

CLASS 1 TOPICS

1. THE CHESSBOARD
 - a. Files
 - b. Ranks
 - c. Names of the Squares
2. THE PIECES
 - a. How the pieces move
 - b. The relative strength of the pieces
 - c. Relationship between the board and the pieces.
3. THE PAWNS
 - a. How the Pawns move and capture.
 - b. En Passant
 - c. The magic of Promotion
 - d. Introduction to pawn islands
4. CHECKMATE AND STALEMATE
5. AN EXAMPLE GAME
6. EARN AN AWARD
7. WHERE TO PLAY

THE CHESSBOARD

The board has 64 squares.

The horizontal lines are called Ranks (Yellow). There are eight ranks. The two ranks marked in yellow are “the 3rd Rank and the 5th Rank.

The vertical lines are called files (Red). There are also eight files. The files with the red arrows are the c-file and the f-file.

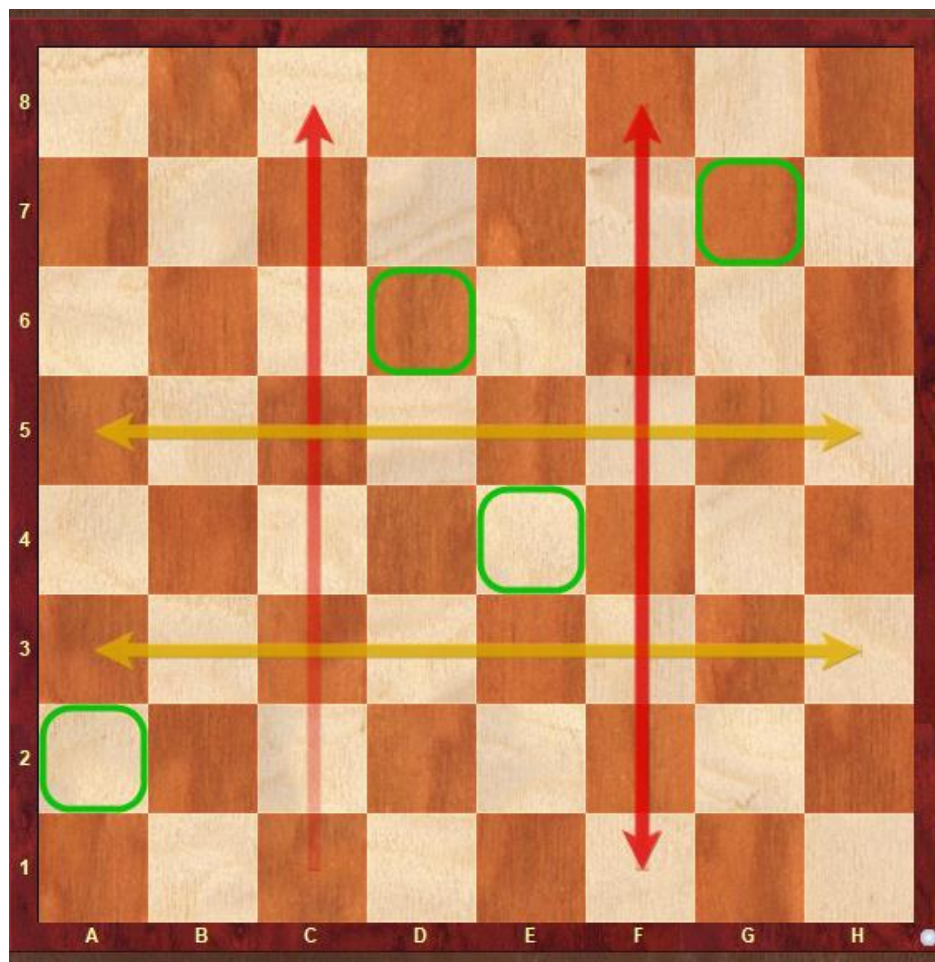


Diagram 1

When a file and a rank intersect, the individual squares have a name. For example, the squares marked in Green are a2,e4,d6,

and g7. This is important because you can record your game by just naming the piece you are moving and where you will move it. More on this later.

THE PIECES

The **KNIGHT** in the center of the board (the e4 square is 1 of 4 central squares) attacks eight squares and creates what is known as the Knights wheel -See diagram. One of the interesting things about this piece is it attacks squares of the opposite color. In our diagram, the Knight is on a light square, and it attacks only dark squares. Another interesting thing about most pieces is that they are most powerful when they are in the center of the board. So let's move the Knight to a square closer to to the edge of the board – Let's say the square b4.

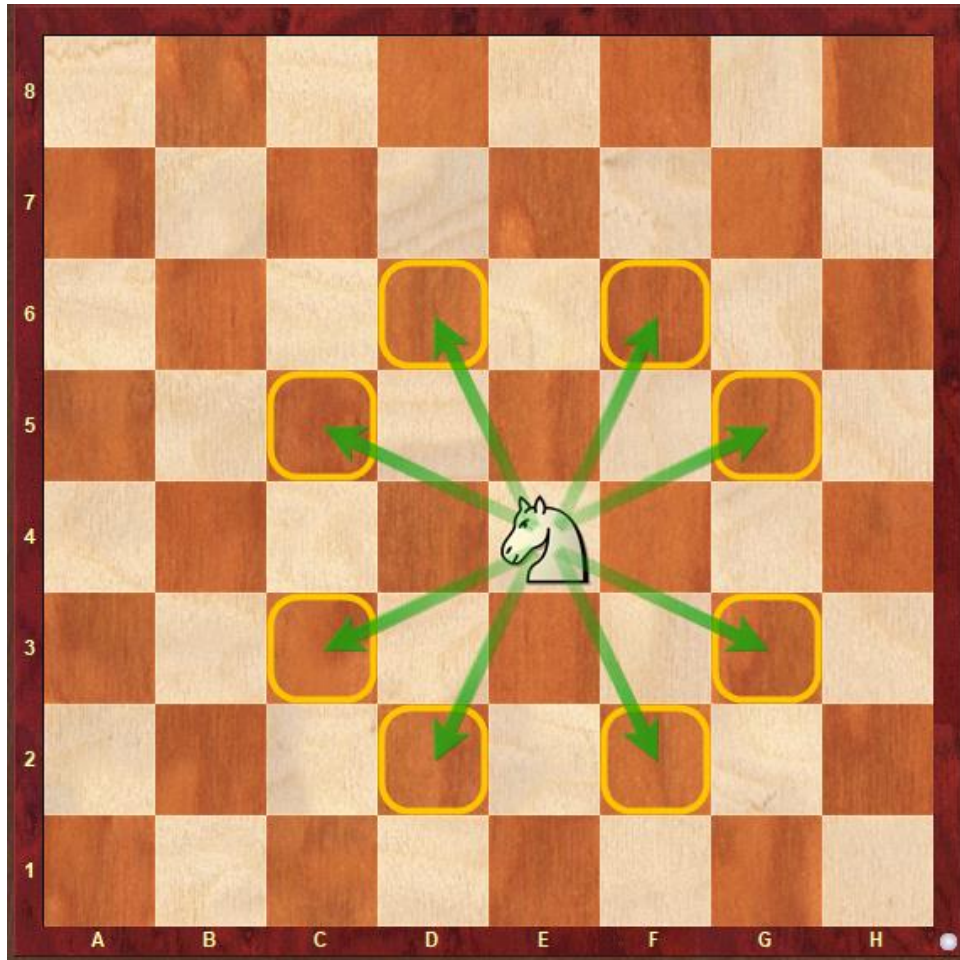


Diagram 2

Notice that the square b4 is a dark square. From here, the Knight only attacks light squares. Also notice that the Knight, as it approaches the edge of the board, attacks fewer squares – 6 instead of 8. This is important because most of the pieces, as they get closer to the edge, attack fewer squares.

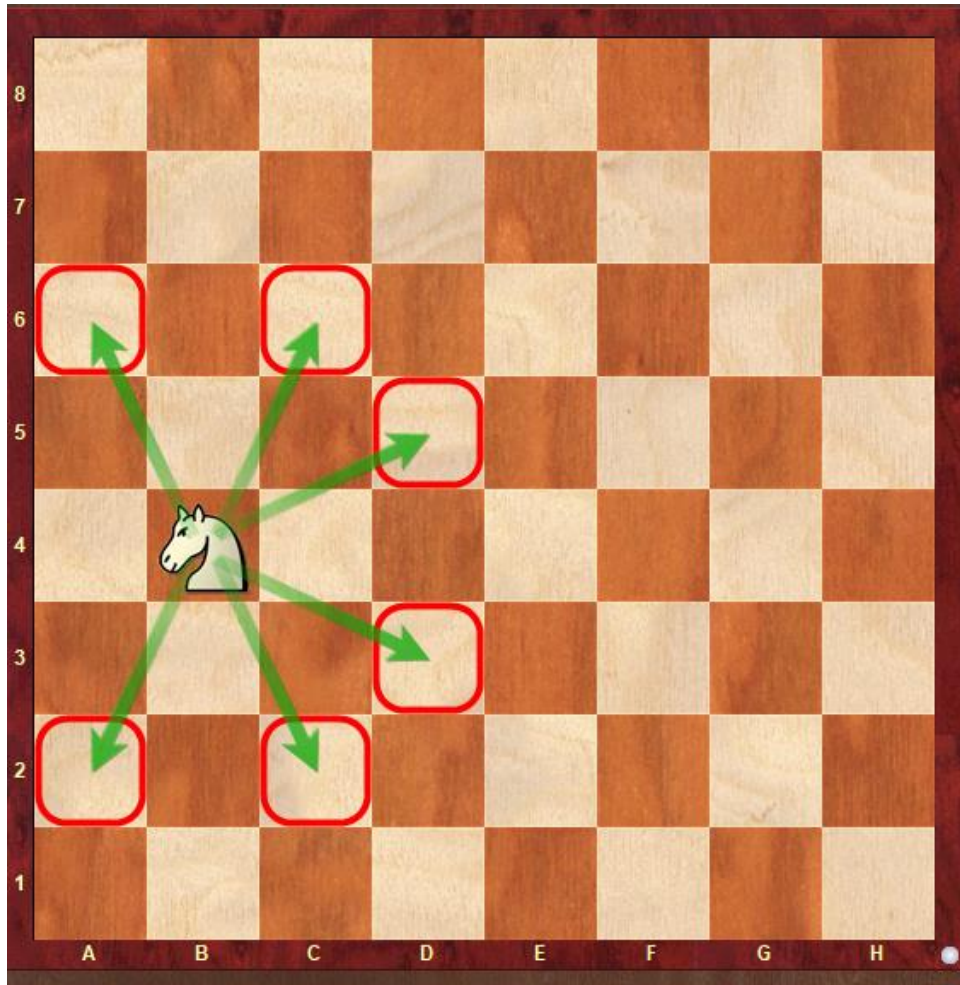


Diagram 3

Now let's move the Knight closer to both edges – to the square b7. From b7, the Knight only attacks four squares. Four squares are only half as many squares as the Knight controlled in the center.

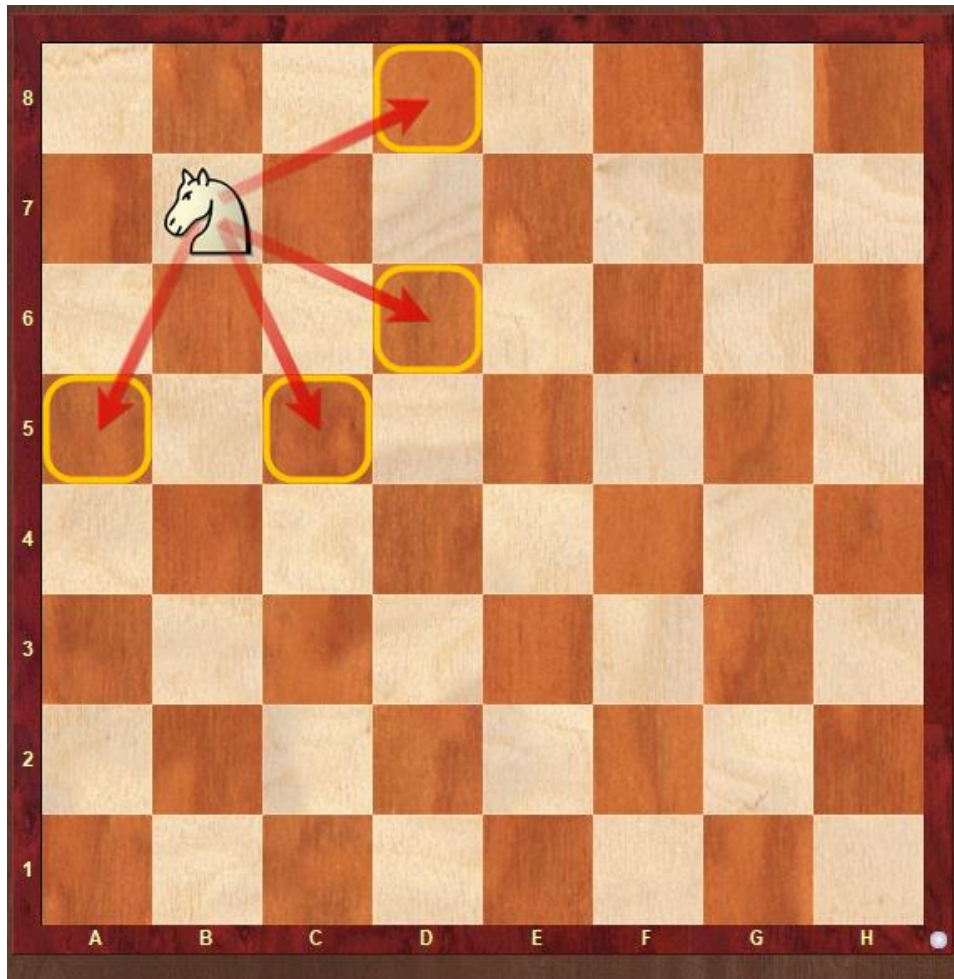


Diagram 4

Finally, When the Knight is on a8 it only attacks two squares

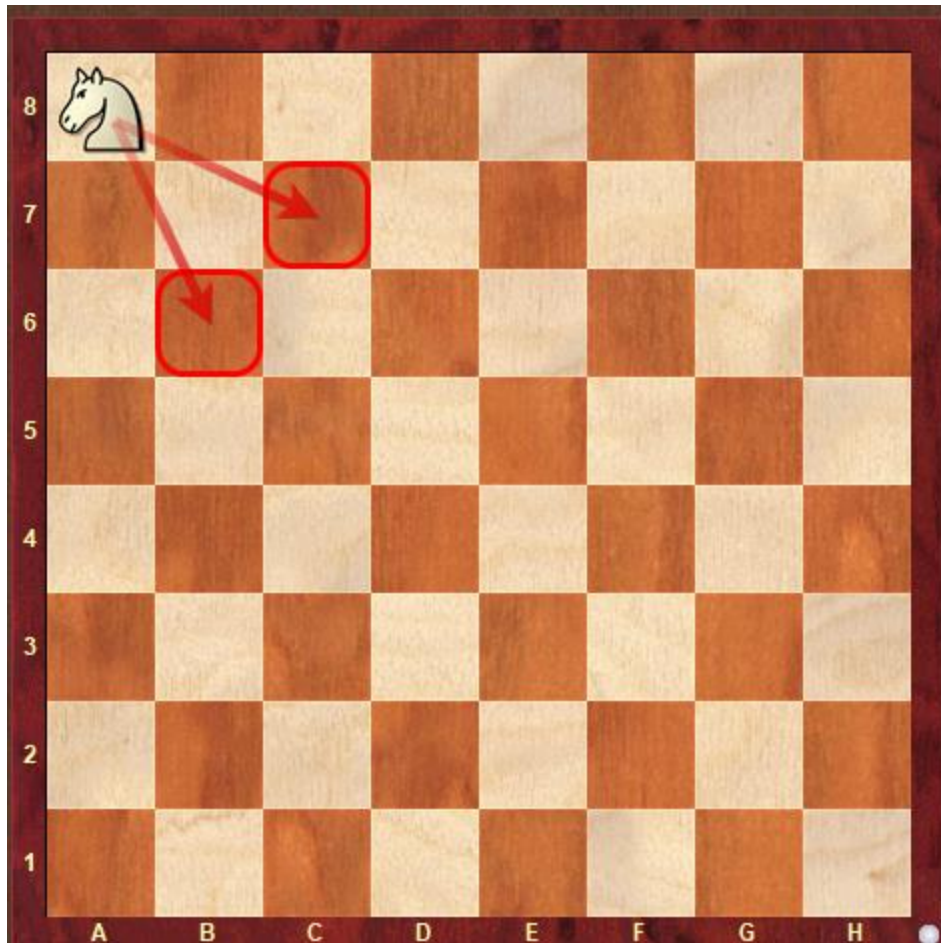


Diagram 5

We spent a lot of time showing how the Knight moves and how many squares are attacked by the Knight as it moves from the center to the edge of the board. The following diagrams are summaries of piece mobility for each piece and from each square.

The Knight

2	3	4	4	4	4	3	2
3	4	6	6	6	6	4	3
4	6	8	8	8	8	6	4
4	6	8	8	8	8	6	4
4	6	8	8	8	8	6	4
4	6	8	8	8	8	6	4
3	4	6	6	6	6	4	3
2	3	4	4	4	4	3	2

Diagram 6

The Bishop

7	7	7	7	7	7	7	7
7	9	9	9	9	9	9	7
7	9	11	11	11	11	9	7
7	9	11	13	13	11	9	7
7	9	11	13	13	11	9	7
7	9	11	11	11	11	9	7
7	9	9	9	9	9	9	7
7	7	7	7	7	7	7	7

Diagram 7

The Queen

21	21	21	21	21	21	21	21
21	23	23	23	23	23	23	21
21	23	25	25	25	25	23	21
21	23	25	27	27	25	23	21
21	23	25	27	27	25	23	21
21	23	25	25	25	25	23	21
21	23	23	23	23	23	23	21
21	21	21	21	21	21	21	21

Diagram 8

The Rook

14	14	14	14	14	14	14	14
14	14	14	14	14	14	14	14
14	14	14	14	14	14	14	14
14	14	14	14	14	14	14	14
14	14	14	14	14	14	14	14
14	14	14	14	14	14	14	14
14	14	14	14	14	14	14	14
14	14	14	14	14	14	14	14

Diagram 9

From these diagrams, we can see interesting properties of each piece. The Knight has the least power in the corner 75% of its power is lost as it moves from the center of the board. The Bishop is stuck on one color and has an almost 50% power reduction. The Rook is the only piece that controls the same number of squares from the corner as it does from the center. Finally, the Queen controls the same number of squares as the sum to the Bishop and Knight.

The King moves one square at a time in any direction. I leave it to you to figure out how many squares the King attacks from each square on the board.

THE PAWNS

How Do Pawns Move Across a Chess Board?

Usually, pawns move one space forward at a time. A pawn is the only piece that may never move backward.

However, the rules of chess are tricky and nuanced, especially for beginners. For example, there are several special rules that apply specifically to pawns that affect the way they can move across the board.

- **First move.** The first time a pawn moves, it has the option of moving one square forward or two squares forward.
- **Capturing.** The pawn is the only one of the chess pieces that can capture other pieces in a method that's different

from how it normally moves. The pawn captures by moving one square diagonally forward to the left or right.

En passant capture. En passant—French for “in passing”—is an unusual rule that applies specifically to pawns and involves a special move. Let’s say you’re playing as White and you choose to move your pawn two squares forward on its first move. If on that move, the pawn lands on a square adjacent to a black pawn on its fifth rank, the enemy pawn may still capture the white pawn. The capture must be made immediately on the next move, or the right to capture en passant is forfeit. If an en passant capture is the only legal move that can be made, it must be played.

Pawn promotion. If a pawn reaches the opposite side of the board, it can be promoted to a piece of the player’s choosing—a rook, a bishop, a knight, or a queen—and is immediately replaced by the new piece. In this scenario, it’s rare for anything other than the queen—the most powerful piece—to be chosen as the replacement.

Pawn Islands

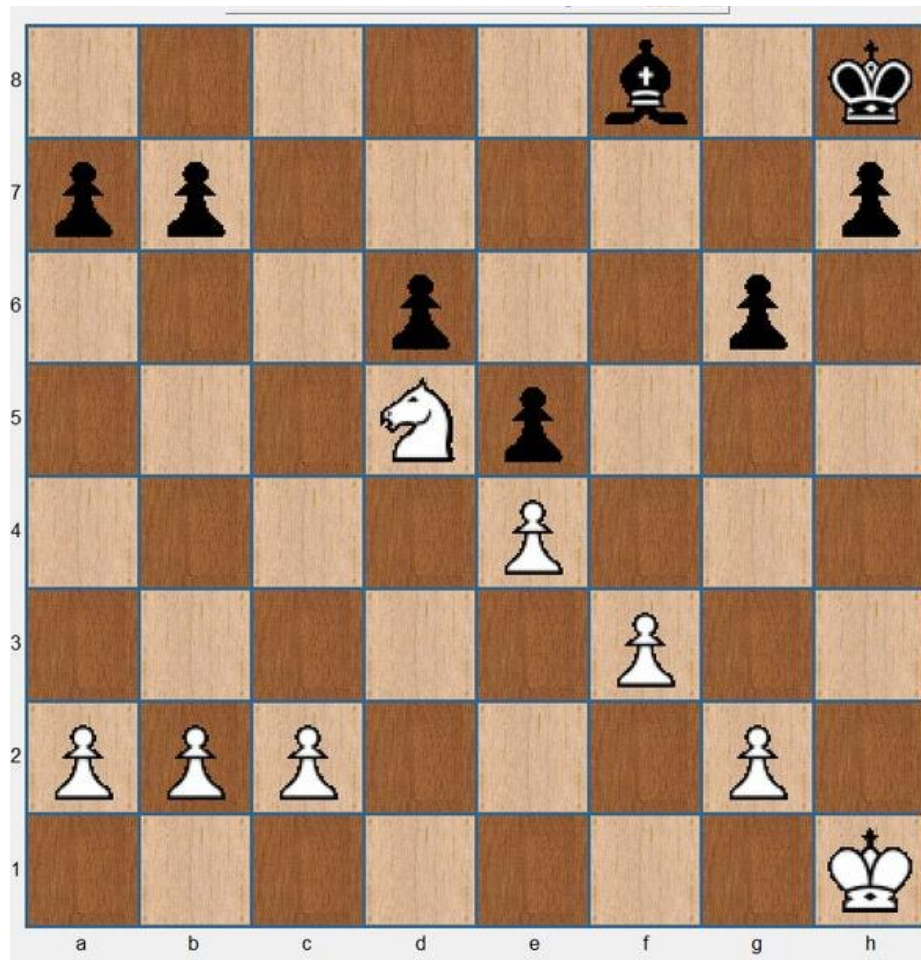


Diagram 10

In the above position, we are going to examine the pawn placement and the impact of the pawn placement on the position.

White has a pawn in the center and it is supported by a chain of pawns. The e4 pawn is supported by f3 and g2. On the Queen side of the board, White has three pawns. White has two “clumps” of pawns. These “clumps” of pawns are called – Pawn Islands.

Black has a pawn in the center. The e5 pawn is not supported by a chain of pawns but just the pawn on d6. It is interesting to note that Black has three pawn islands even though the pawn count is even.

In general, fewer islands usually equals an advantage. Pieces are also interesting in this position. Black has a dark-squared Bishop that is (at least for the moment) trapped behind his e and d pawns on dark squares. On the other hand, White has a centrally posted Knight that cannot be attacked by a pawn or Black's dark-squared Bishop.

In this lesson, we are only talking about pawn islands. As we move forward, we will discuss pawn structures, especially as they arise in your openings and impact your middlegame plans.

CHECKMATE AND STALEMATE

What Is Checkmate?

When the King is attacked, it is called check. A checkmate (also known as "mate") occurs when a king is placed in check and has no legal moves to escape. When a checkmate happens, the game ends immediately, and the player who delivered the checkmate wins.

Checkmating your opponent should be your top priority since this will ensure your victory even if you have less material or if you have had a worse position throughout the game.

What Is Stalemate

Stalemate is when the player whose turn it is to move is not in check but has no legal move. The rules of chess provide that when a stalemate occurs, the game ends as a draw. During the endgame, a stalemate is a resource that can enable the player with the inferior position to draw the game rather than lose.

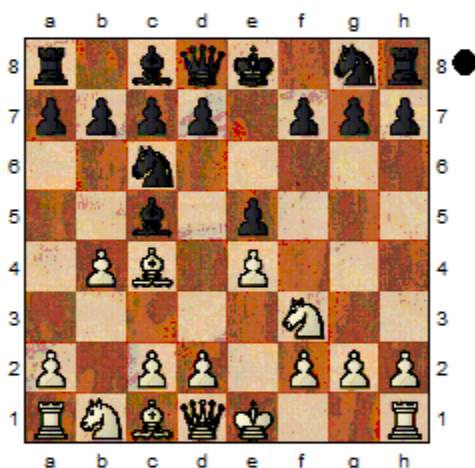
An Example Game

Anderssen, Adolf
 Dufresne, Jean
 Berlin 'Evergreen'
[Baldr]

C52

1852

- 1.e4 White puts a pawn in the center.
- 1...e5 Black follows suit
- 2.Nf3 attacks the Pawn
- 2...Nc6 Protects the Pawn 3.Bc4
- The Italian Opening
- 3...Bc5 Developing the Bishop to attack through the center - Continues the Italian.
- 4.b4

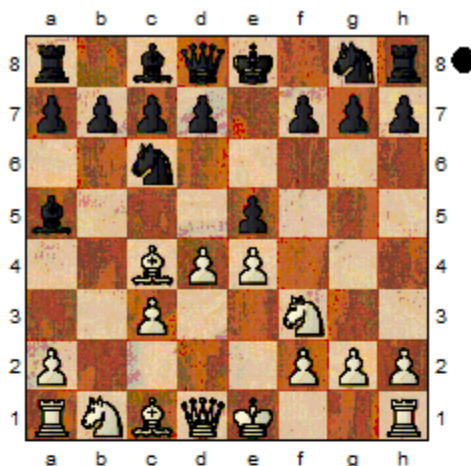


The Evans Gambit

White is giving up a pawn to develop his pieces quickly and try to take control of the center of the board.

- 4...Bxb4
- Black says, "thank you for the Pawn".
- WHY DO YOU THINK WHITE OFFERED THE PAWN?
- 5.c3 Attacks the Bishop.
- 5...Ba5 Retreat
- 6.d4

(Diagram)



Attacks the center

This was one of White's goals he wanted to have pawns on e4 and d4 to control the center and space

6...exd4

Takes the offered Pawn

7.O-O

King goes to safety.

In the Opening the goals are:

- 1. Get your pieces off the back rank.
- 2. Control the center of the board.
- 3. Make sure your King is safe.

7...d3

Why would someone play N(g)e7 In this position?

8.Qb3

Attacks the f7 pawn.

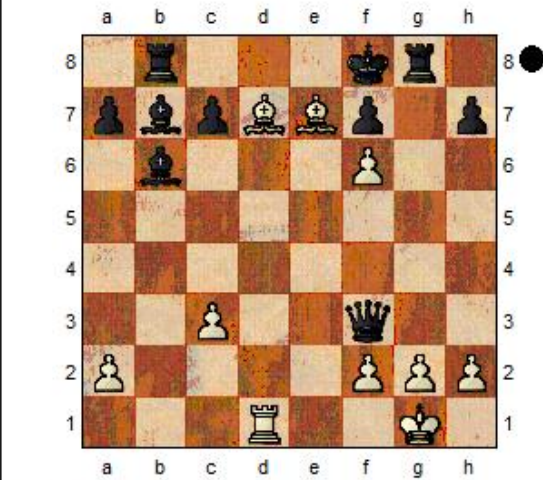
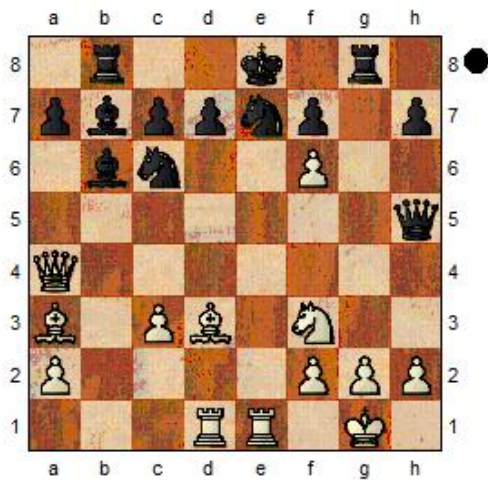
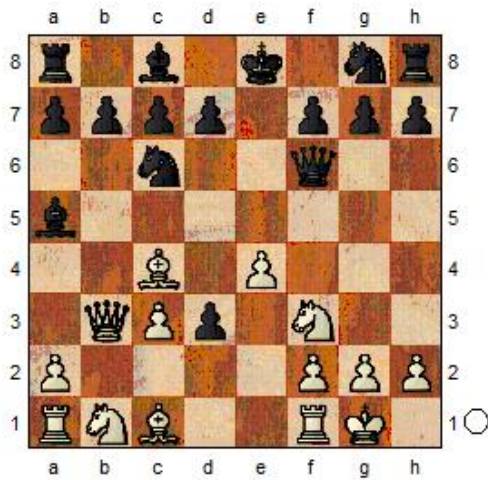
8...Qf6

(Diagram)

Protects the f7 pawn

- 9.e5 Qg6 10.Re1 Nge7 11.Ba3 b5
- 12.Qxb5 Rb8 13.Qa4 Bb6 14.Nbd2
- Bb7 15.Ne4 Qf5 16.Bxd3 Qh5
- 17.Nf6+ gxf6 18.exf6 Rg8 19.Rad1

(Diagram)



1-0

The next move is the critical decision that is the starting point of what makes this game special.

19...Qxf3??

And the game is lost. What should Black have played instead?

20.Rxe7+

The beginning of the end!

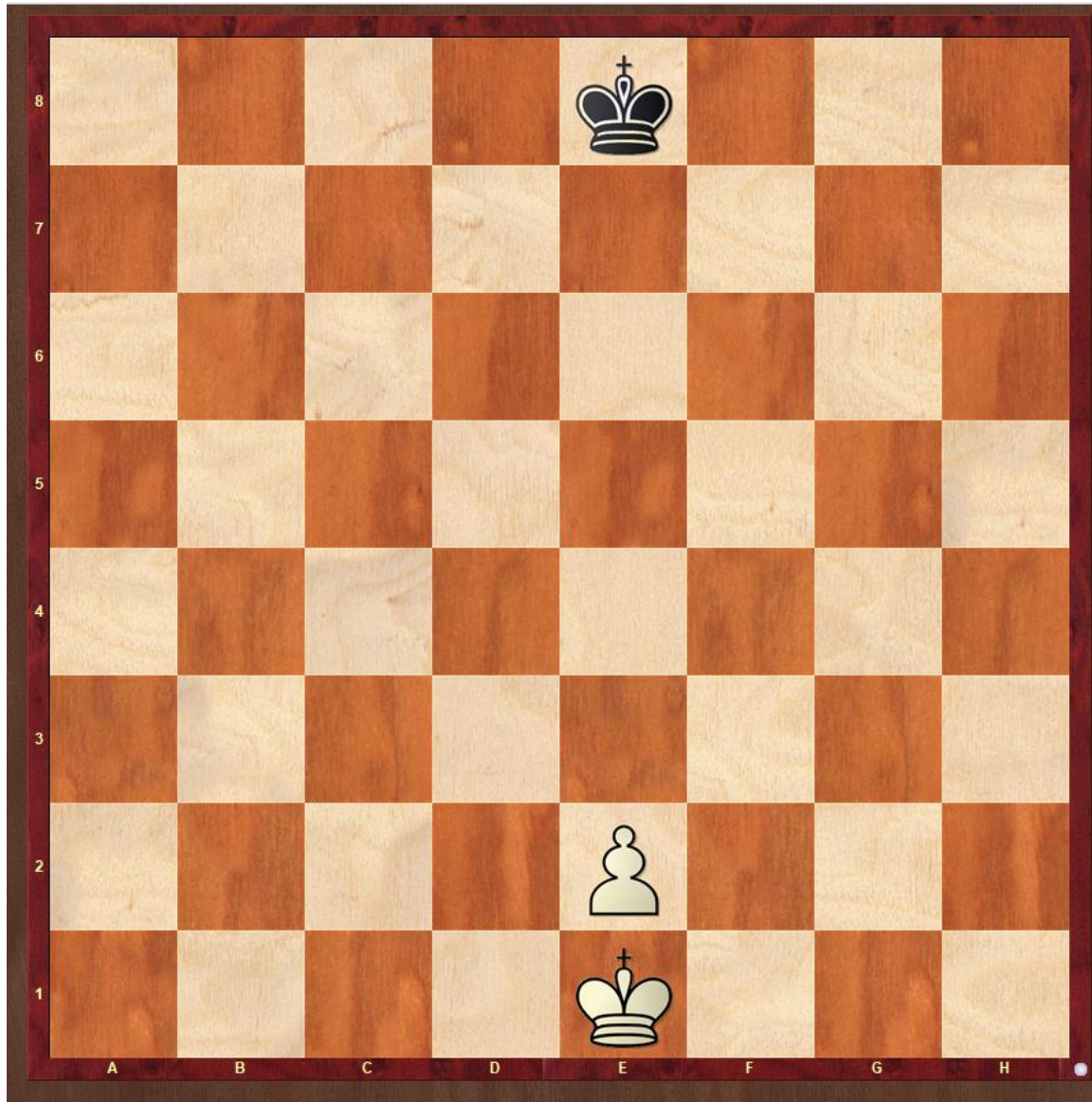
20...Nxe7 21.Qxd7+ Kxd7 22.Bf5+ Ke8

23.Bd7+ Kf8 24.Bxe7#

CLASS 2 TOPICS

1. How to use a chess clock.
2. Consultation Game (timed game 15)
 - a. 2 teams
 - i. 1 Captain for each team
 - ii. 1 person to move the pieces for each team.
 - iii. 1 formal scribe for each team.
 - iv. Beginners sit with me for explanations as the game is played.
 - v. All who are able-record game.
3. Review pawn promotion rule.
 - a. Promote pawn sequence when the pawn is on (e2) with King on its original square (e1). White to move – result?
 - b. Same as 3.a but with Black to move. Result?
4. Review King and Queen vs Queen Mate.
 - a. Have student explain his thinking process.
5. Double Attack for homework.

Pawn Promotion



Solve for white to Move – then Black to Move

The First Basic Mating Endgame

Mating with a King and Queen against King



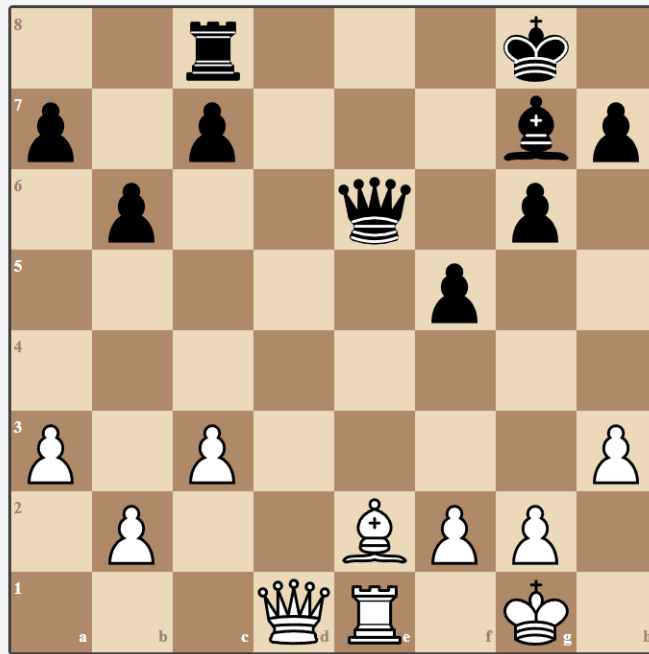
White to Move

Double Attack

A double attack is an attack against two pieces or pawns at the same time. This type of attack is much harder to defend against and harder to visualize than an attack on a single piece or pawn. Knowing that a threat on a single piece or pawn is easily dealt with, a better alternative is a simultaneous attack against two pieces or pawns, only one of which can be defended.

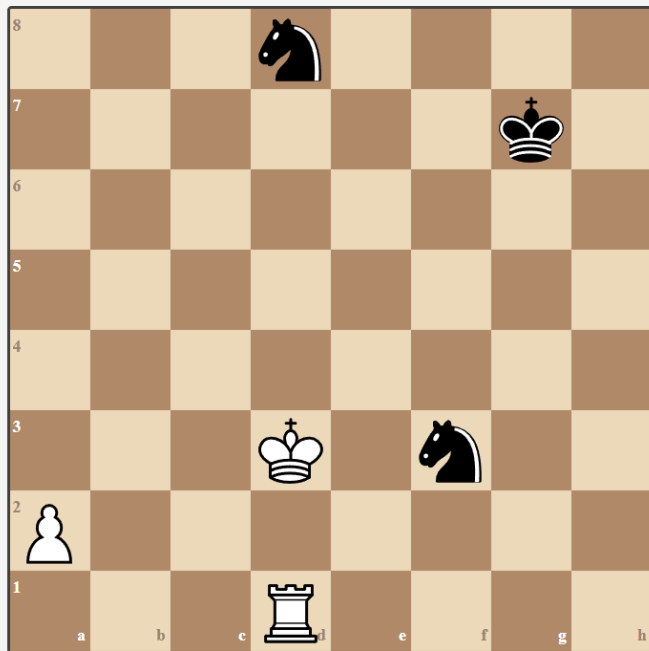
Below are a couple of double attack positions. Be ready to discuss these problems at our next lesson.

diagram 001



White to Move

diagram 002



White to Move

