

Introduction to Chess Rules

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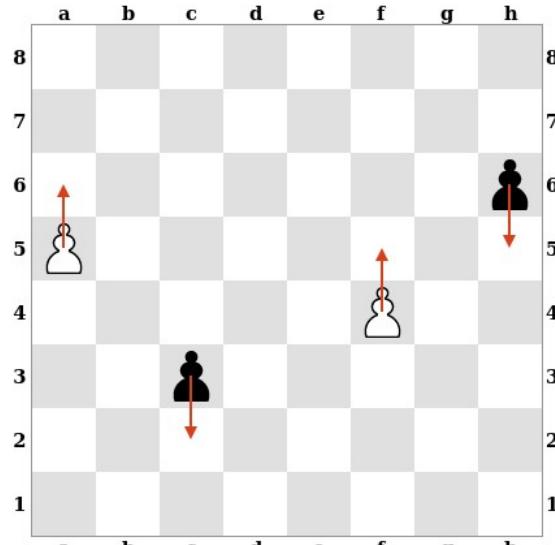
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Introduction

This book teaches the rules of chess. It begins with the basic movements of the pieces and works up to more complicated rules such as checkmate, stalemate, en passant, and castling. I have tried to keep the writing short and to the point. Each section features some exercises at the end to help you practice the ideas.

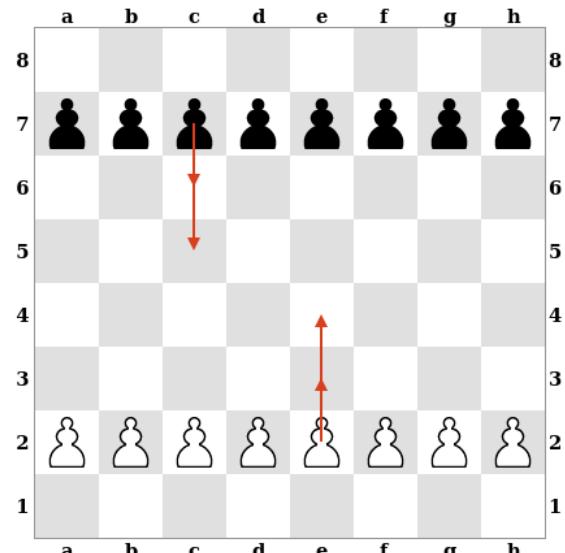
Algebraic notation is used throughout to write chess moves. You may find this easy to understand simply by looking at the diagrams and figuring it out as you read through the book. However, a detailed explanation of algebraic notation is provided in Appendix A, beginning on page 65.

1 - Pawns



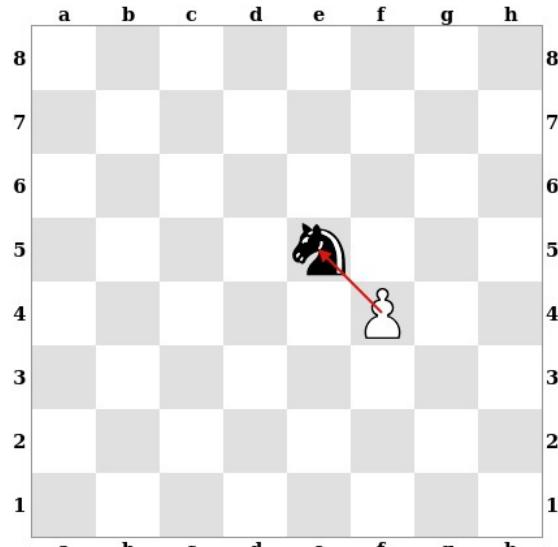
1.01

Pawns normally move forward one square at a time.
(In fact, pawns are the only pieces in chess that cannot move backward at all.) In the diagram White might play 1.a6 or 1.f5. Black might play 1...c2 or 1...h5.



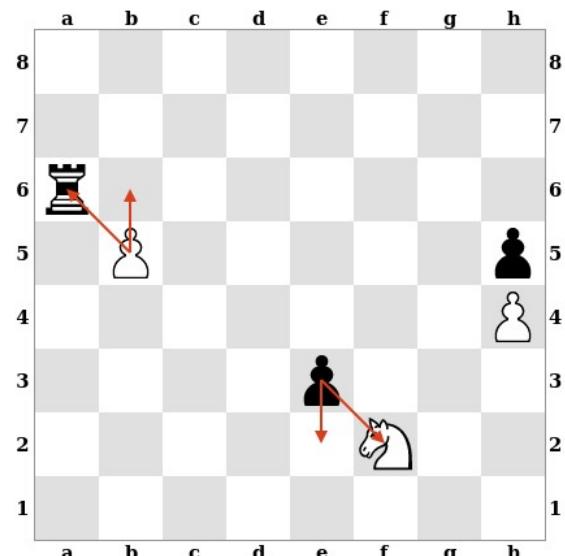
1.02

Both players begin the game with eight pawns, set up as shown. When a pawn is still on its initial square it can move forward either one or two squares.



1.03

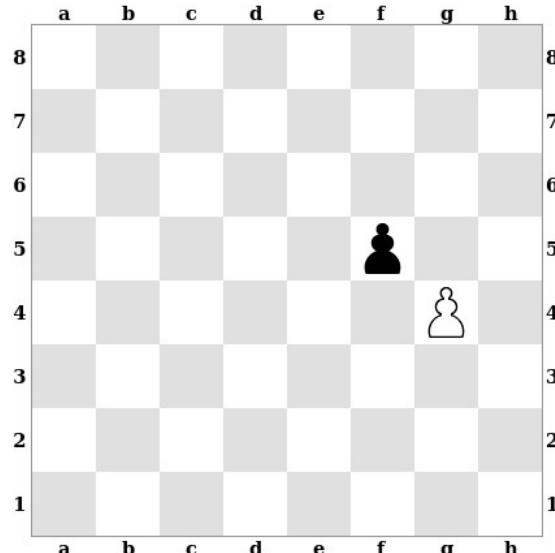
Chess pieces can sometimes *capture* pieces of the other color. Pawns capture things by moving one square diagonal-forward. Here White can play 1.fxe5, capturing Black's knight. The pawn moves to the square that the knight occupied, and the knight is removed from the board.



1.04

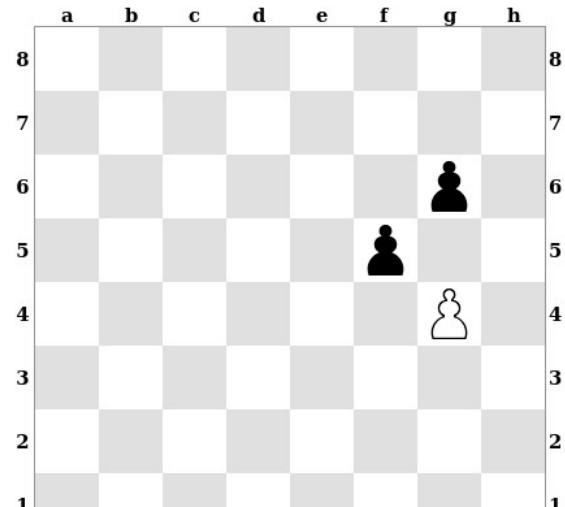
In this diagram White might play 1.bxa6 or 1.b6, while Black might play 1...exf2 or 1...e2. Notice that White cannot play 1.c6 and that Black cannot play 1...d2; pawns can only move diagonal when capturing. The pawns on h4 and h5 are blocking each other and cannot move at all.

En Prise



1.05

When a piece is able to capture another piece we say that it is *attacking* the other piece. Here White's pawn is attacking Black's pawn, while Black's pawn is also attacking White's.



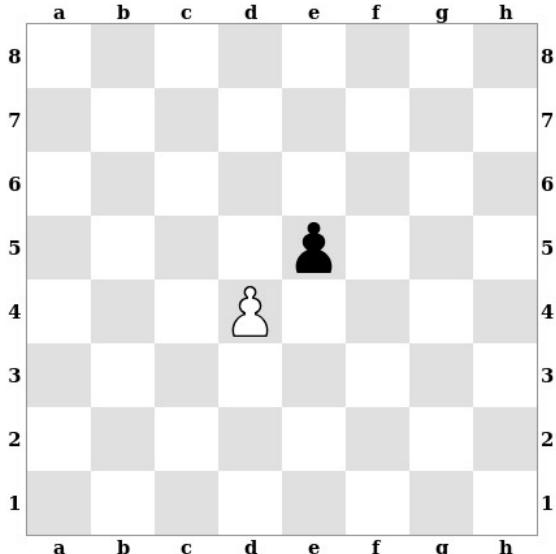
1.06

The pawns on g4 and f5 are still attacking each other in this position, but Black now has another pawn on g6 which *guards* (or *defends*) his f5-pawn. If White plays 1.gxf5 then Black can *recapture* with 1...gxf5.

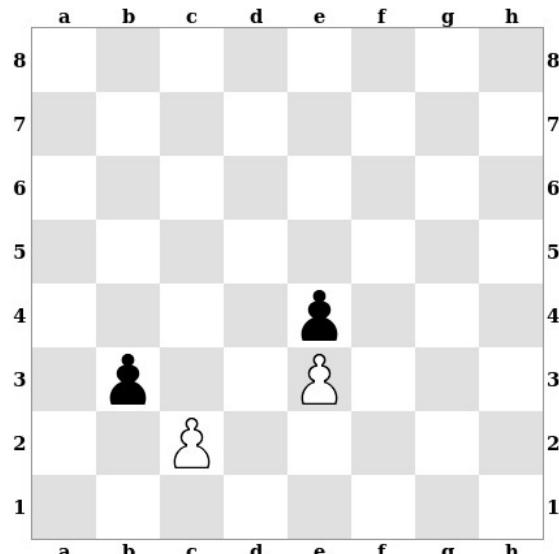
On the other hand, White's pawn isn't guarded by anything, so it is *en prise*. If Black moves first, he can play 1...fxg4. White has no way to recapture, so Black has *won* a pawn.

Exercises

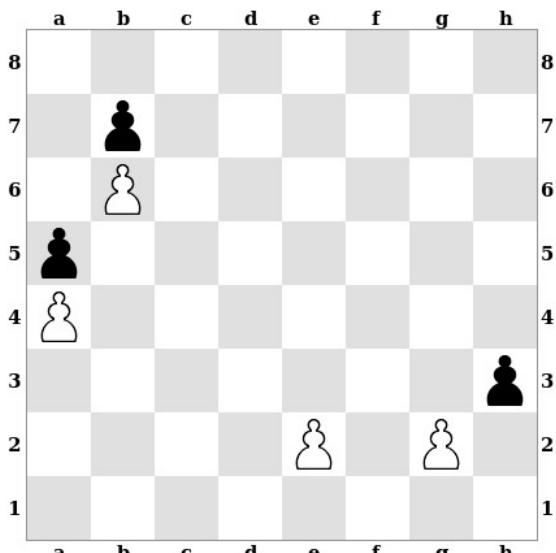
Find a way to capture a piece that is en prise (attacked but not defended).



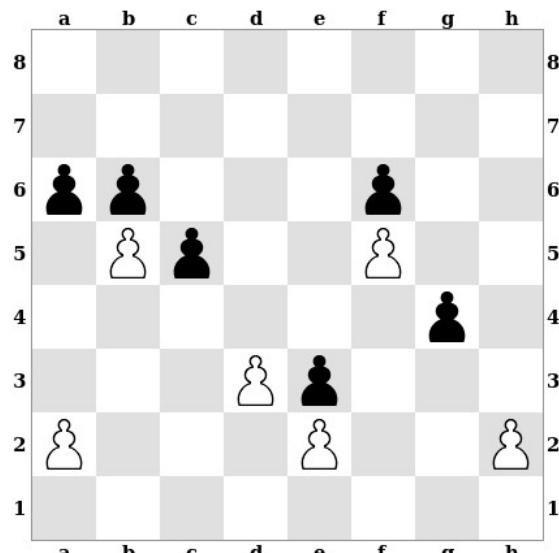
E1.01 (W/B)



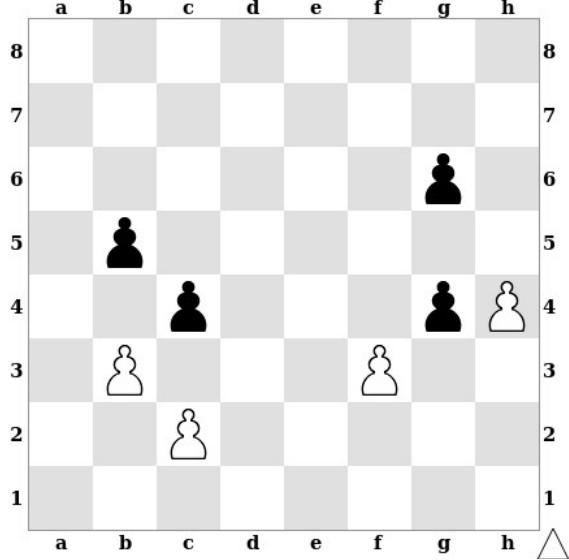
E1.02 (W/B)



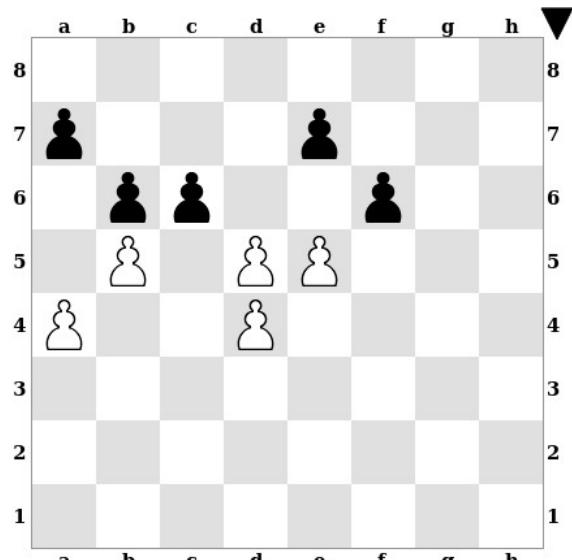
E1.03 (W/B)



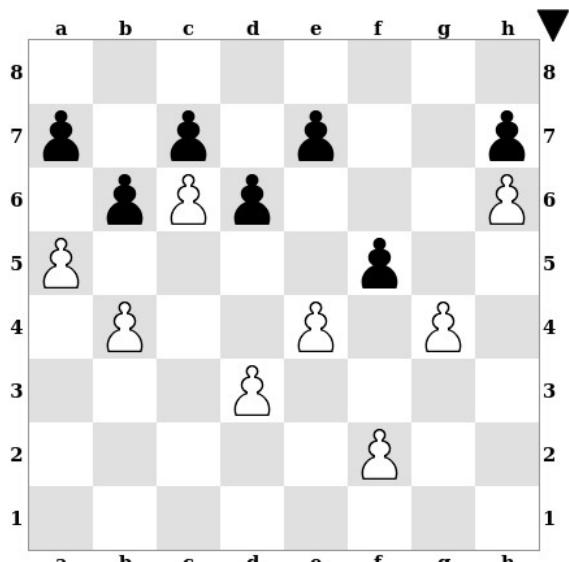
E1.04 (W/B)



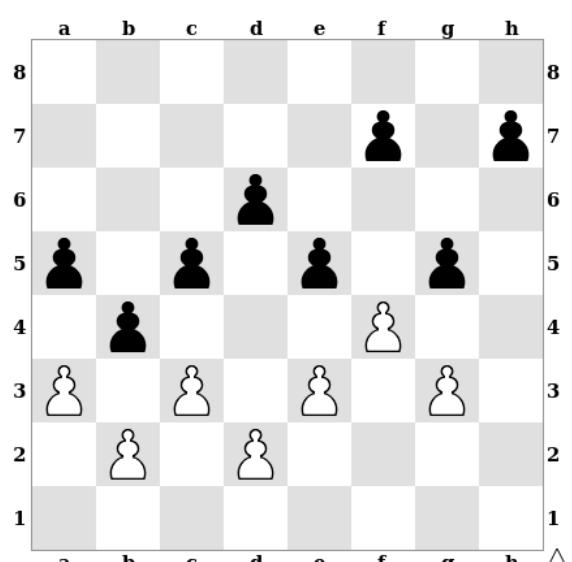
E1.05 (W)



E1.06 (B)



E1.07 (B)



E1.08 (W)

Solutions

E1.01

W: 1.dxe5

B: 1...exd4

E1.02

W: 1.cxb3

B: 1...bxc2

E1.03

W: 1.gxh3

B: 1...hxg2

E1.04

W: 1.bxa6

B: 1...axb5

E1.05

1.fxg4 Note that Black's c4-pawn is not en prise since it is guarded by his b5-pawn.

E1.06

1...cxd5

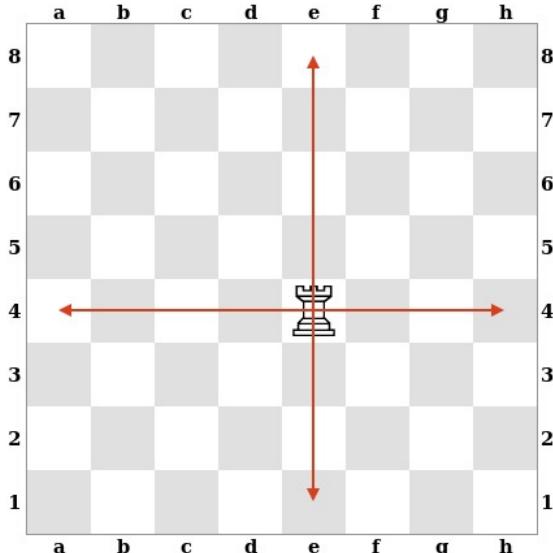
E1.07

1...fxg4

E1.08

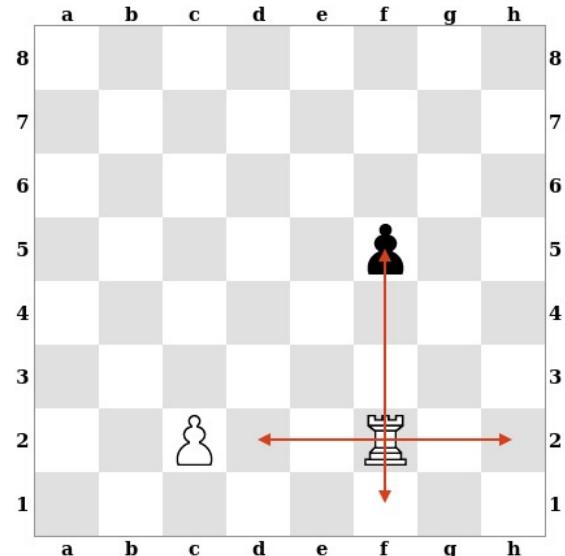
1.fxg5

2 - Rooks



2.01

Rooks move up, down, left, and right, as many or as few squares as desired. Here White could play 1.Ra4 or 1.Re8, but also 1.Rd4 or 1.Re5. In fact, he has 14 rook moves available on his first turn here.

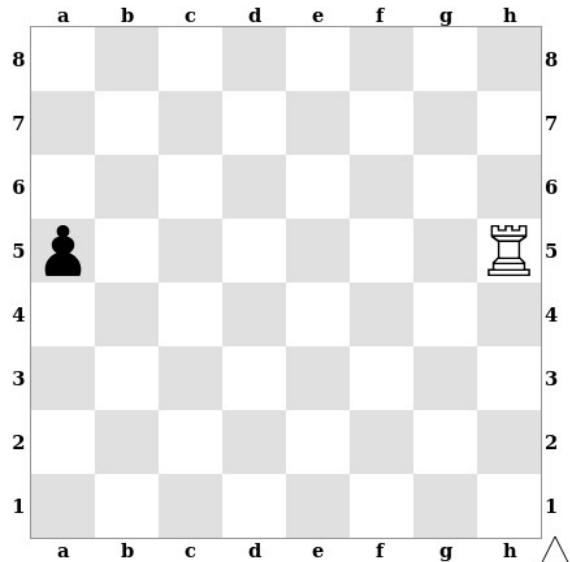


2.02

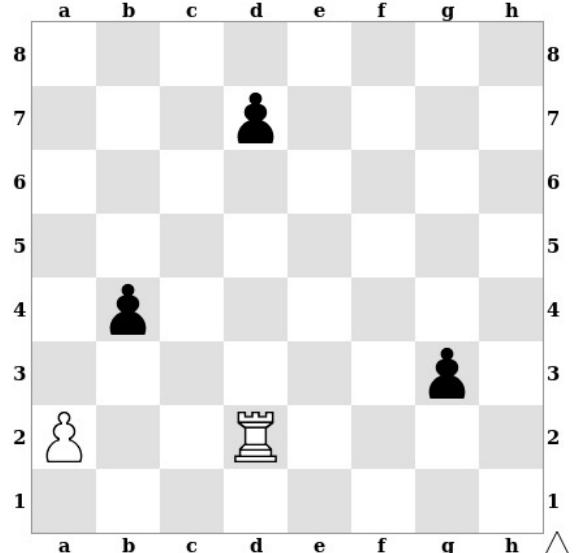
A rook must end its move on a square when it captures; it can't keep going. In fact, this is true for all chess pieces. White could play 1.Rxf5 here but could not play "1.Rxf5-f8."

Rooks also can't jump over things. This is true for all pieces except the knight, which can jump. White could play 1.Rd2 here, but not 1.Rb2 or 1.Rf6. He has eight rook moves available in total here.

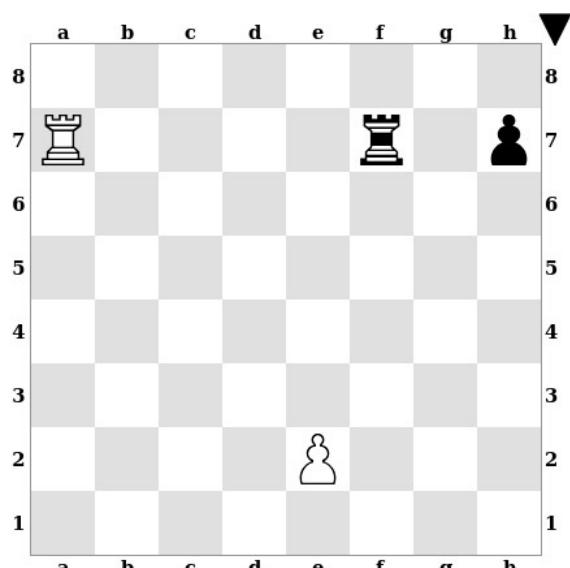
Exercises



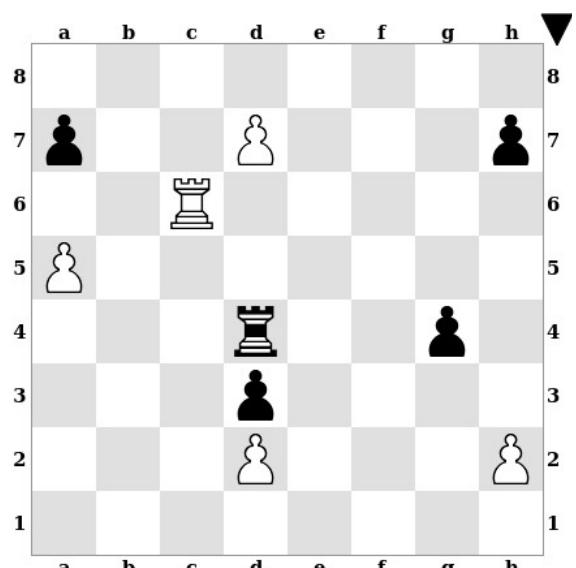
E2.01 (W)



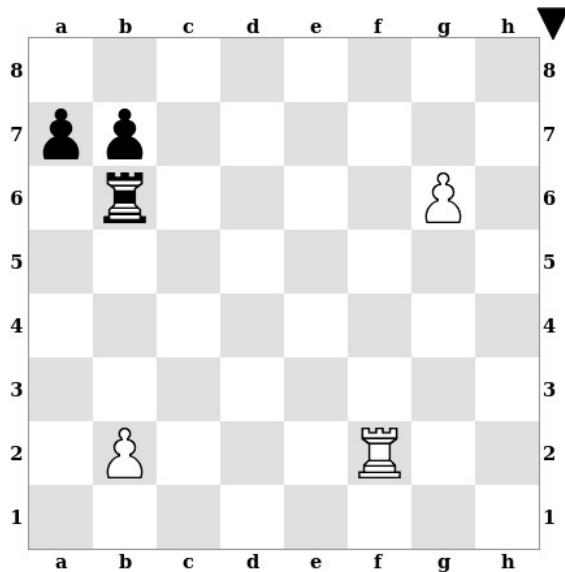
E2.02 (W)



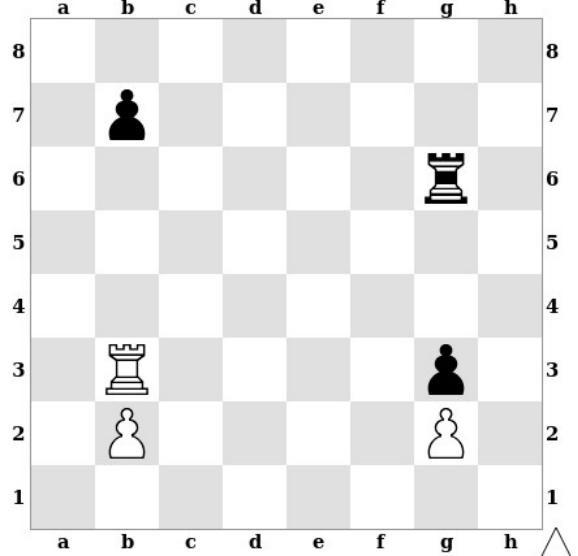
E2.03 (B)



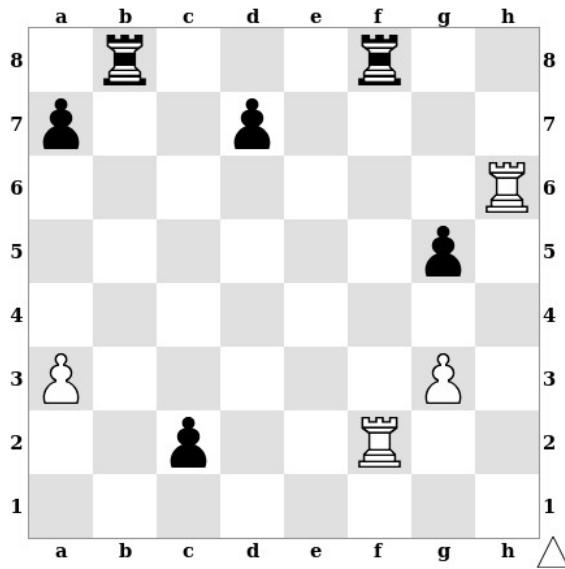
E2.04 (B)



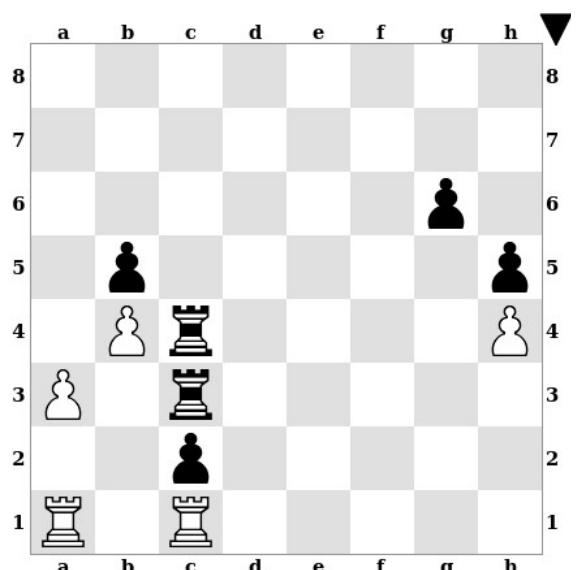
E2.05 (B)



E2.06 (W)



E2.07 (W)



E2.08 (B)

Solutions

E2.01

1.Rxa5

E2.02

1.Rxd7

E2.03

1...Rxa7

E2.04

1...Rxd7

E2.05

1...Rxg6 But not 1...Rxb2? since the b2-pawn is guarded (2.Rxb2).

E2.06

1.Rxb7

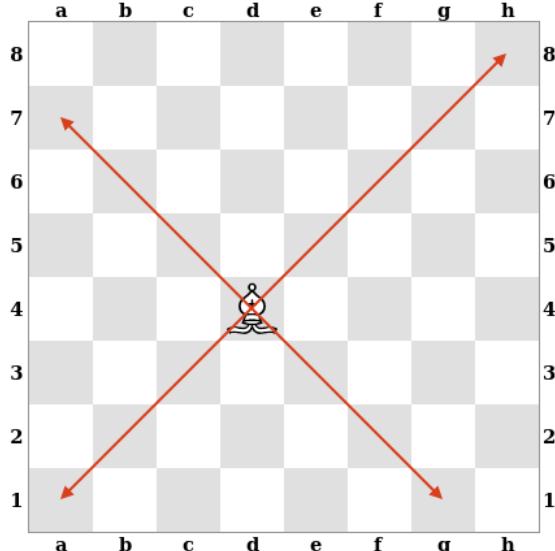
E2.07

1.Rxc2

E2.08

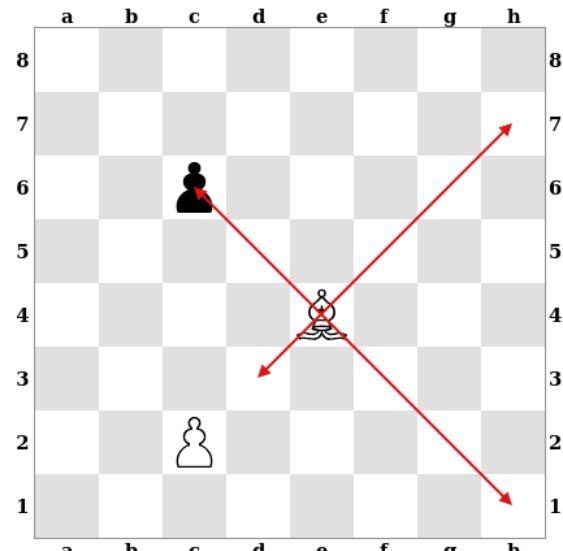
1...Rxh4

3 - Bishops



3.01

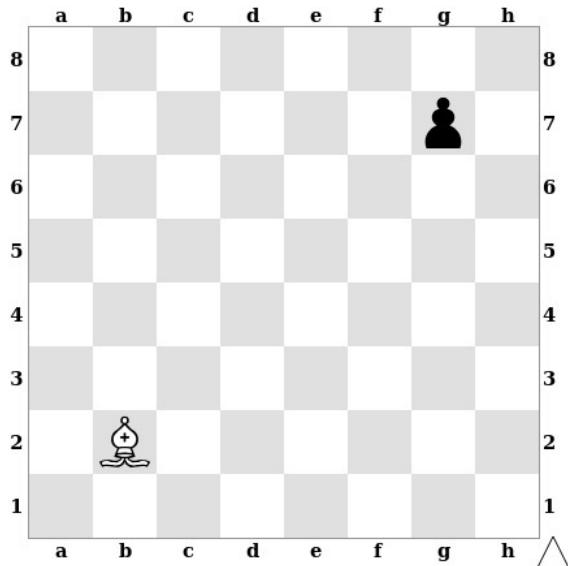
Bishops move on diagonals. Like rooks they can move one or many squares in a single turn. Here White could play 1.Ba1, 1.Be3 or many other moves. Because a bishop only moves on diagonals, it spends the whole game on squares of a single color. No matter how many moves it makes, this dark-squared bishop will never reach any light square on the board.



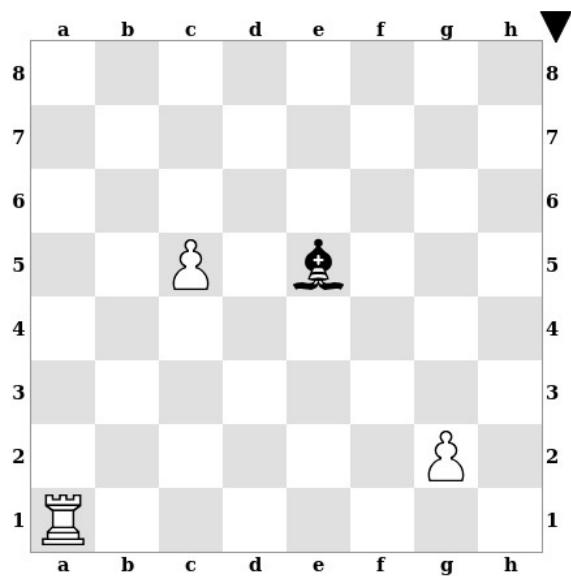
3.02

Like rooks, bishops can't move past the square of a capture on the same turn and can't jump over other pieces.

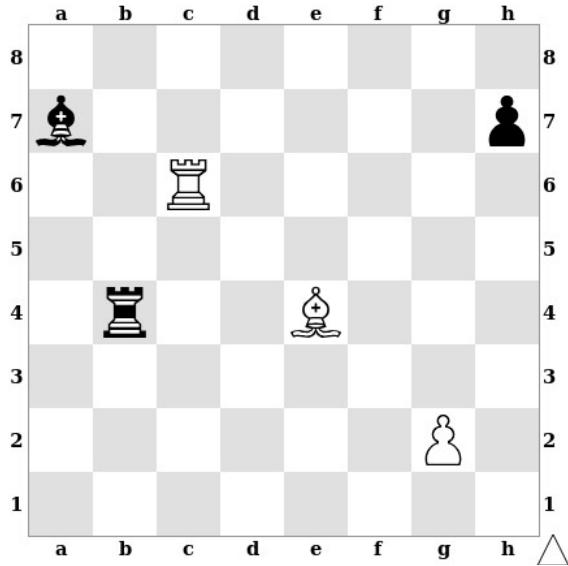
Exercises



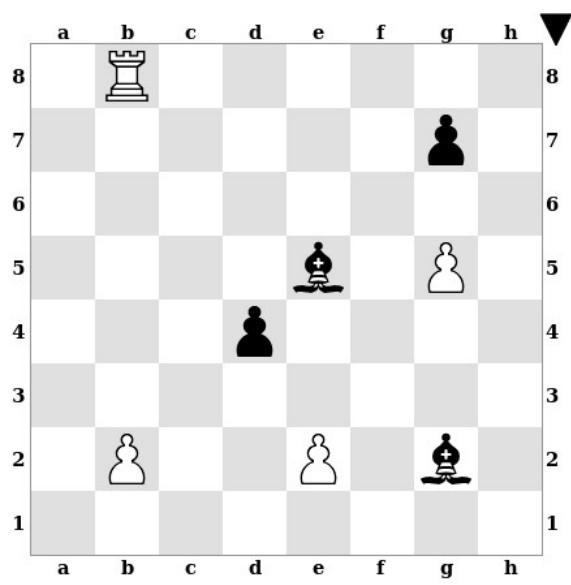
E3.01 (W)



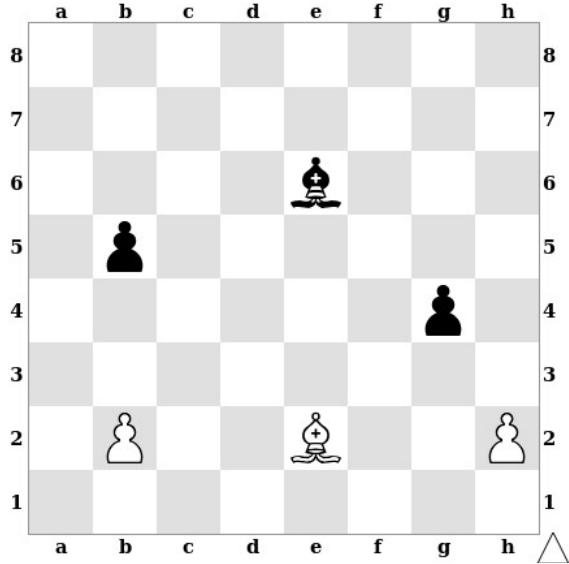
E3.02 (B)



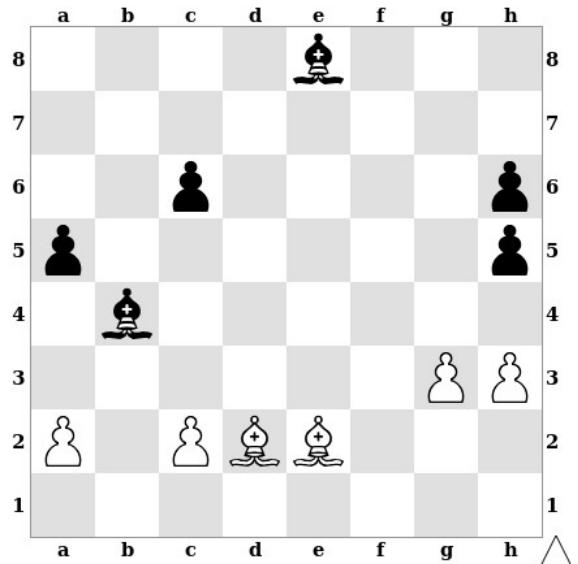
E3.03 (W)



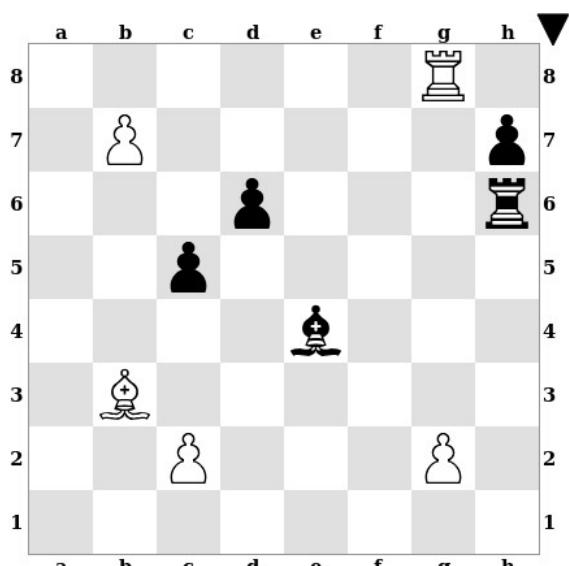
E3.04 (B)



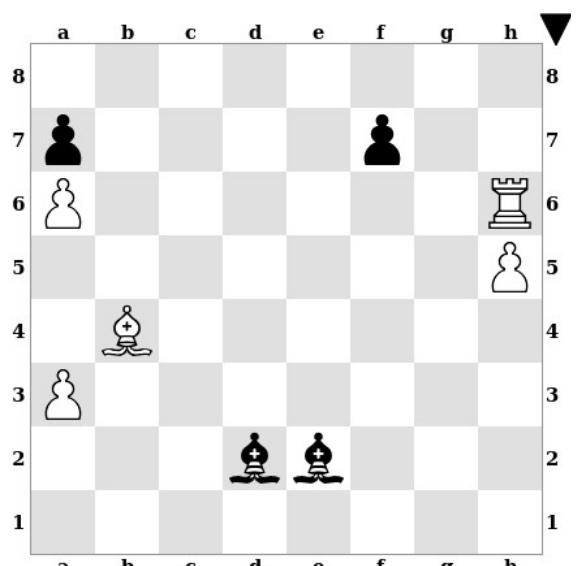
E3.05 (W)



E3.06 (W)



E3.07 (B)



E3.08 (B)

Solutions

E3.01

1.Bxg7

E3.02

1...Bxa1

E3.03

1.Bxh7

E3.04

1...Bxb8

E3.05

1.Bxb5

E3.06

1.Bxh6

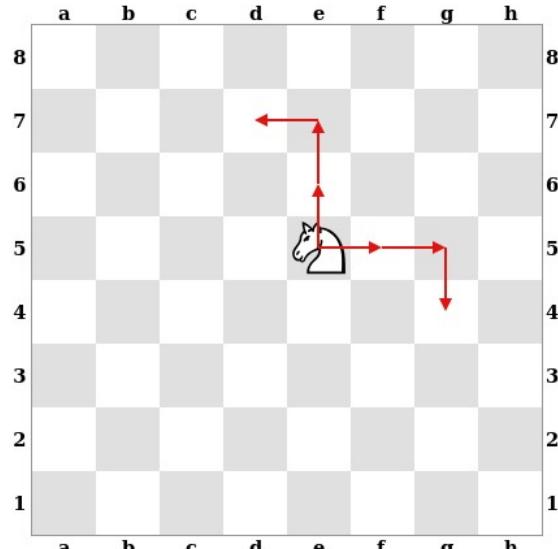
E3.07

1...Bxb7

E3.08

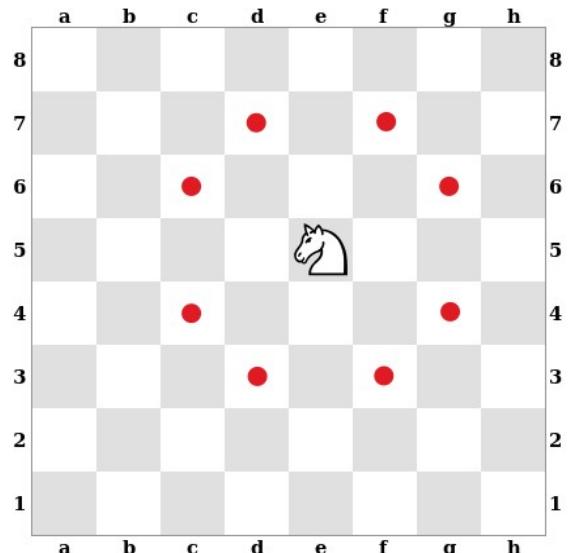
1...Bxh6

4 - Knights



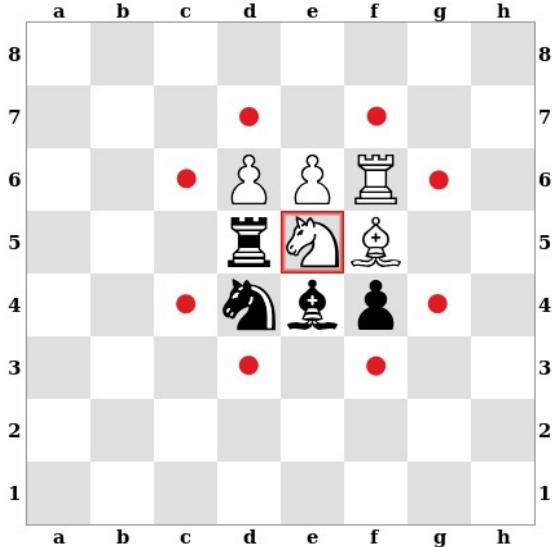
4.01

The knight moves two squares like a rook, and turns for one more square (“one-two-turn”), all in one move. You could also say that it moves in an “L” shape. For example, White could play 1.Nd7 or 1.Ng4 here, among other moves.



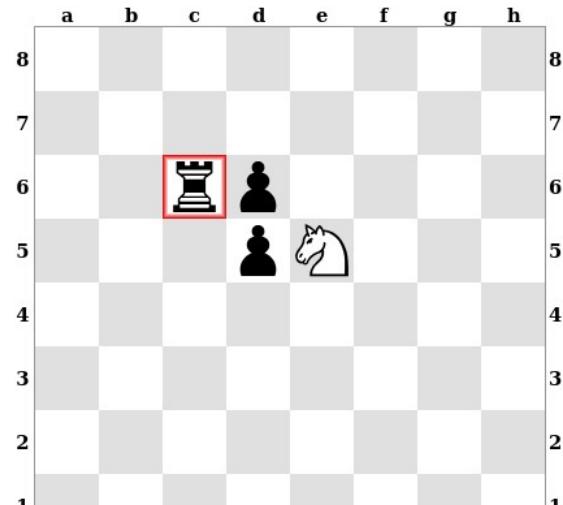
4.02

In total, the knight on e5 has eight possible moves.



Knights are the only pieces that can jump over other pieces. They can do this regardless of the color of the other pieces. This white knight has the same legal moves available as before, in spite of the addition of a number of pieces to the position.

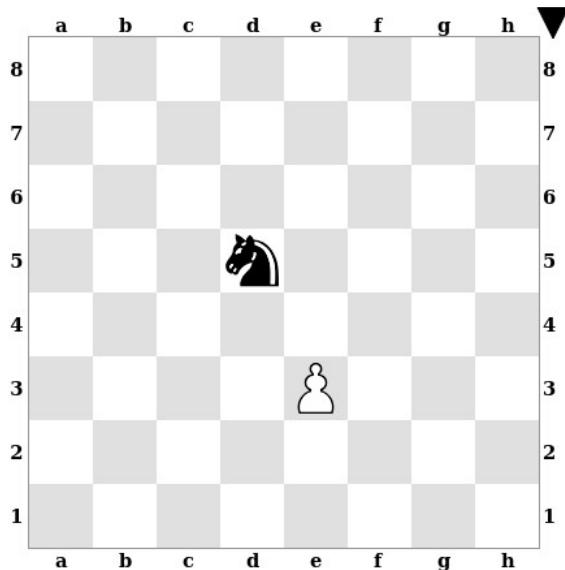
4.03



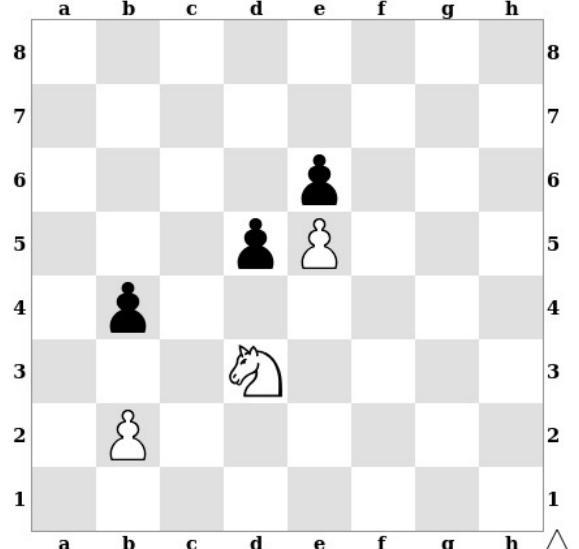
4.04

Knights capture the pieces that they land on but not the pieces they jump over. Here White can capture Black's rook with **1.Nxc6**, but cannot capture either of Black's pawns on this turn.

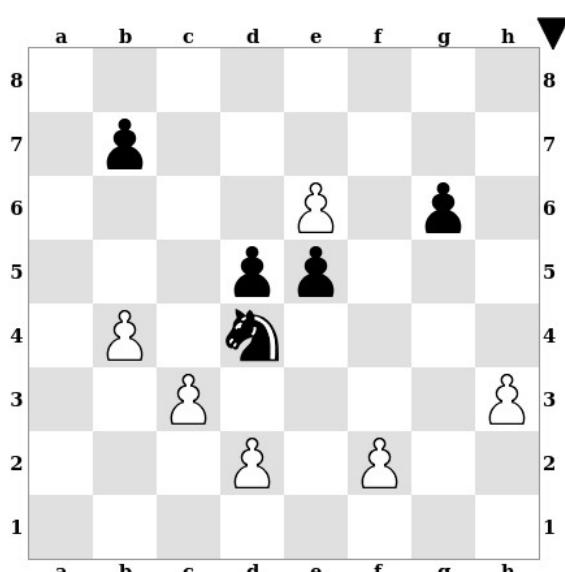
Exercises



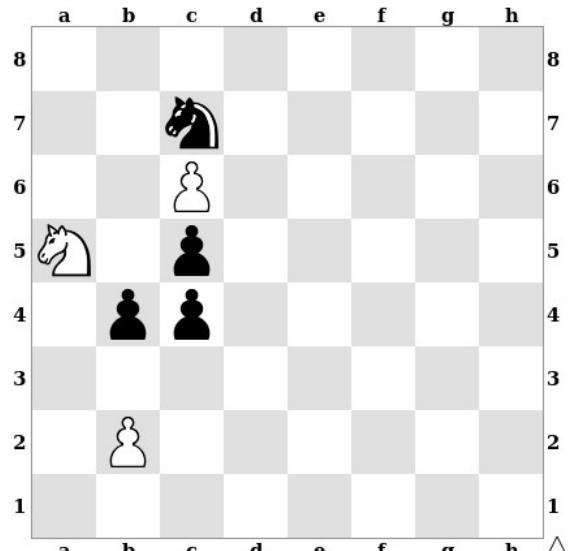
E4.01 (B)



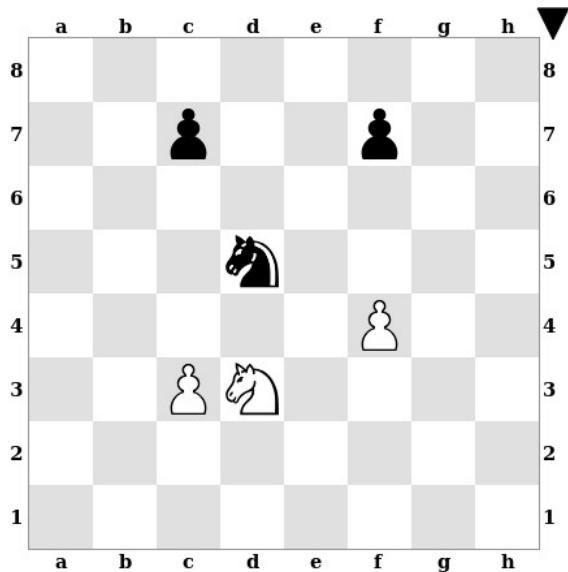
E4.02 (W)



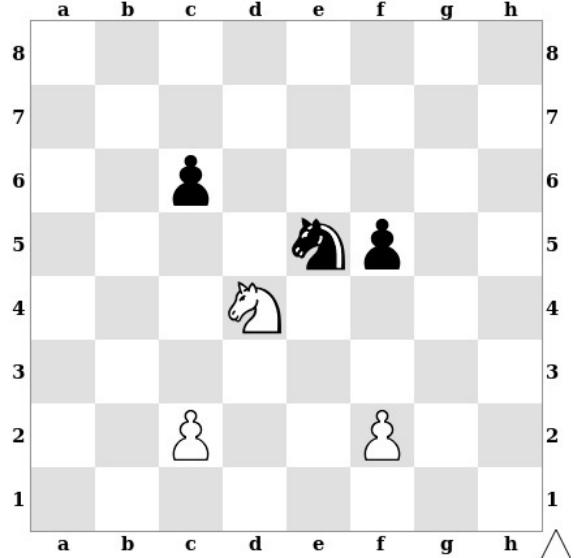
E4.03 (B)



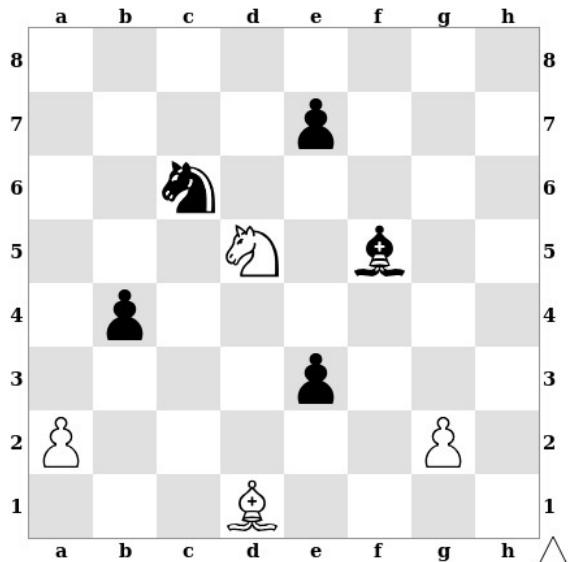
E4.04 (W)



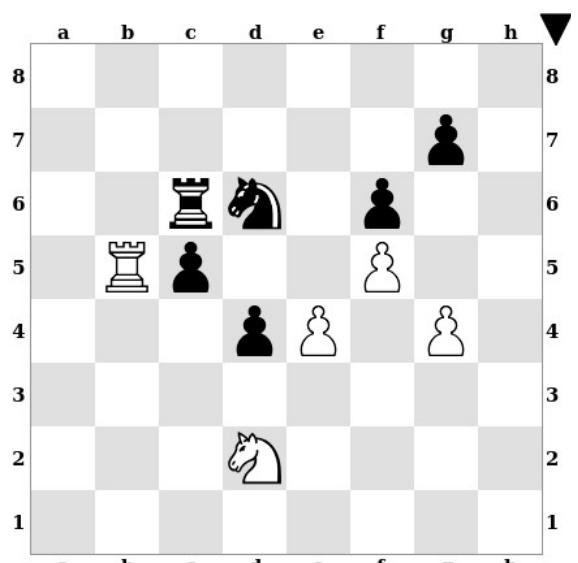
E4.05 (B)



E4.06 (W)



E4.07 (W)



E4.08 (B)

Solutions

E4.01

1...Nxe3

E4.02

1.Nxb4

E4.03

1...Nxe6

E4.04

1.Nxc4

E4.05

1...Nxc3

E4.06

1.Nxf5

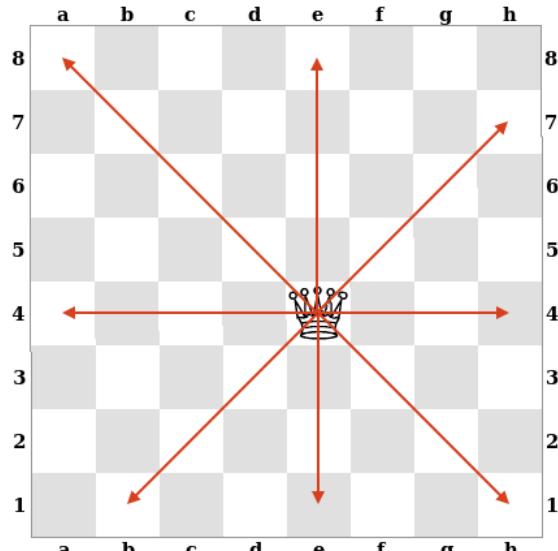
E4.07

1.Nxe3

E4.08

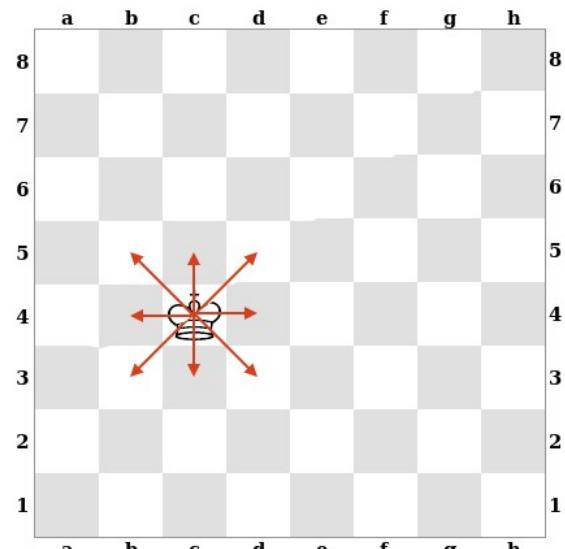
1...Nxb5

5 - Queens and Kings



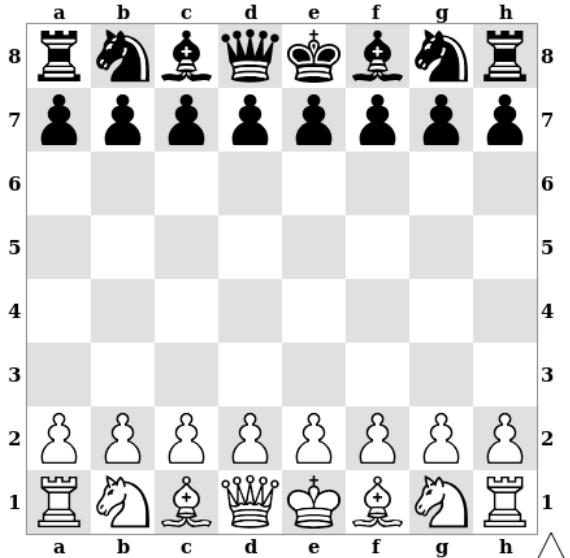
5.01

Queens move both like rooks and like bishops. In other words, they move as far as you want on any straight line including diagonals. White could play many moves here, like 1.Qa8 or 1.Qe3.



5.02

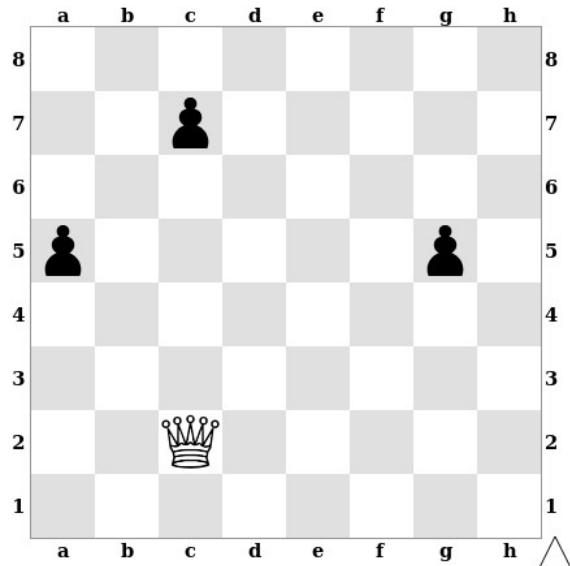
Kings move like queens but only one square per turn. You could also say that a king moves one square in any direction.



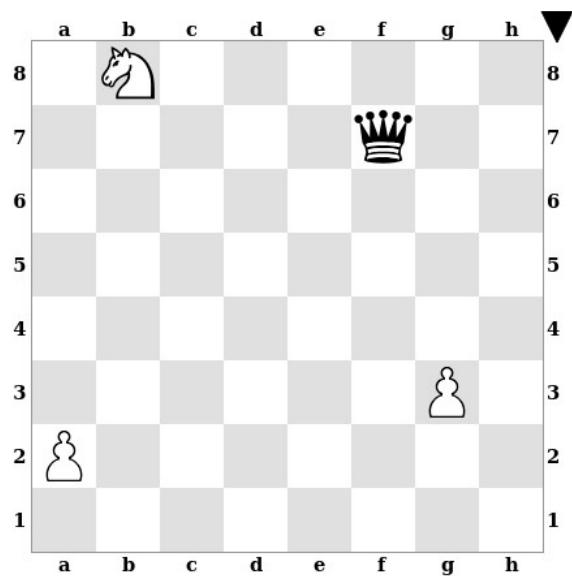
5.03

This diagram shows the starting position for a chess game. Both players have a white square on their right hand side (“white on right”). The queens are on d1 and d8, which puts each queen on a square of its own color (“queen on its color”). White always moves first to begin the game.

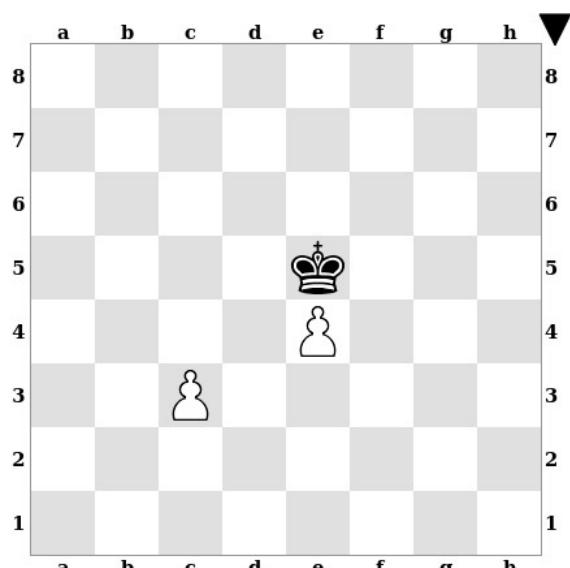
Exercises



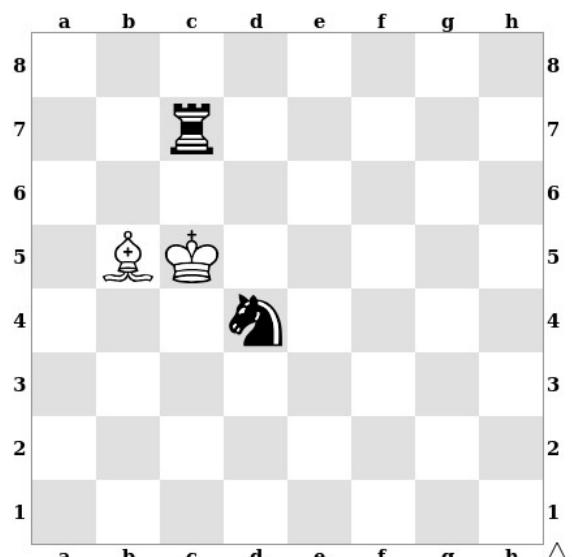
E5.01 (W)



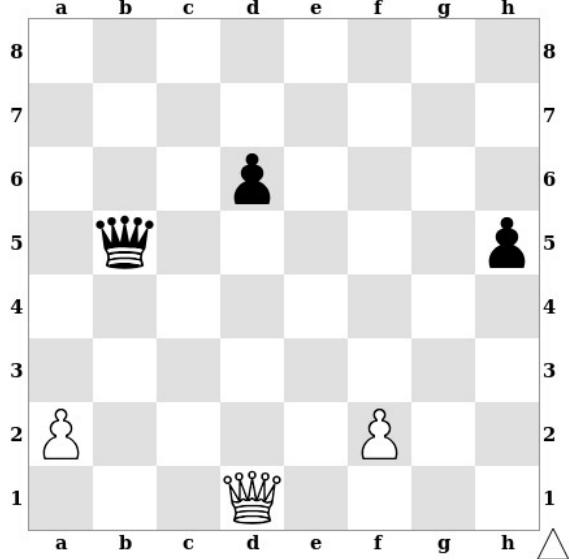
E5.02 (B)



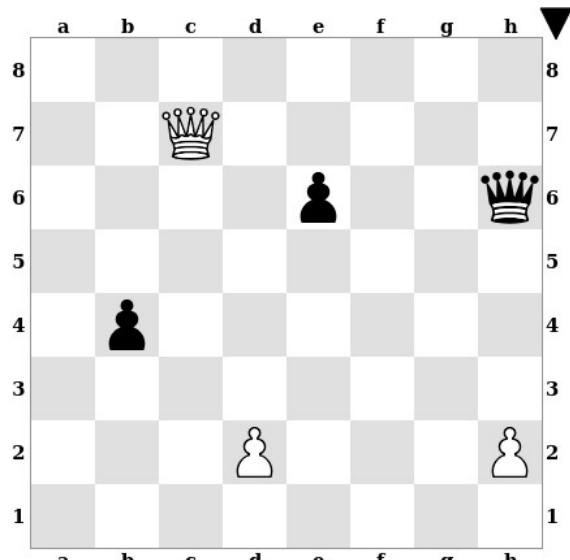
E5.03 (B)



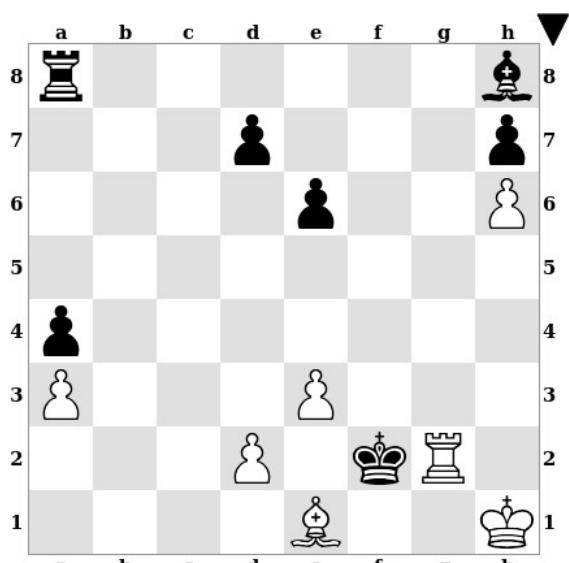
E5.04 (W)



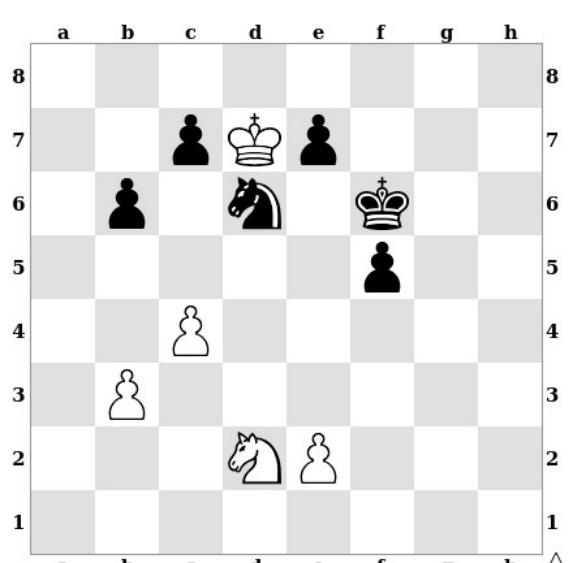
E5.05 (W)



E5.06 (B)



E5.07 (B)



E5.08 (W)

Solutions

E5.01

1.Qxc7

E5.02

1...Qxa2

E5.03

1...Kxe4

E5.04

1.Kxd4

E5.05

1.Qxd6

E5.06

1...Qxd2

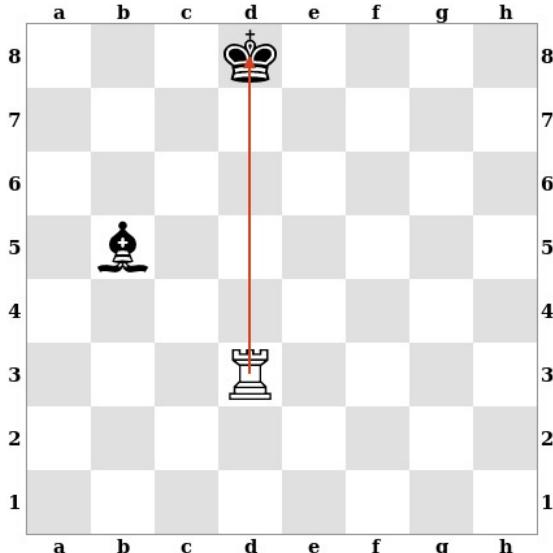
E5.07

1...Kxe1

E5.08

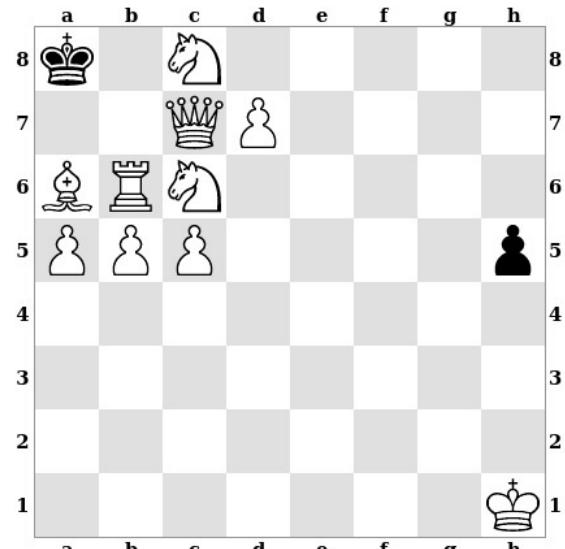
1.Kxc7

6 - Check



6.01

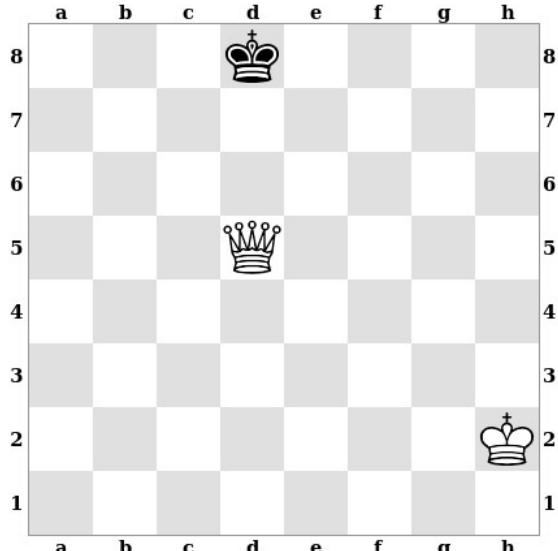
When a piece threatens to capture the king in one move it is called *check*. Here Black's king is in check from White's rook.



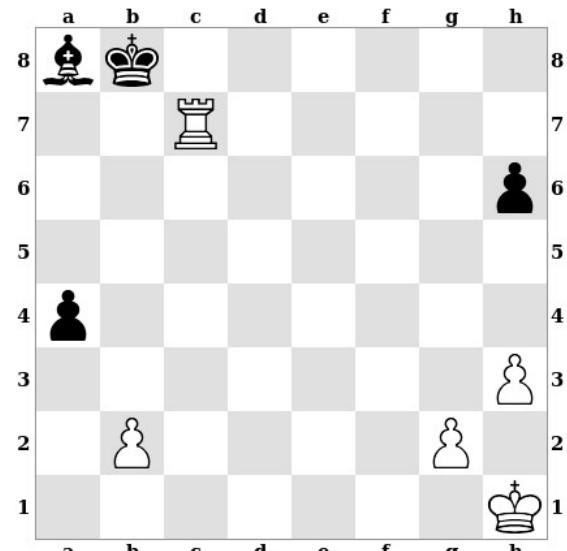
6.02

Exercises

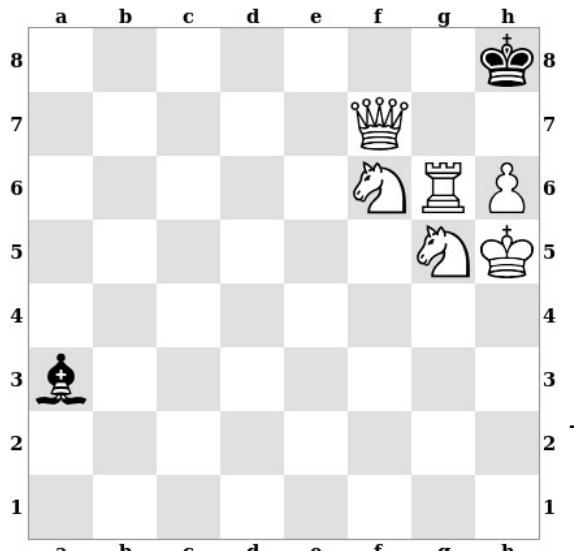
Is Black's king currently in check?



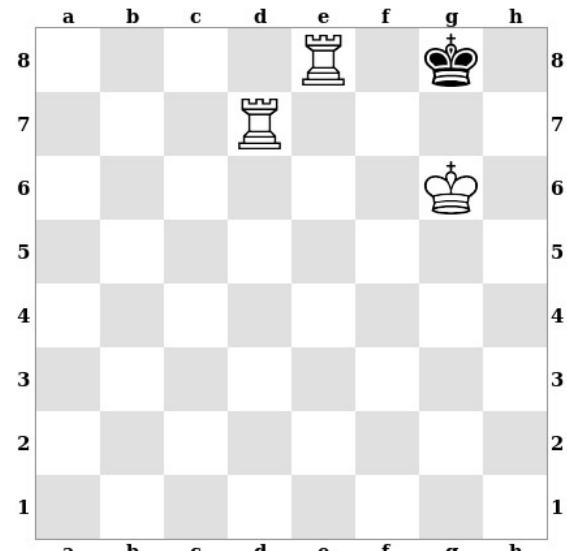
E6.01



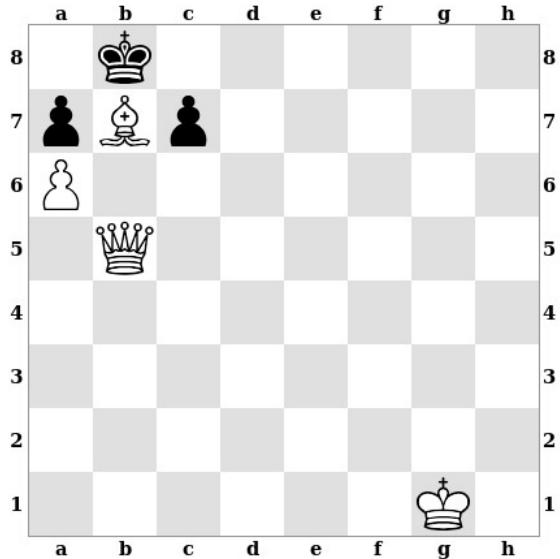
E6.02



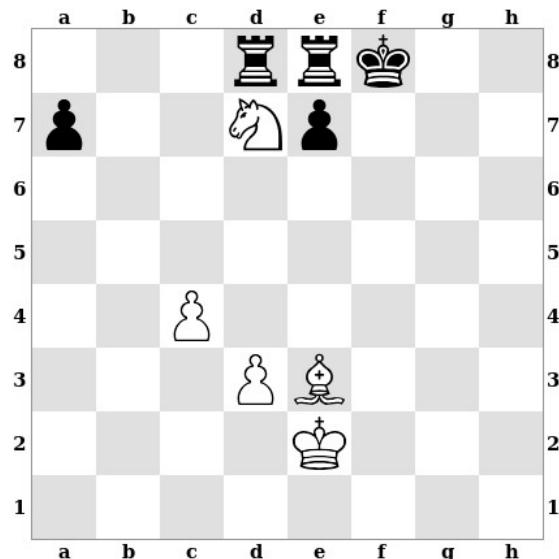
E6.03



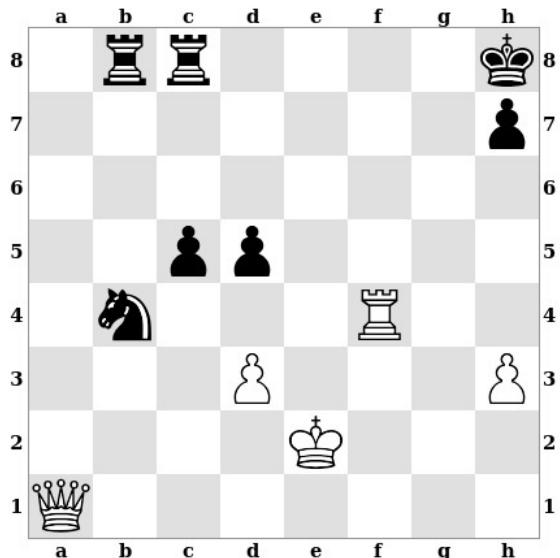
E6.04



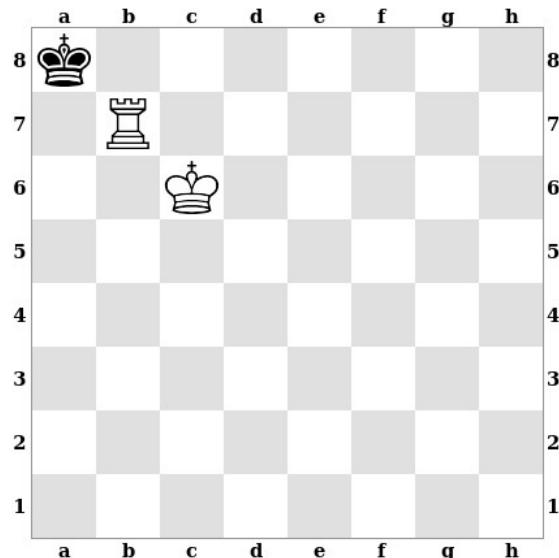
E6.05



E6.06



E6.07



E6.08

Solutions

E6.01

Yes, Black's king is in check from the white queen on d5.

E6.02

No, Black's king is not in check. The white rook on c7 is near the king but can't move to b8 in one move, so Black is not in check.

E6.03

No, Black's king is not in check. While there are a lot of white pieces nearby, none of those pieces can move to h8 in one move.

E6.04

Yes, Black's king is in check from the rook on e8.

E6.05

No, Black's king is not in check. The king cannot move anywhere without putting itself in check, but that does not mean that the king is in check currently.

E6.06

Yes, from the white knight on d7. Remember that knights can jump.

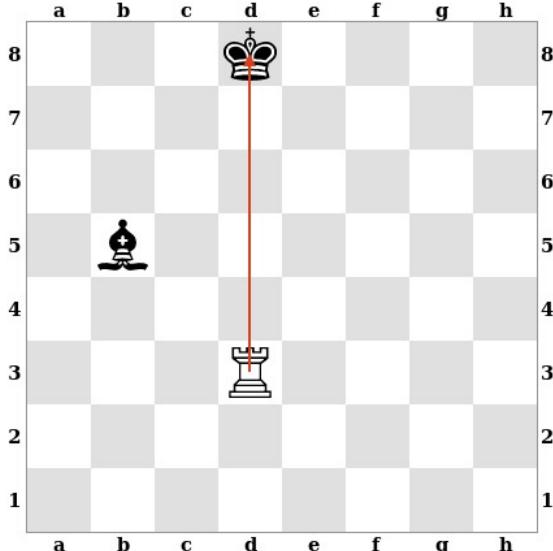
E6.07

Yes, from the white queen on a1. Checks from pieces that are far away can be hard to see.

E6.08

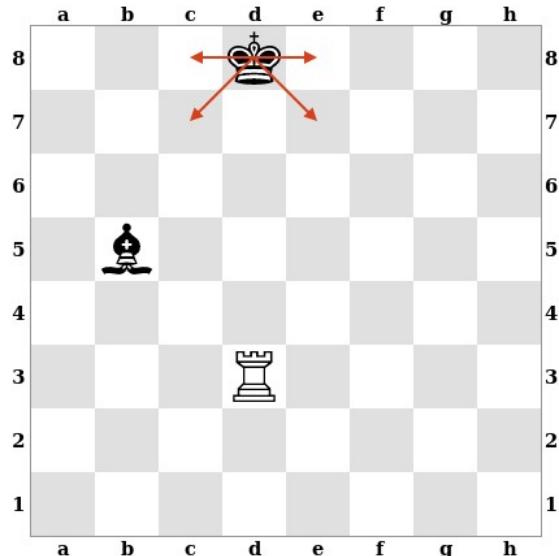
No, Black's king is not in check. As in E6.05, the fact that Black's king has no safe move does not mean that he is in check where he is. This position actually requires further explanation, but we deal with that in a later chapter.

7 - Getting Out of Check



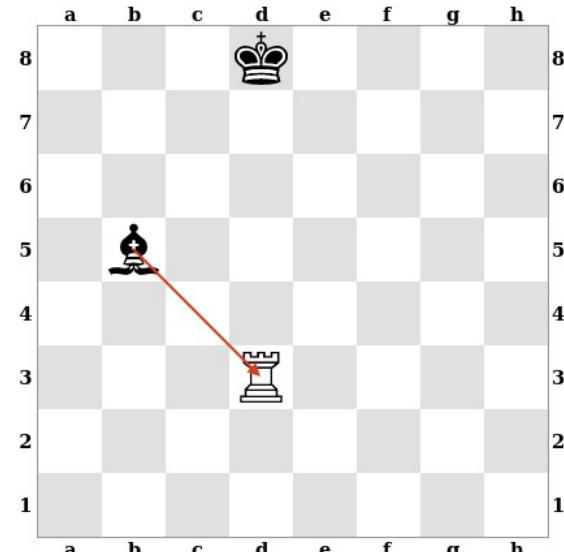
7.01

The rules of chess say that you are **not allowed** to leave your king in check at the end of your move. It's not just that this wouldn't be a good idea; any move that leaves your king in check is against the rules and cannot be played at all. Here White has used his rook to put Black's king in check. According to the rules, Black's next move must get his king out of check.



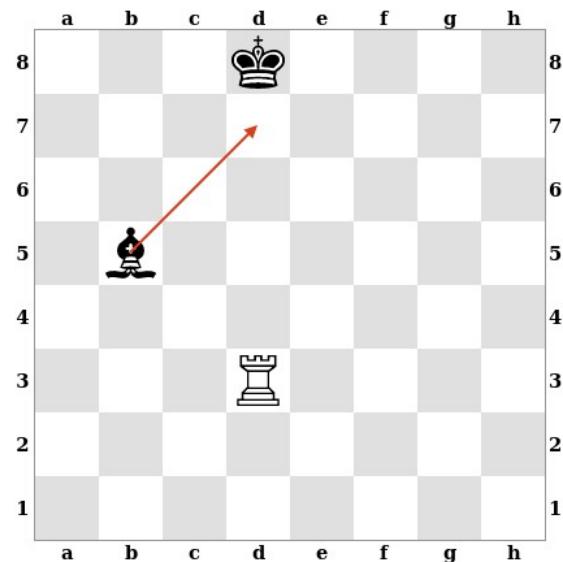
7.02

There are three ways to get a king out of check. The first way is to simply move the king. Black can escape this check by playing 1.Ke8, 1.Ke7, 1.Kc8, or 1.Kc7.



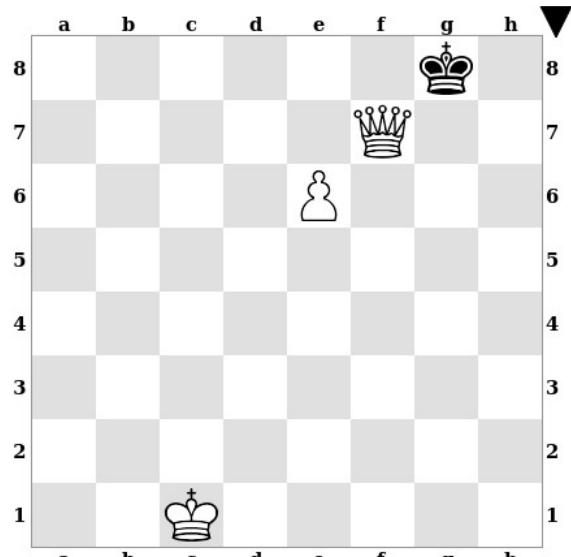
7.03

The second way out of check is to capture the checking piece. Black could also escape from check here by playing 1...Bxd3.



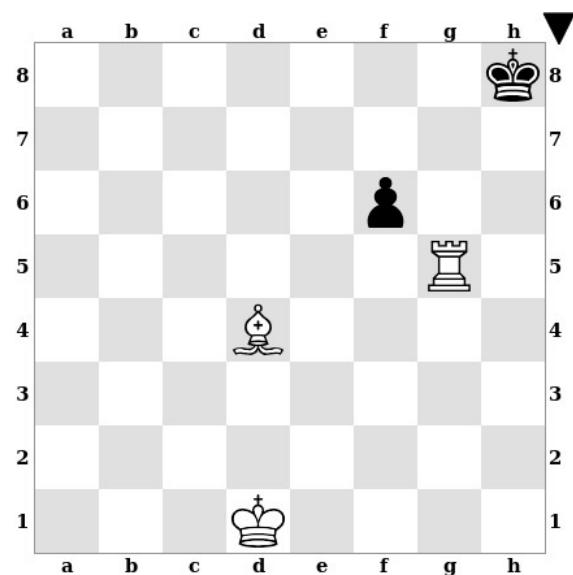
7.04

The final way to get out of check is to block the check. Black can also get out of this check by playing 1...Bd7. Note that you can never block a check from a knight.



7.05

It is also against the rules to make any move that places your king in check. Here Black might like to play 1...Kxf7 to capture White's queen. However, this would put Black's king in check from the white pawn on e6, so Black is not allowed to do this.

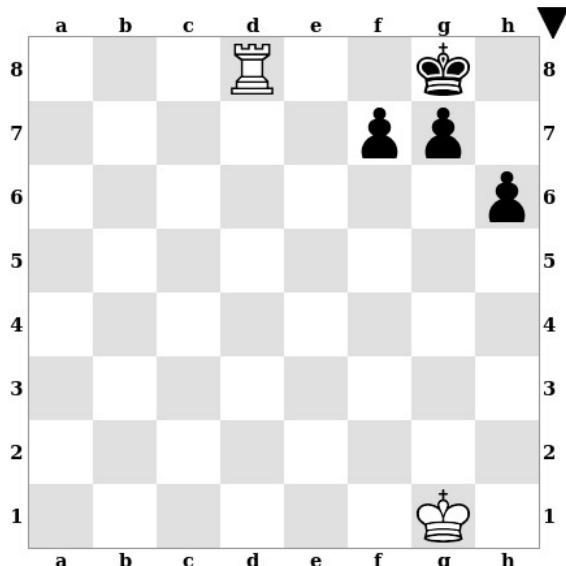


7.06

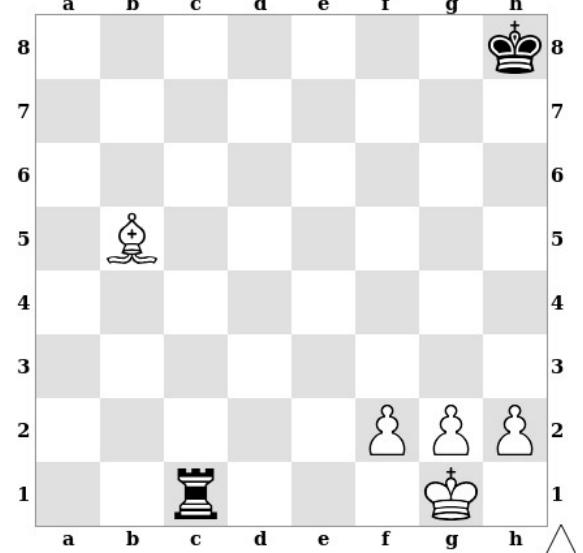
This rule is the basis for the *pin*, an important tactic. Here Black might like to play 1...fxg5 to win White's rook. However, this would open the diagonal leading from White's bishop to Black's king, which would put Black in check. Since putting your king in check is not allowed, Black cannot capture the rook. We say that the pawn on f6 is *pinned* to the king.

Exercises

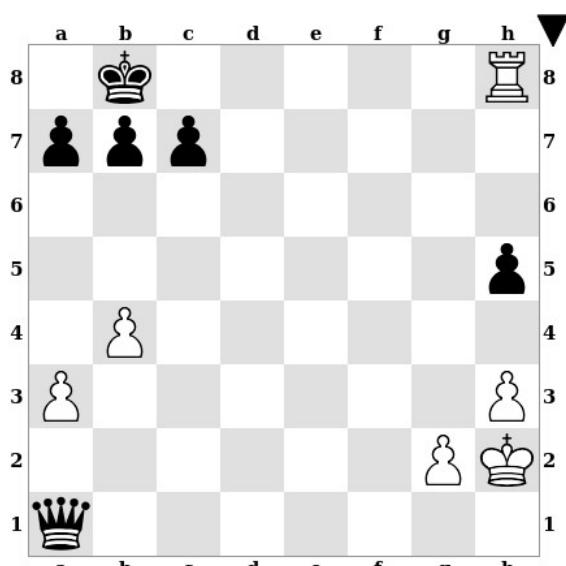
Find a move to get the king out of check.



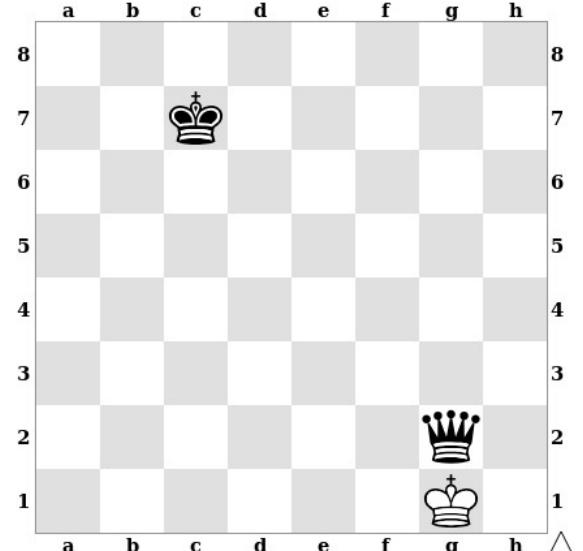
E7.01 (B)



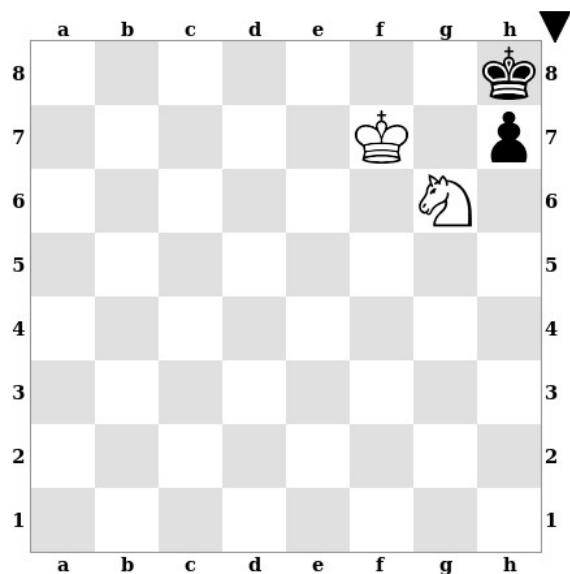
E7.02 (W)



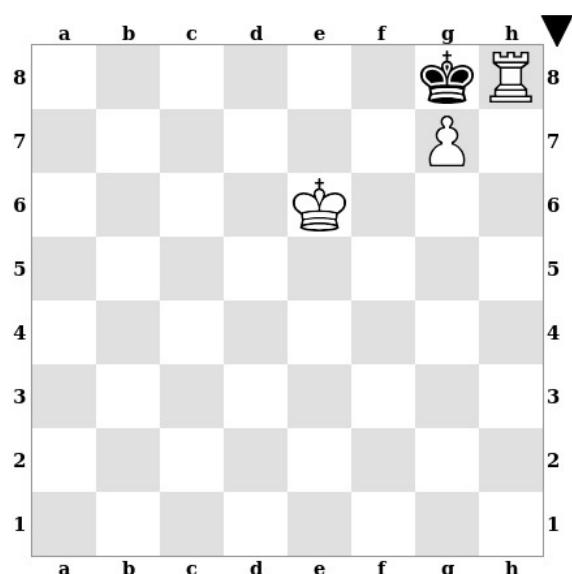
E7.03 (B)



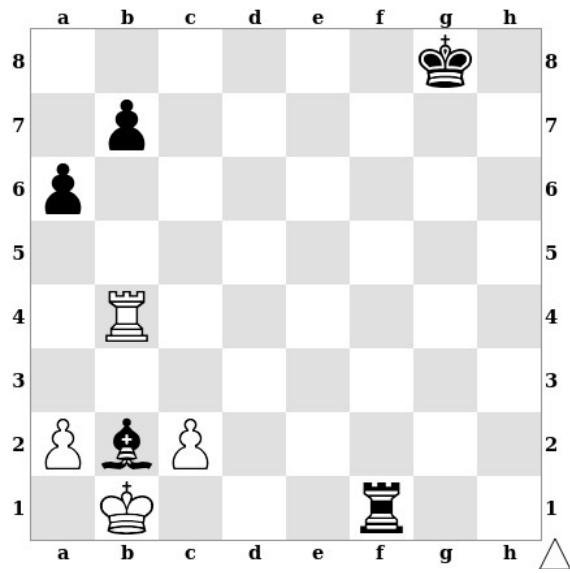
E7.04 (W)



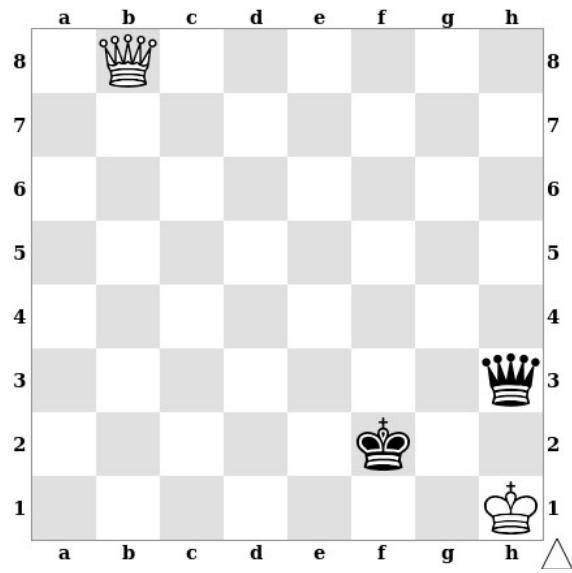
E7.05 (B)



E7.06 (B)



E7.07 (W)



E7.08 (W)

Solutions

E7.01

1...Kh7

E7.02

1.Bf1

E7.03

1...Qxh8

E7.04

1.Kxg2

E7.05

1...hxg6

E7.06

1...Kxg7

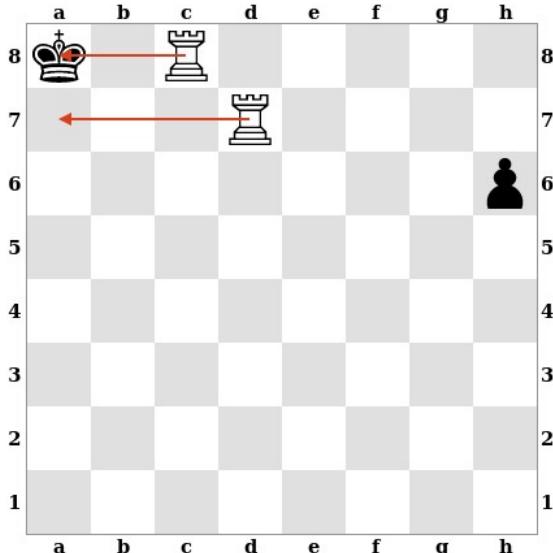
E7.07

1.Kxb2

E7.08

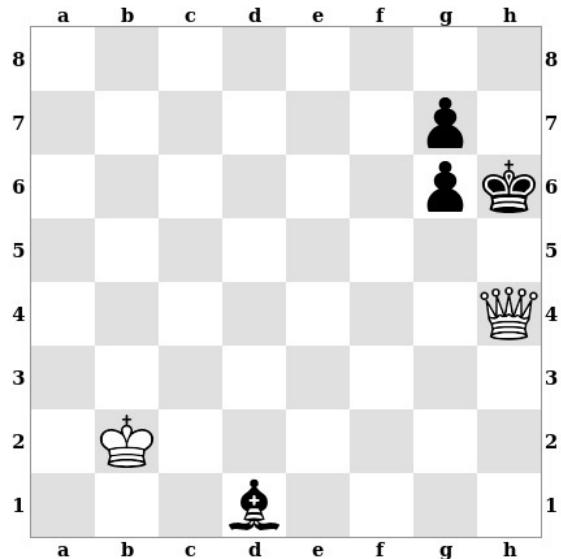
1.Qh2+ This move places Black's king in check while getting White's king out of check.

8 - Checkmate



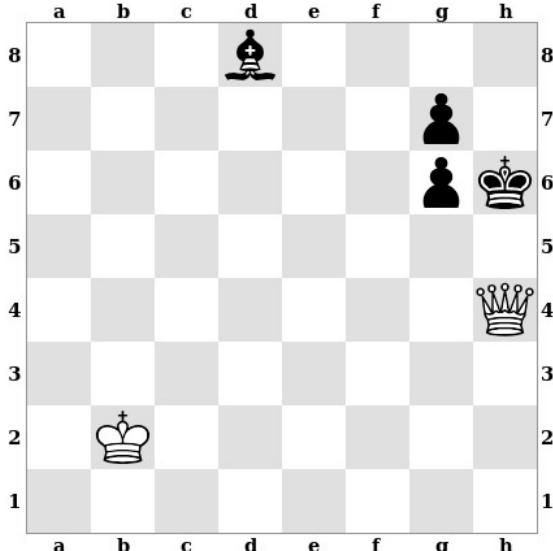
8.01

Checkmate occurs when a king is in check and there is no way to get it out of check. Checkmate ends the game and the player who checkmated his opponent wins the game. Here White has checkmated Black, so White wins.



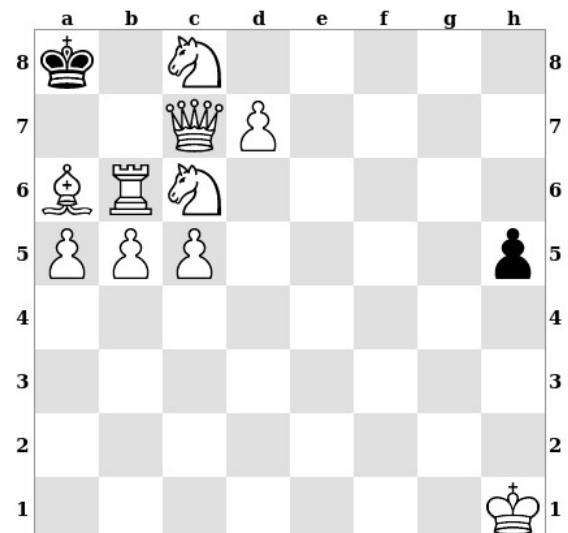
8.02

When thinking about checkmate it is helpful to remember the different ways of saving a king from check. For example, Black is not in checkmate here since he can block White's check with 1...Bh5.



8.03

Black is not in checkmate here either since he can capture White's checking piece with 1...Bxh4.

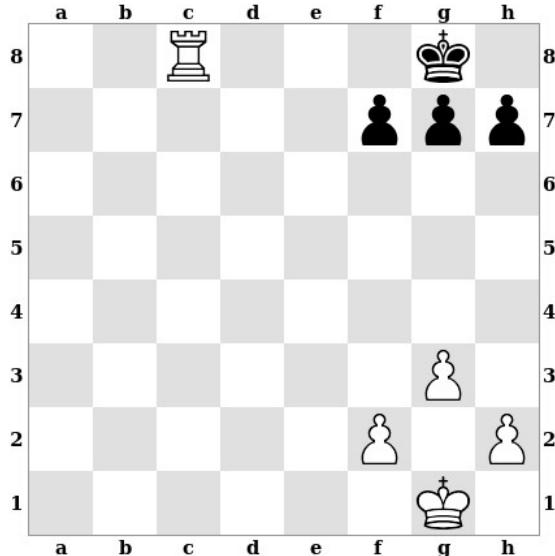


8.04

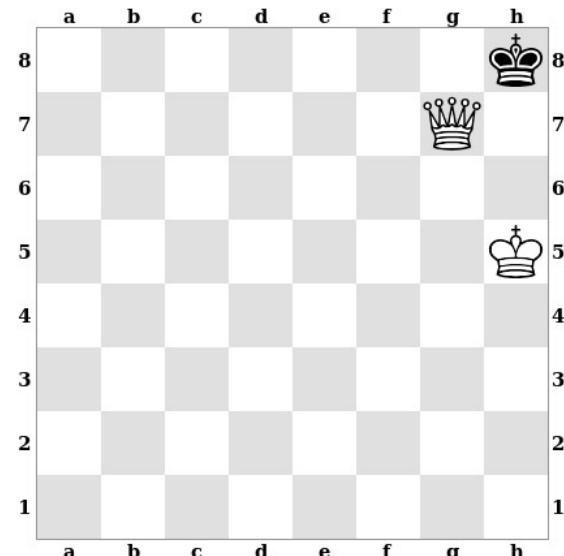
Finally, you should remember that checkmate is only possible when the king is in check. Black's king isn't in check in this position, so he isn't in checkmate either. You can't have checkmate without check.

Exercises

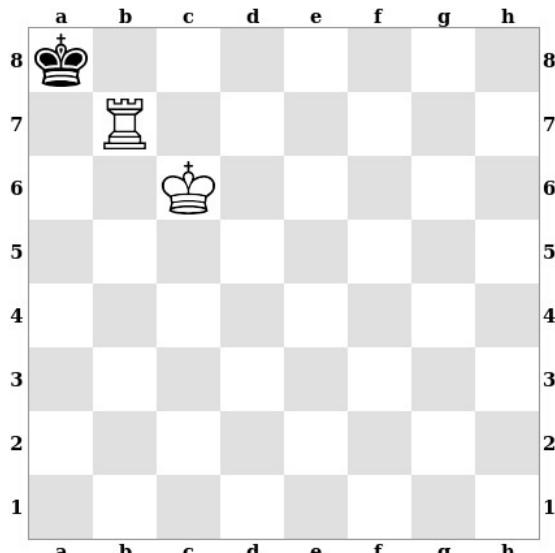
Is Black's king currently in checkmate?



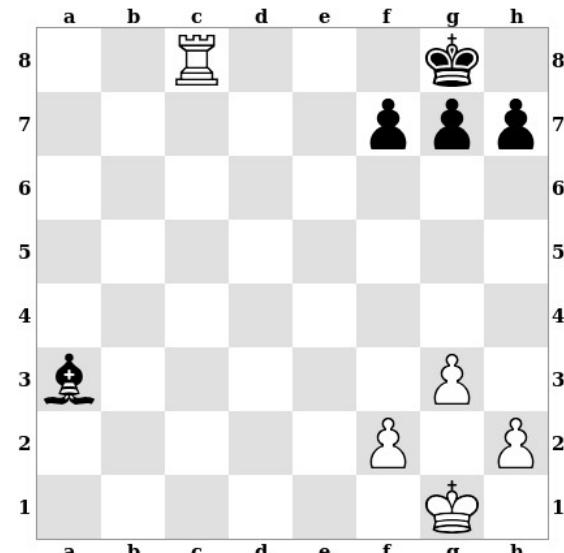
E8.01



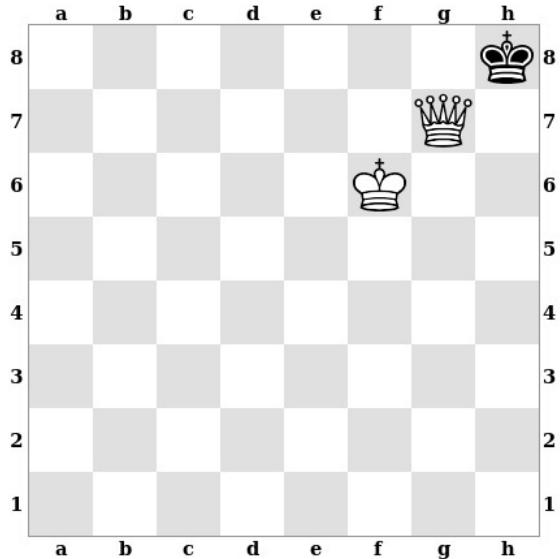
E8.02



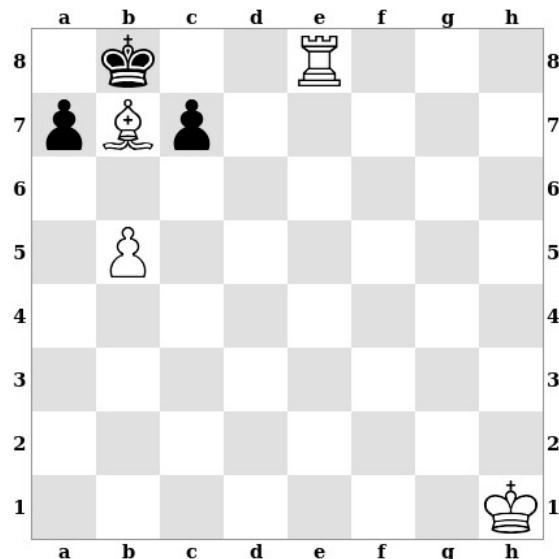
E8.03



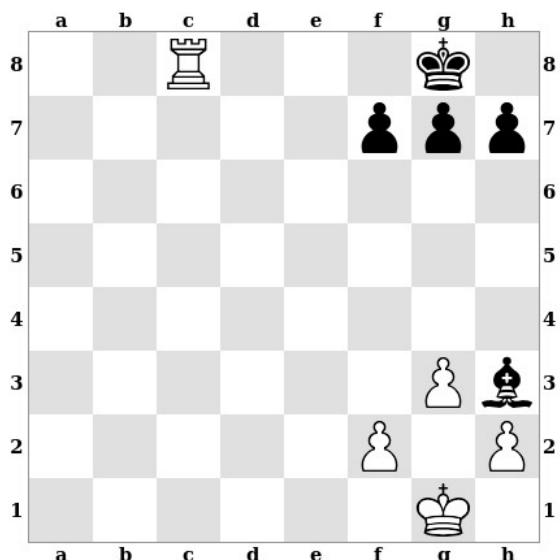
E8.04



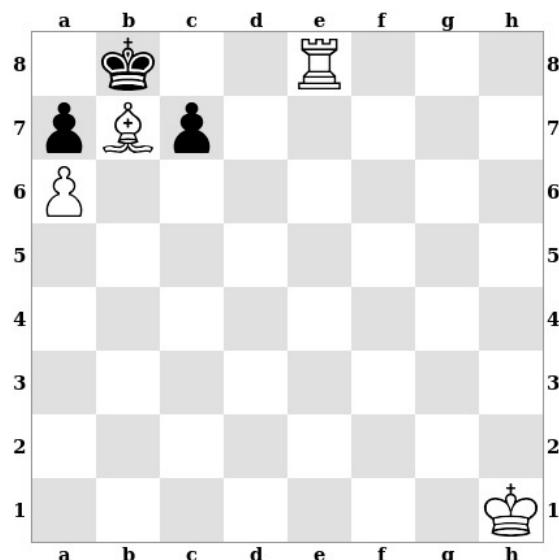
E8.05



E8.06



E8.07



E8.08

Solutions

E8.01

Yes, Black's king is in checkmate from the rook on c8.

E8.02

No. Black's king is in check but can escape with 1...Kxg7.

E8.03

No. Black's king is not even in check, so this cannot be checkmate. In fact, this is a stalemate, as explained in the next chapter.

E8.04

No. Black's king is in check but he can play 1...Bf8.

E8.05

Yes, Black's king is in checkmate from the queen on g7. Black cannot play 1...Kxg7 because he would then be in check from White's king.

E8.06

No. Black is in check but he can play 1...Kxb7.

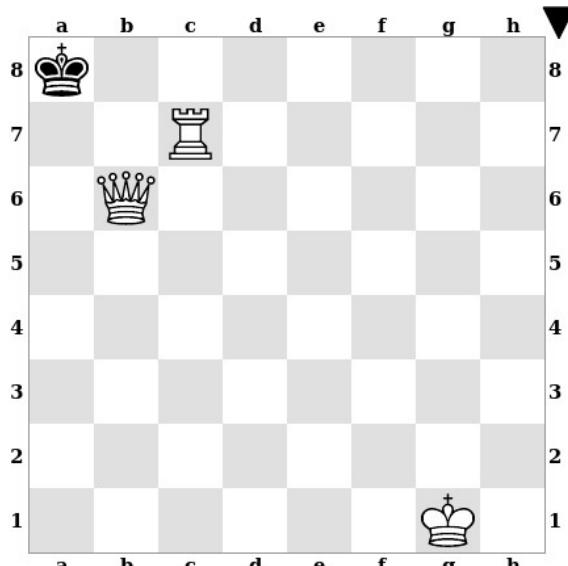
E8.07

No. Black is in check but he can play 1...Bxc8.

E8.08

Yes. Black is in check and he has no way out. He cannot play 1...Kxb7 because he would then be in check from White's pawn on a6.

9 - Stalemate

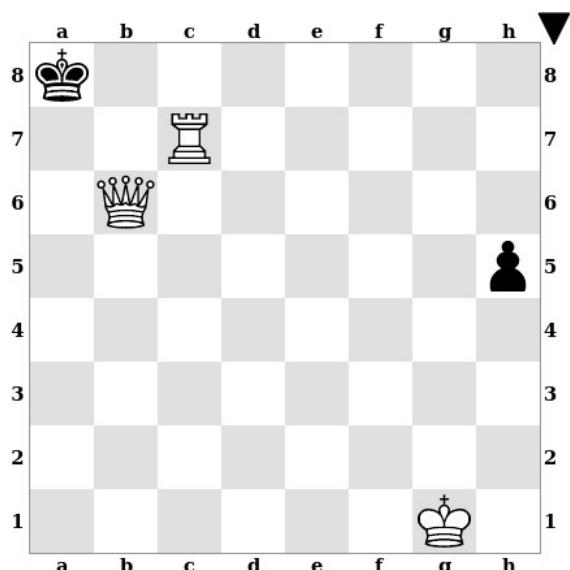


9.01

In this position it is Black's turn; what move should he make? He cannot move his king anywhere since this would put it in check. He also can't move any piece other than the king since he doesn't have any other pieces. It turns out that Black can't make a move here.

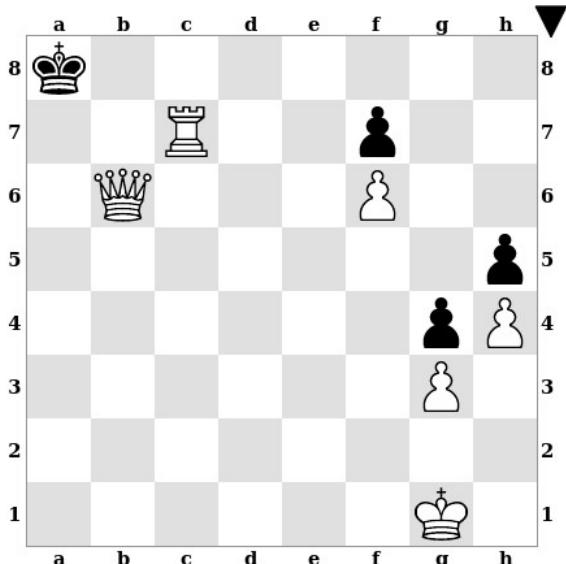
It is tempting to say that Black is in checkmate, but his king is not currently in check, so this can't be checkmate. However, the game can't continue since Black can't move. What happens?

This is a *stalemate*, a type of *draw* (meaning that the game ends but no one wins or loses). Stalemate occurs when the player whose turn it is can't make any legal move but isn't in check.



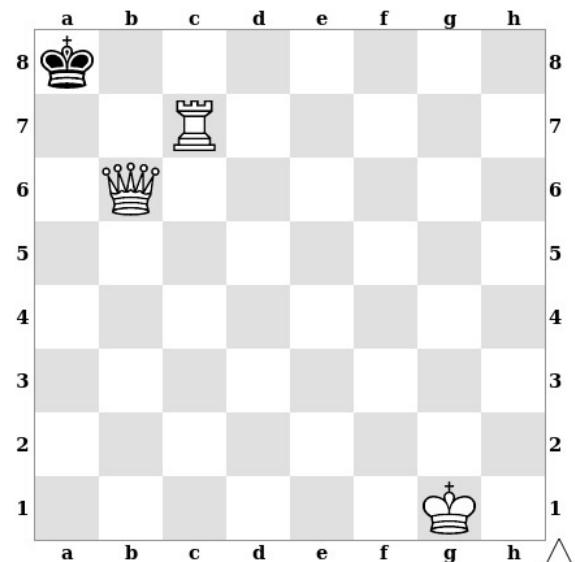
9.02

This isn't stalemate since Black can move his pawn. Stalemate doesn't just mean that the king can't move; it means that the player whose turn it is has no move **with any piece** (and is not in check). Black must play 1...h4 and the game continues.



9.03

Here Black has a number of pawns in addition to his king, but neither the king nor the pawns have any legal moves. Since it is Black's turn and he isn't in check, this is another stalemate.

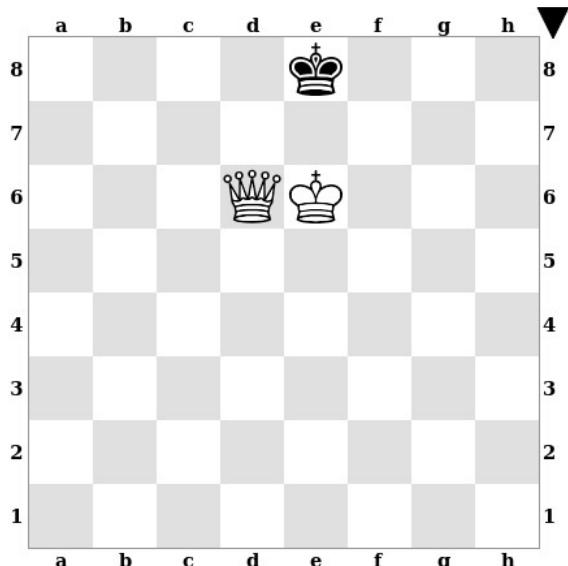


9.04

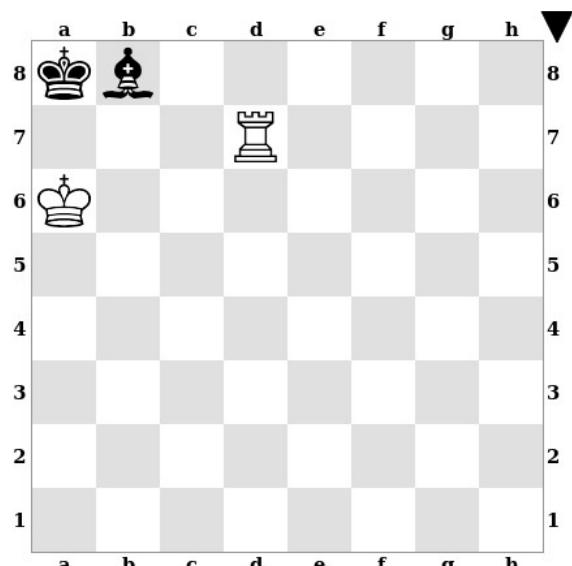
This position is the same as the first stalemate we looked at, but it is White's turn here. This isn't stalemate (yet) because even though Black has no moves, it isn't his turn. In fact, White can now checkmate with a number of moves, such as **1.Qb7#**.

Exercises

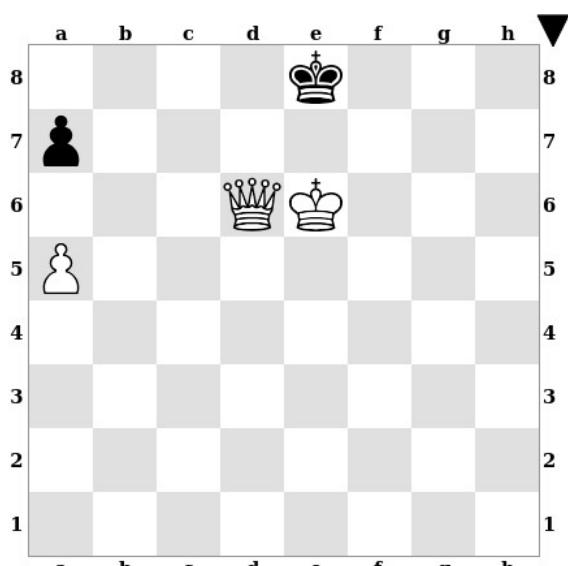
Is the current position stalemate?



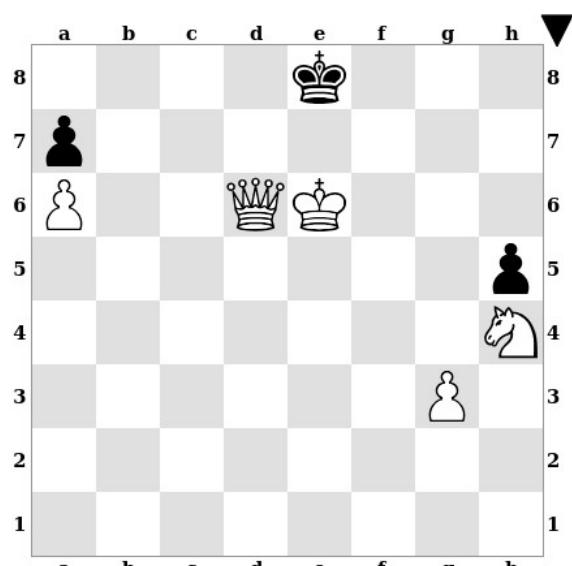
E9.01 (B)



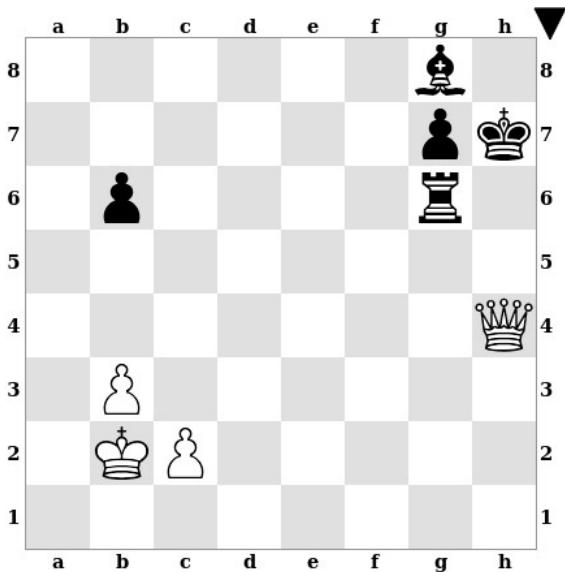
E9.02 (B)



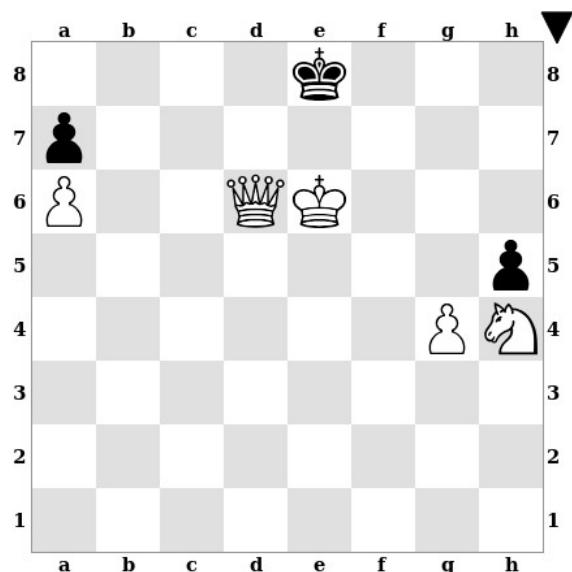
E9.03 (B)



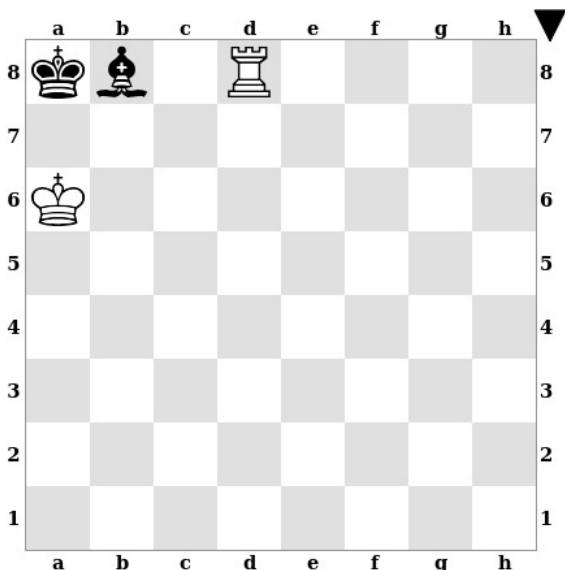
E9.04 (B)



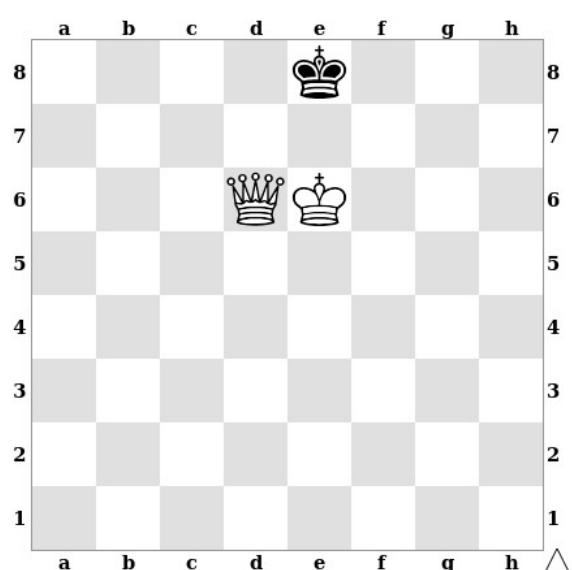
E9.05 (B)



E9.06 (B)



E9.07 (B)



E9.08 (W)

Solutions

E9.01

Yes, this is stalemate since it is Black's turn, he cannot make any move with any piece, and his king is not in check. Notice that Black's king can't move to f7 since that square is attacked by White's king.

E9.02

No, this is not stalemate since Black can move his bishop, for example 1...Bg3.

E9.03

No, this is not stalemate since Black can play 1...a6.

E9.04

Yes, this is stalemate since it is Black's turn, he cannot move, and his king is not in check.

E9.05

No, this is definitely not stalemate since Black is in check. This is also not checkmate, since Black can play 1...Rh6.

E9.06

No, this is not stalemate since Black can play 1...hxg4.

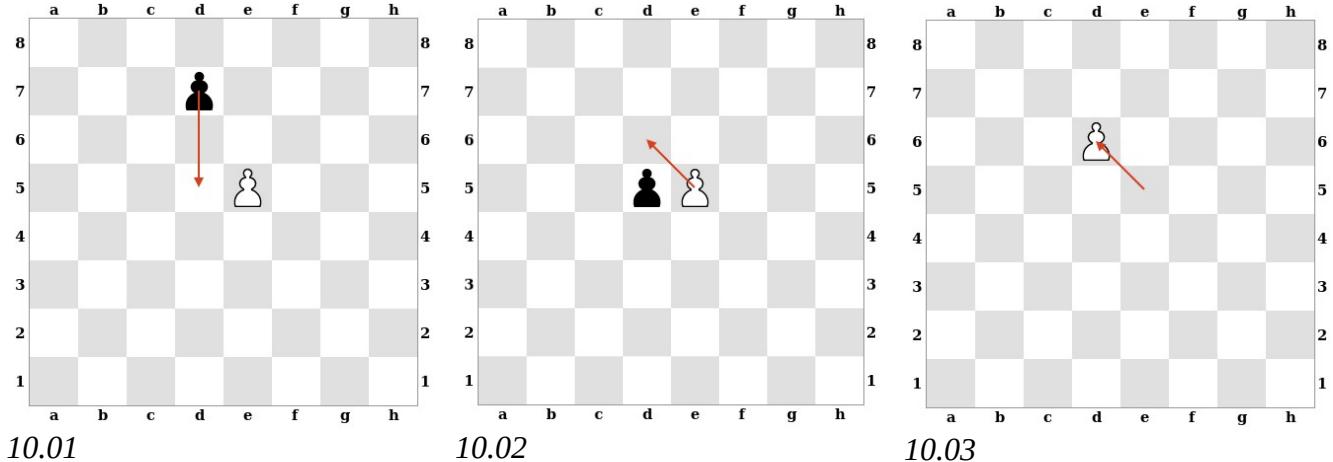
E9.07

Yes, this is stalemate. It is Black's turn but he cannot move his king or bishop anywhere. Moving the bishop is impossible because it would leave Black in check (in other words, the bishop is pinned).

E9.08

No, this is not stalemate simply because it is White's turn to move. If it were Black's turn then this would be a stalemate. White to move can actually checkmate in one move with 1.Qe7#.

10 - En Passant

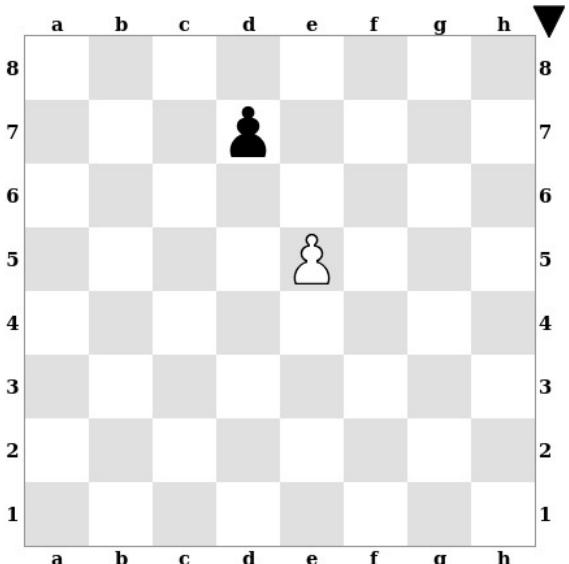


The *en passant* capture is a special type of pawn capture that is possible only in very specific circumstances. It is a strange move and takes some effort to understand. In the first position above, Black plays 1...d5, moving his pawn forward two squares (possible because Black's pawn was on its initial square). The en passant rule now allows White to play 2.exd6, moving his own pawn to d6 (not d5) and capturing Black's pawn in the process. Black's pawn is captured as though Black had played 1...d6.

The en passant capture is only allowed between two pawns and only when both of two things are true:

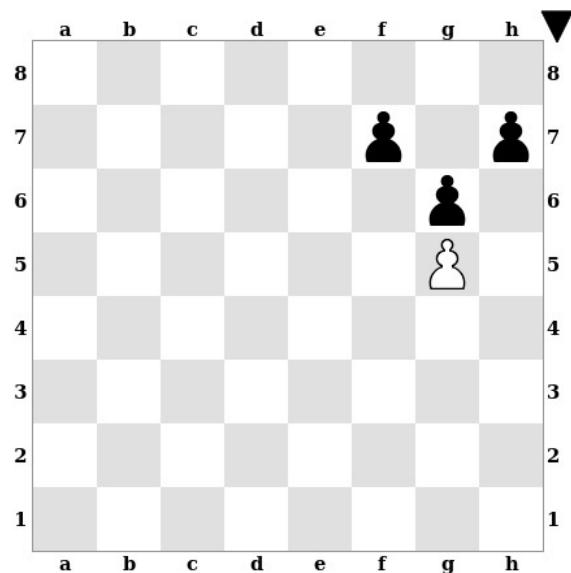
1. the two pawns stand side-by-side
2. the pawn that will be captured en passant moved two squares on the last move of the game

In the second diagram above both of these things are true: the two pawns are side-by-side and Black's pawn moved two squares on the previous move of the game. Therefore White can make an en passant capture.



10.04

The en passant rule is designed to correct a problem that arises from allowing pawns to move two squares on their first moves. In this position, White's and Black's pawns have never had a chance to capture one another. If Black now plays 1...d6, then White can capture with 2.exd6. If instead Black plays 1...d5, he manages to sneak his pawn past White's. The en passant rule gives White one chance to capture as though Black had only moved his pawn one square.

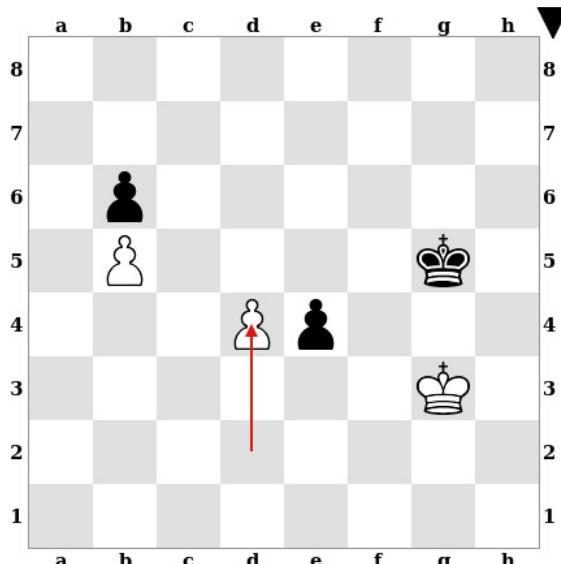


10.05

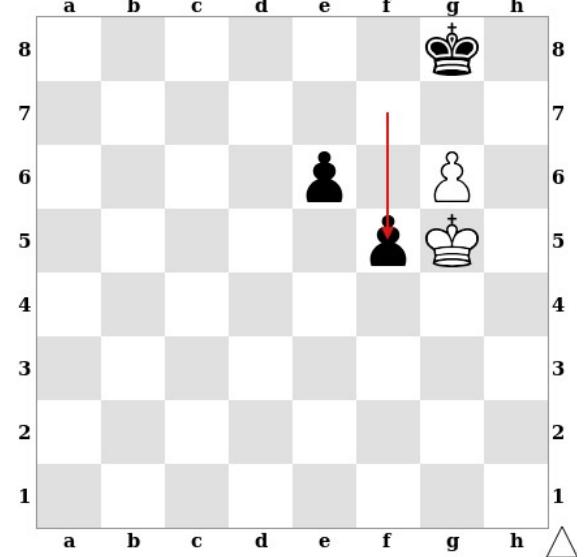
This rule has important consequences. In this position, a single White pawn effectively holds back three Black pawns. If Black plays 1...f6 or 1...h6 then White responds 2.gxf6 or 2.gxh6, winning a pawn in either case. But what if Black plays 1...f5 or 1...h5 ? The en passant rule ensures that White can still play 2.gxf6 or 2.gxh6.

Exercises

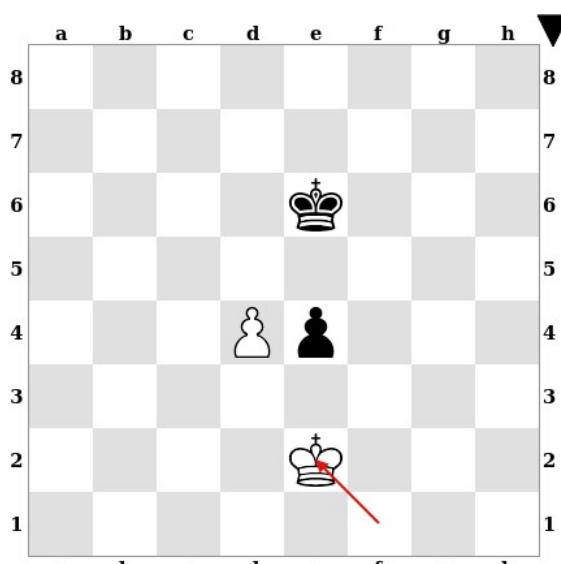
Is an en passant capture possible? (The game's previous move is highlighted.)



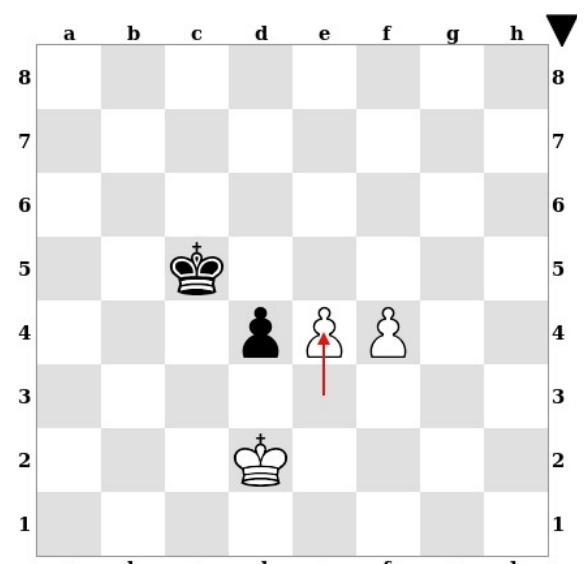
E10.01 (W)



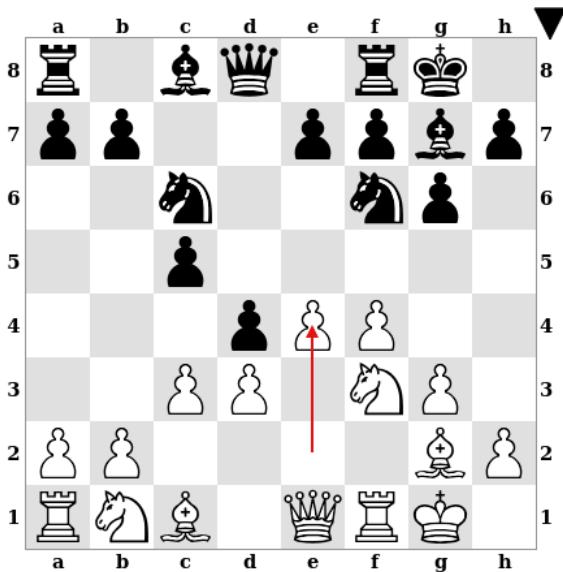
E10.02 (B)



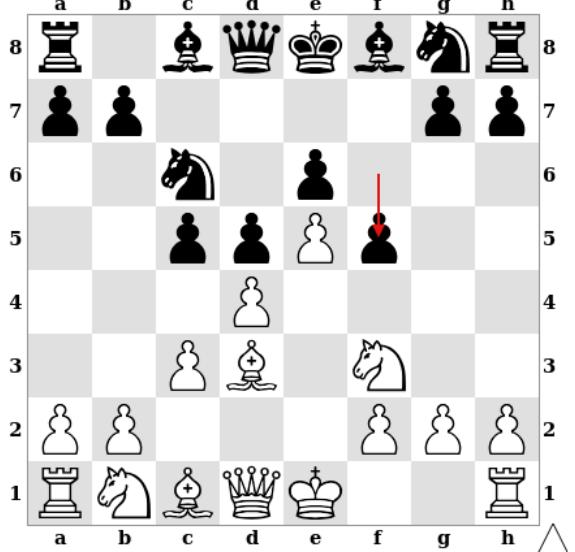
E10.03 (W)



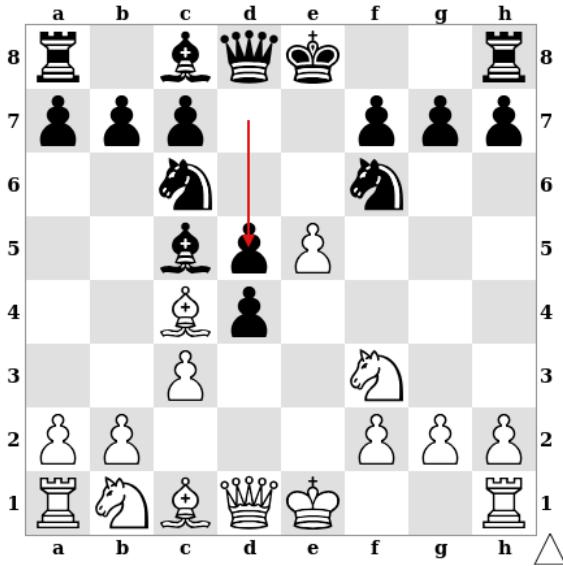
E10.04 (B)



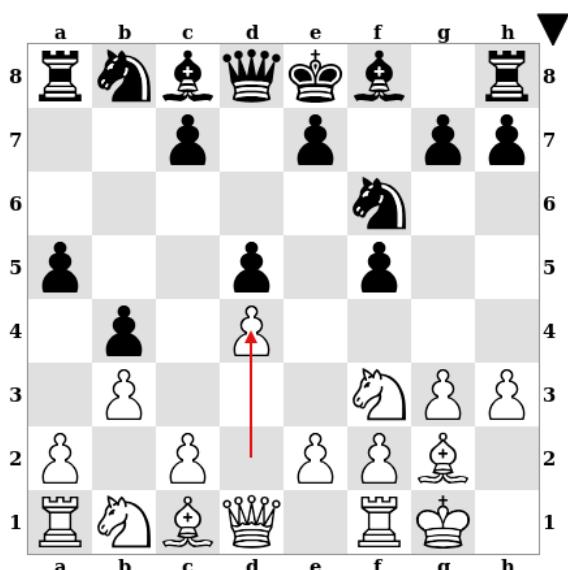
E10.05 (B)



E10.06 (W)



E10.07 (W)



E10.08 (B)

Solutions

E10.01

Yes, en passant is possible since the d4 and e4 pawns are side-by-side and the d4-pawn just moved two squares. Black can play 1...exd3, capturing White's d4-pawn.

E10.02

No, en passant is not possible since the last move didn't put Black's pawn side-by-side with a white pawn.

E10.03

No, en passant is not possible because the last move was not a pawn move.

E10.04

No, en passant is not possible since the last move was a pawn moving a single square.

E10.05

Yes, en passant is possible since the d4 and e4 pawns are side-by-side and the e4-pawn just moved two squares. Black can play 1...dxe3, capturing White's e4-pawn.

E10.06

No, since the last move was a pawn moving a single square.

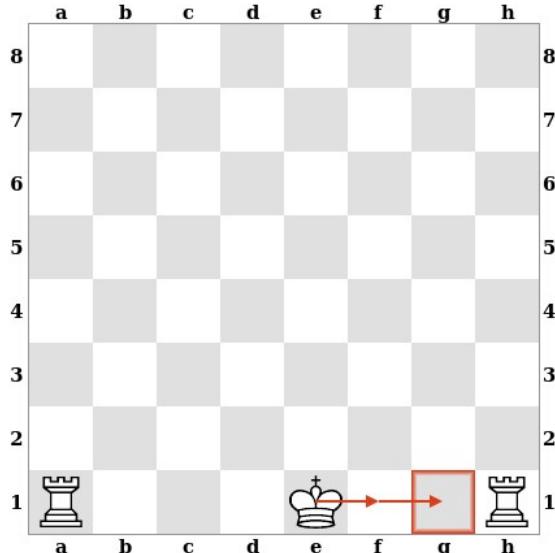
E10.07

Yes, White can play 1.exd6, capturing Black's d5-pawn.

E10.08

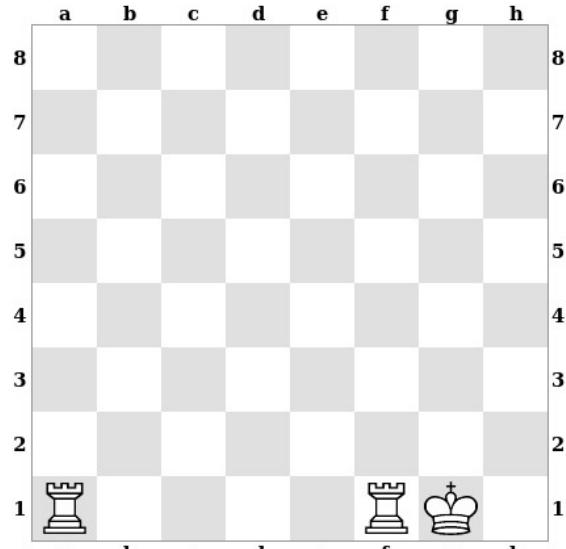
No, since the last move didn't put White's pawn side-by-side with a black pawn.

11 - Castling



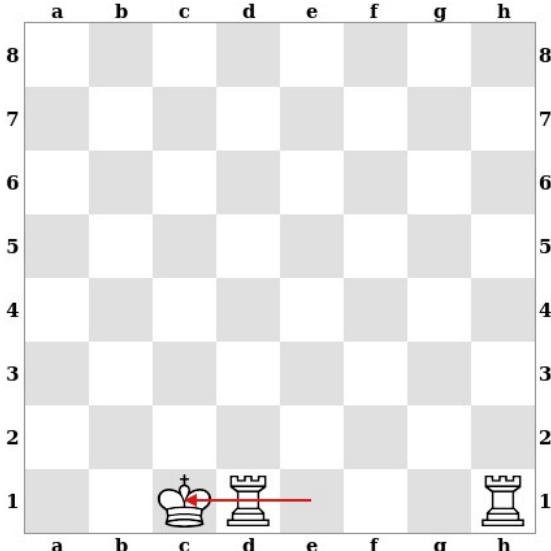
11.01

Castling is a special move in which the king and rook both move. The king moves two squares toward the rook and the rook jumps over to the other side of the king.



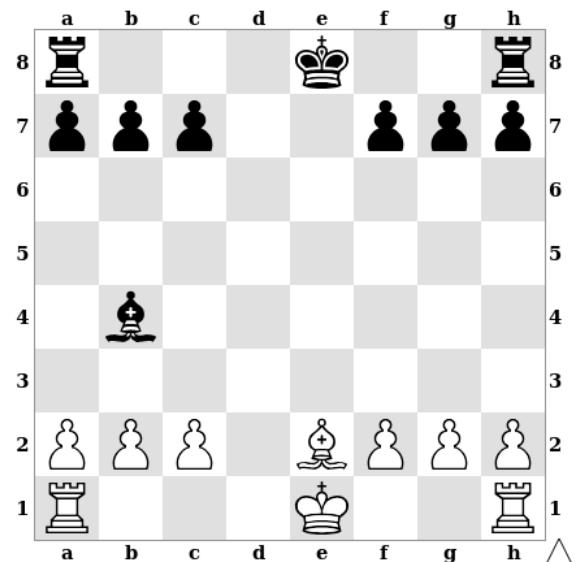
11.02

All of this is done as a single move. Here White has “castled short” or “castled kingside.”



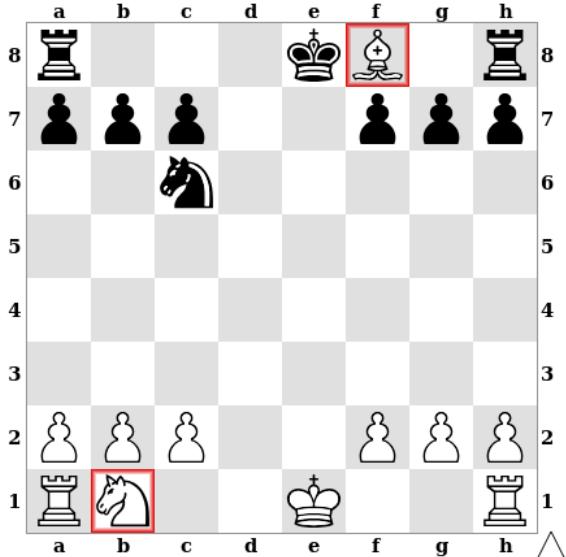
11.03

You can also castle with the other rook, which is called “castling long” or “castling queenside.” No matter which way you castle, the king always moves two squares toward the rook and the rook jumps directly to the other side of the king.



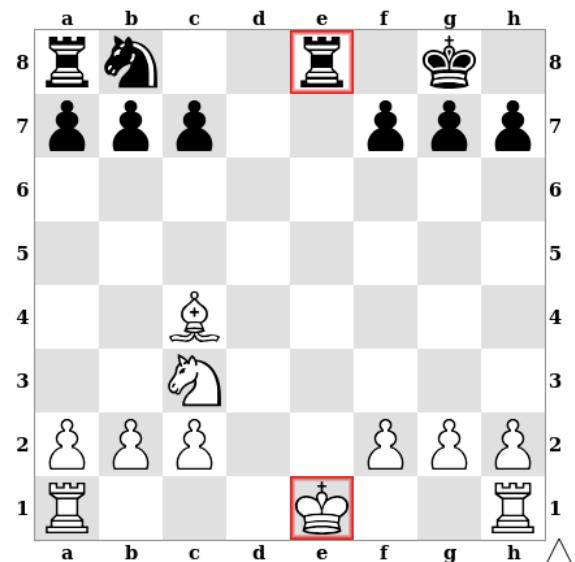
11.04

There are a number of rules about when you are allowed to castle. First, castling must be the first move of the game for the king and for the rook that it castles with. In this position Black has just put White in check by playing ...Bb4+. If White responds by moving his king then he will lose the right to castle this game. Instead, White might prefer to block the check by playing **1.c3** so that he retains the right to castle later.



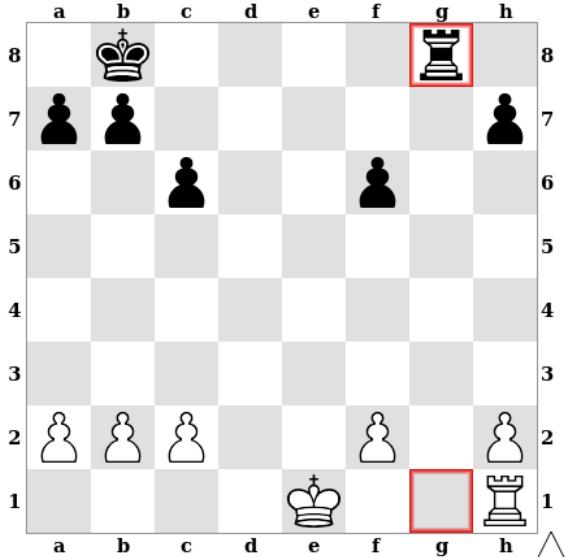
11.05

Castling is also not allowed when any of the squares between the king and rook are occupied by pieces of either color. In this position, White can currently only castle kingside but not queenside due to the knight on b1. Similarly, Black can castle queenside but not kingside due to the white bishop on f8. Castling cannot be used to capture a piece.



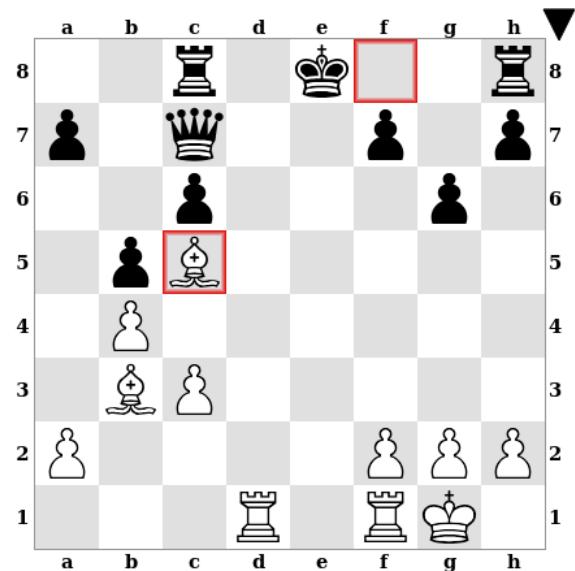
11.06

Castling also cannot be used to escape from check. In this position White's king is in check from the black rook on e8, so White cannot currently castle. However, White could play 1.Ne2 or 1.Bc2, blocking the check and preparing to castle next turn.



11.07

Castling is also not allowed when it would move the king into check. Here White cannot castle since his king would be in check on g1 from the black rook on g8.

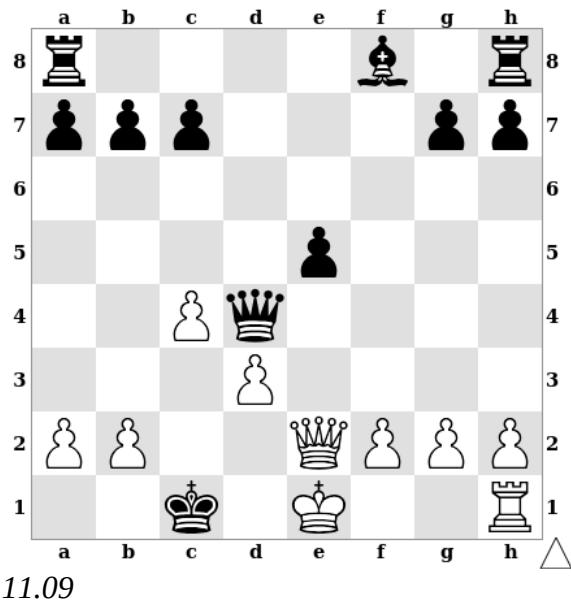


11.08

Finally, castling is not allowed if the opponent is attacking the square that the king would need to cross over in the castling process. In other words, the king cannot castle “through” check. Here Black cannot castle because the white bishop on c5 covers the f8-square.

In summary, castling is not allowed if any of the following are true:

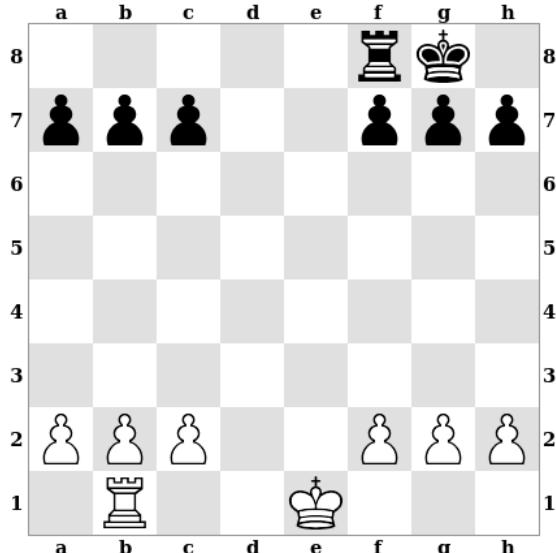
1. There are any pieces between the king and rook
 2. The king or rook have previously moved
 3. The king is currently in check (“castling out of check”)
 4. The square the king passes over is attacked (“castling through check”)
 5. Castling would leave the king in check (“castling into check”)



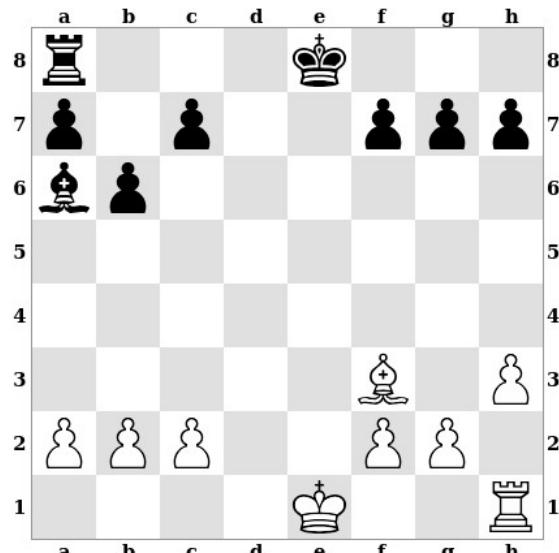
On the other hand, it is possible to put the opponent's king in check by castling. In this position, from a famous Paul Morphy game, White managed the unusual feat of checkmating by castling. Having driven Black's king all the way to c1, White now mated with **18.0-0#**.

Exercises

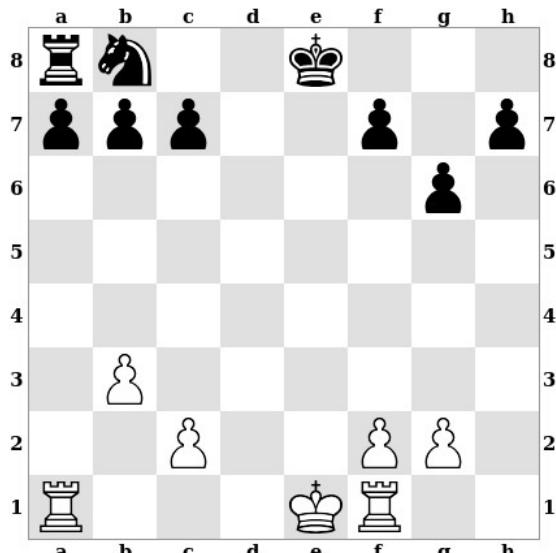
Is castling possible? (When uncertain, assume that pieces have not yet moved.)



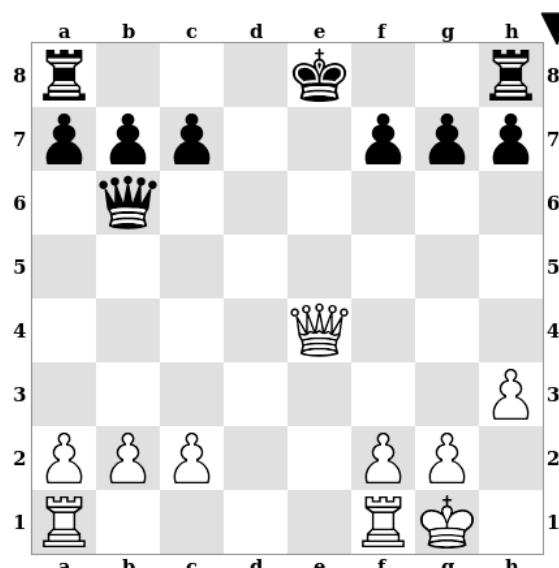
E11.01 (W/B)



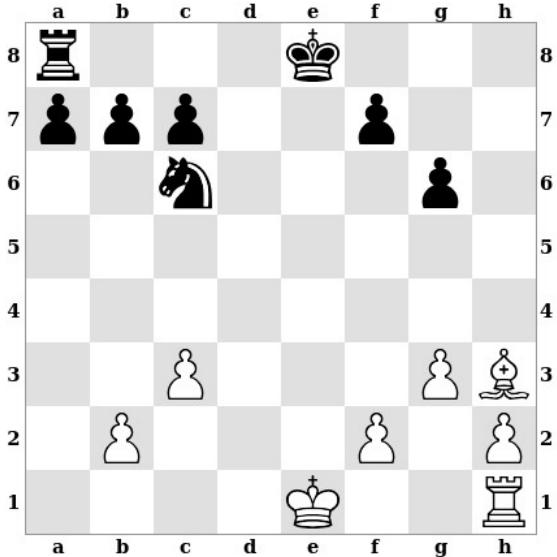
E11.02 (W/B)



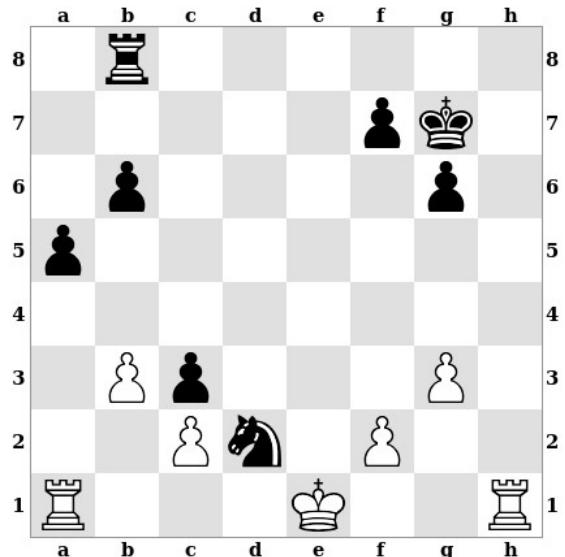
E11.03 (W/B)



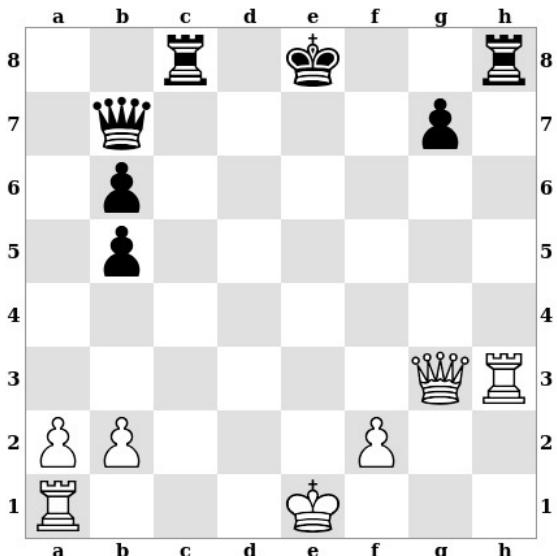
E11.04 (B)



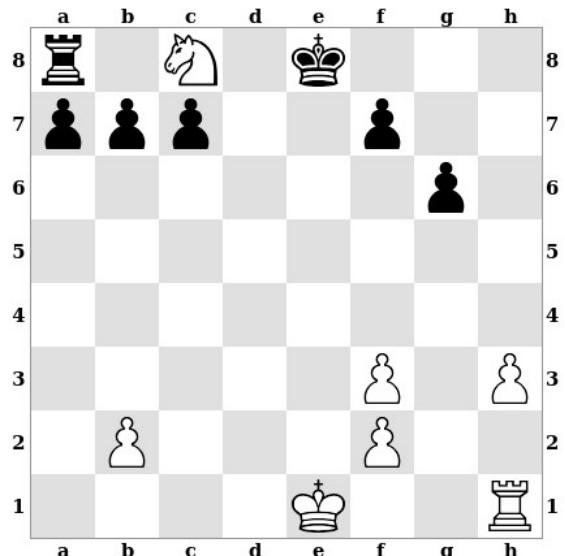
E11.05 (W/B)



E11.06 (W/B)



E11.07 (W)



E11.08 (B)

Solutions

E11.01

White cannot castle since his rook has already moved. Even if the rook returns to its original square, the fact that it has moved means that White can never castle. Black's king and rook have both moved, so he also cannot castle.

E11.02

White cannot castle because Black's a6-bishop covers the f1-square. Black can castle here. The fact that White's bishop is currently attacking Black's rook doesn't prevent Black from castling.

E11.03

White can castle queenside. Black cannot currently castle because his knight is in the way.

E11.04

Black cannot castle because he is check.

E11.05

White can castle, but Black cannot because it would put his king in check from White's h3-bishop.

E11.06

White cannot castle kingside because Black's knight attacks the f1-square. Surprisingly, White can castle queenside because Black's knight does not attack any of the squares e1, d1, or c1. Black obviously cannot castle.

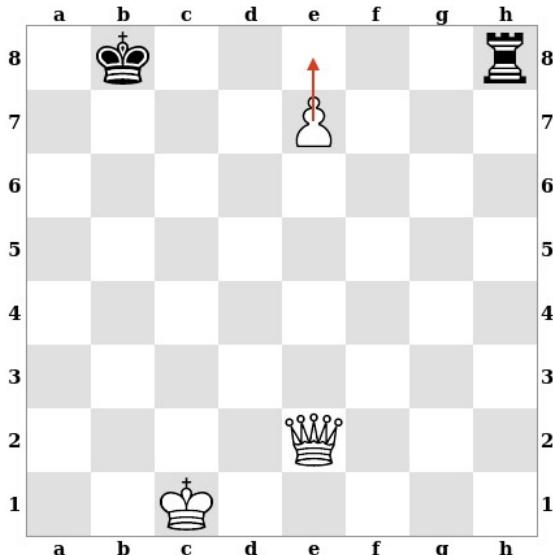
E11.07

White cannot castle because his king would be in check on c1. Black can castle kingside.

E11.08

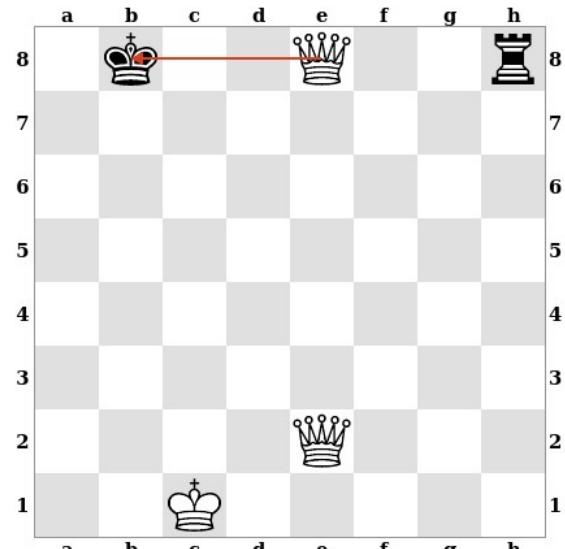
White can castle but Black cannot because of White's knight on c8.

12 - Pawn Promotion



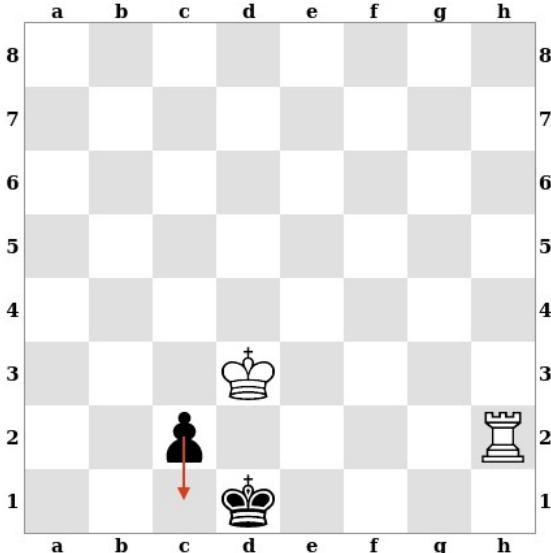
12.01

When a pawn gets all the way across the board it is replaced with a different kind of piece of the player's choice. It cannot stay as a pawn and it cannot become a king. However, it may become anything else, including some kind of piece that the player already has. Here White plays 1.e8=Q and gets a second queen.



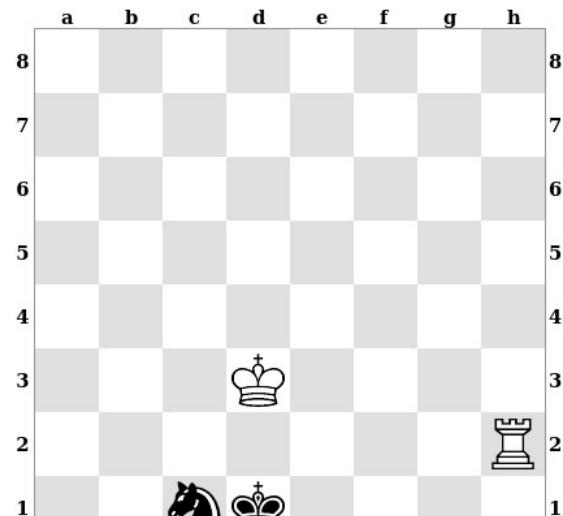
12.02

The new piece goes where the pawn was and immediately affects the position. Here White's new queen puts Black in check. The new piece is also immediately vulnerable. Black can capture White's new queen before it has a chance to move with 1...Rxe8.



12.03

A pawn may be promoted to something other than a queen; occasionally this serves a purpose. Here White would meet 1...c1=Q with 2.Rh1# (checkmate). Instead, Black plays 1...c1=N+.



12.04

The new knight immediately puts White's king in check. He must move his king and doesn't have time to checkmate Black right away. Luckily for Black, the endgame rook vs. knight is normally drawn with best play.

13 - Draws

Some chess games end in a *draw*, which means that neither player wins or loses. Stalemate is one way for a game to end in a draw, but there are a number of others. Every stalemate is a draw, but not every draw is a stalemate.

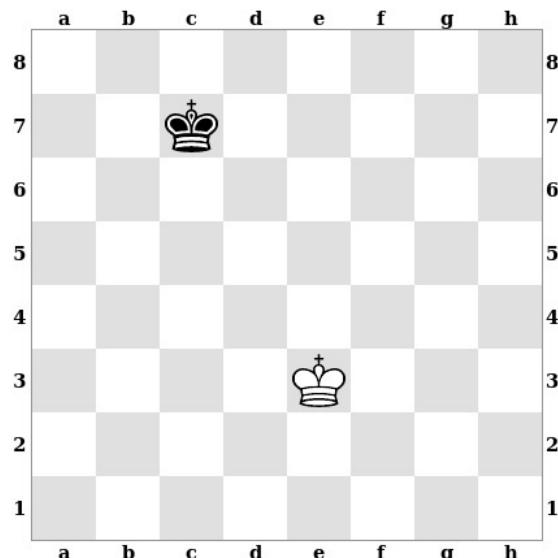
Some draws occur because the two players agree to a draw. Other kinds of draws require one of the two players to *claim* a draw based on certain conditions. Finally, some kinds of draws occur automatically upon reaching certain kinds of positions. Stalemate is an example of this last kind of draw.

Draw by Agreement

The simplest kind of draw is a draw by *agreement*. One player offers a draw and the other player accepts. If you are going to offer a draw it is best to do so during your own turn.

As an inexperienced player you will learn more if you don't agree to draws very often. Playing out the remainder of a game is often instructive, regardless of the outcome.

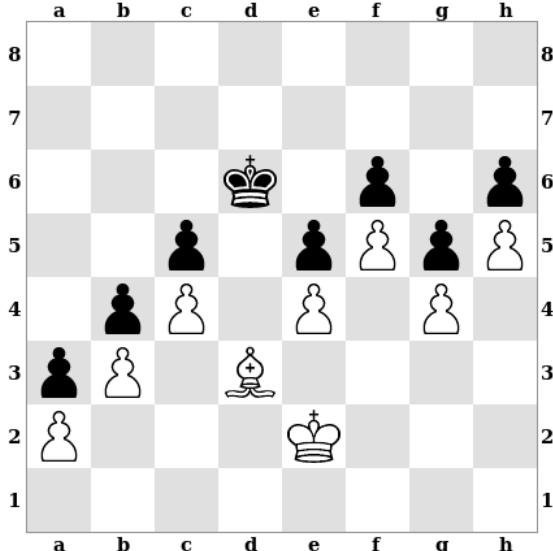
Insufficient Material / Dead Position



13.01

This position is automatically drawn the moment it is reached because no legal sequence of moves can produce checkmate. This might be called a draw by "insufficient material," a "dead position," or by some other name.

More surprisingly, some other endgames such as K+B vs. K and K+N vs. K (both without pawns) are also drawn for the same reason.



Various related rules state that when playing with a clock, a player who runs out of time does not lose if his opponent could never checkmate him. The exact details of such rules depend on the organization or website handling the game.

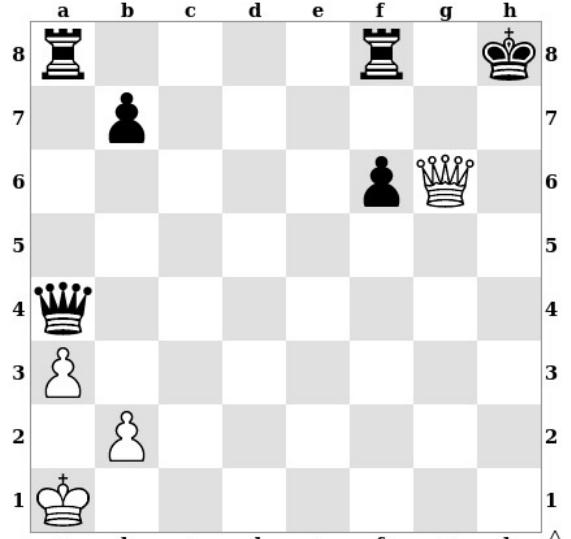
This is another position in which no sequence of legal moves can lead to a checkmate. This position shows that such a situation can occur even with many pieces still on the board.

13.02

Draw By Repetition

A player may claim a draw if the exact same position occurs three different times in a game. The “same position” means that the same side moves first and that the same moves are available to both sides (castling, en passant, etc.) as well as that the pieces are on the same squares.

By far the most common way for this to happen is that one player can repeat moves over and over. For example, here White is losing and decides to repeat moves for a draw: 1.Qh6+ Kg8 2.Qg6+ Kh8 3.Qh6+ etc. This specific kind of repetition is known informally as *perpetual check*.



13.03

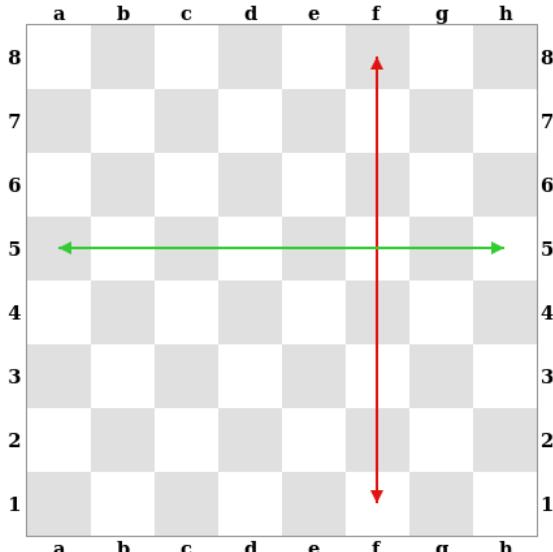
The Fifty-Move Rule

The *fifty move rule* says that if both sides make fifty moves without any capture or pawn move taking place, either player may claim a draw. This rule is designed to make sure that players do not play on forever without making progress in certain kinds of endgames.

Appendix A – Algebraic Notation

Algebraic notation is currently the most common form of chess notation and is used throughout this book. Let's look at how algebraic notation works.

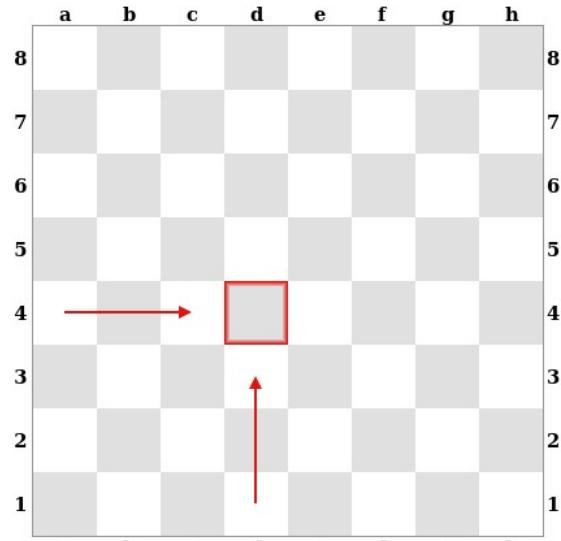
Basics



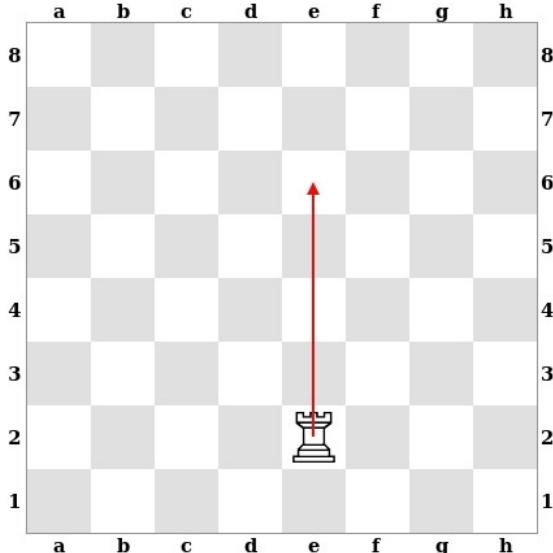
A.01

The chess board consists of eight *files* and eight *ranks*. The f-file is highlighted here with a red arrow, while the 5th rank is highlighted with a green arrow. We always use lower-case letters to indicate files.

Each square on the board has a name consisting of the file and rank it is on. Here the d4 square is highlighted. Notice that the letter comes before the number in a square's name.

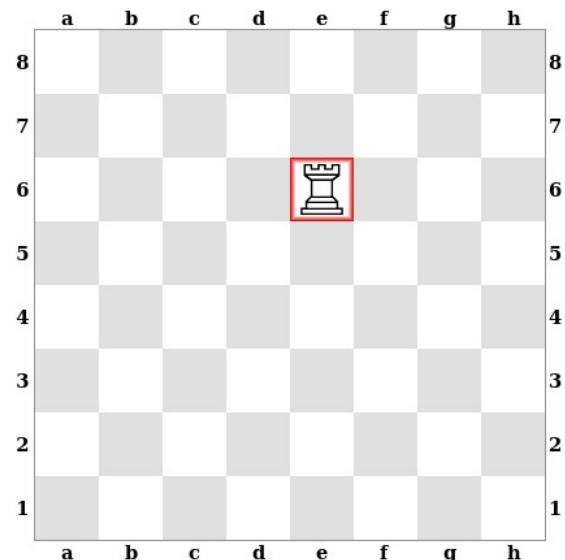


A.02

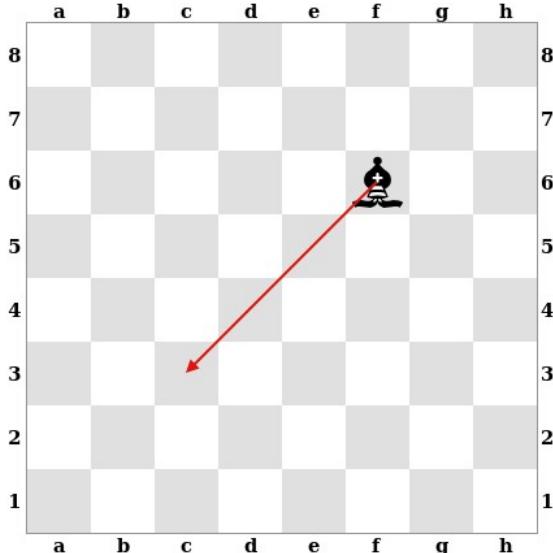


A.03

Each of the pieces is represented by the capital letter that begins its name. For example, rooks are represented by an “R”. A written move consists of the piece that moves and the square that it moves to. If White moves his rook from e2 to e6 here, we write this as “1.Re6”.

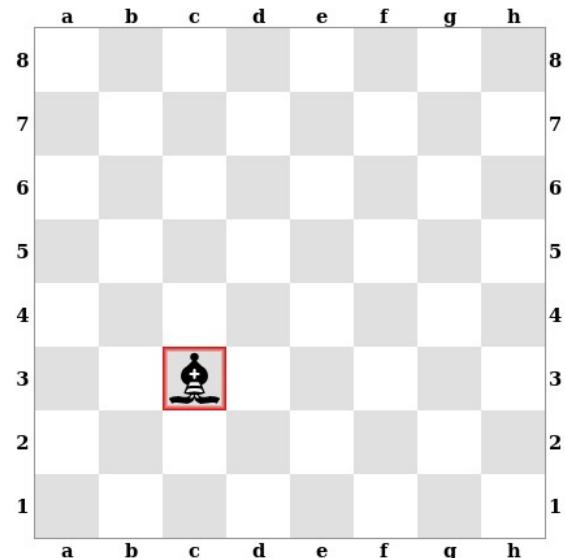


A.04



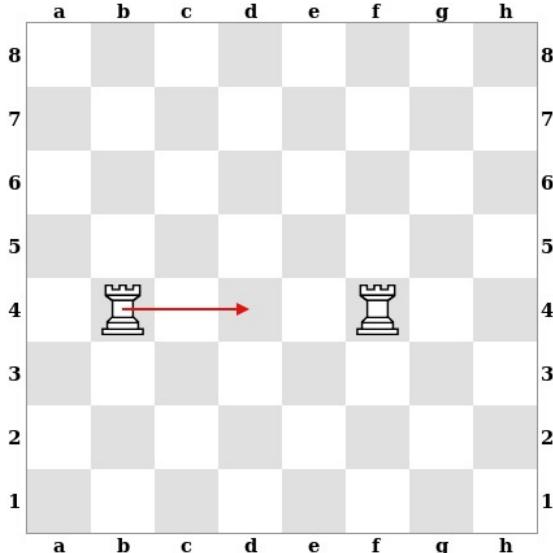
A.05

Here Black might move his bishop from f6 to c3.



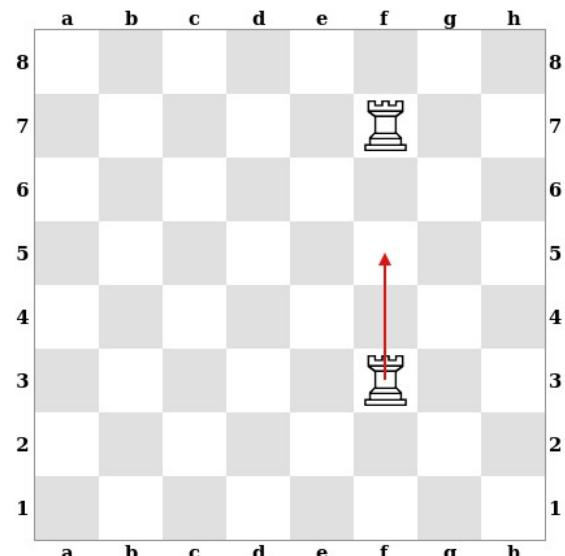
A.06

We write this as “1...Bc3”. We use three periods after the move number to show that Black moved first in this example.



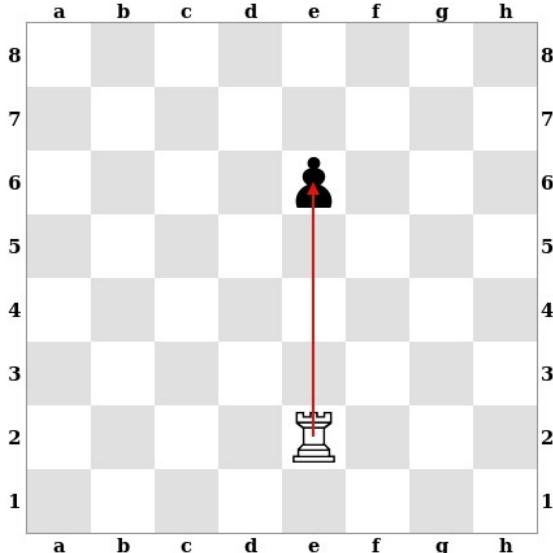
A.07

When two pieces of the same kind can move to the same square we need to make it clear which piece moves. If White moves his rook from b4 to d4 here then we write “1.Rbd4”. If the other rook moved to d4, then we would write “1.Rfd4”.



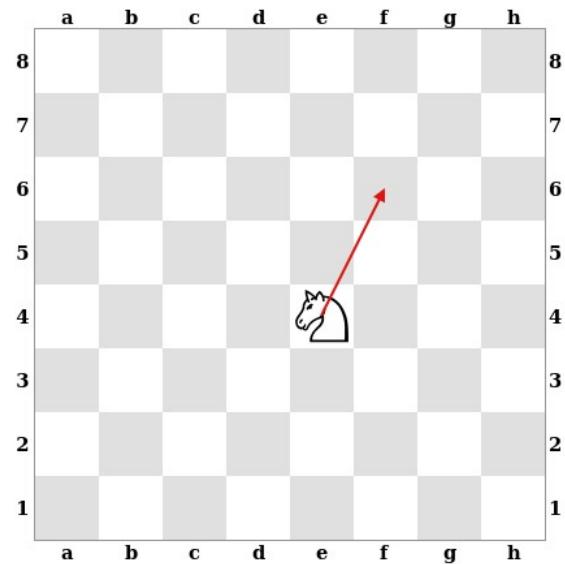
A.08

If White moves his rook from f3 to f5 here then we write “1.R3f5”. If the other rook moved to f5, then we would write “1.R7f5”.



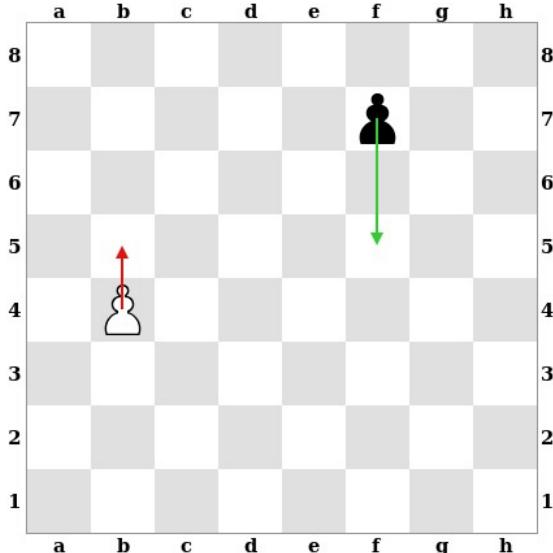
A.09

Captures are indicated with a lowercase “x”. For example, White could capture Black’s pawn here by playing “1.Rxe6”. We don’t write anything about what kind of piece has been captured, only the name of the piece that moved and the square that it moved to.



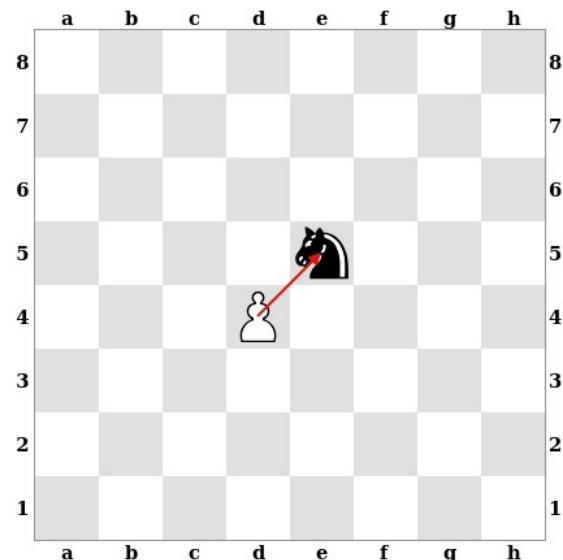
A.10

We use the letter “N” to indicate the knight, in order to avoid confusion with the king. The move indicated in the diagram is written “1.Nf6”.



A.11

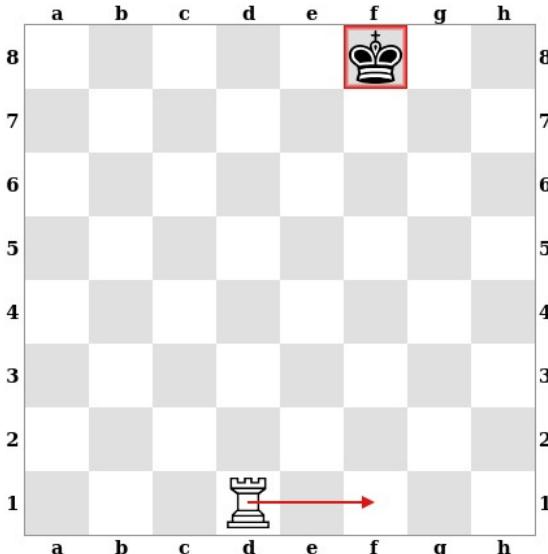
We do not use any letter to indicate pawns as pieces. Instead, we simply write the names of the squares they move to. If White moves his pawn to b5, we write “1.b5”. If Black moves his pawn to f5, we write “1...f5”.



A.12

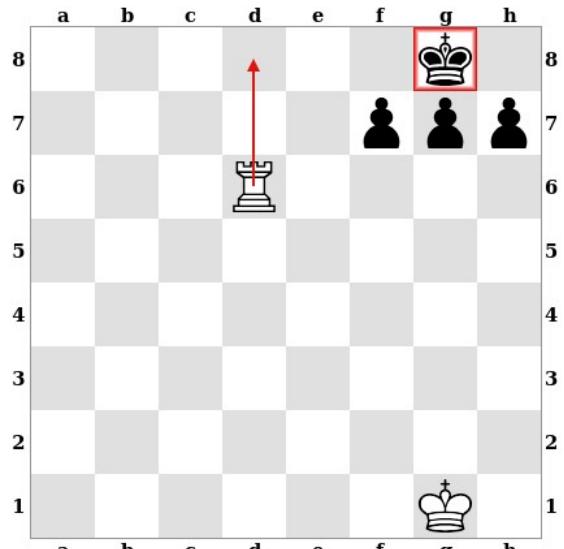
When a pawn captures, we always write the letter of the file that it is coming from, as well as the square it moves to. For example, if White captures Black’s knight here, we write “1.dxe5”. We do this even when there is no other pawn that could capture on the same square.

Check and Checkmate



A.13

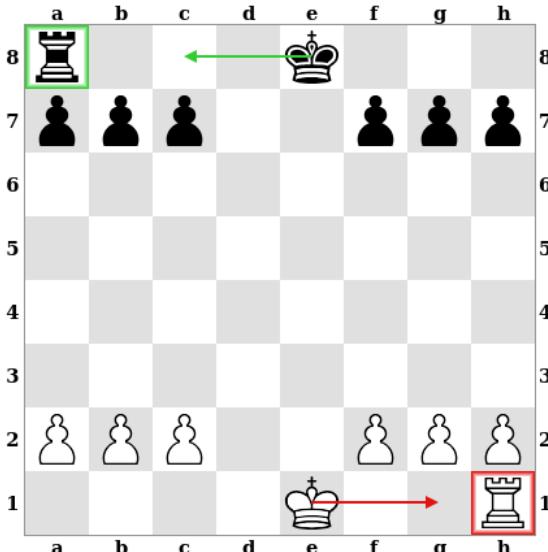
Check is written as a “+”. For example, in this position White might play “1.Rf1+”.



A.14

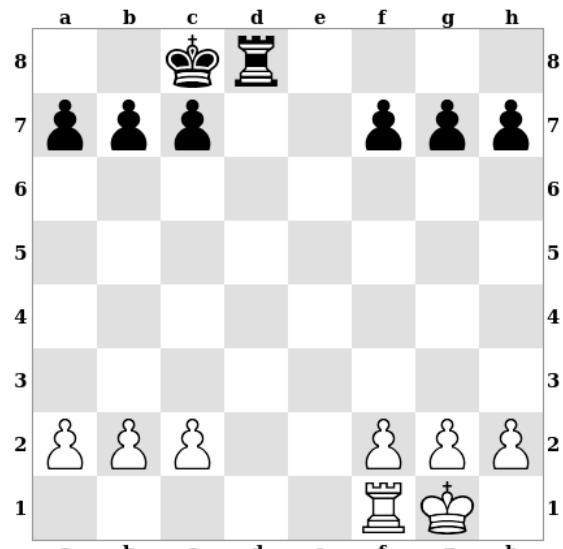
Checkmate can be written as “#” or as “++”. White might checkmate here with “1.Rd8#”, which could also be written “1.Rd8++”.

Castling



A.15

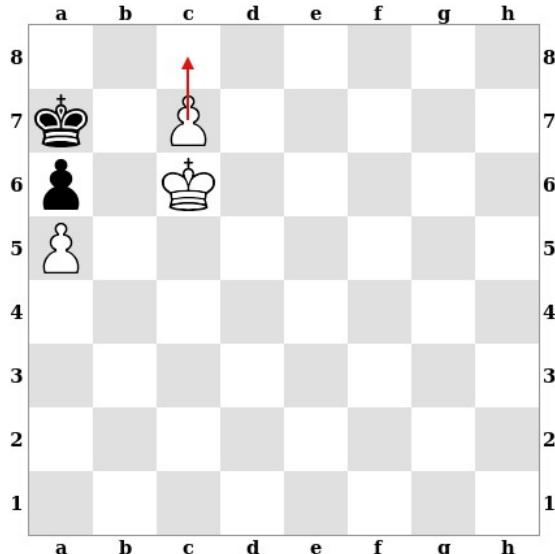
Castling is written as “0-0” or “0-0-0”, depending on whether the player is castling kingside or queenside. Here White might play “1.0-0”, while Black might play “1...0-0-0”.



A.16

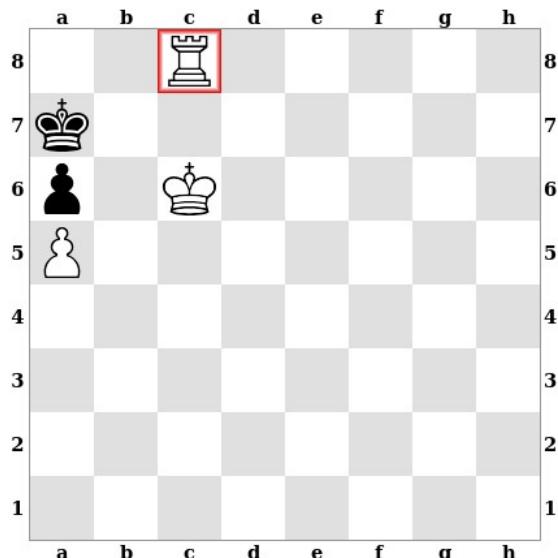
The number of “0”s indicates the number of squares the rook moves. (The king always moves two squares when castling.)

Pawn Promotion



A.17

When a pawn reaches the other side of the board, it “promotes” (i.e. it becomes a new piece). This is written by adding an “=” and the letter of the piece that the pawn is promoting to.

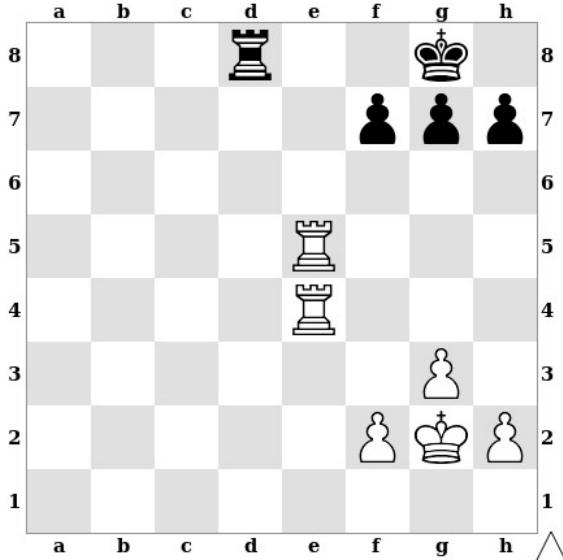


A.18

Here White has played “1.c8=R”.

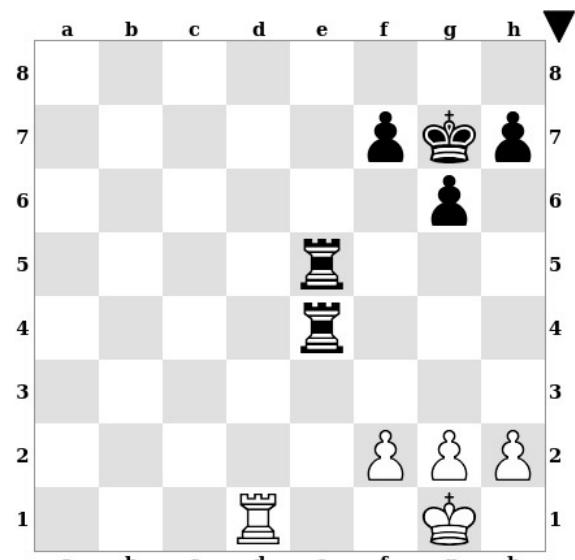
Numbering Consecutive Moves

Normally, a single move is considered to be one move by White and one by Black. For this reason, we do not usually need separate move numbers for White's and Black's moves.



A.19

From this position, the game might conclude
1.Re8+ Rxe8 2.Rxe8#. No extra move number is given for Black's move. Instead, his move is simply part of the first move started by White.

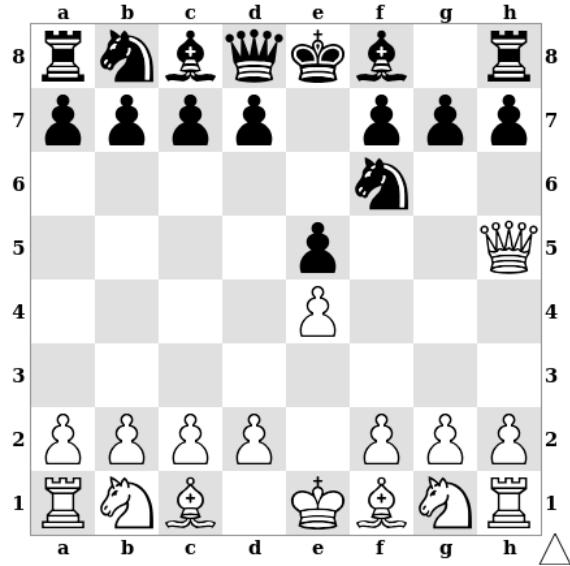


A.20

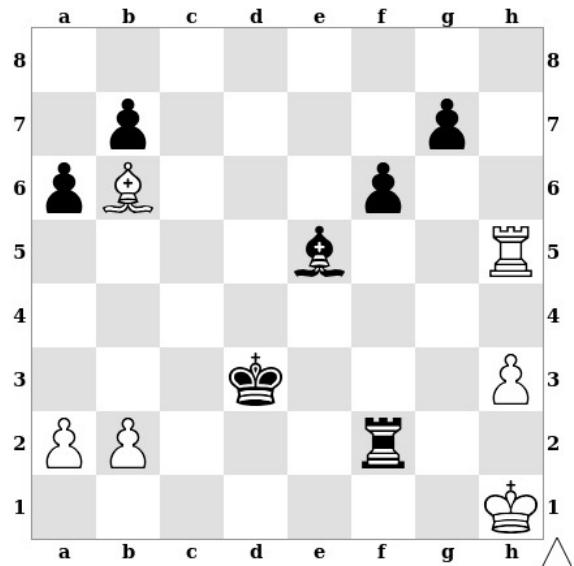
In this position Black moves first, and the game might end **1...Re1+ 2.Rxe1 Rxe1#.** Since Black moved first, we needed a separate number for his first move.

Appendix B – Bonus Exercises

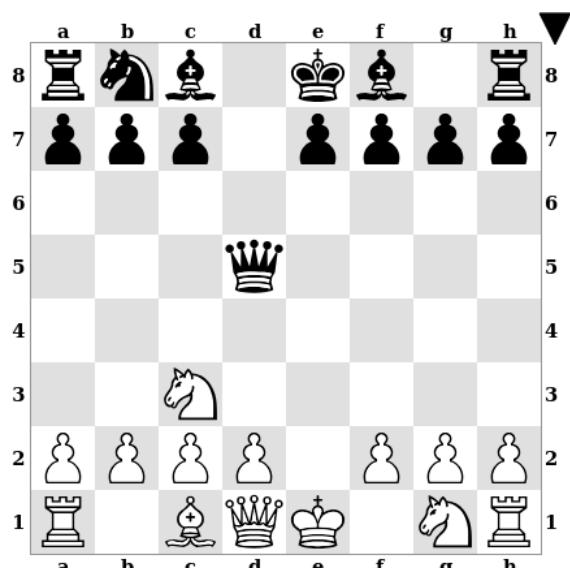
Here are 40 more en prise exercises. In each one, find a way to capture an unguarded piece.
 (Solutions begin on page 85.)



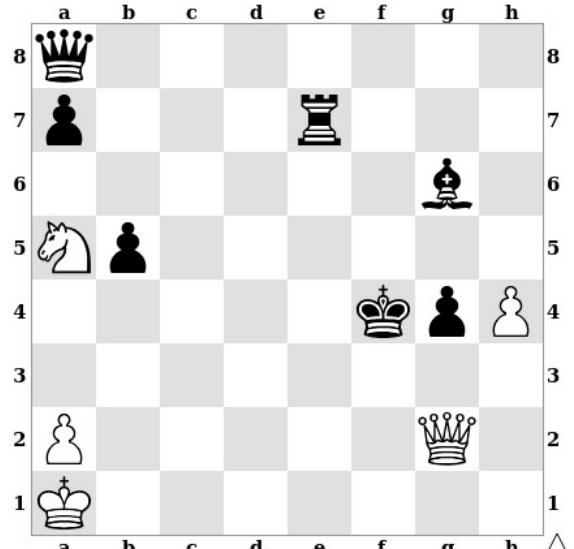
EB.01 (W)



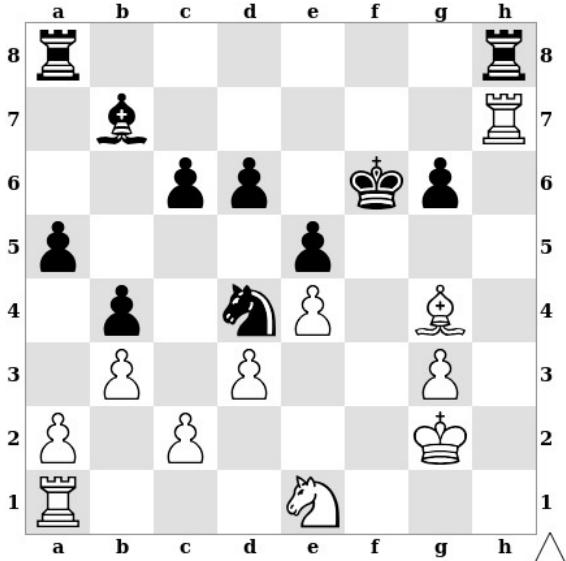
EB.02 (W)



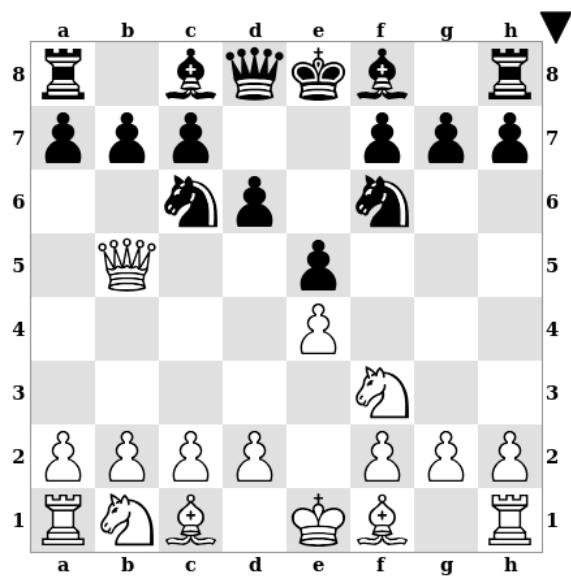
EB.03 (B)



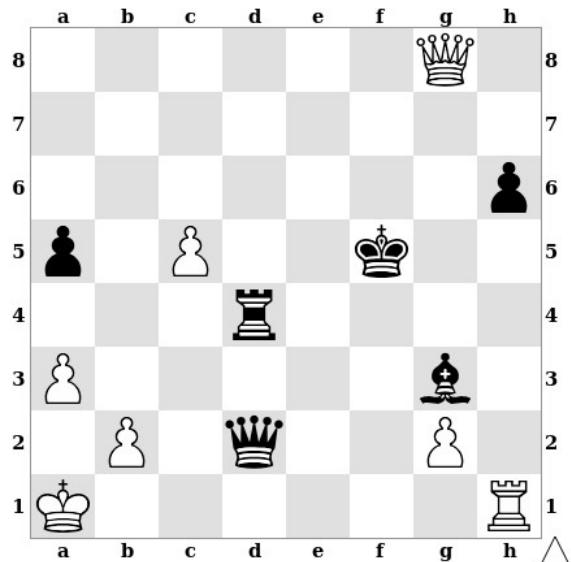
EB.04 (W)



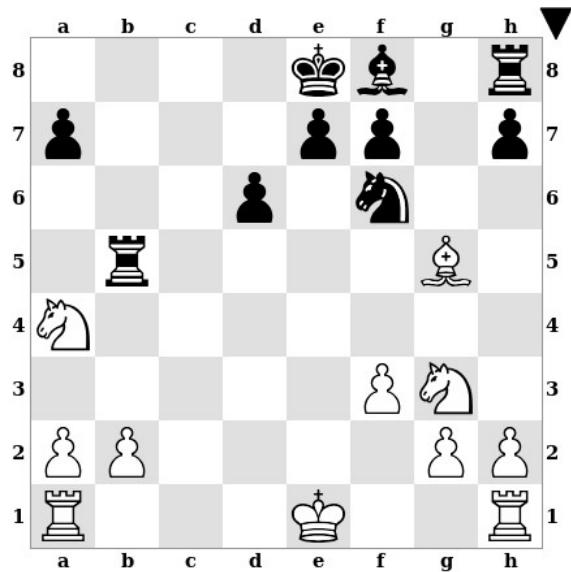
EB.05 (W)



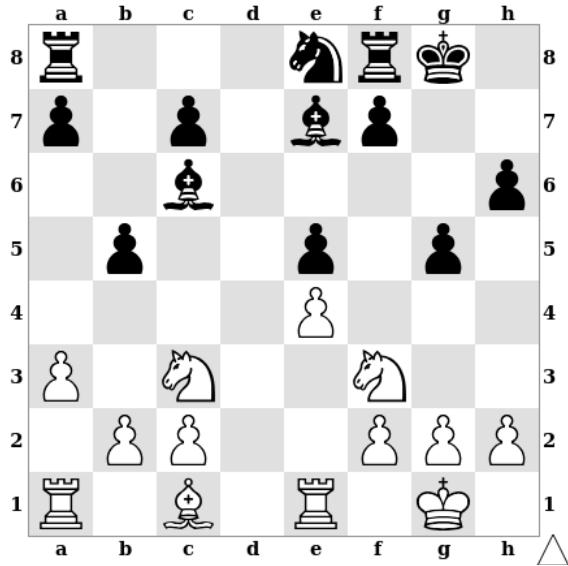
EB.06 (B)



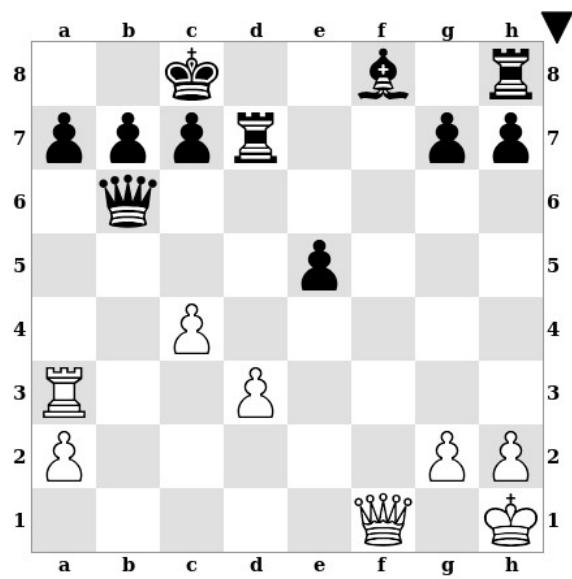
EB.07 (W)



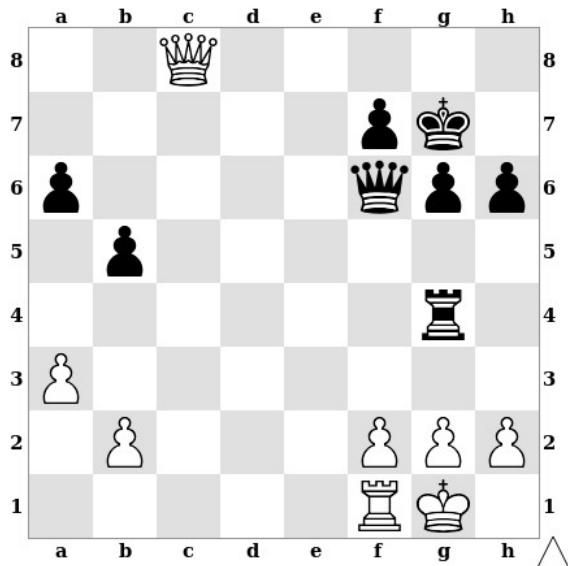
EB.08 (B)



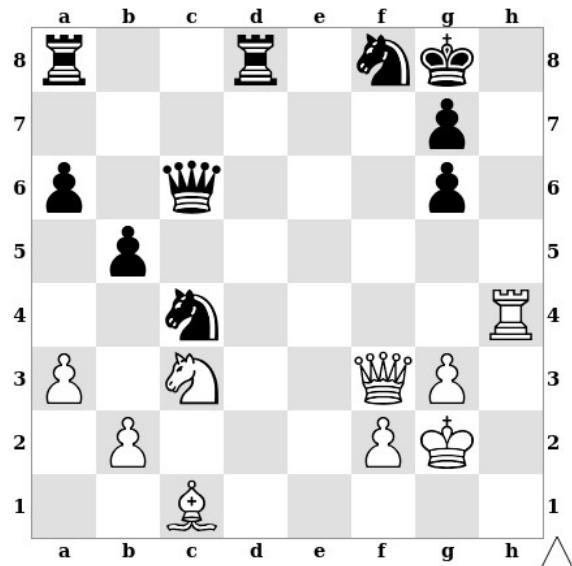
EB.09 (W)



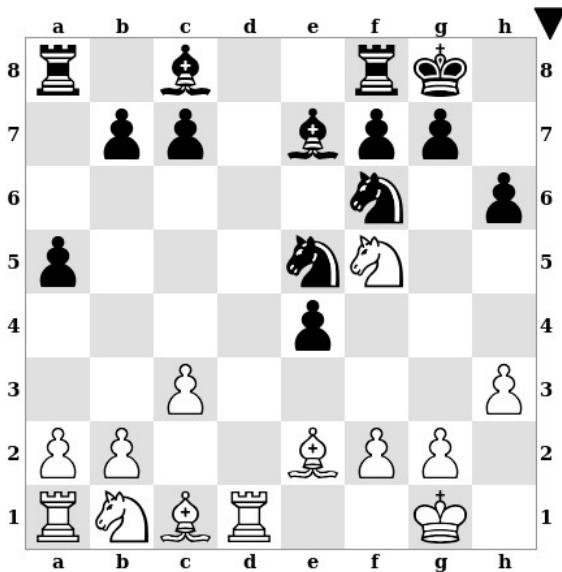
EB.10 (B)



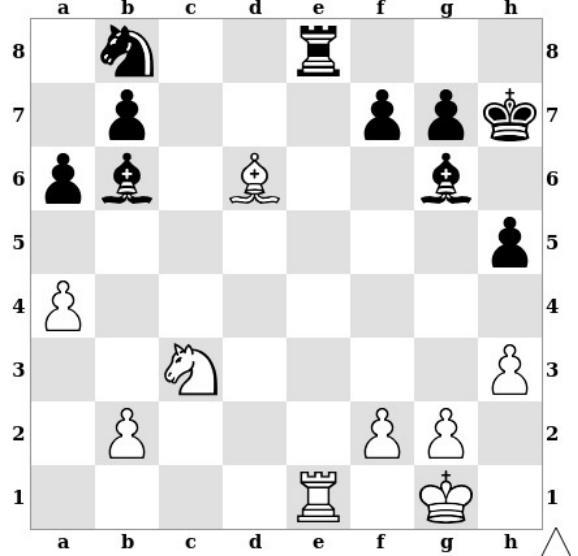
EB.11 (W)



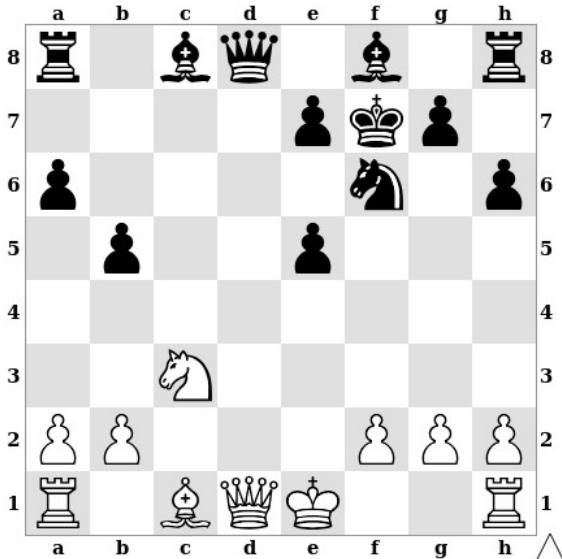
EB.12 (W)



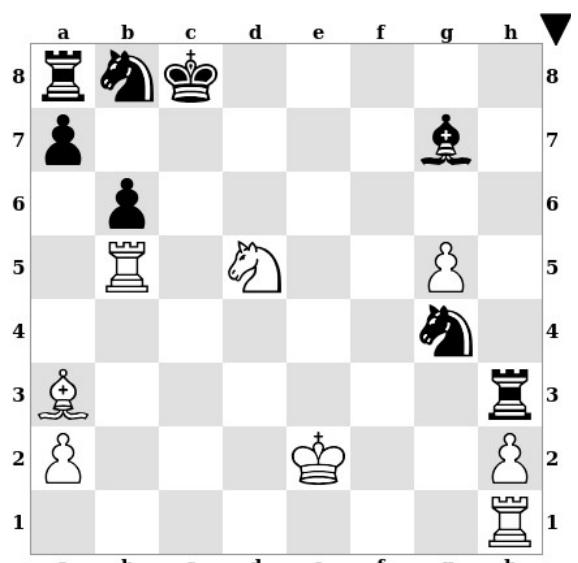
EB.13 (B)



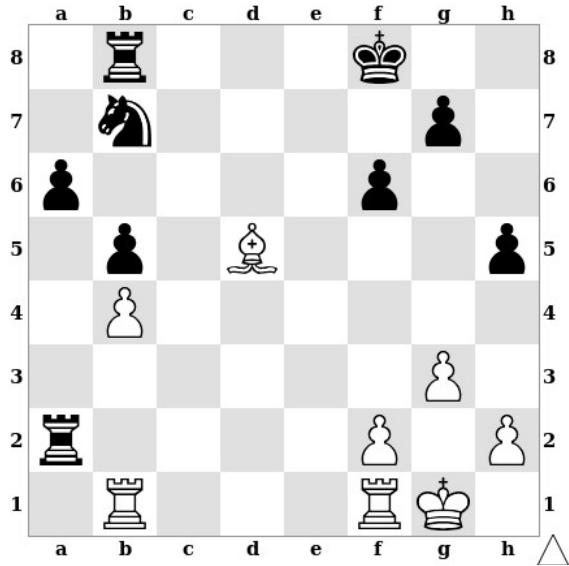
EB.14 (W)



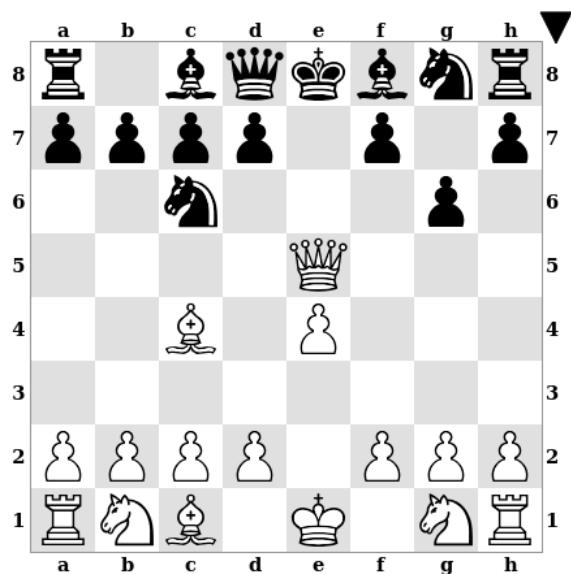
EB.15 (W)



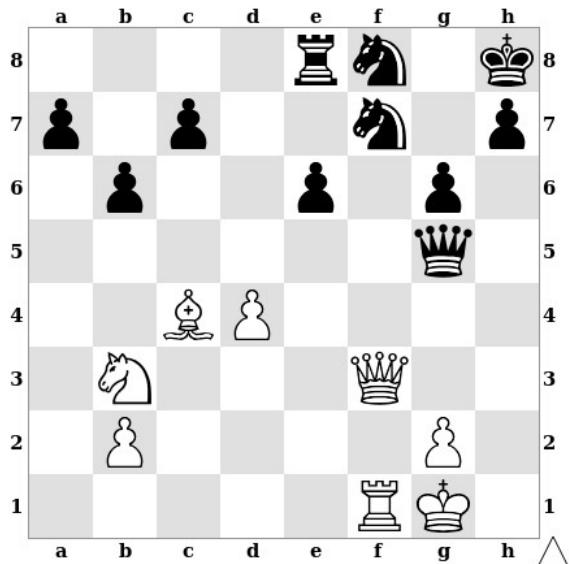
EB.16 (B)



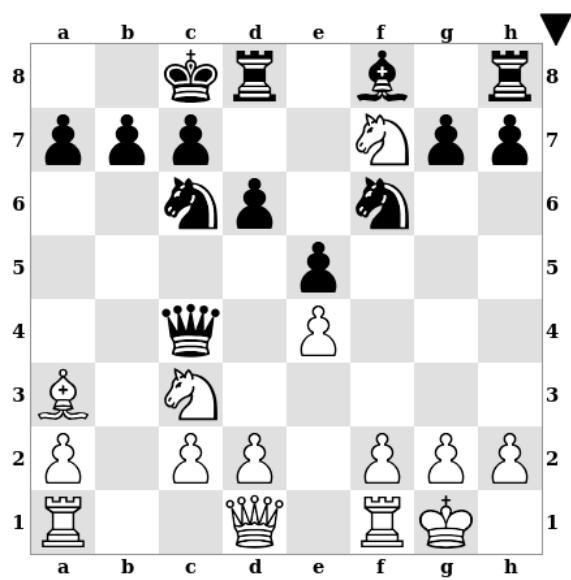
EB.17 (W)



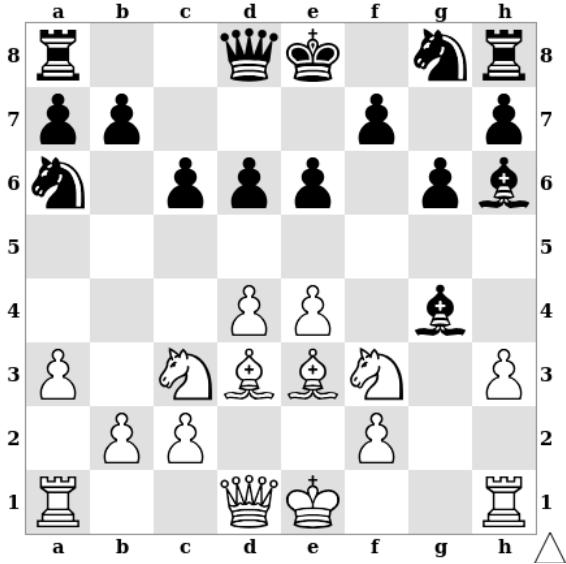
EB.18 (B)



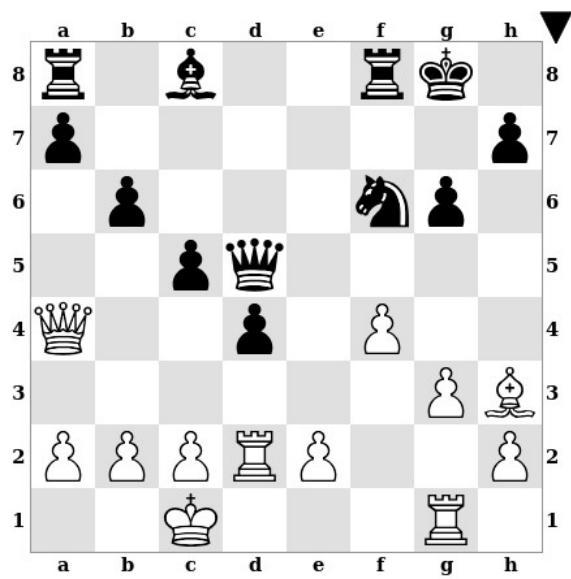
EB.19 (W)



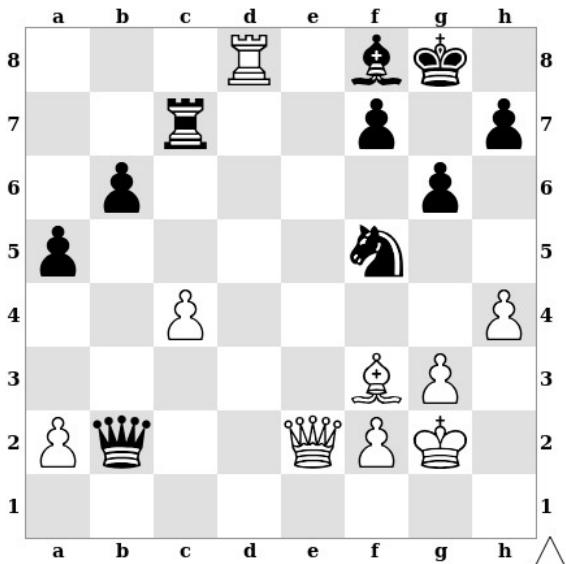
EB.20 (B)



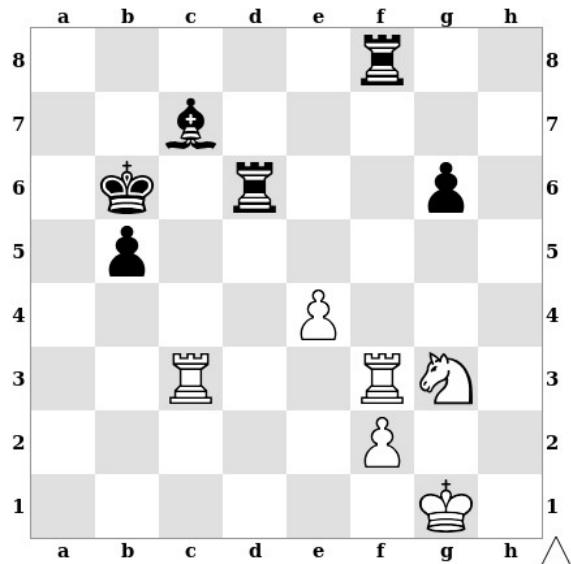
EB.21 (W)



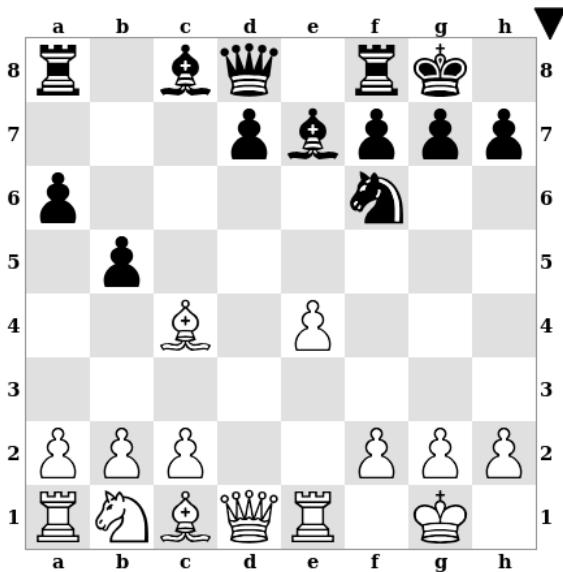
EB.22 (B)



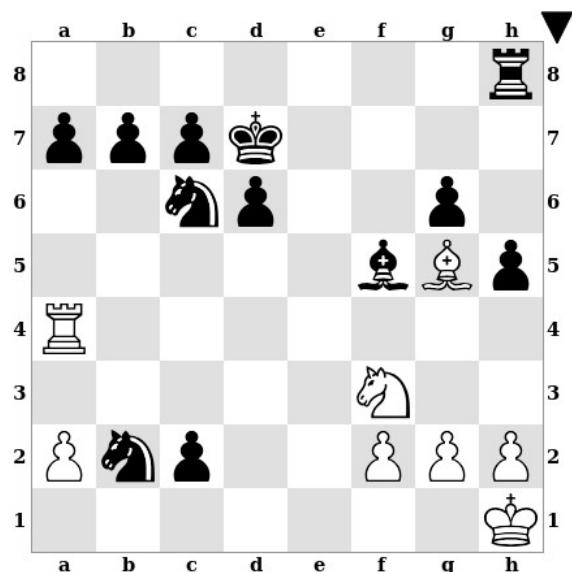
EB.23 (W)



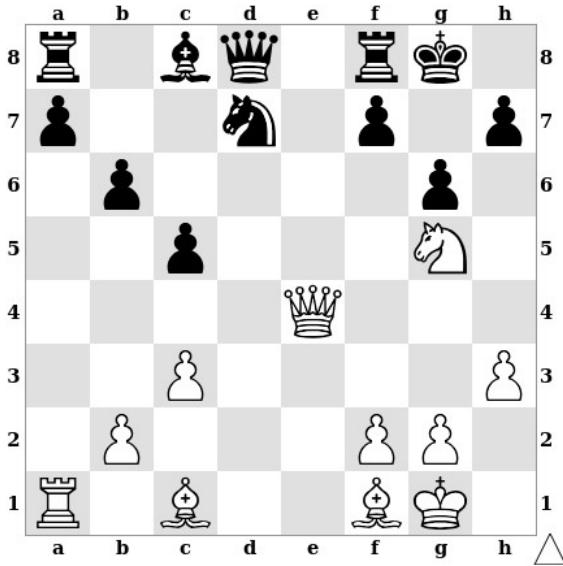
EB.24 (W)



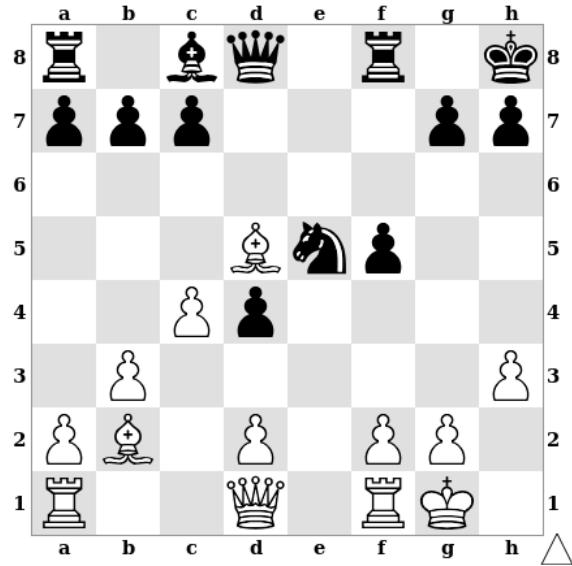
EB.25 (B)



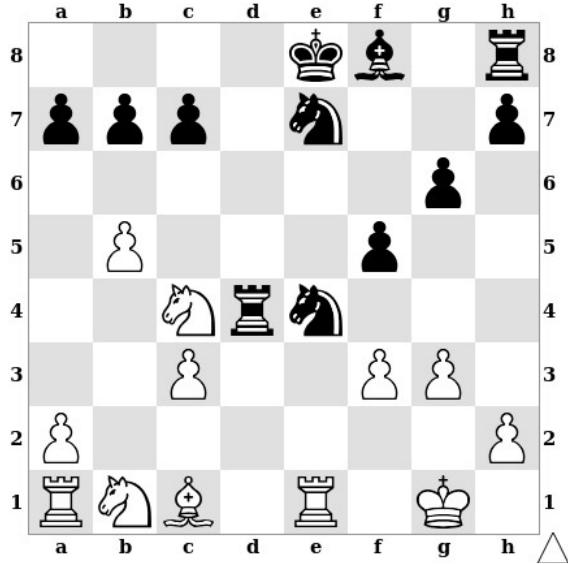
EB.26 (B)



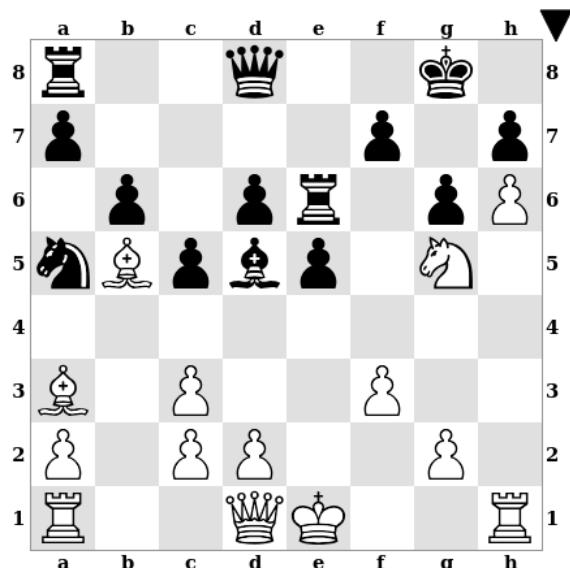
EB.27 (W)



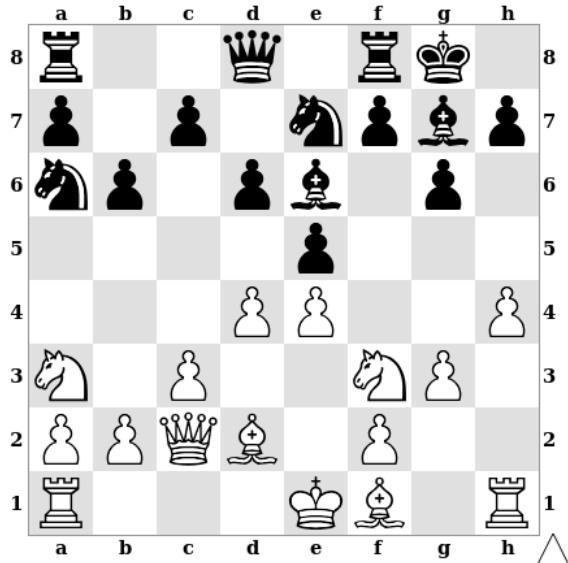
EB.28 (W)



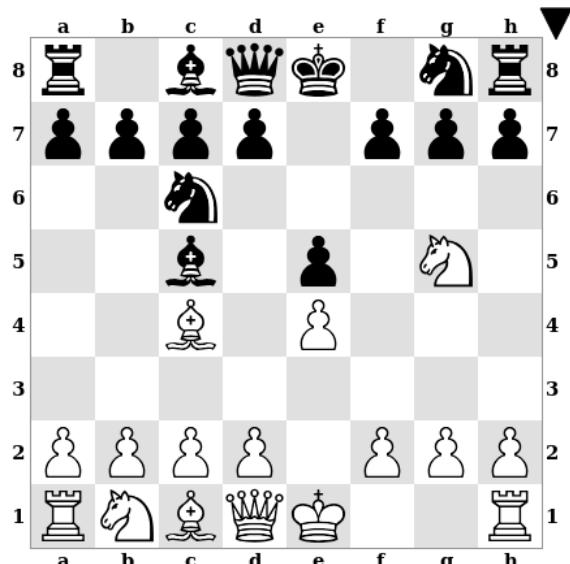
EB.29 (W)



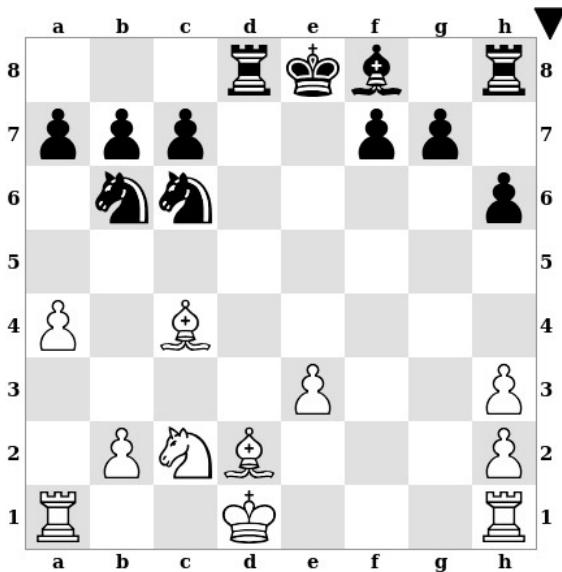
EB.30 (B)



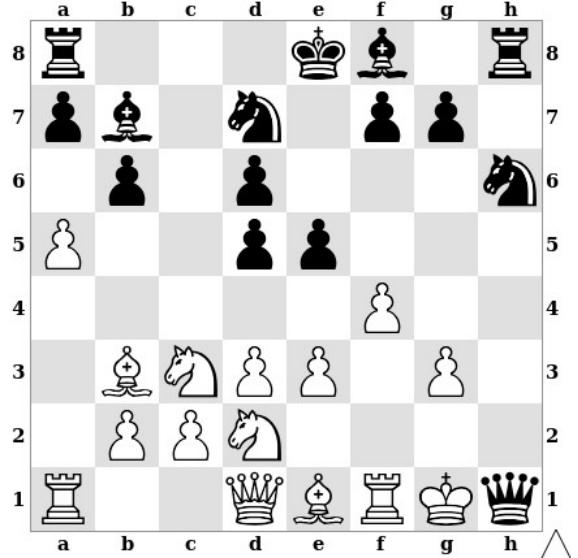
EB.31 (W)



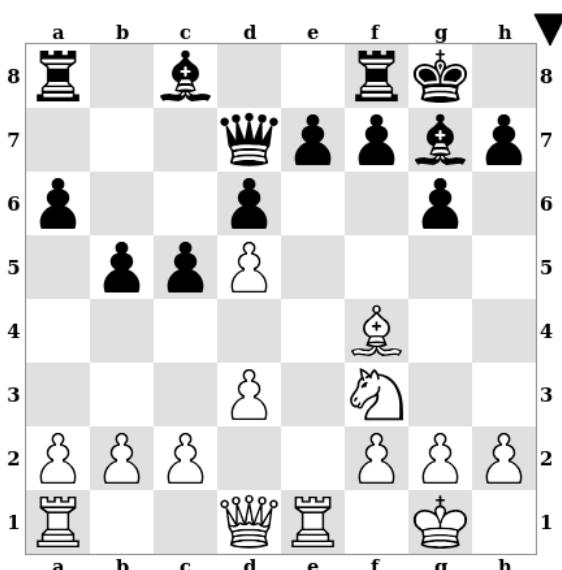
EB.32 (B)



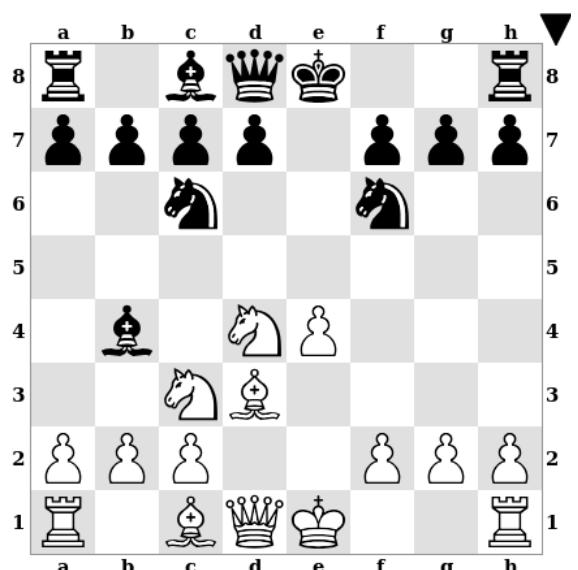
EB.33 (B)



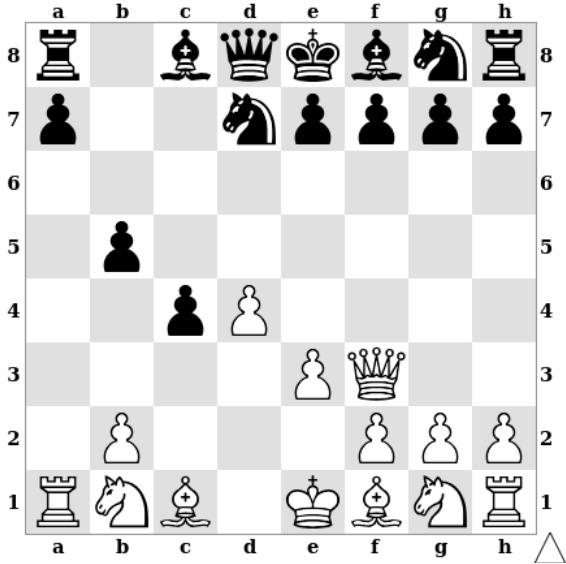
EB.34 (W)



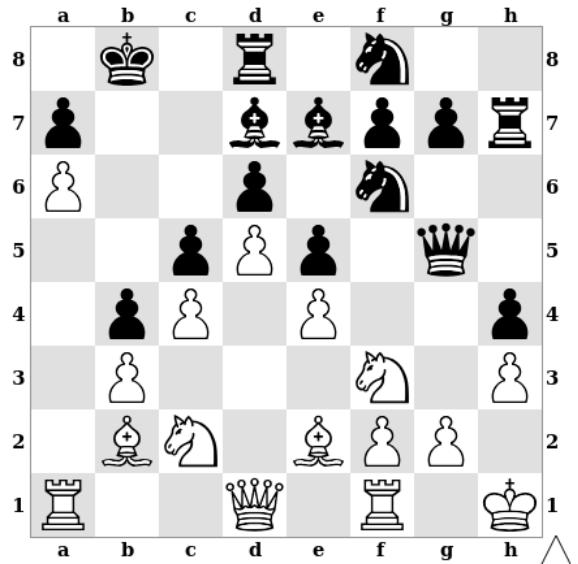
EB.35 (B)



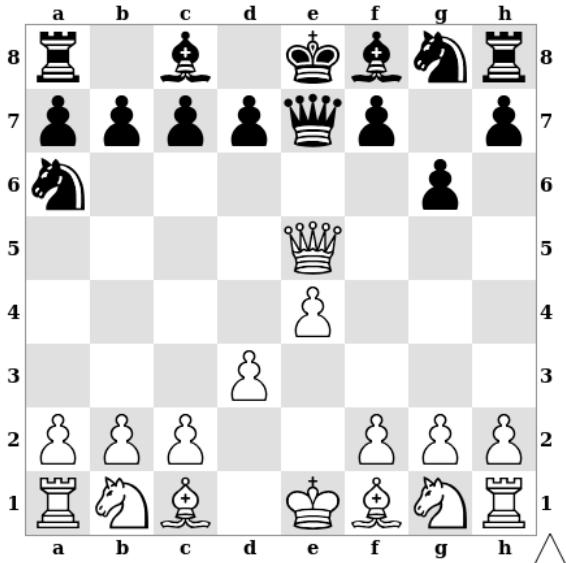
EB.36 (B)



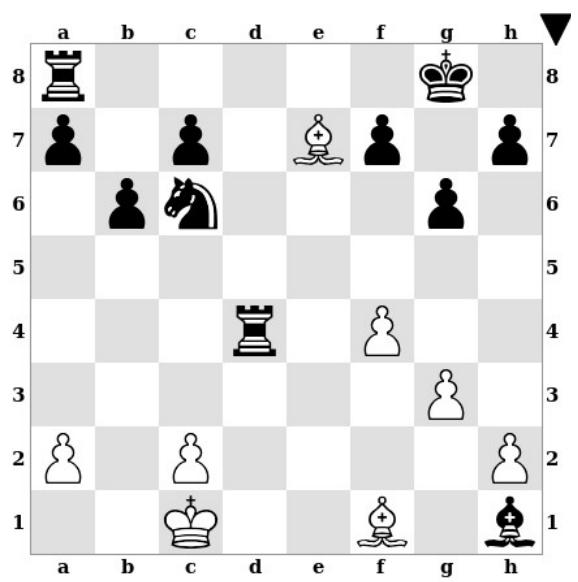
EB.37 (W)



EB.38 (W)



EB.39 (W)



EB.40 (B)

Solutions

EB.01

1.Qxe5+

EB.02

1.Bxf2

EB.03

1...Qxg2

EB.04

1.Qxa8

EB.05

1.Rxb7

EB.06

1...Nxe4

EB.07

1.Qxg3

EB.08

1...Rxf5

EB.09

1.Nxe5

EB.10

1...Bxa3

EB.11

1.Qxg4

EB.12

1.Qxc6

EB.13

1...Bxf5

EB.14

1.Rxe8

EB.15

1.Qxd8

EB.16

1...Rxa3

EB.17

1.Bxa2

EB.18

1...Nxe5

EB.19

1.Qxf7

EB.20

1...Qxf7

EB.21

1.hxg4

EB.22

1...Bxh3

EB.23

1.Qxb2

EB.24

1.Rxf8

EB.25

1...bxc4

EB.26

1...Nxa4

EB.27

1.Qxa8

EB.28

1.Bxd4

EB.29

1.cxd4

EB.30

1...Qxg5

EB.31

1.Bxa6

EB.32

1...Qxg5

EB.33

1...Nxc4

EB.34

1.Kxh1

EB.35

1...Bxb2

EB.36

1...Nxd4

EB.37

1.Qxa8

EB.38

1.Nxg5

EB.39

1.Qxh8

EB.40

1...Nxe7