Name: _____ Bring the completed sheet to the next chess club meeting. Use pencil. Don't use red.

The pieces use these letters on the grid:

♙ ♟ Nothing! A pawn has no letter.

♘ ♞ **N** for kNight since the King gets the K.

♗ ♝ **B** for Bishop.

♖ ♜ **R** for Rook.

♕ ♛ **Q** for Queen.

♔ ♚ **K** for King.

Piece letters are *upper case*

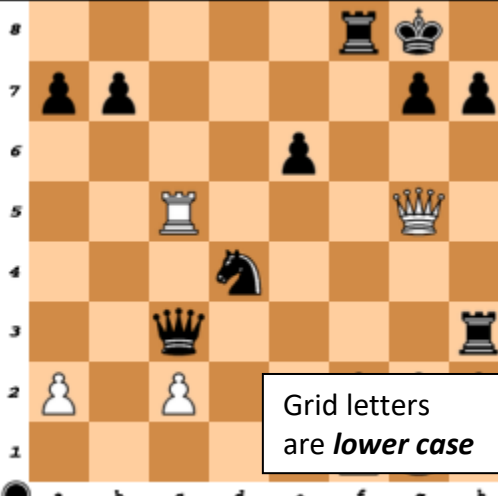The grid system follow these rules:
- Letters name the columns from **a** to **h**.
- Numbers name the rows from **1** to **8**.
- The letter is before the number: **a1**, **d7**, **f8**, etc.
- White has **a1** on its left, and black has h8 on its left.
- The big dot in the lower left tells who moves next.

Fill in the blanks using the board below:

♕ is ___Q___ on___c3___ to make ___Qc3___.

♖ is _____ on_____ to make _____.

♞ is _____ on_____ to make _____.

♕ is _____ on_____ to make _____.

♚ is _____ on_____ to make _____.

Grid letters are *lower case*

The moves of the game are counted, starting from one. These three moves produce the board shown:

1. e4 e5   (No captial letter means a pawn)
2. Nf3 Nf6
3. Bb5   (Just one means black goes next)

Use a real board to practice reading the three moves above and getting the board position shown.

Write in the moves that would get the board below:

1. ___d4___   _____

2. _____   ___Bg4___