



Chess Handbook:

Course One

WELCOME!

Welcome to The Vision Academy! We are pleased to help you learn Chess, one of the world’s most wonderful games. This Chess Handbook: Course One, along with your Chess mentor, will help guide you from Basics of game play all the way to Special Moves. Let’s get going!

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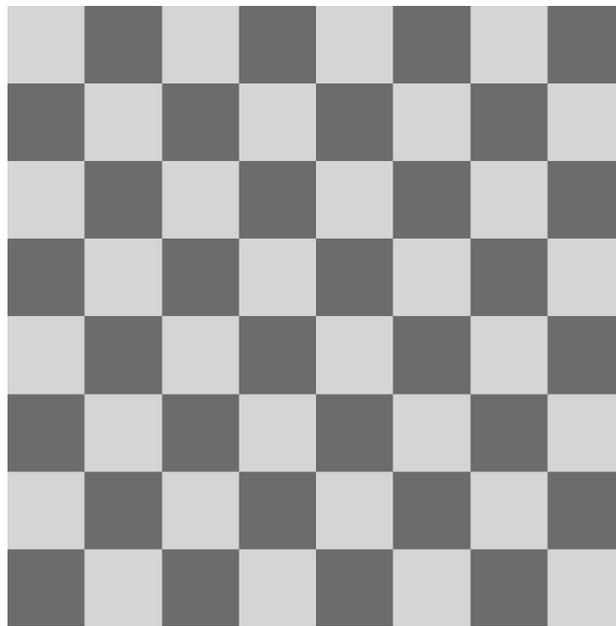
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PART ONE: THE BASICS

The Chessboard

Chess is played by two people. Each person gets to make a move when it is their turn. They play on a Chessboard, which has 64 squares, eight rows of eight squares. The squares are black and white. The Chessboard should be set-up so that each player has a white square in their right corner.



The Chessboard

The Pieces

The two people are called “opponents” and they choose one set of pieces (white or black) to play with. Each opponent has eight Pawns, two Rooks, two Knights, two Bishops, one Queen, and one King.



PAWN



KNIGHT



ROOK



BISHOP



QUEEN



KING

Opening Position

Before the game can begin the opponents set up the game in Opening Position. Note that the Queen always starts on the square of its own color (white Queen on white square, black Queen on black square). Also notice that the King is always next to his Queen, and that the opposing Kings and Queens are facing each other directly. White always makes the first move, and starts the game.



Opening Position

Terminology

MOVE: A move is the transfer of a Chess piece from one square to another square.

CAPTURE: A capture happens when you remove your opponents Chess piece from the board. This is allowed only when you replace his or her piece with your piece. The person, who “captures” the piece, uses their hand to remove the piece from the board and places the piece on the side of the Chessboard.

Draw!

Use the blank space below to draw a Chessboard....

PART ONE: QUICK QUIZ 1, THE BASICS

Circle the right answer.

1. A Chess game is played by _____ people.

- a. one
- b. two
- c. three

2. A Chessboard has _____ squares.

- a. 44
- b. 32
- c. 64

3. The Chessboard should be set up so that each player has a _____ square in their right corner.

- a. black
- b. white

4. Which color opponent ALWAYS goes first?

- a. white
- b. black

Write in the name of the piece.













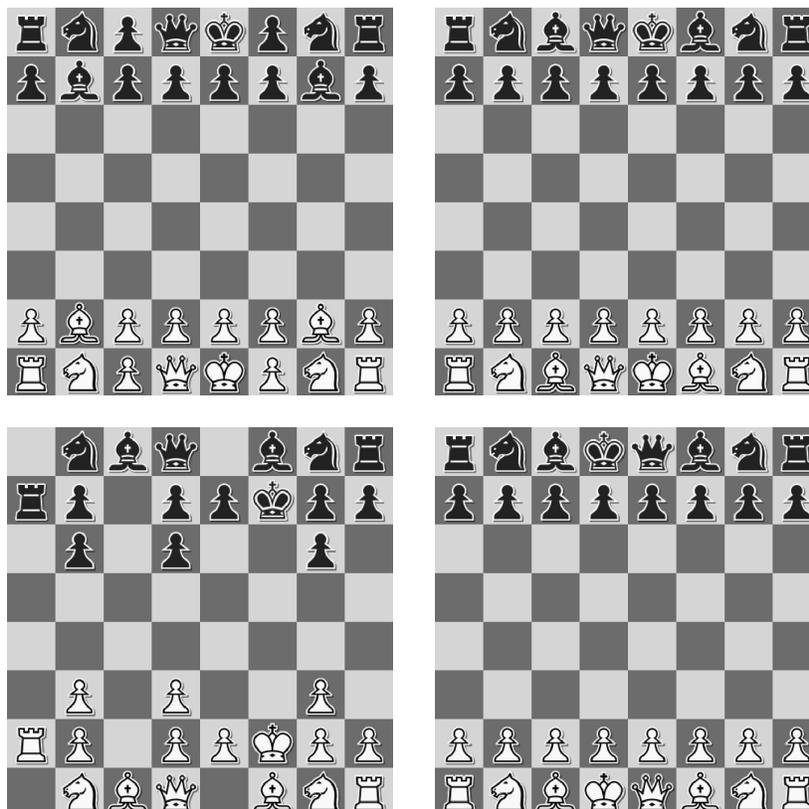
PART ONE: QUICK QUIZ 1, THE BASICS (continued)

Write in the answer.

What is a Move?

What is a Capture?

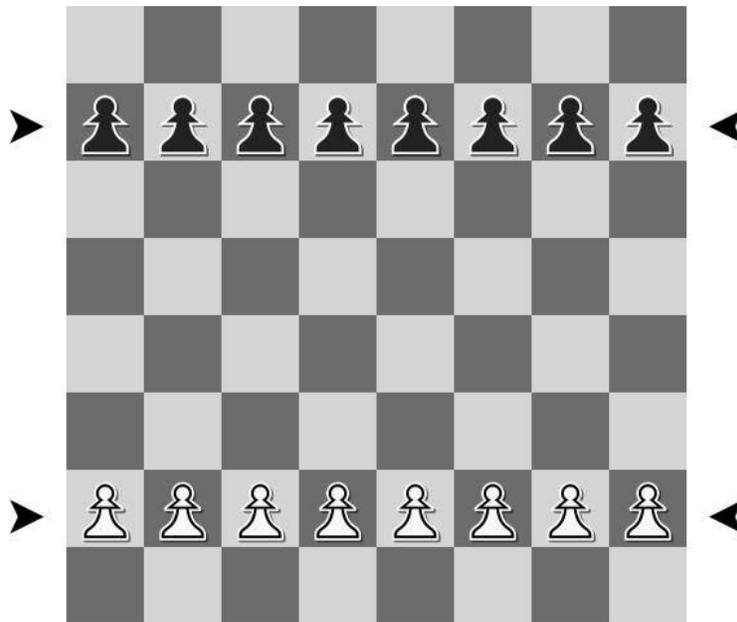
Circle the Chessboard with the proper Opening Position:



PART TWO: THE MOVEMENTS

Pawn

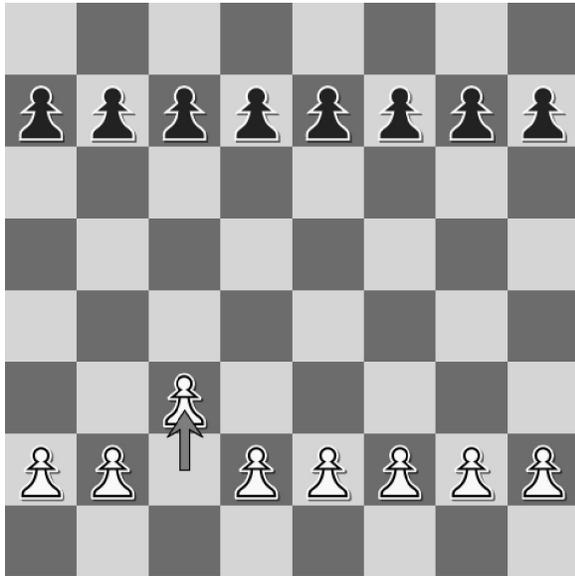
Each person receives a set of eight Pawns to start the game with. These pawns are placed one each players' second rank.



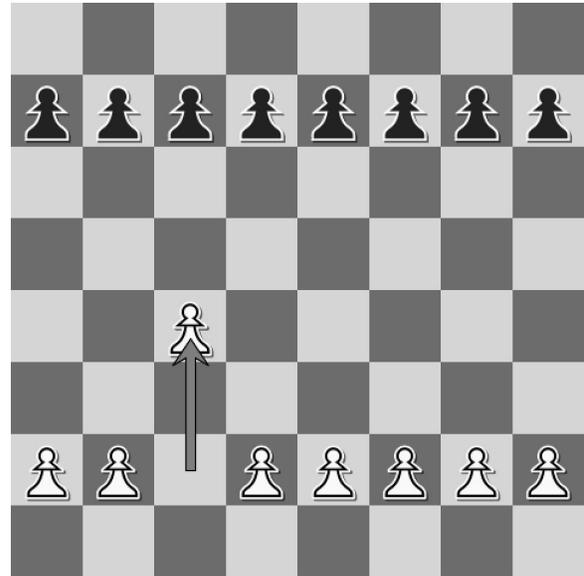
Observe the arrows for 2nd Rank locations.

How The Pawn Moves

On the **FIRST MOVE**, the Pawn can move either *one* or *two* squares FORWARD. It is important to note that the Pawn can **NEVER MOVE BACKWARDS**. After the first move, it can only move one square at a time.



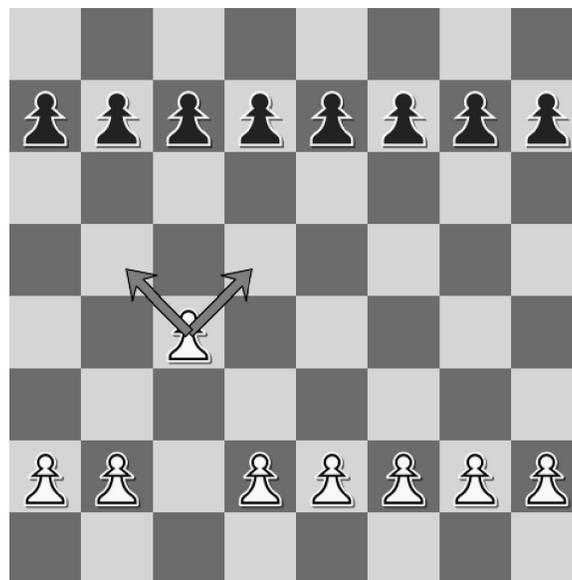
A one square move.



A two square move.

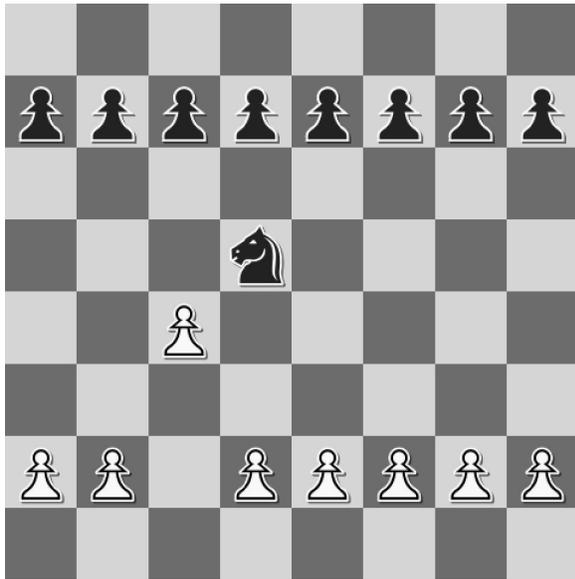
How the Pawn Captures

The PAWN is unlike all the rest of the pieces in that it **CAPTURES DIFFERENTLY** than it regularly moves. **CAPTURING** is also known as **TAKING**.

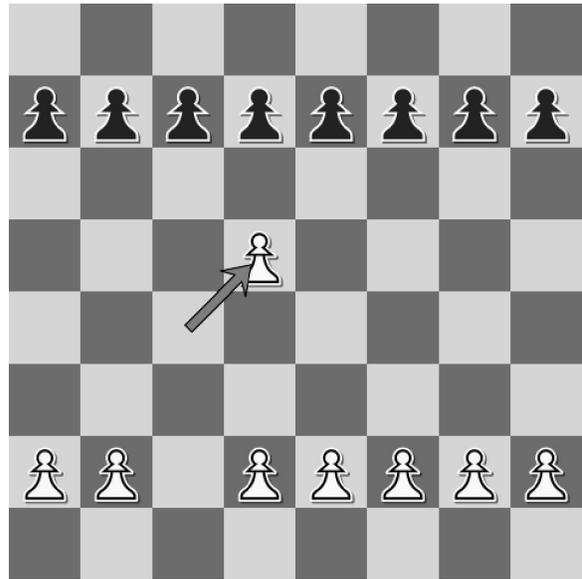


Pawn captures diagonally left or right.

How the Pawn Captures (continued)



Pawn to take the Knight.



Pawn takes Knight.

What it is Worth

Each Pawn is worth ONE POINT. This may seem like a small amount, however consider that there are 8 of them, totaling 8 points, we are to understand that when used strategically they are very important.

Game: Pawn Race

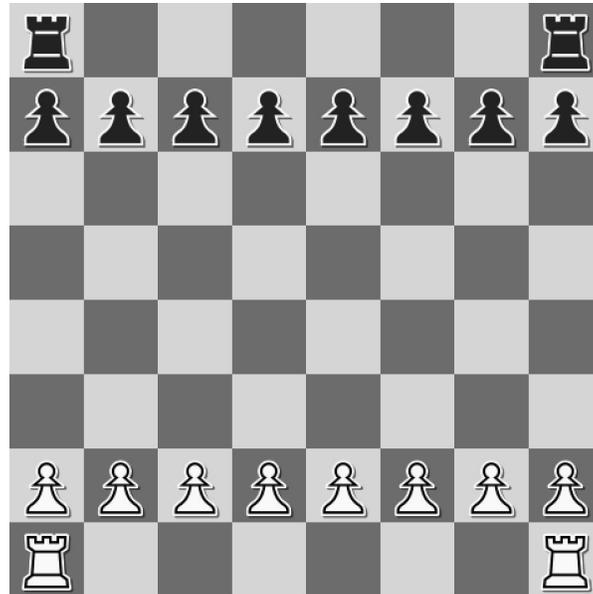
Set up the board with each players' Pawns in initial positions along the 2nd Ranks. No other pieces are in play. Each player is to move their Pawns across the board, capturing as they go. The player with the most Pawns on their opponents 1st rank wins.

Draw!

Use the blank space below to draw a Pawn....

Rook

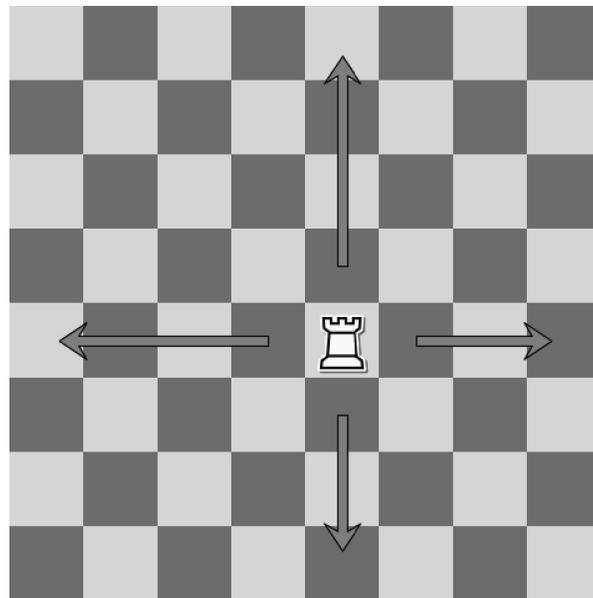
Each player receives two Rooks to start the game with. The Rooks are placed in the players corners.



Rooks in their initial positions.

How the Rook Moves

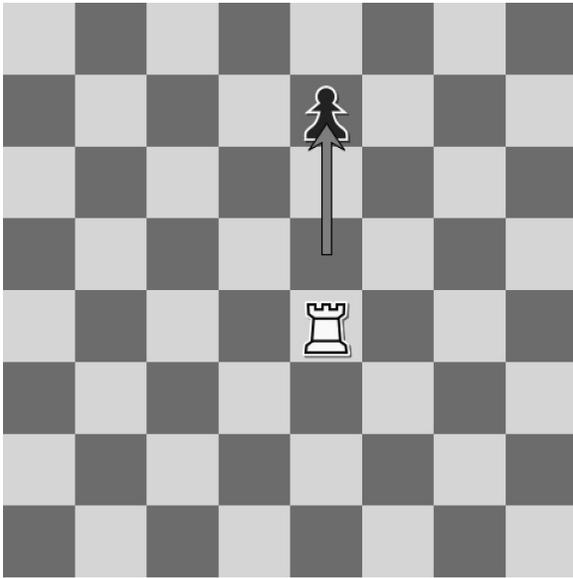
The Rook only moves *horizontally* (the “Ranks”) and *vertically* (the “Files”). Rooks can move as far as it wants in one direction horizontally or vertically until it stops on a square, or captures a piece, or encounters an edge. Rooks cannot move past it’s own pieces.



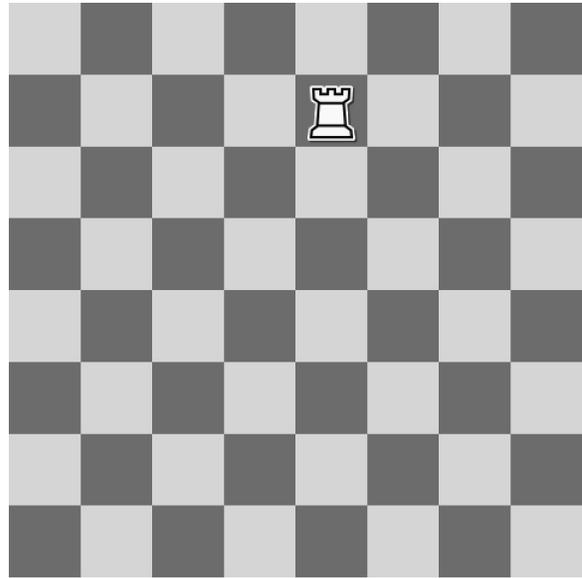
Rook moves.

How the Rook Captures

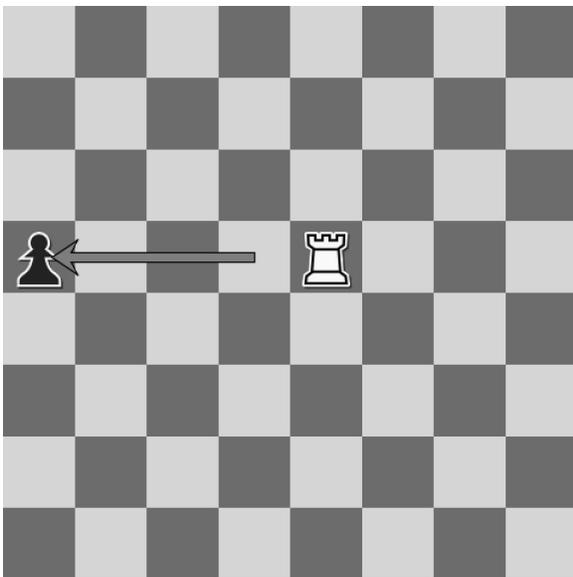
The Rook can move into an enemy's square, so long as it is travelling horizontally or vertically. Once it moves into that square, it captures the piece that occupied it.



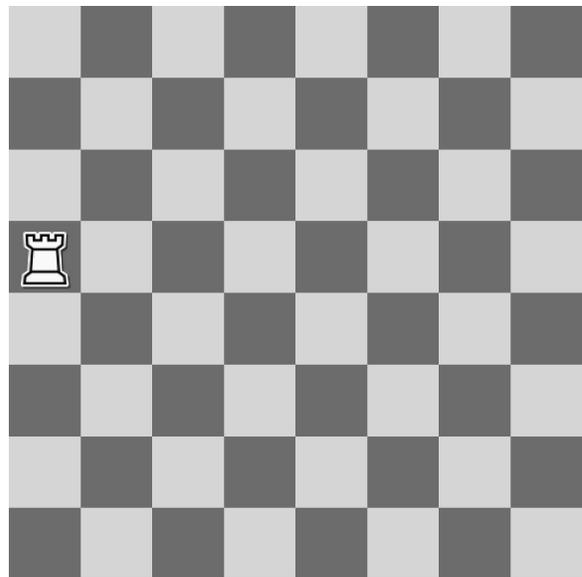
Rook to capture Pawn.



Rook captures Pawn.



Rook to capture Pawn.



Rook captures Pawn.

What it is Worth

A Rook is worth FIVE POINTS. This is a *strong* piece.

Game: Rook Hunt

Set up the game with the Rooks in their corners. Now place the Pawns randomly throughout the Chessboard. Pawns are not moved once set up, Rooks are only used to capture all of the Pawns. The first player to capture all of their opponent's Pawns wins.

Draw!

Use the blank space below to draw a Rook....

PART TWO: QUICK QUIZ 2, PAWNS & ROOKS

1. How many points is a Pawn worth? _____
2. How many points is a Rook worth? _____
3. True or False: The Rooks start on the 2nd Rank. _____
4. True or False: The Pawns can move backwards? _____
5. The Pawn captures in which direction? _____
6. True or False: The Rook cannot move diagonally? _____
7. After the first move, the Pawn can only move _____ squares at a time.
8. At the start of the game, how many Pawns does each player have? _____
9. The Pawn starts the game lined up on the _____ Rank.
10. True or False: Rooks always start the game in the corners. _____
11. True or False: The Pawns captures the same way it normally moves. _____

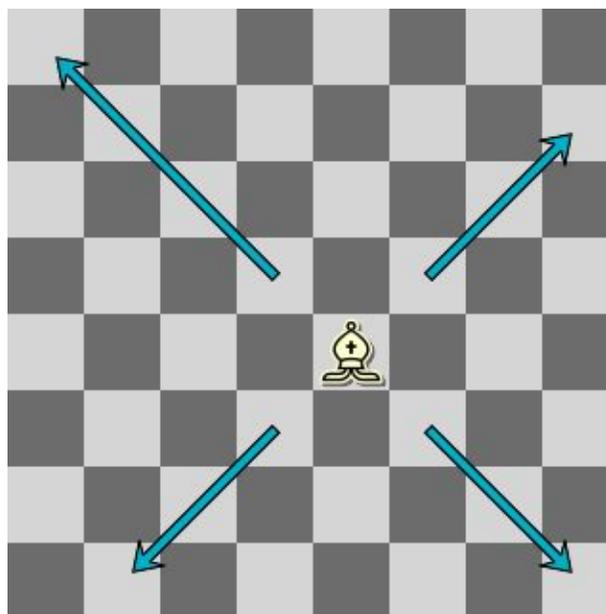
Bishop

Each player receives two Bishops to start the game with. The Bishops are placed on the third square in from each corner on the player's first rank.



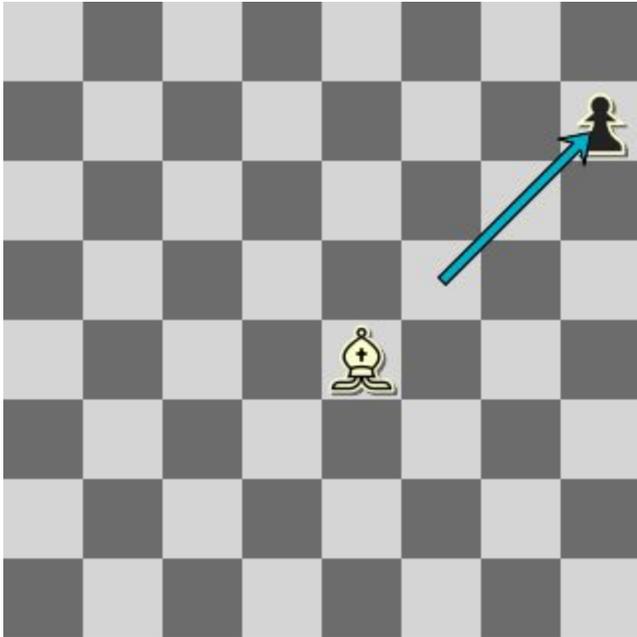
How the Bishop Moves

The Bishop moves *diagonally* along square of the same color. Each player has one Bishop that moves along the white squares and one Bishop that moves along the black squares. Bishops can move as far as it wants in one direction diagonally until it stops on a square, or captures a piece, or encounters an edge. Bishops cannot move past it's own pieces.

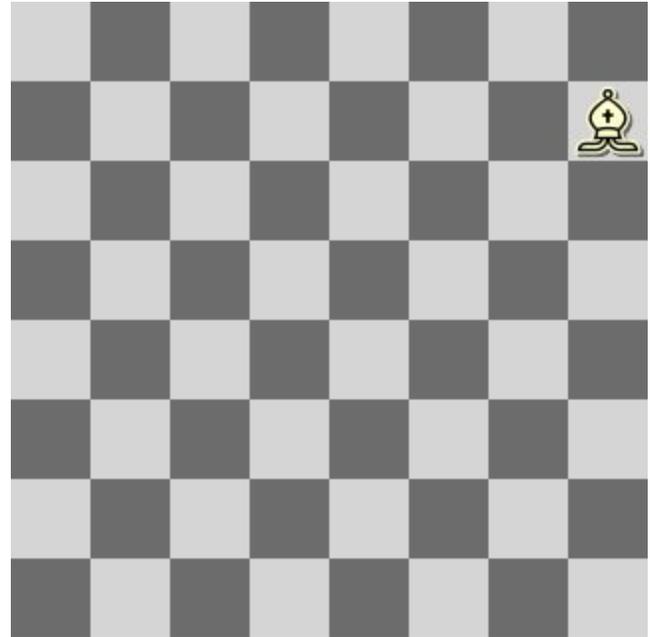


How the Rook Captures

The Bishop can move into an enemy's square, so long as it is travelling diagonally along the same color squares. Once it moves into that square, it captures the piece that occupied it.



Bishop to capture Pawn.



Bishop captures Pawn.

What it is Worth

A Rook is worth THREE POINTS. This is an *important* piece.

Game: Bishop Hunt

Set up the game with the Bishops on their squares. Now place the Pawns randomly throughout the Chessboard. Pawns are not moved once set up, Bishops are only used to capture all of the Pawns. The first player to capture all of their opponent's Pawns wins.

Draw!

Use the blank space below to draw a Bishop....

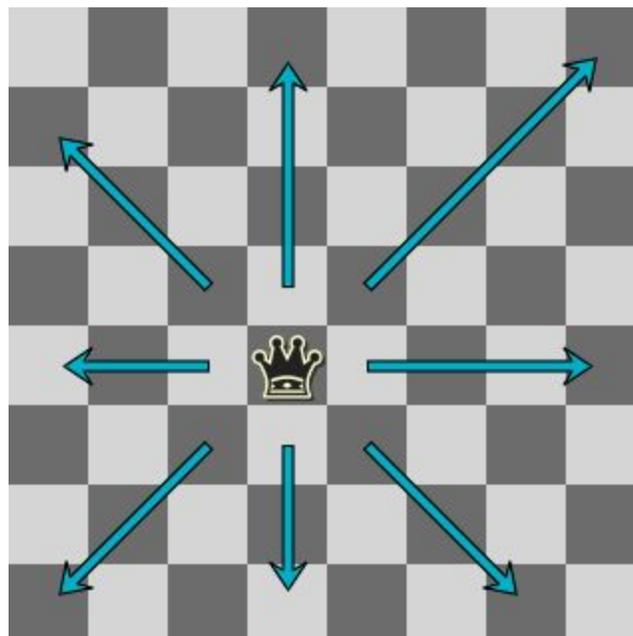
Queen

Each player receives one Queen to start the game with. The Queen is placed on the first rank, in the middle of the board, and always on the same color (i.e. white Queen on white square, black Queen on black square). Also, Queens start the game directly across from each other.



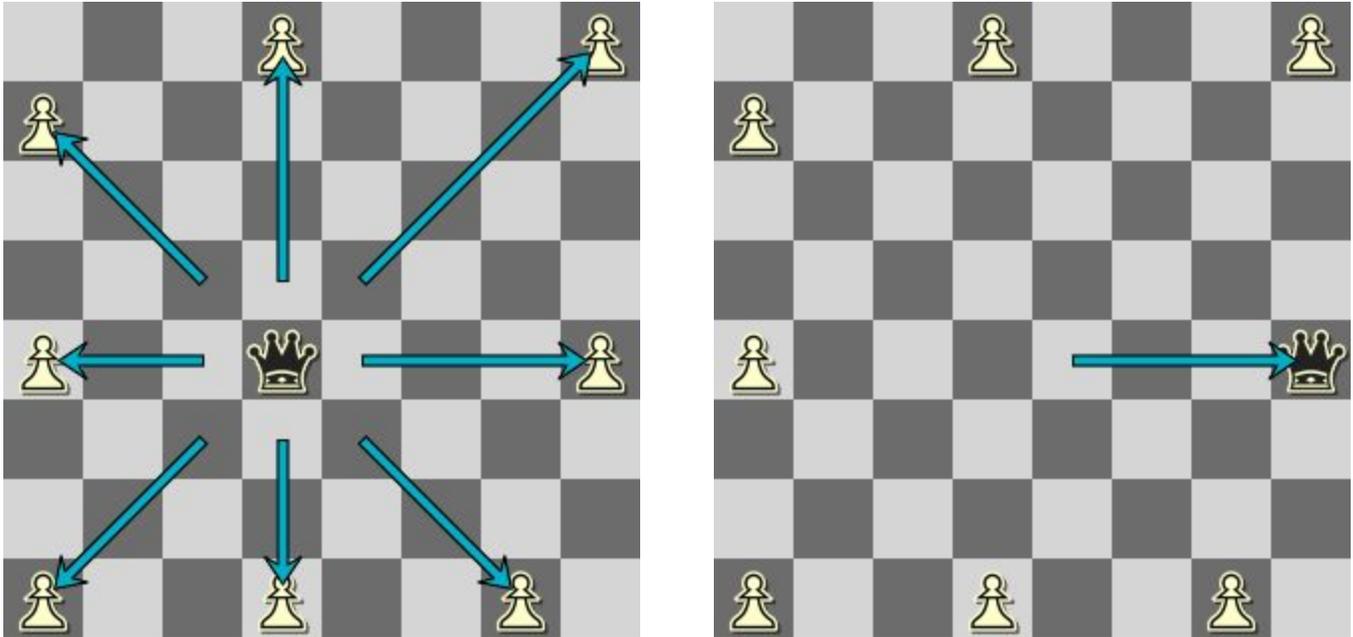
How the Queen Moves

The Queen is the MOST POWERFUL piece on the Chessboard, because it moves like the Rook AND the Bishop. That means that the Queen can move in any direction *vertically, horizontally and diagonally*. Queens can move as far as it wants in one direction vertically, horizontally, and diagonally until it stops on a square, or captures a piece, or encounters an edge. Queens cannot move past it's own pieces.



How the Queen Captures

The Queen can move into an enemy's square, so long as it is travelling one direction vertically, horizontally or diagonally. Once it moves into that square, it captures the piece that occupied it. She cannot move or leap over any piece.



Notice the Queen can Capture any one of her eight options. Queen chooses to capture Pawn at H4.

What it is Worth

The Queen is the most powerful piece on the board and is worth 9 POINTS.

Game: Queen Hunt

Set up the game with the Queens on their squares. Now place the Pawns randomly throughout the Chessboard. Pawns are not moved once set up, Queens are only used to capture all of the Pawns. The first player to capture all of their opponent's Pawns wins.

Draw!

Use the blank space below to draw a Queen....

King

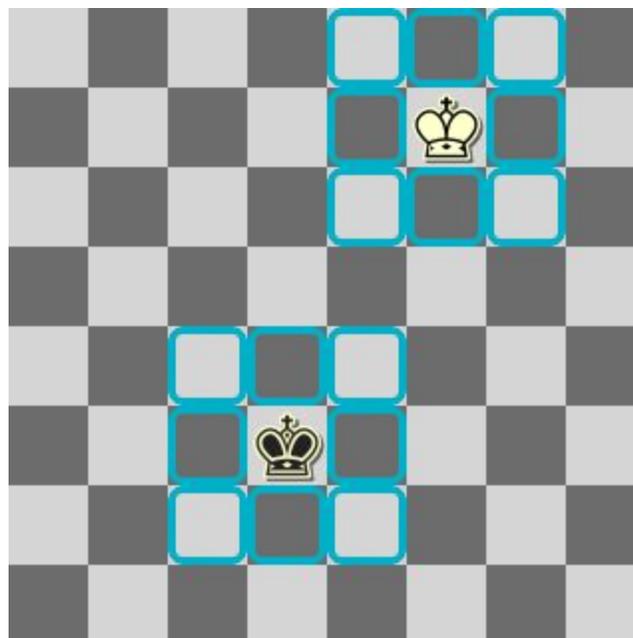
The King is the MOST IMPORTANT piece in Chess. Notice that the Queen is the MOST POWERFUL, and the King is the MOST IMPORTANT. The reason why it is the most important, is because the point of the game is to capture your opponent's King. We will discuss how to do this later. Each player receives one King to start the game with. The King is placed in the middle of the board, on the first rank, next to the Queen, and on it's opposite color. Also, Kings begin the game directly across from each other.



TASK! Use your pencil to draw a circle around the Kings.

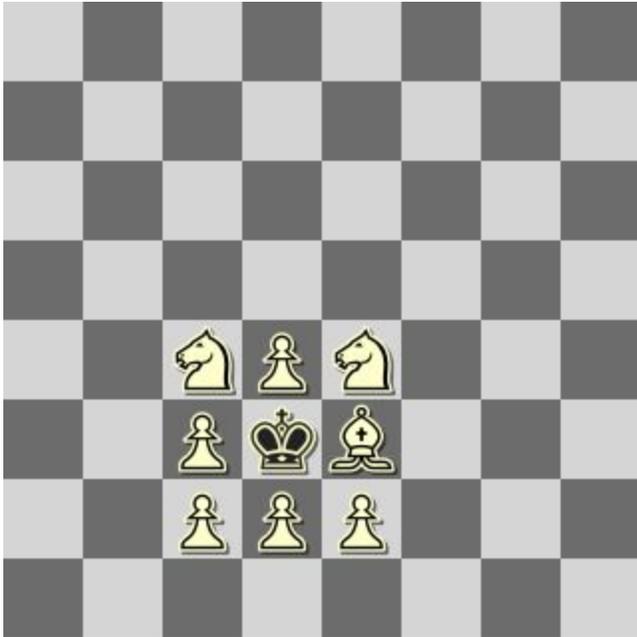
How the King Moves

The King can move in any direction, just like the Queen, however it can only move one square at a time. Remember, the King is "old" and can only move one square at a time.

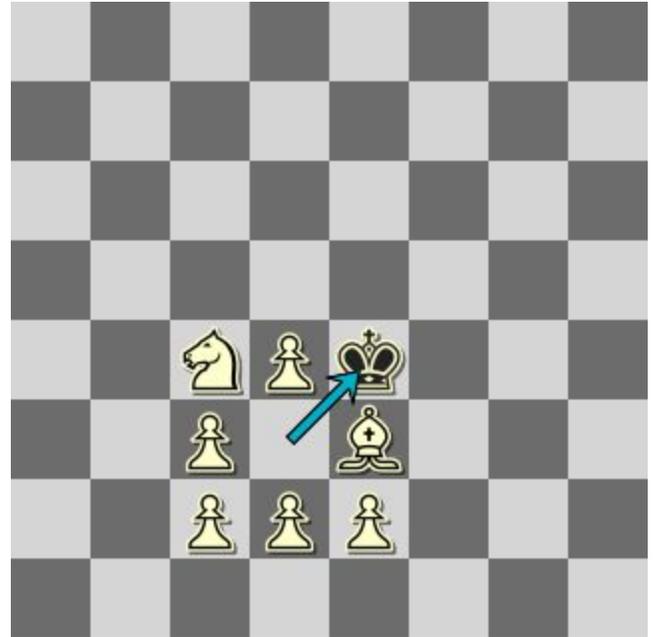


How the King Captures

The King can move into an enemy's square, so long as it is travelling the distance of one square vertically, horizontally or diagonally. Once it moves into that square, it captures the piece that occupied it. He cannot move or leap over any piece.



King is surrounded by many pieces.



King captures Knight.

What it is Worth

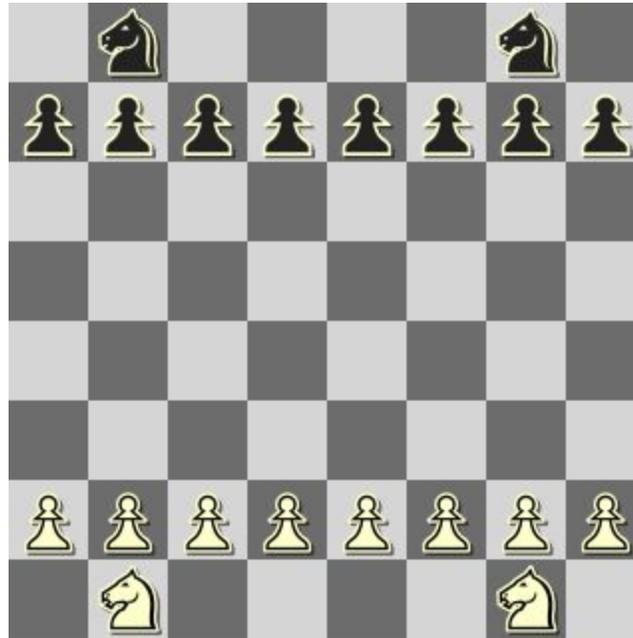
The King is not assigned a point amount, because when you lose the King, you lose the game. Conversely, the King can be thought of as being worth INFINITE POINTS. ∞ = Infinity Symbol

Draw!

Use the blank space below to draw a King....

Knights

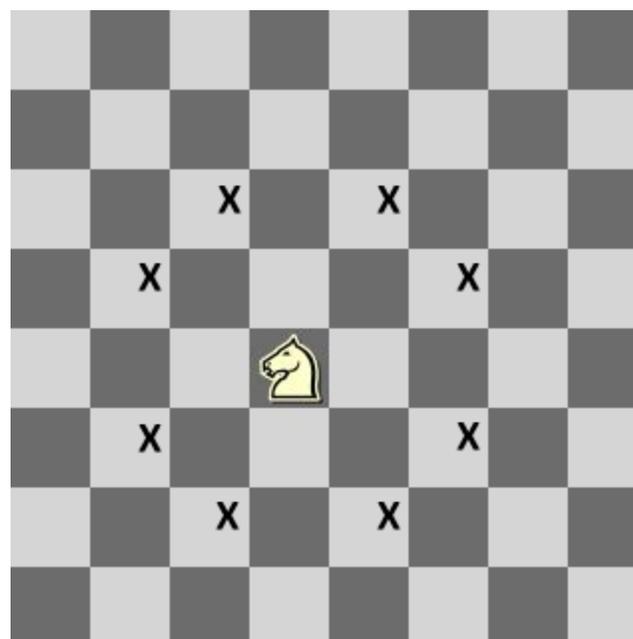
Each player receives two Knights to begin the game with. The Knights are placed on the first rank, one square in from the corners.



Knights look like Horses!

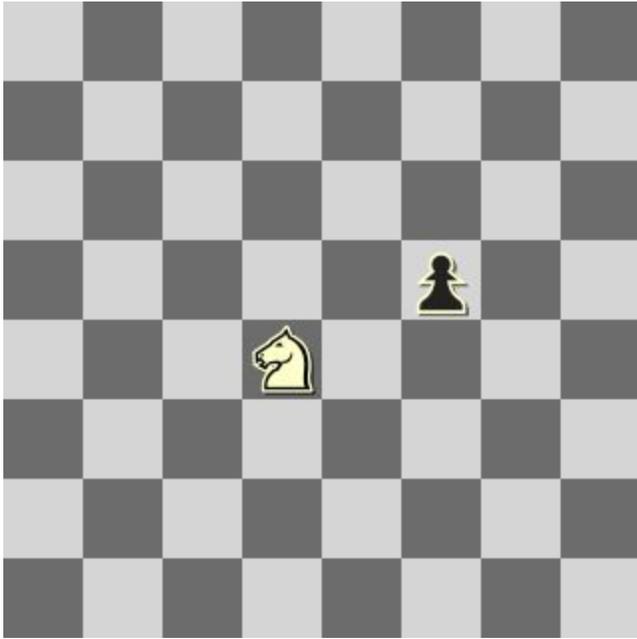
How the Knight Moves

The Knight looks like a Horse or Horse's head because the Knight is the ONLY pieces that can JUMP over other pieces. Yes, it can jump over it's own pieces or it's opponent's pieces. The Knight moves in an "L" shape. This shape is composed of two squares over, and two squares up, or two squares up, and two squares over. The "X's" on the diagram below show you where the Knight can move.

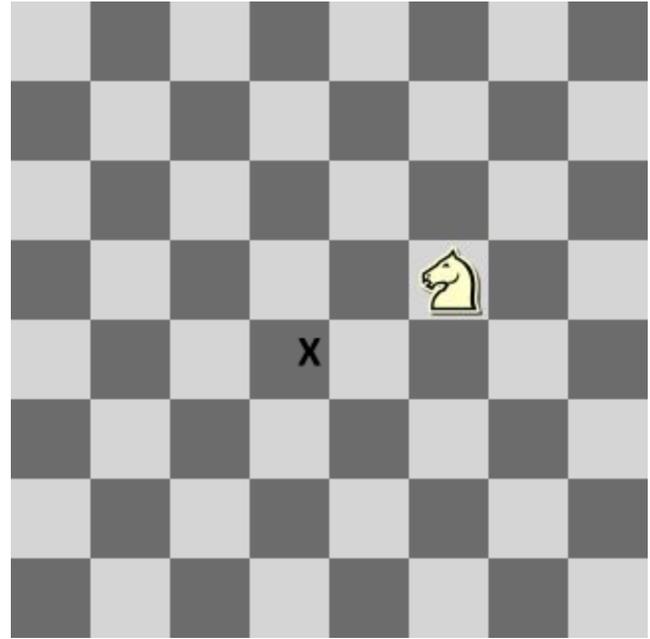


How the Knight Captures

The Knight can capture its opponent's pieces only at the end-square of his move. That means at the end of the Knight's "L" path, it captures the piece on the square it lands on. But if the piece at the end of the "L" path is the same color as the Knight, it cannot move there.



Knight to capture Pawn.



Knight captures Pawn. "X" is where Knight came from.

What it is Worth

The Knight is worth 3 POINTS.

Game: Knight Hunt

Set up the game with the Knights on their squares. Now place the Pawns randomly throughout the Chessboard. Pawns are not moved once set up, Knights are only used to capture all of the Pawns. The first player to capture all of their opponent's Pawns wins.

Draw!

Use the blank space below to draw a Knight....

PART TWO: QUICK QUIZ 3, BISHOPS, QUEENS, KINGS & KNIGHTS

1. How many points is a King worth? _____
2. How many points is a Queen worth? _____
3. True or False: The Knight start on the 1st Rank. _____
4. True or False: The Queens can move only one space at a time? _____
5. Can the Knight captures it's own pieces? _____
6. True or False: The Bishop cannot move diagonally? _____
7. True or False: The Queen is the MOST IMPORTANT piece in the game. _____
8. At the start of the game, how many Bishops does each player have? _____
9. True or False: The Queen starts the game on her own color. _____
10. True or False: Bishops always travel along one color. _____
11. True or False: The Knight cannot jump over other pieces. _____

PART THREE: HOW TO WIN

Be Gracious

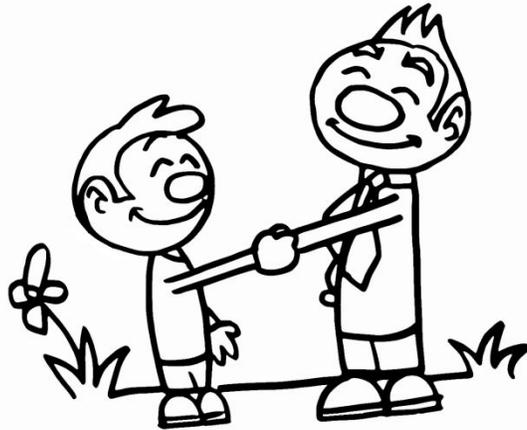
Chess is a wonderful game. It provides each opponent with the opportunity to play, learn and strategize. Like all games, the outcome results in one winner and one loser. Regardless if you are the winner of the game or the loser of the game, you should be proud of playing your best and be GRACIOUS to your opponent. After a game has concluded, in a prompt and positive manner, congratulate your opponent, and thank them for the game (offer a handshake and say “good game.”)

Be A Good Sportsman

Good sportsmanship means acknowledging victories without humiliating opponents, being quietly proud of success, and letting victories speak for themselves. Even if you win by a landslide, good sportsmanship means still finding ways to compliment your opponents.

Terminology

- WIN:** Winning the game of chess means you have placed your opponent’s King in “Checkmate.”
- LOSE:** Losing the game of chess means your opponent has placed your King in “Checkmate.”
- DRAW:** A draw is a tie. This means each opponent has fought the game to a standstill and no one can win. Opponents must agree to draw.
- RESIGN:** To resign is to decline from further playing the game. This is only allowed when it becomes tactically impossible to defeat your opponent. We encourage all our players to play each game to the end because even if you are losing, you are learning.



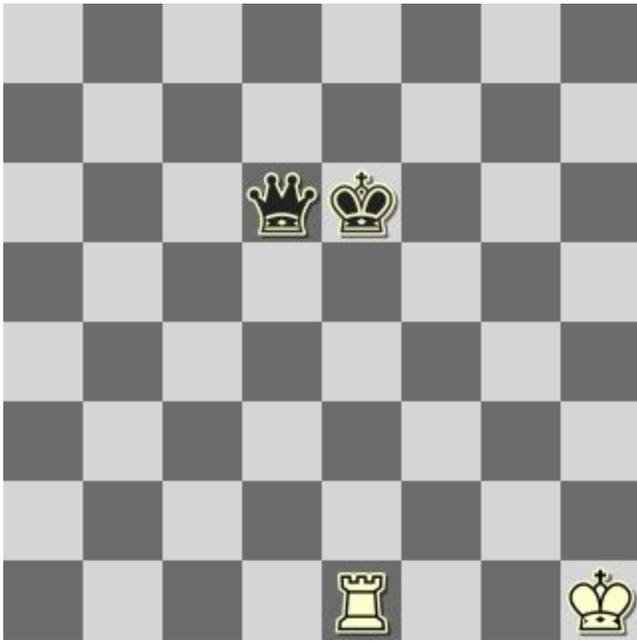
Good Game!

Good Game!

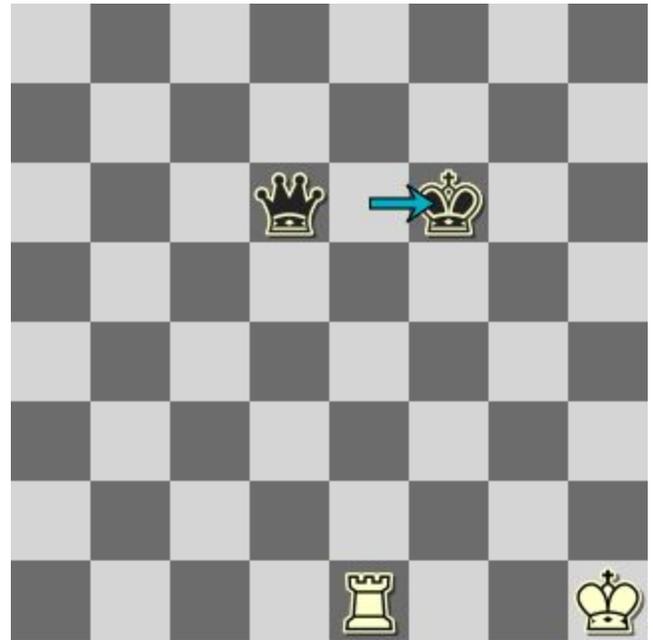
Check

When the King is being attacked or threatened, this is called Check. When you place your opponent's King in Check, you must verbally say "Check." Once this occurs, if possible, the King must get out of Check.

Kings may never place themselves in danger by making a move that puts them in Check. Because of this rule, Kings can never place each other in Check.



White Rook is giving Check to Black King.



Black King has moved out of Check.

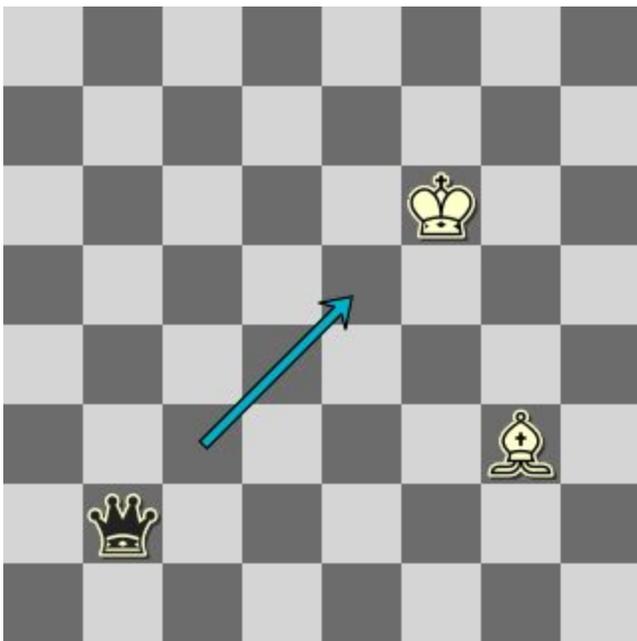
Three Ways to Get Out of Check

Moving the King

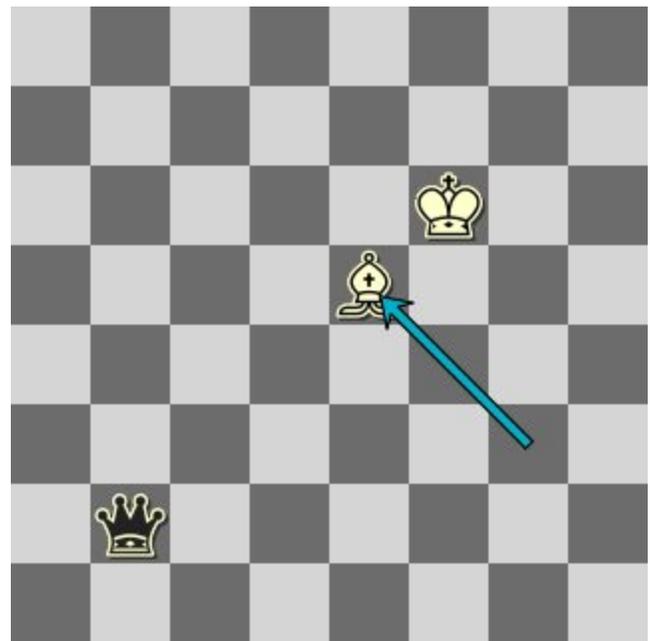
This is also known as “Run.” You may move the King to get out of check as shown in the previous example.

Interposition

This is also known as “Block.” You may move another one of your pieces to block the Check being placed on your King.



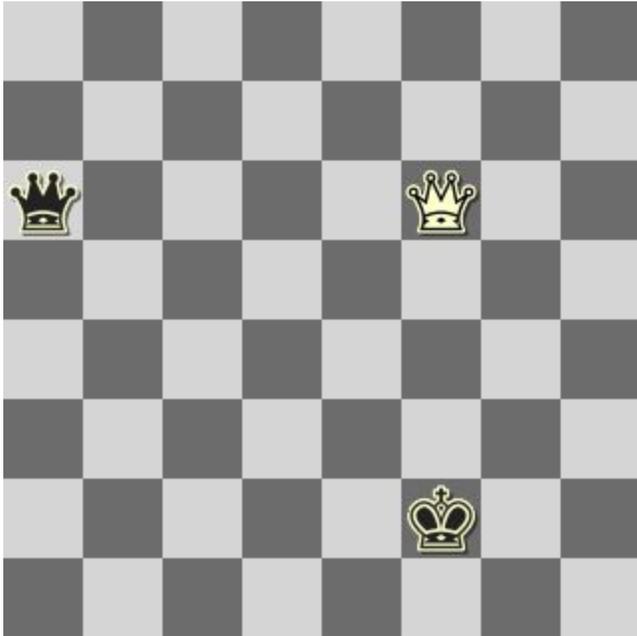
Black Queen gives White King Check.



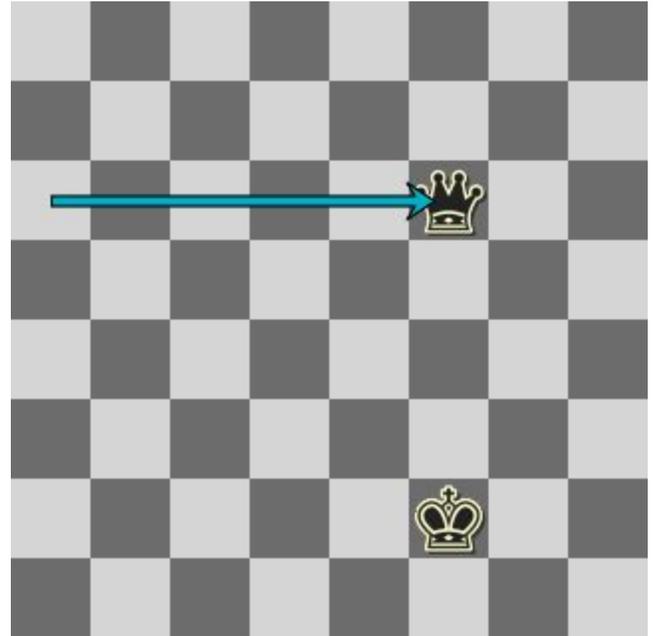
White Bishop Interposes or Blocks the Check.

Capturing the Attacker

This is also known as “Take.” You may use one of your pieces to capture your opponent’s piece that is threatening or Checking your King. Of the three ways to get out of Check, Capturing the Attacker is the best one.



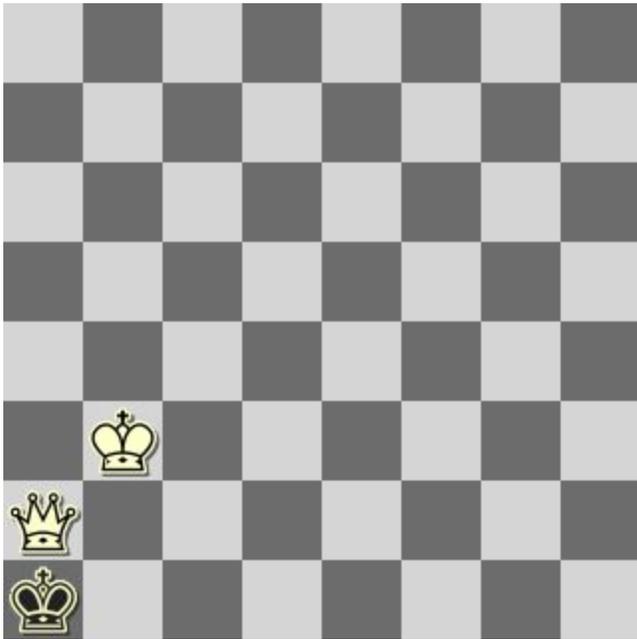
White Queen is showing Black King Check.



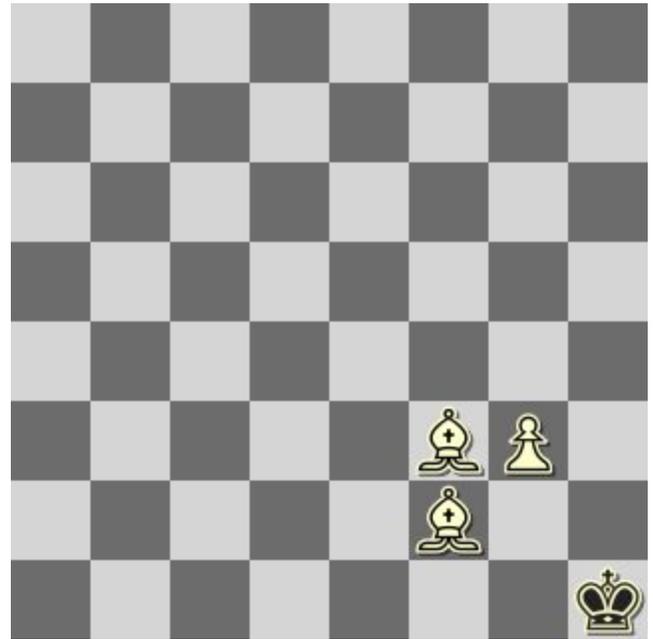
Black Queen Captures or Takes the White Queen.

Checkmate

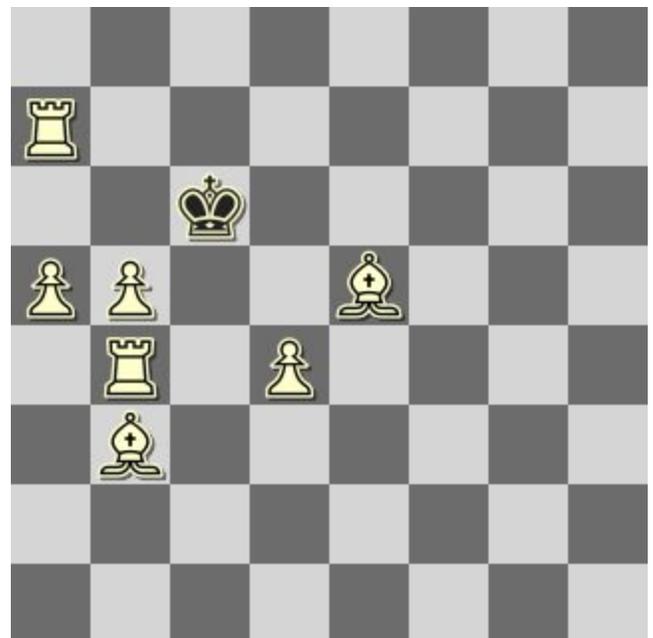
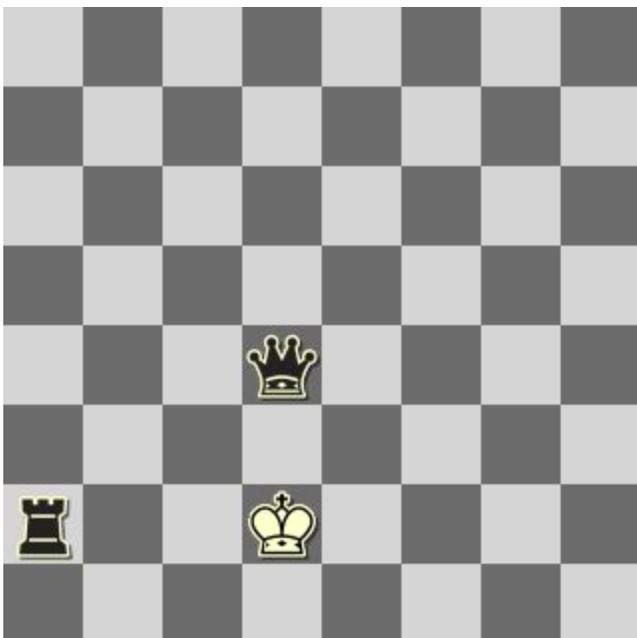
When the King is in Check, and cannot get out of Check, the game is lost. This is known as “Checkmate.” Checkmate is the point of the Game. Each person attempts to play the game so that they can place their opponents King into Checkmate. This can be seen as Check, and the King that is in Check has no move that can prevent it from being captured on the next move.



Queen with assistance from King give Checkmate.



Bishop with help from Pawn and Bishop give Checkmate.

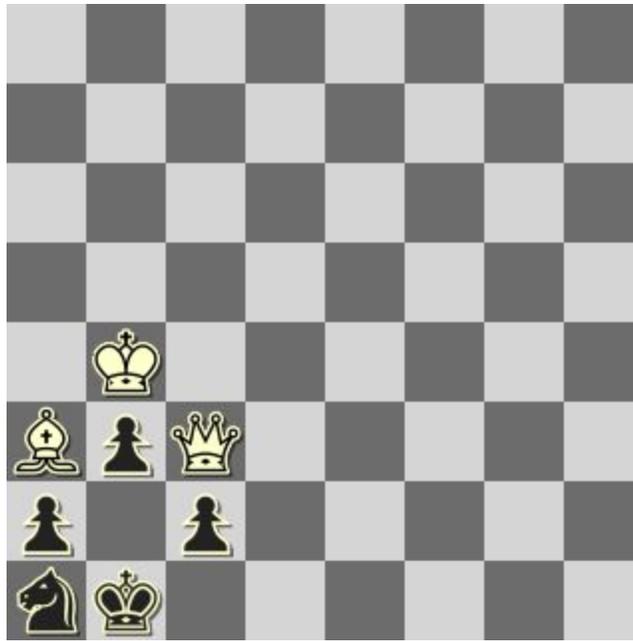


Queen and Rook give Checkmate.

Pawn gives Checkmate with support from other pieces.

Stalemate

Stalemate is when you cannot make a legal move. Meaning, it is your turn, but you cannot move any of your pieces to another square. When this occurs the game is a Draw or a tie.



Black cannot make a move. This is Stalemate.

PART THREE: QUICK QUIZ 3, CHECK, CHECKMATE & STALEMATE

1. Name two ways of being Gracious? _____

2. When you threaten your opponent's King you must say _____.

3. True or False: It is possible to get out of Checkmate. _____

4. True or False: It is possible to get out of Check. _____

5. Interposition is also known as _____.

6. True or False: Stalemate means someone won the game _____

7. True or False: You must get Checkmate to win the game. _____

8. Name the three ways you can get out of Check?

1. _____

2. _____

3. _____

PART FOUR: SPECIAL MOVES

Pawn Promotion

Even though the Pawn has the least value of all Chess pieces (1 point), it has a special move called “Pawn promotion.”

This special move means that when a Pawn reaches the Eighth Rank (the opponents First Rank), it must change into either a Queen, Rook, Bishop or Knight. Usually, most players choose to promote the Pawn into a Queen, because it is the most powerful piece on the Chessboard. Therefore a player can promote as many Pawns as possible. And it is possible to have two or more Queens, two or more Rooks, two or more Bishops, and two or more Knights.

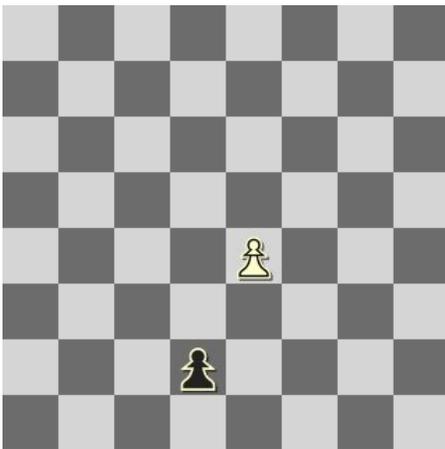
The Pawn cannot promote to another color or into a King.

en Passant

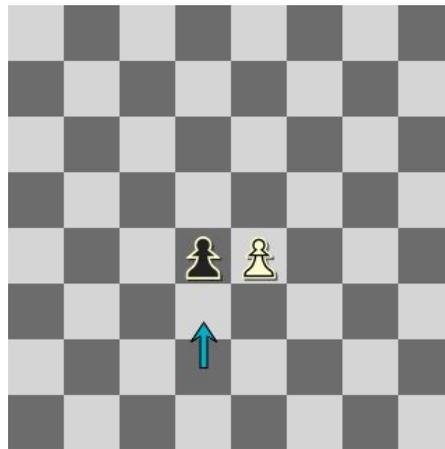
The Pawn’s second special move is called “en Passant.” As you have already learned, Pawns capture pieces by moving forward one square to the right or left.

The exception to how a Pawn captures is called “en Passant.” The word “en Passant” is a French word for “in passing.” The idea is that, if the situation is right, a Pawn can capture another Pawn by simply passing it.

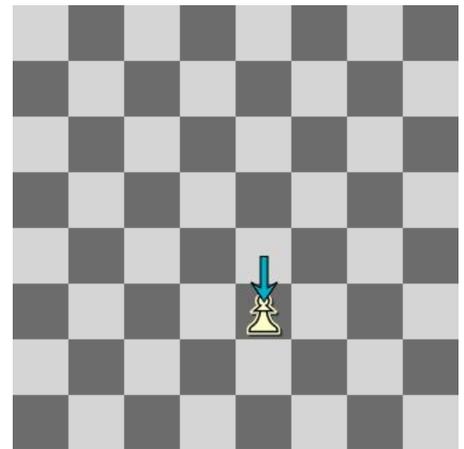
Here is how it works. When a Pawn is approaching another Pawn, and that Pawn is still on it’s first square, the “en Passant” becomes possible. Let’s say that in order not to get captured by your opponent’s Pawn, you make your first Pawn move two squares ahead. Your opponent, on the next move only, can capture your Pawn. Essentially, the idea is that you cannot sneak by another Pawn.



White has a Pawn that is advancing towards the black Pawn. In this set-up, black Pawn has not moved yet.



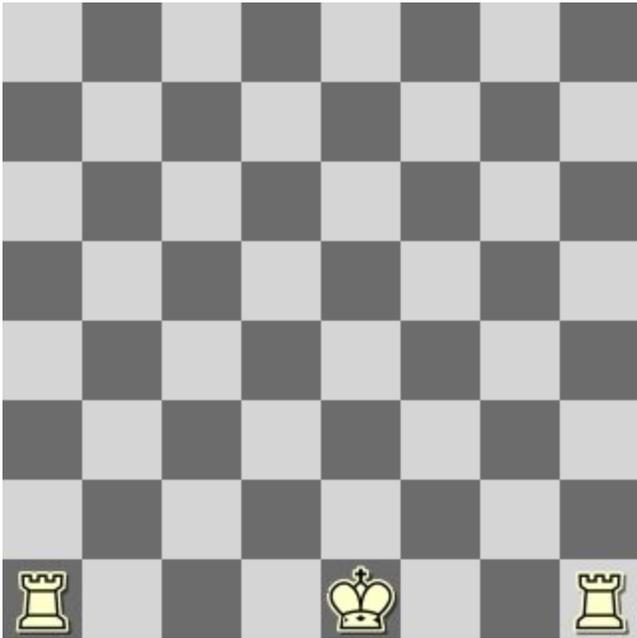
In order to escape capture, the black Pawn elects to move two squares ahead on it’s first move.



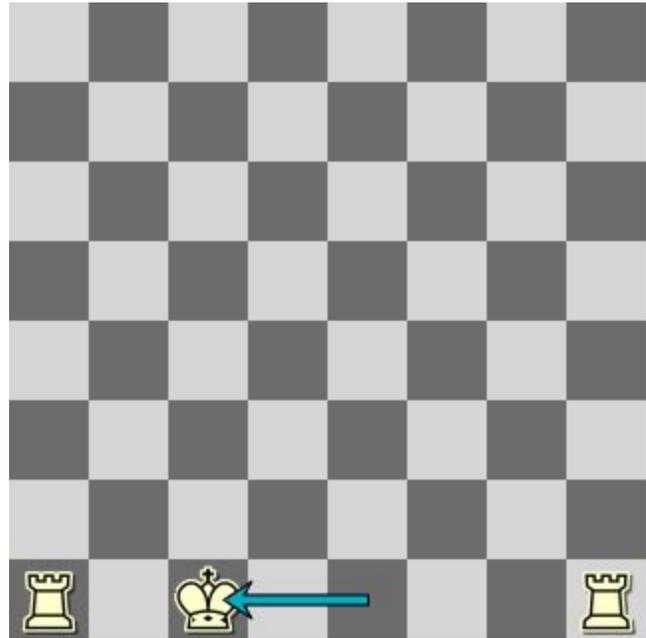
Because the game does not allow for black pawn to escape this way, white Pawn, only on the next move, can move one square forward and capture the black Pawn “en Passant,” or “in passing.”

Castling

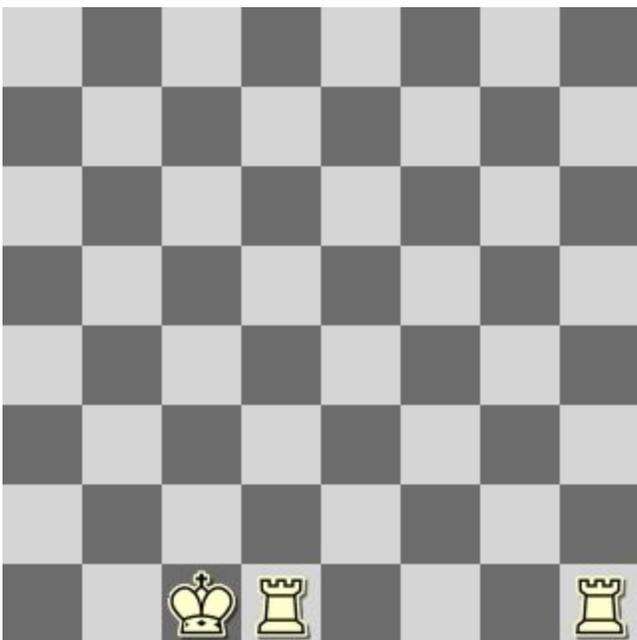
The King has a special move called “Castling.” Castling is when a King moves two spaces to the right or two the left and then the Rook that the King moves closer to jumps over the King to land on the square immediately to the other side of the King. Here is how it looks:



Initial set-up - King is about to Castle.



Step 1 - King begins Castle, moves two squares to the left.

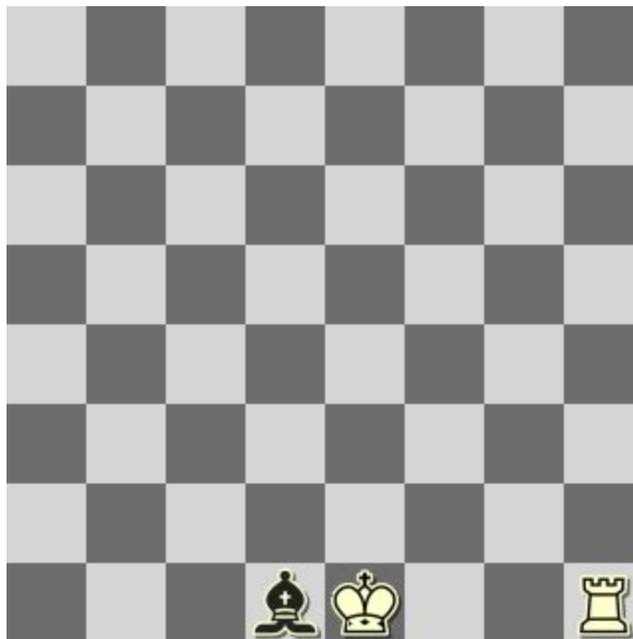


Step 2 - Now to complete move, Rook jumps to other side of the King.

Castling (continued)

Rules of Castling:

- The entire move, both steps, takes place in one turn.
- There cannot be any pieces (your pieces or your opponent's pieces) inbetween the King and the Rook it wishes to Castle towards.
- You cannot capture your opponent's pieces when you Castle.
- Castling can only occur if the King has not made a move in the game. Once the King makes a move, it is no longer eligible to Castle.
- The King cannot Castle to get out of Check, or for that matter Castle into Check. (Remember, the King can never place himself in Check). If a Check is stopped without moving the King (capture the Checking piece or interpose), then the King can Castle on another move.
- The King can only Castle once in a game.
- If the square next to the King is occupied (either by your piece or your opponent's piece), then the King cannot Castle. Example:



Castling here is not allowed because the Bishop occupies the square that the Rook would be jumping into.

PART FOUR: QUICK QUIZ 4

1. How many “special moves” does a Pawn have? _____
2. Which Chess piece is considered the best for a Pawn to Promote to? _____
3. True or False: The Pawn cannot Promote into a King. _____
4. What language does the word “en Passant” come from? _____
5. What does “en Passant” mean in English? _____
6. True or False: The Pawn can capture any type of piece “en Passant”? _____
7. How many “special moves” does a King have? _____
8. True or False: The King can Castle with other pieces in-between him and the Rook? _____
9. The King can only Castle with the _____.
10. True or False: The King can Castle as many times as it wants. _____
11. True or False: The King cannot Castle to get out of Check. _____
12. True or False: The King is allowed to make other moves before he Castles. _____