

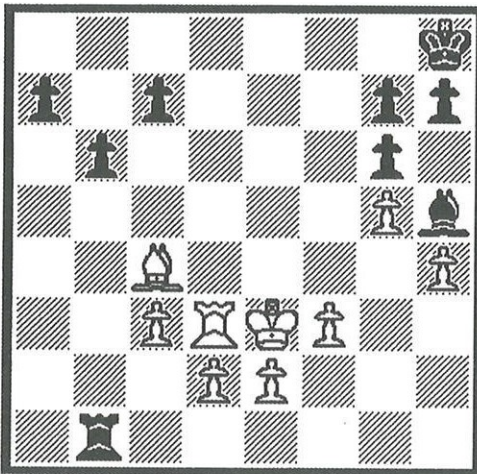
Checkmate Challenge II

Activity 34

In this activity, you are to find a move that *prevents checkmate*! For example, in diagram a, you find a move for Black that prevents White from checkmating on the next move. [Hint: As a first step, find the opponent's checkmating move!]

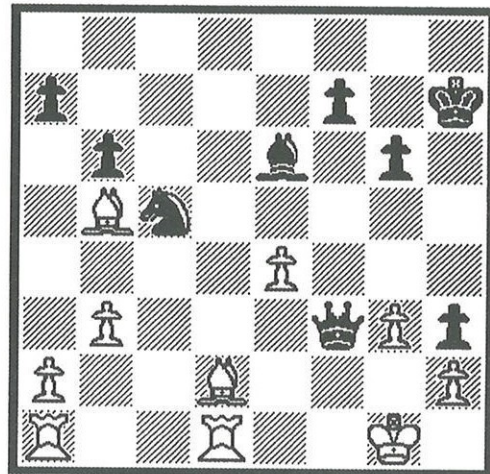
⇒ Draw an arrow on each diagram to show a move that protects against checkmate.

- a. Black to move and prevent White from checkmating.



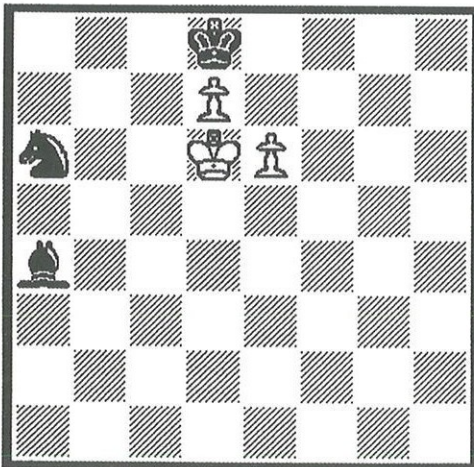
Black to move.

- b. White to move and prevent Black from checkmating.



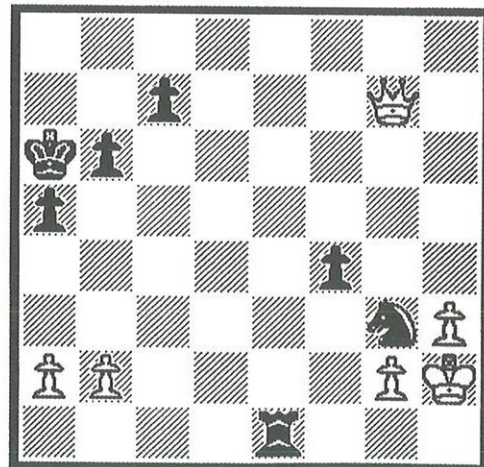
White to move.

- c. Black to move and prevent White from checkmating.



Black to move.

- d. White to move and prevent Black from checkmating.



White to move.

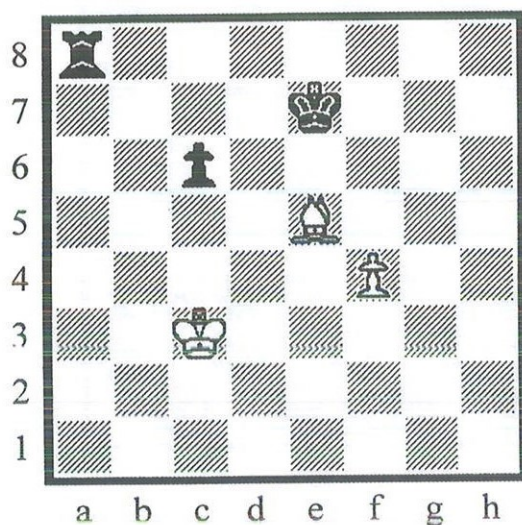
Learning Algebraic Notation

Instruction

The next step after learning to play is learning how to **record a chess game**—keeping a written list of moves. To enable you to do this, each square on a chess board is given a name. *A square is named as a file letter followed by a rank number.* This method of naming squares is called **algebraic notation**.

- Files are lettered from a to h, using lower-case letters.
- Ranks are numbered from 1 to 8.

Algebraic Notation



Examples:

- The white King is on **c3**. [c file, 3rd rank]
- The black King is on **e7**. [e file, 7th rank]
- The white pawn is on **f4**. [f file, 4th rank]
- The black pawn is on **c6**. [c file, 6th rank]
- The white Bishop is on **e5**. [e file, 5th rank]
- The black Rook is on **a8**. [a file, 8th rank]

Activity 35

⇒ Using the board at right, write the name of the square on which each piece is sitting.

black King: _____

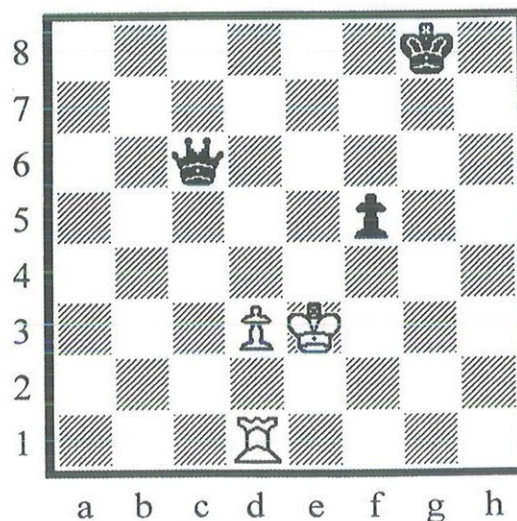
white King: _____

black pawn: _____

white pawn: _____

black Queen: _____

white Rook: _____



Recording Chess Moves

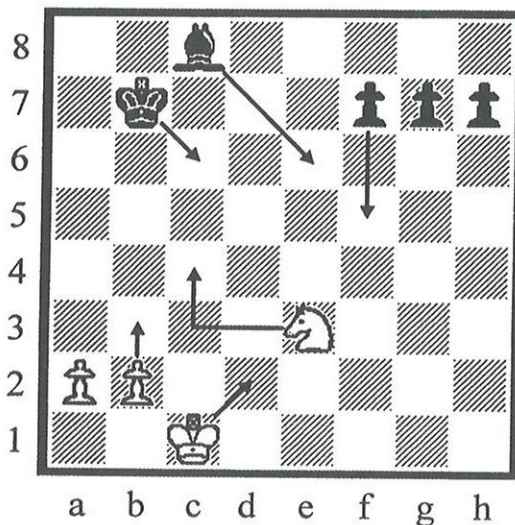
Instruction

To record a chess move, you do two things:

- Identify the piece being moved. Except for a Knight and a pawn, write the first letter of the name of the piece. Use capital letters to identify pieces (K, Q, R, B, and N). Write **K** to identify the King and **N** to identify the Knight.
- Write the name of the square *to which the piece is moved*. To identify a pawn move, you write only the name of the square to which the pawn is moved.

Letter Symbols for Chess Pieces

K = King	B = Bishop	R = Rook
Q = Queen	N = Knight	nothing = Pawn



Example moves are indicated by arrows on the diagram at left.

- The white pawn's move is written **b3**.
- The black pawn's move is written **f5**.
- The white Knight's move is written **Nc4**.
- The black Bishop's move is written **Be6**.
- The white King's move is written **Kd2**.
- The black King's move is written **Kc6**.

Activity 36

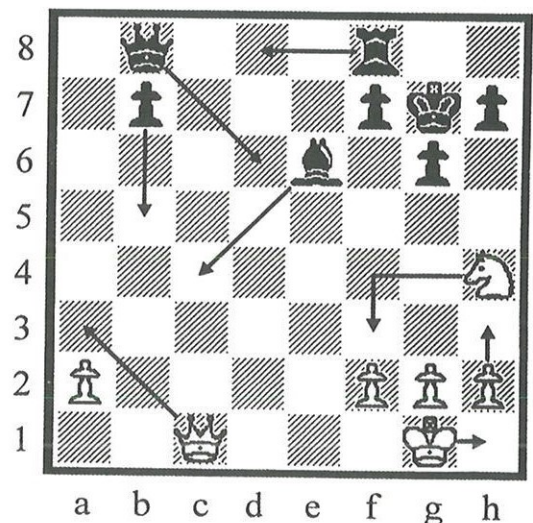
⇒ On the board at right, piece moves are shown by arrows. Record each move in algebraic notation.

white pawn: _____ black pawn: _____

white Knight: _____ black Bishop: _____

white Queen: _____ black Rook: _____

white King: _____ black Queen: _____



Capturing, Castling, Checking and Checkmating

Instruction

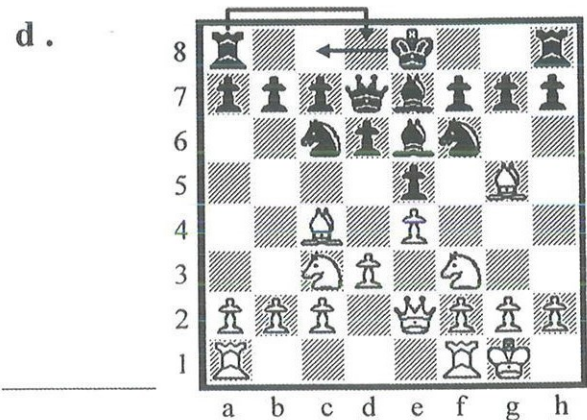
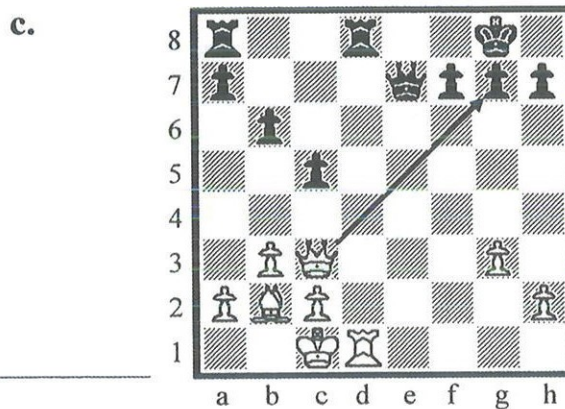
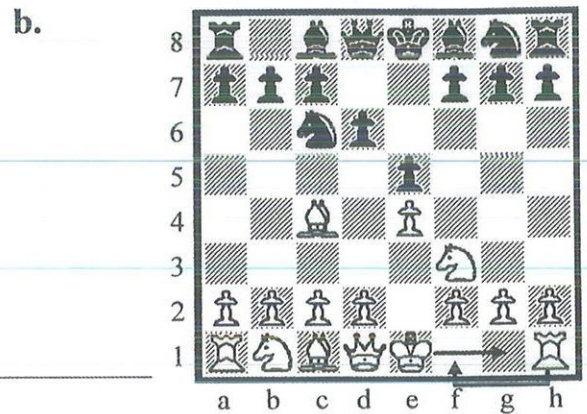
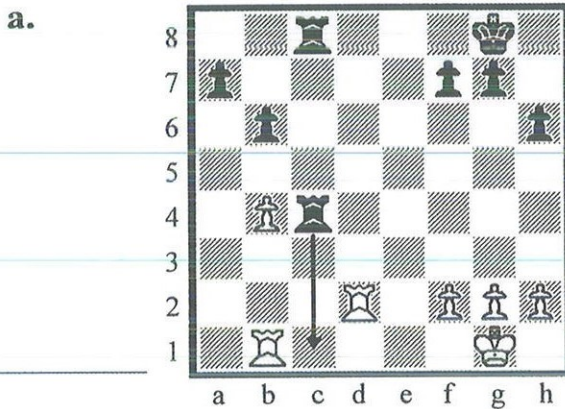
Special symbols are used to show capturing, castling, checking and checkmating.

- When capturing, write the name of the square on which the capture takes place.
You do not need to name the captured piece.

Symbol	Definition	Example	Meaning
×	captures	N×d4	Knight captures the piece sitting on d4.
+	check	Qa5+	Queen moves to a5 and checks King.
#	checkmate	Rc8#	Rook moves to c8 and checkmates.
0-0	King-side castling	0-0	Player castles King-side.
0-0-0	Queen-side castling	0-0-0	Player castles Queen-side.

Activity 37

- ⇒ Write the move indicated by the arrow on each diagram. For each move, use one or more of the symbols (×, +, #, 0-0, or 0-0-0) as needed.



Avoiding Confusion With Like Pieces

Instruction

Sometimes you can move either of two *like pieces* (two knights or two rooks) to the same square. When this happens, you must identify which piece you are moving.

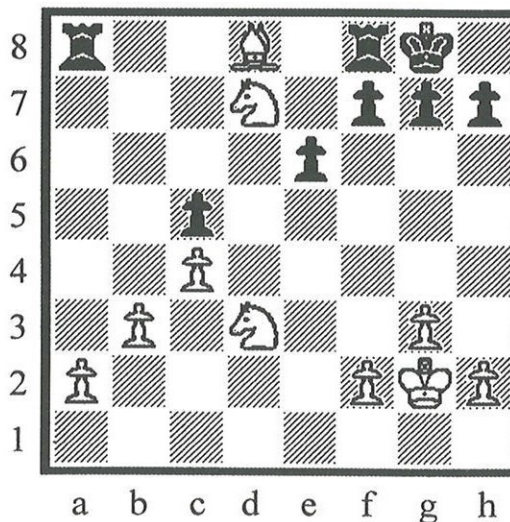
- To identify one of two like pieces, write the letter of the piece *and its file letter*.
- If both pieces are on the same file, write the letter of the piece *and its rank number*.

At right, Black can use either Rook to capture the white Bishop on d8.

- To capture with the a8 Rook, Black records the move as **Ra×d8**.
- To capture with the f8 Rook, Black records the move as **Rf×d8**.

White can use either Knight to capture the black pawn on c5.

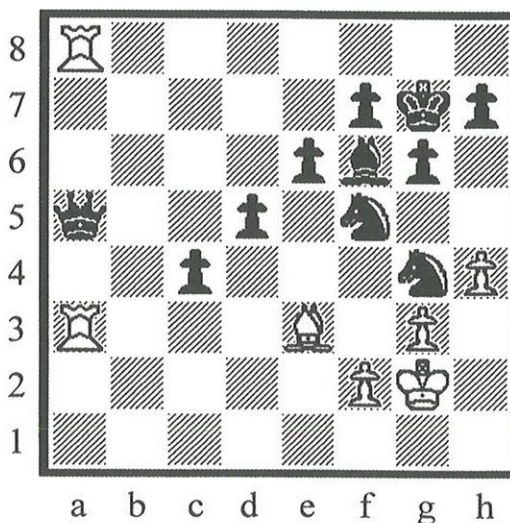
- To capture with the d3 Knight, White records the move as **N3×c5**.
- To capture with the d7 Knight, White records the move as **N7×c5**.



Activity 38

⇒ Looking at the board at right, how would you record the following moves?

- a. White uses the Rook on a8 to capture the black Queen. _____
- b. White uses the Rook on a3 to capture the black Queen. _____
- c. Black uses the Knight on f5 to capture the white Bishop. _____
- d. Black uses the Knight on g4 to capture the white Bishop. _____



King Pawn Opening

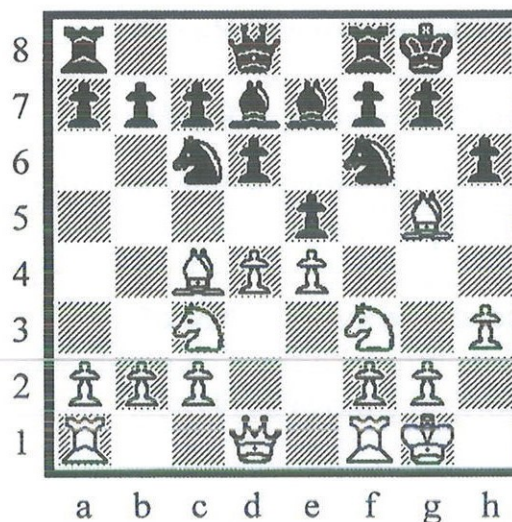
Instruction

The first moves of a chess game (called the **opening**) are very important. Beginning players should try to accomplish three things with opening moves:

- control center squares with one or two pawns
- develop minor pieces early—knights and bishops
- castle to protect the King

The most popular (and safest!) opening for beginners is a King pawn opening. The first 8 moves of a typical King pawn opening are given below.

	White	Black
1.	e4	e5
2.	Nf3	Nc6
3.	Bc4	Nf6
4.	Nc3	Be7
5.	O-O	O-O
6.	d4	d6
7.	h3	Bd7
8.	Bg5	h6

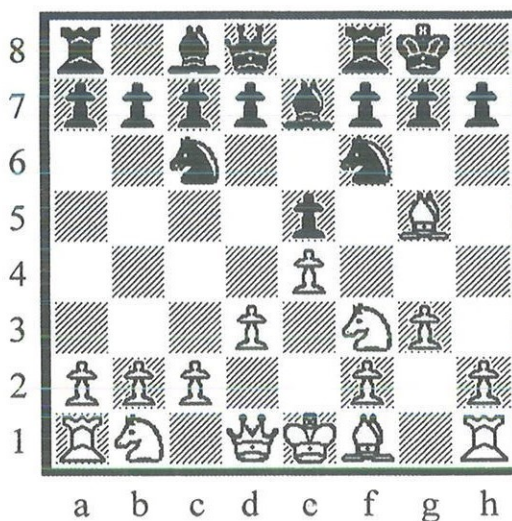


Activity 39

⇒ On the board at right, each player has made 5 moves of another King pawn opening. The first 4 moves are listed below.

Fill in the blank lines to show each player's 5th move.

	White	Black
1.	e4	e5
2.	Nf3	Nc6
3.	d3	Nf6
4.	Bg5	Be7
5.	_____	_____



Position after 5 moves.

Queen Pawn Opening

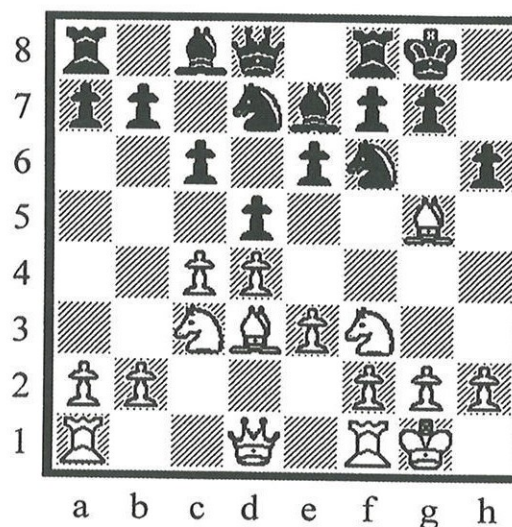
Instruction

A second popular opening is a Queen pawn opening. This opening also is designed to gain center control with a pawn, develop minor pieces quickly, and castle to provide the King with safety.

As with King pawn openings, Queen pawn openings have many variations. Students are encouraged to try different variations to see which they like best.

The first 8 moves of a typical Queen pawn opening are given below.

	White	Black
1.	d4	d5
2.	c4	e6
3.	Nc3	Nf6
4.	Bg5	Be7
5.	e3	0-0
6.	Nf3	Nbd7
7.	Bd3	c6
8.	0-0	h6

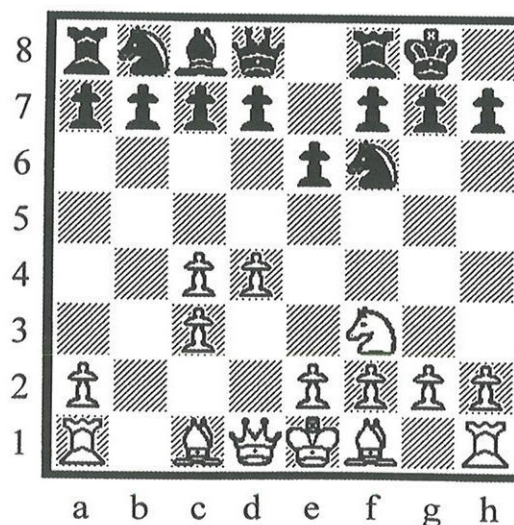


Activity 40

⇒ On the board at right, each player has made 5 moves of another Queen pawn opening. The first 4 moves are listed below.

Fill in the blank lines to show each player's 5th move.

	White	Black
1.	d4	Nf6
2.	c4	e6
3.	Nf3	Bb4+
4.	Nc3	Bxc3
5.	_____	_____



Position after 5 moves.

Special Recording Symbols

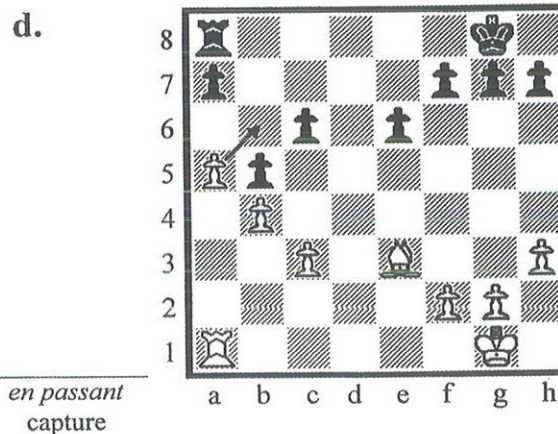
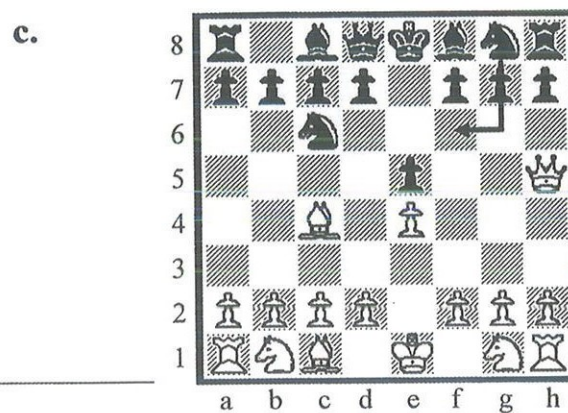
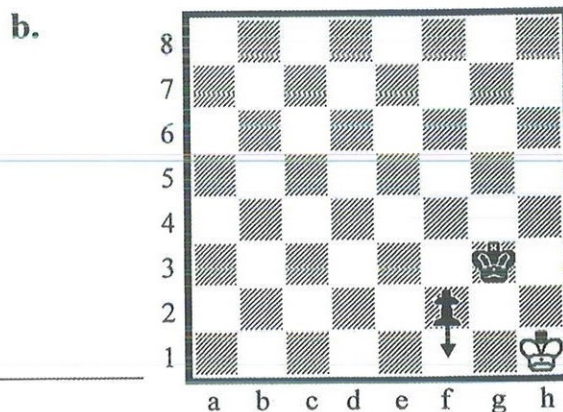
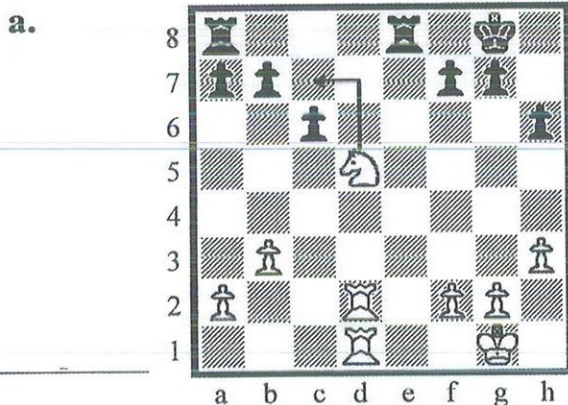
Instruction

When you read games that are recorded in chess books and magazines, you may see the special symbols listed below.

Symbol	Definition
!	a good move [Example: $Q \times e7!$]
?	a weak move [a move that weakens a player's game. Example: $N \times b3?$]
??	a blunder [a major mistake; a game-ending mistake. Example: $Rc4??$]
e.p.	<i>en passant</i> [a pawn capture by en passant. Example: $e \times d6$, e.p.]
=	equals [used to show pawn promotion. Example: $c8 = Q$ means a player moves the c pawn to the 8th rank and chooses a Queen]

Activity 41

⇒ Write the move indicated by the arrow on each diagram. Following the move, write the symbol (!, ?, ??, e.p., or = Q) that best describes the move.



Game Rules and Courtesies

Instruction

Congratulations on becoming a chess player! As a player, you may be interested in the game rules and courtesies listed below. These are especially important in tournament play. After completing this page, use the Answer Key (starting on the next page) to check your answers to all activities. Good luck in all of your chess games.

Game Rules

1. To decide who plays white and who plays black, players can flip a coin or **draw for colors**. In a tournament, the tournament director decides.
2. In every chess game, White moves first to begin the game.
3. Players play **touch move**. If a player touches a piece, that player must move the touched piece if it is legally possible. If a player touches one of the opponent's pieces, that player must capture the opponent's piece if it is legally possible.
4. When straightening out-of-position pieces during a game, a player must say, "Adjust," *before* touching any of the pieces.
5. If a player wants to offer the opponent a draw, that player should make his or her next move and then say to the opponent, "I offer you a draw."

Courtesies

1. Players and opponents should shake hands before and after each chess game.
2. During a game, a player should say, "Check," when checking the opponent's King.
3. Players should remain quiet during a chess game.
4. Spectators of a game should not **kibitz**—talk about the game—within the hearing range of either of the players.

Activity 42

⇒ Write **R** before each example of a rule below. Write **C** before each courtesy.

- _____ 1. Manuel says, "Check," when he places Jason's King in check.
- _____ 2. On her move, Esther touches her Knight and realizes she must move it.
- _____ 3. Shauna, playing White, makes the first move in her game with Ivan.
- _____ 4. After their game, Daniel and Lynn shake hands.
- _____ 5. Ji Xian makes his next move and then offers Stacey a draw.

Answer Key

Activity 1

- ⇒ a. How many squares are on a chessboard? 64
- b. How many squares are along each side of a chessboard? 8
- c. At the beginning of a game, what color square (*white* or *black*) should be at the lower right-hand corner of the chessboard? white
- d. At the beginning of a game, what color square (*white* or *black*) should be at the lower left-hand corner of the chessboard? black
- e. Does a chessboard contain more *light* squares, more *dark* squares, or an *equal* number of light and dark squares? equal

Activity 2

- ⇒ a. How many ranks does a chessboard contain? 8
- b. How many files does a chessboard contain? 8
- c. How many squares are on the longest diagonal of a chessboard? 8
- d. A *file* runs up and down, and a *rank* runs left to right.
(left to right or up and down?) (left to right or up and down?)
- e. Match each chess term on the left with its definition on the right.

Chess Terms	Definitions
<u>b</u> 1. rank	a) slanted line
<u>c</u> 2. file	b) row
<u>a</u> 3. diagonal	c) column

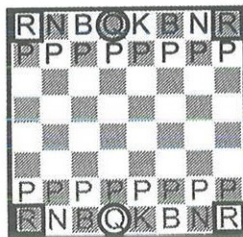
Activity 3

- ⇒ a. How many pieces does each player have when play begins? 16
- b. How many pieces are on the chessboard when play begins? 32
- c. In the diagram below, write the names of the circled pieces.



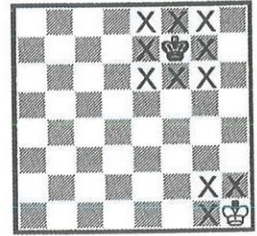
Activity 4

- ⇒ a. In the starting position, on what color squares are the Queens placed?
white Queen? white black Queen? black
(white or black?) (white or black?)
- b. In the starting position, on what color squares are the Kings placed?
white King? black black King? white
(white or black?) (white or black?)
- c. On the diagram at right, show the starting positions of both white and black pieces. Use the following abbreviations: K = King, Q = Queen, R = Rook, B = Bishop, N = Knight, and P = pawn.
- d. On your completed diagram, draw a circle around each Queen.
- e. On your completed diagram, draw a square around each Rook.



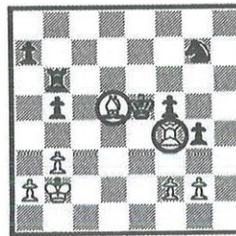
Activity 5

- ⇒ Use the diagram at right to do the following:
- a. Write an X on each square to which the black King can move on its next move.
- b. Write an X on each square to which the white King can move on its next move.
- c. What is the least number of moves in which the white King can move to the black square in the lower left-hand corner of the board? 7
- d. What is the least number of moves in which the white King can move to the white square in the upper left-hand corner of the board? 7

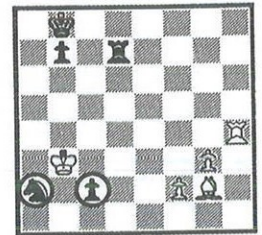


Activity 6

- ⇒ Follow the instructions for each diagram below.



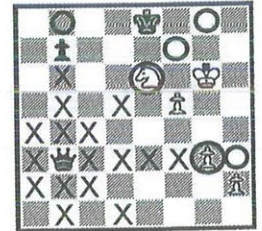
- a. Circle and name the pieces that the black King can capture:
Bishop and Rook



- b. Circle and name the pieces that the white King can capture:
Knight and Pawn

Activity 7

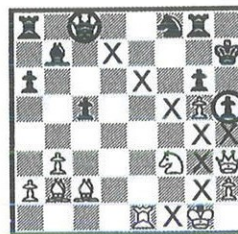
- ⇒ Use the diagram at right to do the following:
- a. Write an X on each square to which the black Queen can move, and circle any piece the black Queen can capture.
- b. Draw a circle on each square the black Queen cannot reach because its movement is blocked by other pieces.
- c. Name the piece that is blocking the Queen's free movement along one of her two diagonals.



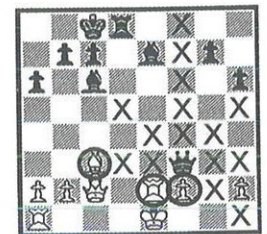
Knight

Activity 8

- ⇒ Follow the instructions for each diagram below.



- a. Write an X on each square to which the white Queen can move, and circle any piece the white Queen can capture.



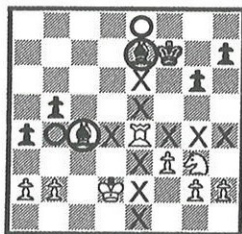
- b. Write an X on each square to which the black Queen can move, and circle any piece the black Queen can capture.

Answer Key

Activity 9

⇒ Use the diagram at right to do the following:

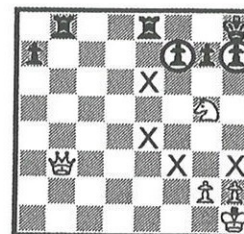
- Write an X on each square to which the white Rook can move, and circle any piece the white Rook can capture.
- Draw a circle on each square the white Rook cannot reach because its movement is blocked by other pieces.



Activity 12

⇒ Use the diagram at right to do the following:

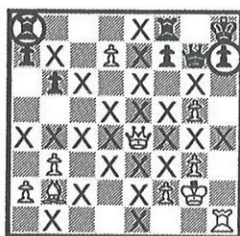
- Write an X on each square to which the white Knight can move.
- Circle the pieces that the white Knight can capture.
- Suppose the white Knight makes three moves from its present position. On what color square will it land?



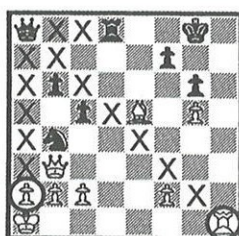
white
(white or black?)

Activity 10

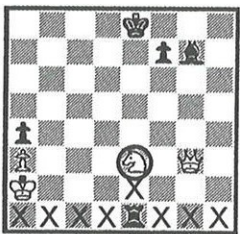
⇒ Follow the instructions for each diagram below.



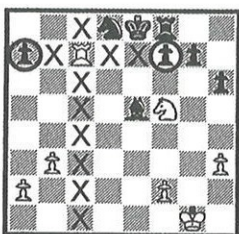
- Write an X on each square to which the white Queen can move, and circle any piece the white Queen can capture.



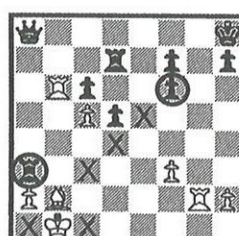
- Write an X on each square to which the black Queen can move, and circle any piece the black Queen can capture.



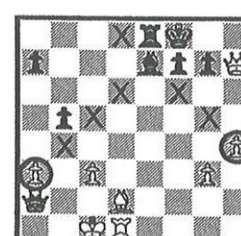
- Write an X on each square to which the black Rook can move, and circle any piece the black Rook can capture.



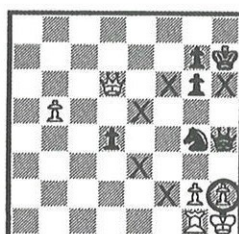
- Write an X on each square to which the white Rook can move, and circle any piece the white Rook can capture.



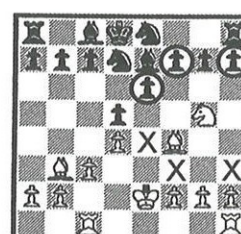
- Write an X on each square to which the white Bishop can move, and circle any piece the white Bishop can capture.



- Write an X on each square to which the black Bishop can move, and circle any piece the black Bishop can capture.



- Write an X on each square to which the black Knight can move, and circle any piece the black Knight can capture.



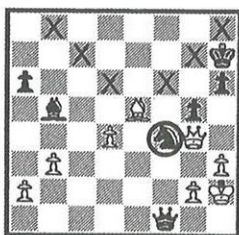
- Write an X on each square to which the white Knight can move, and circle any piece the white Knight can capture.

Activity 11

⇒ Use the diagram at right to do the following:

- Write an X on each square to which the white Bishop can move.
- Circle the piece that the white Bishop can capture.
- On what color squares (white or black) must the white Bishop stay throughout the game?

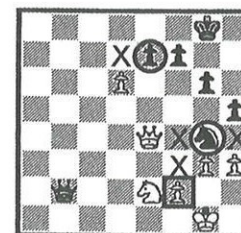
black
(white or black?)



Activity 14

⇒ Use the diagram to the right to do the following:

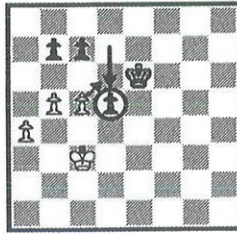
- Write an X on each square to which a white pawn can move.
- Circle any piece that a white pawn can capture.
- Draw a square around the only white pawn that can move two squares on its next move.



Answer Key

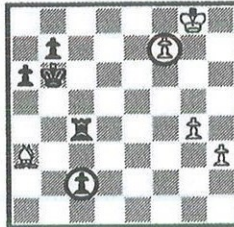
Activity 15

- ⇒ 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.



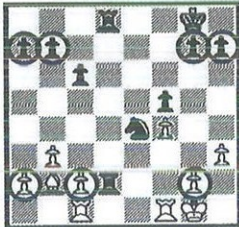
Activity 16

- ⇒ a. When a pawn is promoted to the eighth rank, what type of piece may it become?
Queen Rook Bishop Knight
- 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.*
 - On the diagram at right, circle the black pawn that can be promoted to a Queen on its next move.



Activity 17

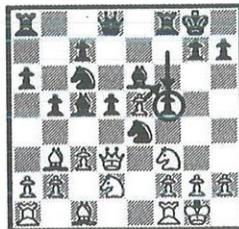
⇒ Follow the instructions for each diagram below.



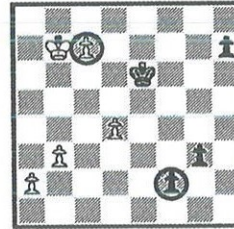
- a. Circle each pawn that can move two squares on its next move.



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



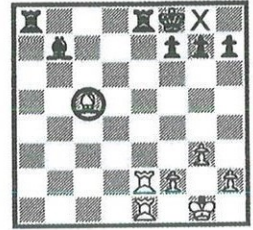
- c. Black just made the pawn move indicated by the arrow. Draw an arrow to the square where a white pawn can move to make an *en passant* capture. Circle the black pawn that will be captured.



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

Activity 18

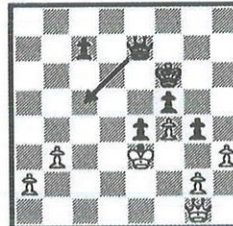
- ⇒ Use the diagram at right to do the following:
- Circle the white piece that is checking the black King.
 - Write an X on the flight square to which the black King can move.



Activity 19

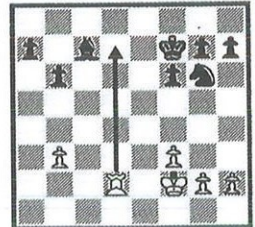
⇒ Draw an arrow on each diagram below to show the checking move.

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



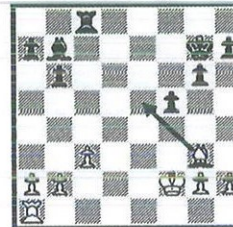
Black to move.

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



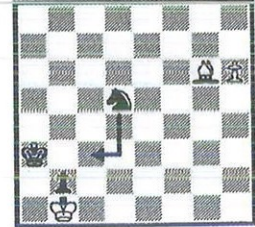
White to move.

- 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.



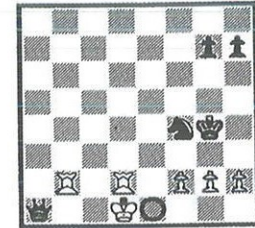
Black to move.

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. cannot move
into check

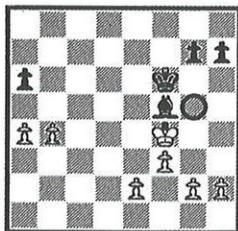


- b. cannot remain
in check

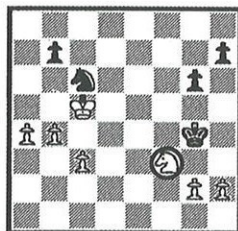
Answer Key

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.*



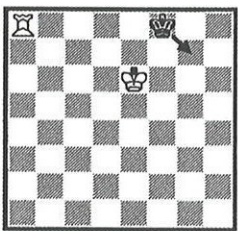
a. cannot move next to the opponent's King



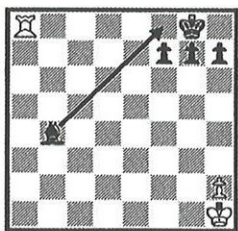
b. cannot capture a guarded piece

Activity 22

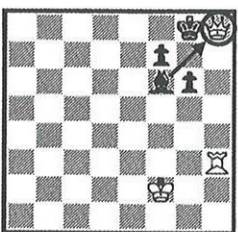
⇒ a. Below each diagram, circle how Black can get out of check: *flee, interpose, or capture.*
 b. Draw an arrow on each diagram to show the move that gets the black King out of check. Circle any captured piece.



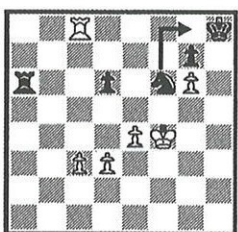
Flee? Interpose? Capture?



Flee? Interpose? Capture?



Flee? Interpose? Capture?

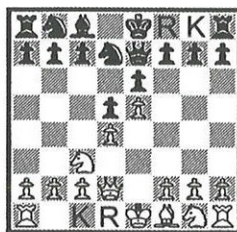


Flee? Interpose? Capture?

Activity 23

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

- Black can castle King-side
(King-side or Queen-side?)
- White can castle Queen-side
(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? 1
number



Activity 24

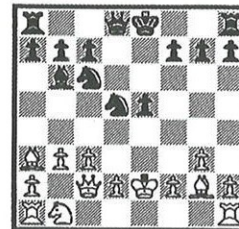
⇒ Answer the two questions beside each diagram below.

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

Black's King would pass through check.

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

White's King has already moved.

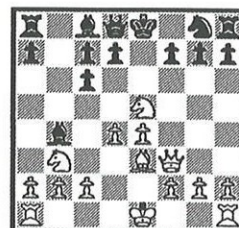


- c. Why can't White castle on the next move?

White is in check.

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

The Knight is between the King and Rook.



Activity 25

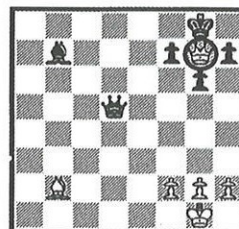
⇒ Use the diagram at right to do the following:

- a. Circle the white piece that is checkmating the black King.

- b. Name the checkmating piece: Queen

- c. Why can't the black King capture the Queen?

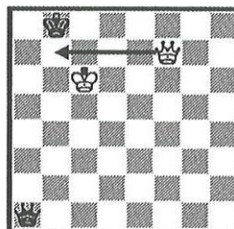
The Queen is guarded by the white Bishop.



Activity 26

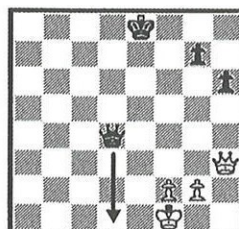
⇒ Draw an arrow on each diagram below to show the checkmating Queen move. Circle any captured piece that results in checkmate.

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



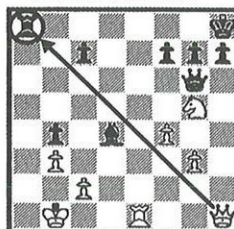
White to move.

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



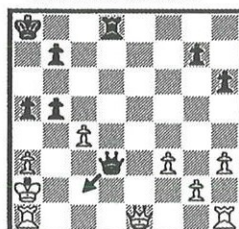
Black to move.

- 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.



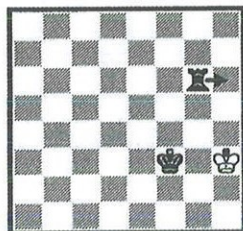
Black to move.

Answer Key

Activity 27

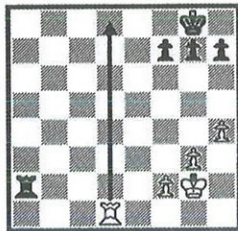
⇒ Draw an arrow on each diagram below to show the checkmating Rook move.

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



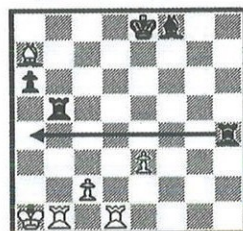
Black to move.

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



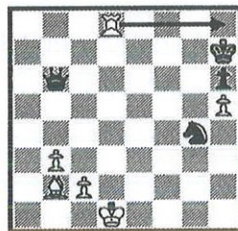
White to move.

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.

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.



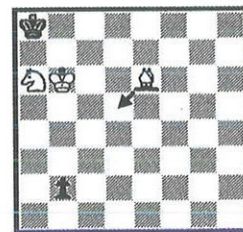
White to move.

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



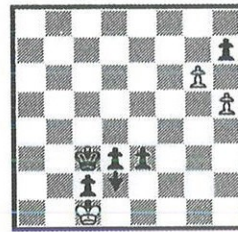
Black to move.

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



White to move.

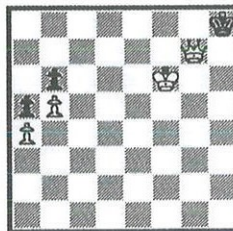
d. Black to move a pawn and checkmate in one move.



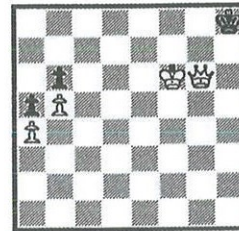
Black to move.

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?

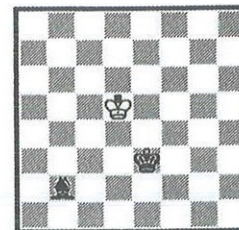
Activity 30

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

There is a lack of
checkmating material.

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

perpetual check



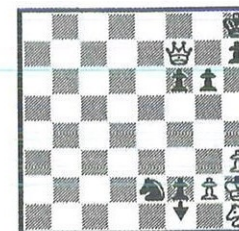
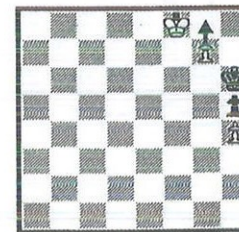
Activity 31

⇒ 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?

The game will end
as a stalemate draw.

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

Black should promote
to a Knight because
it checkmates White.



Activity 32

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

- | | |
|-------------------|----------|
| <u>d</u> 1. ♖ ♘ | a) ♔ |
| <u>e</u> 2. ♘ | b) ♖ ♗ ♗ |
| <u>a</u> 3. ♖ ♗ ♗ | c) ♖ ♖ |
| <u>b</u> 4. ♖ | d) ♖ ♗ |
| <u>c</u> 5. ♔ ♗ | e) ♗ ♗ ♗ |

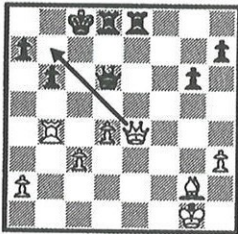
Answer Key

Activity 33

The activity below will challenge your ability to find a checkmating move. Your goal is to find the correct move in each diagram. You decide which piece to move and where to move it! Good luck!

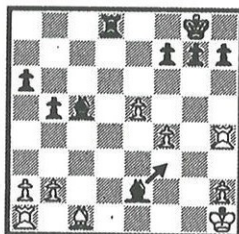
⇒ Draw an arrow on each diagram below to show the checkmating move.

a. White to move and checkmate in one move.



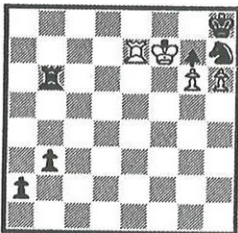
White to move.

b. Black to move and checkmate in one move.



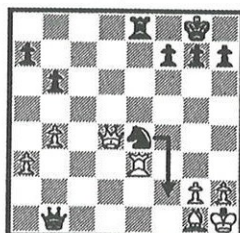
Black to move.

c. White to move and checkmate in one move.



White to move.

d. Black to move and checkmate in one move.



Black to move.

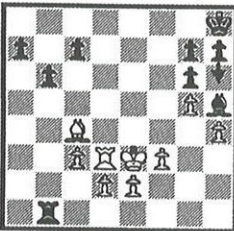
Notice that White cannot use the Bishop to take the Knight. Moving the Bishop would put the white King in check from the black Queen! The Bishop is said to be "pinned" to the King.

Activity 34

In this activity, you are to find a move that *prevents checkmate!* For example, in diagram a, you find a move for Black that prevents White from checkmating Black on White's next move.

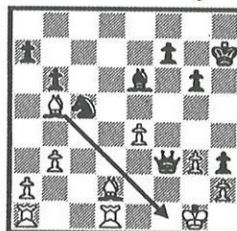
⇒ Draw an arrow on each diagram to show a move that protects against checkmate.

a. Black to move and prevent White from checkmating.



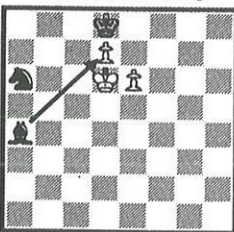
Black to move.

b. White to move and prevent Black from checkmating.



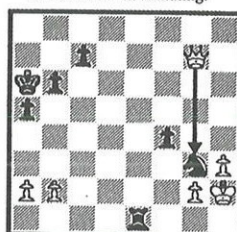
White to move.

c. Black to move and prevent White from checkmating.



Black to move.

d. White to move and prevent Black from checkmating.

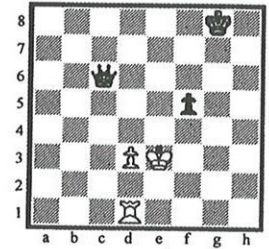


White to move.

Activity 35

⇒ Using the board at right, write the name of the square on which each piece is sitting.

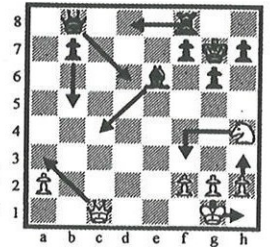
black King: g8
white King: e3
black pawn: f5
white pawn: d3
black Queen: c6
white Rook: d1



Activity 36

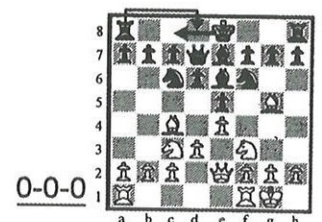
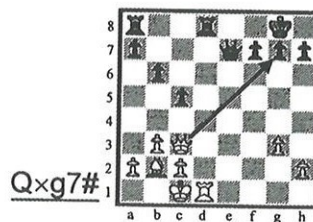
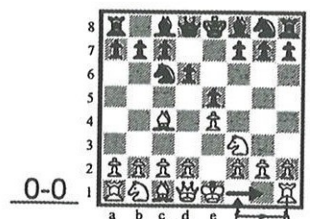
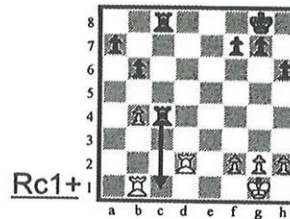
⇒ On the board at right, piece moves are shown by arrows. Record each move in algebraic notation

white pawn: h3 black pawn: b5
white Knight: Nf3 black Bishop: Bc4
white Queen: Qa3 black Rook: Rd8
white King: Kh1 black Queen: Qd6



Activity 37

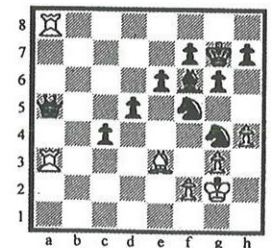
⇒ Write the move indicated by the arrow on each diagram. For each move, use one or more of the symbols (x, +, #, 0-0, 0-0-0) as needed.



Activity 38

⇒ Looking at the board at right, how would you record the following moves?

a. White uses the Rook on a8 to capture the black Queen. R8xa5
b. White uses the Rook on a3 to capture the black Queen. R3xa5
c. Black uses the Knight on f5 to capture the white Bishop. Nfxe3
d. Black uses the Knight on g4 to capture the white Bishop. Ngxe3



Answer Key

Activity 39

⇒ On the board at right, each player has made 5 moves of a second King pawn opening. The first 4 moves are listed below.

Fill in the blank lines to show each player's 5th move.

- | | White | Black |
|----|-----------|------------|
| 1. | c4 | e5 |
| 2. | Nf3 | Nc6 |
| 3. | d3 | Nf6 |
| 4. | Bg5 | Be7 |
| 5. | <u>g3</u> | <u>O-O</u> |



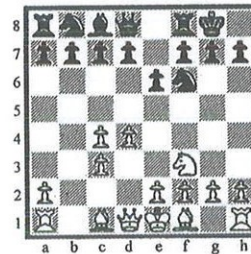
Position after 5 moves.

Activity 40

⇒ On the board at right, each player has made 5 moves of a second Queen pawn opening. The first 4 moves are listed below.

Fill in the blank lines to show each player's 5th move.

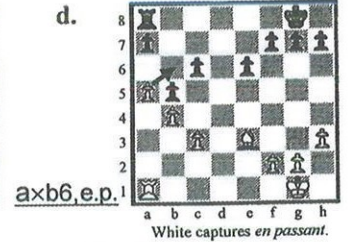
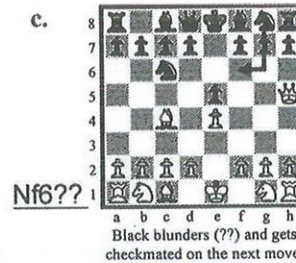
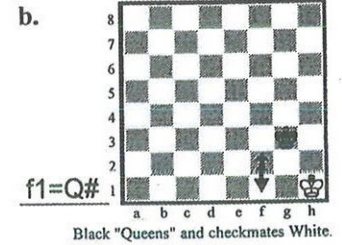
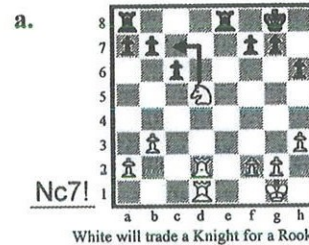
- | | White | Black |
|----|-------------|------------|
| 1. | d4 | Nf6 |
| 2. | c4 | e6 |
| 3. | Nf3 | Bb4+ |
| 4. | Nc3 | Bxc3+ |
| 5. | <u>bxc3</u> | <u>O-O</u> |



Position after 5 moves.

Activity 41

⇒ Write the move indicated by the arrow on each diagram. Following the move, write the symbol (!, ?, ??, e.p., or = Q) that best describes the move.



Activity 42

⇒ Write R before each example of a rule below. Write C before each courtesy.

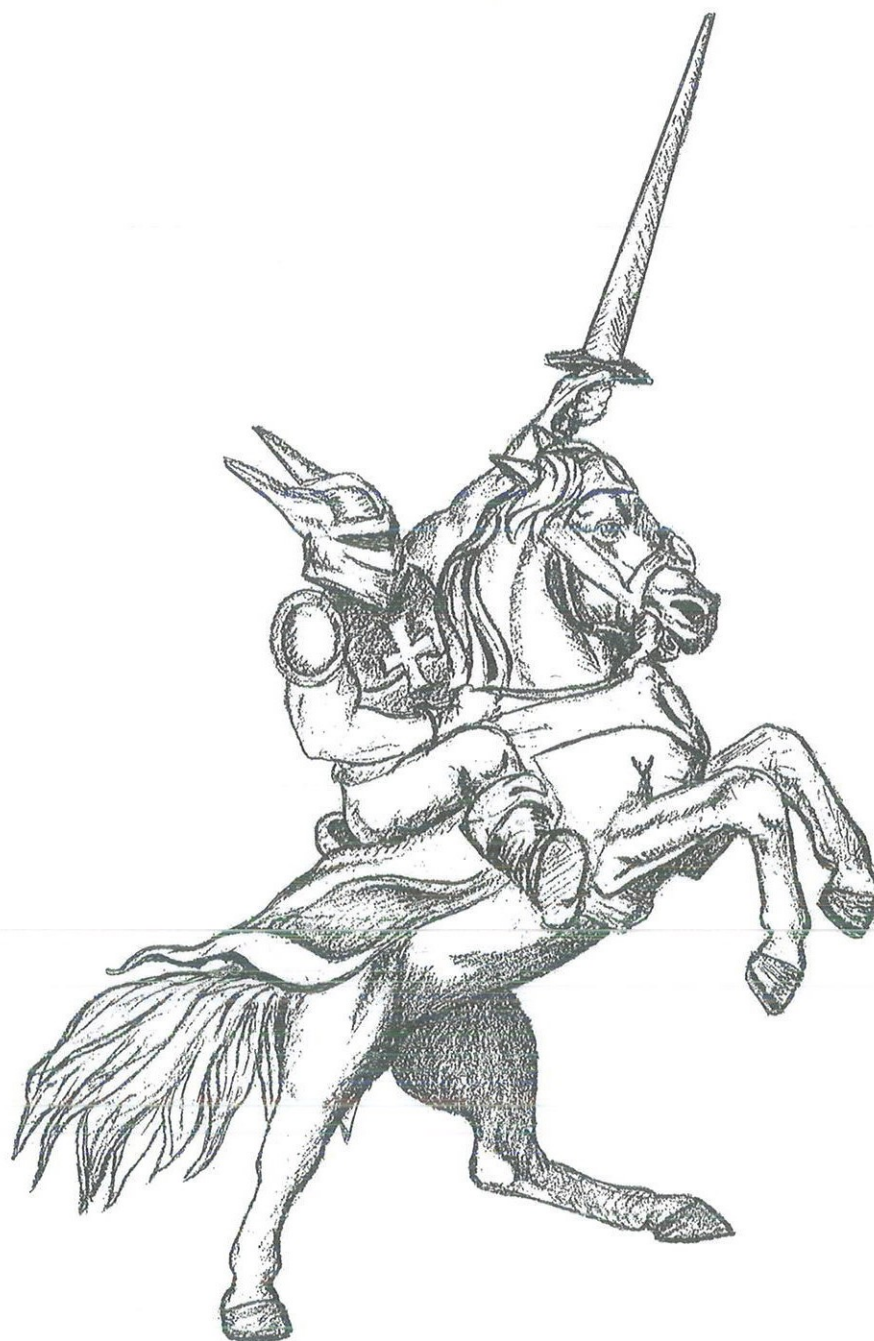
- C 1. Manuel says, "Check," when he places Jason's King in check.
- R 2. On her move, Esther touches her Knight and realizes she must move it.
- R 3. Shauna, playing White, makes the first move in her game with Ivan.
- C 4. After their game, Daniel and Lynn shake hands.
- R 5. Ji Xian makes his next move before offering Stacey a draw.

Learning Plus is pleased to bring you this fine chess product. Students who are familiar with chess rules and chess play may be interested in the next-level books, *Checkmate! Ideas For Students* and *Chess Tactics for Students*, also by John Bain. *Checkmate! Ideas For Students* and *Chess Tactics for Students* are available from your favorite chess materials distributor, or you may contact the publisher at the address below or by visiting ChessForStudents.com.

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Game Record Sheet

	White	Black		White	Black
1.	_____	_____	26.	_____	_____
2.	_____	_____	27.	_____	_____
3.	_____	_____	28.	_____	_____
4.	_____	_____	29.	_____	_____
5.	_____	_____	30.	_____	_____
6.	_____	_____	31.	_____	_____
7.	_____	_____	32.	_____	_____
8.	_____	_____	33.	_____	_____
9.	_____	_____	34.	_____	_____
10.	_____	_____	35.	_____	_____
11.	_____	_____	36.	_____	_____
12.	_____	_____	37.	_____	_____
13.	_____	_____	38.	_____	_____
14.	_____	_____	39.	_____	_____
15.	_____	_____	40.	_____	_____
16.	_____	_____	41.	_____	_____
17.	_____	_____	42.	_____	_____
18.	_____	_____	43.	_____	_____
19.	_____	_____	44.	_____	_____
20.	_____	_____	45.	_____	_____
21.	_____	_____	46.	_____	_____
22.	_____	_____	47.	_____	_____
23.	_____	_____	48.	_____	_____
24.	_____	_____	49.	_____	_____
25.	_____	_____	50.	_____	_____



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