



## BEGINNER LEVEL - 1

- BASICS OF CHESSBOARD
- NOTATIONS
- MOVEMENT OF PIECES
- VALUES OF PIECES
- CONCEPTS OF ATTACK & DEFENCE
- CHECK, CHECKMATE & STALEMATE
- CASTLING
- CHECKMATE IN ONE
- EN PRISE
- DOUBLE ROOK CHECKMATE
- KING & QUEEN CHECKMATE
- SCHOLAR'S MATE

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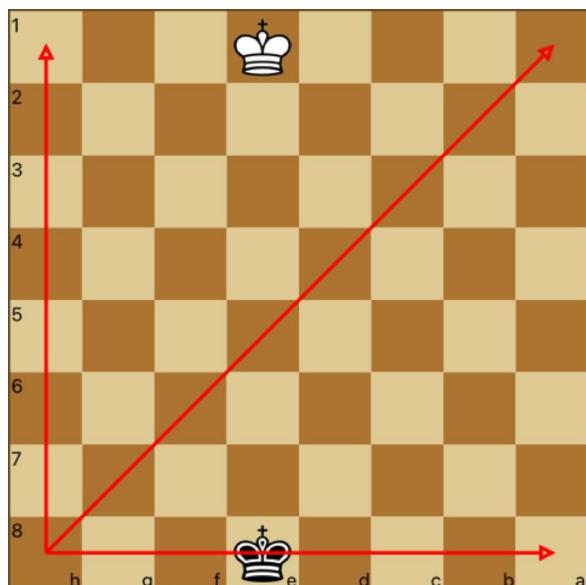
## BASICS OF CHESSBOARD

Chess Board consists of 64 squares. There are two types of squares- White squares & Black squares, also called as Light squares and Dark squares.

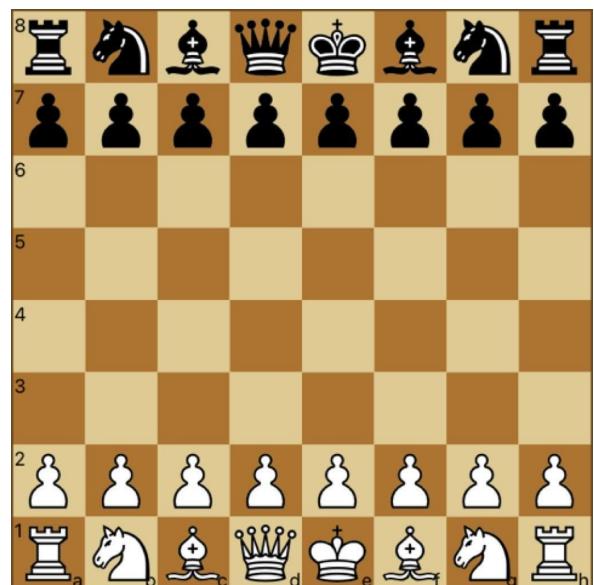
There are letters written below the chessboard called as **Files** and numbers on the side of the board called **Ranks**.

There are 3 types of lines on chessboard.

1. Standing Lines - Files
2. Sleeping Lines - Ranks
3. Slanting Lines.



Arrows represents lines.



Starting position of Chess Board

Chess is a two player game, where one has white pieces and other has black pieces. Each side has 8 pawns and 8 pieces.

8 Pieces are - King, Queen, a pair of Bishops, a pair of Knights and a pair of Rooks.

## NOTATIONS

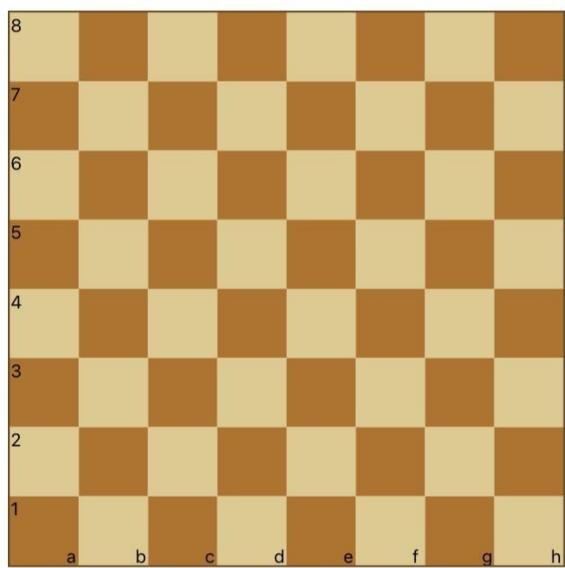
Each square has a unique name and it is derived as follow

File name+rank → Square name.

Example → a1 is a square name.

e5 is a square name.

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



a1 Square is always on the left side and is dark in colour.

### Values and Abbreviation of Chessmen

NAME	CHESSMAN	SYMBOL	VALUE
KING	♚	K	INFINITE VALUE
QUEEN	♛	Q	9
ROOK	♜	R	5
BISHOP	♝	B	3
KNIGHT	♞	N	3
PAWN	♟	P	1

Now that you know the notations of each piece, let us try to use them!

Chessmen notation + square name → notation.

Suppose the King is on e1 square - we write it as Ke1.

Suppose the Queen is on f4 square- we write it as Qf4.

Try out for Knight on a7 square. Bishop on c7 square.

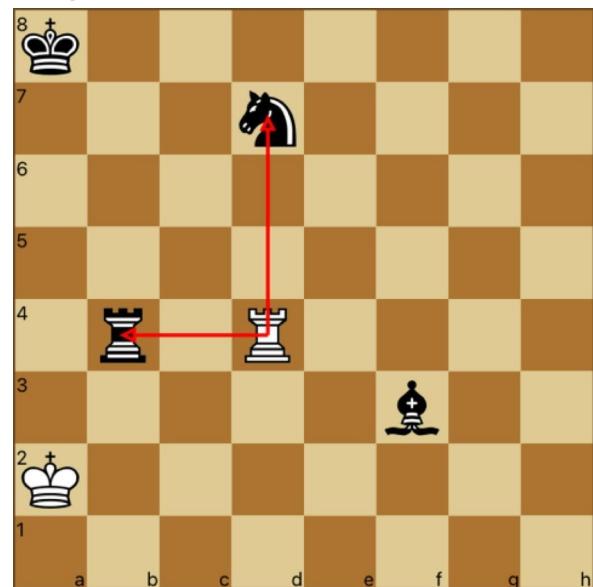
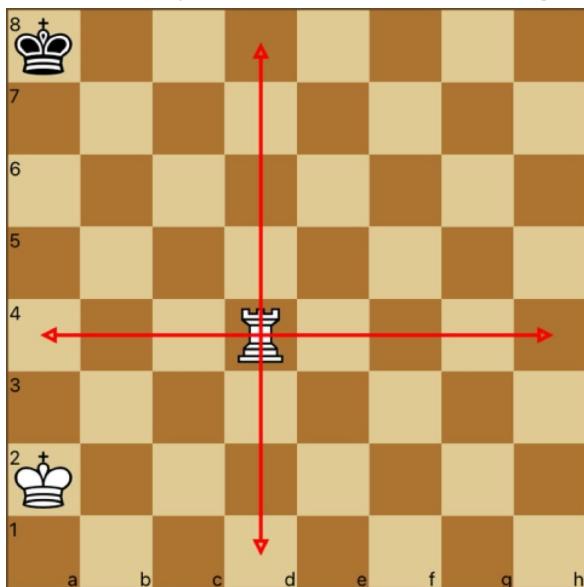
Special Notations

Move	Symbol	Example
Capture	X	QxRe1
Check	+	Nh4+
Checkmate	#	Ra8#

## Movement Of Pieces

### Movement of Rook

Rook always moves on **Standing line & Sleeping line**.



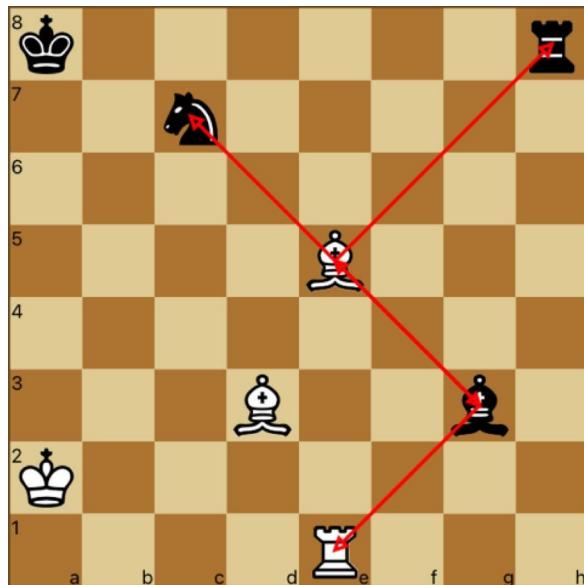
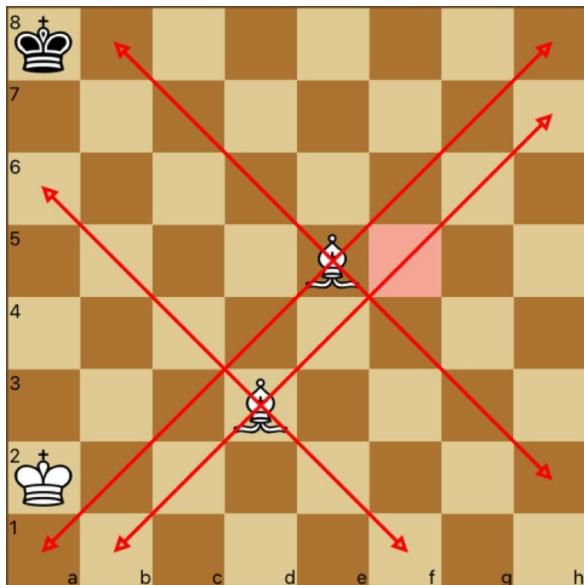
Suppose the rook moves to d1 square, it is written as **Rd1**.

If the Rook captures knight on d7, its written as **RxNd7**.

Can you guess notation for white rook captures black Rook?

## Movement of Bishop

Bishop moves on **slanting lines** or **diagonal lines**. There are two Bishops, one is **dark colour bishop** or black colour bishop, this moves only along the black square slanting lines. Another is **light colour bishop** or white colour bishop, this moves only along the white square slanting lines.



Suppose the Bishop moves to h8 square, it is written as **Bh8**.

If the white bishop kills rook on h8, it is written as **Bxh8**.

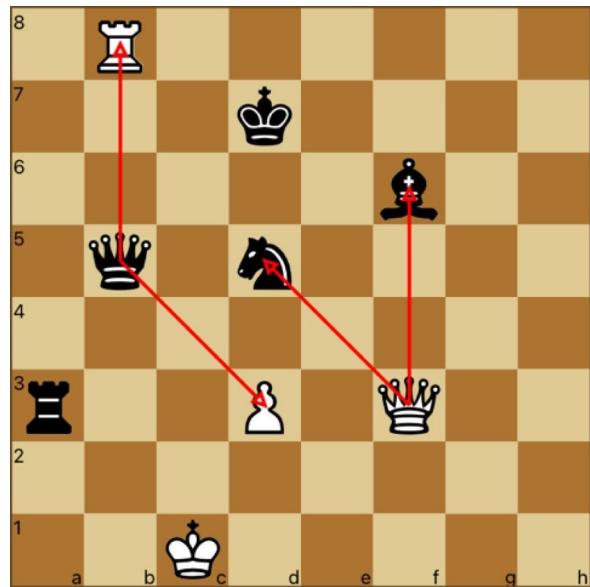
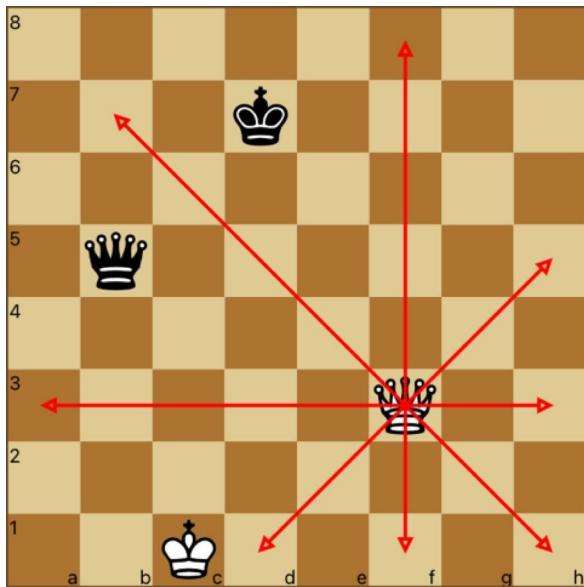
Can you write down notation for Bishop captures rook on e1?

And Bishop captures Knight on c7?

## Movement of Queen

Queen can move along **Standing, Sleeping & Slanting lines.**

It is combination of Rook & Bishop.



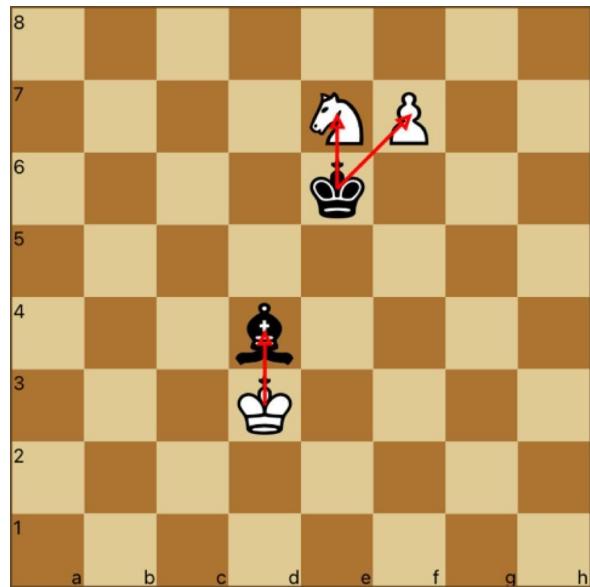
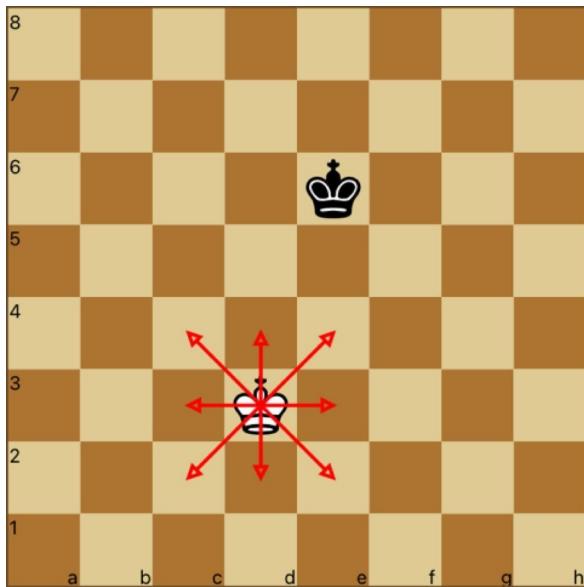
Suppose the Queen moves to f8 square, it is written as **Qf8**.

If the Queen captures Bishop on f6, it is written as **QxBf6**.

Write down all other notations that can be captured by Queen.

## Movement of King

King can only move one square which are next to him.



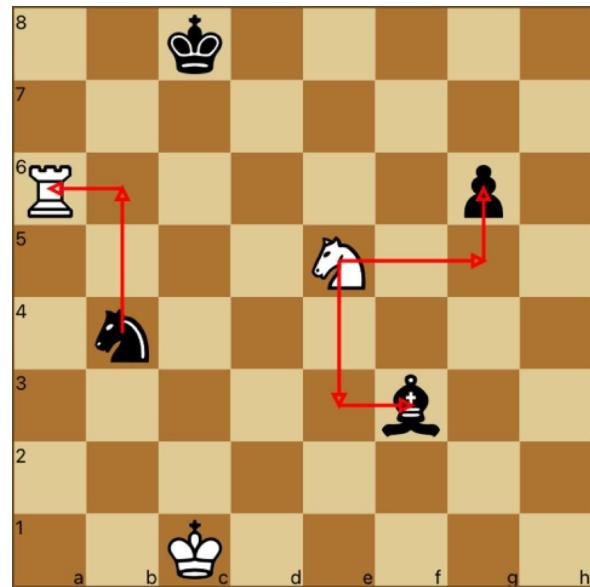
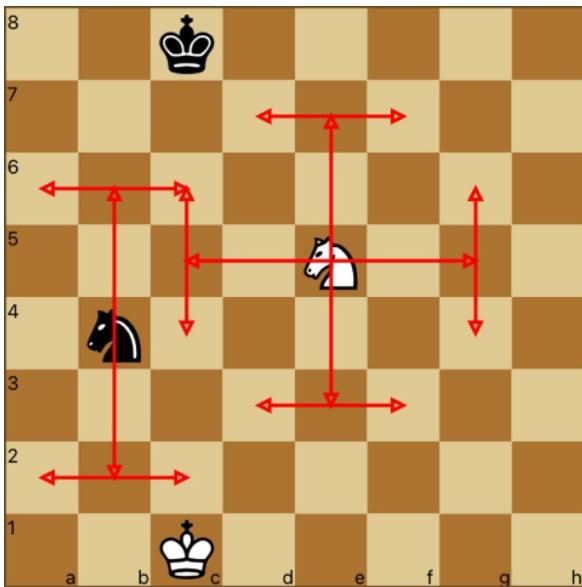
Suppose the King moves to d2 square, it is written as **Kd2**.

If the King captures Bishop on d4, it is written as **KxBd4**.

Write down all the other moves, where king captures pieces.

## Movement of Knight

Here comes the interesting piece in chess, Knight **jumps a square & takes L shape.**



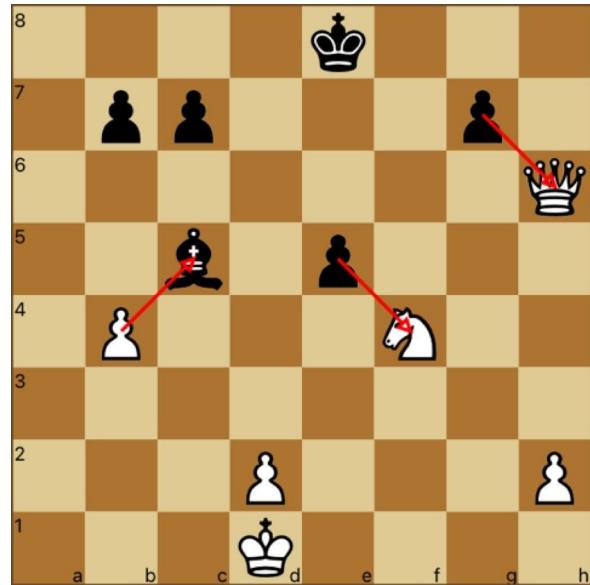
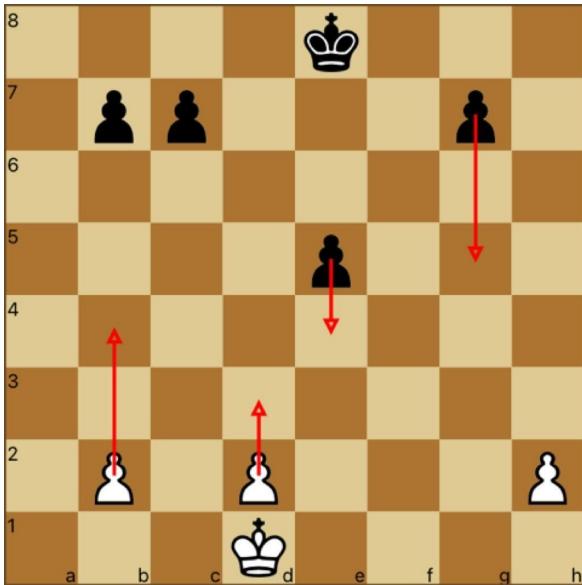
Suppose the knight moves to d3 square, it is written as **Nd3**.

If the knight captures Bishop on f3, it is written as **NxBf3**.

Write down all other possibilities where knight can capture any piece.

## Movement of Pawn

Pawns at their starting position can move 2 steps or 1 step. Pawn captures in cross direction (x).



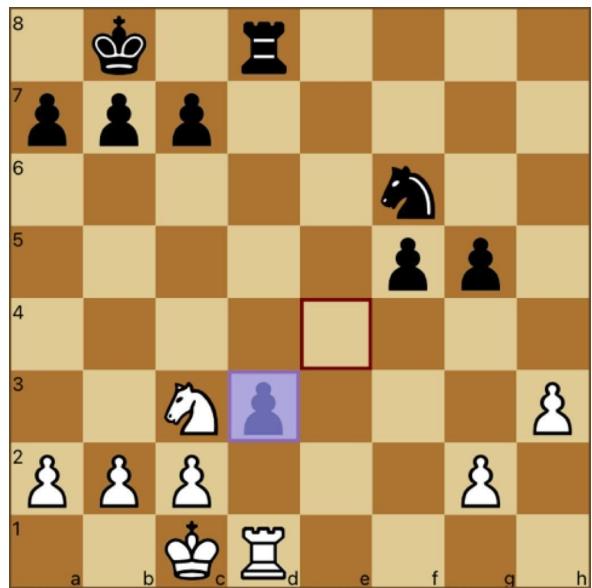
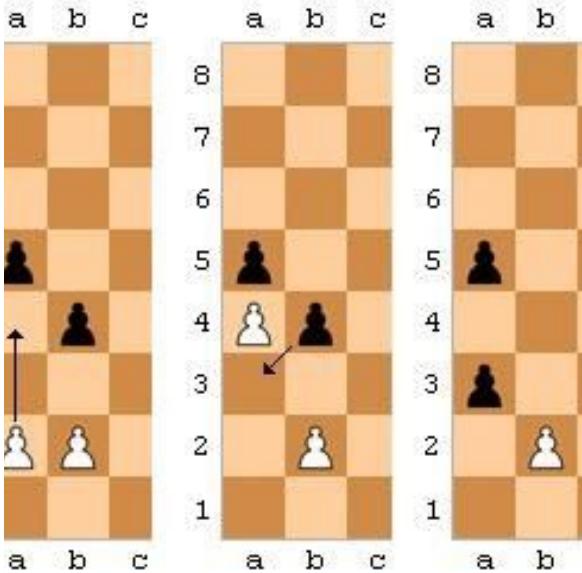
Suppose the pawn moves to b4 square, it is written as **pb4** or just **b4**.

If the pawn captures the bishop on c5 it is written as **pxBc5** or **bxBc5**.

Write down all other possibilities of pawn capturing any of the pieces.

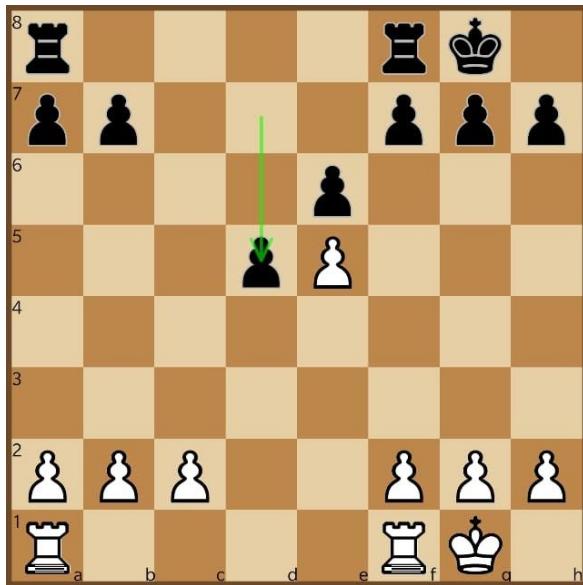
## En Passant

This is a special move of pawn where he can capture opponents pawn if he moves two squares from starting point and goes to square next to your pawn. The pawn captures the just moved pawn as it passes through the first square.



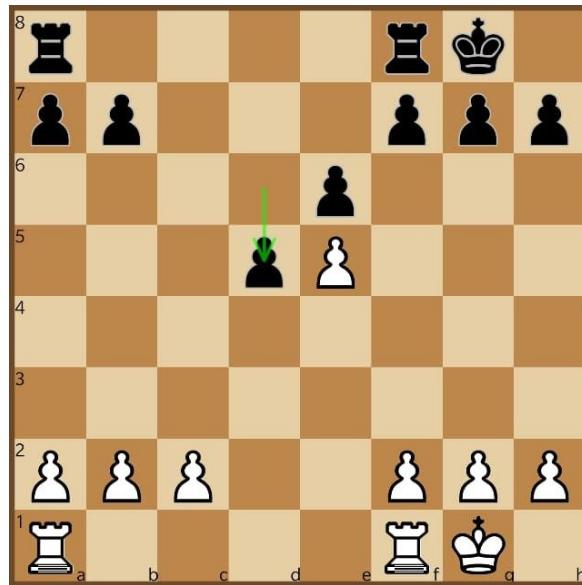
So when the pawn moves to d4, black pawn e4 captures the pawn and goes to d3 square. This is written as **exd3**.

In the following puzzles write down if the pawn can capture by en passant, if yes write down the notation.



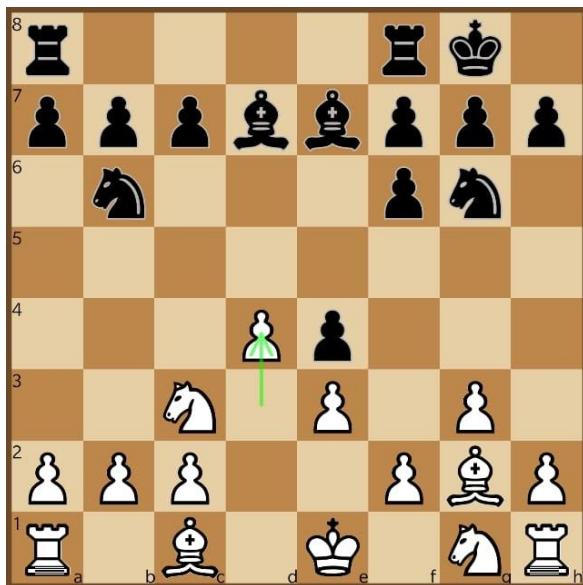
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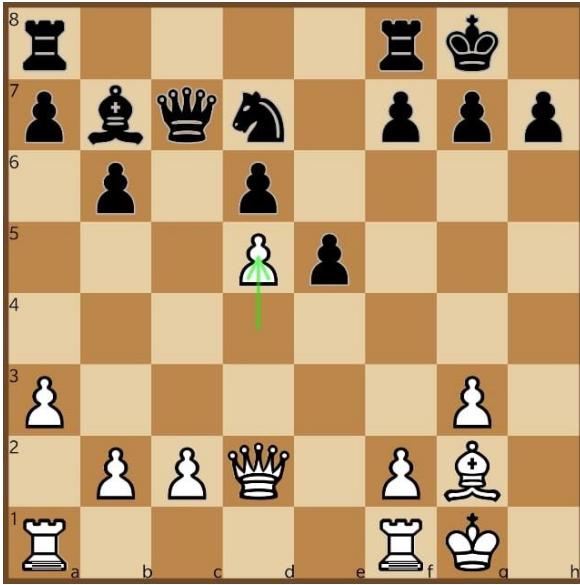
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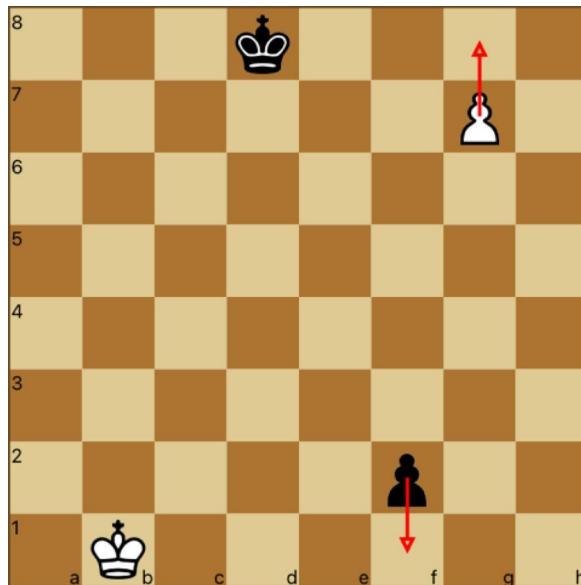


6.

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## Pawn Promotion

Pawn has this unique ability to convert into any piece of your choice if it reaches the last rank.



If the pawn of f2 promotes to queen by reaching f1 square, it is written as **pf1=Q** or **f1=Q**. If the pawn on g7 promotes to Rook it is written as **pg8=R** or **g8=R**.

## Special rules in chess

### Touch - move

If a player touches a piece on the board when it is their turn to move, then they must move or capture that piece if it is legal to do so.

### I adjust

If a player wants to adjust a piece on the board but doesn't want to move that piece, he has to first say **I adjust** then adjust any piece on the board.

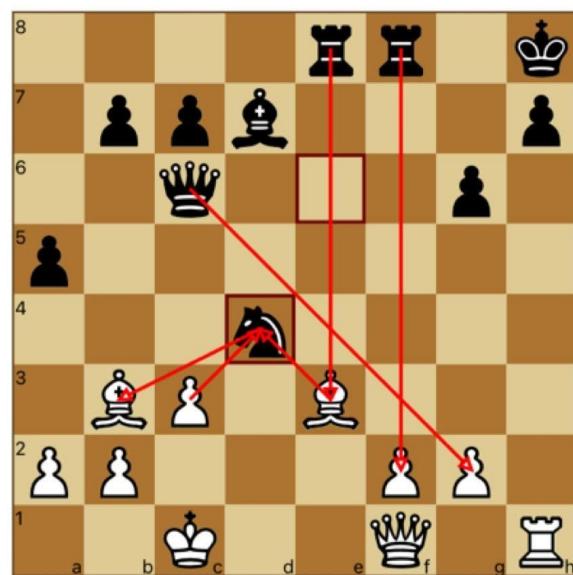
### Illegal move

If a player makes a move that is not possible or not legal, it is illegal move.

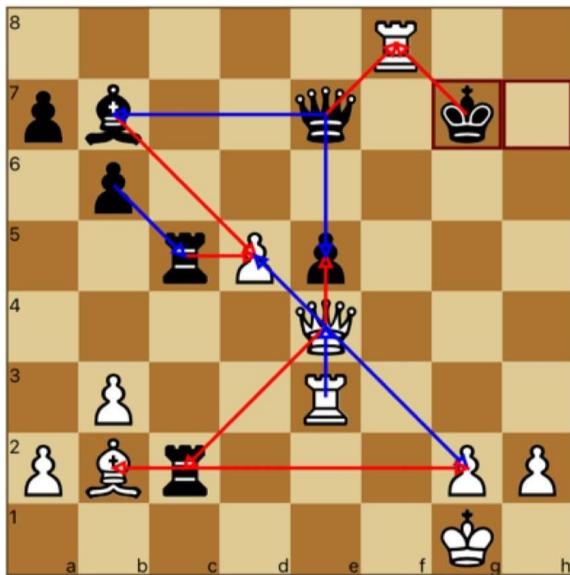
For example - if the king is under check and player does not see it and moves some other piece then it is an illegal move.

## CONCEPTS OF ATTACK & DEFENCE

If you are threatening to kill some piece it is called attacking. Defence is when you get a piece to protect some other piece.



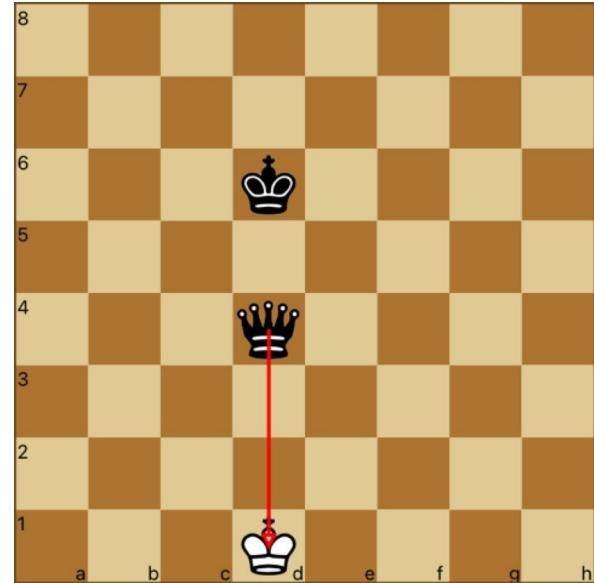
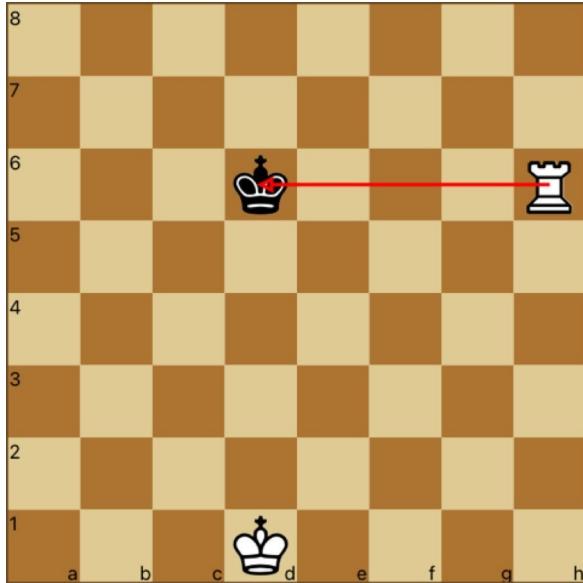
First figure shows all the pieces that are attacked in red squares and their protectors or defenders in blue lines. Second figure shows attackers in red lines.



Above figure shows attackers in red lines, and defenders in blue lines.

## CHECK, CHECKMATE & STALEMATE

Check - when the king is under attack it is called Check. It is denoted by + symbol



White rook is attacking black king, so black king is under check. Similarly black queen is attacking white king, so white king is under check.

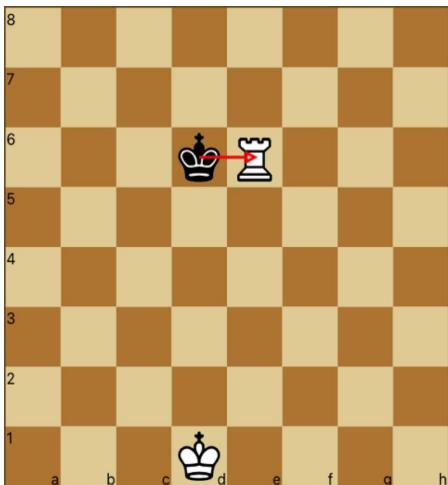
## CDE RULE- CAPTURE , DEFEND & ESCAPE

Whenever the king is under attack he has to do either of 3 things.

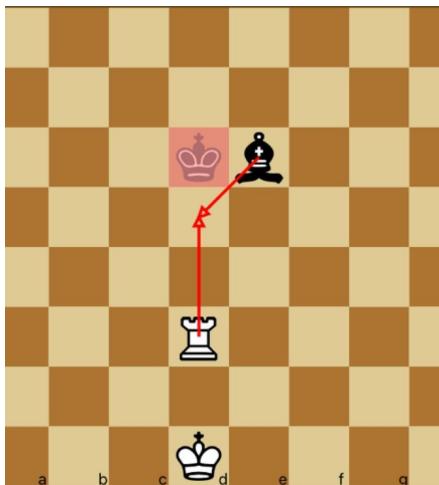
**C** - capture - killing the piece giving check is called capturing.

**D** - defend - blocking the check with any other piece is called defending.

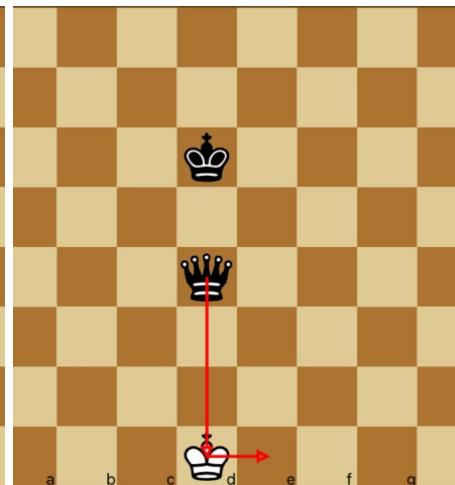
**E** - escape - running to square where there is no check is called escaping.



King captures rook

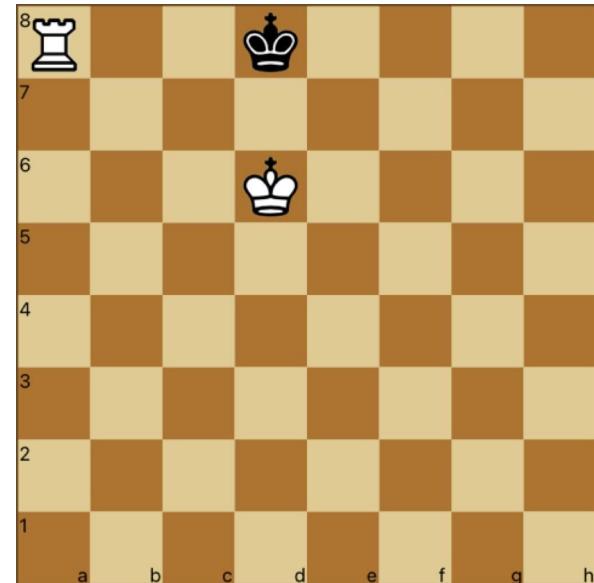
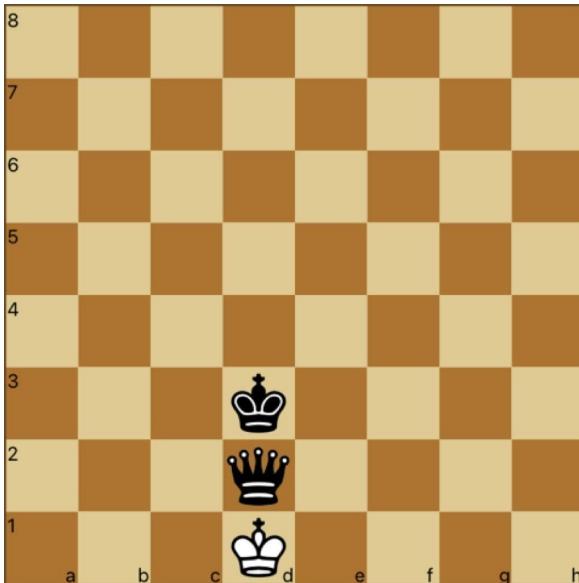


Bishop defends the check



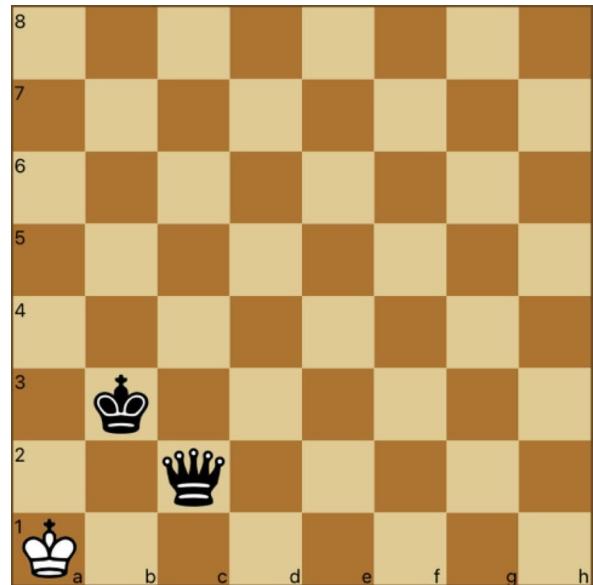
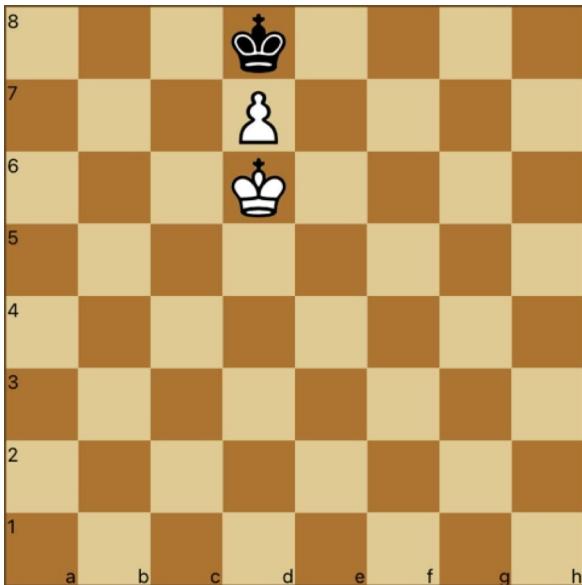
King escapes to e1

**Checkmate** - when the king is under check and he cannot **CDE** is called Checkmate. It is denoted by # symbol.



In the above positions, guess which king is under checkmate.

**Stalemate** - When the king is not under check and he cannot make any move.



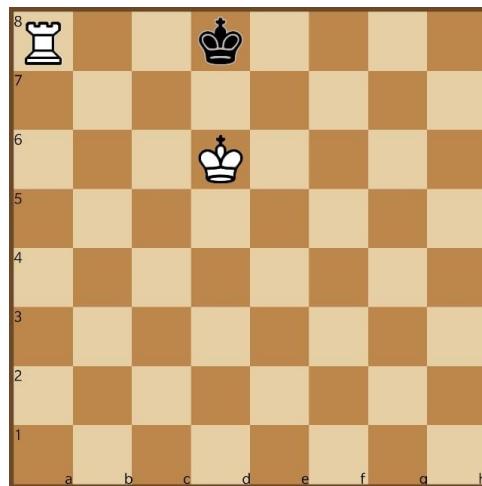
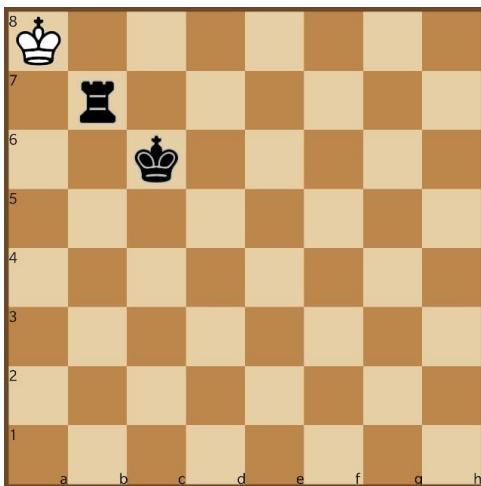
In the above positions, guess which king is under stalemate.

### DRAW SCENARIOS

There are 6 scenarios where there can be a draw

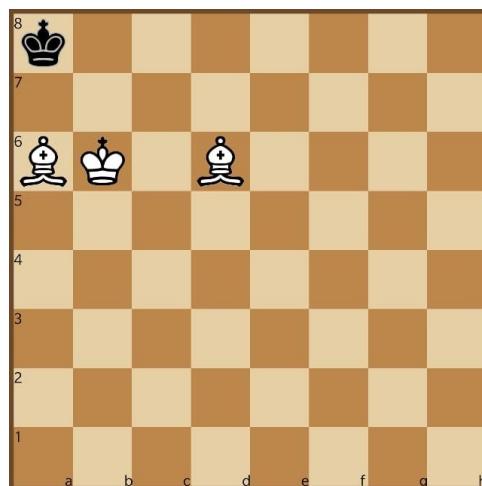
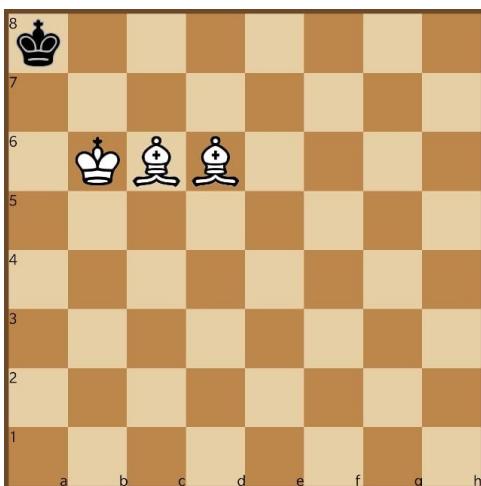
1. Stalemate
2. Insufficient material
3. Threefold repetition
4. Perpetual check
5. 50 moves rule
6. Mutual agreement

In the following puzzles, write down if the king is under check, checkmate or stalemate.



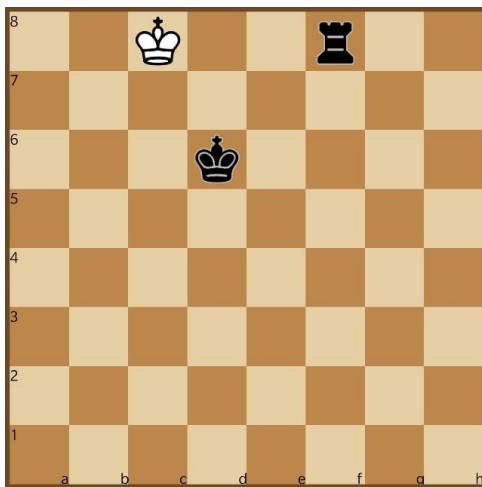
1. \_\_\_\_\_

2. \_\_\_\_\_

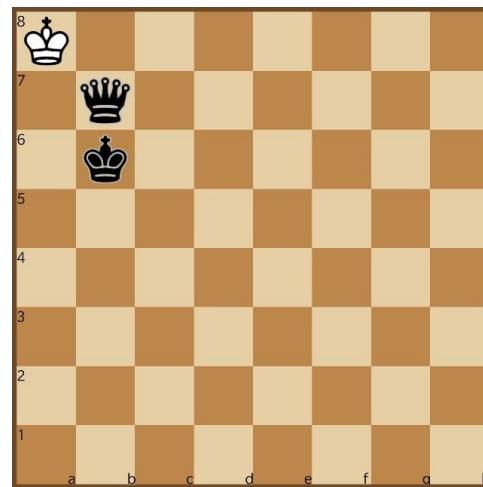


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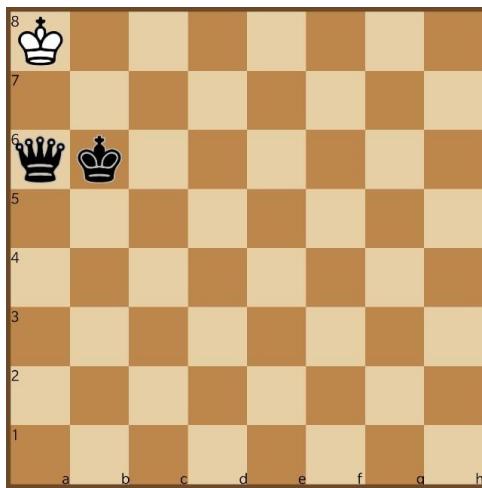
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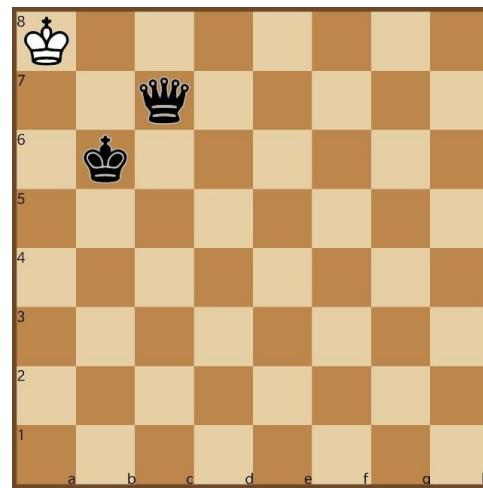
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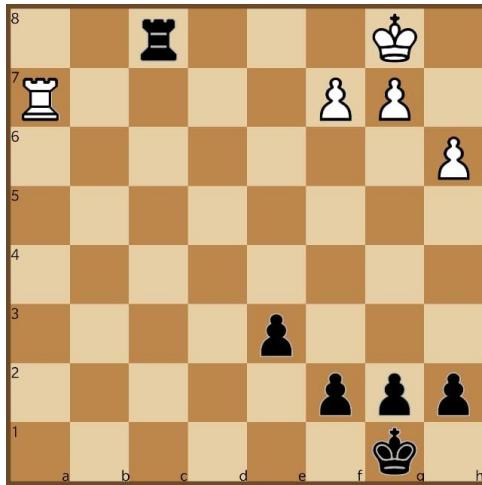
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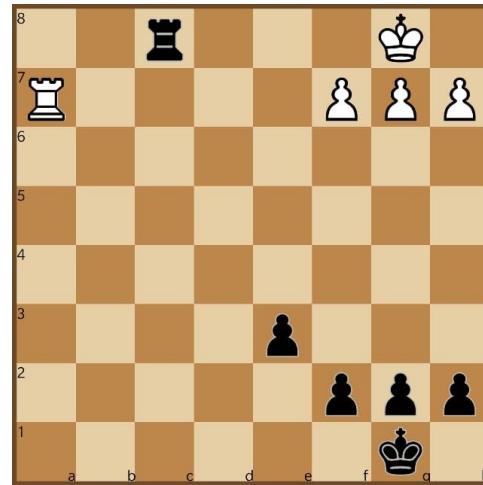
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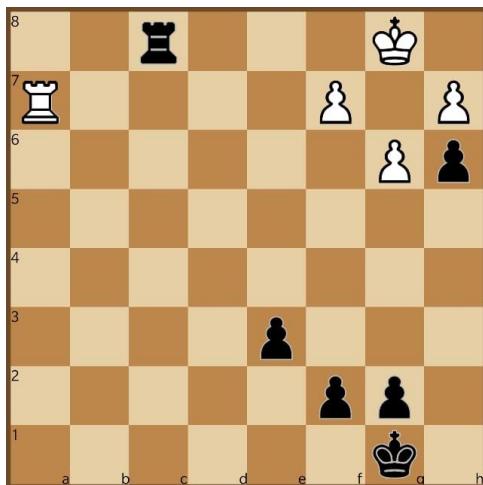
8. \_\_\_\_\_



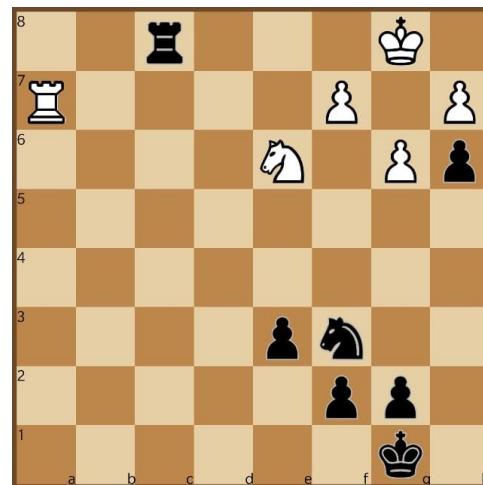
9. \_\_\_\_\_



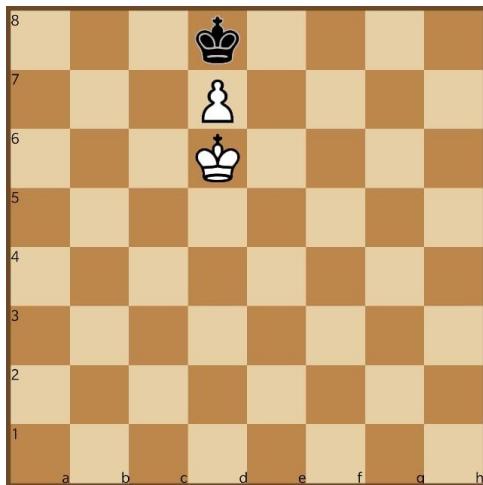
10. \_\_\_\_\_



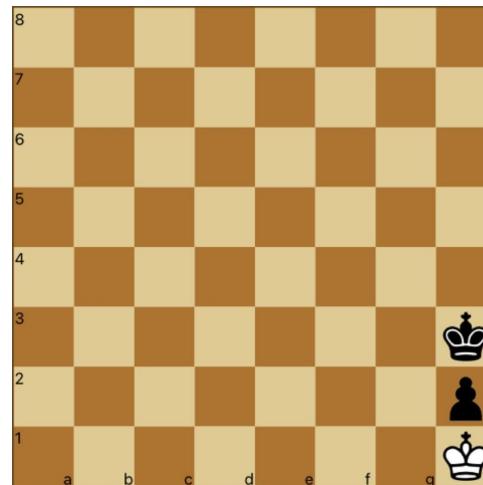
11. \_\_\_\_\_



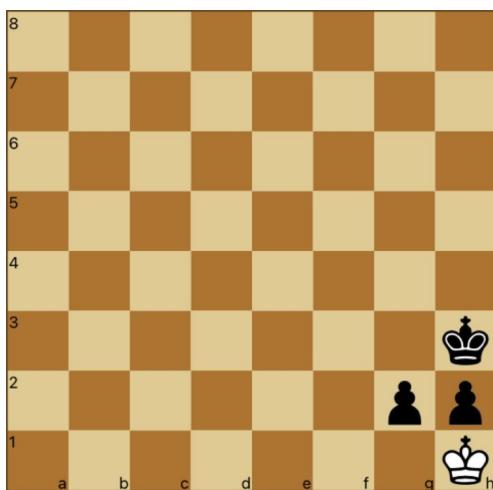
12. \_\_\_\_\_



13. \_\_\_\_\_



14. \_\_\_\_\_

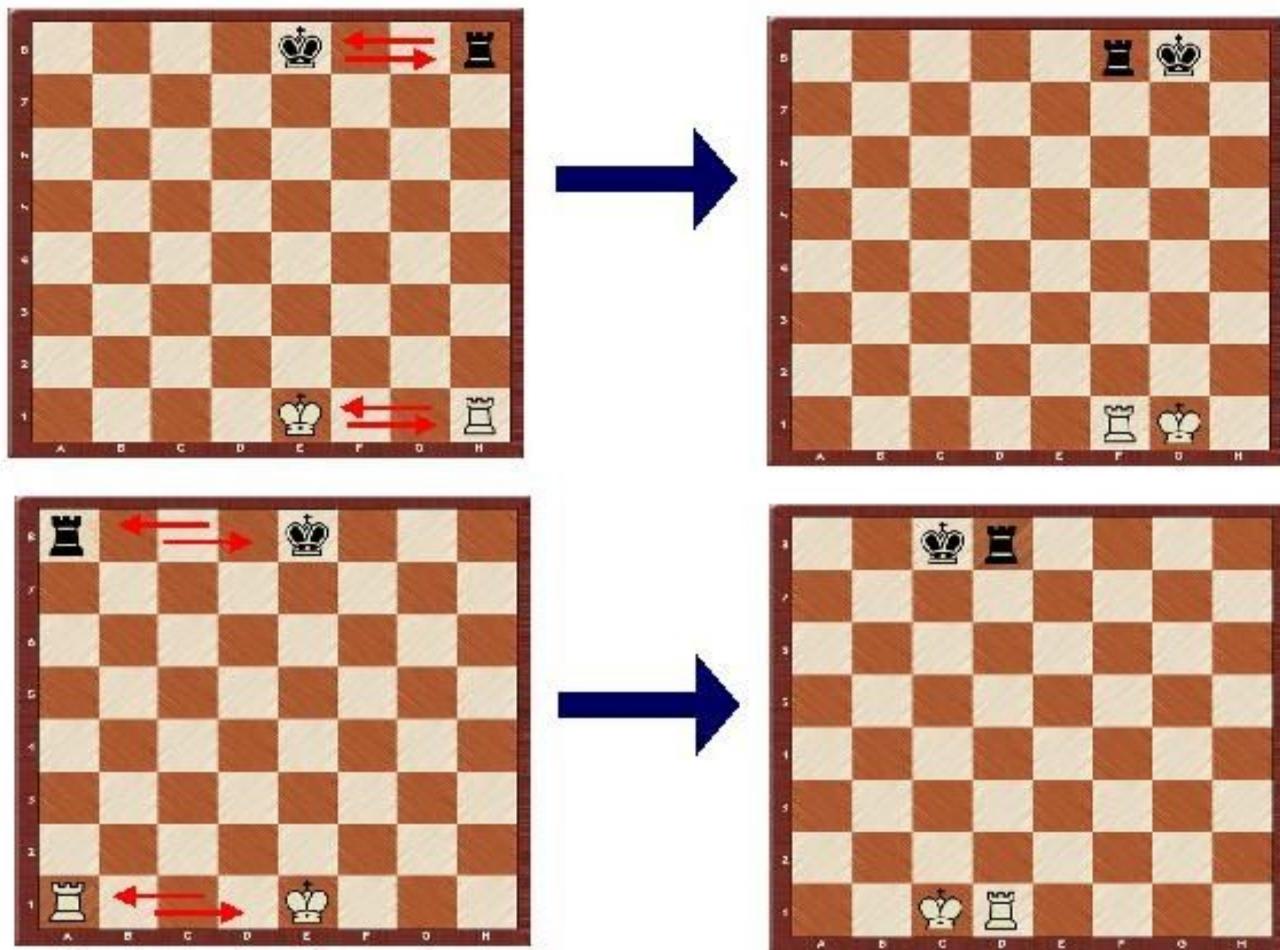


15. \_\_\_\_\_

## CASTLING

King has a special move to keep himself in safe shelter of pawns. This move is called as castling.

Castling- King jumps a square and rook sits next to him.

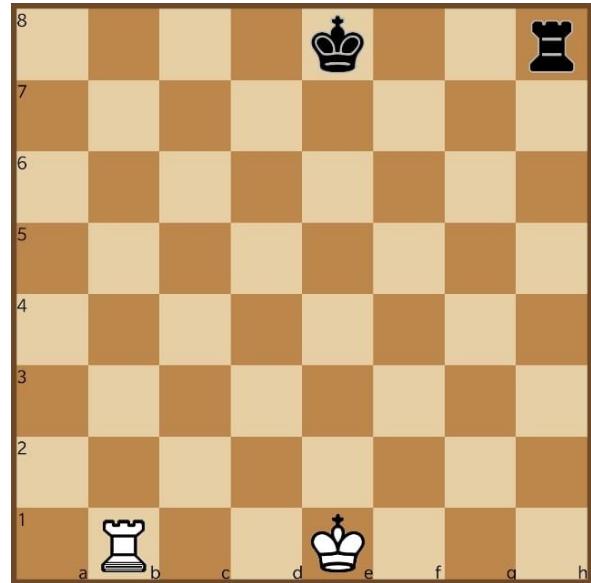
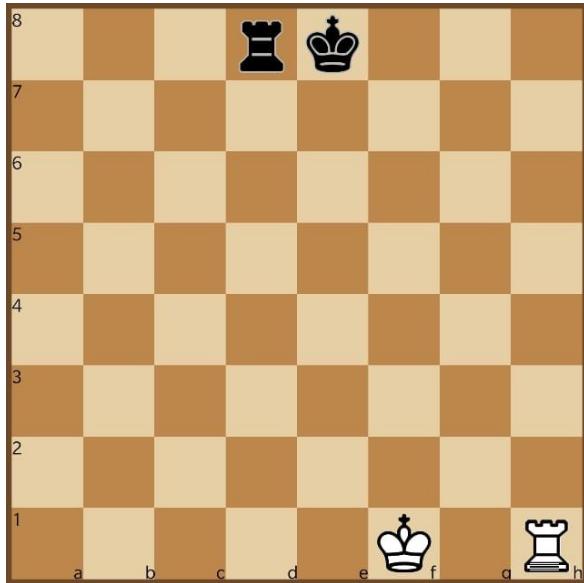


In the first position we can see that king castles on short side, this is called king side castling. Notation for this move is **O-O** .

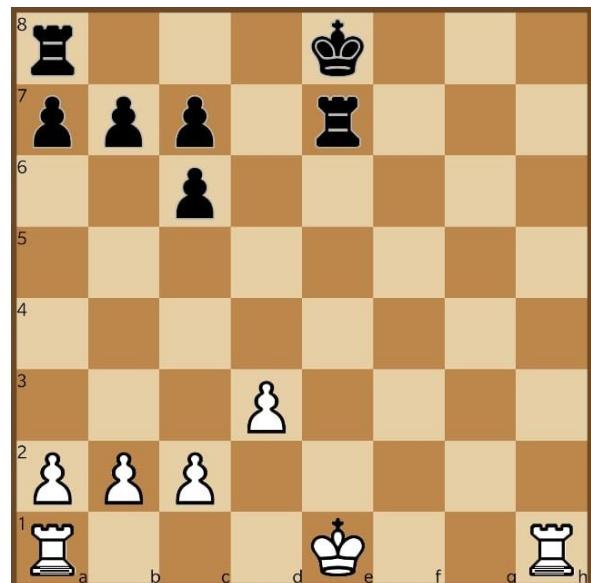
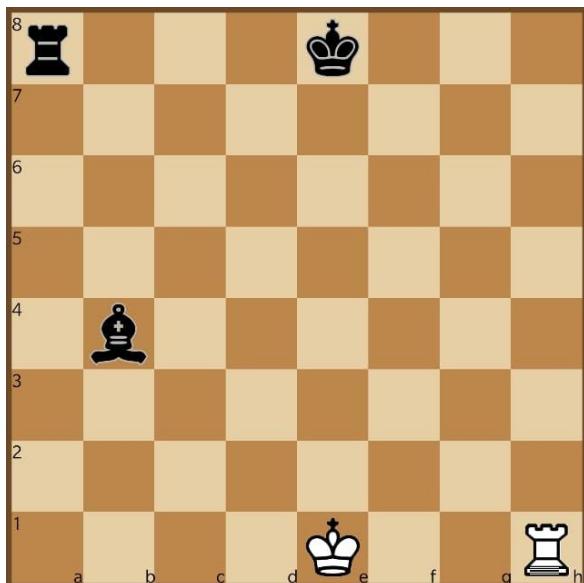
In the second position we can see that king castles on longer side, this is called Queen side castling. Notation for this move is **O-O-O** .

## Rules for castling

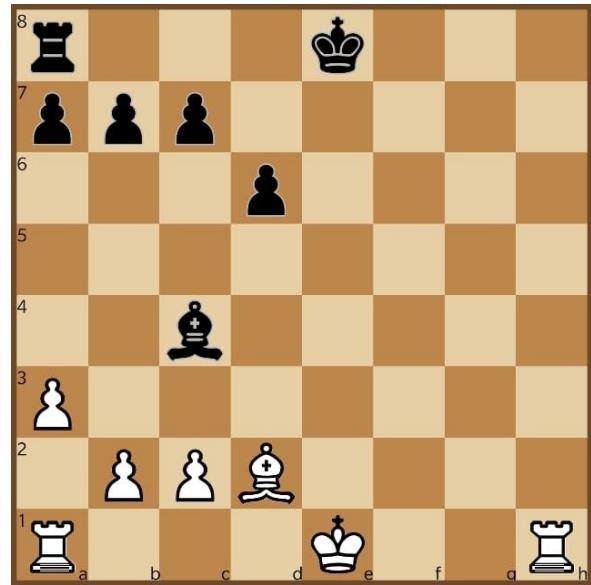
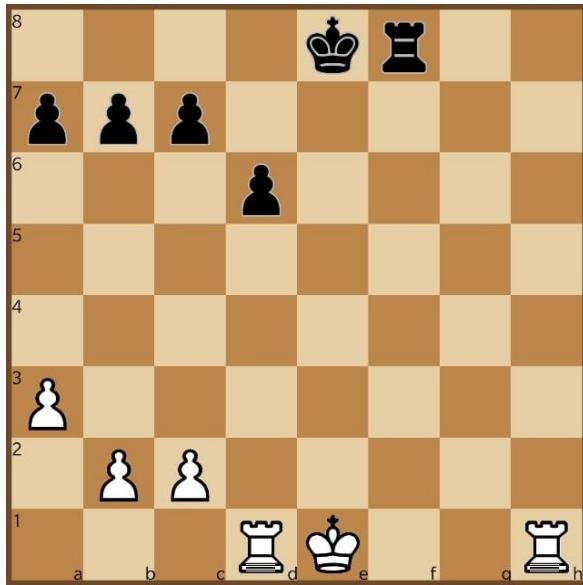
King cannot castle once he has moved or rook has moved.



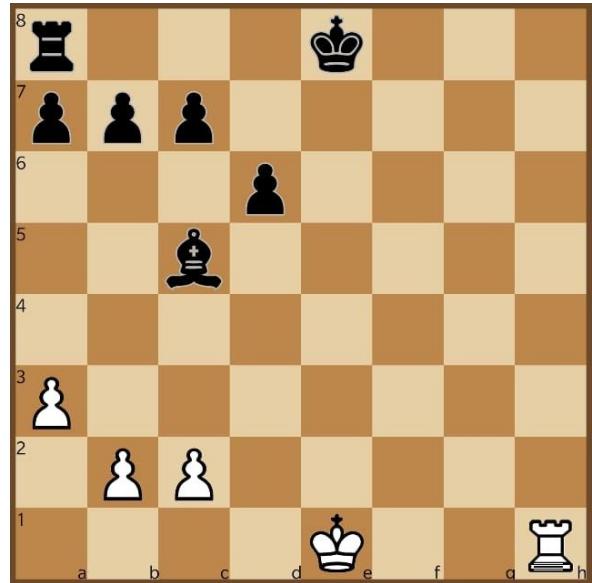
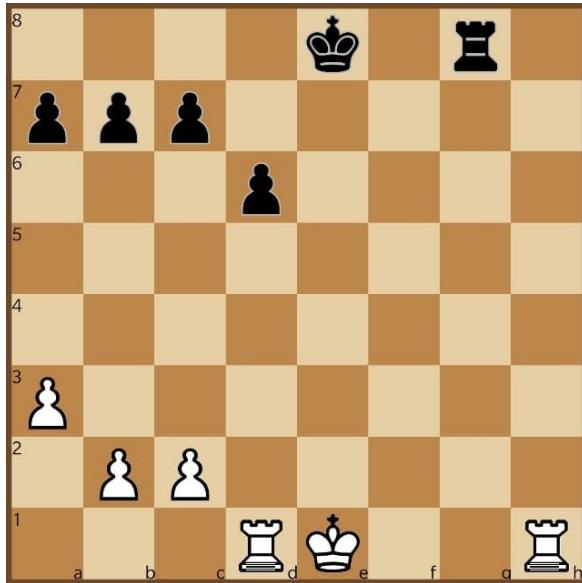
King cannot castle if he is under check.



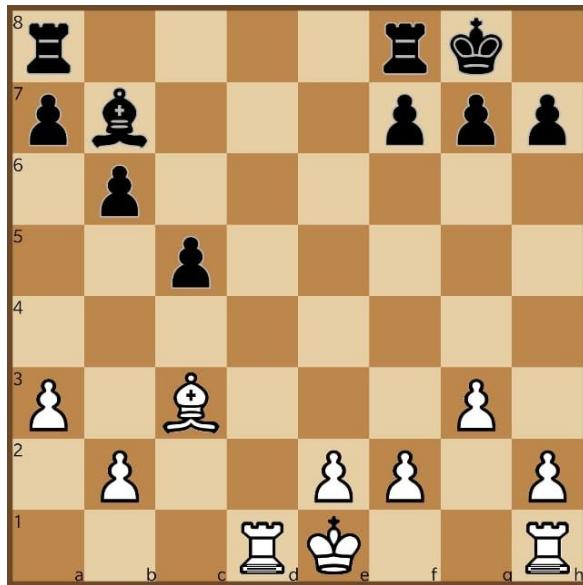
King cannot castle if the squares he passes while castling are under attack.



King cannot castle if he falls under check after castling.

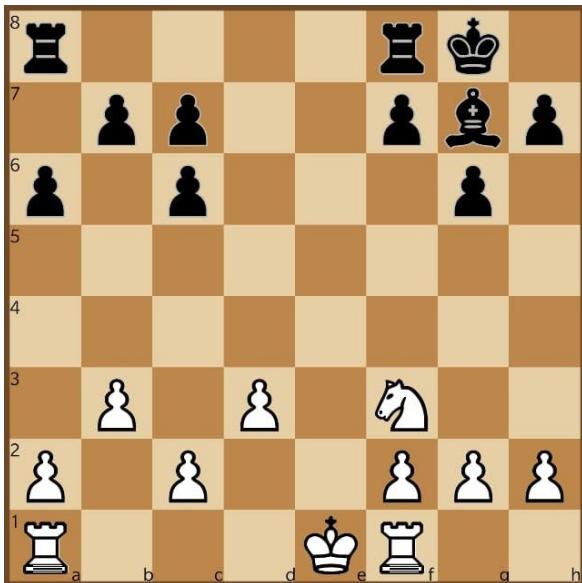


In the following puzzles, write down if the king can castle, if YES which king can castle and on which side.



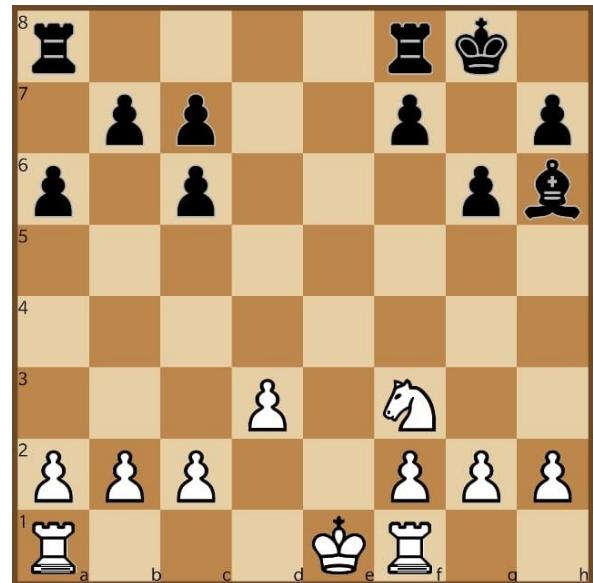
Yes, White can castle on king side.

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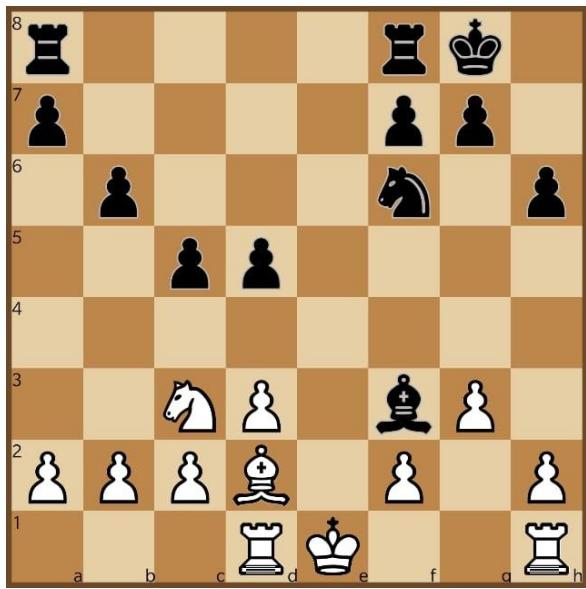
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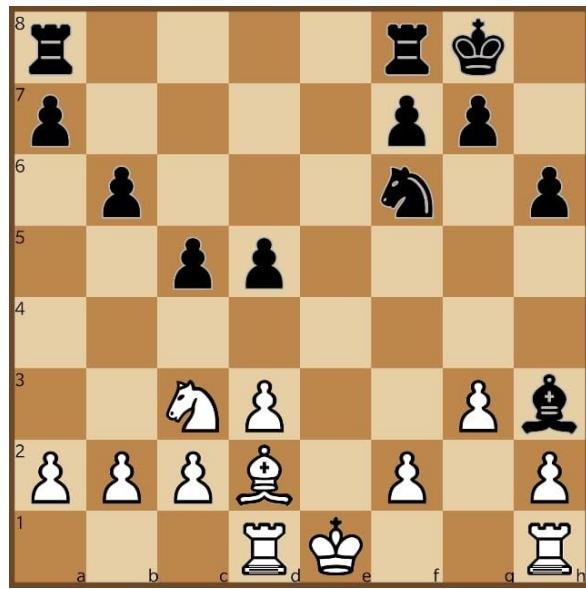
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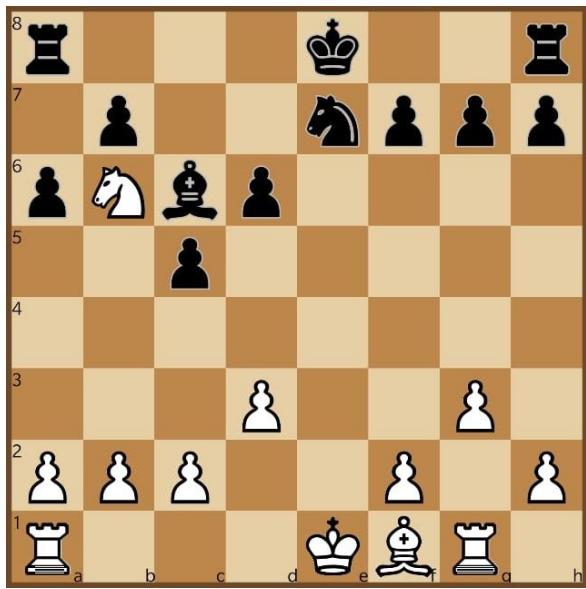
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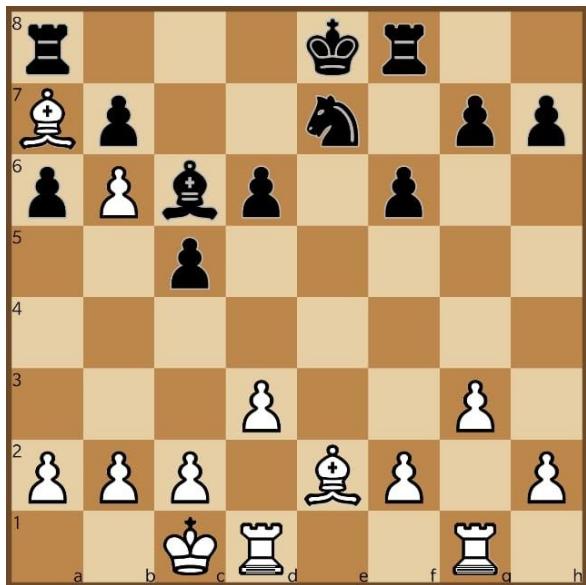
5.

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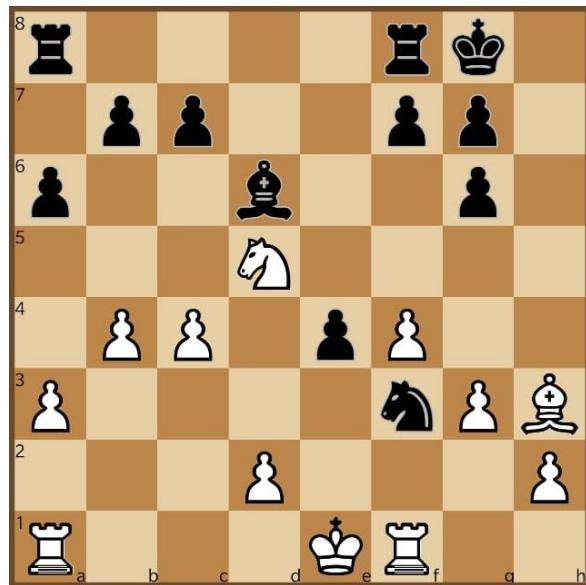
6.

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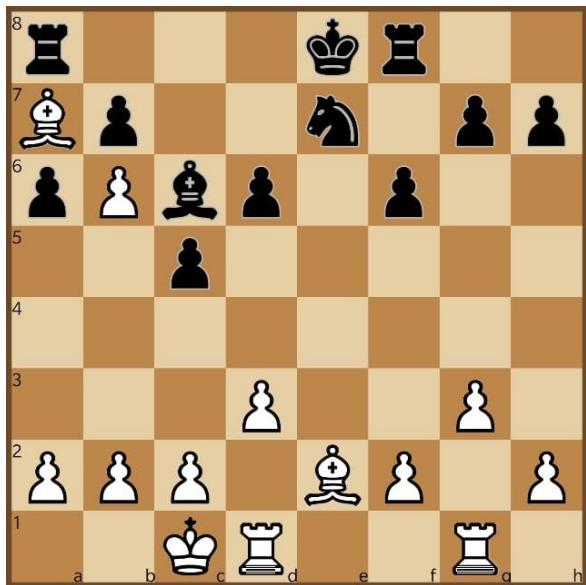
7.

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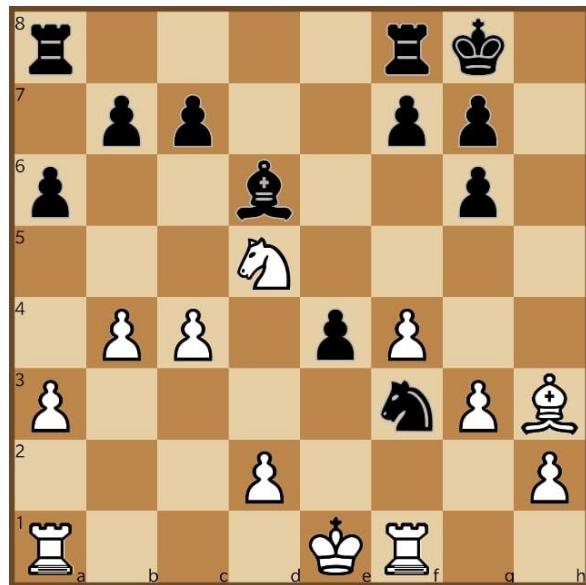
8.

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8.

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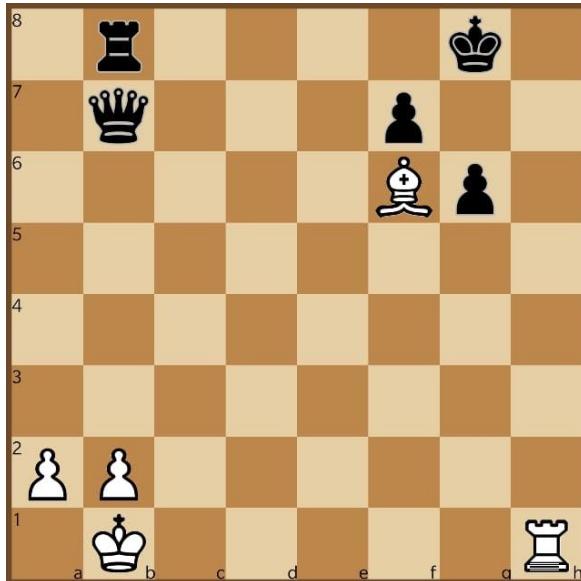


9.

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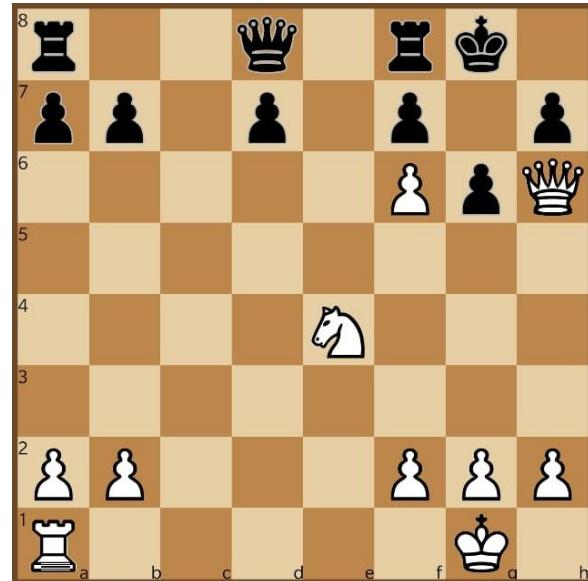
## CHECKMATE IN ONE MOVE

When the king is under check and he cannot capture, defend or escape (CDE) is called checkmate.



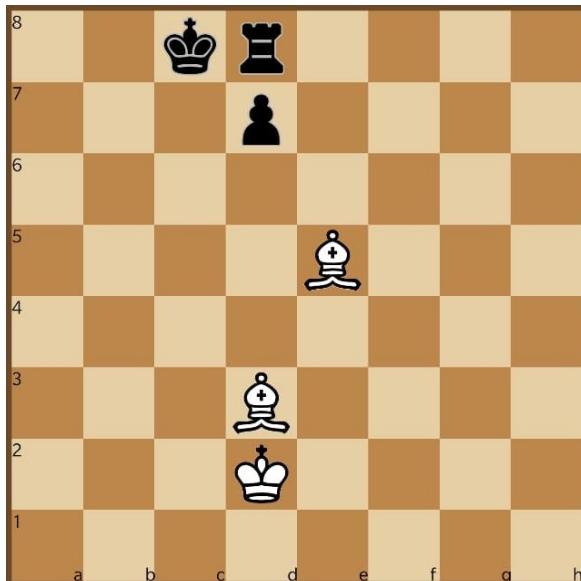
1.white to play

No.	white	black



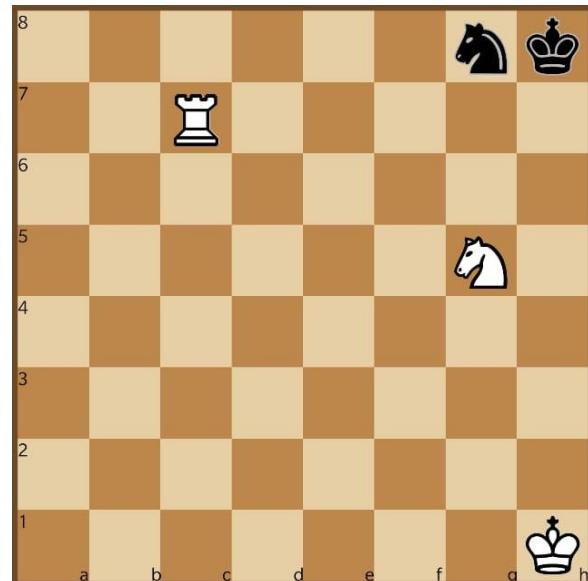
2.white to play

No.	white	black



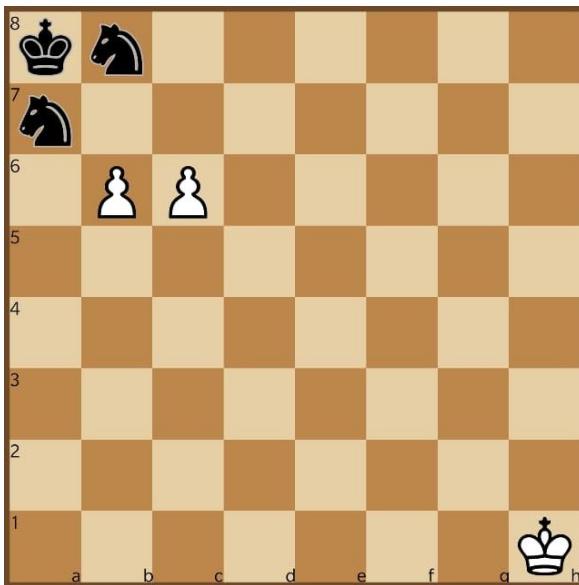
3.white to play

No.	white	black



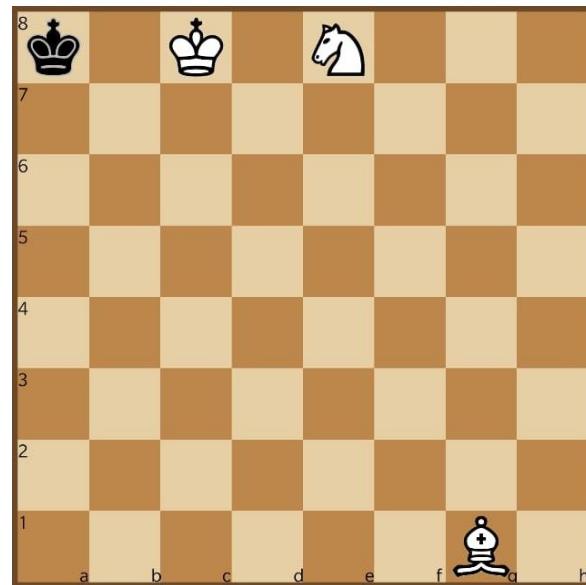
4.white to play

No.	white	black



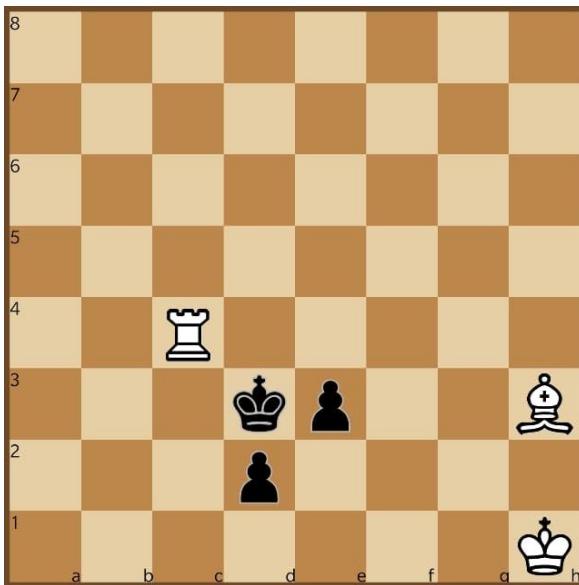
5.white to play

No.	white	black



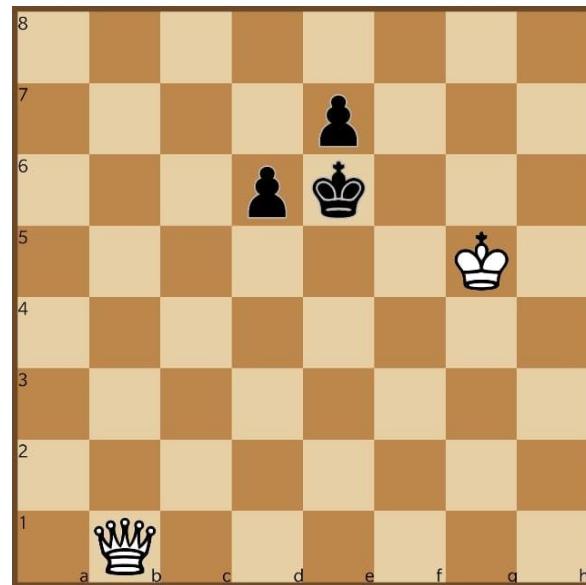
6.white to play

No.	white	black



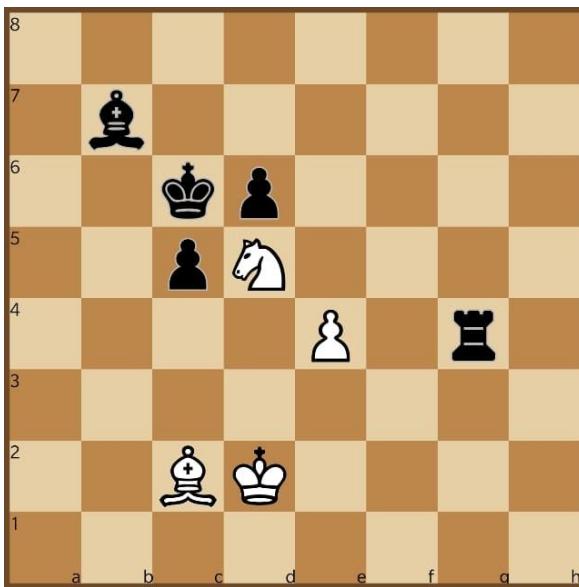
7.white to play

No.	white	black



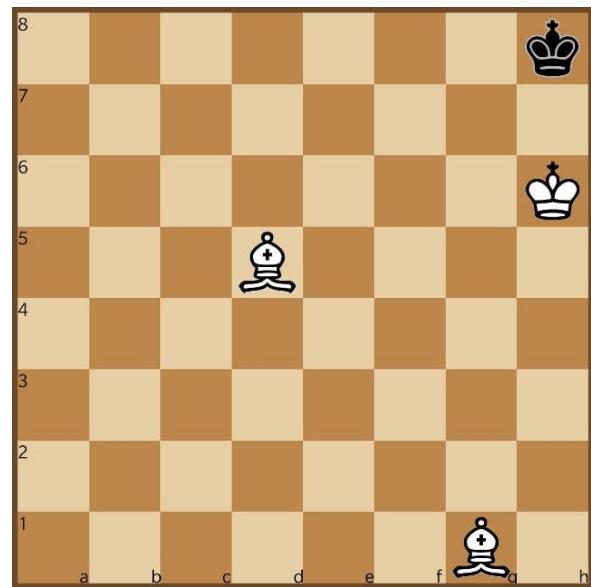
8.white to play

No.	white	black



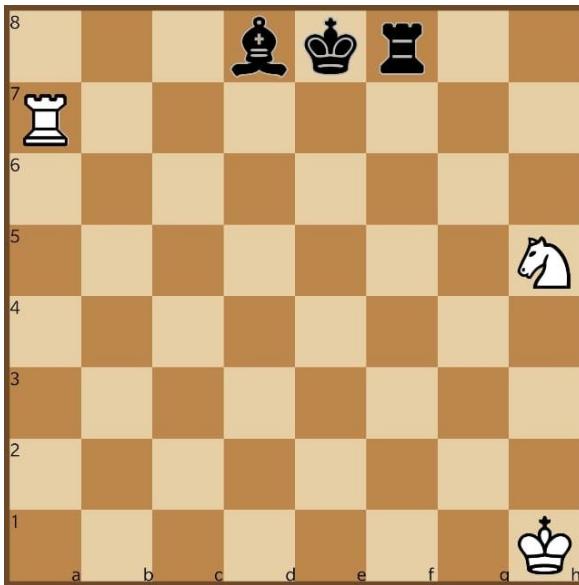
9.white to play

No.	white	black



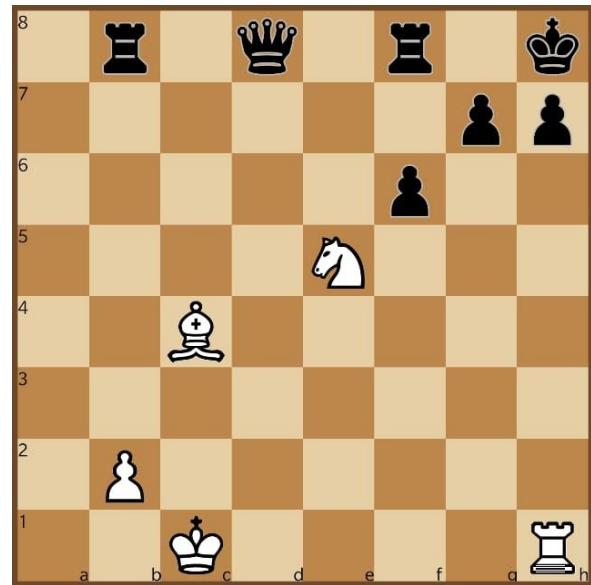
10.white to play

No.	white	black



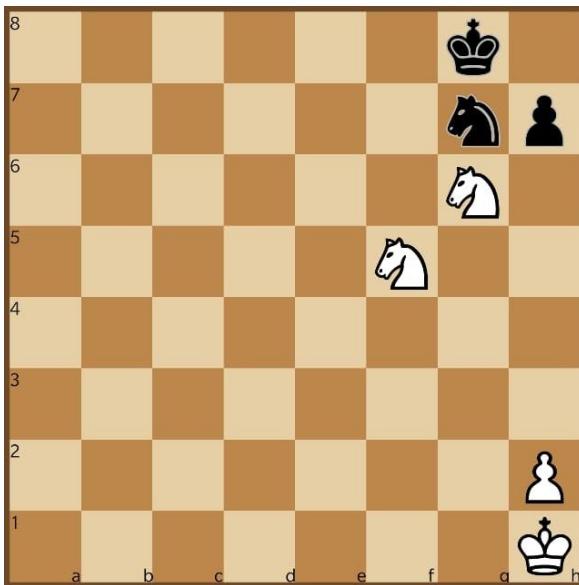
11.white to play

No.	white	black



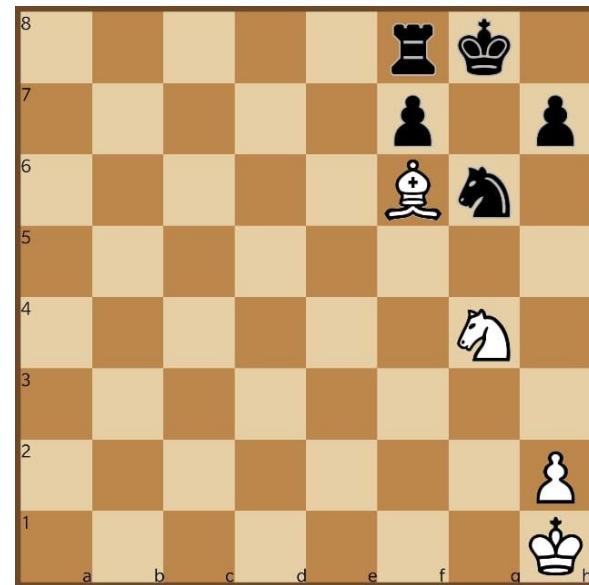
12.white to play

No.	white	black



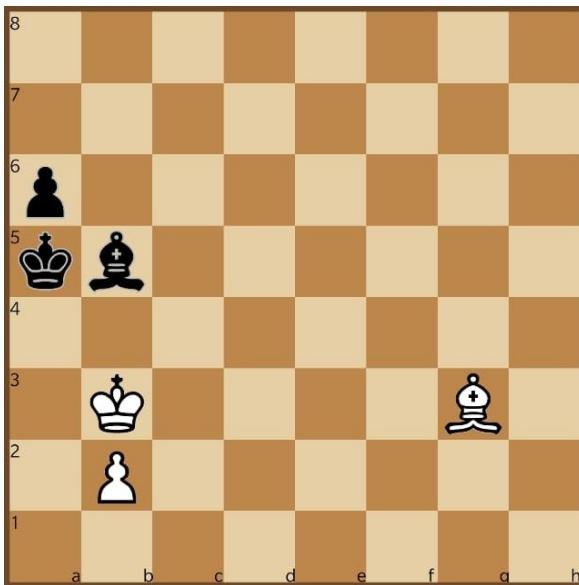
13.white to play

No.	white	black



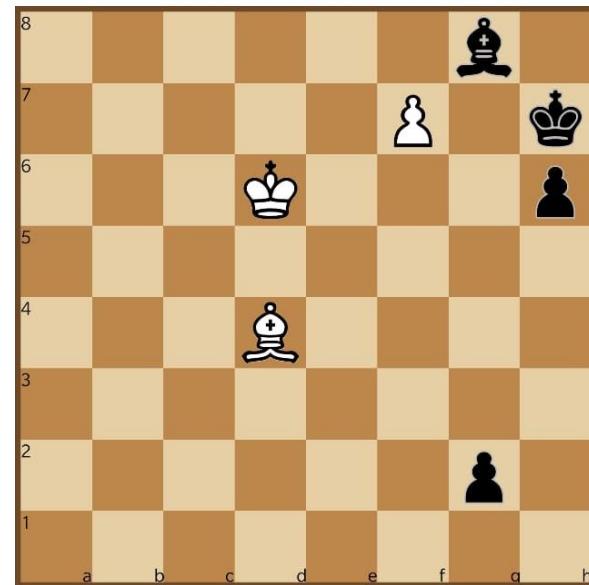
14.white to play

No.	white	black



15.white to play

No.	white	black

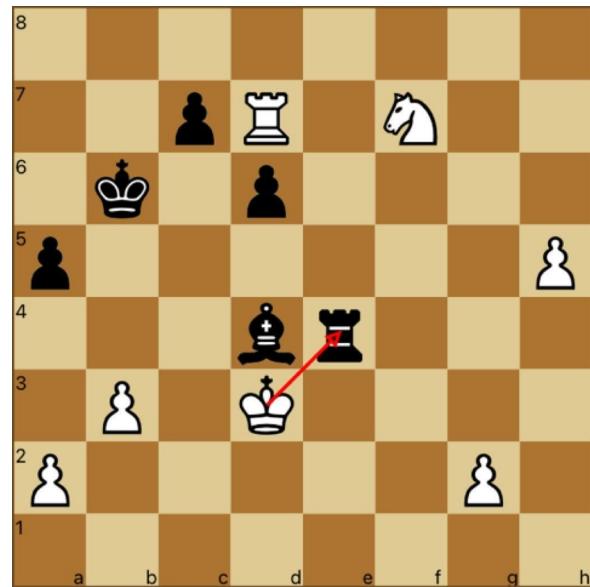
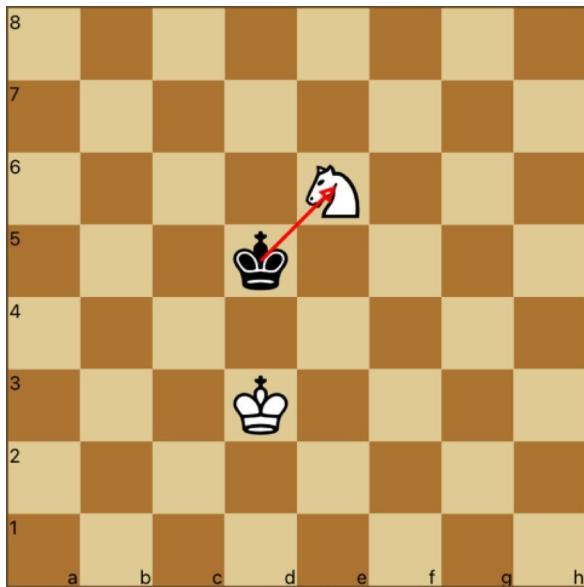


16.white to play

No.	white	black

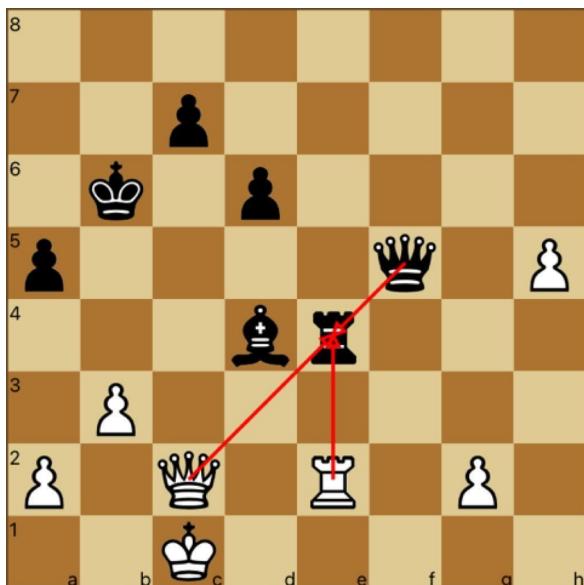
## En Prise ( free piece )

Free piece is one which does not have any protectors or defenders.



### MORE ATTACKERS THAN DEFENDERS

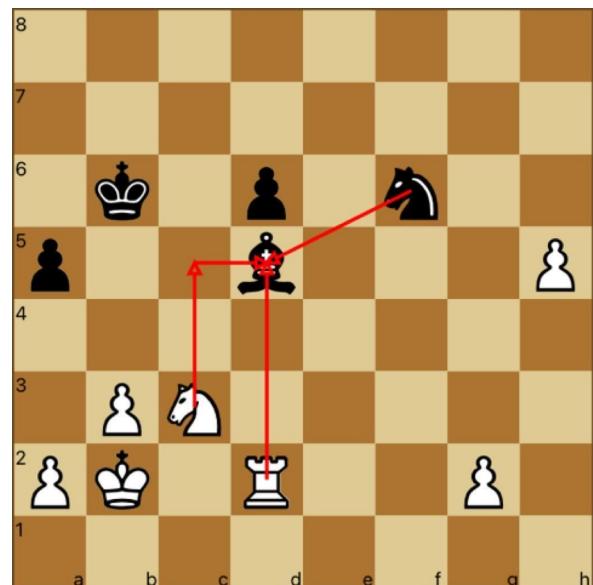
- Find the piece that you can kill
- count the number of attackers
- count the number of defenders or protectors
- If attackers are more than defenders, kill the piece with less valued or equal piece.



White to play

Two attackers - queen and rook

One defender - queen

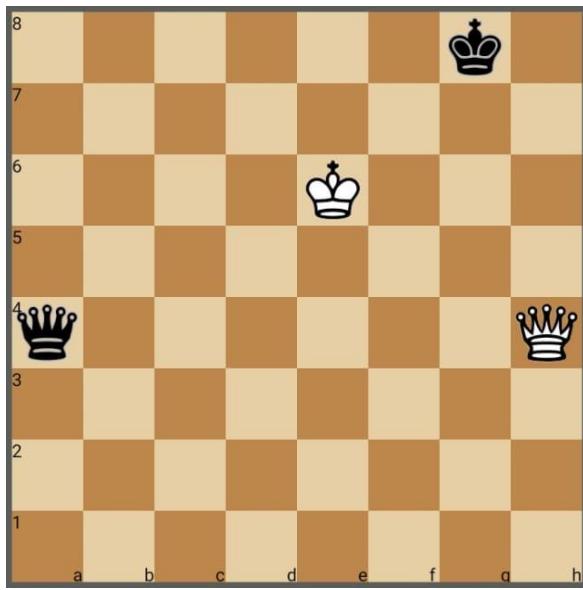


white to play

Two attackers - knight and rook

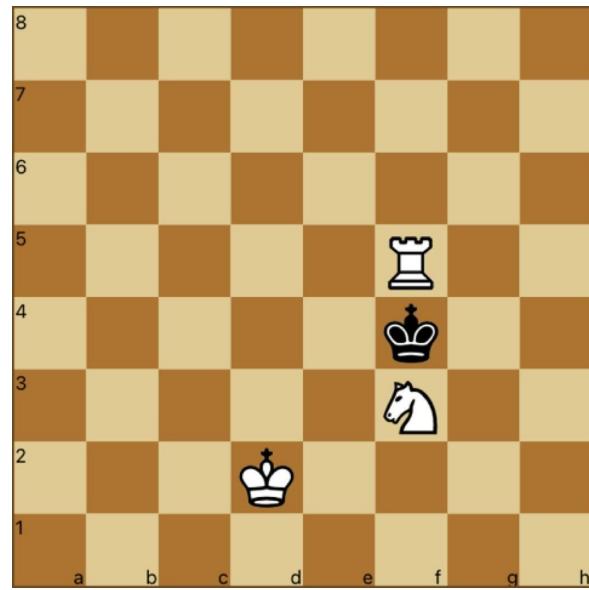
One defender - knight

In the following puzzles find the free piece



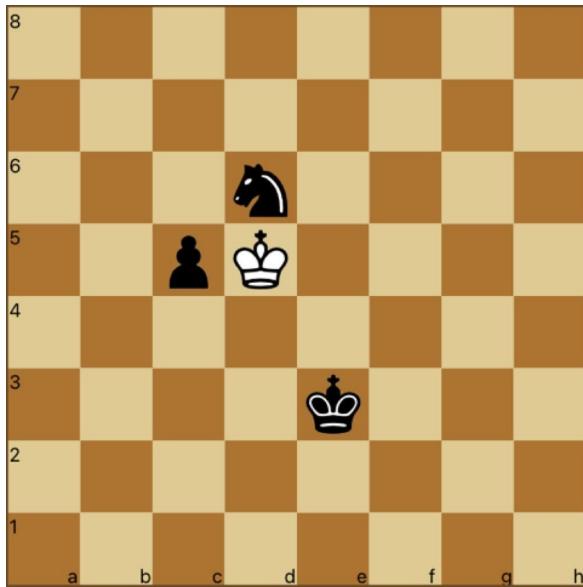
1.white to play

No.	white	black



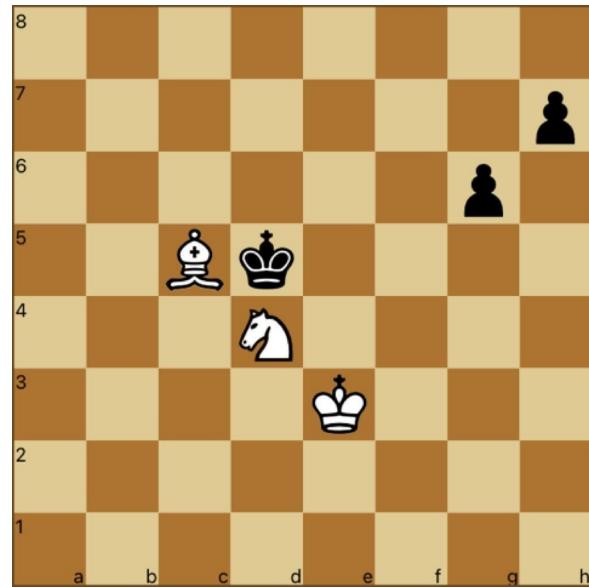
2.Black to play

No.	white	black



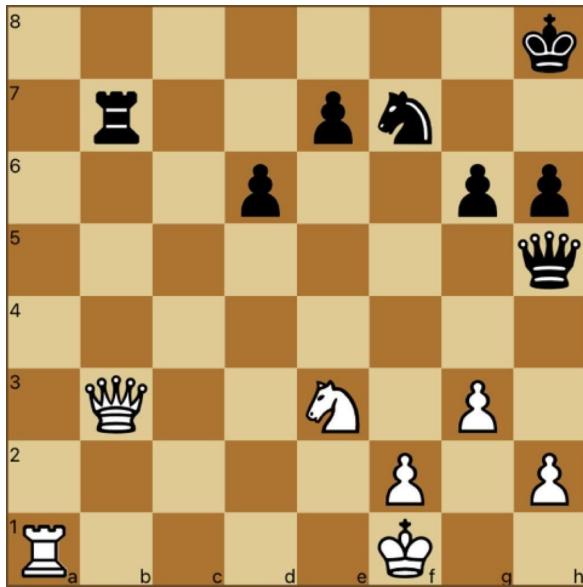
3.white to play

No.	white	black



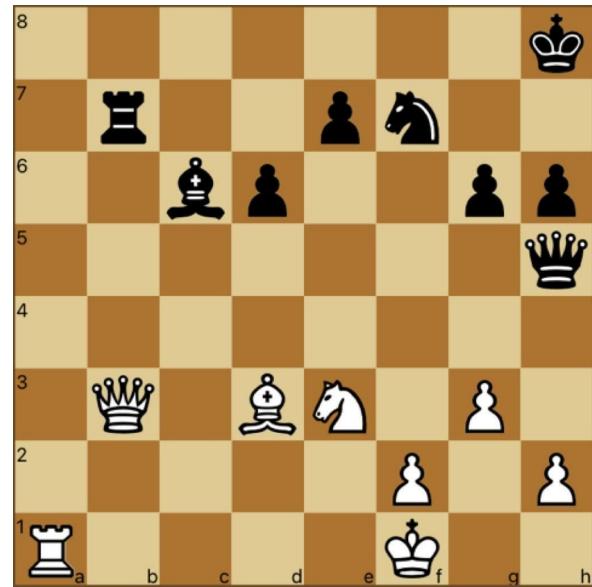
4.Black to play

No.	white	black



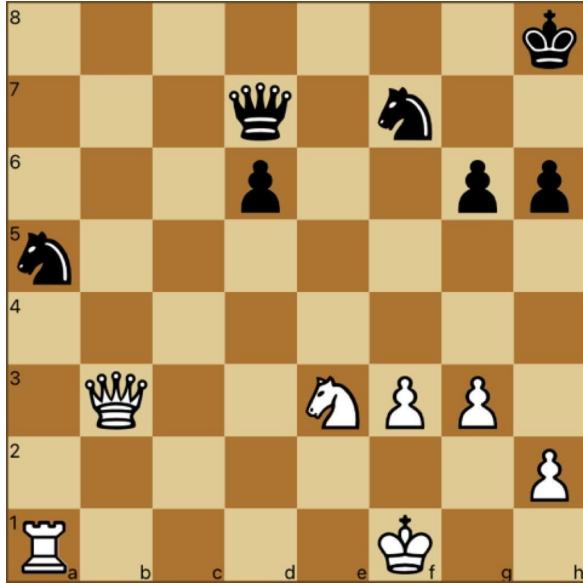
5.white to play

No.	white	black



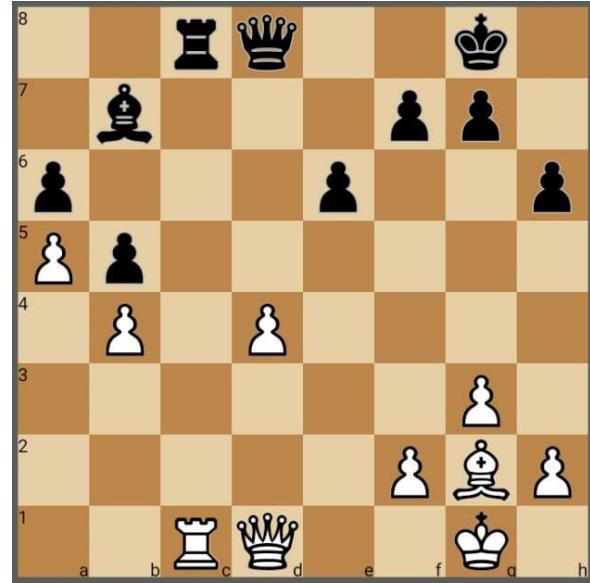
6.white to play

No.	white	black



7.white to play

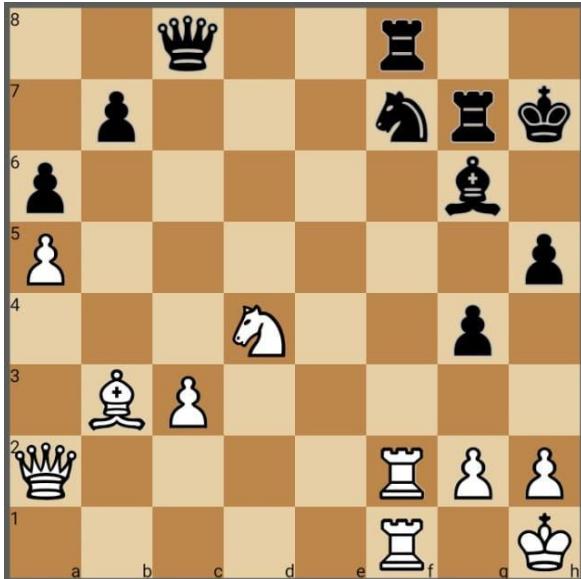
No.	white	black



8.white to play

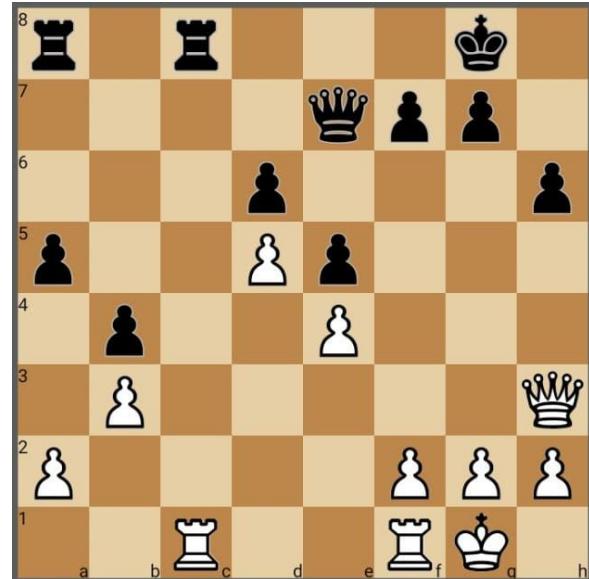
No.	white	black

In the following puzzles capture the piece with less defenders.



1.white to play

No.	white	black



2.white to play

No.	white	black



3.white to play

No.	white	black



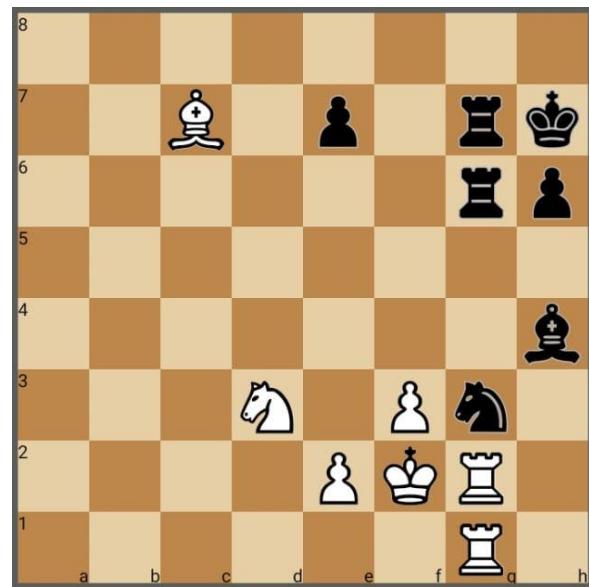
4.Black to play

No.	white	black



5.white to play

No.	white	black



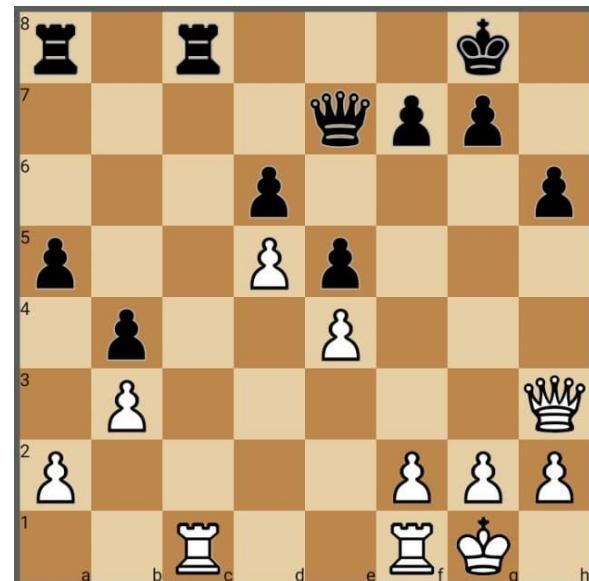
6.white to play

No.	white	black



7.white to play

No.	white	black



8.white to play

No.	white	black