

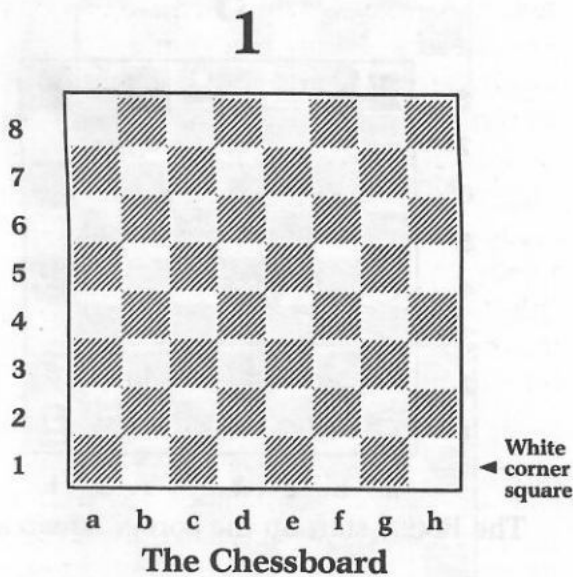
Lesson One

Starting Position. How Pawns Move and Capture.

Chess is a very ancient game that first appeared in India around the fourth or fifth century A.D. Although there are many legends about the origin of chess, nobody really knows who invented the game.

Chess is an intellectual competition between two players.

It is played on a square board divided into 64 equal squares that are alternately light and dark. Each player always has a light corner square on his right. Remember: "Light on the Right".



There are 32 chessmen, 16 White and 16 Black. One of the players has the White men and the other the Black men. Diagram 2 shows how the men are set up at the start of a game. In all chess diagrams the White side is shown as moving up the board and the Black side as moving down the board.



A chessman (or man) means either a pawn or a piece. A pawn is never called a piece. Thus each side at the start of a game has eight pawns and eight pieces. The chart below shows how many of each type of piece each player has, and the symbols usually used to represent the pieces in diagrams.

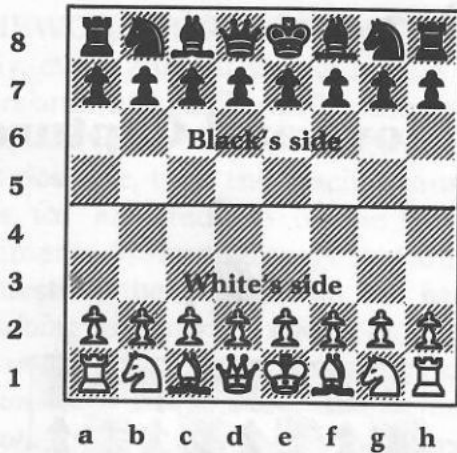
Name	White	Black	Symbols
King	1	1	K or ♔ ♚
Queen	1	1	Q or ♕ ♖
Rook	2	2	R or ♖ ♗
Bishop	2	2	B or ♘ ♙
Knight	2	2	N or ♞ ♟
pawn	8	8	P or ♙ ♚

Diagram 2 shows the starting position of the men and Diagrams 5-10 show how to set the men up one by one. The player with the White men is called "White," and the player with the Black men is called "Black."

The half of the board on which the White men stand is called the "White Side" and the half with the Black men on it is called the

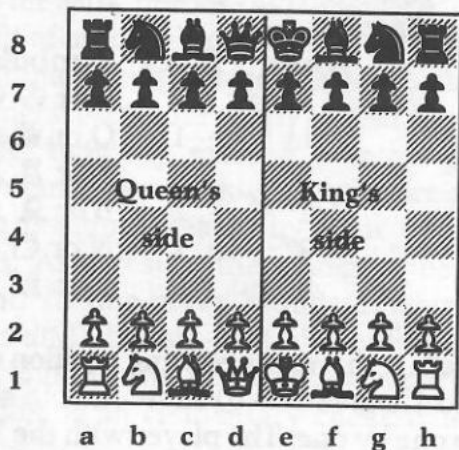
"Black Side." This is shown in Diagram 3, where an imaginary horizontal line separates the White Side from the Black Side.

3



If instead a line were drawn vertically down the middle of the board both the Queens would appear on one side of the board while both the Kings would be on the other side. That half of the board containing both Queens is called the "Queenside" and the other half, containing both the Kings, is known as the "Kingside." White's Kingside is always on his right and Black's Kingside is always on his left. This is never changed, no matter where the Kings and Queens move on the board during the game See Diagram 4.

4



Each player moves in turn, with White starting. Two consecutive moves by the same player are prohibited by the rules of play. Nor can a player pass his turn. A move is a transfer of a man from the square on which it is, to another

square to which it is permitted by the rules to move.

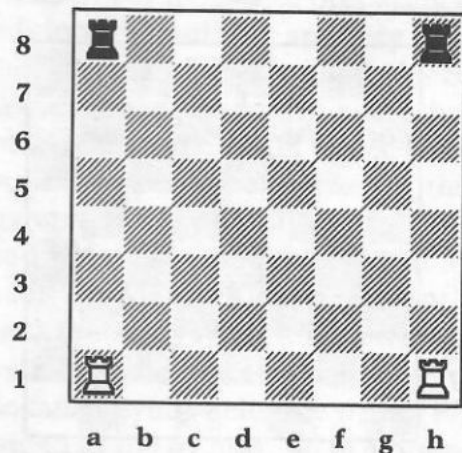
If an enemy man is on the square to which a move is made, it is captured and removed from the board, and it cannot take part in the game any more. Thus, the number of men in a game of chess can only decrease and never increase. Two men cannot simultaneously occupy the same square, and a player can never capture one of his own men. Each type of chessman has its own way of moving, and all men of the same type move in the same way.

The aim of the game is to capture the opponent's King. The person who succeeds in doing this first is the winner. If neither player succeeds in winning, the game ends in a draw.

Since it is hard to learn the moves of all the different chessmen at one go, we'll take it step by step. Today you will learn the pawn's move and how to play a game using only pawns.

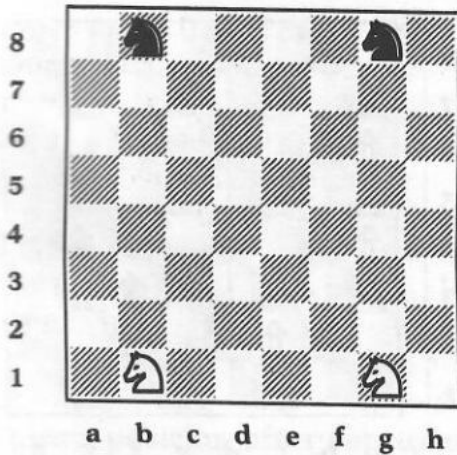
How to Set up Pieces on the Board Diagrams 5-10

5



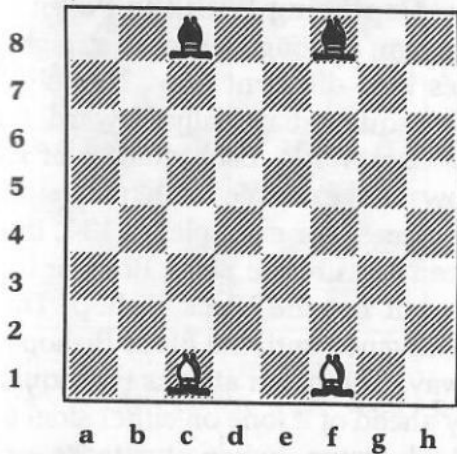
The Rooks start on the corner squares.

6



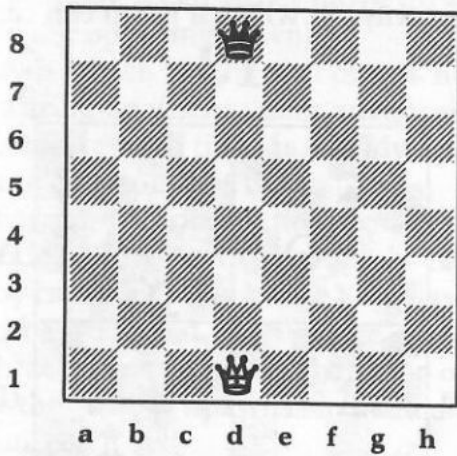
Next to the Rooks go the Knights.

7



The Bishops go next to the Knights.

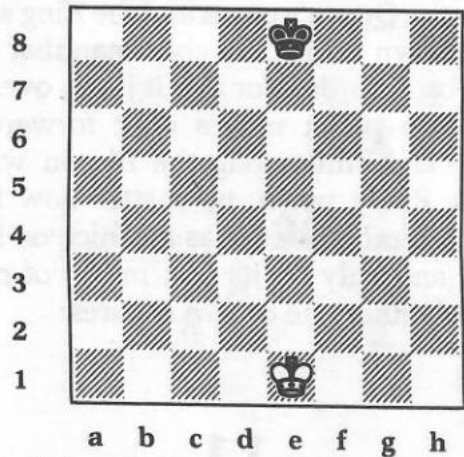
8



The Queen always starts on a square of her own color.

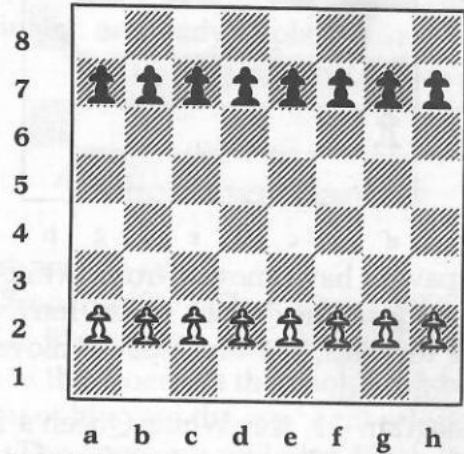
*alliteration
several sentences with T/F order
→ MC-Test*

9



The Kings take the remaining squares — White King on dark square, Black King on light.

10



Each side's eight pawns are placed on the row of squares in front of their pieces.

How the Pawn Moves and Captures

Pawns are the smallest of the chessmen. They are valued by experts, but often scorned by beginners. The White pawns start the game on the second rank and move forward, while the Black pawns start the game on the seventh rank and move in the opposite direction, towards the White pawns.

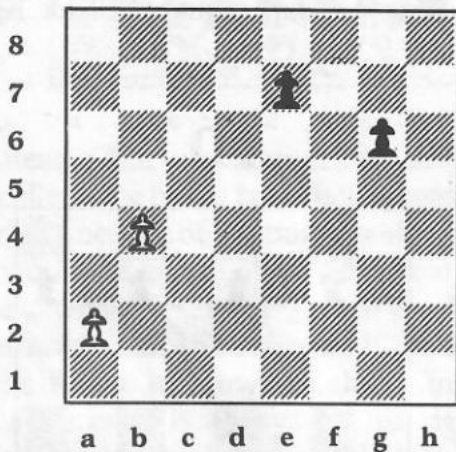
Pawns of the same color all look alike. If we want to identify one of them in particular, we use the name of the piece that it stood in front of in the starting position: the Queen's Rook pawn and the King's Rook pawn, the Queen's

Knights pawn and the King's Knight pawn, the Queen's Bishop pawn and the King's Bishop pawn, the Queen's pawn and the King's pawn.

The pawn is the only chessman that cannot move backwards. Nor can it jump over other men. The pawn moves only forward, one square at a time along the file on which it stands. Every pawn, no matter how far the game has progressed, has a choice on its first move (and only on its first move) of moving forward either one or two squares.

T/F

11



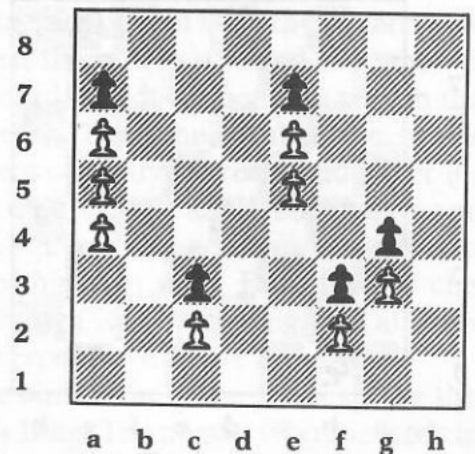
in each direction
T/F

The pawns have moved from White's and Black's sides. The White pawn moved two squares forward, the Black pawn moved one square forward.

In Diagram 11, the White Queen's Knight pawn has moved two squares forward on its first move. This double move is optional. Thus, the Black King's Knight pawn has moved only one square forward on its first move. From now on, these two pawns are allowed to move ahead only one square at a time. On the Queen's Rook file and the King file we can see the move-by-move progress of a pawn from its starting position to the other end of the board.

If a man (either its own or the enemy's) is on the square immediately in front of a pawn, the pawn is blocked and cannot advance. See Diagram 12.

12

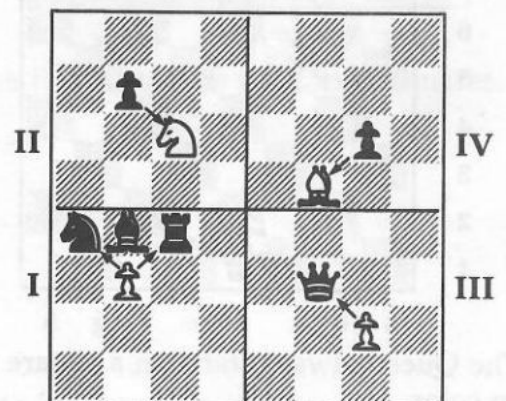


None of the pawns can move.

Capturing With the Pawn

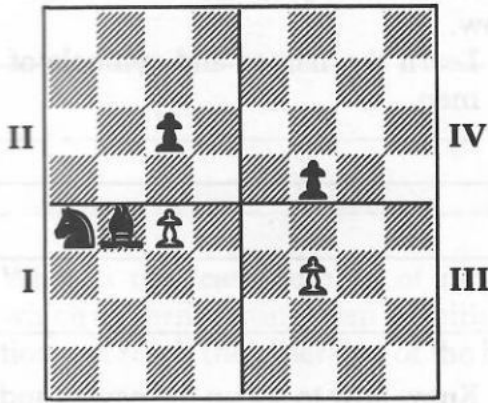
The pawn, although it moves straight ahead, captures in a different way. Namely, it captures one square diagonally forward. It cannot capture backwards. Each quarter of Diagram 13 shows an example of a pawn attacking enemy pieces. For example, in 13-I, the White pawn can capture the Black Rook or the Black Knight, but not the Black Bishop. The pawn cannot advance until the Black Bishop gets out of its way. The pawn attacks two squares diagonally ahead of it (one on either side) unless it is a Rook pawn, when it attacks only one square. A capture is carried out in the following way: the pawn moves onto the square occupied by the enemy man, which is removed from the board. Diagrams 13 and 14 show the different ways in which a pawn can capture.

13



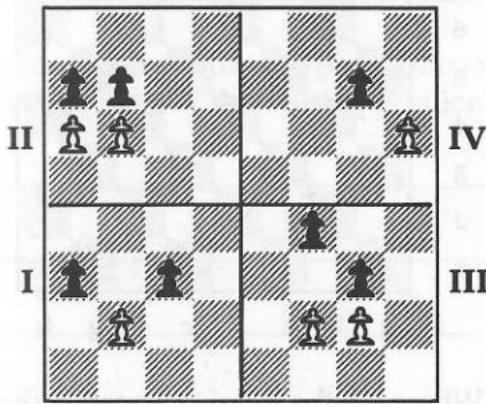
pawn position before capturing

14



pawn position after capturing

15



I. The White pawn has four possible moves.

II. Each of the four pawns can make a capture, but none of them can advance.

III. Black is threatening to take off White's pawn.

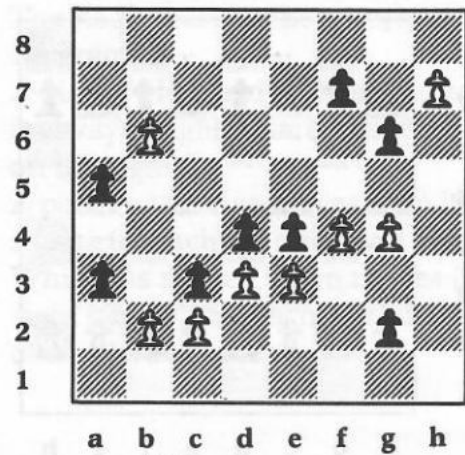
IV. Each pawn can either move forward or capture the opposing pawn.

A pawn which has moved onto a new file by capturing an enemy man advances along this new file even if there is already a pawn of the same color on that file.

In Diagram 12, none of the pawns can move. The middle King pawn could only have got there by capturing. The White King pawns are said to be "doubled." It is quite unusual to have three pawns of the same color on one file, such as the "tripled" pawns on the Rook file in Diagram 12.

Now look at Diagram 16. How many different moves can the White pawns make in all? How many can the Black pawns make in all?

16



How many different moves can the White and Black pawns make?

Answer: The White pawns can make a total of ten different moves. The Black pawns can also make a total of ten moves.

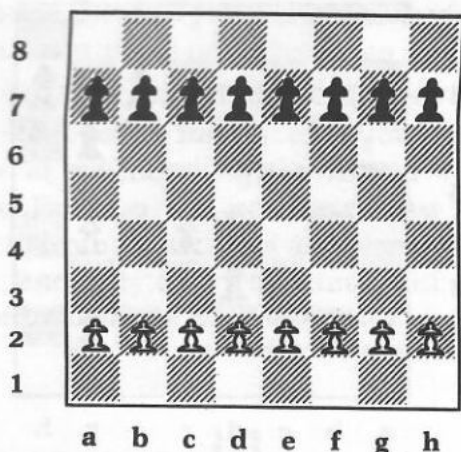
Now you are ready to play!

The Pawn Game

Here are the rules:

1. Choosing for colors. One of the players hides a Black pawn in one fist and a White pawn in the other. He then holds out both fists in front of him and the opponent selects one of them. The opponent will play Black if the fist has a Black pawn, and he will play White if it contains a White pawn. After the first game, the players switch colors every game.

2. The Starting Position. The starting position should be as shown in Diagram 17.



3. You win the game:
 - a) if your opponent gives up; or
 - b) if you are the first to capture all your opponent's pawns; or
 - c) if you are the first to reach the last rank (i.e., your opponent's first rank) with one of your pawns; or
 - d) if it is your opponent's turn to move but all his pawns are blocked and do not have any moves, while you yourself can make at least one move.

The game is a draw (i.e., a tied game):

- a) if the two players agree to call it a draw; or
- b) if both sides' pawns are blocked up so that neither side can make any moves.

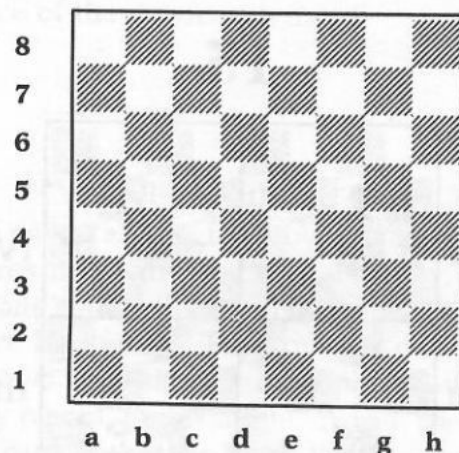
Before you start, remember one very important rule: if you touch one of your own men when it is your turn to move, you must move it. If you touch one of your opponent's men, you must capture it if you can. And of course once you make a move, you cannot change it. Get into the habit of playing Touch-Move! First think out your move carefully, and then play it firmly and without hesitation.

HOMEWORK

Write down your answers in the space below.

1. Learn the names and symbols of all the men.

2. Know how to set up the pawns and pieces in the starting position.



3. Where are the Knights placed in the initial position (between which pieces)?

4. Where are the Bishops placed in the initial position?

5. In the initial position, which men are placed on the corner squares?

6. What color is the right-hand corner square nearest a player?

7. What is the least number of moves in which a pawn starting from its initial position can reach the other end of the board?

8. How many different pawn moves does White have in the starting position?

and a Knight and the other between the King and a Knight (see Diagram 7).

5. The Rooks occupy the corner squares (see Diagram 5).

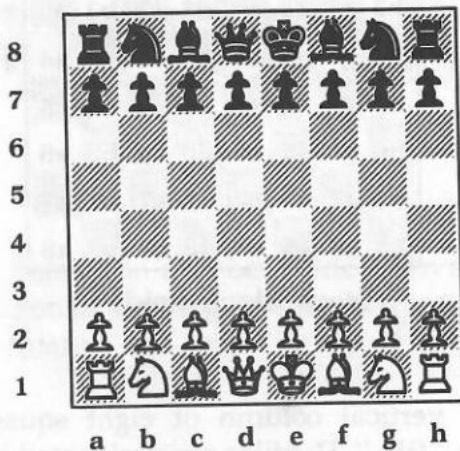
6. A player's lower right-hand corner square is always a light square. Remember: "light on the right!"

7. A pawn needs five moves from its original square to reach the other end of the board.

8. White has sixteen pawn moves (there are eight pawns, and each can advance either one or two squares.)

HOMEWORK ANSWERS

- King = K; Queen = Q; Rook = R; Bishop = B; Knight = N; Pawn = P.
-



- Each Knight is placed between a Rook and a Bishop (see Diagram 6).
- One Bishop stands between the Queen