

3. Movement of Chessmen (Rook & Bishop)

The Rook

The Rook moves in any of the plus (+) direction as long as there are no chessmen blocking its path. In other words, Rook moves vertically or horizontally, straight or in one of the standing or sleeping lines (**Refer diagram 3.1**)

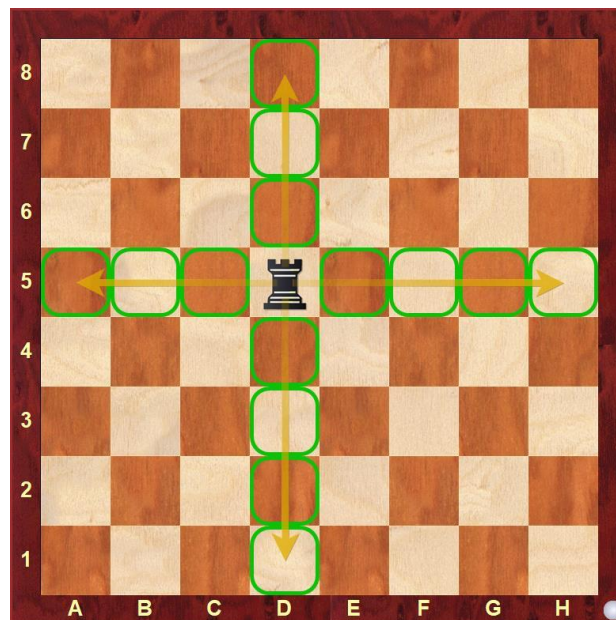


Diagram 3.1

It also captures the same way as it moves. In an open position Rook controls maximum 14 squares at a time.

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The Bishop

Each player has 2 Bishops, one which moves only in light colored squares and the other which moves only in dark colored squares.

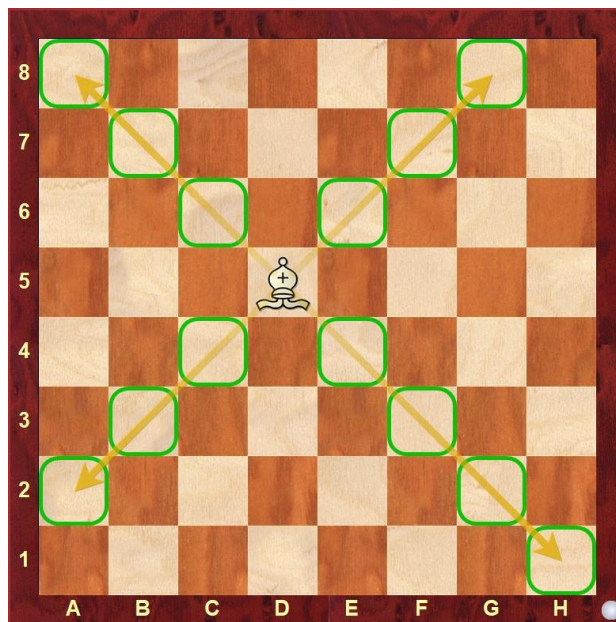


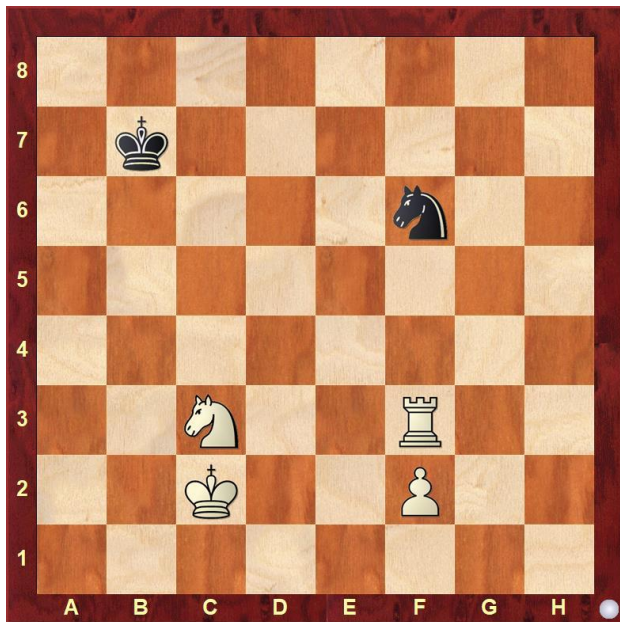
Diagram 3.2

A Bishop moves in one of the cross (X) directions - any number of squares as long as there are no chessmen blocking its path. In other words, Bishop moves diagonally any number of squares as long as there are no chessmen blocking its path. It also captures the same way as it moves. (Refer diagram 3.2)

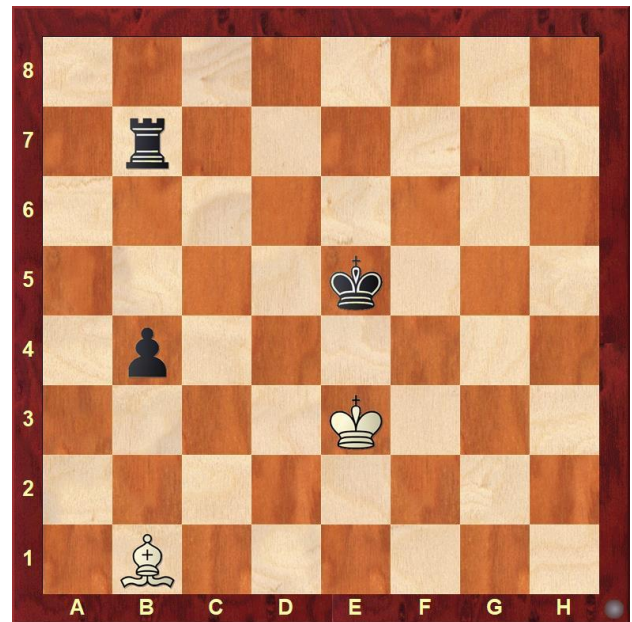
BEGINNER LEVEL

3. Movement of Chessmen (Rook & Bishop) Homework

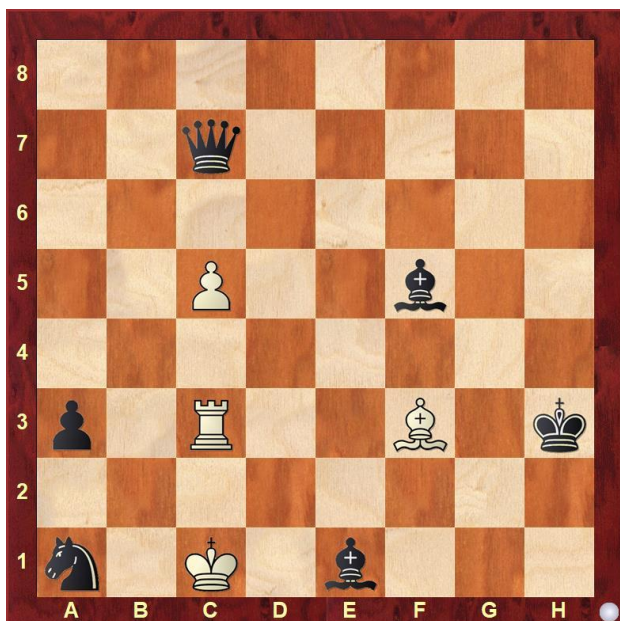
1. White to play. Name all the squares where the rook can move including captures.



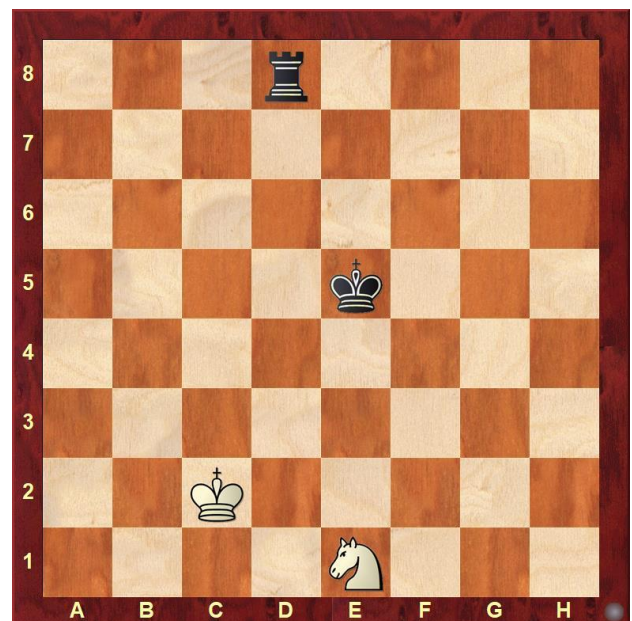
2. Black to play. Can rook capture the bishop in one move?



3. White to play. Which chessman can the rook capture?



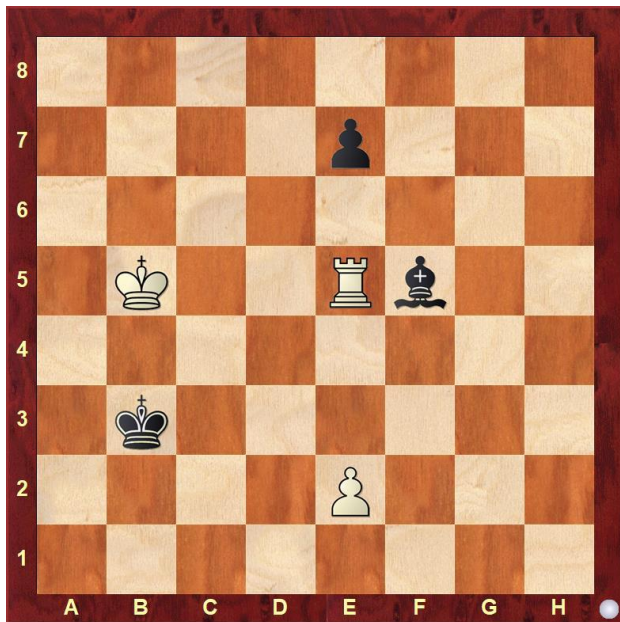
4. Black to play. Can rook capture the knight in one move.



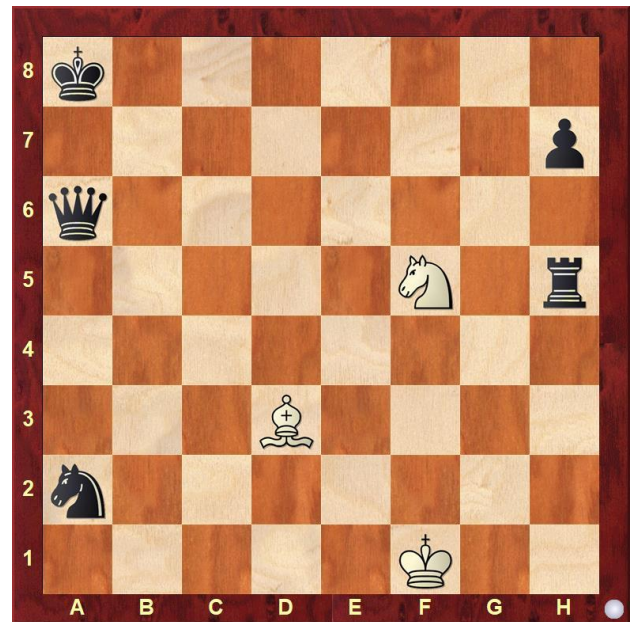
BEGINNER LEVEL

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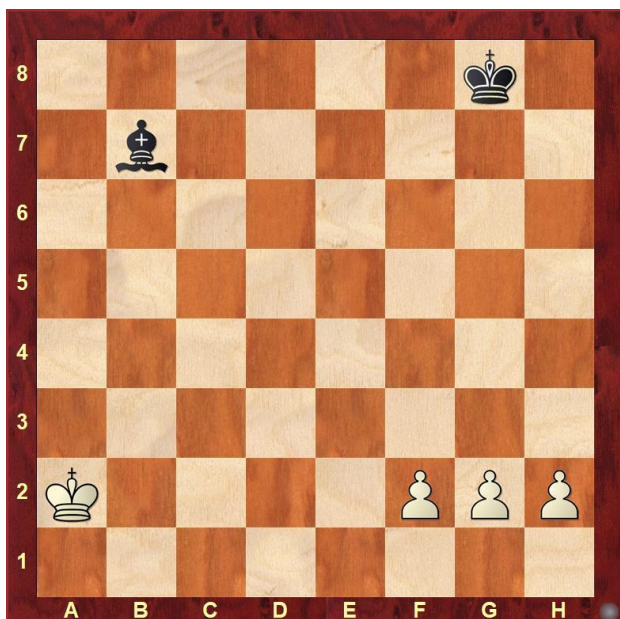
5. White to play. Name all the squares where the rook can move including capture moves.



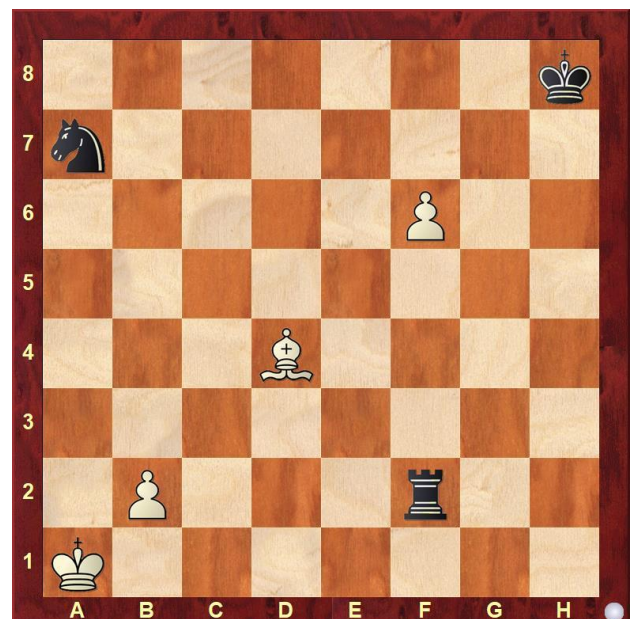
6. White to play. Which chessman can the bishop capture?



7. Black to play. Which pawn can the bishop capture?



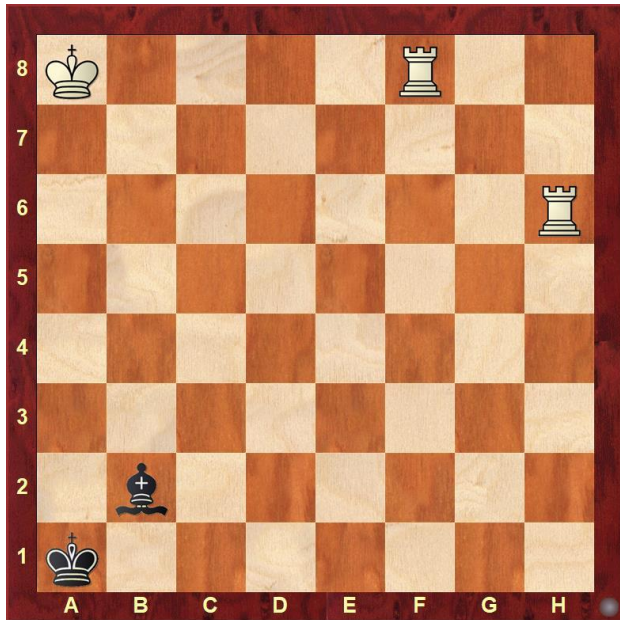
8. White to play. Name all the squares where the bishop can move including capture moves.



BEGINNER LEVEL

3. Movement of Chessmen (Rook & Bishop) Homework

9. Black to play. Can bishop capture any rook in one move?



10. White to play. Which chessman can the bishop capture?

