



#### Global Institute of Technology, Jaipur

## CHESS: THE GAME OF MIND AND STRATEGY

chess is a war over the board. The object is to crush the opponents mind.





#### WHAT IS CHESS?

Chess is a board game for two players, called White and Black, each controlling an army of chess pieces, with the objective to checkmate the opponent's king.

all pieces of chess:

- King
   Queen
   Knight
   Rook
- Bishop Pawn





### THE INTERNATION CHESS FEDERATION

Chess competition today is governed internationally by FIDE (the International Chess Federation).

FIDE was founded in Paris, France, on July 20, 1924. Its motto is Gens una sumus, Latin for 'We are one Family'. In 1999, FIDE was recognized by the International Olympic Committee (IOC). As of May 2022, there are 200 member federations of FIDE.







## CONCEPT OF STAUNTON TO PATTERN IN CHESS

Chess sets come in a wide variety of styles. The Staunton pattern is the most common, and is usually required for competition. chess pieces are divided into two sets, usually light and dark colored, referred to as white and black, regardless of the actual color or design. The players of the sets are referred to as White and Black, respectively. Each set consists of sixteen pieces: one king, one queen, two rooks, two bishops, two knights, and eight pawns.







#### HERE ARE SOME FUNDAMENTAL CONCEPTS ONE SHOULD KNOW ABOUT CHESS.

The game is played on a square board of eight rows (called ranks) and eight columns (called files). By convention, the 64 squares alternate in color and are referred to as light and dark squares; common colors for chessboards are white and brown, or white and green.







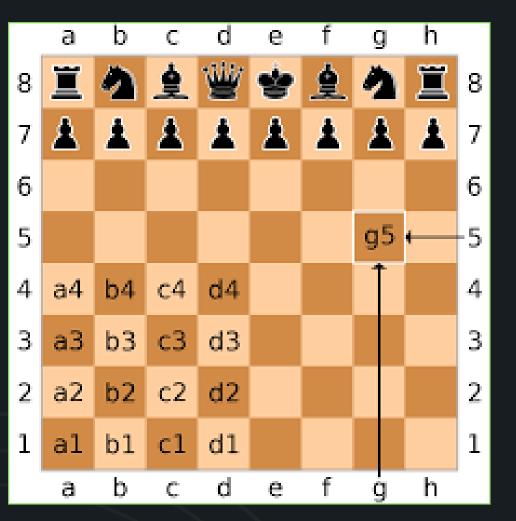
#### MOVEMENT OF PIECES

- The king moves one square in any direction.
- A queen combines the power of a rook and bishop and can move any number of squares along a rank, file, or diagonal.
- A rook can move any number of squares along a rank or file, but cannot leap over other pieces.
- A bishop can move any number of squares diagonally
- A knight moves to any of the closest squares that are not on the same rank, file, or diagonal. (Thus the move forms an "L" shape and it is only piece which can leap over other pieces.)
- A pawn can move forward to the unoccupied square immediately in front of it on the same file, or on its first move it can advance two squares along the same file and it can attack other pieces by advancing one diagonal square towards that piece.
- In chess, castling is the only instance where two pieces can move simultaneously, and the only where a piece, other than the knight, can move over another piece. The king moves two spaces to the left or right, and the rook moves over and in front of the king, all in one move!









#### NOTATION

Historically, many different notation systems have been used to record chess moves; the standard system today is short-form algebraic notation. In this system, each square is uniquely identified by a set of coordinates, a–h for the files followed by 1–8 for the ranks. The usual format is -

initial of the piece moved – file of destination square – rank of destination square

The pieces are identified by their initials. In English, these are K (king), Q (queen), R (rook), B (bishop), and N (knight; N is used to avoid confusion with king). For example, Qg5 means "queen moves to the g-file, 5th rank" (that is, to the square g5).



## ELECTING THE CHAMPION.

A game can be won in the following ways:

- Checkmate: The opposing king is in check and the opponent has no legal move.
- Resignation: A player may resign, conceding the game to the opponent. If, however, the opponent has no way of checkmating the resigned player, this is a draw under FIDE Laws. Most tournament players consider it good etiquette to resign in a hopeless position.
- Win on time: In games with a time control, a player wins if the opponent runs out of time, even if the opponent has a superior position, as long as the player has a theoretical possibility to checkmate the opponent were the game to continue.







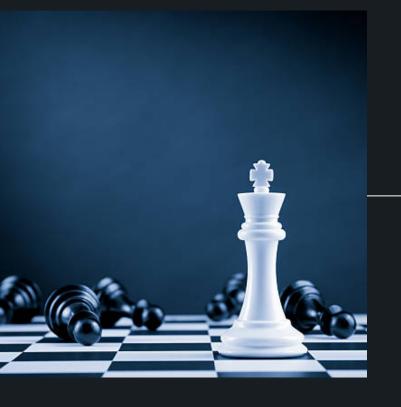


## FAMOUS GRANDMASTERS IN THE WORLD

- GM Magnus Carlsen 2830 | #1. Norway
- GM Fabiano Caruana 2804 | #2. USA
- © GM Hikaru Nakamura 2788 | #3. USA
- GM Ding Liren 2780 | #4. China



GM Rameshbabu Praggnanandhaa 2763| #5. India



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# END OF \* PRESENTATION



Thankyou Everyone!

