

Chess Club

Things we have learned

Attack: A man is under attack if it may be captured.

Capture: Remove a man from the board by occupying the square on which it stood

Center: The center of the board consists of the four squares named d4, d5, e4 and e5.

Check: The king is in danger

Checkmate: The king is in danger and there is no way out of check

Chessmen: The chess pieces and the pawns. Pieces are not pawns and pawns are not pieces.

Closed File: A file on which there are pawns of both colors

Colors: Chessmen are white and black. The squares are light and dark.

Control: A player controls any square on which he can capture something of an opponent.

Discovered Attack: Moving one man out of the way to attack with a piece behind it.

Double Attacks: Any method of attacking more than one thing at a time.

File: A vertical column of the chess board, identified by a letter from a through h

Fork: One chessman attacking more than one man at a time

Half-Open File: A file on which the opponent has a pawn but the player does not

Major Pieces: Rooks and Queens

Material: Chessmen

Minor Pieces: Knights and Bishops

Occupy: A square is occupied if there is a man on it.

Open File: A file on which there are no pawns

Passed Pawn: A pawn that cannot be blocked or captured by an opponent's pawn

Pin: A maneuver in chess that keeps an opponent's man in place on the board because moving it would expose something behind it to attack

Position: Where your chessmen are located on the board

Protect: Be in a position to capture whatever captures the protected man

Rank: A horizontal row of the chess board, identified by a number from one through eight

Sacrifice: Exchanging material for a better position

Square: A space on the board, identified by the coordinates of the file and rank

Rules

En Passant: When a pawn uses its double move to pass by the square on which it could have been captured by a pawn had it moved only one square, for the next turn the player may capture that pawn as if it had moved only one square.

Light on the Right: When setting up the chess board, the right corner square on the rank closest to you is light colored.

Touch-Move: You must move the first man you touch. If you touch a man of your opponent's you must capture it. Once you let go of your man, your turn is over.

The king is the only man on the board that may never be captured. The king may be attacked (check) and must never end its turn in danger. A player in check may Run Away, Block, or Capture to get out of check. If a player is in check and cannot get out of check, that is checkmate and the game ends.

Stalemate: If a player has no legal move but is not in check, the game ends as a draw.

Strategy

Bishops are more powerful when they are near the center of the board. They usually are brought into the game early.

Double attacks, such as those found by using **pins**, **forks** and **discovered attacks**, are good ways to win extra material.

Material matters less than position. A player wins by obtaining a superior position and checkmating the opponent, not by capturing more men. However, having more material improves a player's position.

Opening strategy includes controlling the center, moving the minor pieces towards or into the center, and protecting the king, usually by castling.

Passed pawns, especially protected passed pawns, are very powerful.

Rooks are powerful on the seventh rank and on open files. Usually they do not move much until other men have been traded, opening paths on which they may move.

Sacrifices are used only when a genuine positional advantage may be obtained. Giving away material usually results in an inferior position.

Advice

Before you decide on your move, look to see everything you are attacking and everything your opponent is attacking.

Remember the long-term objective of how to win the game and make sure your plan will help you win.

Think about short-term objectives such as gaining extra material or getting a good position (one example is getting a passed pawn) before you move.

Always play using good sportsmanship. Never do anything to distract or disturb others. Always play your hardest and best.