

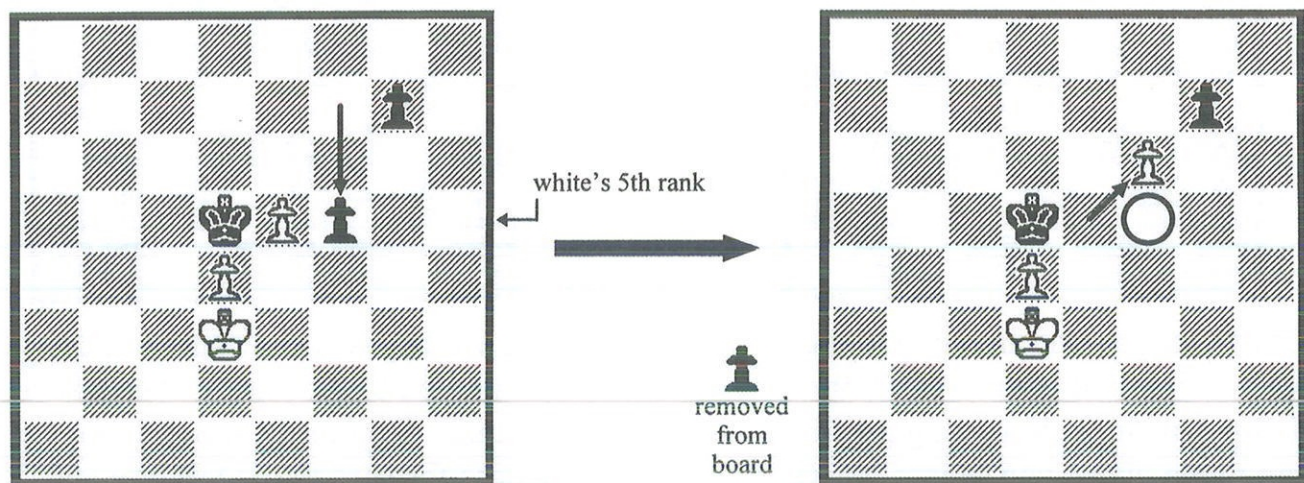
En Passant

Instruction

En passant (French for “in passing”) is a special type of pawn capture involving only pawns. Your pawn may capture an opponent’s pawn *en passant* when:

- your pawn is sitting on its own fifth rank, and
- your pawn is passed by the opponent’s pawn on a file next to it, and
- the opponent’s pawn *just moved* two squares.

Your capturing pawn is placed on the sixth rank on the square directly behind the opponent’s pawn. The captured pawn is removed from the board.



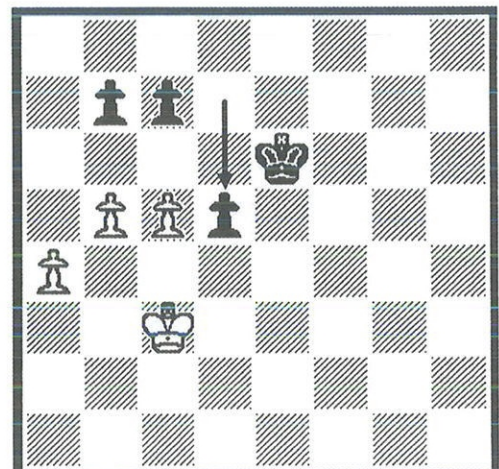
White’s forward pawn is sitting on White’s fifth rank. The black pawn just moved forward two squares (arrow). It is now White’s move.

The white pawn captures *en passant*. The white pawn moves to the sixth rank (arrow). The black pawn is removed from the circled square.

Activity 15

⇒ On the diagram at right, Black just made the pawn move indicated by the arrow. It is now White’s move.

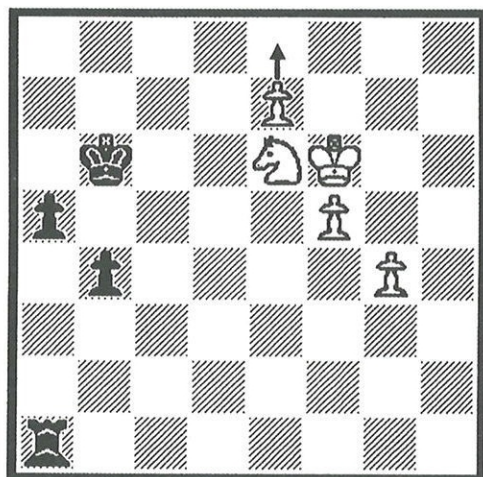
- Draw an arrow to the square where the white pawn moves in order to capture *en passant*.
- Circle the black pawn that the white pawn may capture.



Promoting a Pawn

Instruction

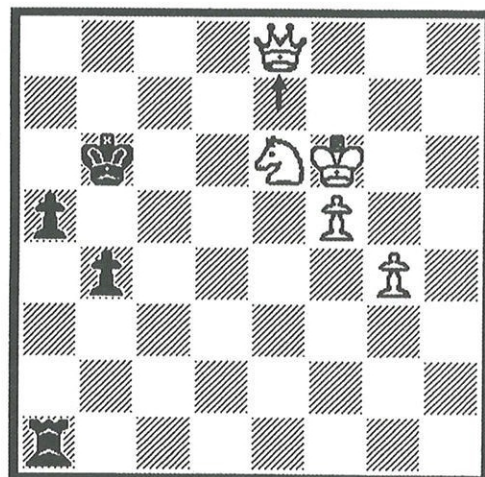
When a pawn reaches the eighth rank (the far side of the board), it becomes a Queen, Rook, Bishop, or Knight. This is called **promoting a pawn**. *Promoting a pawn* is one of the most powerful moves in chess. The player who promotes a pawn decides which type of piece the pawn becomes. (A player can have more than one Queen at a time!)



As indicated by the arrow, White is to about to advance the pawn to the “promotion square.”




is replaced by

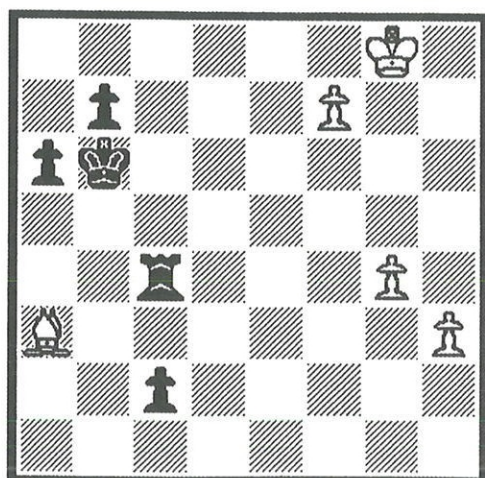
White chooses to promote the pawn to a Queen, the most powerful piece on the board.

Activity 16

⇒ a. When a pawn is promoted to the eighth rank, what type of piece may it become?

b. On the diagram at right, circle the white pawn that can be promoted to a Queen on its next move. *Remember, on a chess diagram, the white pawns move from the bottom to the top; black pawns move from top to bottom.*

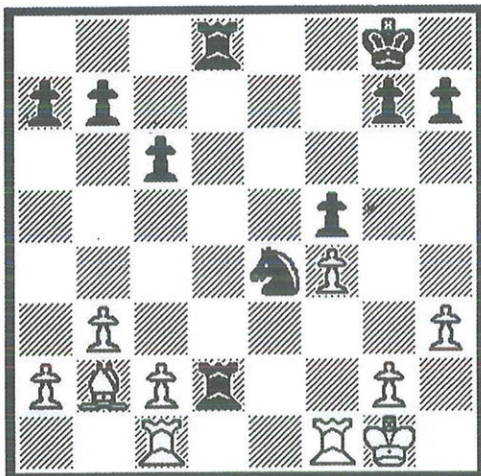
c. On the diagram at right, circle the black pawn that can be promoted to a Queen on its next move.



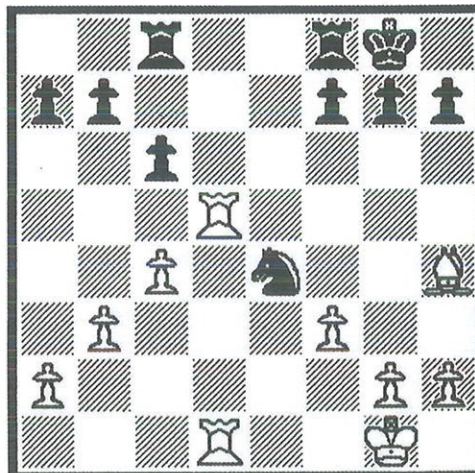
Practicing Pawn Moves

Activity 17

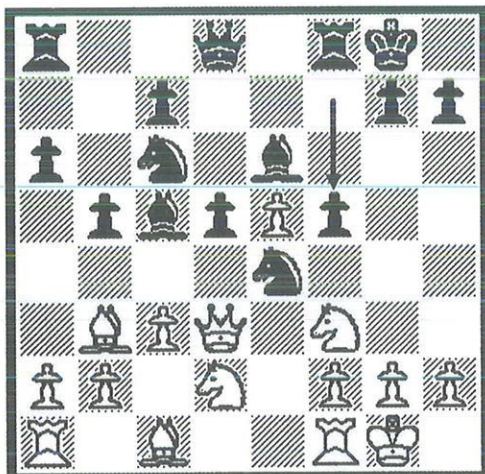
⇒ Follow the instructions for each diagram below.



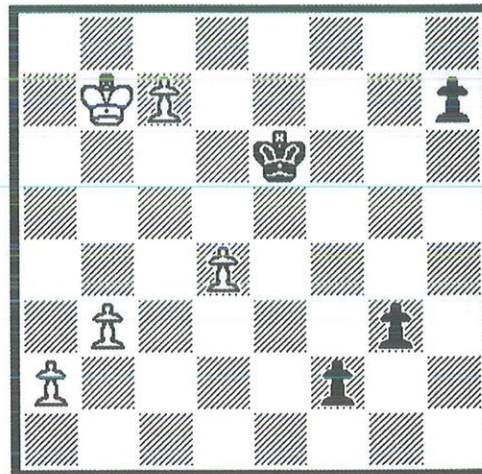
- a. Circle each pawn that can move two squares on its next move.



- b. Circle each pawn that can capture an opponent's piece on its next move. Draw a square around each threatened piece.



- c. Black just made the pawn move indicated by the arrow. Draw an arrow to the square where a white pawn can move to make an *en passant* capture. Circle the black pawn that will be captured.



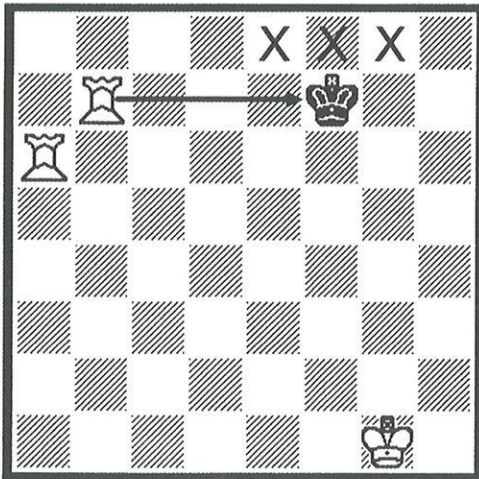
- d. Circle each pawn that can be promoted to a Queen on its next move.

Checking the King

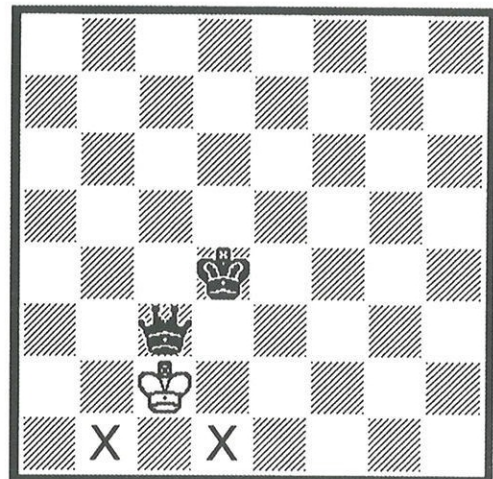
Instruction

Check is a move that directly attacks the opponent's King. Any chess piece, except the King, can check the opponent's King. If in check, a King must immediately get out of check. A King can get out of check in three ways:

- Move out of check.
- Block the check with another piece.
- Capture the checking piece.



The black King is in check by the white Rook (arrow). The black King can move out of check by moving to any of the three squares marked with an X. These safe squares are called “flight squares.”

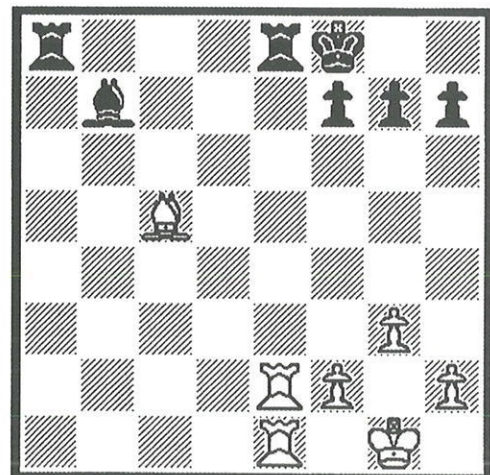


The white King is in check by the black Queen. The white King has two flight squares, each marked with an X. The game would be over if the King could not get out of check!

Activity 18

⇒ Use the diagram at right to do the following:

- Circle the white piece that is checking the black King.
- Write an X on the flight square to which the black King can move.

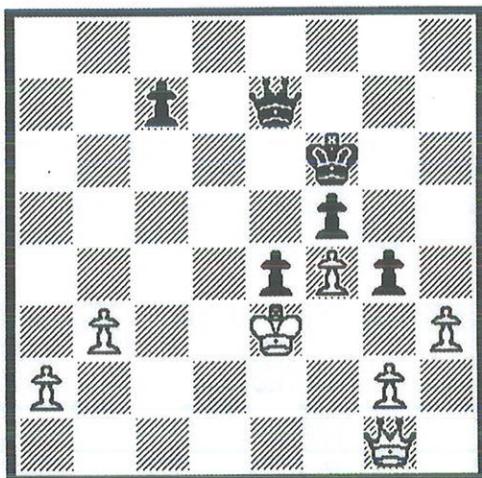


Practicing Checking

Activity 19

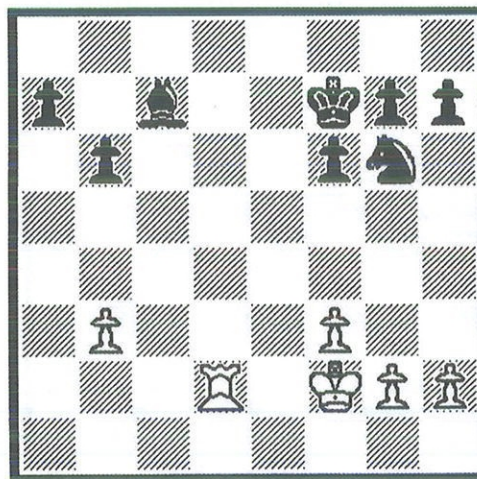
⇒ Draw an arrow on each diagram below to show the checking move.

a. Black to move the Queen and check the white King.



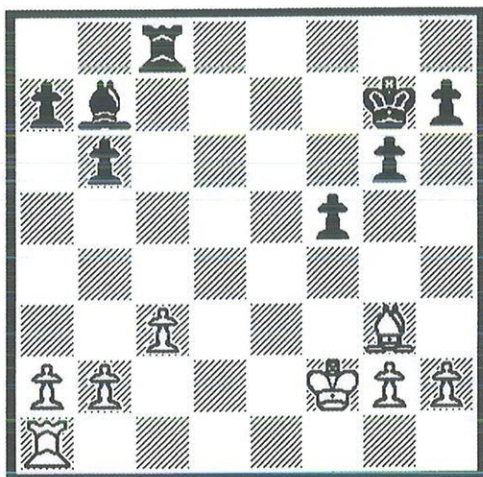
Black to move.

b. White to move the Rook and check the black King.



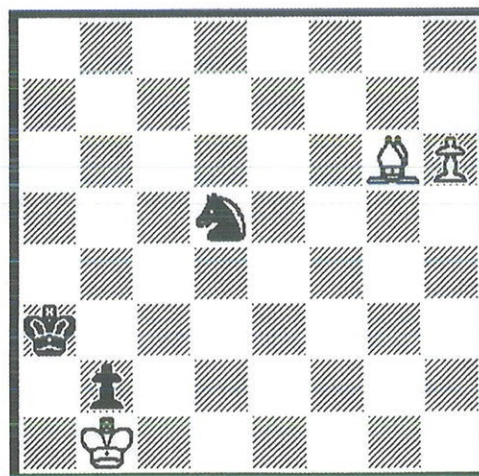
White to move.

c. White to move the Bishop and check the black King.



White to move.

d. Black to move the Knight and check the white King.



Black to move.

Two Moves a King Cannot Make

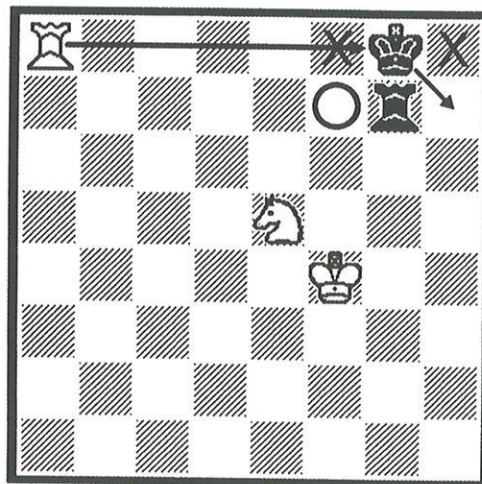
Instruction

A King cannot move onto a square on which:

- the King would remain in check; or
- the King would move into check.

In the diagram at right, the black King is in check by the white Rook (arrow). The black King must move out of check. However, the black King cannot:

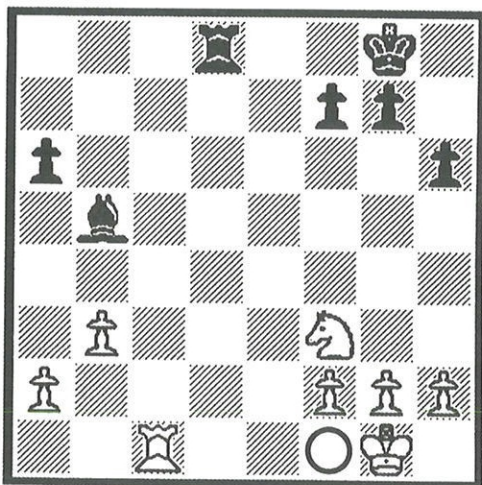
- move to either square marked with an X, because the King would remain in check by the white Rook; or
- move to the square marked with a circle, because the King would be moving onto a square guarded by the white Knight. Moving to this square would be moving into check.



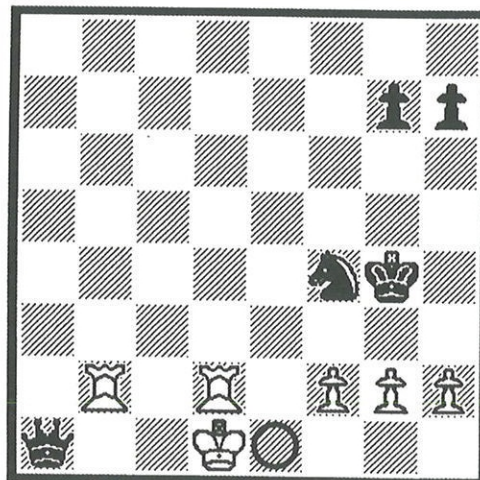
The black King's only move is to the square indicated by the arrow.

Activity 20

⇒ In each diagram below, explain why the white King cannot move to the circled square: *cannot remain in check* or *cannot move into check*.



a. _____



b. _____

Two More Moves a King Cannot Make

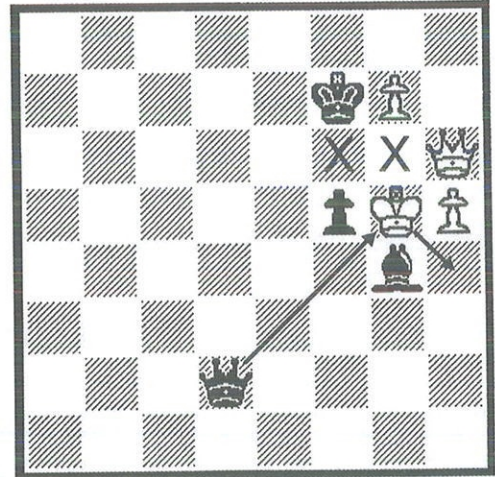
Instruction

A King also cannot:

- capture an opponent's piece that is guarded by another piece, or
- move onto a square that is next to the opponent's King.

In the diagram at right, the white King is in check by the black Queen (arrow). The white King must move out of check. However, the white King cannot:

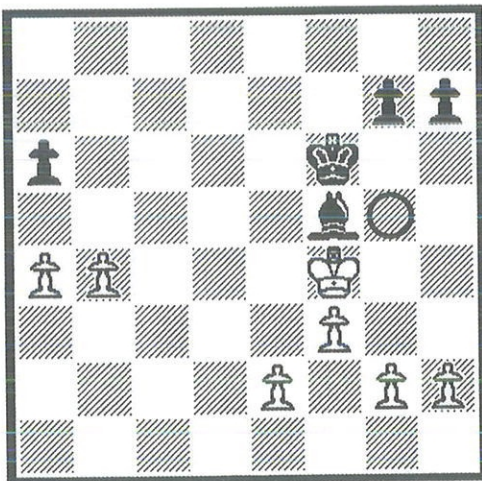
- move to either square marked with an X, because the King would be moving onto a square that is next to the black King; or
- take the black Bishop, because the Bishop is guarded by a black pawn; or
- take the black pawn, because the pawn is guarded by the black Bishop.



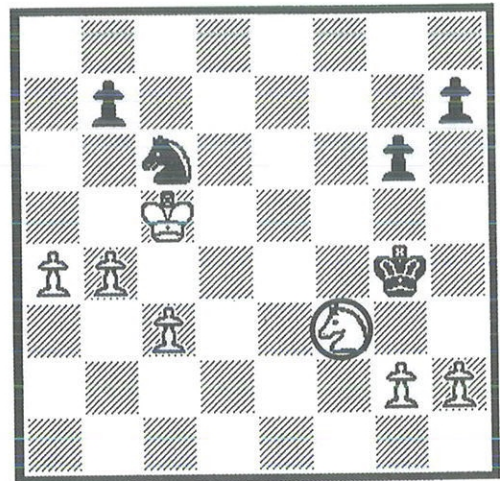
The white King's only move is to the square indicated by the arrow.

Activity 21

⇒ In each diagram, explain why the black King cannot move to the circled square: *cannot capture a guarded piece or cannot move next to the opponent's King.*



a. _____



b. _____

Getting Out of Check

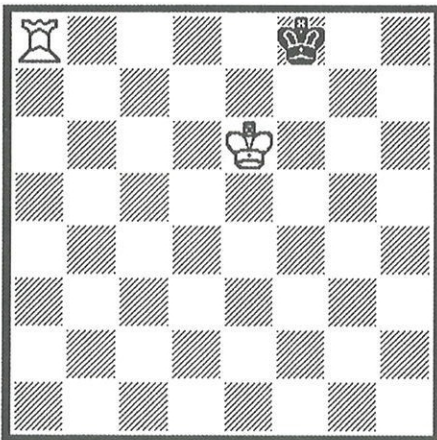
Instruction

When a player's King is in check, the player must get the King out of check. The player can do any one of the following that is possible:

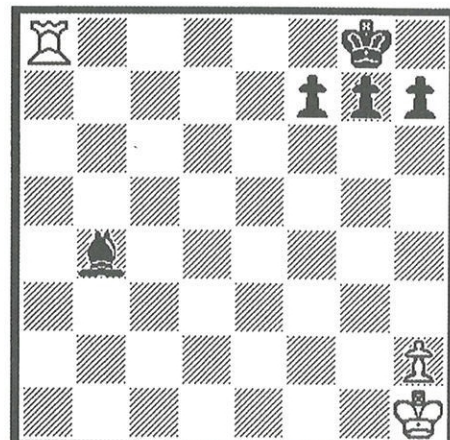
- **Flee:** Move the King to a safe flight square. *A safe flight square is a square that is neither guarded by an opponent's piece nor next to the opponent's King.*
- **Interpose:** Move a piece between the King and the checking piece.
- **Capture:** Take the checking piece.

Activity 22

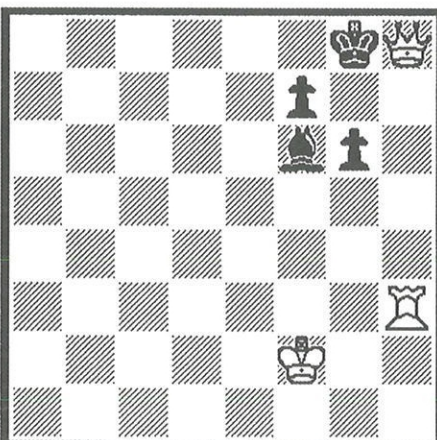
- ⇒ a. Under each diagram, circle how Black can get out of check: *flee*, *interpose* or *capture*.
- b. Draw an arrow on each diagram to show the move that gets the black King out of check. Circle any captured piece.



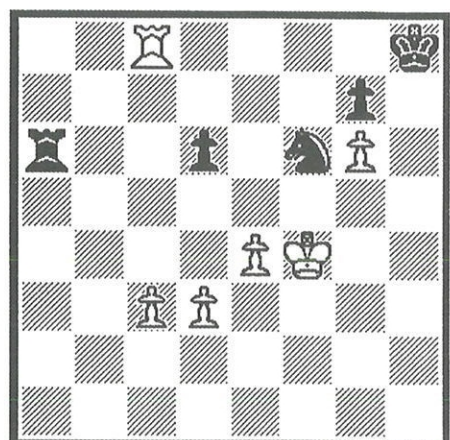
Flee? Interpose? Capture?



Flee? Interpose? Capture?



Flee? Interpose? Capture?

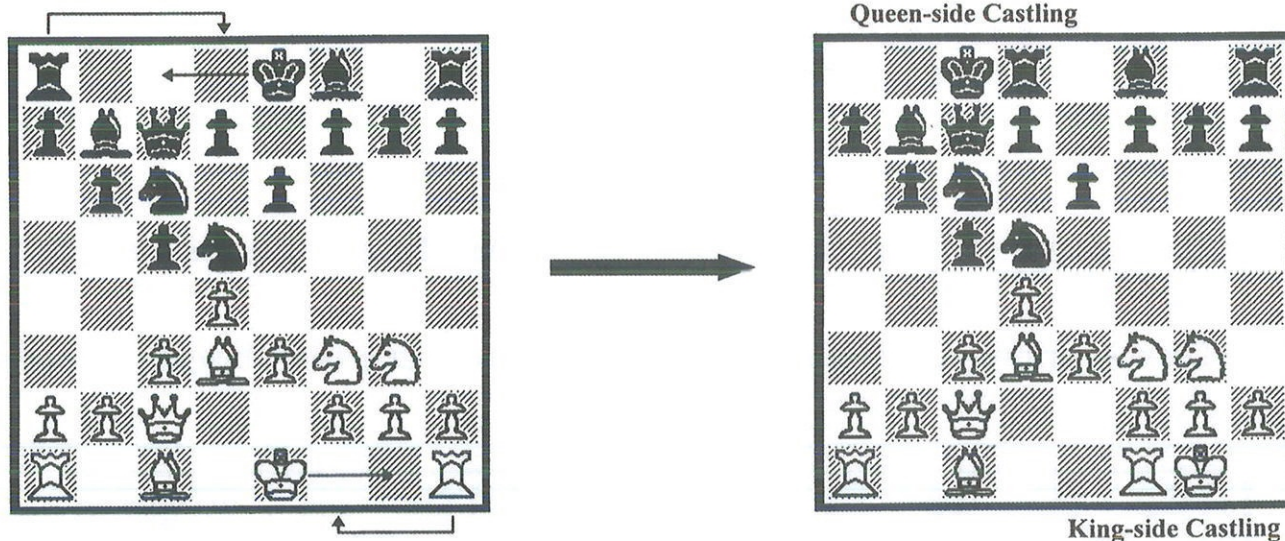


Flee? Interpose? Capture?

Castling

Instruction

Castling is a single move that involves both the King and one Rook. To castle, the King moves two squares toward the Rook it will castle with. Then, that Rook moves to the other side of the King. Castling is a move that protects the King from attack.



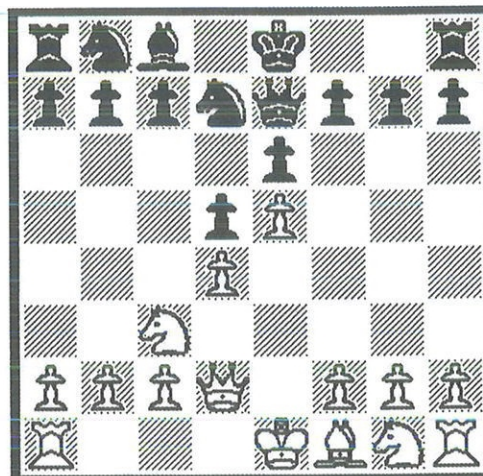
Both black and white pieces can castle. Black has prepared to castle *Queen-side*. White has prepared to castle *King-side*.

Black has castled *Queen-side*.
White has castled *King-side*.
During a game, each King can castle only once.

Activity 23

⇒ Use the diagram at the right to complete the following:

- Black can castle _____.
(*King-side* or *Queen-side*?)
- White can castle _____.
(*King-side* or *Queen-side*?)
- Write a **K** on the square where each King lands after castling, and an **R** where each Rook lands.
- During a game, how many times can each King castle? _____
number



When Can A King Castle?

Instruction

A King can castle when:

- The King is on its original square and has not yet moved.
- The castling Rook is on its original square and has not yet moved.
- The squares between the King and castling Rook are empty.

A King cannot castle when:

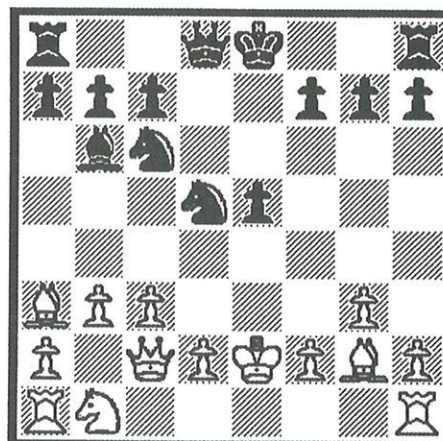
- The King is in check.
- The King would pass through check or land in check while castling.
- The King or castling Rook has already moved.
- Any square between the King and castling Rook is occupied by a piece.

Activity 24

⇒ Answer the two questions beside each diagram below.

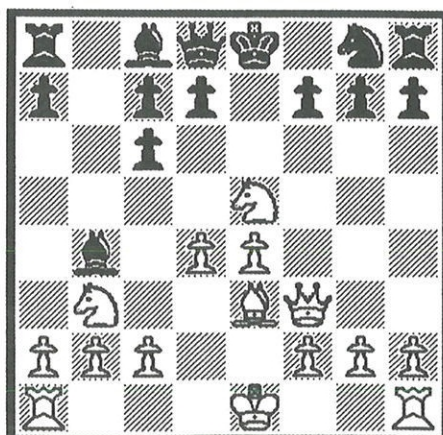
- a. Why can't Black castle King-side on the next move?

- b. Why can't White castle at all this game?



- c. Why can't White castle on the next move?

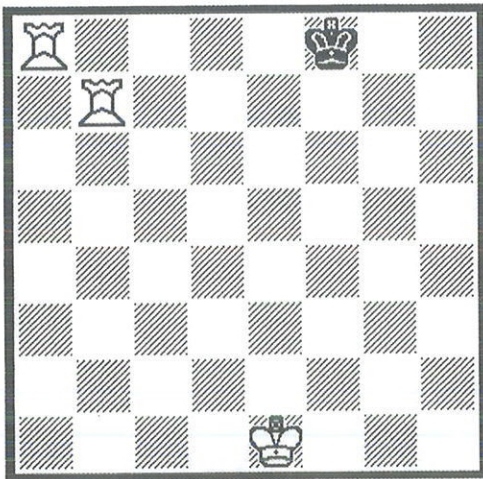
- d. Why can't Black castle King-side on the next move?



Checkmate

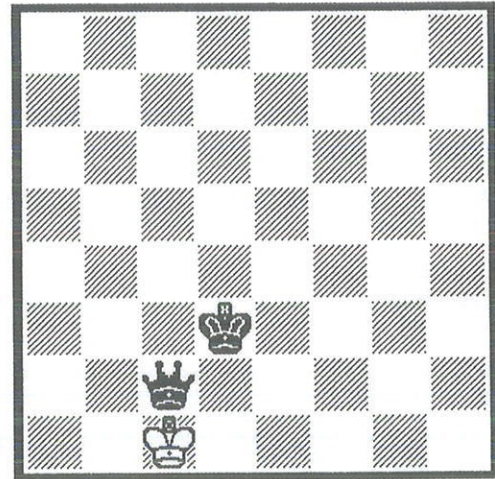
Instruction

Checkmate is a position in which one King is in check and cannot get out of check. A checkmate ends a chess game. For example, if the white King gets *checkmated*, the player with the black pieces wins the game. The checkmated King is unable to *capture* the checking piece, *interpose* to block the check, or *flee* to a safe flight square.



Checkmate!

The black King is checkmated by the white Rook. The black King cannot capture the Rook, has no piece to interpose, and has no safe flight square. White wins this game.



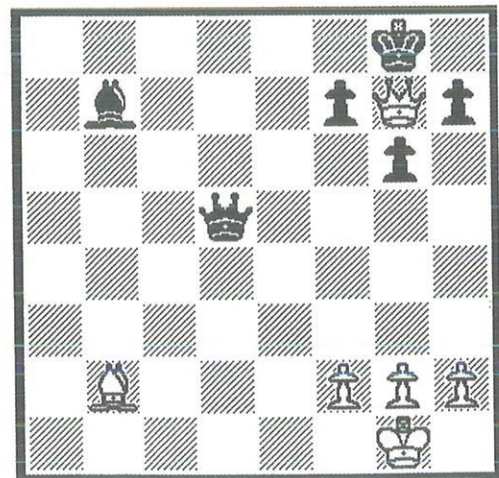
Checkmate!

The white King is checkmated by the black Queen. The white King cannot capture the black Queen because the Queen is protected by the black King. The white King has no safe flight square. Black wins this game.

Activity 25

⇒ Use the diagram at right to do the following:

- Circle the white piece that is checkmating the black King.
- Name the checkmating piece: _____
- Why can't the black King capture the Queen?

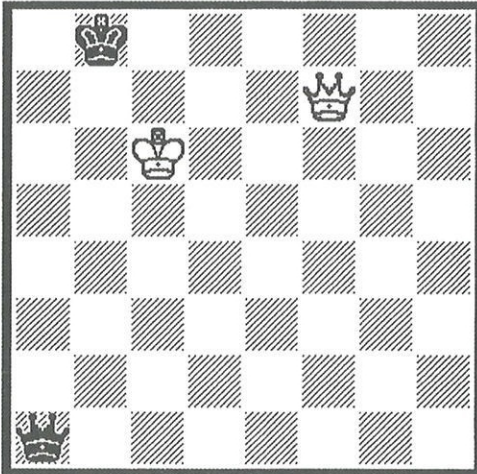


Practicing Queen Checkmates

Activity 26

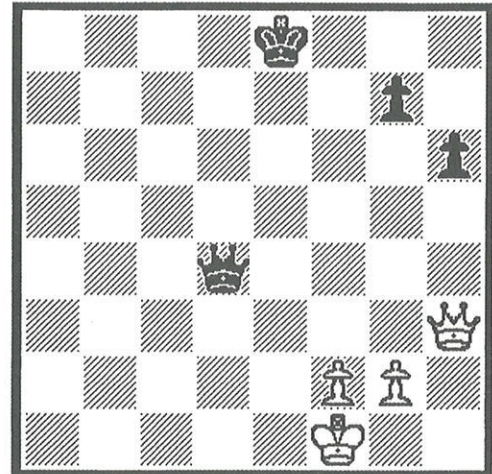
⇒ Draw an arrow on each diagram below to show the checkmating Queen move. Circle any captured piece that results in checkmate.

a. White to move the Queen and checkmate in one move.



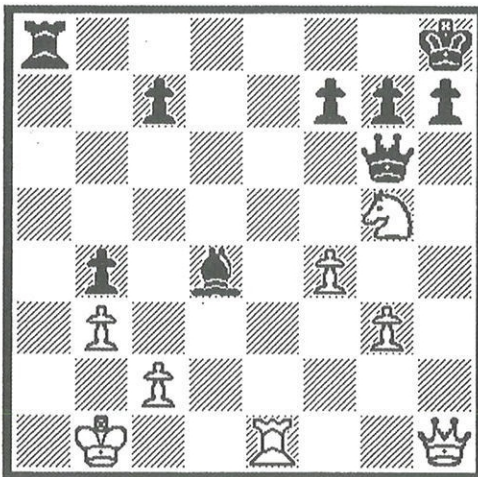
White to move.

b. Black to move the Queen and checkmate in one move.



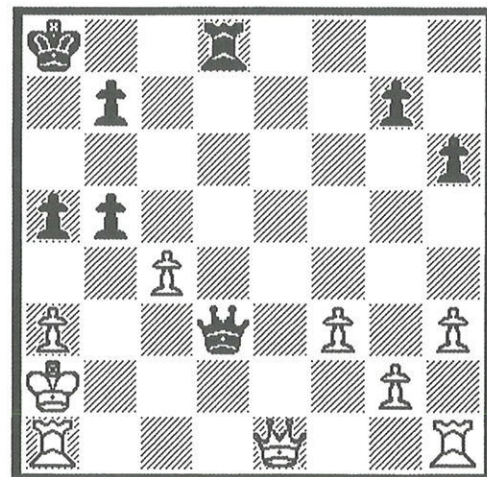
Black to move.

c. White to move the Queen and checkmate in one move.



White to move.

d. Black to move the Queen and checkmate in one move.



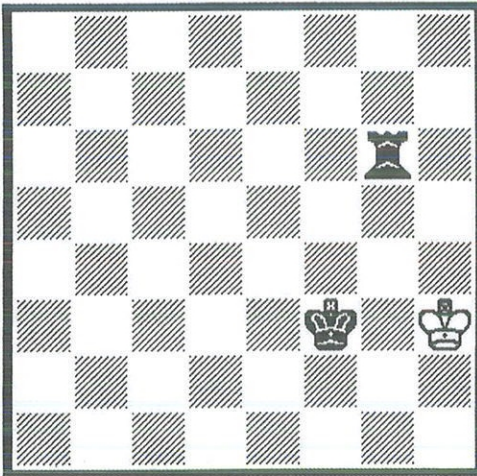
Black to move.

Practicing Rook Checkmates

Activity 27

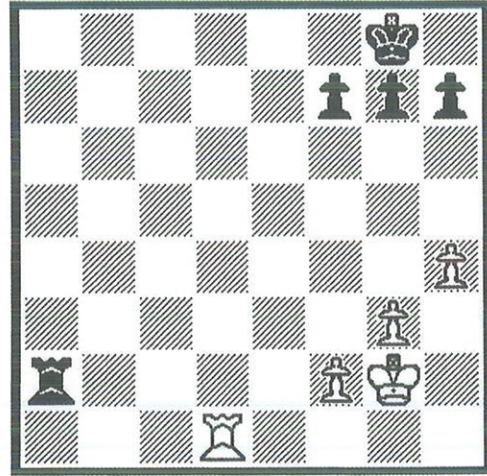
⇒ Draw an arrow on each diagram below to show the checkmating Rook move.

- a. Black to move the Rook and checkmate in one move.



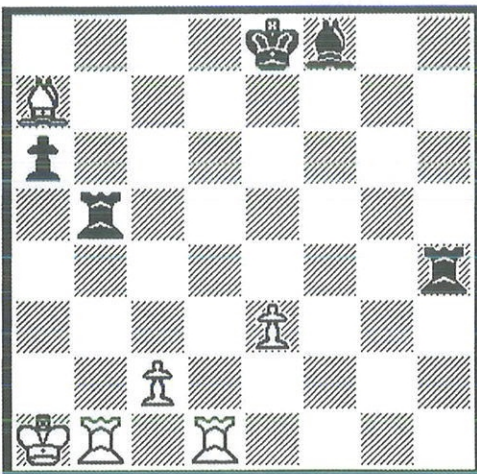
Black to move.

- b. White to move the Rook and checkmate in one move.



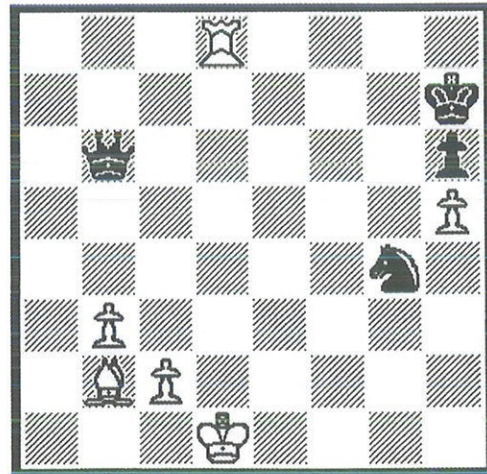
White to move.

- c. Black to move a Rook and checkmate in one move.



Black to move.

- d. White to move the Rook and checkmate in one move.



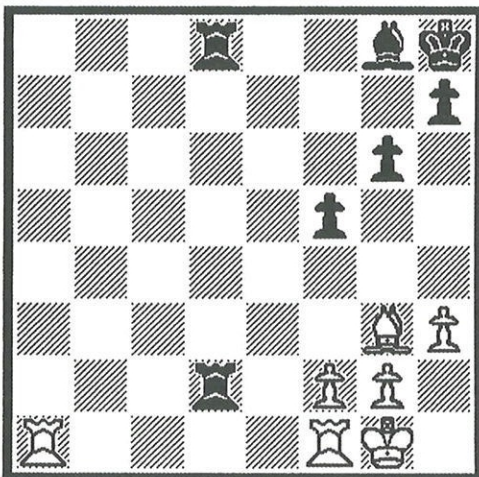
White to move.

Practicing Bishop, Knight, and Pawn Checkmates

Activity 28

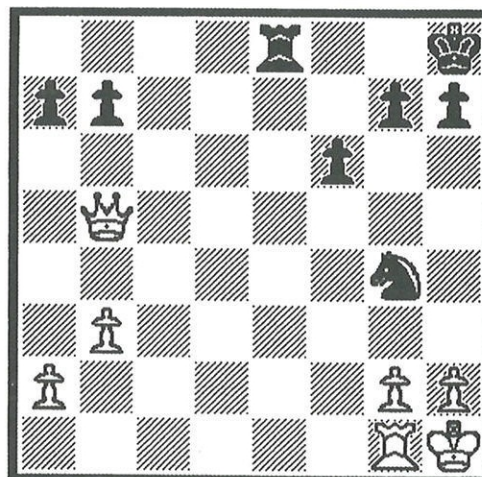
⇒ Draw an arrow on each diagram below to show the checkmating move.

a. White to move the Bishop and checkmate in one move.



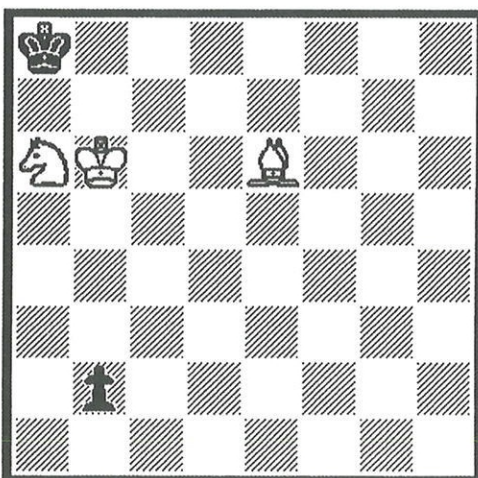
White to move.

b. Black to move the Knight and checkmate in one move.



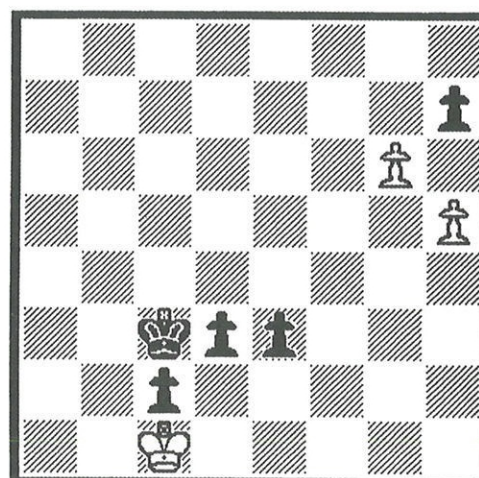
Black to move.

c. White to move the Bishop and checkmate in one move.



White to move.

d. Black to move a pawn and checkmate in one move.



Black to move.

Stalemate Draw

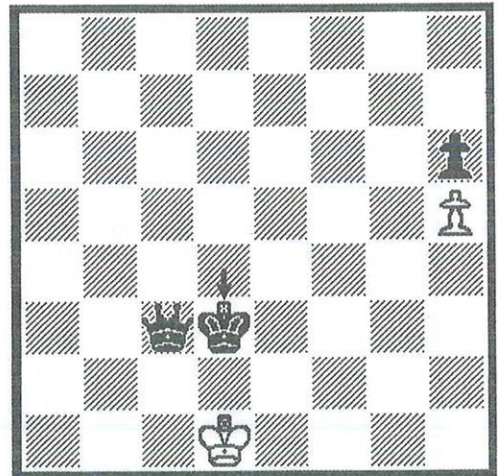
Instruction

A chess game is **drawn** when neither player wins. One type of **draw** that ends many of the games played by beginners is called a **stalemate draw**. In a stalemate draw, one player *stalemates* (quite often accidentally) the other player's King.

A King is *stalemated* when that King:

- cannot legally move, and
- is not in check, and
- none of its pieces can move.

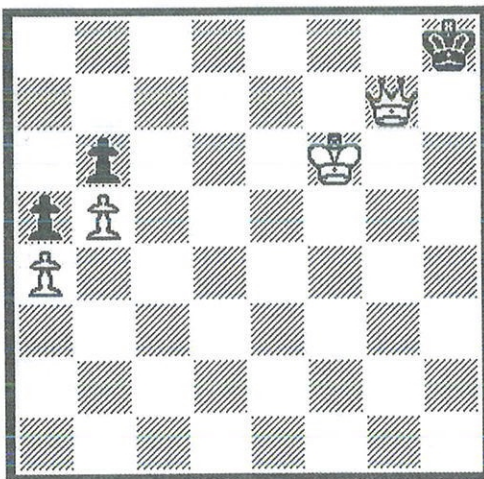
In the diagram at right, the black King just moved forward (arrow). The white King is not in check, but it cannot now legally move. The only other white piece, the white pawn, is blocked by the black pawn. Neither of the white pieces can move. This game is a stalemate; it is a draw. Although Black is ahead in **material** (value of pieces), Black does not win this game.



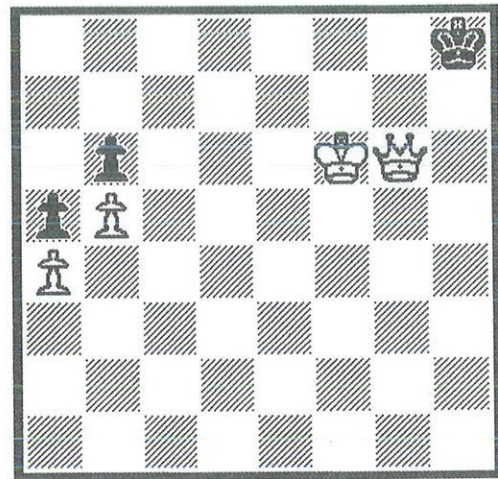
A Stalemate Draw

Activity 29

⇒ The two games below are over. Under each diagram, circle how the game ended: *stalemate draw* or *checkmate*.



Stalemate Draw? Checkmate?



Stalemate Draw? Checkmate?

Other Types of Draws

Instruction

In addition to a stalemate draw, there are five other ways in which a chess game can end in a draw.

Lack of Checkmating Material. A chess game is drawn when each player has a lack of checkmating material. Here are four of the most common lack-of-material draws:

- A lone King against a lone King.
- A King and Bishop against a lone King.
- A King and Knight against a lone King.
- A King and two Knights against a lone King.

Perpetual Check. A chess game is drawn when one player can endlessly check the opponent's King. The checked King cannot escape the series of checks.

Three Move Repetition. A chess game is drawn when a player correctly claims that the same position is about to be repeated for the third time, then makes the move. The three repetitions may occur right after one another, or they may be separated by many moves.

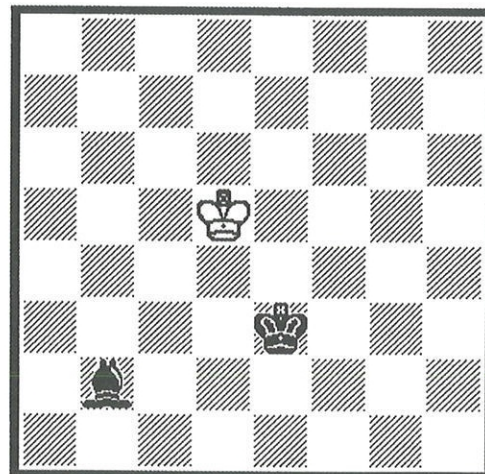
Fifty Move Rule. A chess game is drawn when a player correctly claims that 50 moves have been made by each player without either player capturing a piece or moving a pawn.

Agreement. A chess game is drawn when both players agree to a draw.

Activity 30

- ⇒ a. In the diagram at right, the game ended in a draw. Explain why.

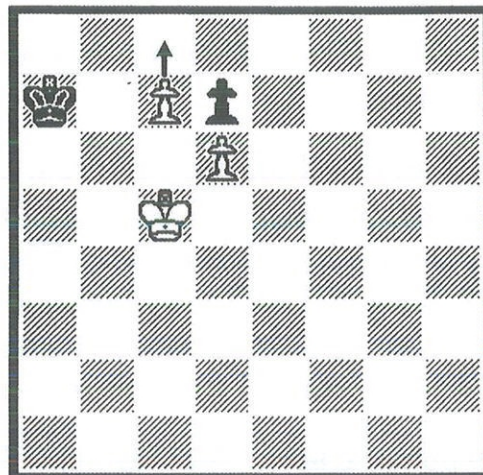
- b. Name the type of draw that occurs when one player puts the other player's King in an endless series of checks.



Choosing to Underpromote a Pawn

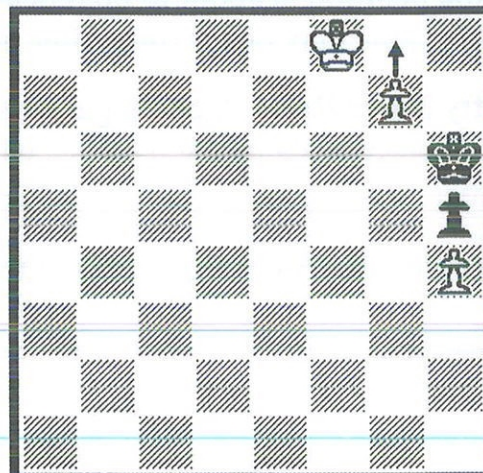
Instruction

In some positions, a player should **underpromote** a pawn—promote it to a piece *other than a Queen*. In the diagram at right, it is White's move. White chooses to promote the pawn (arrow). White can promote the pawn to a Queen, but the game would end as a stalemate draw. Black would not have a legal move. By choosing to promote the pawn to a Rook, however, White avoids the stalemate draw and goes on to win easily.

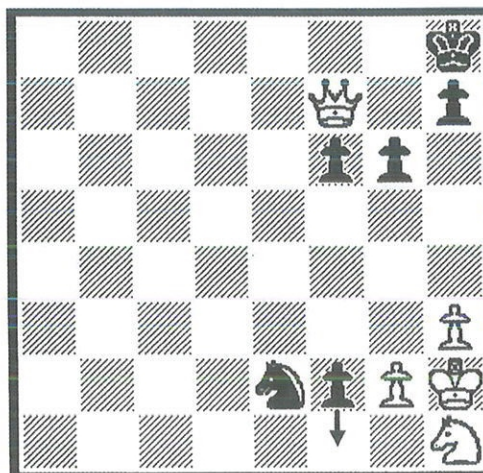


Activity 31

- ⇒ a. In the diagram at right, what will be the result of the game if it is White's move and White promotes the pawn to a Queen?



- b. In the diagram at right, should Black promote the pawn to a Queen, Rook, Bishop, or Knight? Give a reason for your answer.



Piece Value

Instruction

According to the rules of chess, a chess game can end in one of three ways:

- One player checkmates the other.
- One player resigns.
- The game is drawn.

Nothing in the rules talks about the *value* of pieces. However, chess players know that, in general, pieces are not equal. A Queen, for example, is by far the most powerful piece on the board in almost all positions.

As a guide for beginners, each piece, except the King, is said to have a numerical value. The King is not given point value because it is never captured or traded for other pieces. Knowing point values helps a beginner decide if trading one piece for another is a good idea. As players become more skilled in chess, the idea of piece value naturally will become a more subtle concept. Below is a list of approximate piece values.

King	No value assigned
Queen	9 points
Rook	5 points
Bishop	3 points
Knight	3 points
Pawn	1 point

Activity 32

⇒ Match each combination of pieces on the left with the combination of pieces on the right that has the same point value.

