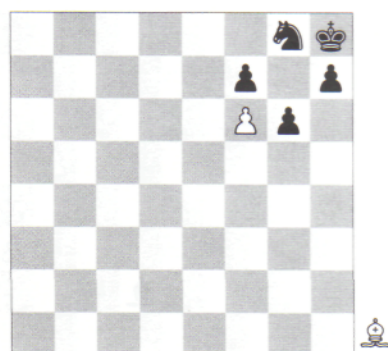
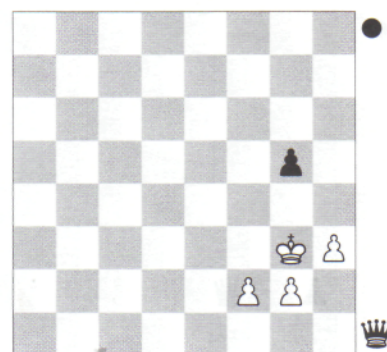
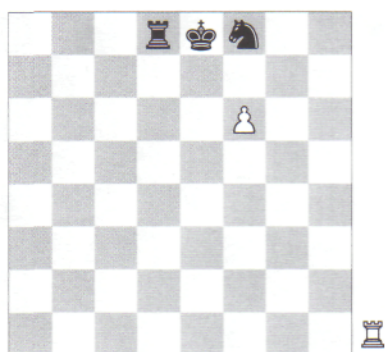
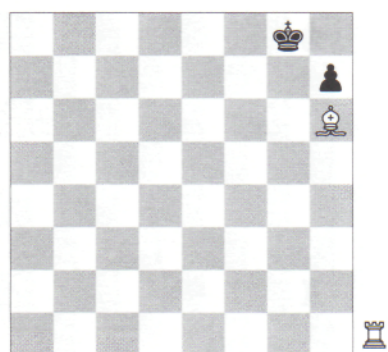
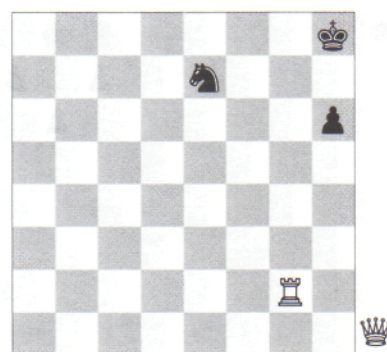
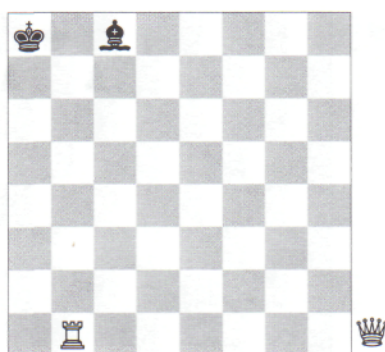
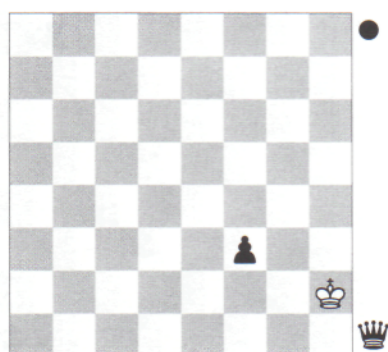
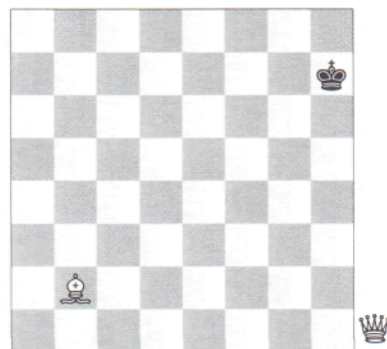
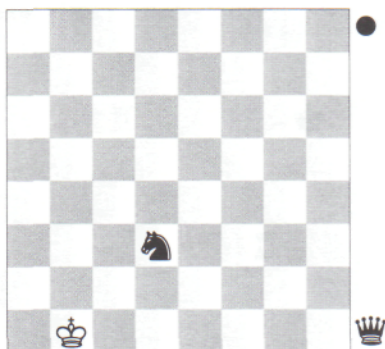
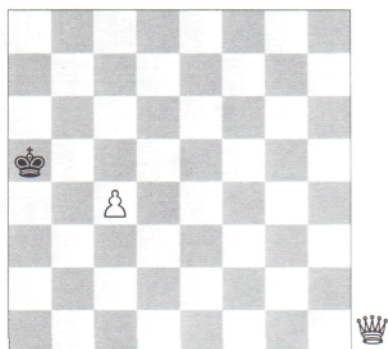


Mate in one: A

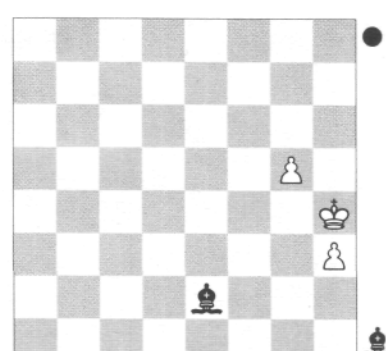
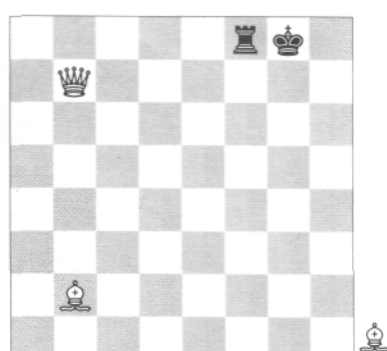
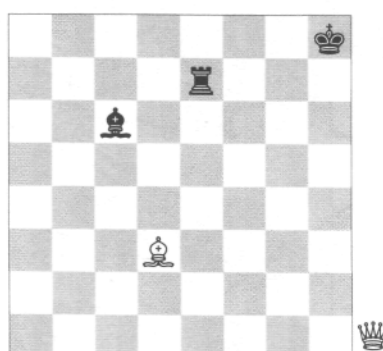
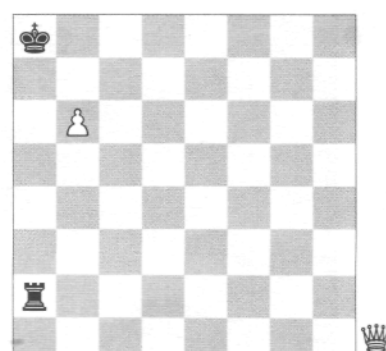
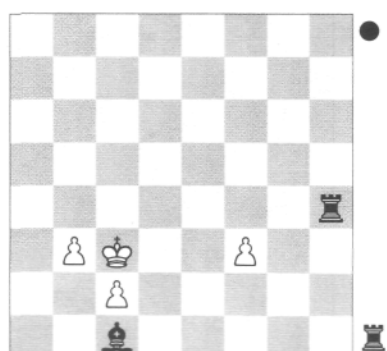
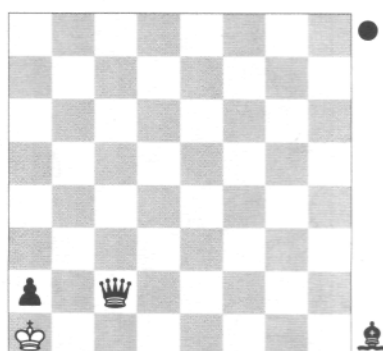
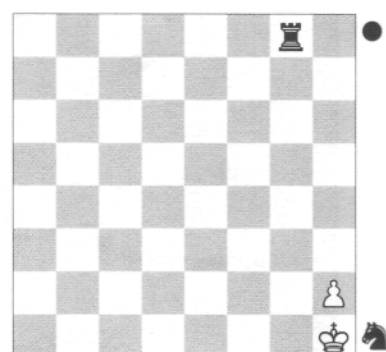
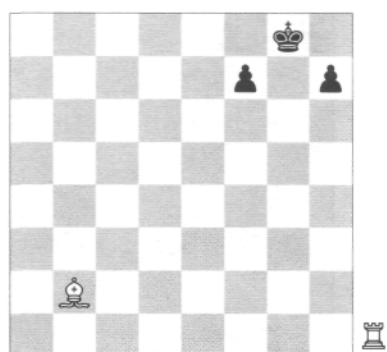
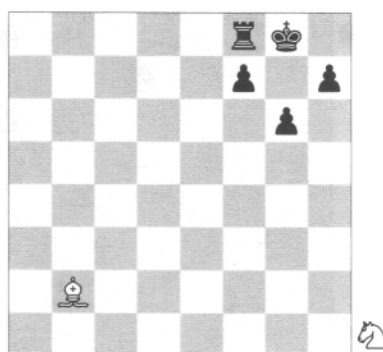
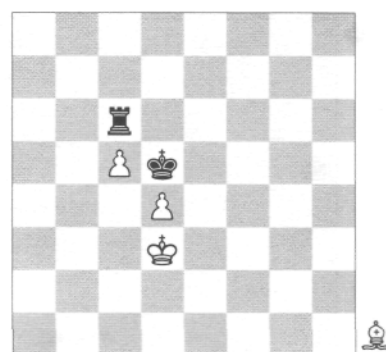
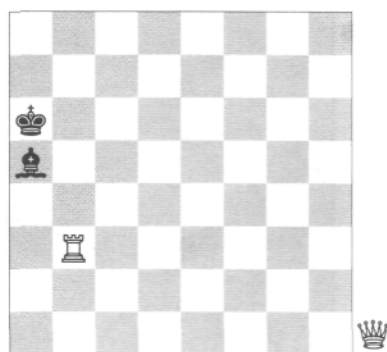
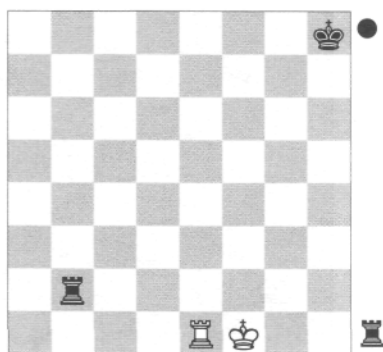


Mate

Creating mate: A

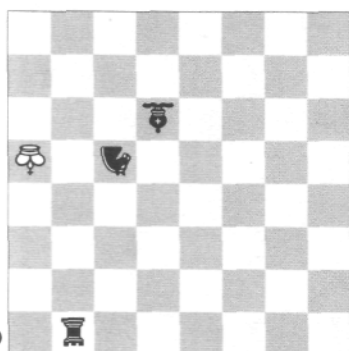
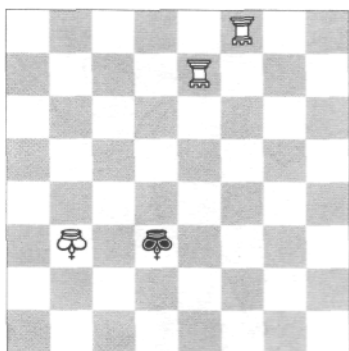
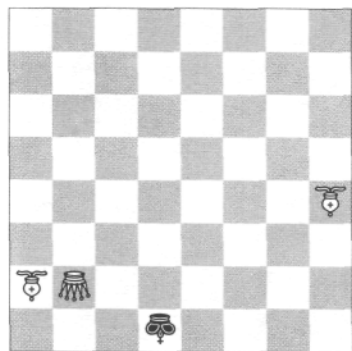
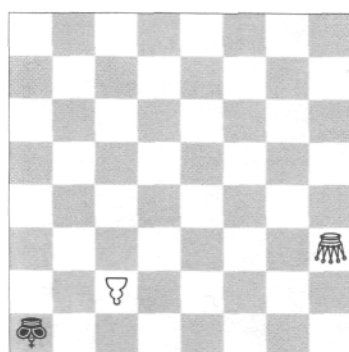
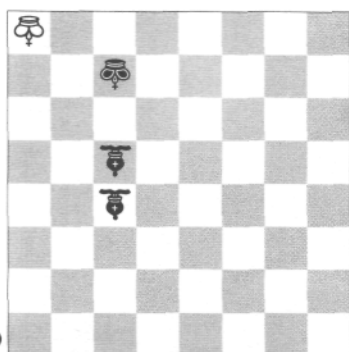
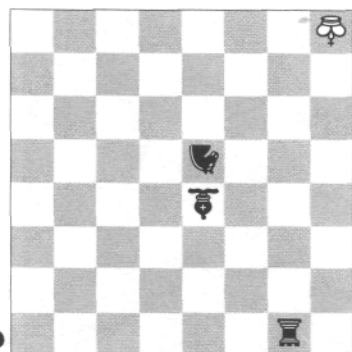
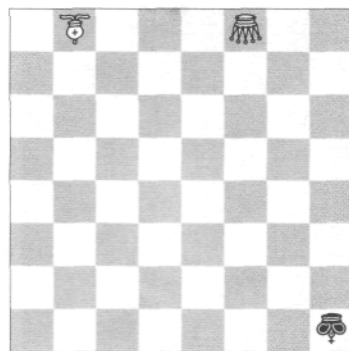
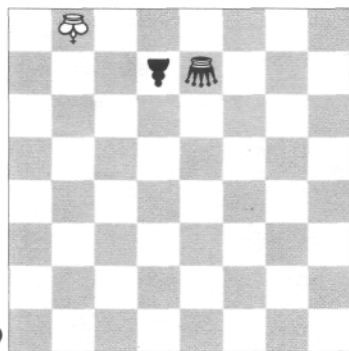
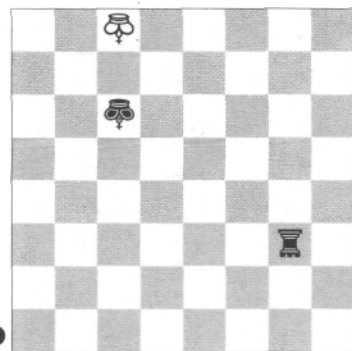
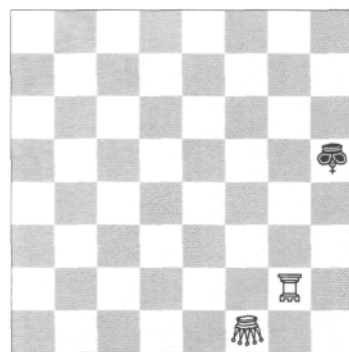
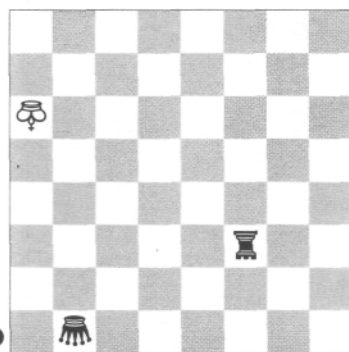
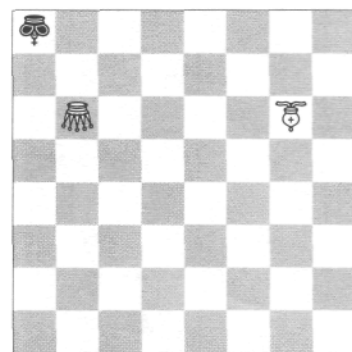


Mate



Creating mate: B

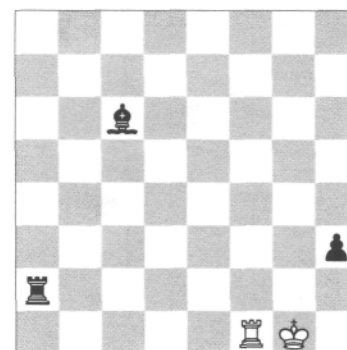
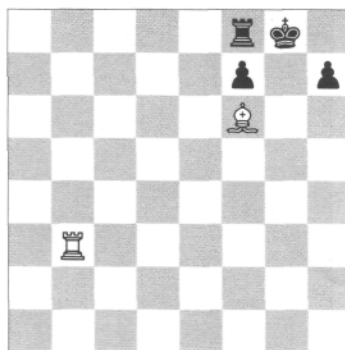
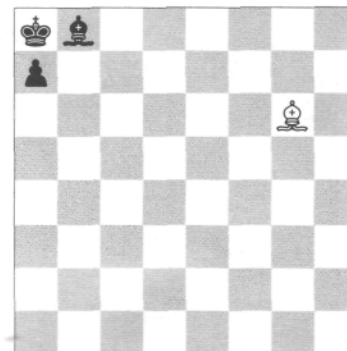
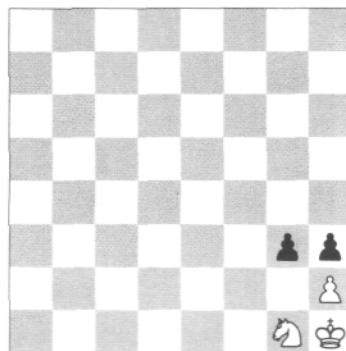
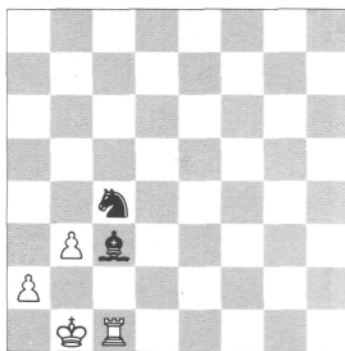
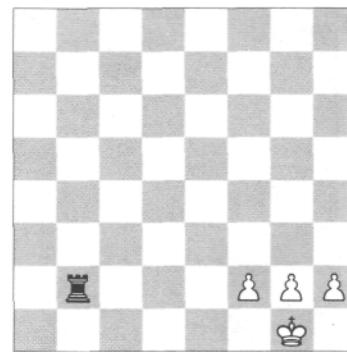
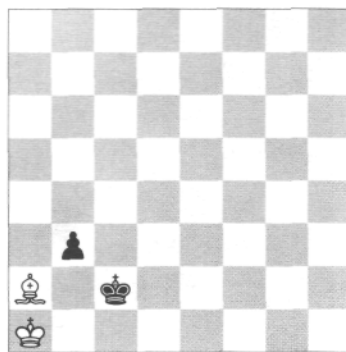
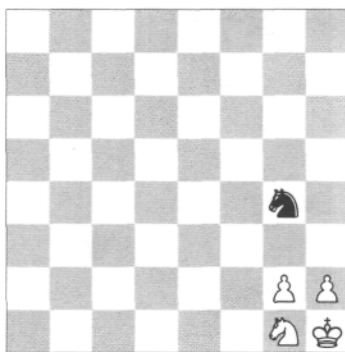
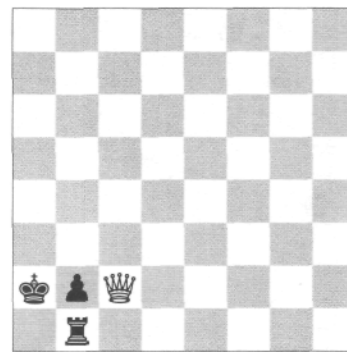
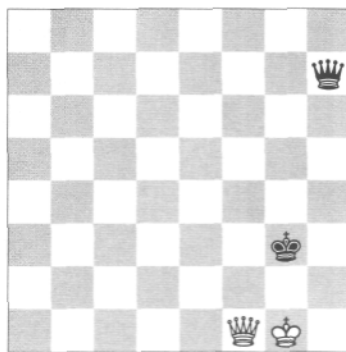
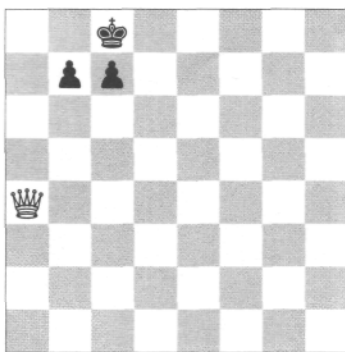
Mate in one: B



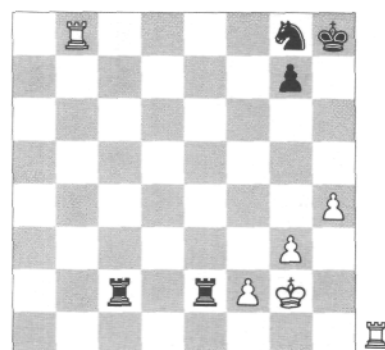
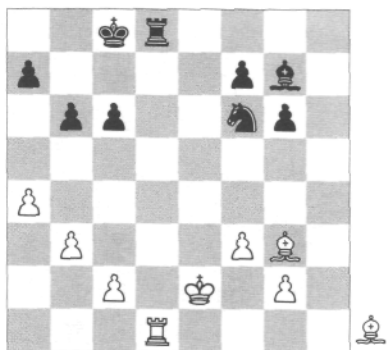
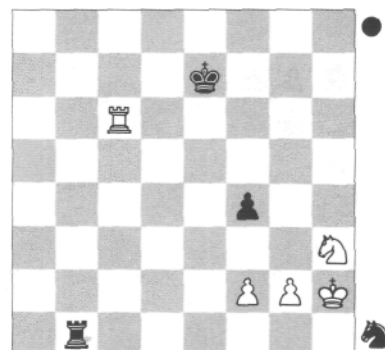
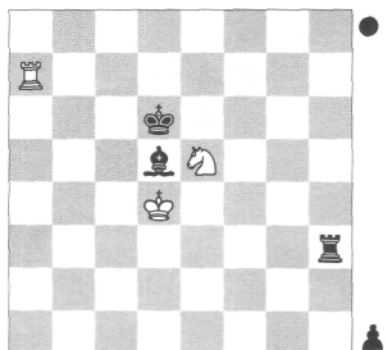
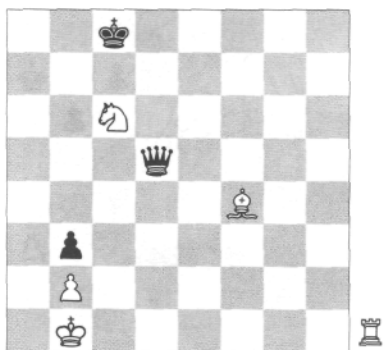
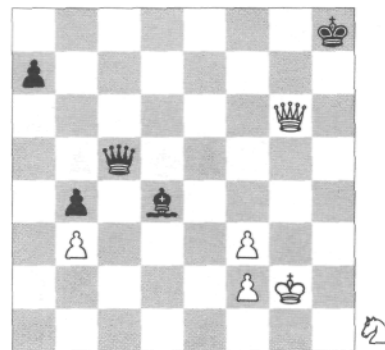
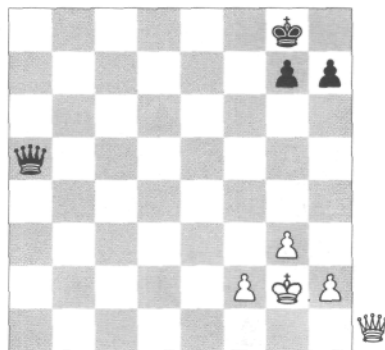
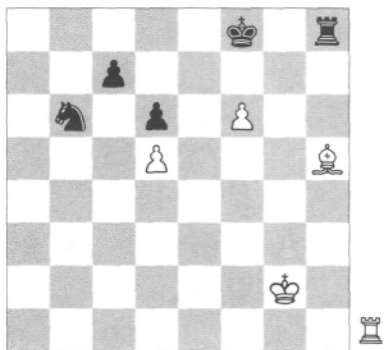
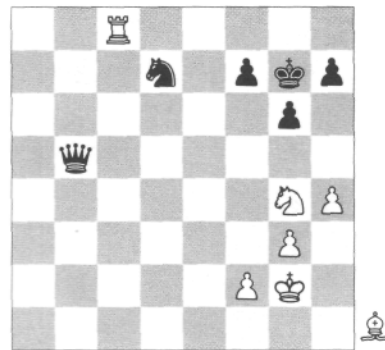
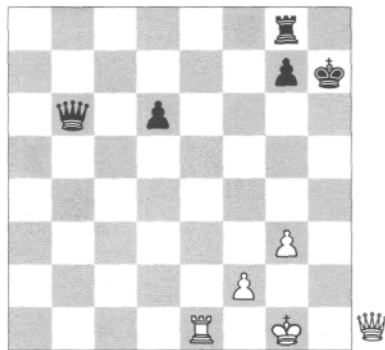
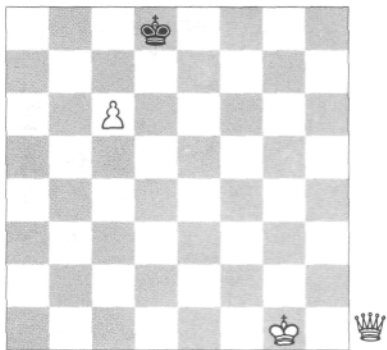
Mate

Mate

Mate in one: C



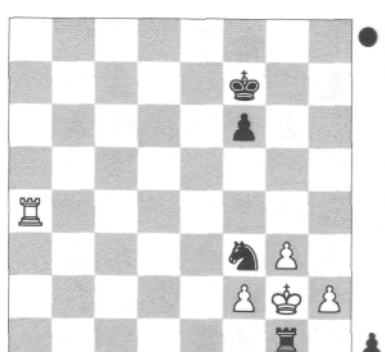
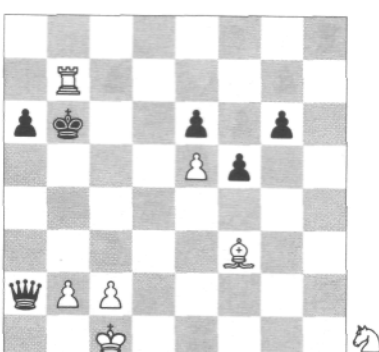
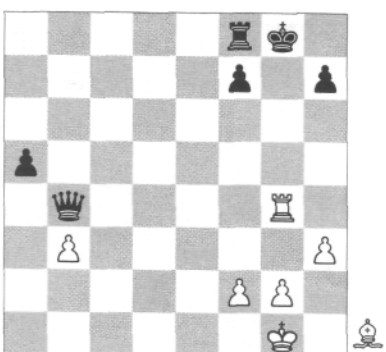
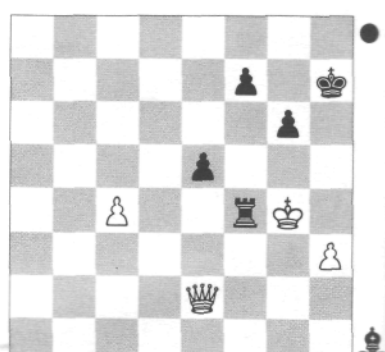
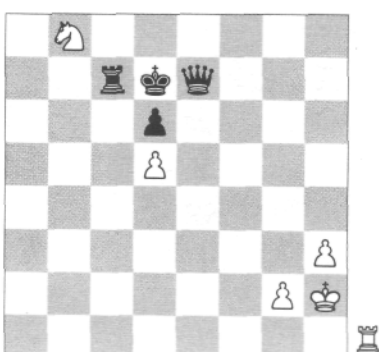
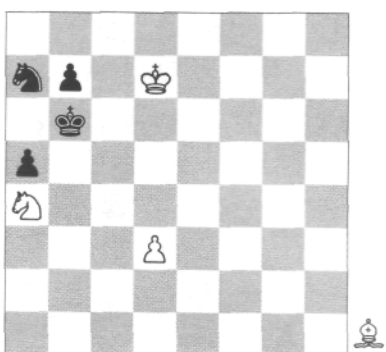
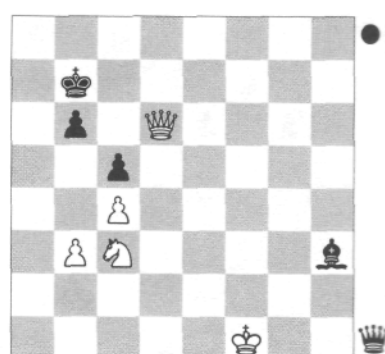
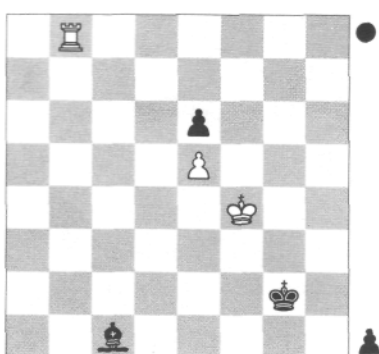
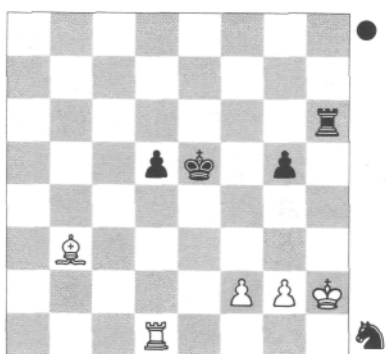
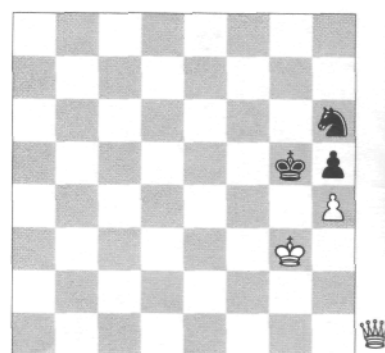
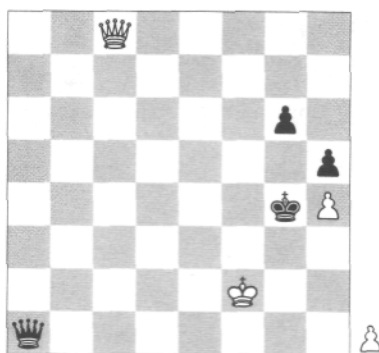
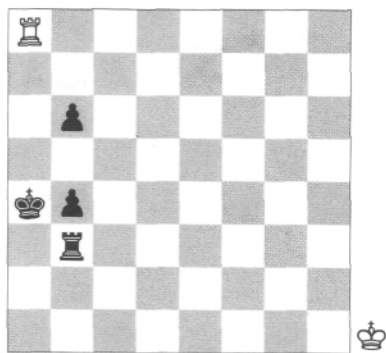
Mate



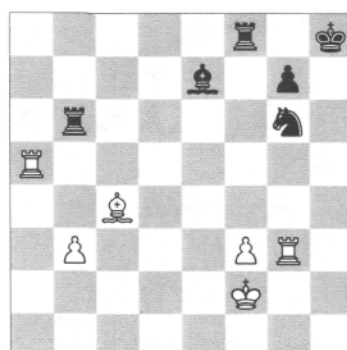
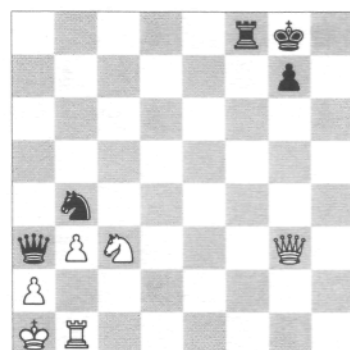
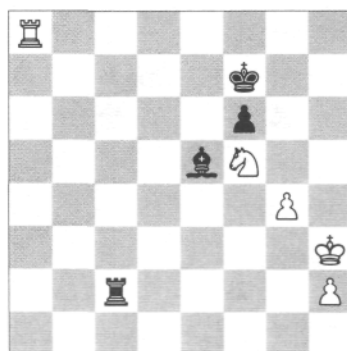
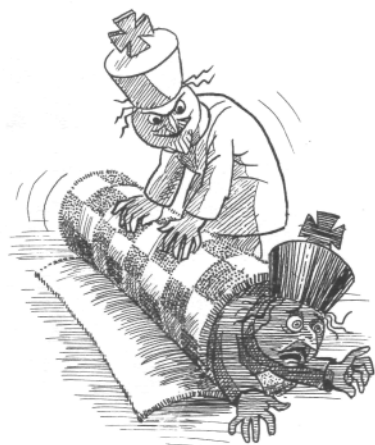
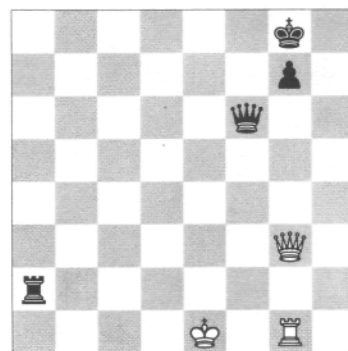
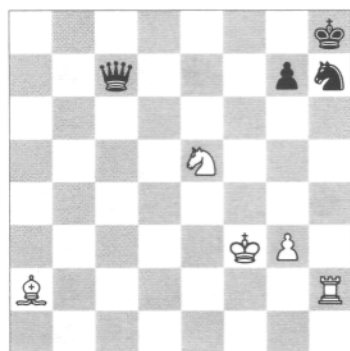
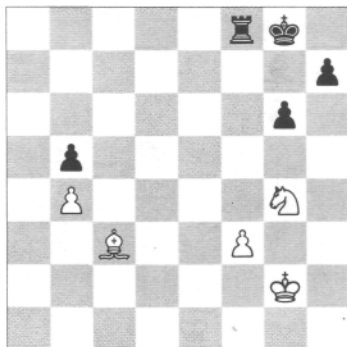
Creating mate: C

Mate

Creating mate: D



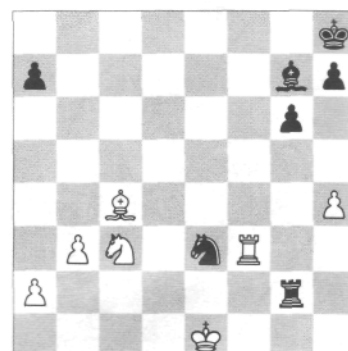
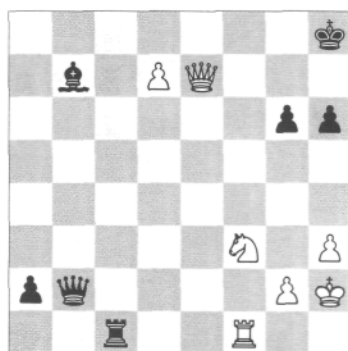
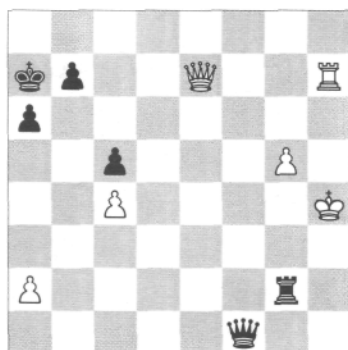
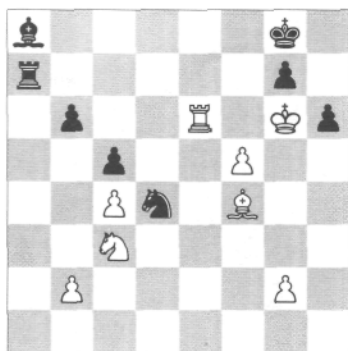
Mate



Mate in one: D

Mate

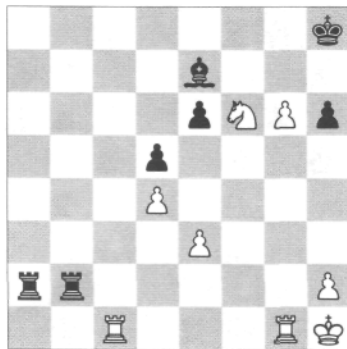
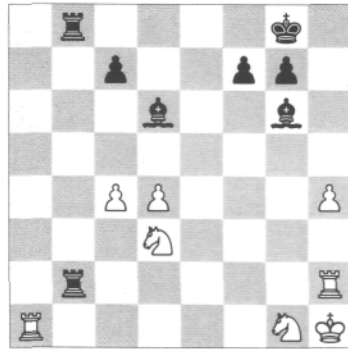
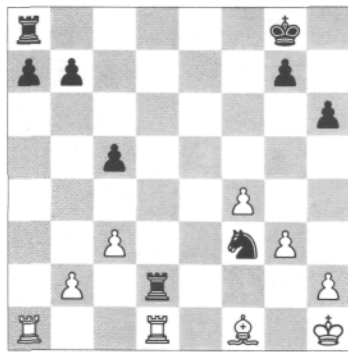
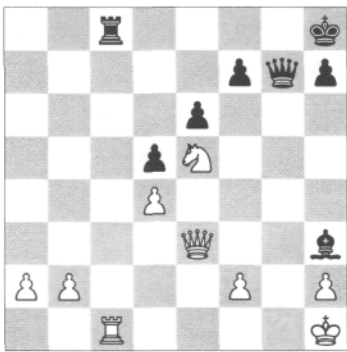
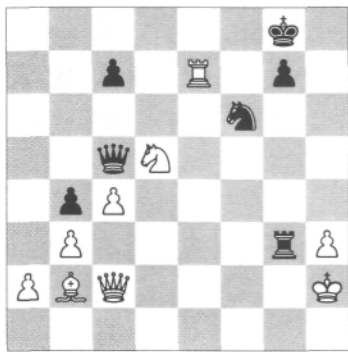
Mate in one: E



Mate

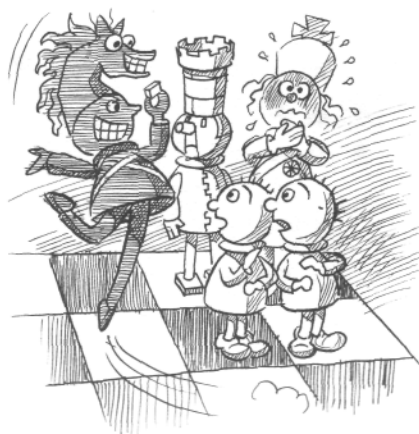


Mate in one: F

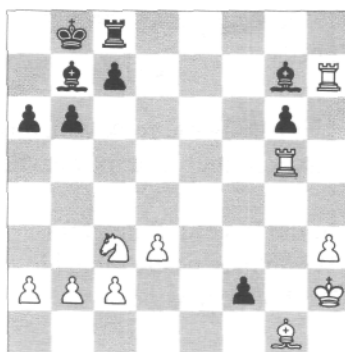
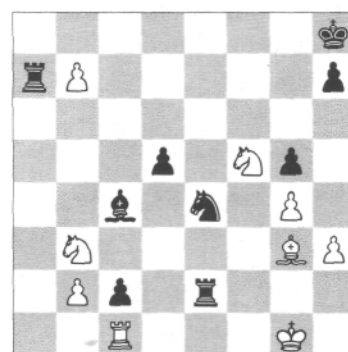
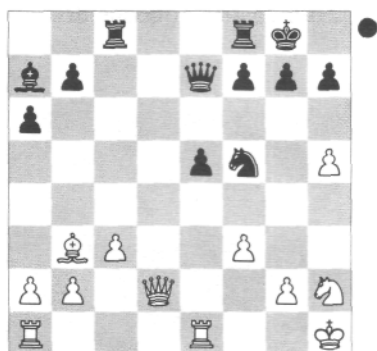
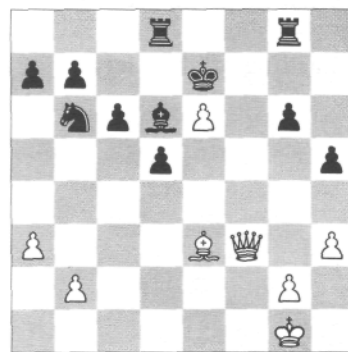


Mate

Mate in one: G



Mate



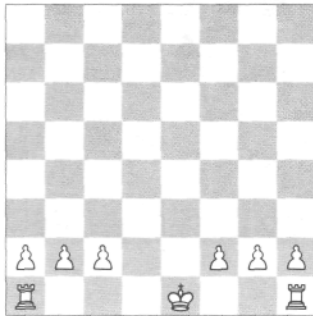
Mate in one: H

Castling

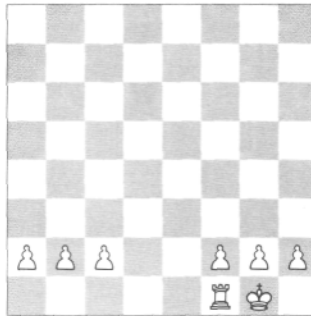
Castling is a move with king and rook at the same time:

- The king moves two squares to the side
- The rook jumps over the king

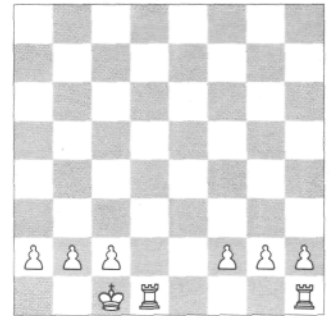
Castling offers safety to the king and brings the rook into play.



before castling

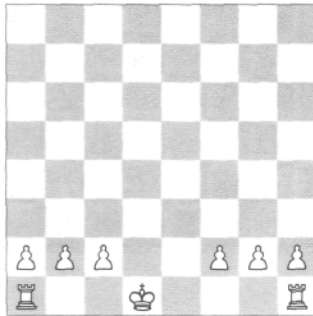


after castling kingside

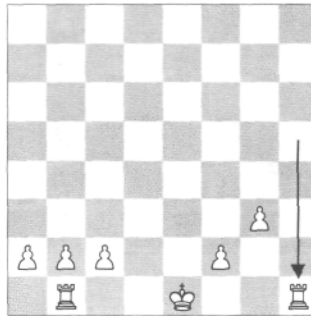


after castling queenside

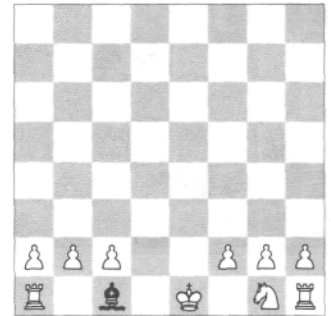
You may not castle:



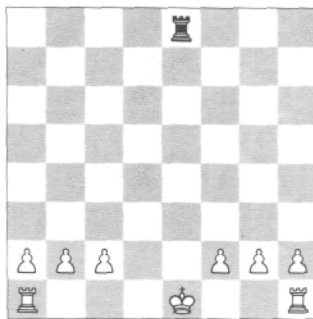
If the king has moved (even if he is on e1 again).



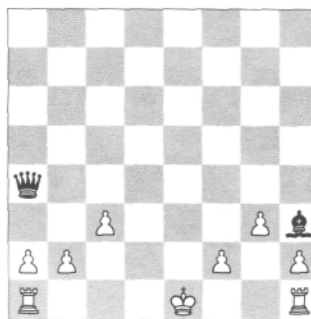
If the rook has moved (even if he is on h1 again)



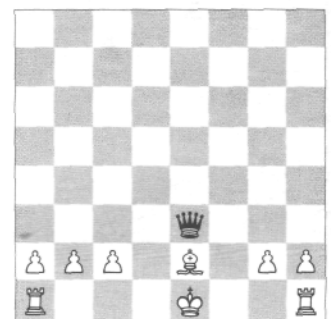
If one of your own (or your opponent's) pieces is in the way.



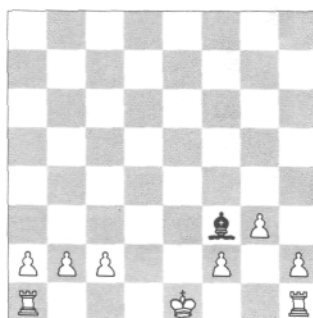
If the king is in check.



If the king passes through check.



If the king will be in check after castling.



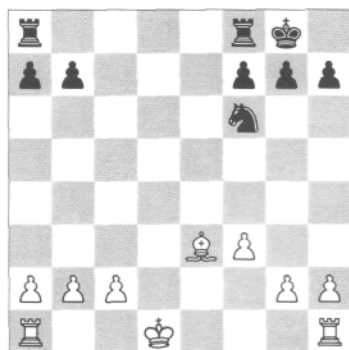
If it is only the rook which is attacked then you may castle.

In the lower left diagram White may castle kingside, but not queenside.



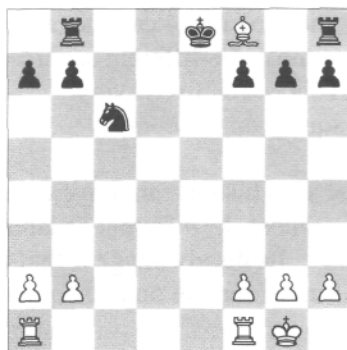
Rules of the game

Castling: A



May White castle kingside?

☐ yes ☐ no



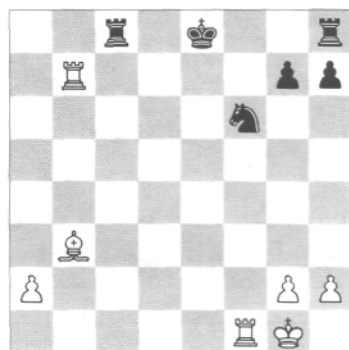
May Black castle kingside?

☐ yes ☐ no



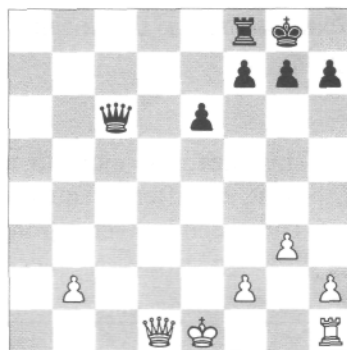
May White castle kingside?

☐ yes ☐ no



May Black castle kingside?

☐ yes ☐ no



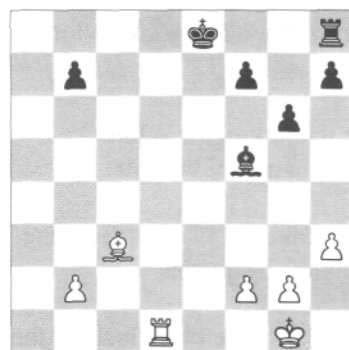
May White castle kingside?

☐ yes ☐ no



May White castle queenside?

☐ yes ☐ no



May Black castle kingside?

☐ yes ☐ no



May White castle kingside?

☐ yes ☐ no



May Black castle queenside?

☐ yes ☐ no



May White castle queenside?

☐ yes ☐ no



May Black castle queenside?

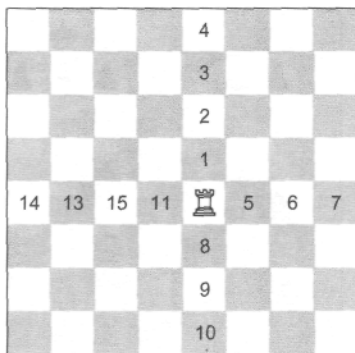
☐ yes ☐ no



May White castle queenside?

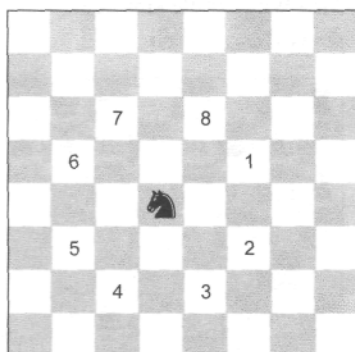
☐ yes ☐ no

Exchange and favourable exchange



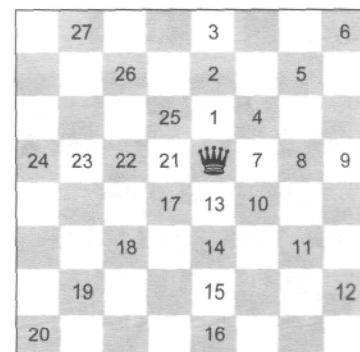
The rook on e4 can move to, at most, 14 different squares. This is true from every square on the board.

This bishop can move to, at most, 13 different squares. Its disadvantage is that it must remain on one colour.

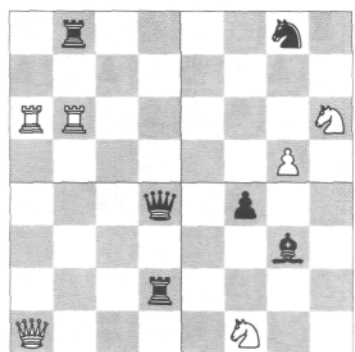


This knight can move to, at most, 8 different squares. Its extra strength is that it can jump.

This queen can move to, at most, 27 different squares. The queen is a very strong piece.



List of values: ♙ = 1 point ♘ = 3 points ♚ = 3 points ♖ = 5 points ♔ = 9 points



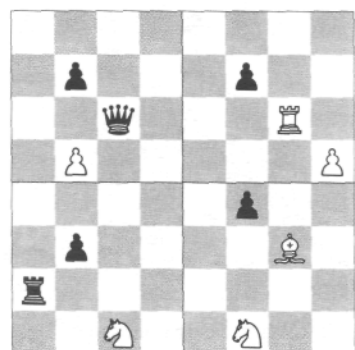
In the upper left, the black rook can take the white rook; White recaptures. This is an exchange of rooks.

In the upper right, Black can take the white knight; White recaptures with his pawn. This is an exchange of knights.

At the bottom left, the white queen can take the black queen; the black rook recaptures. This is an exchange of queens.

At the bottom right, the white knight can take the black bishop; the black pawn recaptures. This is an exchange of bishop for knight.

The favourable exchange



The white pawn takes the black queen on c6; the black pawn recaptures. White gains 8 points.

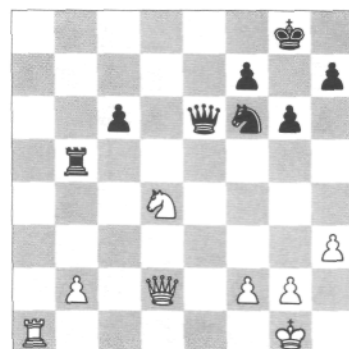
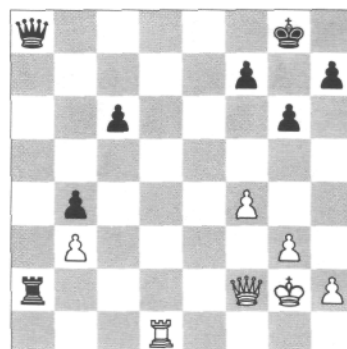
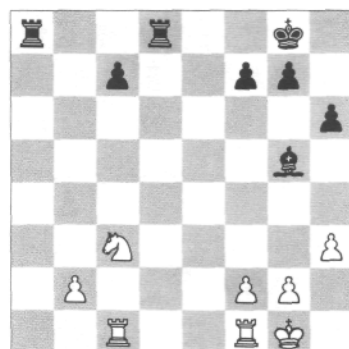
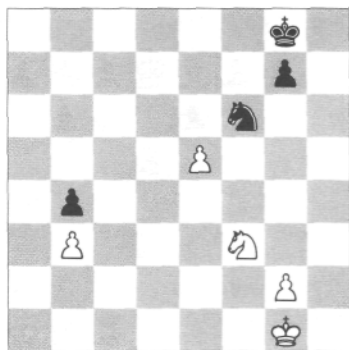
The black pawn takes the white rook on g6; the white pawn recaptures. Black gains 4 points.

The white knight takes the black rook on a2; the black pawn takes the white knight. White gains 2 points.

The black pawn takes the white bishop on g3; the knight recaptures the pawn. Black gains 2 points.

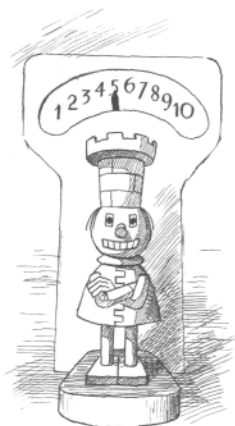
Material

Favourable exchange: A



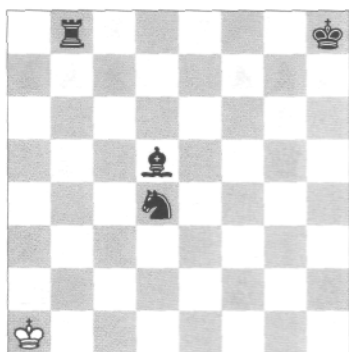
Material

Favourable exchange: B

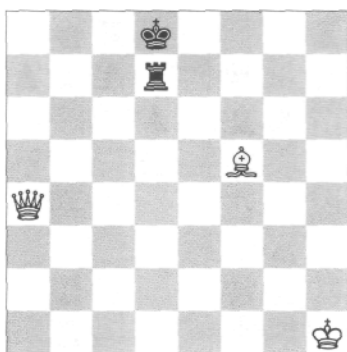


Test

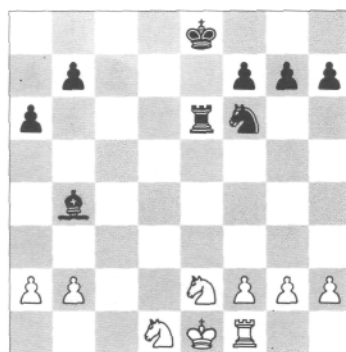
Repetition: B



Mate in one



Mate in one



Going out of check

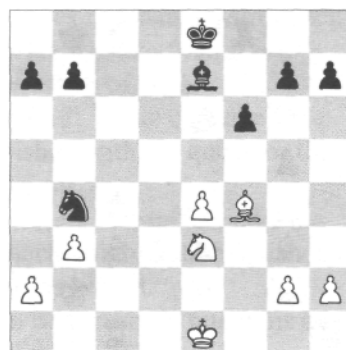


May White castle kingside?

☐ yes ☐ no



Favourable exchange



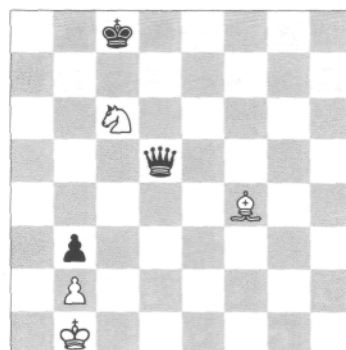
Giving check



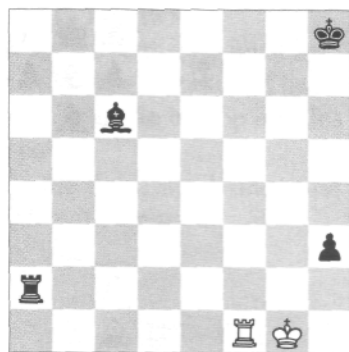
Going out of check



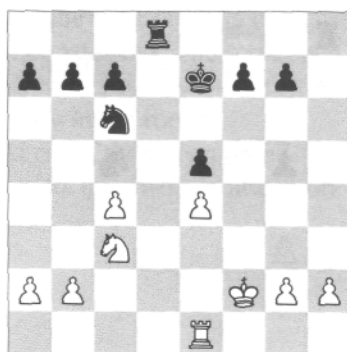
Mate in one



Creating mate



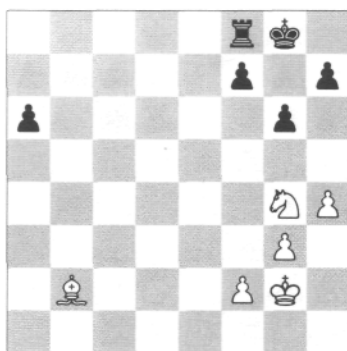
Mate in one



Giving check



Favourable exchange



Mate in one



Favourable exchange



May White castle kingside?

☐ yes ☐ no



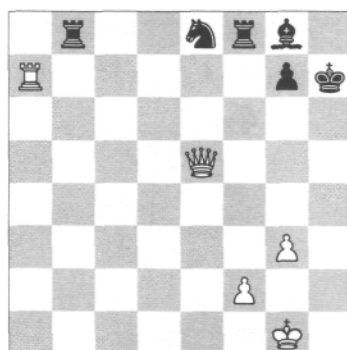
Going out of check



Taking an unprotected piece



Defending



Mate in one



Going out of check



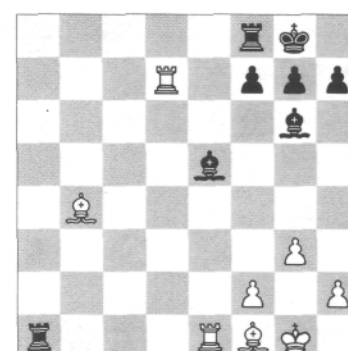
Mate in one



Favourable exchange

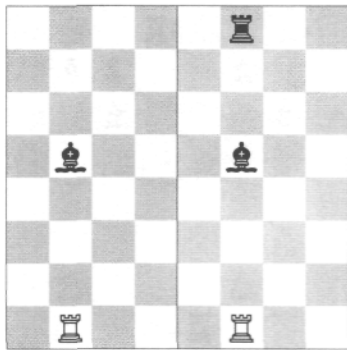


Mate in one



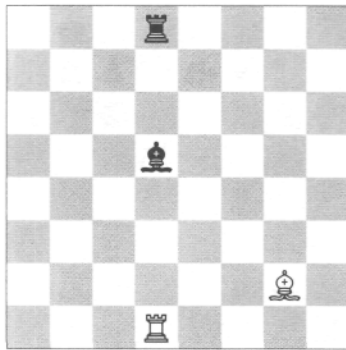
Taking an unprotected piece

The twofold attack



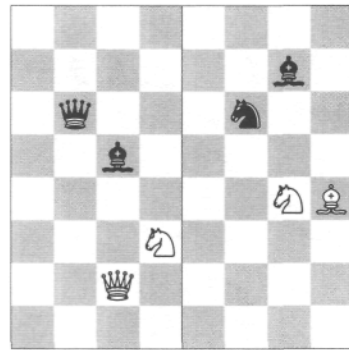
At left, the white rook attacks the black bishop and can capture him. The black bishop is unprotected.

At right, the black bishop is protected. The bishop is attacked once and defended once. This is sufficient.



Now the black bishop is also attacked by the white bishop. White takes on d5, Black takes back, and White takes once again.

The black bishop is attacked twice and defended once. White attacks the bishop twice: **the twofold attack**.

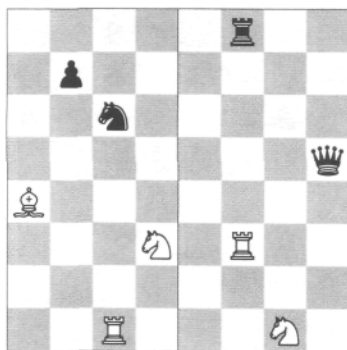


Twofold attacks are also carried out with other pieces. It does not matter with which piece we take first. It is a question of taste.

At left, White can take the bishop with the queen or the knight.

At right, White can take the black knight with his bishop or his knight.

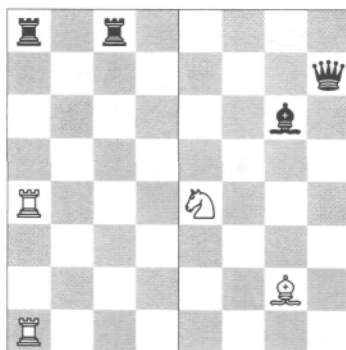
In both cases White wins a piece.



On the left, the black knight is defended only once. White attacks him twice.

White nevertheless must be careful how he takes. If he takes with the bishop he wins a pawn.

On the right, Black must first take with the rook.



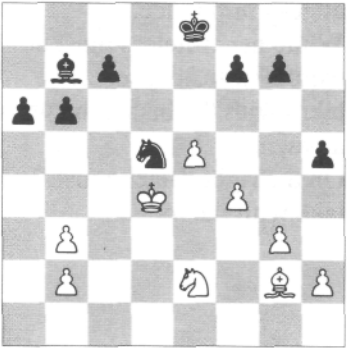
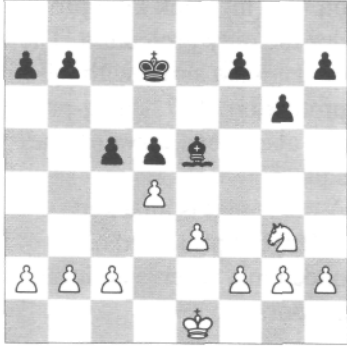
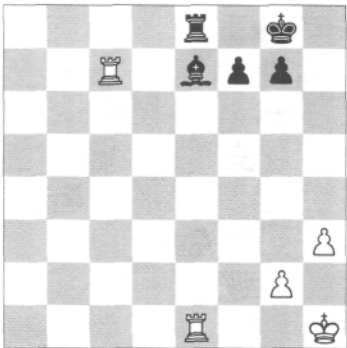
The twofold attack in this diagram is tricky. It seems that the rook on a8 is only once attacked. The rook on a1 assists so that White can still win the rook.

At right, the queen on h7 assists in a twofold attack on e4.



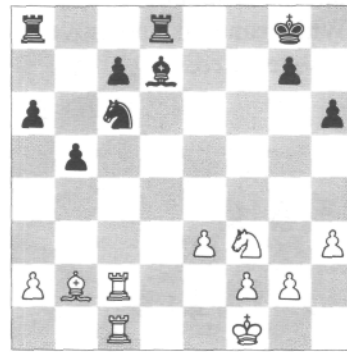
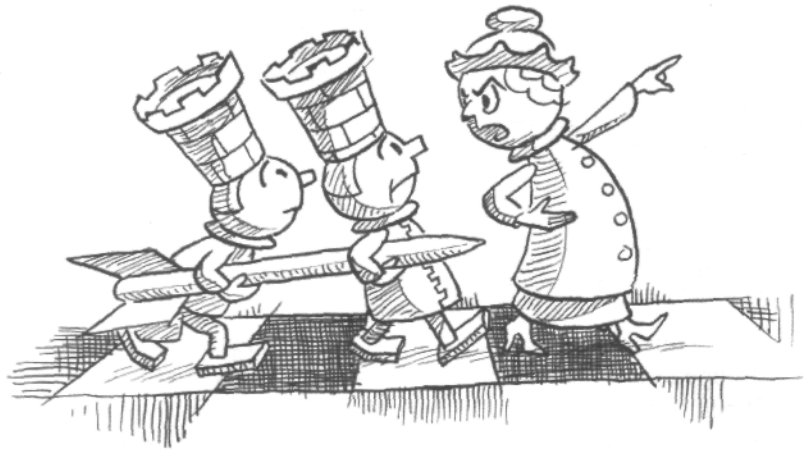
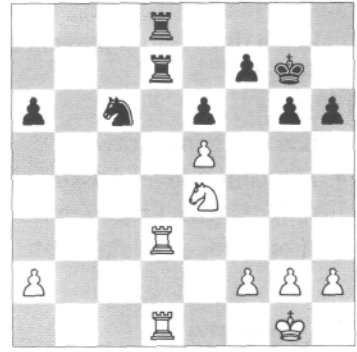
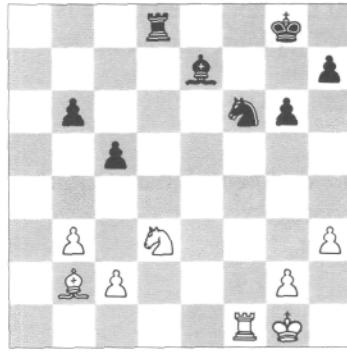
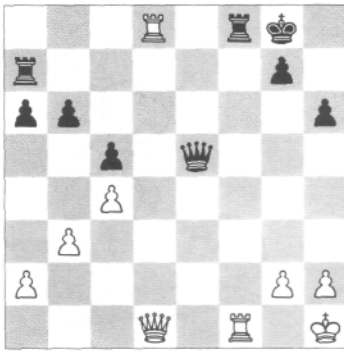
The white queen and the bishop both attack the pawn on f7. The black king provides the only protection. The queen must assist with the protection of f7. The g-pawn can also move forward one square.

A piece that is attacked twice, but protected only once must receive additional support.



Material

Taking a piece which is attacked twice: B



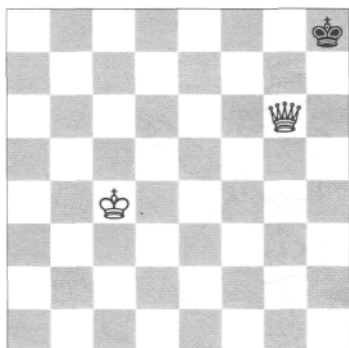
Draw

Just as in soccer a chess game can end in a tie. A tied game is called a draw. Both players receive half a point. The game is finished.

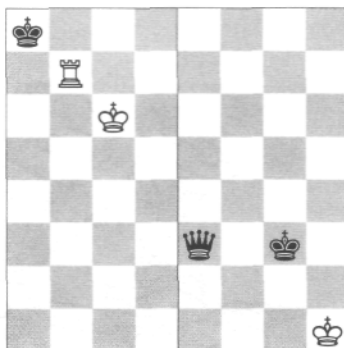
When is a game drawn?

- If it is no longer possible for either side to checkmate (e.g. if only the two kings remain on the board)
- If one side is in stalemate.

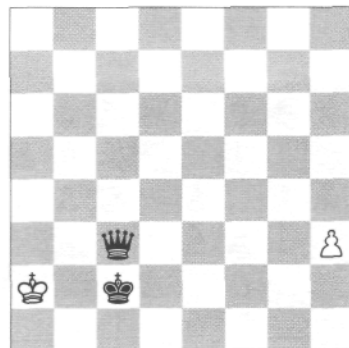
Stalemate



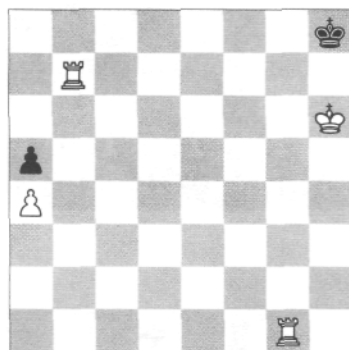
The white queen has completely trapped the black king but Black is not in check. Unfortunately for White it is Black to move. The king is not in check, but cannot move. No other move is possible: **Stalemate**.



Two stalemates: on the left, White is down a rook but gains a half point. At right, Black is even a queen ahead, but because White can make no move he is stalemated.



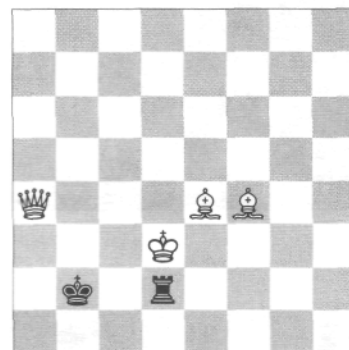
The white king has no more moves. Yet White is not stalemated. The pawn on h3 can move a step forward. You are only stalemated if absolutely no move is possible.



Black is totally tied down. Yet the game is not a draw! To be stalemated it must be Black to move. In this position it is White to move. He gives mate on b8 or h7.



In this game Black has captured all White's pieces. Quite an achievement! Unfortunately, his last move was rather stupid, since he has stalemated White. That means he gets half, instead of a whole point.



If your opponent has almost no pieces left, be careful for 'crazy' moves like this rook check on d2. White should not take with the king.

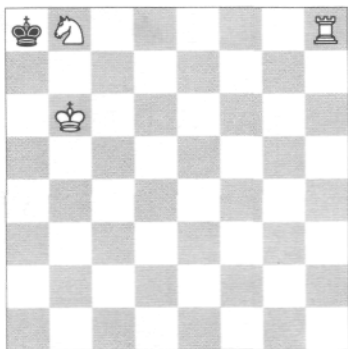
Stalemate:

- It is your turn to move, but you can make no legal move.
- You are not in check.

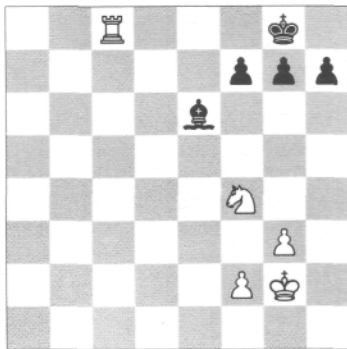


Rules of the game

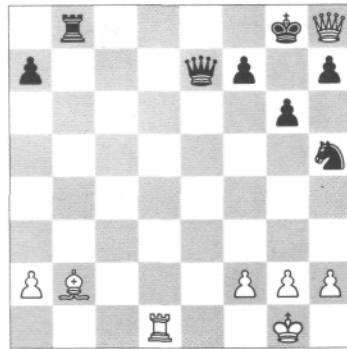
Mate, stalemate or play: A



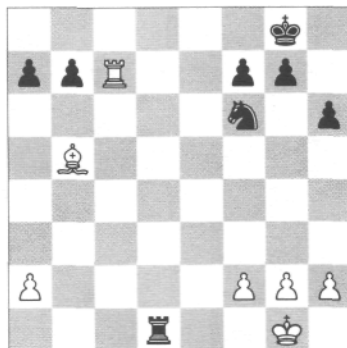
- ☐ mate ☐ stalemate
- ☐ Black plays 1. ...



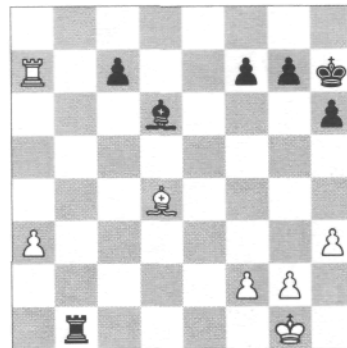
- ☐ mate ☐ stalemate
- ☐ Black plays 1. ...



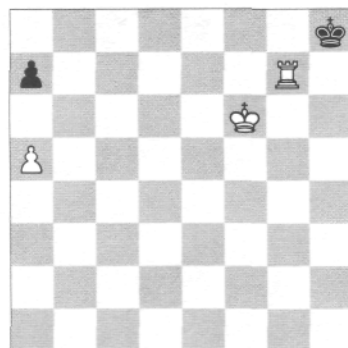
- ☐ mate ☐ stalemate
- ☐ Black plays 1. ...



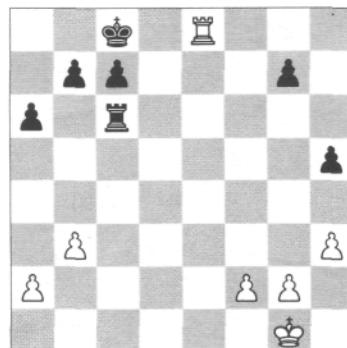
- ☐ mate ☐ stalemate
- ☐ White plays 1.



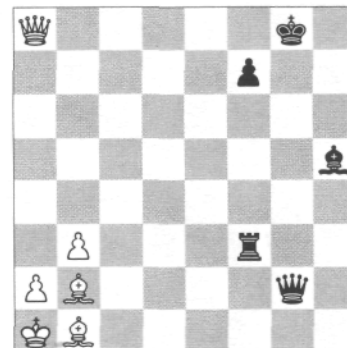
- ☐ mate ☐ stalemate
- ☐ White plays 1.



- ☐ mate ☐ stalemate
- ☐ Black plays 1. ...



- ☐ mate ☐ stalemate
- ☐ Black plays 1. ...



- ☐ mate ☐ stalemate
- ☐ Black plays 1. ...



- ☐ mate ☐ stalemate
- ☐ White plays 1.



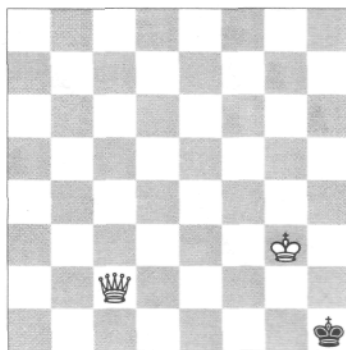
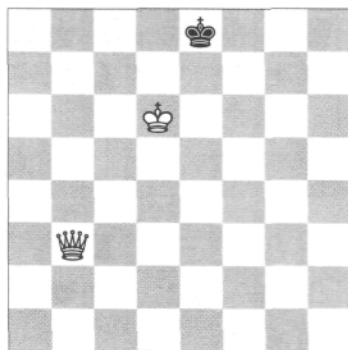
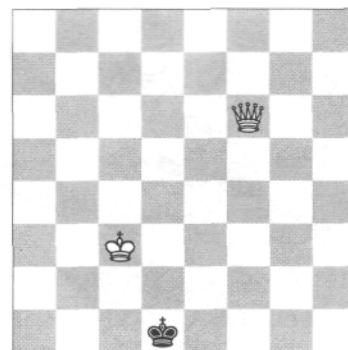
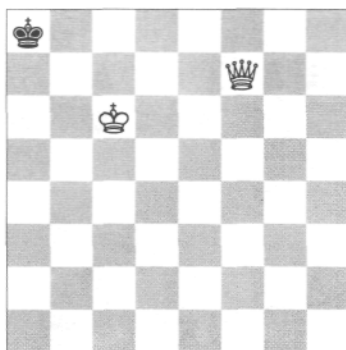
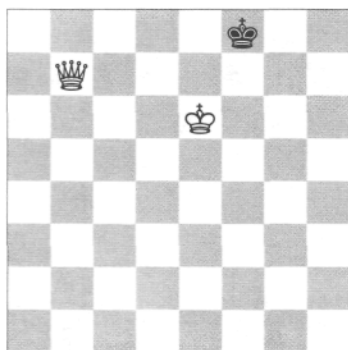
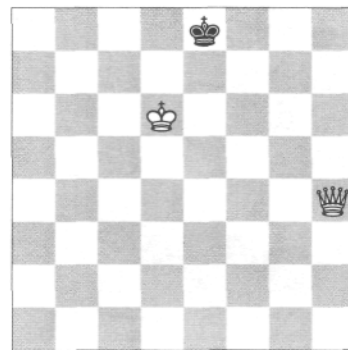
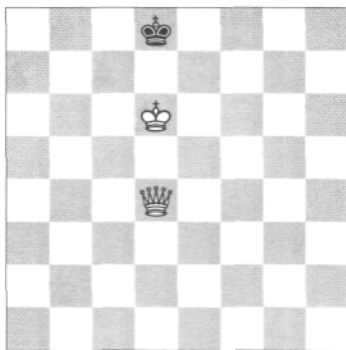
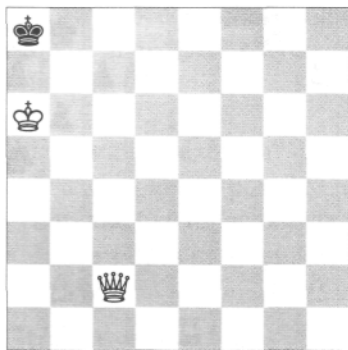
- ☐ mate ☐ stalemate
- ☐ White plays 1.



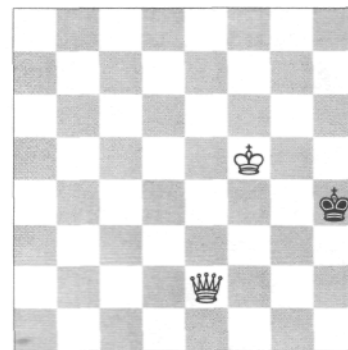
- ☐ mate ☐ stalemate
- ☐ White plays 1.

Mate

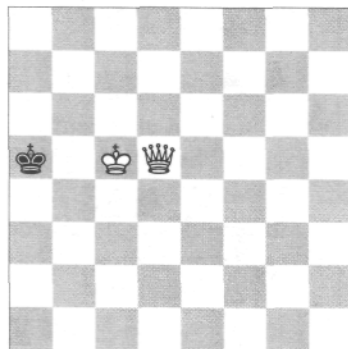
Mate in one with the queen: A



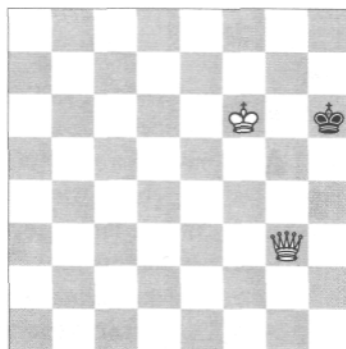
5 x mate



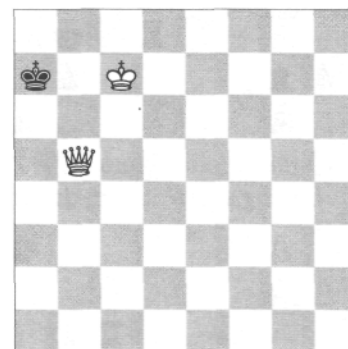
2 x mate



2 x mate

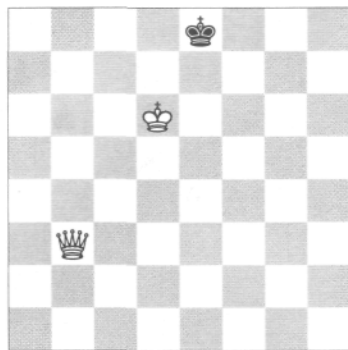


4 x mate

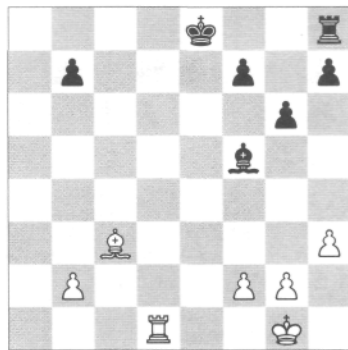


3 x mate

Test

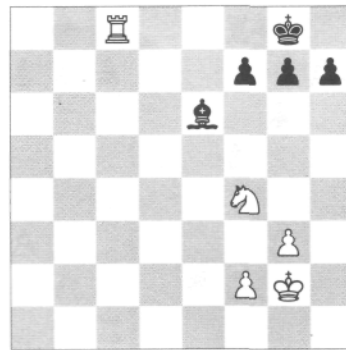


Mate in one



May Black castle kingside?

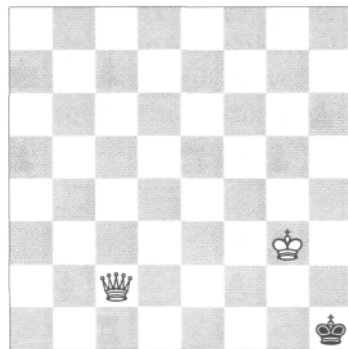
☐ yes ☐ no



☐ mate ☐ stalemate
☐ Black plays 1. ...



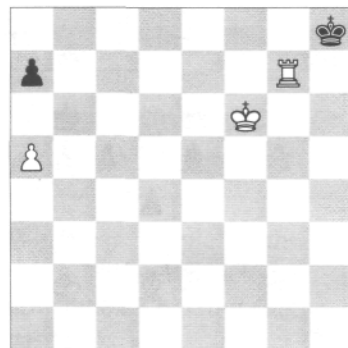
Mate in one



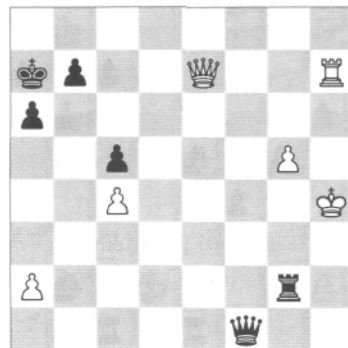
Mate in one



Taking a piece which is attacked twice



☐ mate ☐ stalemate
☐ White plays 1. ...



Mate in one



Mate in one



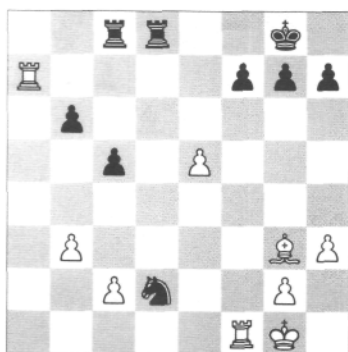
Taking a piece which is attacked twice



Mate in one



Taking a piece which is attacked twice



Taking a piece which is attacked twice



Mate in one



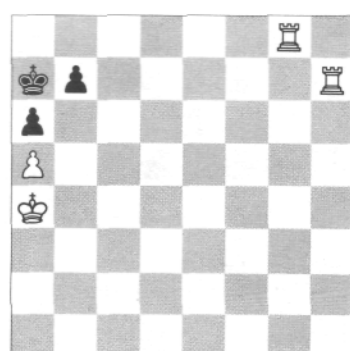
Going out of check



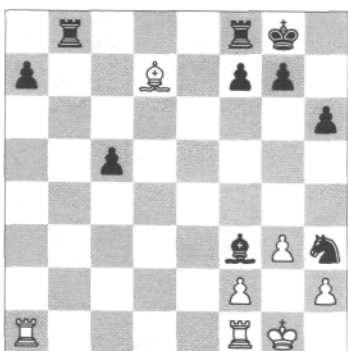
Defending



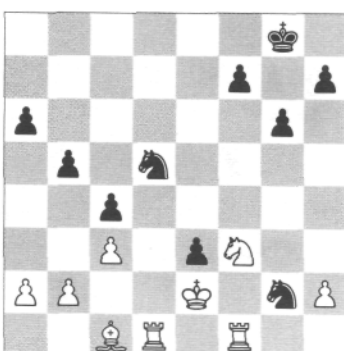
Favourable exchange



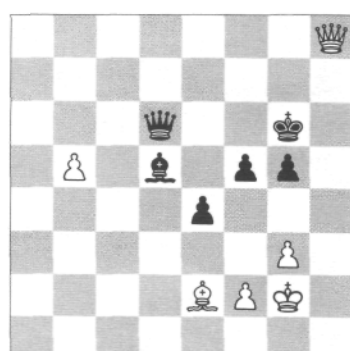
○ mate ○ stalemate
○ Black plays 1. ...



Defending



Mate in one



Mate in one



Defending

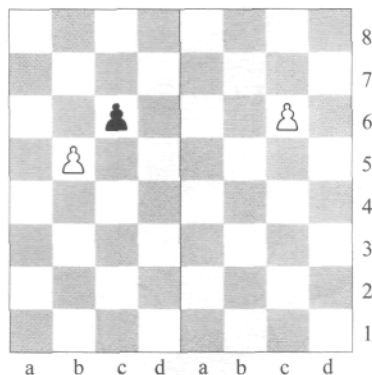


Taking a piece which is attacked twice

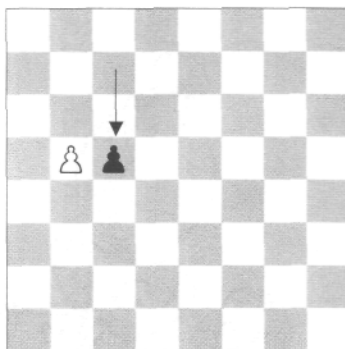


Defending

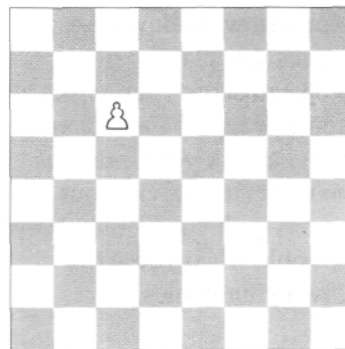
The pawn (2)



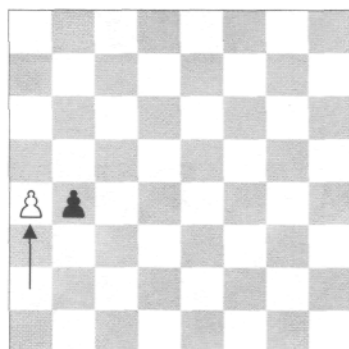
The pawn moves forward and captures diagonally. At left, White can push his pawn to b6 or he could take the black pawn: b5xc6. In this case, the position on the other side results. The black pawn has disappeared.



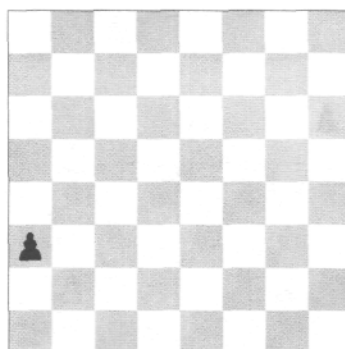
The black pawn has just moved from c7 to c5. White may treat the move just as if the pawn had only moved one square and he can take it. The result is pictured in the next diagram.



White has taken the pawn. We call this *en passant* capture. This is French for capture in passing. You can easily overlook the possibility of this pawn move.



White has just played the move 1. a2-a4. Black may now take *en passant* (in passing). See the next diagram.

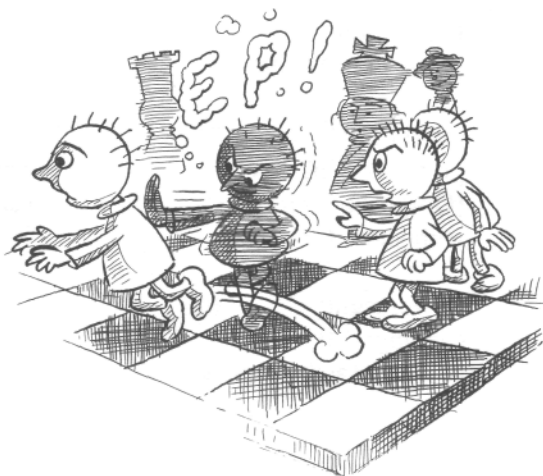


After this move the black pawn will be on a3.

En passant is only possible after:

- The pawn has moved two squares forward;
- Only the pawn standing beside it on the adjacent file may take *en passant*;
- It must be taken at once. You cannot wait a move.

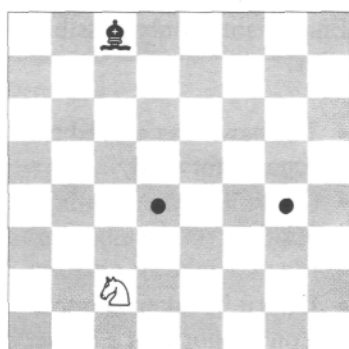
Taking '*en passant*' is in chess the only capture when after taking a piece moves to an empty square.



The notation

You can write down the games you play.
You can show your games at home or replay them later.
You can ask your trainer if he wants to analyze your games with you. This is only possible when you write down your games.

On the drawing Black has just moved. White is writing down the move.



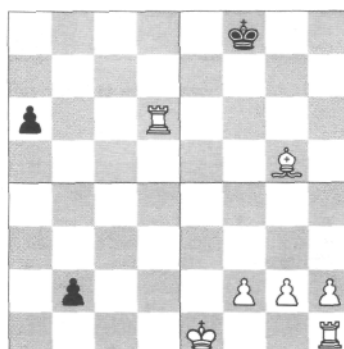
It's easy to write down the moves.

We write the white knight's move in the following way:

- first the piece N (knight) (N is used instead of K to avoid confusion with the king)
- then the square on which it is standing (c2)
- a hyphen (goes to)
- finally the square to which it moves (d4).

White writes down his move as **Nc2-d4**.

Black's move is **Bc8-g4**.



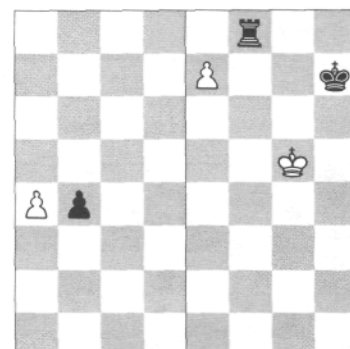
Special moves:

Upper left:
taking (x): **Rd6xa6**

Upper right:
check (+): **Bg5-h6+**

Lower left:
promotion: **b2-b1Q**
(Q=queen, R=rook, B=bishop, N=knight)

Lower right:
castling: **0-0**
(0-0-0 = castling queenside)



To note down 'en passant' we write the letters e.p. after the move, e.g: **b4xa3 e.p.**

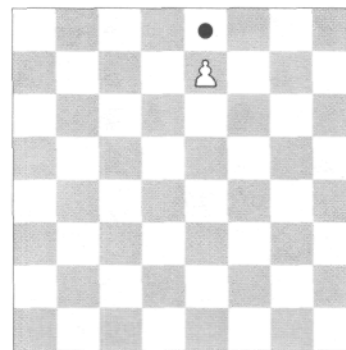
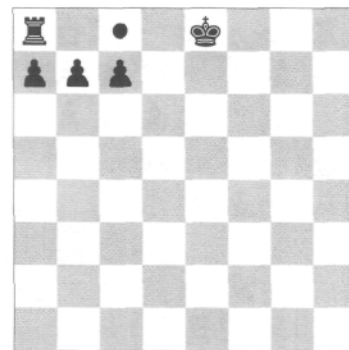
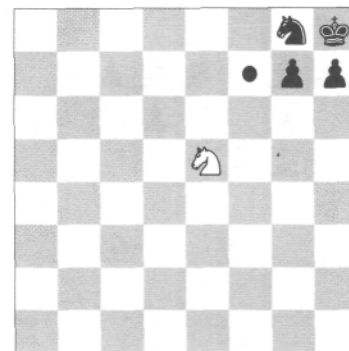
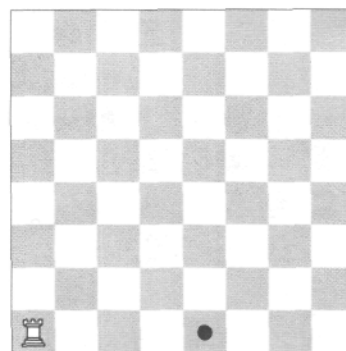
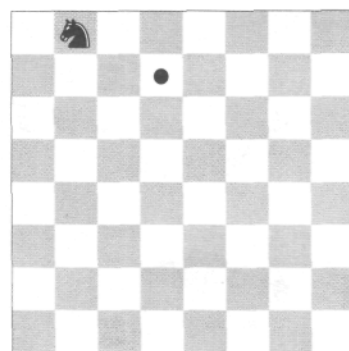
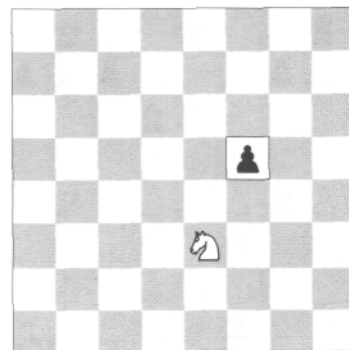
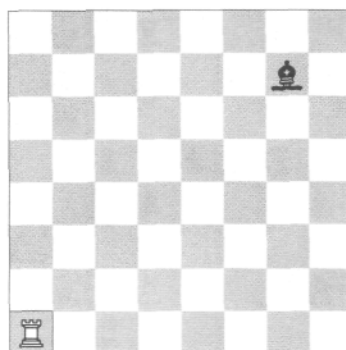
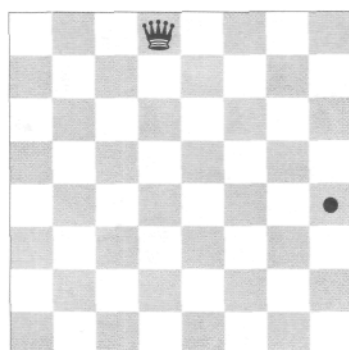
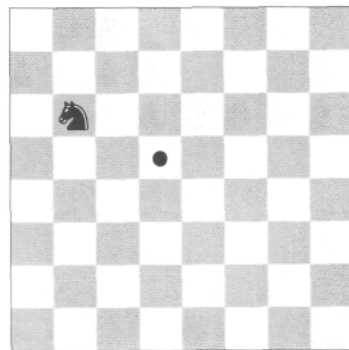
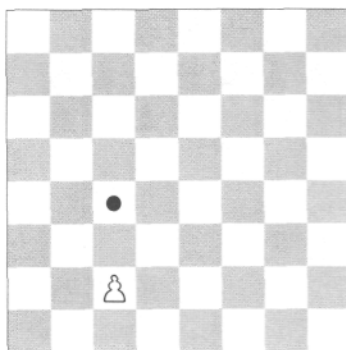
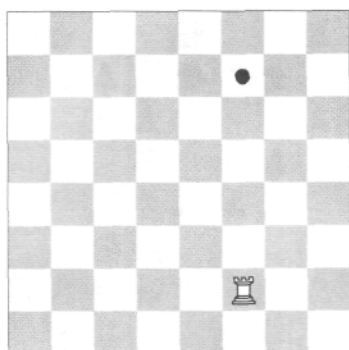
At right, White's move is written as 1. e7xf8R; Black's move as 1. ... Rf8-e8.

For mate we write either (check)mate or #.

The 1. is the move number. In score books the move numbers are already indicated.

Notation

The long notation: **A**



Black castles queenside.

The white pawn promotes to a queen.



Material

Winning material: A

