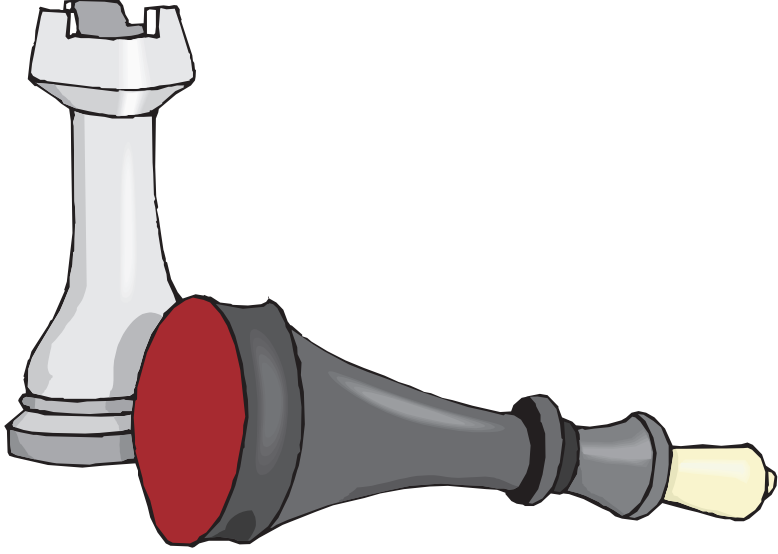


SATRANÇ

ÖĞRETMEN KILAVUZ KİTABI



Dr. OLGUN KULAÇ

Bu kitabın her türlü yayın hakkı Türkiye Satranç Federasyonuna aittir. Her hakkı saklıdır. Hiç bir bölümü veya paragrafı kısmen veya tamamen ya da özet halinde fotokopi,faksimile veya herhangi bir şekilde çoğaltılamaz, dağıtılamaz. Normal ölçüyü aşan iktibaslar yapılamaz. Normal ve kanuni iktibaslarda kaynak gösterilmesi mecburidir.

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UNIT 1
MEET WITH CHESS

SUBJECTS
WHAT IS CHESS?
HISTORY OF CHESS
CHESS IN THE WORLD
CHESS IN TURKEY
ATATÜRK AND CHESS
THE IMPORTANCE OF CHESS

| MEET WITH CHESS UNIT 1 | | | | |
|-------------------------------|---|--|---|---|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>To introduce chess game. To emphasize this game as a sport. To teach the benefits of chess.</p> <p>To tell the importance of science according to Atatürk's ideas.</p> <p>To teach children that Atatürk was a strong chessplayer.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-Knowledge about chess game as a sport with the quotations of famous people.</p> <p>2-The advantages of chess.</p> <p>3-Information about chess history.</p> <p>4-Information about chess in the world and Turkey.</p> <p>5-Atatürk gave importance to chess and he had his own chess set.</p> | <p>Meet With Chess</p> <p>History of Chess</p> <p>The Importance of Chess</p> <p>Chess in the World and Turkey</p> <p>Atatürk and Chess</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> |

WHAT IS CHESS?

The Chess Game is a branch of sport, which is played between two players. Chess includes all features of sport. This game is played on chess board with chess pieces.

The chess pieces have two colors and the colors are white and black. One of the player plays with white and the other plays with black. At the beginning of this game each side has 16 pieces and these pieces take place in an order on the board. The players make their moves one by one. The movement of chess pieces in obvious rules called “move”. The game starts with the move of white. The aim of this game is to beat the opponent and this is called “checkmate”.

RULES OF CHESS

Chess game is played according the rules of FIDE (Federartion Internationale Des Echess).

FIDE RULES

Article 1: Bases of Chess

- 1.1 The game of chess is played between two opponents who move their pieces alternately on a square board called a `chessboard`. The player with the white pieces commences the game. A player is said to `have the move`, when his opponent`s move has been made.**
- 1.2 The objective of each player is to place the opponent`s king `under attack` in such a way that the opponent has no legal move. The player who achieves this goal is said to have `checkmated` the opponent`s king and to have won the game. Leaving one`s own king under attack, exposing one`s own king to attack and also `capturing` the opponent`s king are not allowed. The opponent whose king has been checkmated has lost the game.**
- 1.3 If the position is such that neither player can possibly checkmate, the game is drawn.**

HISTORY OF CHESS

It is known that according to the found inscriptions in Egypt a game, similar to chess was played in BC 3000.

The book, “ History of Chess” written by Muret in 1913 mentioned that this game appeared in India in 570. The army of India consisted of 4 parts; elephants, horses, horse cars and pedestrians. The game named caturanga and this name was the combination of catur, means four and anga, means part in Sanskrit language. This game reached to Persia in 625 and Persians gave a new name to this game called catrang. Later on this game spreaded to Arabian Peninsula. Arabians captured Spain in the beginning of 8th centry so the game passed to Europe.

It was the turning point for chess to come to Spain. After the Arabian manuscripts Spanish Lucane wrote the first chess book in 1497. It was spread out to Italy, France then all araound European countries at the Renaissance period.

There were important changes of the chess rules when it came to Europe. New rules had been added. At the beginning, chess was developing slowly. Modern chess rules had settled after 15th century. In the past, queen just went one square diagonally. Bishop went forward one square just like knight. The strongest piece was rook. **The rook and pawn did not go forward two squares. Castling rule was accepted later on. Previously, castling had been made at two moves and it has been started to make at one move.**

The first official chess tournament had been arranged in London in 1851. English champion Howard Staunton suggested effective rules for everybody. This offer provided the establishment of FIDE in Lahey, Holland in 1924.

THE LEGEND OF CHESS

Brahman, the inventor of chess gave this game to his Shah as a present. The Shah who really liked this game asked Brahman if he had any wish. Brahman just wanted a piece of wheat from Shah. Because of Brahman's modesty Shah asked how much did he want. Then Brahman wanted one piece of wheat for the first square of chess board, two pieces of wheat for the second square and four pieces for the **third square and he wanted double wheat pieces for every previous square. he wanted wheat pieces for each square double times of the previous one.**

Shah accepted his wish and he gave an order to his viziers. After counting of the wheat pieces, they understood the wheat in the country would not be enough. Finally Shah congratulated Brahman because of his intelligence.

THE IMPORTANCE AND ROLE OF CHESS IN CHILD EDUCATION

All parents want their child to grow up physically, emotionally and mentally. For this reason many parents send their children to social and sport facilities. The aim is besides the development of child, they want him/her to recognize his/her environment better and improve his/her social abilities with better communication skills. Sport and social activities have role to improve these skills. Also chess sport has special and different importance in this field.

The place of chess sport is important in education. This is natural because there is a similarity between chess and life more than the other sports. Some people tried to set up similarities between other sports and life even they wrote books and made movies. However none of the other sports match with life as chess. Because chess is not far from the life like other sports, it came out from the reality of life. It is the expression of struggle in life both in past and future. Benjamin Franklin said about that “ Chess is a kind of life, life is a kind of chess.” Ex-trainer of National Chess team of Turkey, Vasikov defined this similarity as below: “Chess is a little model of big life.”

Then we realize a question; what are the benefits of the similarities between life and chess for our children and chess players? We understand the importance of chess in child education. If we consider the similarities between life and chess, chess is a little model of life and to grab this model well refers to know the life better. So we can benefit from this model for the things that we want to use in life. We can use learning as a tool of teaching.

We can use chess as a tool for the child education and give our messages about life by using chess model. Even we do not use this method; the child who starts to grab the philosophy of chess will realize the precious for chess is valid for life, too. In this part, the chess teachers have big responsibilities. Do not consider chess just as a game. You should give ideas of accumulation and the philosophy of chess in appropriate doses to child. By this way we provide the maximum benefit that we want from this game.

When we try to teach our children the right and wrong things in educational way, we see that this is not working even it is irritating. Whereas chess shows how movements give shape to game and which kind of results that new situation brings in correspondence between cause and effect. As a result, the child realizes that the behaviors in daily life have results like chess.

Struggle is basis both in life and chess. Chess is a management of struggle, skill of management, art of management even sometimes it is a crisis management. Chess expresses us, during the life we should have long and short terms goals. Without any goals the game and life will be meaningless. Chess teaches how to make plan by using the most rationalistic and economic possibilities to reach the goal. On the way, which is going the goal, it introduces to be cautious against all negativities and even if the details will be calculated, all moves should serve to the real goal.

Success is another fact that we should tell our children. We can also benefit from chess while we are telling the concept of success. Everyone wants to catch success as a target. The children want to reach success immediately and easily, however success is not a favor for people. There is a long process includes patience, determination, sacrifice and planned working behind success. Briefly there is a cost. The cost of success is already paid and the cost of failure will be paid in the future. Although the important effects of luck and coincidence, there is a direct proportion between cost and success. This is also same in chess. None of the games express success in world scale with compared numbers as chess does. If child trains to improve his/her play, the degree of rating will increase both national (UKD) and international (ELO). A child will realize to be on the rise of the success as long as he/she pays for the coast and he/she will understand the fact that every success story has same cost at its history.

It is accepted that chess sport is a projection and simulation of life and has positive, permanent effects on child education. Alekhin, one of the world champions stressed that “he educated himself by courtesy of chess.”

Parents complain about concentration problem of their children. On contrary, concentration does not increase when they focus on a subject. Motivation is the most important factor which provides concentration. the child concentrate on the things he/she likes and wants. Chess makes easier to focus on a subject without forcing the child in a game mood. Concentretion can be learned. The child, who has learned concentration with the help of chess, uses this gained characteristic for other fields. It makes them easier to concentrate on the other subjects and their lessons in the future. It can be seen that the concentration problem of children who are playing chess, will be decreased significantly.

The positions which are going to be formed as a result of different variants will be awakening in memory before. First you think the best position in mind and then play the move on board. When children keep the things they want to do alive before in their minds, their creativity and self confidence will be increased.

It is known that, a chess player has an ability to play the game on the chess board that he/she played before without looking any where. New players cannot use this because this feature is developing in paralel with the game practise. Memory is the form of storing knowledge and using this knowledge when it is needed. We can talk about the strong memory if this mechanism works very well. Memory has lots of branches. Especially chess has an effect on positional memory.

Keeping all moves in mind is the result of developed memory. The basic element which steps up memory is forcing storage. Chess decreases the problem of forgetfulness. It is possible to say the improved memory is not limited with the chess game and also it has an efect on the other fields.

The other important factor is the abilty to use time which chess teaches our children. Most of the people think that modern people use the time efficiently and we have to teach our children the concept of time. The importance of time increased because life is accelerating. We can also say the importance of time will rise more because life will accelerate more. Time is not only just a concept but also it is determining lots of concepts, even the true is right at the right time.

Chess is not a speed game against time. However it is a thinking sports, supposed to be played in a determined time period. So just playing fast or right is not enough. The effective playing is the ability to use both. That means the ability to take the right desicion in a determined period. Also life wants the same from us.

There is time pressure at daily life. Time makes a big pressure on us and this causes to make mistakes. A child who is late for school is under stress. This child has a chance to make a mistake. A child who can't do make his/her lessons on time is not feeling comfortable. He/she is offensive towards his/her environment. Chess is the best game which emphasizes the importance of time and increases the skill of using time.

It is interesting if the children first start to play a game by using time. For eg. Although the child has 1 hour time, it can be seemed that the child makes quick and wrong moves in panic with time pressure. If the same child used to play with time, he/she will make the right moves even he/she has 1 minute left. It has two reasons. Firstly the child gets to know time better, and then he/she discovers his/her skills. The child will know what he/she can do or not in a definite time when he/she rocognizes his/her capacity. For e.g put the king and rook, against king(s 8) and give 30 seconds. The child will make checkmate confortably in the given period. Because the child knows how to make

checkmate as he/she knows time is enough, too. The child, who plays wrong in an hour, will become a child, plays right and calm although he/she has 1 minute left. It is possible to gain this in an other game. When the skill of using time increases, the biorhythm of human and the period of time will complete each other. Panic attacks cannot be seen as a result of impatience and phlegm. In addition to that chess can help to us to recognize our children. Chess reflects lots of characteristics of chess player's personality on chess board because chess is a brain sport. It is possible to obtain some clues about game understanding if we know one's personality. Also the reverse of this is right. We can obtain some clues about one's personality, if we know the game understanding.

It is possible to see the personalities of the children who are self-possessed, sceptic, avoid to take a risk, systematic, connected with rules and the children who are attack, do not avoid to take a risk. Not only the game understanding but also the style of playing gives information about their personalities. When a child trust his/herself movement of pieces will be different than a child who do not trust his/herself.

Do we recognize our children enough? We may know standart reactions of our children very well, but the most important thing is to know the reactions of the children who live their feelings at high level. Do we know the reactions of our children who are living happiness and anger? Are these situations difficult for us to recognize our children? It is more important to know what our children are doing when they are in trouble than their behaviours at normal conditions.

The most important factor is to realize if our children fall in psychological emtyness. This can cause psychological problems, get into bad habits and tendency for crime. A person who is in psychological emtyness, hopelessness, pessimism, worthlessness, loneliness, anomy. If a child has these feelings, he/she can start to act the way that is not acceptable by society and waits help from the addictive substances and this is a common social problem. Although we care about the physchological development of our children and we think we fill their physchologic world, sometimes we see they are in emtyness.

Chess is a unique game which can fill up the physchological emtyness of people, because you can train alone, chess solves problems, scopes out, avoids from monotony provides lots of beauties and is an object of admiration.

Chess is a good friend for our children. They can share their loneliness, they lived. Chess gets our children away from crime. Chess provides a reliable and warm atmosphere. Many parents tell they sleep comfortable because of chess.

Beyond chess knowledge, chess culture both enriches life and increases the skill of solving problems. There is a similarity between solving problems at daily life and solving the problems on chess board as a matter of at least one method. There can be some positions on the chess board when a move has been made, it can change the destiny of the game. Also there are some movements in life that one step can change our lives. Both in life and on the board success means acting with plan at right time and an effective attack to reach the conclusion.

If you are successful in chess does not mean you are successful in life. Chess is a game provides to learn method of success and analytical thinking. Nowadays the life philosophy of sport is a part of high quality life and beneficial social activity. It is really important for a child to grab life and for balanced and healthy child development. Chess which is an intellectual profession makes easier for a child to recognize his/her environment and improve communication. Furthermore it helps to a better emotional development for a child.

I've never met any parents who are sorry because their child is playing chess, but I met lots of parents who are happy because their child is playing chess. The families project their arguments to the children and this is the most uncomfortable situation for me.

The habit to express success only with numbers and measure success only with degrees are the result of conditioning of the human being by themselves. Whereas chess is a good choice. When the children choose this, they will be all successful.

We can say chess is really beneficial for children when we consider all these.

THE AGE TO START CHESS

Chess can be both learned and played for all ages. When we think the mental development of children, it is really important to start chess at early ages. The learning ability of children is as much as adults'. So it is easy to teach chess to children. According to the scientific investigations, the ability of development is fast between the ages of 2 and 6. The child has been comprehended learning with the education at these ages. The ability to a sports or an art branch is related with education of child at these ages. The age to start chess should be between 4-6 when we think the success in the future.

The aim is meeting the child to benefit from chess figures and the attraction of chess theme. Education starts like a game, continues with learning of the informations, then getting the new informations. The education should not be boring and the lessons should go on with excitement.

ATATURK AND CHESS

“The real guide in life is science.”



Mustafa Kemal Atatürk

Atatürk was born in 1881 and died in 1938. He was the founder and the first president of Turkish Republic.

Atatürk used to like playing chess and he was a good player. A special chess set had been made for him. He played with only that set. Mostly he played chess game in Atatürk Orman Çiftliği. İsmet İnönü and his fellow soldiers were his chess friends.

Atatürk gave a special importance to the development of chess. Atatürk gave orders to spread up and develop chess throughout the country. The new books were published at those years.

THE EXPRESSIONS OF FAMOUS PEOPLE

“Chess is life.”

B. Fischer

“Chess is everything; art, science and sport.”

A. Karpov

“Chess is a science.”

Leibnitz

“Chess is the measure of wisdom.”

Goethe

“Chess includes game, art and science. The person who owns the features of a sportsman, actor and scientist is unbeatable.”

T. Petrosyan

“I feel sore for everybody who doesn't know chess. Even it is a delight for the new learners and it is a great happiness for the good players.”

L. Tolstoy

“Noboby borns without any mistake. The best is the one who makes the minimum mistake.”

L. Marshall

“Chess seems like a sea where a mosquito takes a bath and a big elephant drowns inside.”

Indian Saying

“Chess is a kind of life, life is a kind of chess.”

B. Franklin

“Chess is an art of analise.”

M. Botvinik

“Chess is the gym of the mind.”

S. Decker

“Life is too short for chess.”

L. Byron

CHESS IN THE WORLD

Today chess is a sport that is played almost every country in the world. FIDE was established in 1924 to organize international chess activities. The rules had been renewed was the establish of FIDE.

Every year FIDE organizes different competitions. The most important competitions are Men, Women, Junior, and Youth World Championships.

Furthermore chess olympiads have been organizing biannual. First chess olympiad organized in London in 1927. Turkey's first participation to olympiad in 1962 in Varna. Our Women Natioanal Team's first participation to olympiad was in Luzern in 1982. In final ranking they were in the 37th place. For determining the power of players an evaluation system called ELO had been formed. The players who are participating to competitions take points according to their success. As a result of this ELO points of players have determined. If ELO reaches a certain point, players will take titles.

The biggest title is GM(Grand Master in chess). In addition to that some titles are; IM(International Master) and FM (FIDE Master). The provision of these tittles for women are WGM(Women Grand Master), WIM and WFM.

ECU organizes chess activities in Europe. Turkey is an effective member of ECU.

Every year ECU organizes competitions at different numbers. Some of the most important ones are European Individual Chess Championship, European Women's Chess Championship, European Team Chess Championship and European Youth Chess Championship.

Last years some of these competitions organized in Turkey. Some of the competitions organized in Turkey:

2003 European Individual Chess Championship

2004 European Teams Chess Championship

2004 European Youth Chess Championship

CHES IN TURKEY

Turkish people have interested in chess since old ages. Also they had an important role for spreading chess. Our chess history is pretty old. There are manuscripts books related with chess belongs the years 1500. The most important book was written by İsmail Saban from Seferihisar. There are some information about Mevlana, the important Turkish philosopher, was playing chess.

Chess was one of the most interesting game for the people of Anatolian Seljuk Empire. Not only in Anatolia but also in the Middle Asian Turkish Communities, chess was a common game. French traveller H. Blocgueville visited these regions in 1860's. He collected his impressions in a book. Turcoman most liked playing chess in their spare times. They played chess on a handkerchief, painted white and black squares and pieces carved from wood. Turcoman always had carried this with them.

At the Ottoman Empire's period chess protected its importance. Especially for the relationships between the governments, chess set had given to the important people as a present. In 1672, III Sultan Ahmet gave a chess set to Polland's king as a present. This shows the importance of chess for Turkish people at that period.

According to the historical resources, Yavuz Sultan Selim went to city of Tebriz before he became Sultan. He played chess with Sah Ismail, emperor of Safevi. He defeated the emperor and won 1000 gold and hid this gold under a stone. Later on Yavuz Sultan Selim became the Sultan of Ottoman. In 1514 he defeated Sah Ismail in Caldiran War. Then he went to Tebris and found the gold.

After the establishment the Turkish Republic the importance of chess was increased. It was a lesson in military schools.

Atatürk, founder of Turkey, was a good chess player. We know, İsmet İnönü, second president of Turkey and the other statesmen were playing chess too. Later on chess became widespread in our country. Chess clubs had opened especially in Istanbul and Ankara. In 1954 TCF (Turkish Chess Federation) was established and the development of chess accelerated. Today, there are chess organizations almost in every province.

Turkish Chess Federation organizes different competitions every year. The most important competitions are; Turkish Championship, Turkish Youth Championship, Turkish Junior Championship. Besides chess leagues had been established in our country. And hundreds of sports clubs are competing at these leagues.

UNIT 2
LET'S LEARN CHESS BOARD

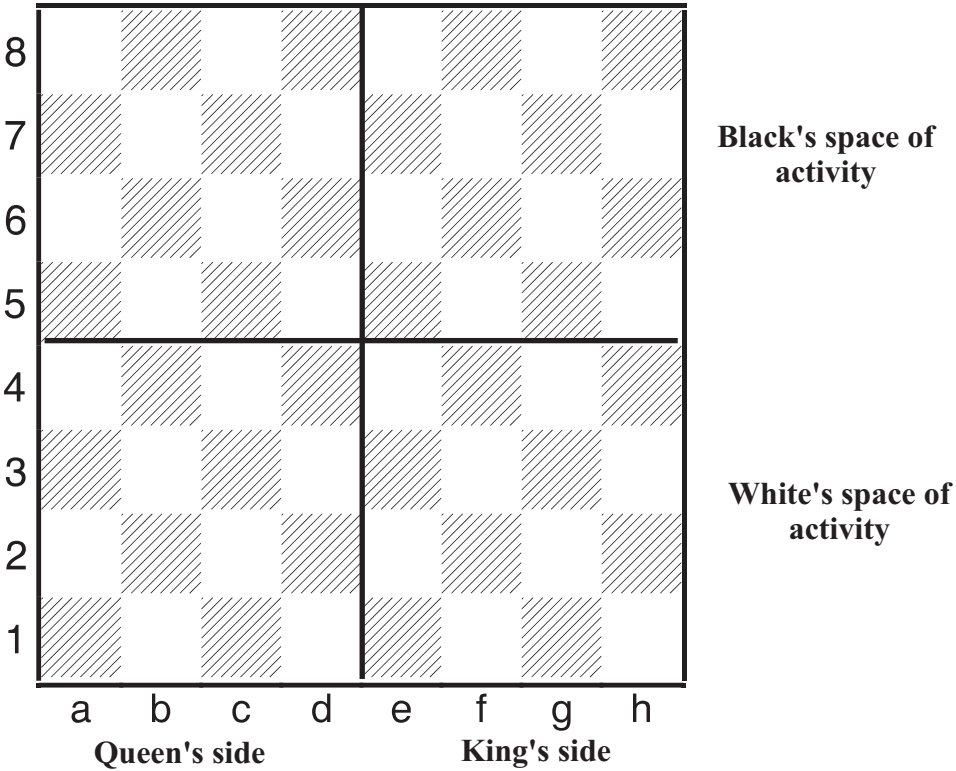
SUBJECTS
THE POSITION OF CHESS BOARD
THE SPECIALLITIES OF CHESS BOARD
RANK (ROW)
FILE (COLUMN)
DIAGONAL
THE NAME OF A SQUARE
CENTER (CENTRAL) SQUARES

| LET'S LEARN CHESS BOARD UNIT 2 | | | | |
|---------------------------------------|---|--|--|--|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach the chess board, the place of chess board between two players. To show the rank, file and diagonal on the board. To learn center squares, the importance of them and the name of the squares.</p> | <p>The students who finish this unit successfully will learn;</p> <ol style="list-style-type: none"> 1-the palace of chess board. 2-the names of the rank, file and diagonal square names. 3-to show diagonal squares 4-all the names of squares on the board 5-to show all squares the board 6-the names of the center squares. 7-to show the center squares on the board. | <p>Chess board Rank File Diagonal Name of the squares Center squares</p> | <p>Chess Set Demonstration Board Computer Projection</p> |

CHESS BOARD

Chess game is played on chess board. When you look at chess board first you see “squares”. These squares line up side by side and overlap. The colors of squares are white and black. The numbers of these equal squares are 64. Half of them are white and the others are black. We called “chess board” for the big square consists of 64 white and black squares.

Chess board is not a simple play area. It is a struggle area with lots of features. The first step of chess success starts with recognizing this area. Therefore all chess players must learn the features of chess board first.



The right bottom side must be white square between two players.

THE SPECIALLITIES OF CHESS BOARD

The shape of chess board is a square. From the transverse and lengthwise division of chess board to eight ranks and files are formed.

Rank (Row) : Any horizontal row on the chessboard. Ranks are noted with the numbers 1 through 8 for identification.

File (Column) : Any vertical row on the chessboard. Files are noted with the letters A through H for identification.

There are 64 squares formed with the division of chess board to eight rank and eight file lines. Half of these 64 squares are white and the other half is black squares.

Ranks are showed with numbers and files are showed with latters, because of that speciality every square is expressed with a letter and a number. (For example: E4 square, G6 square) The right bottom side of chess board supposed to be white square between two players.

Adjacent square : The squares which are side by side called adjenct square. (For example: E4-E5 squares are adjacent squares.) Adjacent squares are in different colors.

Diagonal : A straight line of squares of the same colour, touching corner to corner, is called a `diagonal`. The longest diagonals are A1-H8 and H1-A8.

Center Squares (Central Squares) : They take place in the middle of the chess board. These are the e4, e5, d4, d5 squares and it is really important to control these squares.

Middle Line : A line divides chess board transverse in to two called middle line.

White's space of activity : It is the space which is formed by 1-2-3-4 ranks under the middle line.

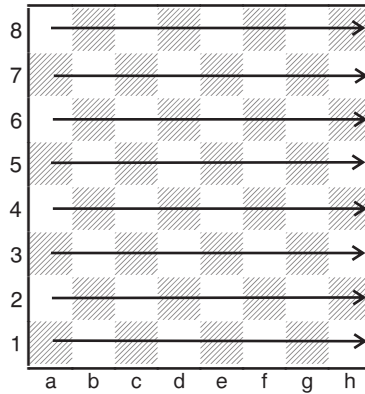
Black's space of activity : It is the space which is formed by 5-6-7-8 ranks above the middle line.

King's side : The side of the on which the kings reside at the start of a game, including e, f, g, and h files.

Queen's side : The side of the board on which the queens reside at the start of a game, including the d, c, b, and a files.

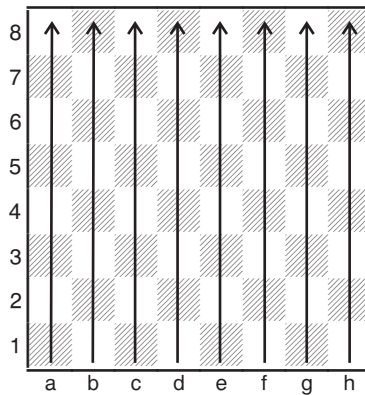
1- RANK (ROW)

The eight horizontal rows of squares are called 'ranks' on board. There are 8 ranks on board. These rank ways are named with numbers. We called these ways 1-2-3-4-5-6-7-8 ranks and they starts from down.



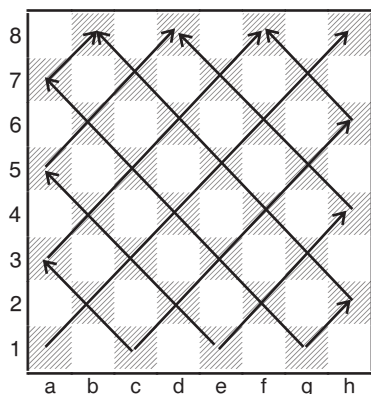
2- FILE (COLUMN)

The eight vertical columns of squares are called 'files' on board. There are 8 files on board. These file ways are named with letters. We called these ways a-b-c-d-e-f-g-h files and they starts from left.

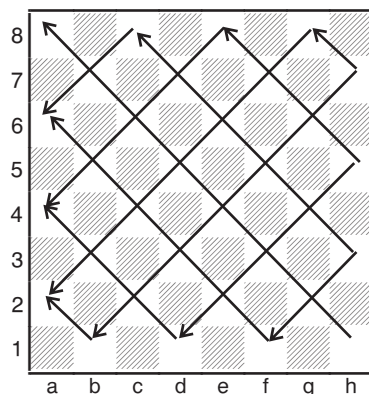


3- DIAGONAL

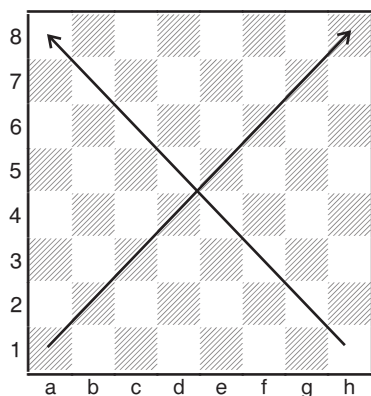
A straight line of squares of the same colour, touching corner to corner, is called a 'diagonal'. All diagonal ways are not equal. There are totally 26 diagonals on chess board. 13 of them are white and 13 of them are black.



Black Diagonals

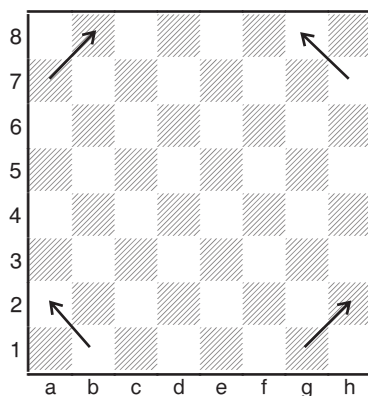


White Diagonals



Long Diagonals

The longest diagonals consist 8 squares. There are 2 long diagonals on board. One is white and the other is black.

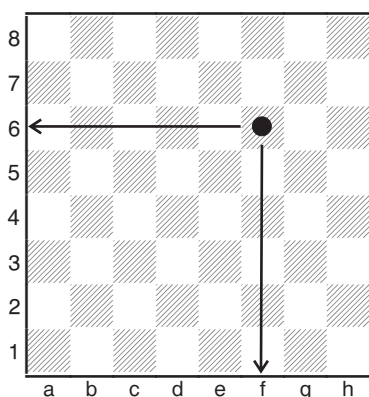


Short Diagonals

Short diagonals include 2 squares. The lengths of diagonal ways increase when they are getting close to the middle of board.

4- NAMES OF THE SQUARES

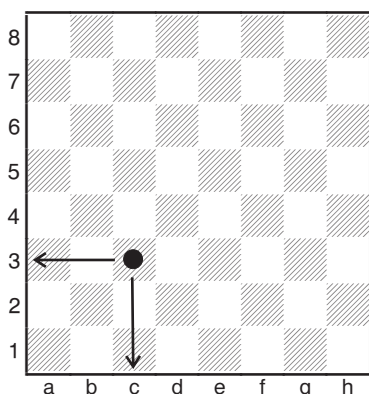
On the chess board all squares have names. We use first letters and then numbers to say the name of the squares. For example; e4 square or g7 square. The players must know the names of the squares. It is easy to learn the name of the squares. Firstly you find the file of a square, and then you find the rank of the square.



Let's learn the name of the black pointed square:

Firstly we will find the file of the square. Go to down to learn the file. Our square is on the f file.

Then we will find the rank of the square. Go to left to learn the rank. Our square is on the 6th square. So the name of our square is f6.



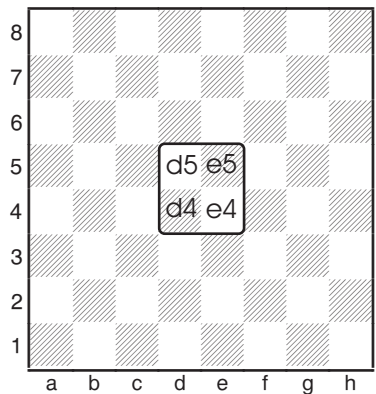
Let's learn the name of the black pointed square:

Firstly we will find the file of the square. Go to down to learn the file. Our square is on the c file.

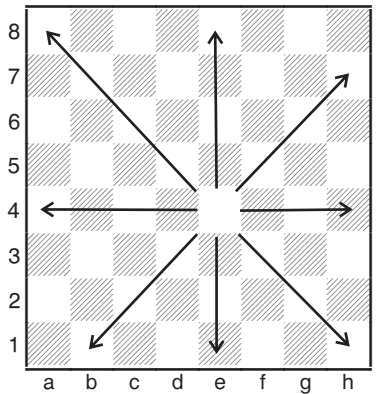
Then we will find the rank of the square. Go to left to learn the rank. Our square is on the 3rd square. So the name of our square is c3.

5- CENTER SQUARES

The 4 small squares which take place in the middle of the chess board are called center squares. These squares are d4-d5-e4-e5. Center squares are the most important space on the board. You can reach 27 squares from these squares with rank, file and diagonal ways. You cannot reach same numbers of squares by using other squares.

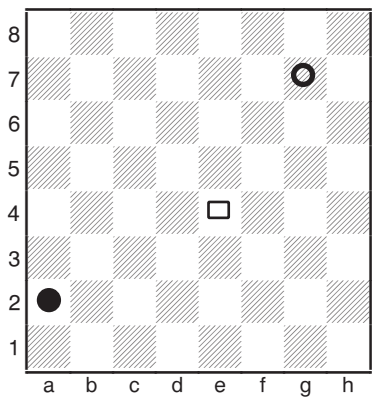


The 4 small squares which take place in the middle of the chess board are called center squares.

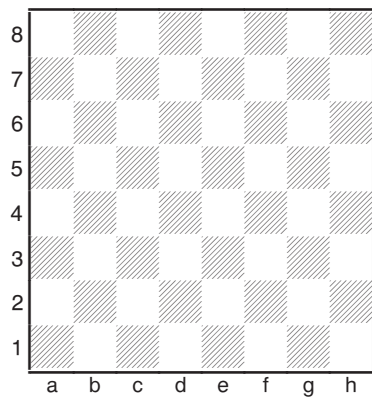


You can reach 27 squares from these squares You cannot reach same numbers of squares by using other squares.

EXERCISES



Write the names of the squares.

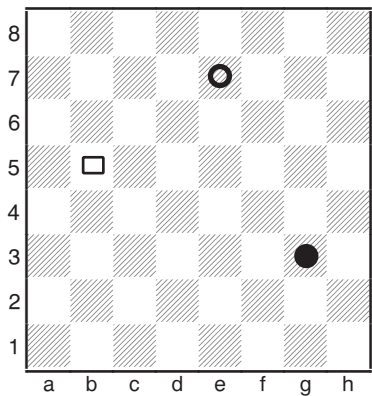


Find the below squares.

d4

b7

h5

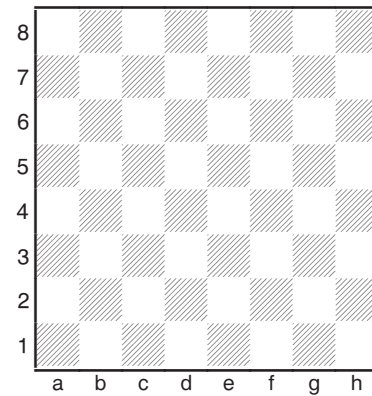


Find the name of the square?

○ e7

● g3

□ b5



Find the below squares.

h7

f6

c8

UNIT 3
LET'S LEARN THE CHESS PIECES

SUBJECTS
CHESS PIECES
THE POSITIONS OF PIECES
THE MOVES OF PIECES
THE MOVE OF ROOK
THE MOVE OF BISHOP
THE MOVE OF QUEEN
THE MOVE OF KNIGHT
THE MOVE OF PAWN
THE MOVE OF KING
THE POWER OF PIECES

| Period | LET'S LEARN THE CHESS PIECES UNIT 3 | | | |
|--------|--|---|---|---|
| | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach:</p> <p>1-the pieces of chess.</p> <p>2-the positions of pieces.</p> <p>3-the moves of the pieces</p> <p>4-to take piece</p> <p>5-the rule that pawn takes piece</p> <p>6-the power of the pieces.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-chess pieces.</p> <p>2- the positions of pieces</p> <p>3-the moves of the pieces and shows on the board</p> <p>4-to take pieces and shows on the board</p> <p>5-the pawns take piece while they are passing and shows on the board</p> <p>6-the power of the pieces.</p> | <p>Chess pieces</p> <p>The positions of pieces</p> <p>The moves of pieces</p> <p>The move of rook</p> <p>The move of bishop</p> <p>The move of queen</p> <p>The move of knight</p> <p>The move of pawn</p> <p>The move of king</p> <p>The power of pieces</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> |

LET'S LEARN CHESS PIECESS

Chess game is played with chess pieces. Every player has 16 pieces at the beginning.

FIDE RULE

Article 2

2.2 At the beginning of the game one player has 16 light-coloured pieces (the `white` pieces); the other has 16 dark-coloured pieces (the `black` pieces): These pieces are as follows:

White pieces



A white king, usually indicated by the symbol.



A white queen, usually indicated by the symbol.



Two white rooks, usually indicated by the symbol.



Two white bishops, usually indicated by the symbol.



Two white knights, usually indicated by the symbol.



Eight white pawns, usually indicated by the symbol.

Black pieces



A black king, usually indicated by the symbol.



A black queen, usually indicated by the symbol.



Two black rooks, usually indicated by the symbol.



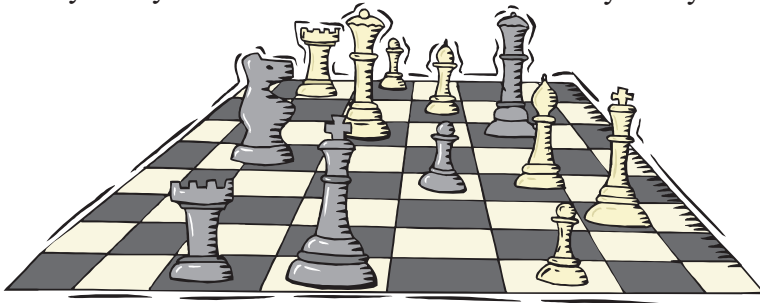
Two black bishops, usually indicated by the symbol.



Two black knights, usually indicated by the symbol.



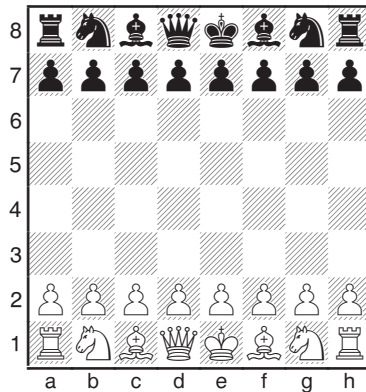
Eight black pawns, usually indicated by the symbol.



THE POSITIONS OF PIECES

(The initial position of the pieces on the chess board)

Let's learn : White pieces takes place at the 1st and 2nd rank and black pieces takes place at the 7th and 8th rank.



The placement of pawns :

8 white pawns take place at the 2nd rank.

8 black pawns take place at the 7th rank.

The placement of rooks :

White rooks take place on a1 and h1 at 1st rank.

Black rooks take place on a8 and h8 at 8th rank.

The placement of knights :

White knights take place on b1 and g1 squares.

Black knights take place on b8 and g8 squares.

The placement of bishops:

White bishops takes place on c1 and f1 squares.

Black bishops takes place on c8 and f8 squares.

The placement of queen:

White queen takes place on d1 square.

Black queen takes place on d8 square.

The placement of king:

White king takes place on e1 square.

Black king takes place on e8 square.

IMPORTANT!!

Be careful about the place of the king and queen. Queen takes place on the square which has the same color. White queen is on the white square and black queen is on the black square at the beginning of game.

FIDE RULE

Article 2

2.1 The chessboard is composed of an 8x8 grid of 64 equal squares alternately light (the `white` squares) and dark (the `black` squares).

The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.

THE MOVES OF PIECES

The movement of pieces is called "move" in chess game. There are 6 kinds of pieces in chess. The move of every piece is different from each other.

Article 3: The moves of the pieces

3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent's piece if the piece could make a capture on that square according to Articles 3.2 to 3.8 A piece is considered to attack a square, even if such a piece is constrained from moving to that square because it would then leave or place the king of its own color under attack.

Article 4: The act of moving the pieces

4.1 Each move must be made with one hand only.

4.2 Provided that he first expresses his intention (e.g. by saying "j`adoube" or "I adjust"), the player having the move may adjust one or more pieces on their squares.

4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard. One or more of his own pieces, he must move the first piece touched that can be moved, or one or more of his opponent's pieces, he must capture the first piece touched, which can be captured, or one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.

4.4 a) If a player deliberately touches his king and rook he must castle on that side if it is legal to do so.

b) If a player deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3

4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.

4.6 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot then be moved to another square. The move is considered to have been made when all the relevant requirements of Article 3 have been fulfilled.

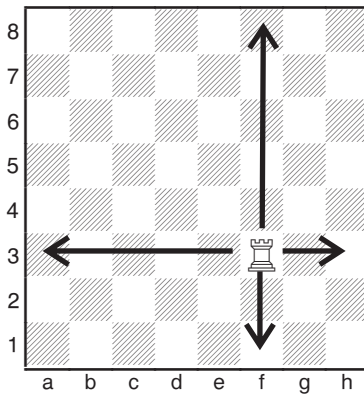
THE MOVE OF ROOK

The rook moves file or rank. The rook moves to forward, backward, left and right. The rook can't jump on its or opponent's pieces. The rook moves maximum 14 squares.

FIDE RULE

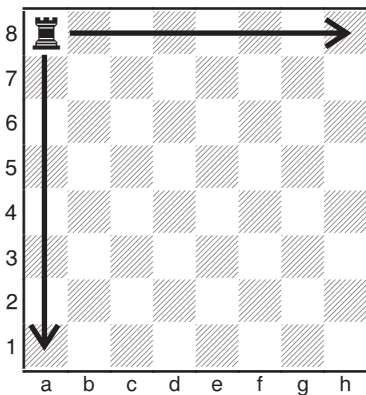
Article 3

3.3 The rook may move to any square along the file or the rank on which it stands.



The move of rook:

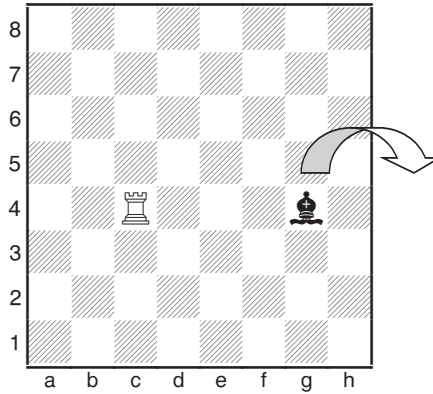
The rook moves file or rank. A rook on c3 square may go one of the marked file or row squares. It may take one of the opponent's pieces on these squares. A rook moves maximum 14 squares.



The rook may move to any square along the file or the rank on which it stands.

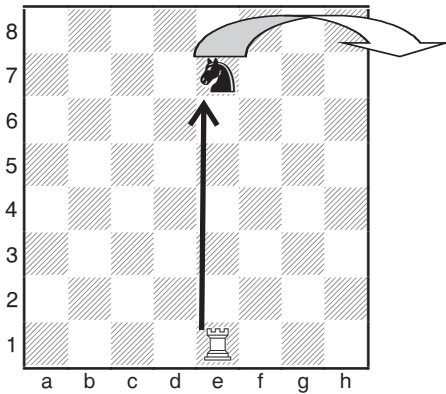
CAPTURING WITH THE ROOK

The rook can capture the opponent's a piece on its way. The captured piece goes out of the board and it takes place on the square of the captured piece.

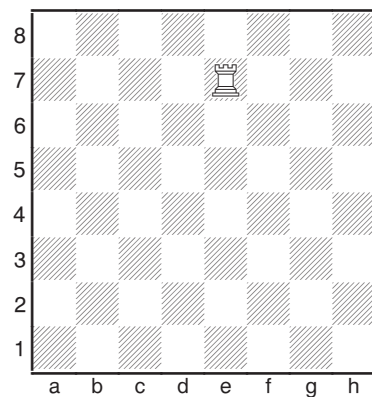


:Capturing with the rook:

- 1- The rook can go on rank way and capture the black bishop.
- 2- The captured piece goes out of the board.
- 3- The rook takes place on the square of the captured piece.

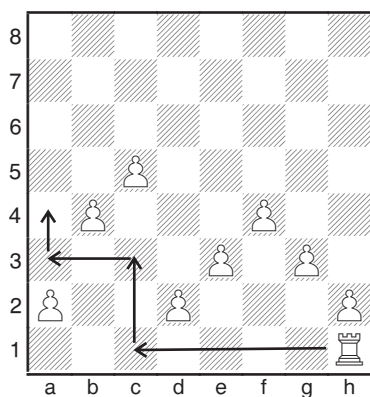


Before capture



After capture

EXERCISES



Question 1

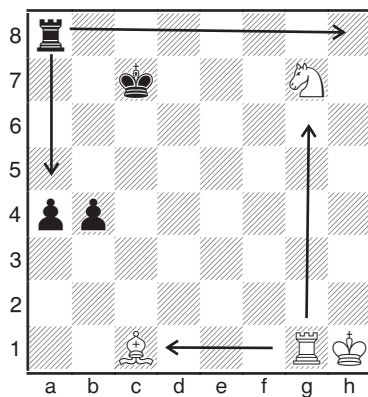
How many moves the rook must do to go a4?

Answer

4 moves

Answer:

4 moves



Question 2

How many squares the white rook can go?

Answer:

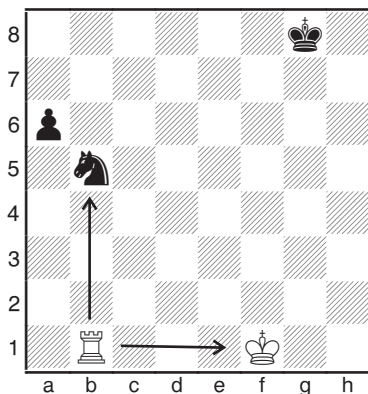
8 squares

Question:

How many squares the black rook can go?

Answer:

10 squares

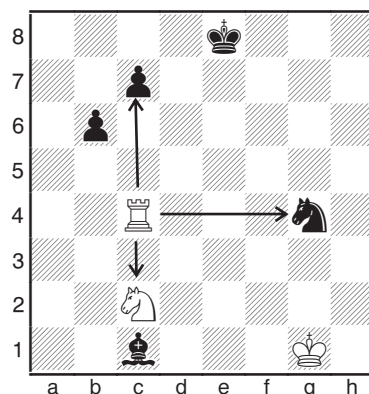


Question 3

Show the moves that rook can do.

Answer

The rook can go 6 squares. Also it can capture the knight.

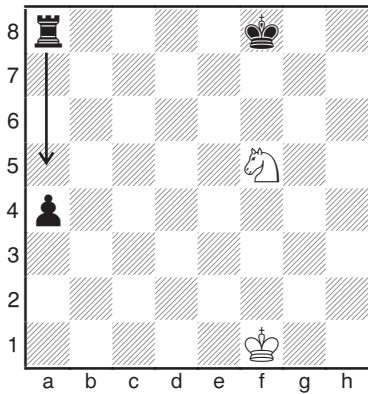


Question 4

How many pieces the rook can capture?

Answer

The rook can capture the knight and the pawn on c7.

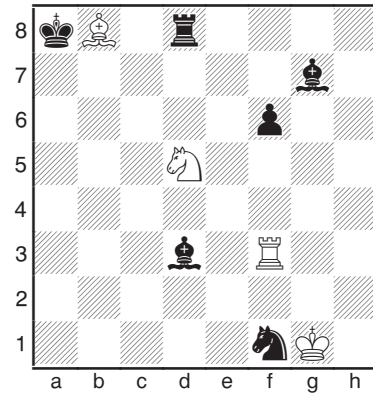


Question 5

Which square the rook must go to capture the knight?

Answer:

The rook must go a5.



Question 6

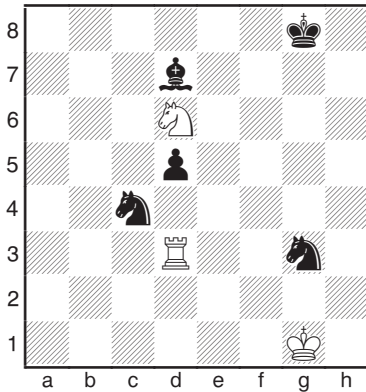
Which pieces the white rook can capture?

Which pieces the black rook can capture?

Answer

White rook can capture the knight, bishop and the pawn on f6.

Black rook can capture the knight and bishop.

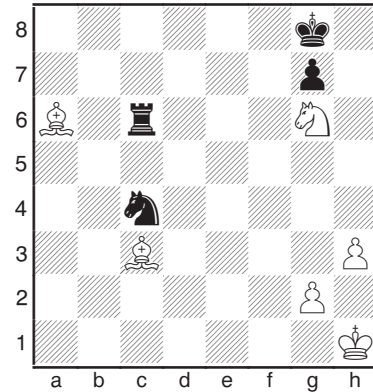


Question 7

Which pieces the white rook can capture?

Answer:

It can capture knight and pawn.



Question 8

Which pieces the black rook can capture?

Answer:

It can capture the knight and bishop.

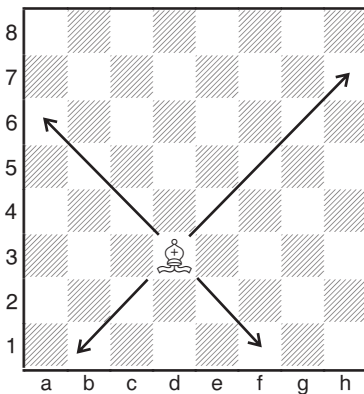
THE MOVE OF BISHOP

Bishop only moves on diagonal ways. It can go forward and backward on diagonal ways. It can't jump on its or the opponents pieces. Every player has 2 bishops at the beginning. One of them takes place on black square and the other one takes place on white square.

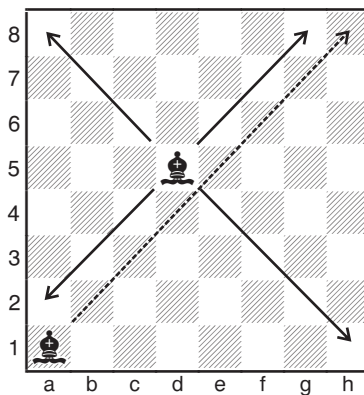
Every player has one white and one black bishop. The white bishop starts on the white square and the black bishop starts on the black square. Bishops have to move to the same color squares which they start on.

FIDE RULE

3.2 The bishop may move to any square along a diagonal on which it stands.



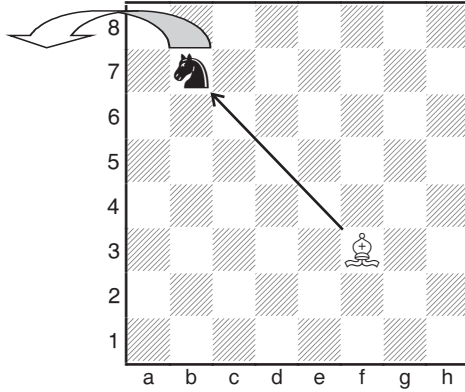
The bishop on d3 square and d3 square is white. The bishop only may go the white squares during the game.



The number of squares that bishop may go depends on the place of the bishop. If the bishop is on central squares, it will go 13 squares. If it is on the corner, it will go 7 squares.

CAPTURING WITH THE BISHOP

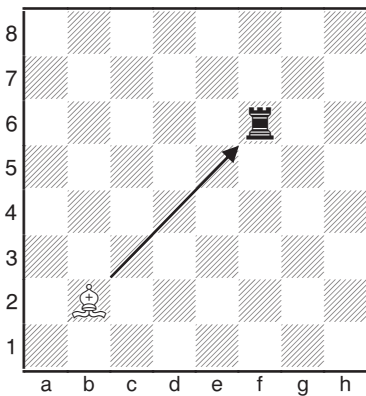
The bishop may capture the opponent's piece on its way. The captured piece goes out of the board and it takes place on the square of the captured piece.



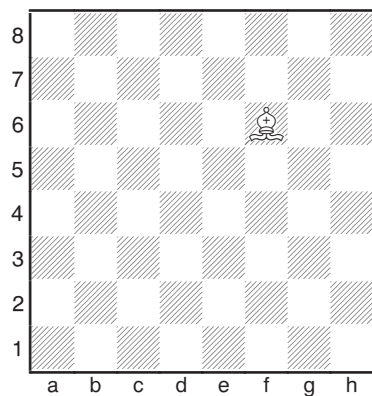
Capturing with the bishop

The bishop is on f3.

- 1) The bishop may go diagonal way to capture the black knight.
- 2) The captured piece goes out of the board.
- 3) It takes place on the square of the captured piece.

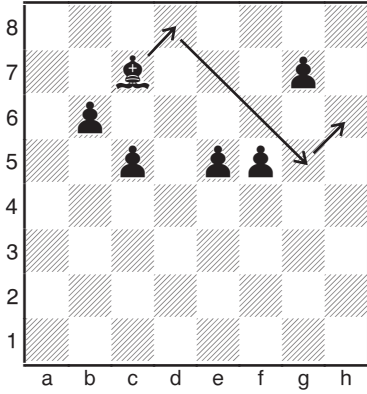


Bishop before capture rook



Bishop after capture rook

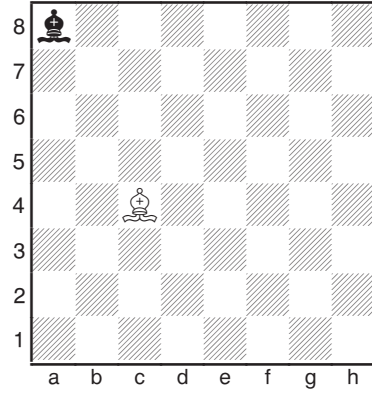
EXERCISES



Question 1

How many moves the bishop can go to h6 in short way?

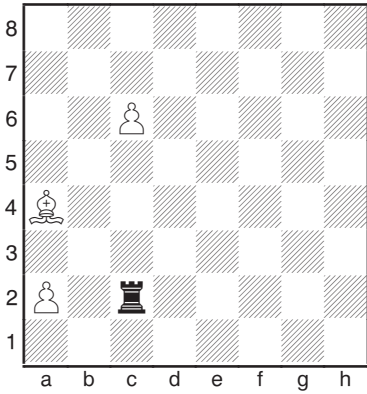
Answer
3 moves



Question 2 :

How many squares the white bishop can go?
How many squares the black bishop can go?

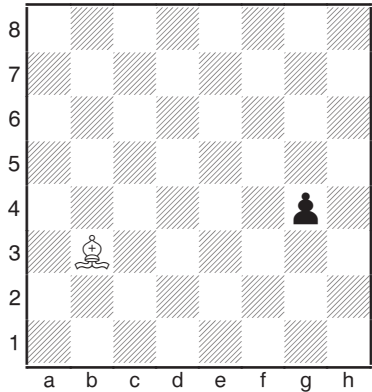
Answer
White bishop can go 11 squares. Black bishop can go 7 squares.



Question 3 :

Which moves the bishop can do?

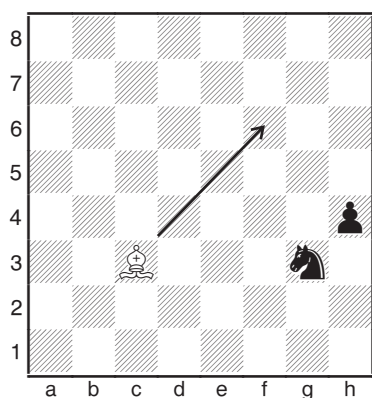
Answer
The bishop can capture the rook. Also it can go b3 or b5 squares.



Question 4 :

Which squares the white bishop must go to capture pawn?

Answer
The bishop must go d1 or e6 to capture the pawn .

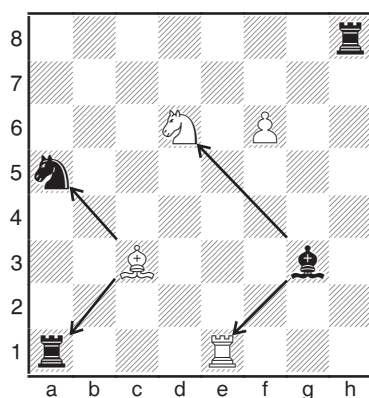


Question 5 :

Which square the white bishop must go to capture the pawn?

Answer

The bishop must go f6

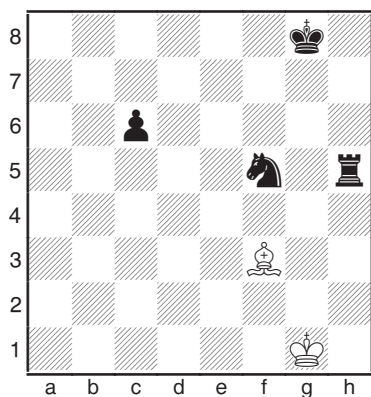


Question 6 :

Which piece the white and black bishop can capture?

Answer

The white bishop can capture the rook and the knight. The black bishop can capture the rook and the knight.

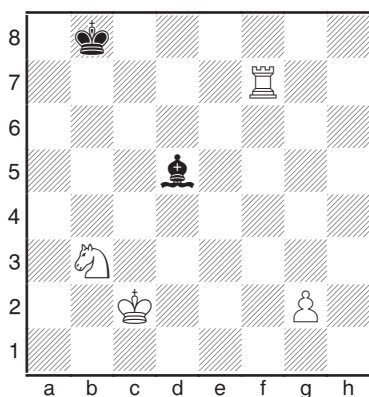


Question 7 :

Which piece the white bishop can capture?

Answer

It can capture the rook and the pawn.



Question 8 :

Which piece the black bishop can capture?

Answer

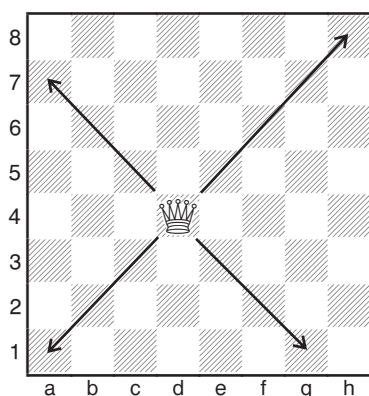
It can capture the rook, the knight and the pawn.

THE MOVE OF QUEEN

The queen moves on rank, file and diagonal ways. It can go forward, backward, right and left. It can jump on its or opponents pieces.

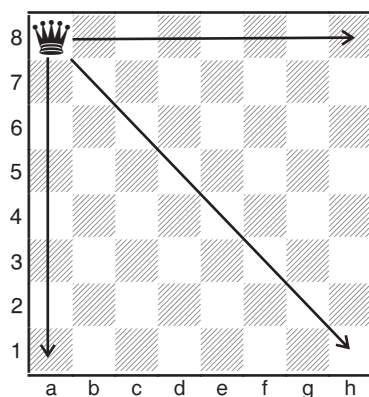
FIDE RULE

3.4. The queen may move to any square along the file, the rank or diagonal on which it stands.



The queen is on d4 square. It may move rank, file and diagonal. It can go forward, backward, right and left.

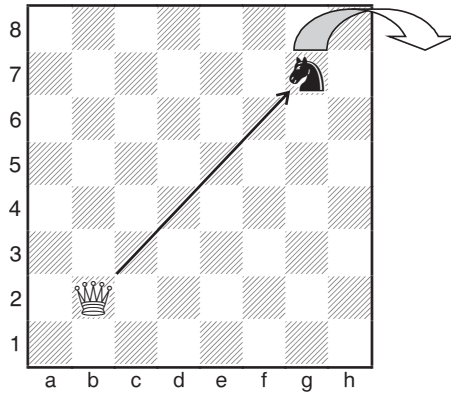
The number of squares which the queen may go changes to the place of the queen. If it is on the center squares it can go 27 squares. If it is at the corner it can go 21 squares.



Black queen is at the corner. It can go 21 squares.

CAPTURING WITH THE QUEEN

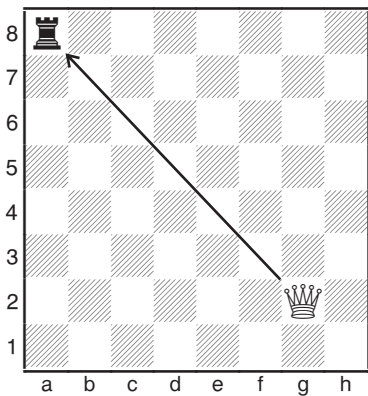
The queen can capture the opponents piece on its way. The captured piece goes out of the board. And it takes place on the square of the captured piece.



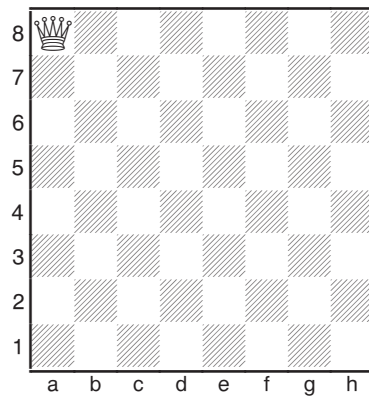
Capturing with the queen

The queen on b2 square.

- 1) The queen may go diagonally and capture the black knight.
- 2) The captured piece goes out of the board.
- 3) It takes place on the square of captured piece.

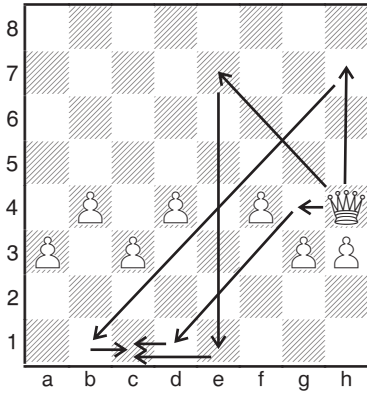


Queen before capture rook



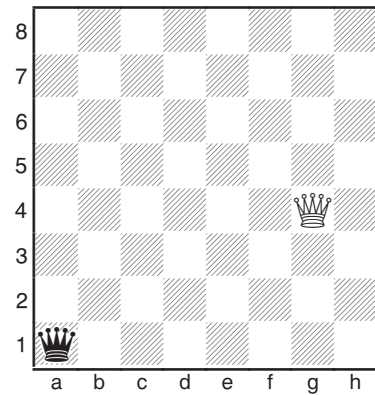
Queen after capture rook

EXERCISES



Question 1:

Which way the queen can go to c1 square with 3 moves?

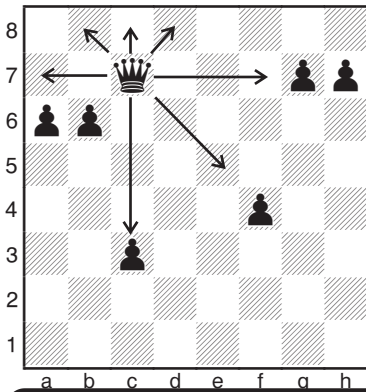


Question 2:

How many squares the white queen can go?
How many squares the black queen can go?

Answer:

The white queen can go 23 squares.
The black queen can go 21 squares.

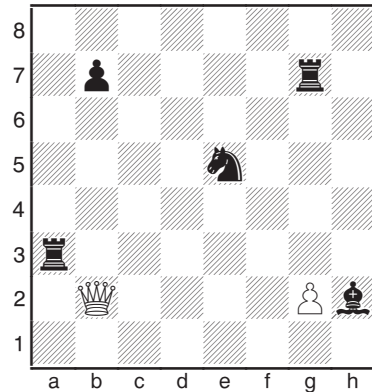


Question 3:

Which moves the queen can do?

Answer:

The queen can make 13 different moves.

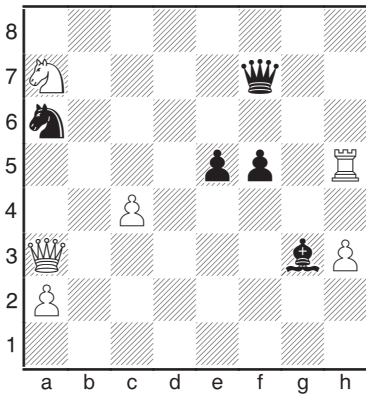


Question 4:

Which pieces the queen can capture?

Answer:

It can capture the knight, the pawn and a3 square.



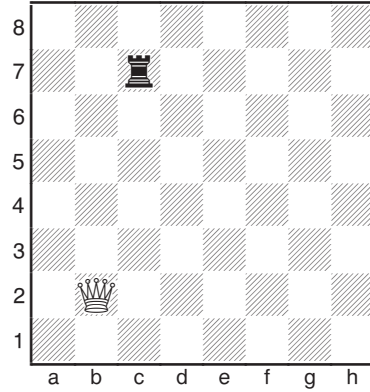
Question 5:

Which pieces the white queen can capture?

Which pieces the black queen can capture?

Answer:

The white queen can capture the knight and the bishop. The black queen can capture the rook, the knight and the pawn.

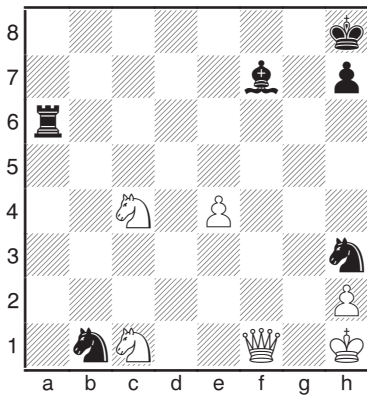


Question 6:

Can the white queen capture the rook?

Answer:

No, it can't. Because they are not on the same file.

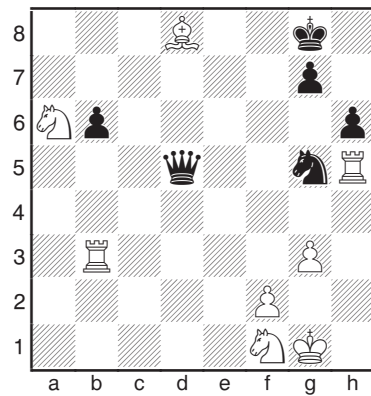


Question 7:

Which pieces the white queen can capture?

Answer:

it can capture the bishop and the knight on h3 square.



Question 8:

Which pieces the black queen can capture?

Answer:

It can capture the rook on b3 and the bishop.

THE MOVE OF THE KNIGHT

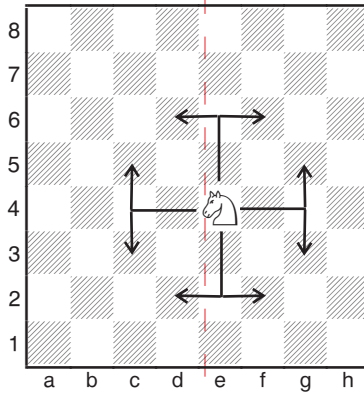
The move of the knight is different than the other pieces. The knight moves in 2 stages.

- 1- It goes two squares rank or file.
- 2- It goes one square rank or file from the square where it came.

FIDE RULE

Article 3

3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.



First the knight goes two squares rank or file.

Then it goes one square rank or file from the square which it came.

We may define the move of the knight as below:

The knight may go two squares forward, backward, left and right, then one square left, right, backward and forward. This move of the knight seems like letter L.

The Specialties of the Moves of Knight:

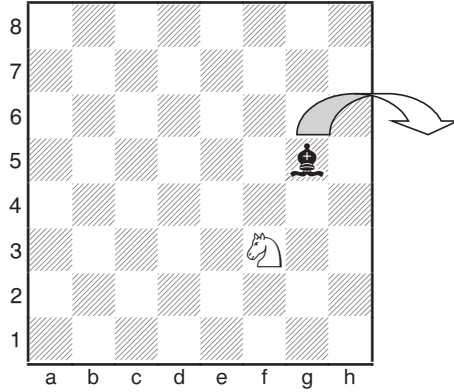
Knights may jump on it's or opponent's pieces. It is the most important specialty of knights.

They move to the opposite color square which they found. (A knight which is on a white square takes place on a black square.)

The movement ability of knight increases when it is getting closer to center. A knight which is at the corner can move two squares, a knight which is at side can move four squares and a knight which is close to center can move eight squares.

CAPTURING WITH THE KNIGHT

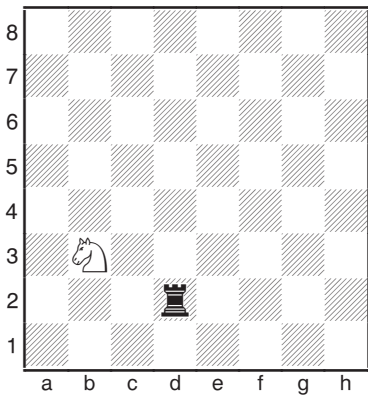
The knight can capture the opponent's piece on the square which it goes. The captured piece goes out of the board. And it takes place on the square of the captured piece.



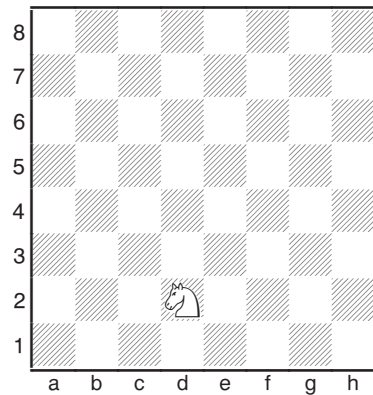
Capturing with the knight:

The knight is on f3 square.

- 1- It may capture the black bishop.
- 2- The captured piece goes out of the board.
- 3- It takes place on the square of the captured piece.

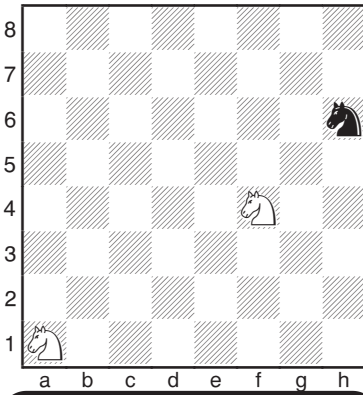


Knight before capture rook



Knight after capture rook

EXERCISES



Question 1:

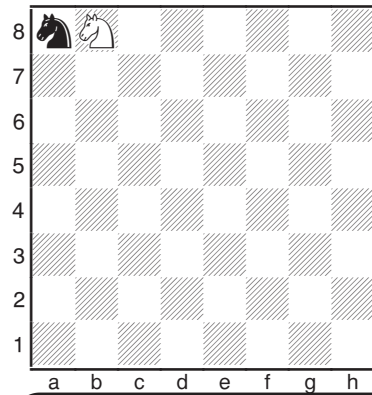
Count the squares which these 3 knights can go.

Answer:

The knight on a1 can go 2 squares.

The knight on f4 can go 8 squares.

The knight on h6 can go 4 squares.



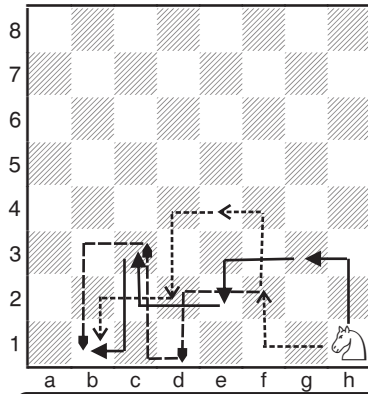
Question 2:

How many moves the white knight must do to go d4 square?

How many moves the black knight must do to go d4 square?

Answer:

The white knight must do 2 moves. The black knight must do 3 moves.

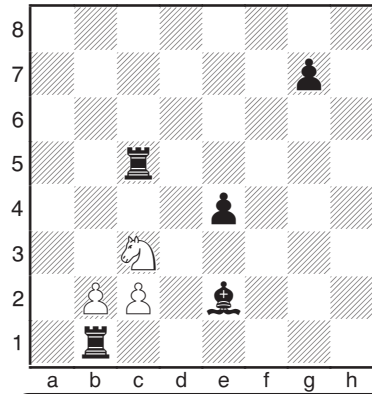


Question 3:

Which ways the knight can go to b1 square with 4 moves?

Answer:

The knight can go to b1 in different ways.

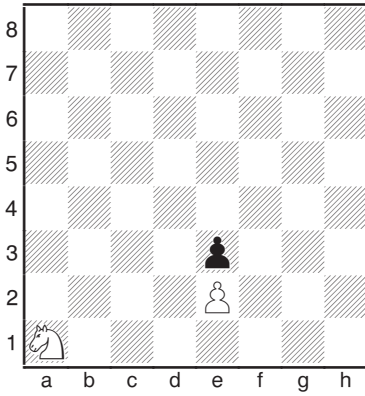


Question 4:

Which pieces the knight can capture?

Answer:

It can capture the rook on b1, the bishop and the pawn.

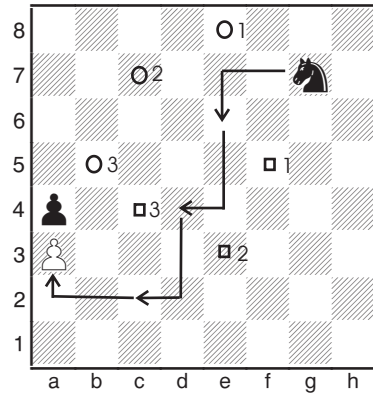


Question 5:

Which square the knight must go to capture the pawn?

Answer:

It must go c2 to capture the pawn.

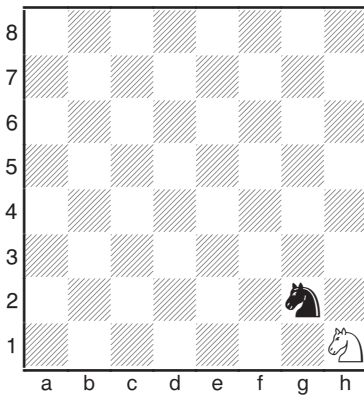


Question 6:

At least how many moves the knight must do to capture the pawn?

Answer:

It must do at least 4 moves to capture the pawn.

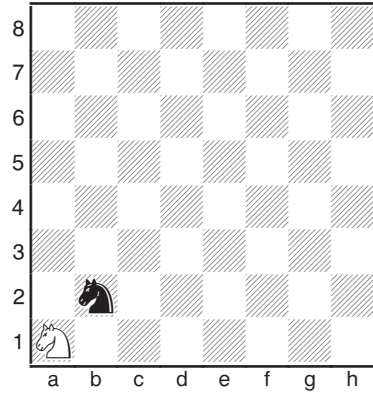


Question 7:

How many moves the white knight can go to e4 square?
How many moves the black knight can go to e4 square?

Answer:

The white knight can go to e4 square with 2 moves.
The black knight can go to e4 square with 4 moves.



Question 8:

How many moves the white knight can go to c3 square?
How many moves the black knight can go to c3 square?

Answer:

The white knight can go to c3 square with 4 moves.
The black knight can go to c3 square with 2 moves.

THE MOVE OF THE PAWN

The pawn may move only file way. It may go forward only one square. It may go two squares just at the beginning of the game.

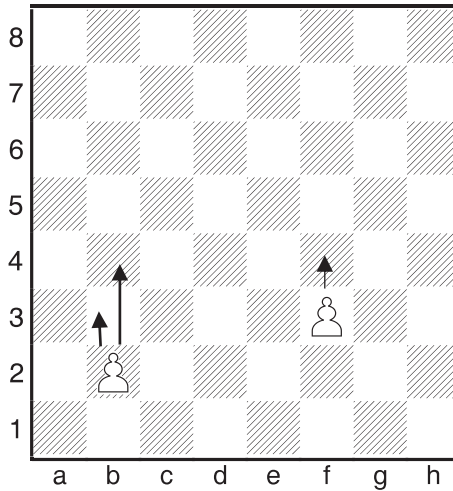
FIDE RULE

Article 3

3.7 a) The pawn may move forward to the unoccupied square immediately in front of it on the same file, or

b) on its first move the pawn may move as in (a); alternatively it may advance two squares along the same file provided both squares are unoccupied, or

C) the pawn may move to a square occupied by an opponent's piece, which is diagonally in front of it on an adjacent file, capturing that piece.

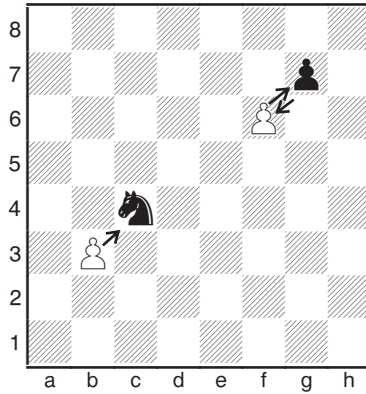


The white pawn on f3, made a move before. So that, it may only go one square forward to f4 square.

However, the pawn on b2 is at the initial position. It didn't make any move. This pawn may go forward one or two square.

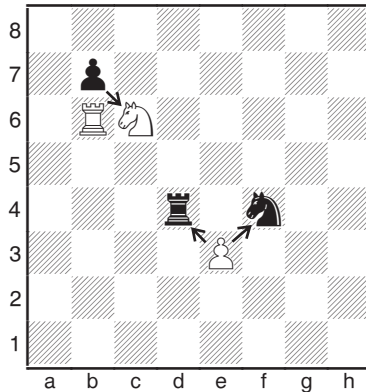
CAPTURING WITH THE PAWN

The pawn may capture the opponent's piece diagonally. The captured piece goes out of the board and it takes place on the square of the captured piece.



The pawn on c3 may capture the black knight on diagonal. The captured piece goes out of the board and it takes place on the square of the captured piece.

The pawns on f6 and g7 may capture each other. The captured pawn goes out of the board and the other takes place on the square of captured pawn.



The white pawn on e3 may capture the black rook or the black knight on d4 and f4. The pawn takes place on the square of captured piece.

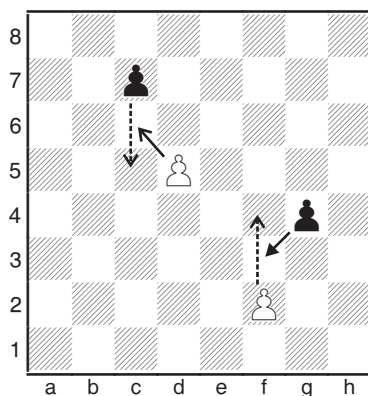
The black pawn on b7 may capture the white knight on c6 square. If the pawn captures the knight, it takes place on c6 square.

EN PASSANT

En passant is special for pawns. A pawn may go two squares at its first move and it comes next to opponent's pawn. The opponent pawn may capture the pawn which goes forward. This move should be done only when the pawn goes forward two squares. We called this move “en passant”.

FIDE RULE

3.7 d) A pawn attacking a square crossed by an opponent's pawn which has advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an 'en passant' capture.



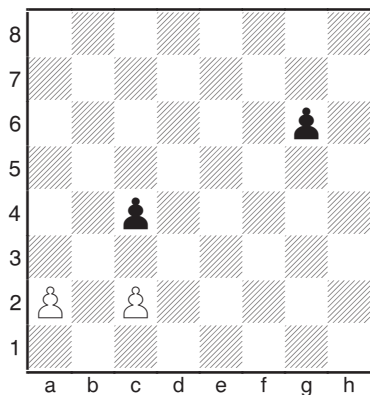
-----> : The pawn goes two squares at its first move.

——> : The pawn makes the move of en passant.

Black may make his move two squares forward from c7 to c5. The two pawns come together with the move of black. The white pawn may capture the black one. The white pawn takes place on the square which the other passed.

Similarly, white may make its move two squares forward from f2 to f4. The two pawns come together with the move of white. The black pawn may capture the white one. Then it takes place on f3 square.

EXERCISES

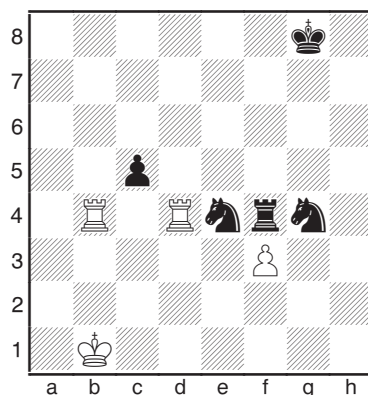


Question 1:

Show the moves of pawns.

Answer:

White pawn on a2 can go forward one or two squares. The others can only go one square.

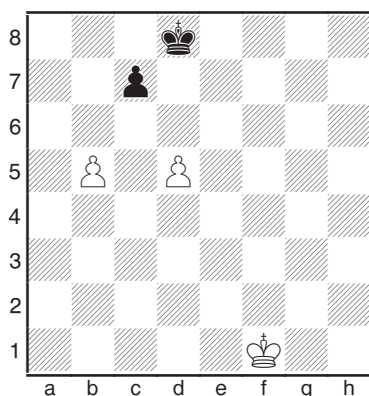


Question 2:

Show the pieces which the white and the black pawn can capture.

Answer:

The white pawn can capture one of the knights and the black one can capture one of the rooks.

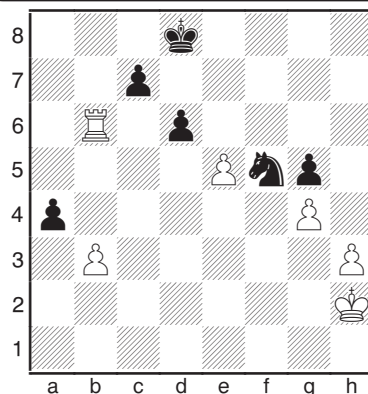


Question 3:

If the black plays to c5, how will be en passant?

Answer:

White can capture the black pawn on c5 with the pawn on b5 or d5. The white pawn takes place on c6.

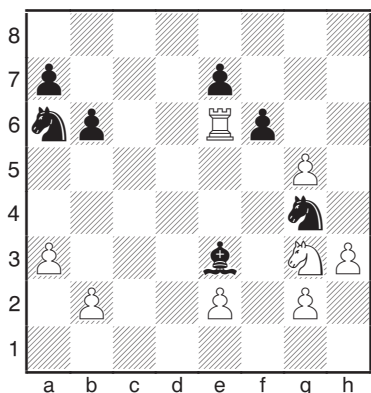


Question 4:

Show the pieces which the white and the black pawn can capture.

Answer:

The white pawn can capture the knight, the pawns on a4 and d6. The black pawn can capture the rook, the pawns on b3 and e5.



Question 5:

Show the moves which the white and the black pawn can capture.

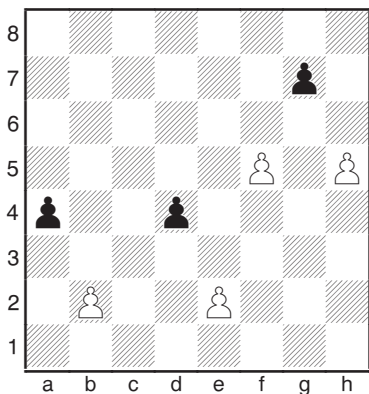
Answer:

The moves of white pawns:

the pawn on a3 can go forward one square.
the pawn on b2 can go forward one or two squares.
the pawn on g5 can capture the pawn on f6 or go forward one square.
the pawn on h4 can capture the knight or go forward one square.

The moves of black pawns:

the pawn on b6 can go forward one square.
the pawn on f6 can capture the pawn on g5 or go forward one square.



Question 6:

If the white plays b2 to b4 or e2 to e4 and if the black plays g7 to g5 how will be the en passant rule?

Answer:

If the white plays b2 to b4, black will capture this pawn with the pawn on a4. The black pawn takes place on b3.

If the white plays e2 to e4, black will capture this pawn with the pawn on d4 and takes place on e3.

If the black on g7 plays forward two squares to g5, white can capture the black pawn with one f5 or h5 and takes place on g6.

i

THE MOVE OF KING

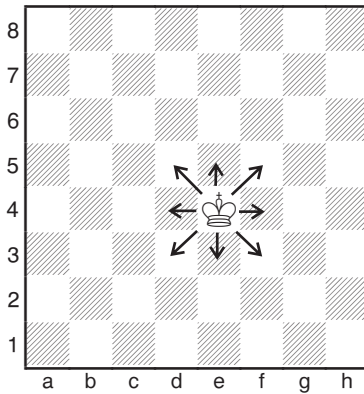
The king may move one square in any direction. The number of squares which king can go depends to the position of king. It may go 8 squares. If it is at the corner of the board, it will go 3 squares. If it is at the side, it will go 5 squares. The king can't go the squares which the opponent pieces may go.

FIDE RULE

3.8 There are two different ways of moving the king, by:

a) moving to any adjoining square not attacked by one or more of the opponent's pieces.

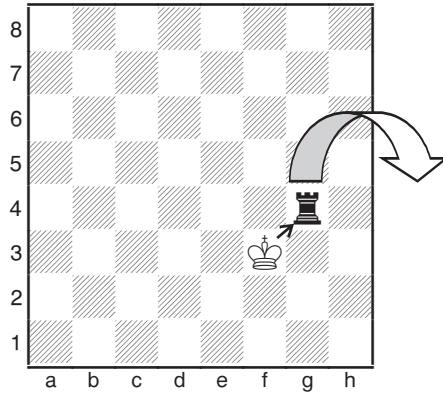
b) Look at castling. (Page 98)



The king can move one square rank, file, and diagonal. The king at the centre has more movement space. The king which is at the corner or side has less movement space.

CAPTURING WITH THE KING

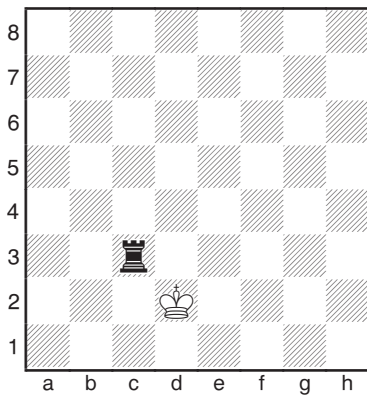
The king may capture the opponent's pieces on adjacent squares and takes place on the square of captured piece.



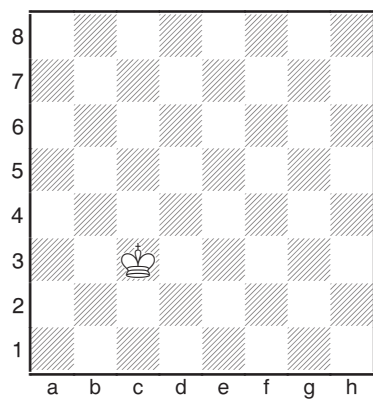
Capturing with the king

The king is on f3 square.

- 1-It may capture the black rook diagonally.
- 2-The captured piece goes out of board.
- 3-It takes place on the square of captured piece.

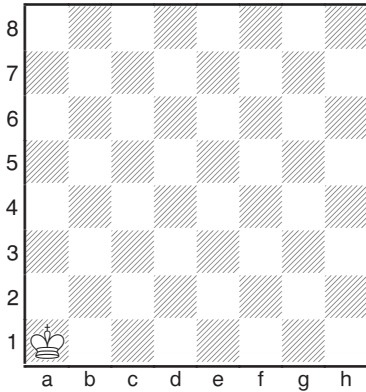


King before capture rook



King after capture rook

EXERCISES

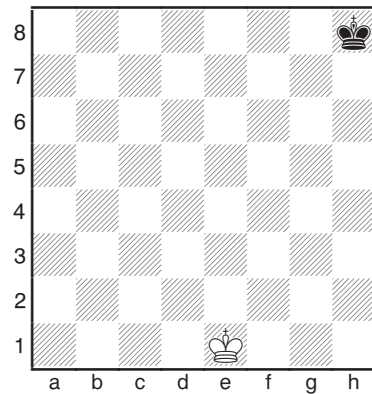


Question 1:

How many moves the king must do to go a8?

Answer:

7 moves



Question 2:

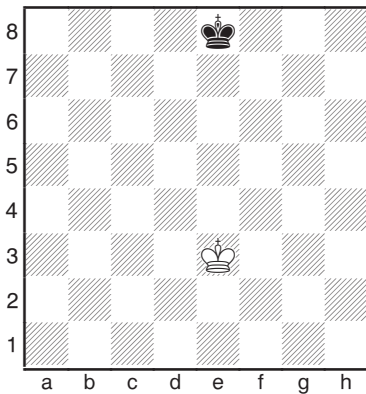
How many squares the white king can go?

How many squares the black king can go?

Answer:

White can go 5 squares.

Black can go 3 squares.



Question 3:

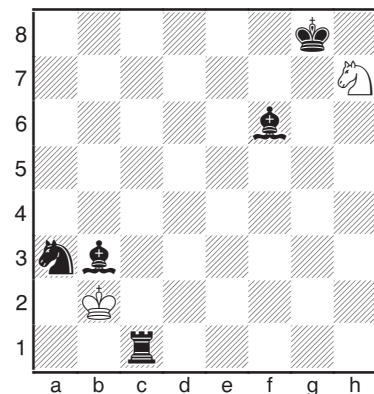
How many squares the white king can go?

How many squares the black king can go?

Answer:

White can go 8 squares.

Black can go 5 squares.



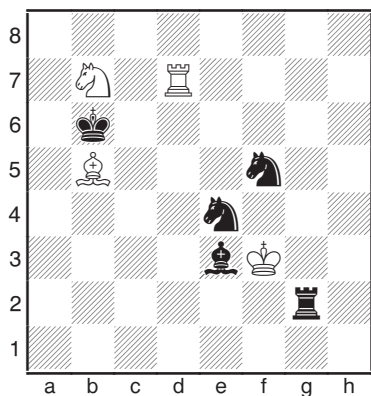
Question 4:

Which pieces the white king can capture?

Which pieces the black king can capture?

Answer:

White can capture the rook, the knight and the bishop on b3. Black can capture only the knight.



Question 5:

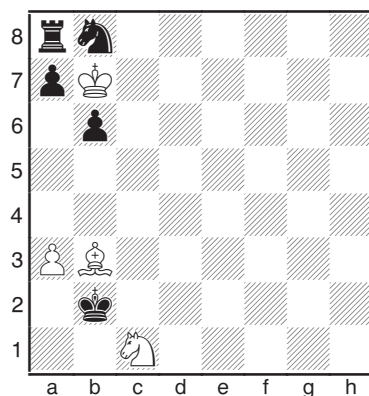
Which pieces the white king can capture?

Which pieces the black king can capture?

Answer:

White can capture the rook and the knight on e4. It can't capture the bishop because; the bishop is defended by the knight on f5. **Kings can't capture the pieces which are defended.**

Black can capture the bishop on b5. However it can't capture the knight on b7 because the knight is defended by the rook.



Question 6:

Which pieces the white king can capture?

Which pieces the black king can capture?

Answer:

White can capture the rook on a8. It can't capture the knight on b8 because the knight is defended by the rook.

Black can capture the knight and the pawn, but it can't capture the bishop because the bishop is defended by the knight.

THE POWER OF PIECES

There are 6 different pieces in chess. The movements of all pieces are different. The power of pieces depends on the movements of pieces. The power of piece increases when the skills of movement of piece increase.

Pawn has minimal power. If we give the pawn 1 point , the power of ranking will be:

The pawn :1 point

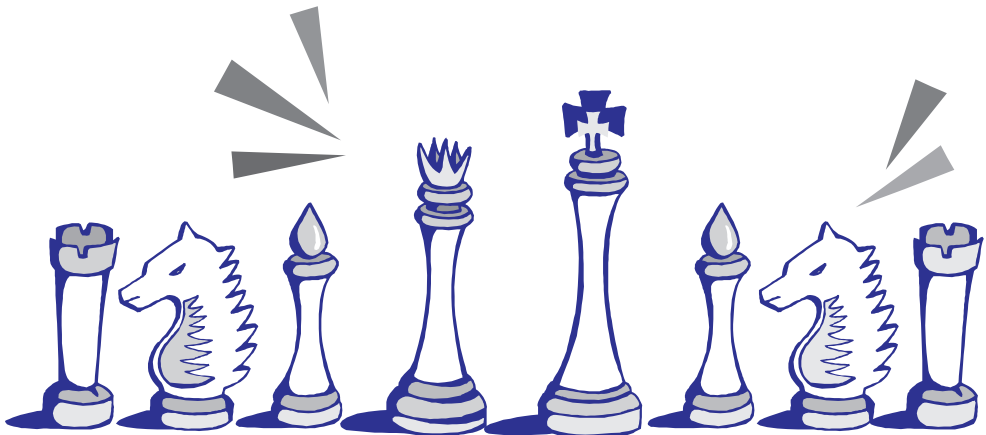
The knight :3 points = 3 pawns = a bishop

The bishop :3 points = 3 pawns = a knight

The rook :5 points = 5 pawns = a knight and 2 pawns = a bishop and 2 pawns

The queen : 9 points = 9 pawns = 2 bishops and a knight

The king :Unlimited = the power of king is infinite, because king represents the player. If the player loses the king, the player will lose the game.



UNIT 4
ATTACKING A PIECE

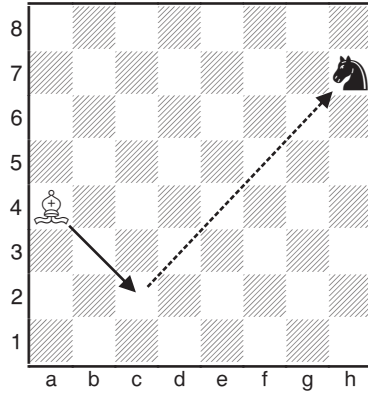
SUBJECTS

ATTACKING A PIECE
DISCOVERED ATTACKING
DOUBLE ATTACK (TREAT)

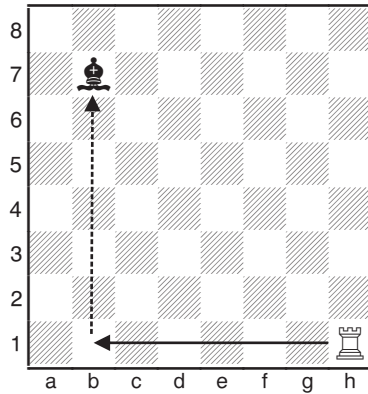
| ATTACKING A PIECE UNIT 4 | | | | |
|---------------------------------|--|--|---|---|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach;</p> <p>1-the concept of attacking a piece.</p> <p>2-how the pieces are attacking the opponents pieces.</p> <p>3-discovered attacking</p> <p>4-to tell the concept of attack</p> <p>5-to show double attack and tell the importance of it.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-attacking a piece.</p> <p>2-the move for attacking a piece and show it on board.</p> <p>3-discovered attacking and show it on board.</p> <p>4-the concept of attack.</p> <p>5-double attack and show it on board.</p> | <p>Attacking a piece</p> <p>Discovered attacking</p> <p>Double attack</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> |

ATTACKING A PIECE

The player wants to capture the opponent's piece with this move and this is called attacking a piece.

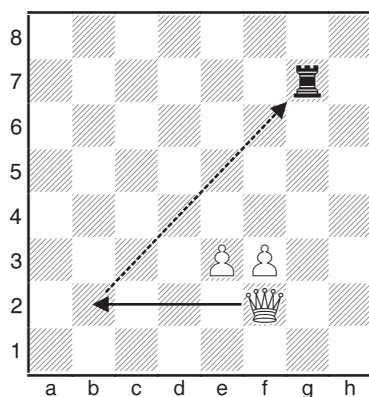


The bishop is on a4. It comes to c2 with a move. The bishop wants to capture the knight with this move. This move of the bishop is called attacking a piece.



The rook comes to b1 with a move. The rook wants to capture the bishop with this move. This move is called attacking a piece.

Attack to capture a piece: A piece wants to capture the opponent's piece and it is called the attack to capture a piece.

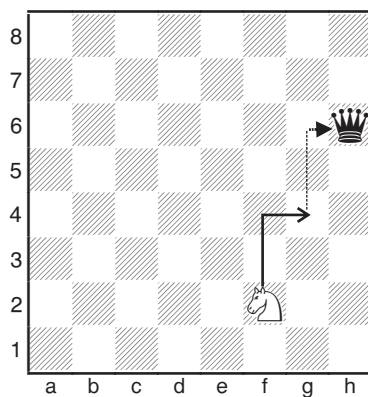


The queen plays to b2 from f2. It wants to capture the rook with this move. A piece wants to capture the opponent's piece and it is called the attack to capture a piece. The opponent's piece is under attack.

So that:

The queen attacks the rook.

The rook is attacked by the queen.



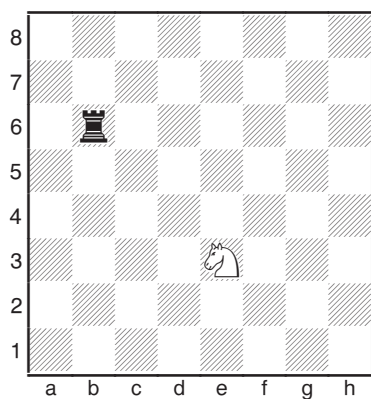
The knight plays to g4 from f2. The knight wants to capture the queen with this move.

So that:

The knight attacks the queen.

The queen is attacked by the knight.

EXERCISES

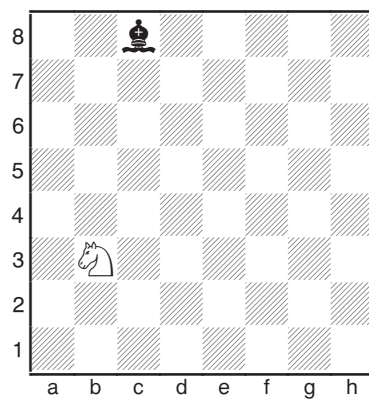


Question 1:

Which squares the knight can attack the rook?

Answer:

It can attack the rook from c4 and d5.

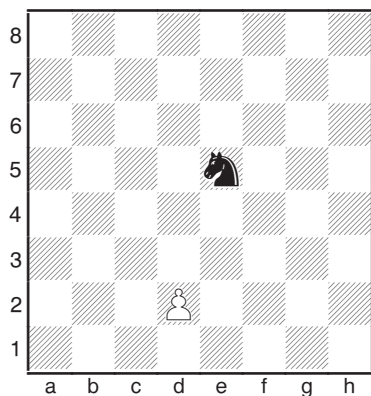


Question 2:

Which square the bishop must go to attack the knight?

Answer:

It has to go e6 to attack the knight.

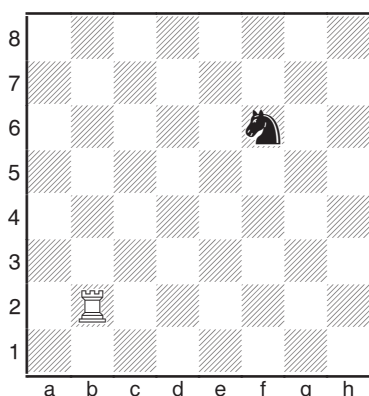


Question 3:

Which move the pawn must do to attack the knight?

Answer:

It has to play d4 to attack to knight.

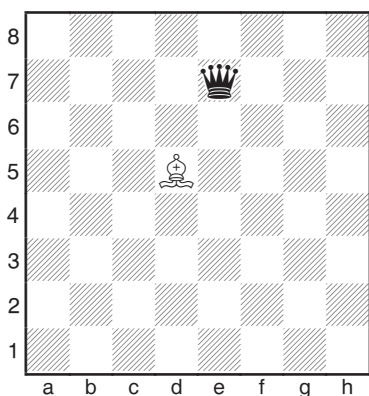


Question 4:

Which squares the rook can attack the knight?

Answer:

It can attack the knight from f2 and b6.

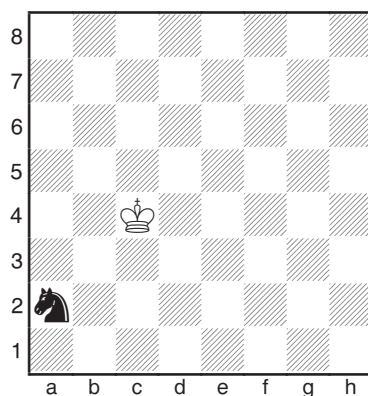


Question 5:

Which squares the queen can attack the bishop?

Answer:

It can attack the bishop from d6, d7, d8, c5, e5 and g5.

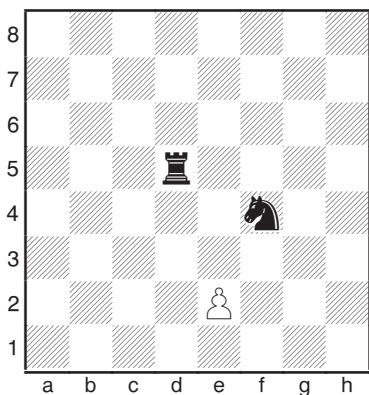


Question 6:

Which square the king must go to attack the knight?

Answer:

It must go b3 to attack the knight.

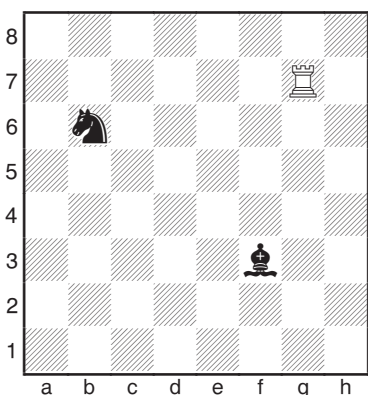


Question 7:

How the pawn must play to attack the rook and the knight?

Answer:

It must play e4 to capture the rook and e3 to capture the knight.



Question 8:

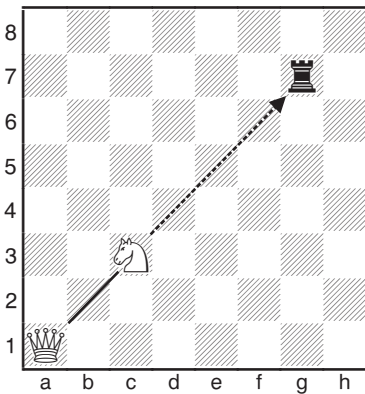
How the rook must play to attack the bishop and the knight?

Answer:

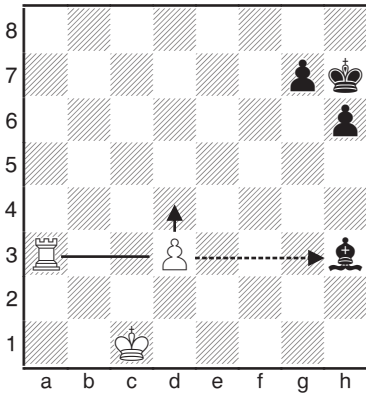
It must play f7 or g3 to capture the bishop and b7 or g6 to capture the knight.

DISCOVERED ATTACKING

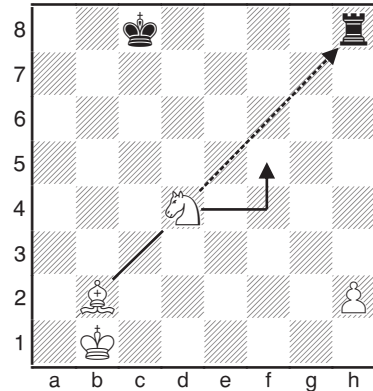
A player can't capture a piece because it is prevented by the player's own piece in some positions. This piece prevents the player to attack the opponent's piece. Because this piece close the way between player's piece and opponent's piece. The way must be opened for the player to attack the piece. Player may remove this block to attack a piece. This is called "discovered attacking".



If the white knight doesn't exist, the queen may capture the rook. The knight prevents the queen to capture the rook. The knight has to play for the queen to capture the rook. The position of the knight closes the way of the queen.

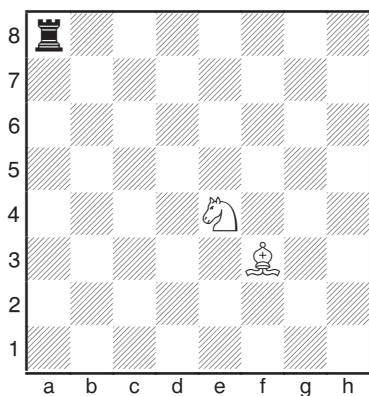


The pawn prevents the rook to capture the bishop. The 3rd rank has to be open for the rook to capture the bishop. White may move the pawn for rook to attack bishop.



White bishop may capture the rook if the knight doesn't exist on the bishop's way. The knight closes the way of bishop. This way has to be open for the bishop to capture the rook. So the knight has to make the move. White knight may move and the bishop attacks the rook.

EXERCISES

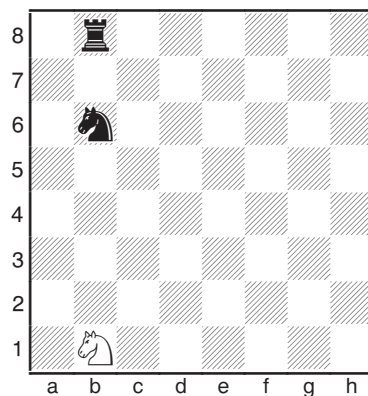


Question 1:

Which piece the white player must play for discovered attack?

Answer:

White player must play the knight.

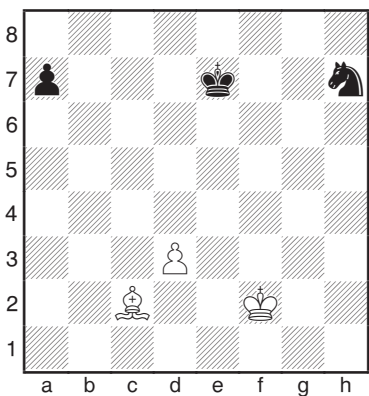


Question 2:

Which piece the black player must play for discovered attack?

Answer:

Black player must play the knight.

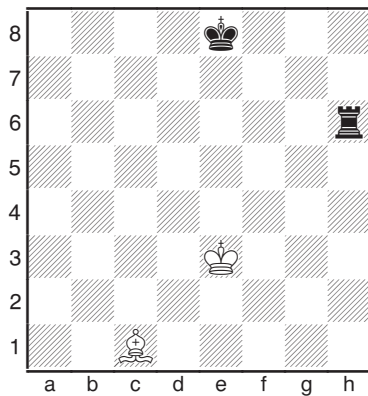


Question 3:

Show the move of white player for discovered attack.

Answer:

White player makes the king move and the bishop attacks the knight.

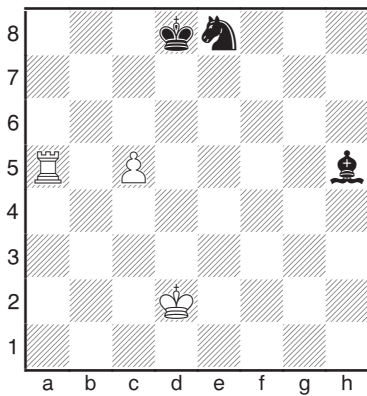


Question 4:

Show the move of white player for discovered attack.

Answer:

White player makes the king move and the bishop attacks the rook.

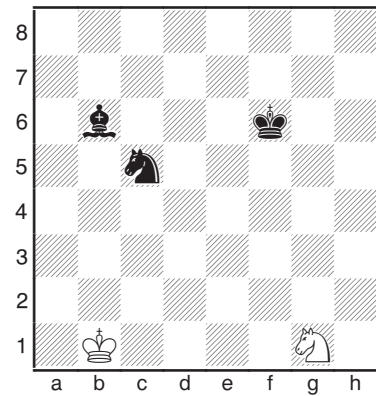


Question 5:

Show the move of white player for discovered attack.

Answer:

White player plays the pawn and the rook attacks the bishop.

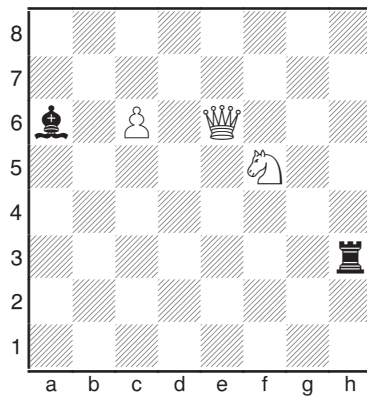


Question 6:

Which piece the black player must play for discovered attack?

Answer:

Black player makes the knight move and the bishop attacks the knight.

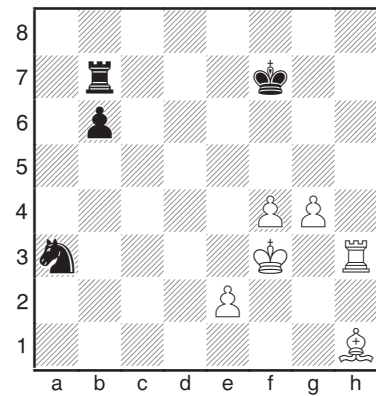


Question 7:

Show the move of white player for discovered attack.

Answer:

White player plays the pawn to c7 and the queen attacks the bishop. White plays the knight and the queen attacks the rook.



Question 8:

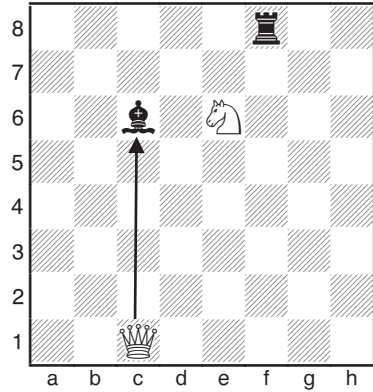
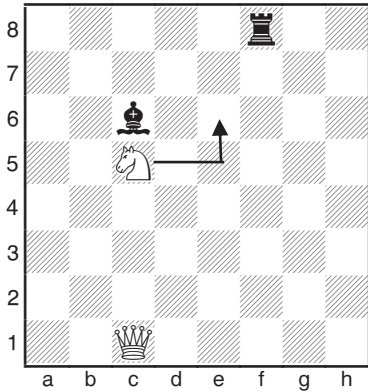
Show the move of white player for discovered attack.

Answer:

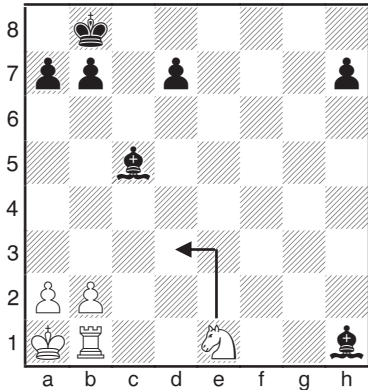
If the white player plays king f2 move, the rook attacks the knight or the bishop attacks the rook.

DOUBLE ATTACK

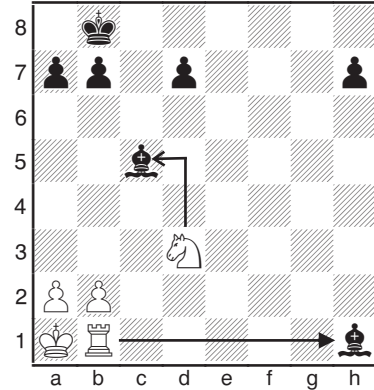
A piece makes a move and attacks two opponent's pieces. The piece at the power position has to attack for the double attack.



In the first diagram, white attacks none of the black pieces. The knight defends the bishop from the attack of the queen. At second diagram, the knight plays to e6. The knight attacks the rook with this move. In the same time the queen attacks the bishop. It is called double attack when a piece attacks two pieces with a move.

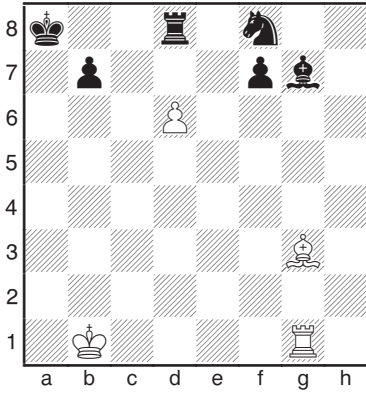


White attacks none of the black player's pieces. White knight defends the bishop from the attack of the rook. The knight plays to d3.



White player attacks two different pieces with the knight move. The knight attacks the bishop and at the same time the rook attacks the bishop.

EXERCISES

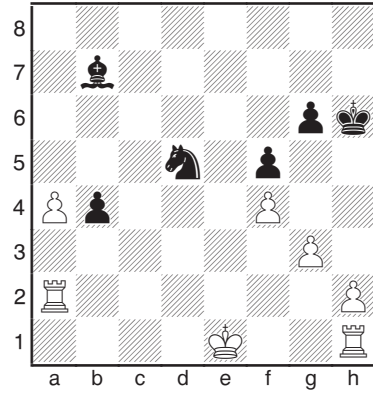


Question 1:

Which square the white player must play the bishop to make double attack?

Answer:

The white player must play the bishop to h4.

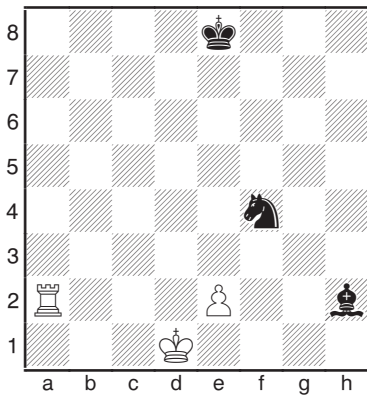


Question 2:

Which square the black player must play the knight to make double attack?

Answer:

The black player must play the knight to c3. The black knight attacks a2 and the bishop attacks h1 with that move.



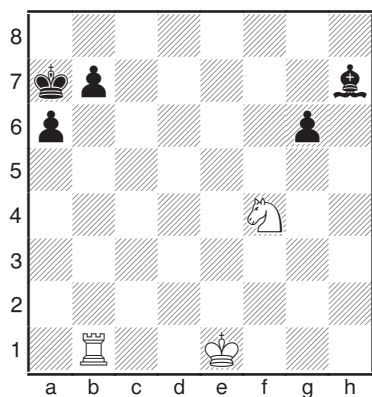
Question 3:

Which piece the white player must play for double attack?

Answer:

The white player must play the pawn to e3 from e2.

The white pawn attacks the knight and the rook attacks the bishop with that move.

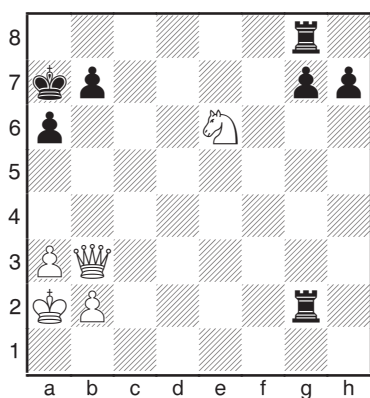


Question 4:

Show the double attack move of the black player.

Answer:

The black player has to play the pawn to g6 from g6. The pawn attacks the knight and the bishop attacks the rook with that move.

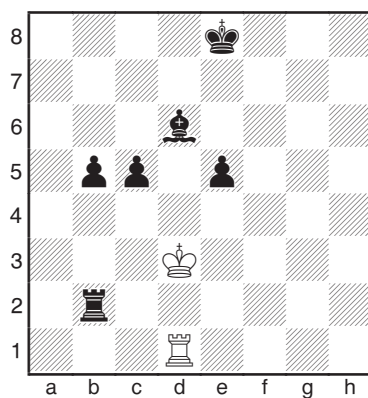


Question 5:

Show the double attack move of the white player.

Answer:

The white player has to play the knight to f4 from e6. The knight attacks the rook on g2 and the queen attacks the rook on g8 with that move.



Question 6:

Show the double attack move of the white player.

Answer:

The double attack move of white is the king's c3 move. The white attacks both the rook and the bishop with that move.

UNIT 5
CHECK

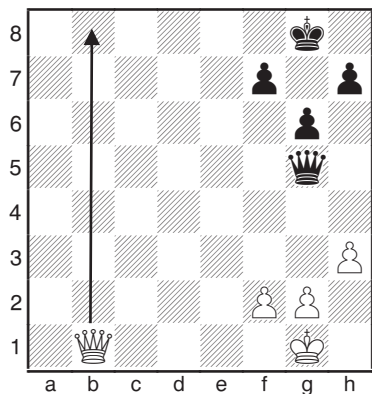
SUBJECTS

CHECK
DISCOVERED CHECK
DOUBLE CHECK
KING UNDER ATTACK

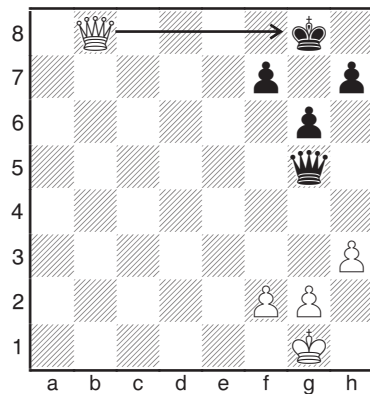
| CHECK UNIT 5 | | | | |
|---------------------|---|--|---|---|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach;</p> <p>1-check, to show check with different pieces.</p> <p>2-discovered check.</p> <p>3-double check and the importance of double check</p> <p>4-what can the king do under attack.</p> <p>5-mate position.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-check and show on the board.</p> <p>2-discovered check and show on the board.</p> <p>3-double check and show on the board.</p> <p>4-what can the king do under attack and show on the board.</p> <p>5-mate.</p> | <p>Check</p> <p>Discovered check</p> <p>double check</p> <p>King under attack</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> |

CHECK

Check is the move of a player who attacks opponent's king. A player threatens the opponent's king with that move. This move is called check. The opponent's king is under attack.

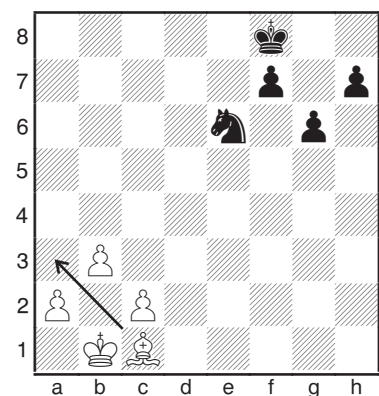


Before queen move b8

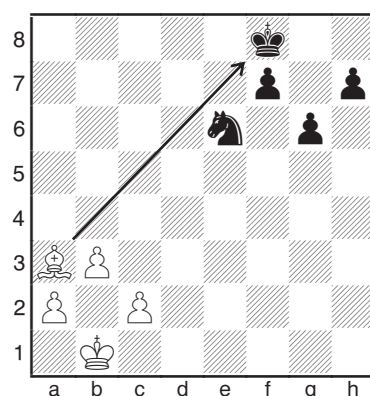


After queen move b8

White queen is on b1. The queen plays to b8 from b1. The queen attacks black king with that move. The move of queen is called check. White checks with queen. Black king is under attack.



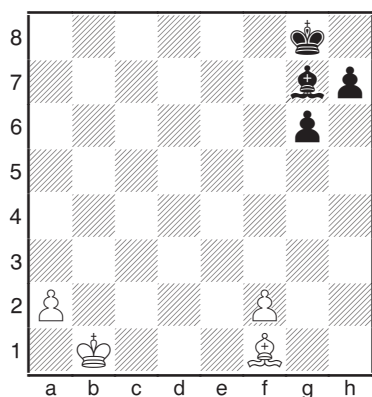
Before bishop move a3



After bishop move

White bishop is on c1. The bishop plays to a3 from c1. The bishop attacks the black king with this move. The move of bishop is called check. White bishop checks. Black king is under attack.

EXERCISES

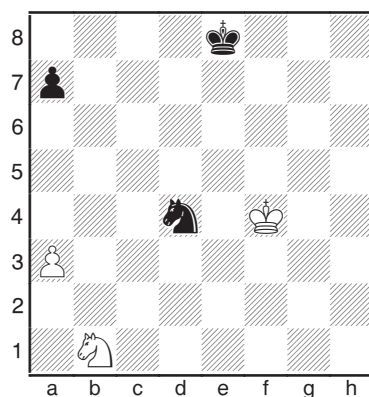


Question 1:

Which square white bishop must play to check?

Answer:

It must play c4.

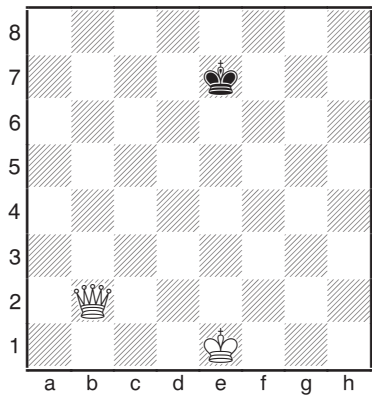


Question 2:

Which squares black knight can check?

Answer:

It can check from e2 and e6.

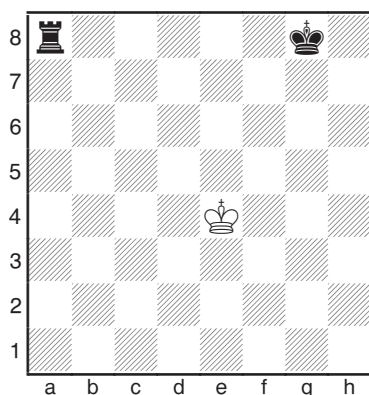


Question 3:

Which squares white queen can check?

Answer:

It can check from a3, b4, b7, e2, e5 and g7.

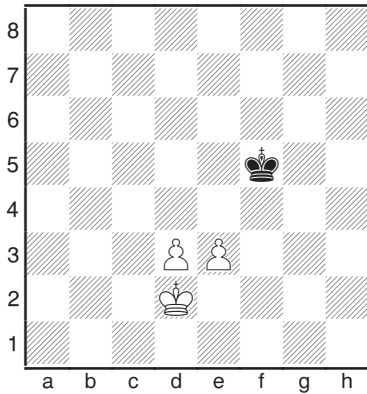


Question 4:

Which squares rook can check?

Answer:

It can check from a4 and e8.

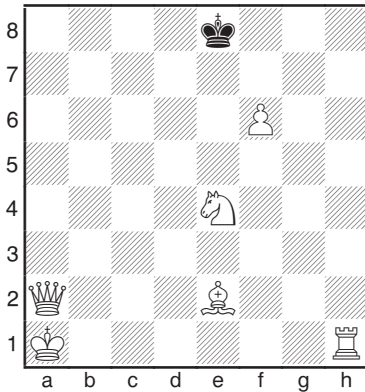


Question 5:

Which move white player must do to check?

Answer:

Player must play the pawn to e4.

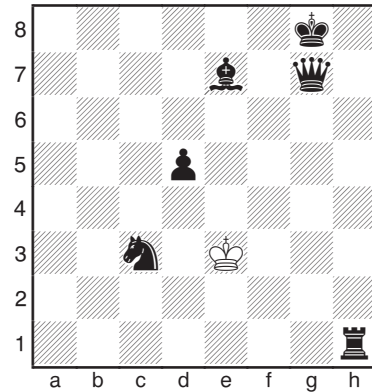


Question 6:

Show the check moves of white player.

Answer:

White player can make check from a8, a4, e6, g8, f7 with queen
H8 with rook
B5, h5 with bishop
D6 with knight and f7 with pawn.



Question 7:

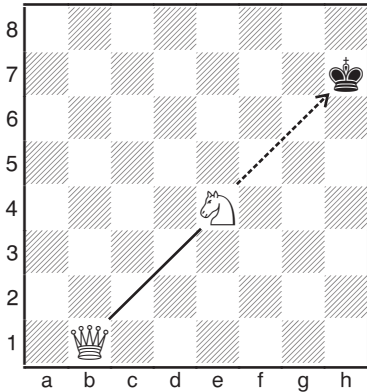
Show the check moves of black player.

Answer:

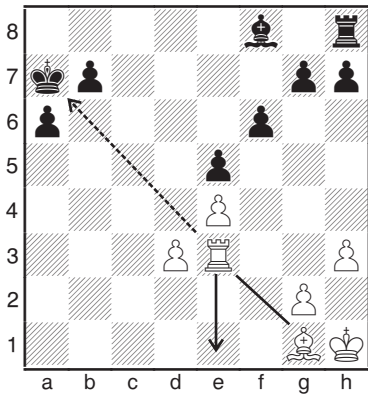
Black player can make check from h6, g5, g3, g1, e5, d4 with queen
h3, e1 with rook
c5, g5 with bishop
d1 with knight and d4 with pawn.

DISCOVERED CHECK

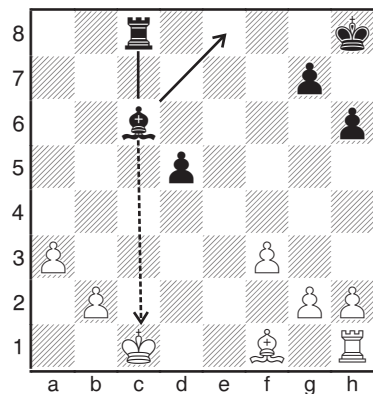
A player can't check because it is prevented by the player's own piece in some positions. This piece prevents the player to attack the opponent's king. Because this piece close the king's way of opponent. The way must be opened to check. Player may remove this block to check. This is called “discovered check”.



If the white knight doesn't exist, the queen may check. The knight prevents the queen to check. The knight has to play for the queen to check.

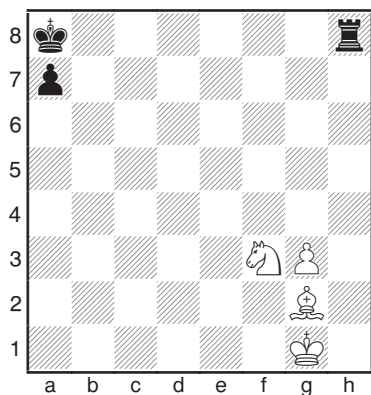


The rook prevents the bishop to check. The diagonal way must be opened for bishop to check. The white player can make rook move to check with bishop.



The bishop prevents the black rook to check. The bishop has to play for the rook to check. Although black plays the bishop, he checks with the rook.

EXERCISES

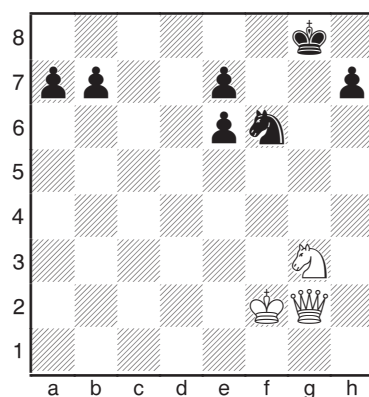


Question 1:

Which piece the white player must play to check?

Answer:

The white player must play the knight to check.

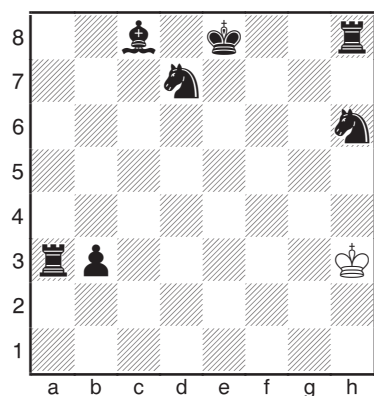


Question 2:

Which piece the white player must play to check?

Answer:

The white player must play the knight to check.

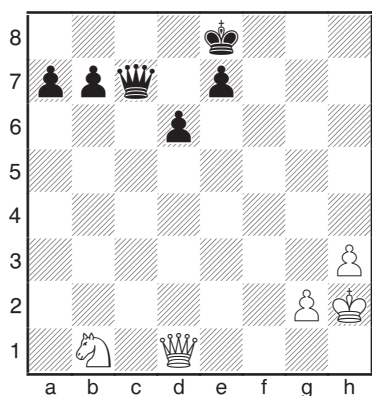


Question 3:

Show the moves of discovered check for black player.

Answer:

The black player can:
 1-play the knight on h6 and check with the rook on h8.
 2-play the knight on d7 and check with the bishop.
 3-play the pawn on b3 one square forward and check with the rook.

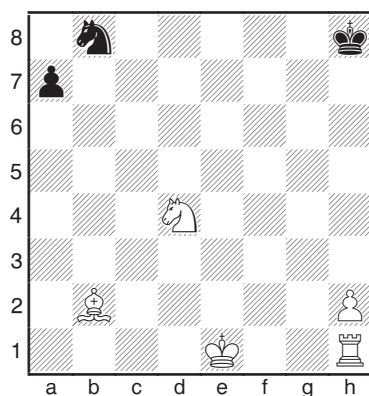


Question 4:

Show the moves of discovered check for black player.

Answer:

The pawn on d6 has play.

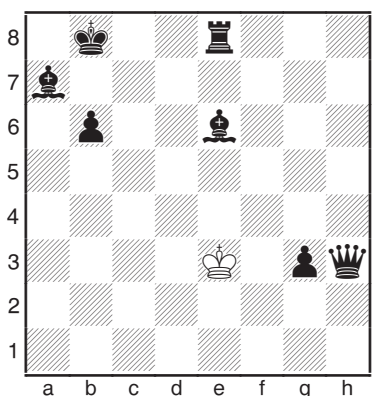


Question 5:

Which piece the white player must play to check?

Answer:

The white player must play the knight to check.
So white player can check with bishop.



Question 6:

Show the moves of discovered check for black player.

Answer:

The black player can:

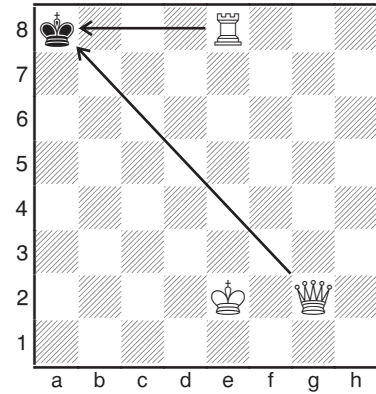
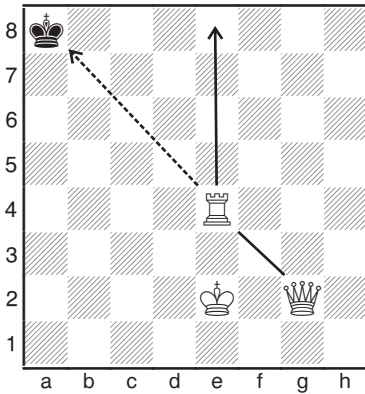
1-Play the pawn on g3 one square forward and check with the queen

2-Play the bishop on e6 and check with the rook.

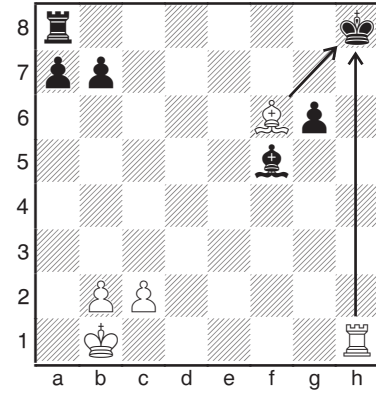
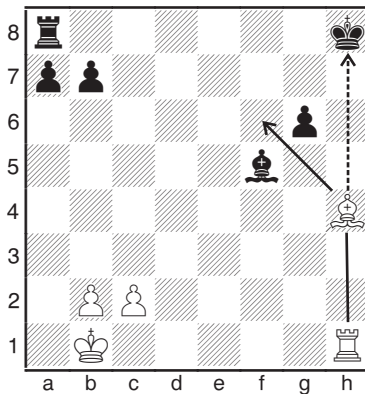
3-Play the pawn on b6 and check with the bishop on a7.

DOUBLE CHECK

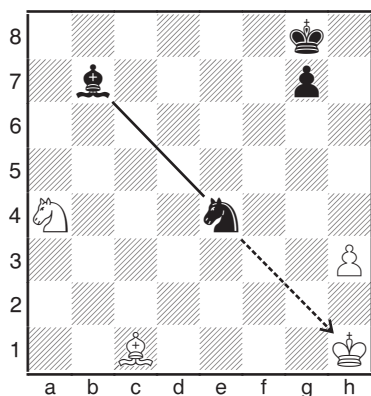
When two different pieces check, this is called double check. Two pieces attacking the king in this position.



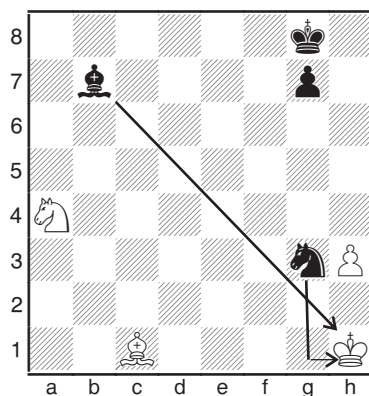
The queen may check if there isn't the white rook. The rook prevents the queen to check. The rook has to play for the queen to check. The rook closes the way of the queen. White player plays the rook to e8. Both the rook and the queen check with this move. It is called double check when two different pieces check at the same time.



White rook and black king are on the same file way. This bishop on file prevents the rook to check. White player plays bishop to f6. White checks with its bishop and rook with this move. It is called double check when two different pieces check at the same time.



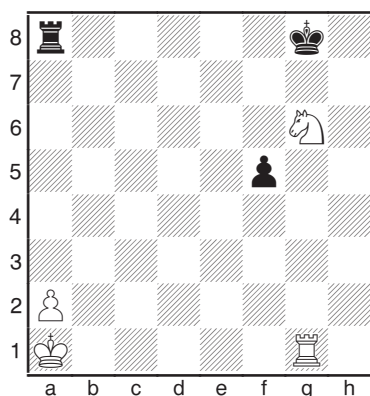
The black bishop and the white king are on the same diagonal. There isn't any other pieces except the black knight on this diagonal. The knight prevents the bishop attacking the king. Black plays the knight to g3 square.



After the move of knight g3, black

- 1- checks with bishop.
 - 2- checks with knight.
- Both pieces attack the king at the same time. So black double checks.

EXERCISES

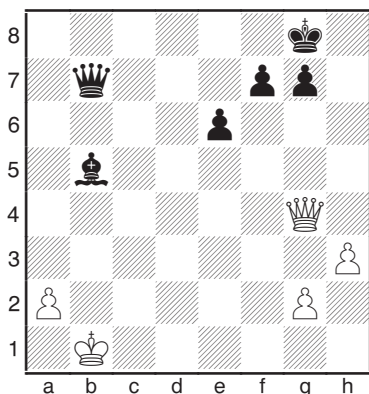


Question 1:

Which move the white player must do for double check?

Answer:

The white player must play the knight to e7 for double check. The white checks both with the knight and the rook.

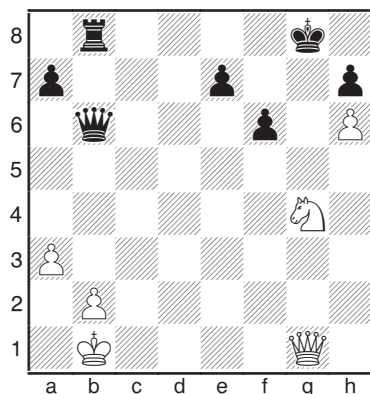


Question 2:

Which move the black player must do for double check?

Answer:

The black player must play the bishop to d3 for double check. The black checks both with the bishop and the queen.

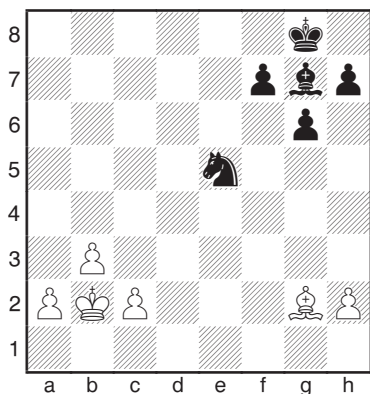


Question 3:

Show the double check move of white player.

Answer:

The white player has to capture the pawn on f6 with knight for double check. Black player can't capture the knight and the queen because of double check. The king has to play at double check positions.



Question 4:

Which piece the black player must play for double check?

Answer:

The black player must play the knight for double check. The player can double check with the move of knight to d3 or c4.

KING UNDER ATTACK

When the King is being attacked directly by an opponent's piece we say that king is under attack. There are 3 ways to get out of check:

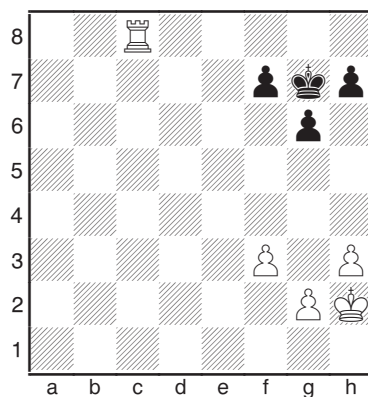
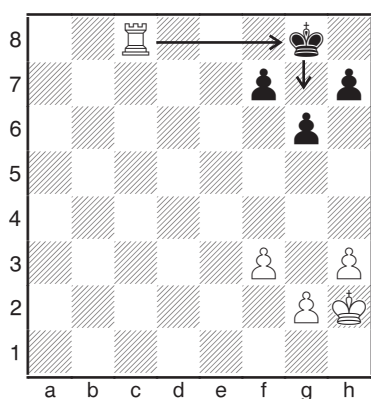
1-King may go to a safe square.

2- The piece which is attacking the king can be captured.

3-A piece may be moved between the king and the piece attacks the king.

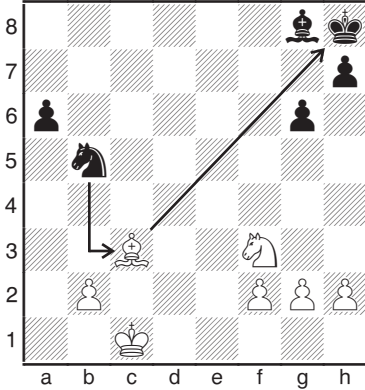
If none of them works the player is mate.

1-King may go to a safe square: This is one of the ways for the king to escape from the attack to prevent mate. King may go to a safe square to rescue from the attack.

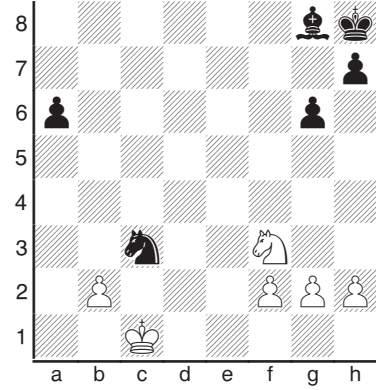


The rook checks. The king is under attack. The king goes to g7 square which is safety. The king escapes with this move.

2-The piece which is attacking the king can be captured: This is another way, the king can capture the attacking piece.



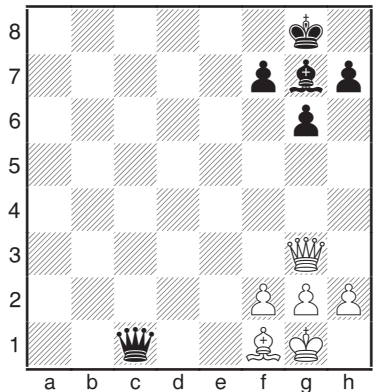
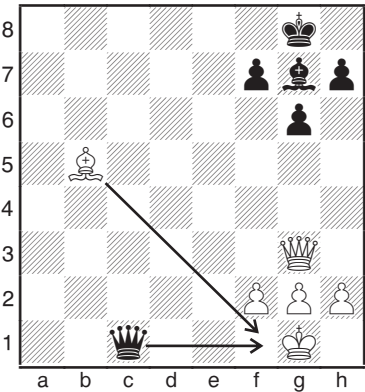
Atın fili almasından önce



Atın fili almasından sonra

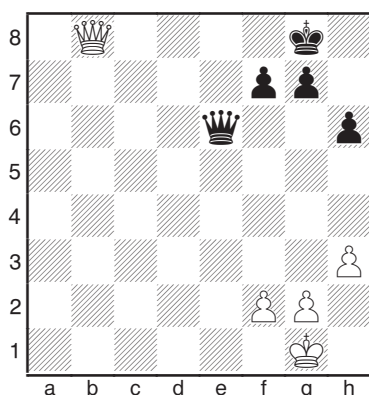
The white bishop checks. Black king is under attack. Black king captures the bishop to escape from the attack.

3-A piece may be moved between the king and the piece attacks the king: A piece may be moved between the king and the piece attacks the king. Closing the way is the 3rd way to escape from the attack.



The black queen checks. White king is under attack. The queen's way must be closed to prevent this attack. Only the white bishop achieves this. The white plays the bishop the f1. Thus, it closes the way between the king and queen. This move protects the king.

EXERCISES

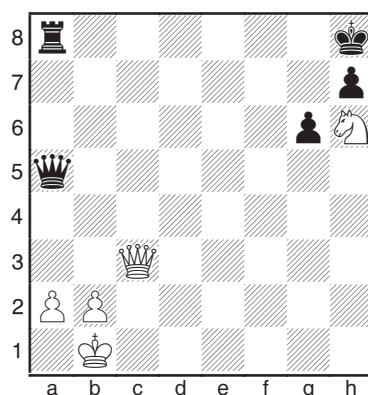


Question 1:

The white queen checks.
How the black must play?

Answer:

It must play to h7, because
the only safe square is h7
for king.

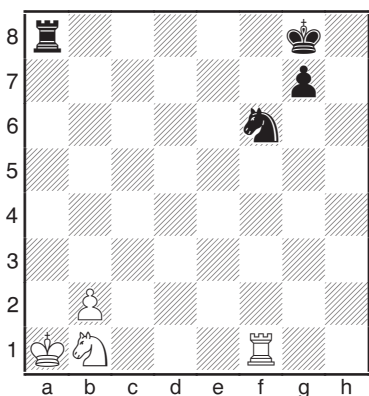


Question 2:

The white queen checks.
How the black must play?

Answer:

It must capture the queen.

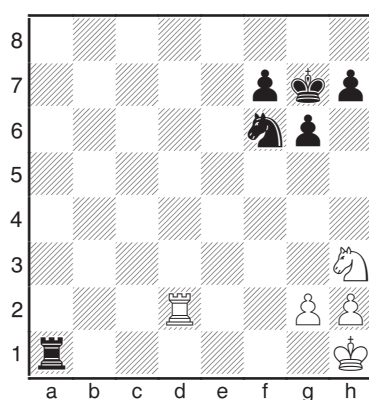


Question 3:

The black rook checks.
How the white must play?

Answer:

It must play the knight to
a3.

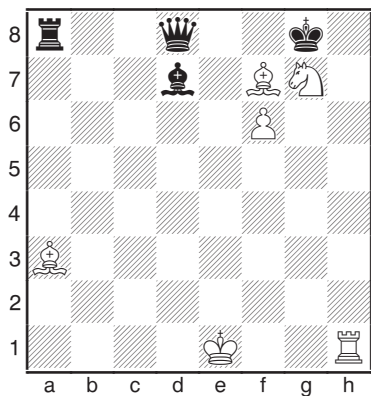


Question 4:

The black rook checks. How
the white must play?

Answer:

It must play the knight to g1.

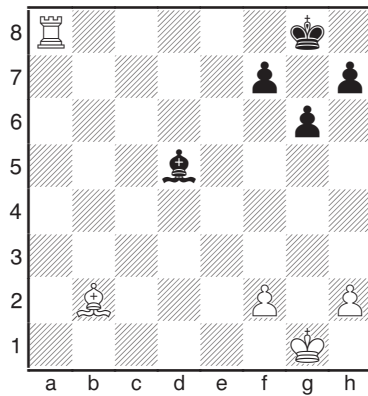


Question 5:

The white bishop checks.
How the black must play?

Answer:

It must capture the bishop.

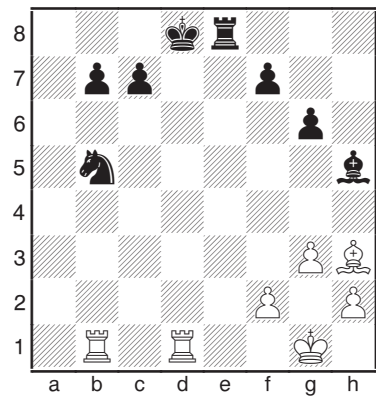


Question 6:

The white rook checks.
How the black must play?

Answer:

The black bishop must
capture the white rook.



Question 7:

The white player checks.
How the black must play?

Answer:

The black player;
1-it can close the rook's
way by playing the knight
to d6.
2-It can play the king to
e7.
3-It can capture the rook
which checks with the
bishop.

UNIT 6
MATE/CHECKMATE

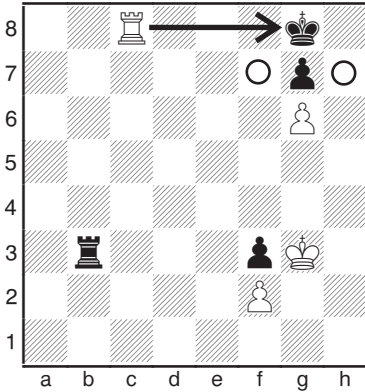
SUBJECTS

MATE/CHECKMATE
MATE WITH DOUBLE CHECK
MATE POSITIONS
MATES WITH TWO MOVES
CHAMPIONS

| MATE/CHECKMATE UNIT 6 | | | | |
|------------------------------|--|--|---|---|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach;</p> <p>1-the concept of mate.</p> <p>2-mate with double check.</p> <p>3-mate positions and mates with one move.</p> <p>4-easy mates with two moves.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-the concept of mate, to explain mates and show mates with one move on the board.</p> <p>2-mate with double check and to show on the board.</p> <p>3-mate positions and to show on the board.</p> <p>4-easy mates with two moves and to make explanations about these positions.</p> | <p>Mate/Checkmate</p> <p>Mate with double check</p> <p>Mate positions</p> <p>Mates with two moves</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> |

MATE/CHECKMATE

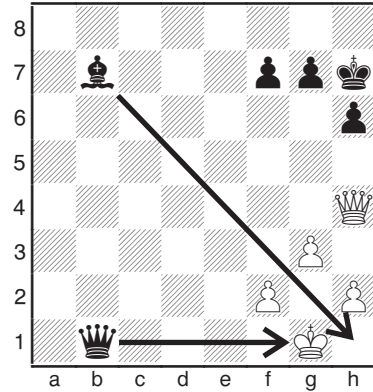
If the king is under attack and can't defend itself, we say the king is mated and the game is lost.



The white rook checks.

- 1- The king cannot move a safe square.
- 2- Black cannot capture the attacking rook which attacks
- 3- Black cannot move a piece between the king and the rook.

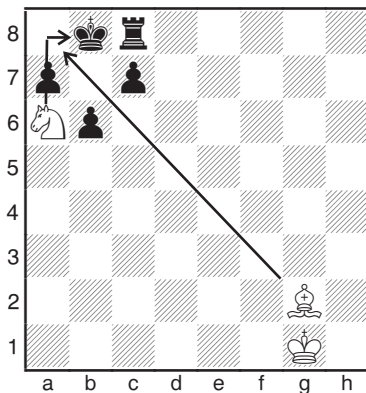
Black is mated. White mates.



The black queen checks.

- 1- The king cannot move a safe square. g2 is attacked by the bishop.
- 2- White cannot capture the attacking queen which attacks.
- 3- White cannot move a piece between the king and the queen.

White is mated.



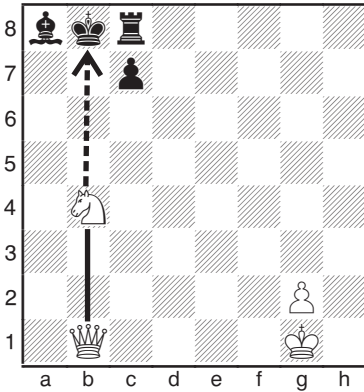
The white knight checks.

- 1- The king cannot move a safe square. a8 and b7 is attacked by the bishop.
- 2- Black cannot capture the knight which attacks.
- 3- Black cannot move a piece between the king and the knight because the knight may jump on pices.

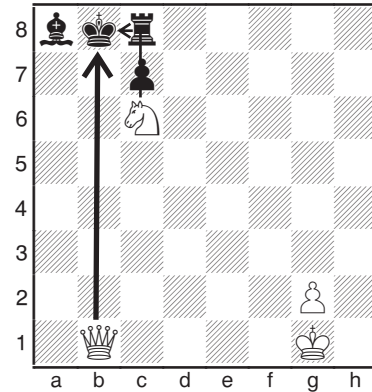
Black is mated.

MATE WITH DOUBLE CHECK

These are the mates which are checked by two pieces.

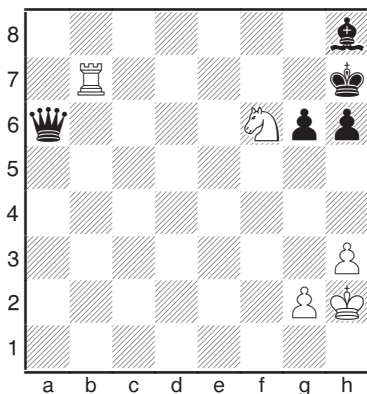


The white knight prevents the queen to attack the king. The piece has to check for double check.



The knight plays to c6. White checks both with the knight and the queen. Black cannot capture the knight because the queen attacks the king.

Black cannot close the way of the queen with the bishop because the knight checks. Black is mated.



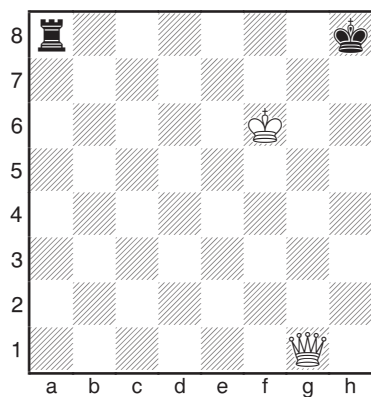
White double checks with the rook and the knight.

It is a necessity to play the king when it is double checked. If the king cannot escape when it is double checked, it is mated.

White checks with its two pieces. Black has pieces to capture these. However, it cannot capture any of them because it is checked by two pieces.

Black mustn't play the king because of double check. Black is mated because there is no space for the king to escape.

EXERCISES

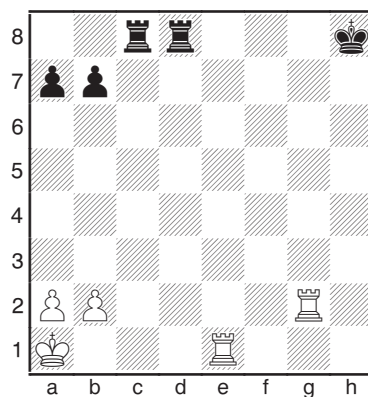


Question 1:

Which move the white must do to mate?

Answer:

White must check with the queen from g7 square.

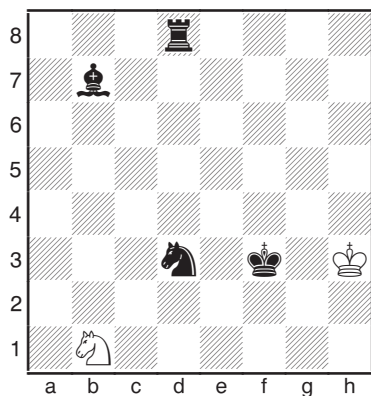


Question 2:

Which move the white must do to mate with only one move?

Answer:

White must move its rook to h1.

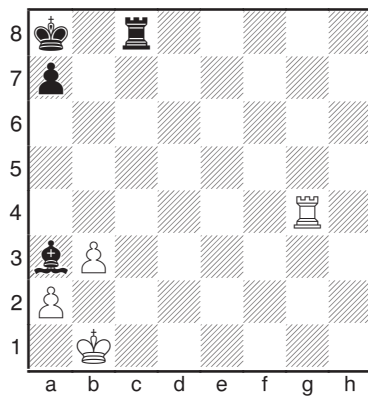


Question 3:

Show the mate move of black.

Answer:

Black has to play its rook to h8.

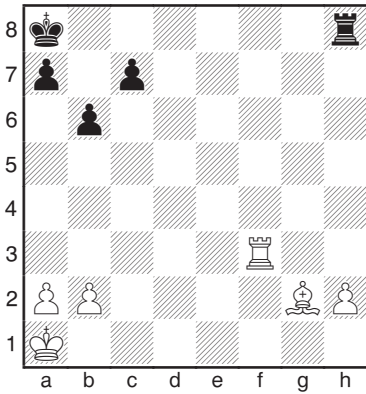


Question 4:

Show the mate move of black.

Answer:

Black has to play its rook to c1.

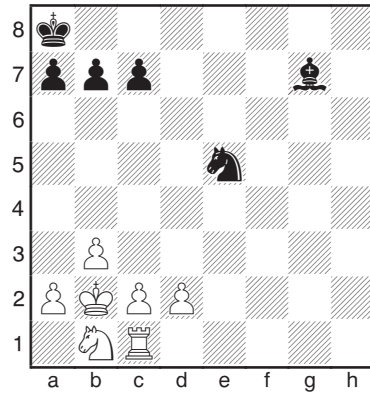


Question 5:

Show the mate move of white.

Answer:

It has to play its rook to f8. white double checks with that move. Black can't do anything and it is mated.

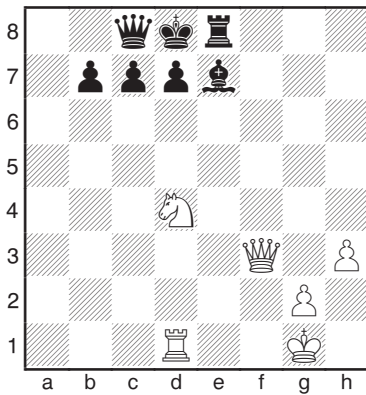


Question 6:

Show the mate move of black.

Answer:

It has to play its knight to c4. Black double checks with that move. White can't do anything and it is mated.



Question 7:

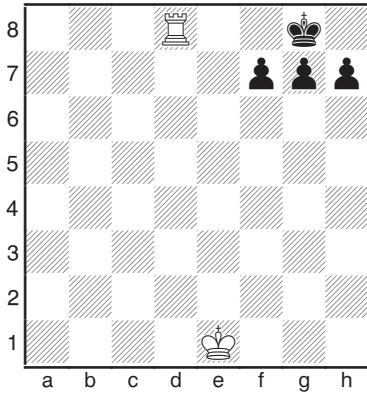
Show the mate move of white.

Answer:

It has to check with its knight from e6. Black can't capture the knight with its pawn because the pawn is at rook's pin.

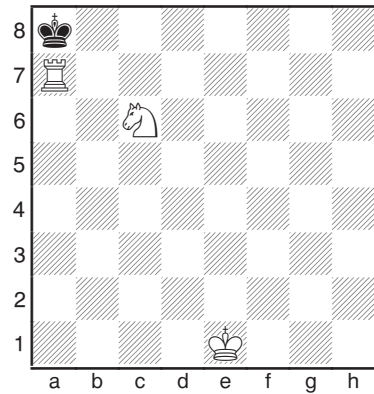
MATE POSITIONS

These are typical mates which are done by one or more pieces. There are lost of mate positions in chess game. These are beneficial for players because there can be similar positions during the game.



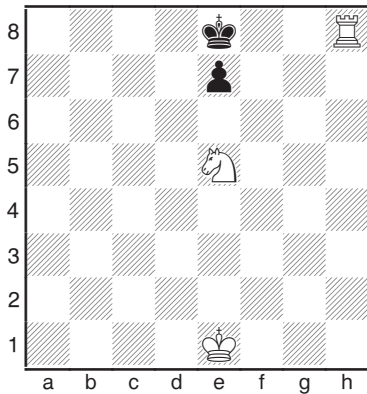
Bank-rate mate

There is no space for the king to escape.



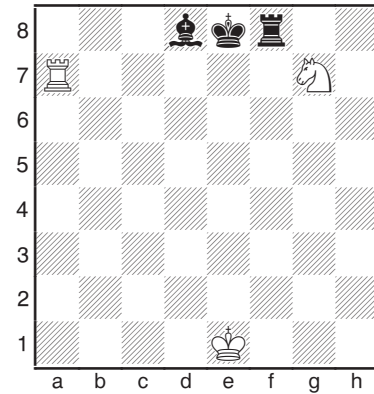
Arab mate

The king can't capture the rook because the knight



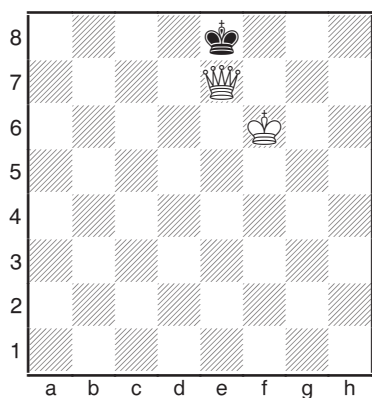
Anesthesia mate

The rook checks. The king may escape to d7 and f7 squares, but they are controlled by the knight.

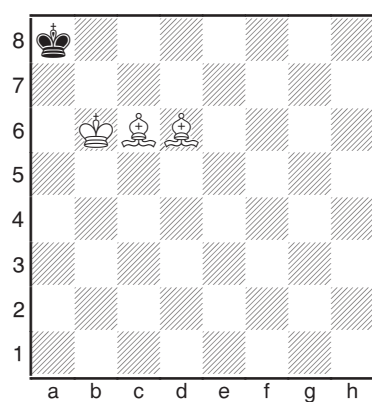


Epaulette mate

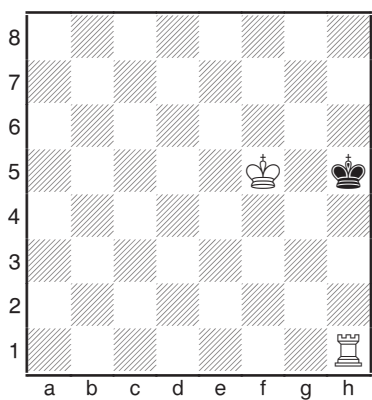
The knight checks. There is no space for the king to escape.



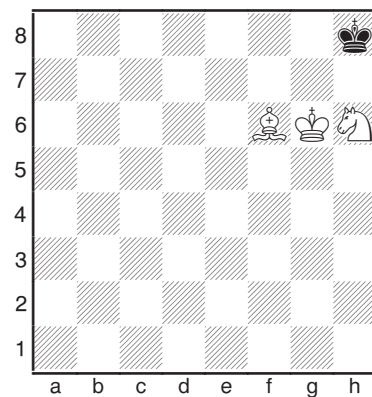
Mating with queen



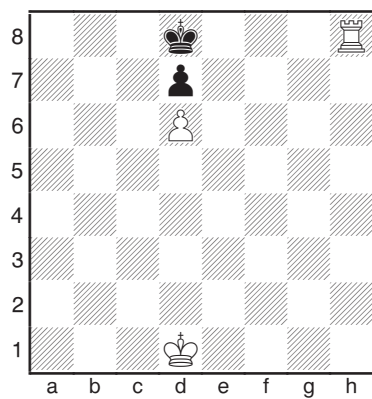
Mating with two bishops



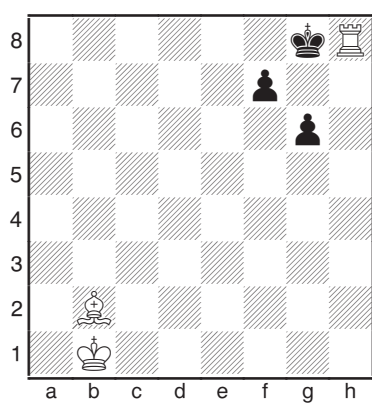
Mating with rook



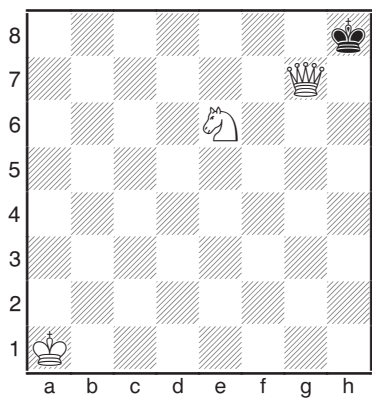
Mating with knight and bishop



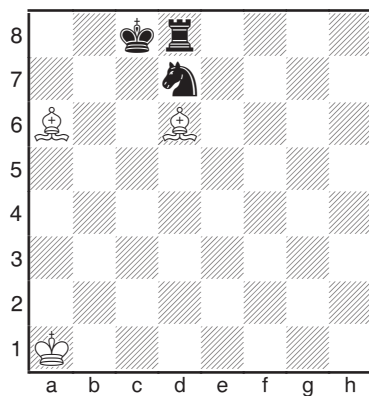
Mating with rook and pawn



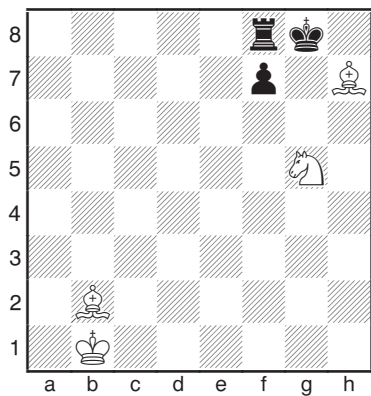
Mating with rook and bishop



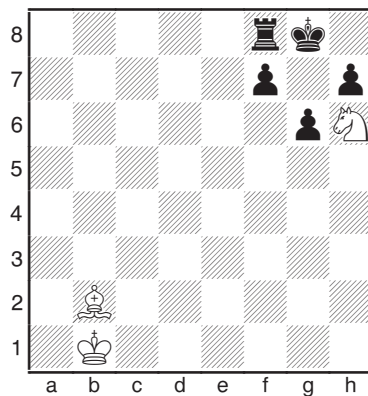
Sideboard mate



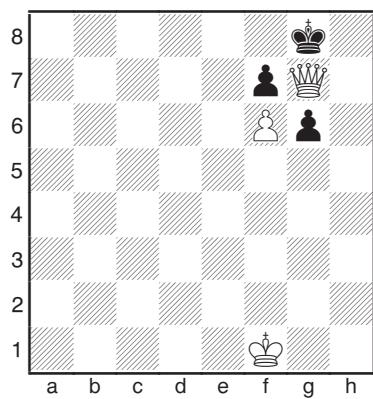
Boden mate



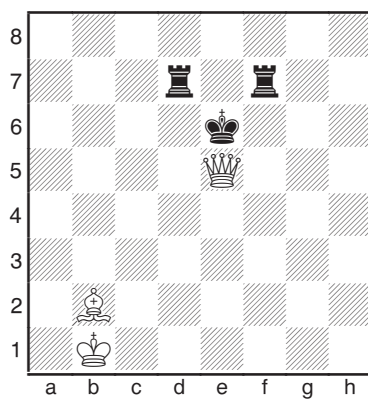
Blackburn mate



Domino mate

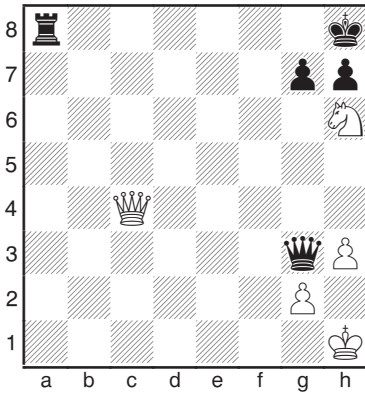


Lolli mate



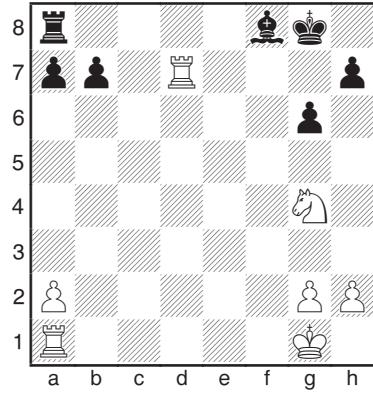
Guerdion mate

MATE WITH TWO MOVES



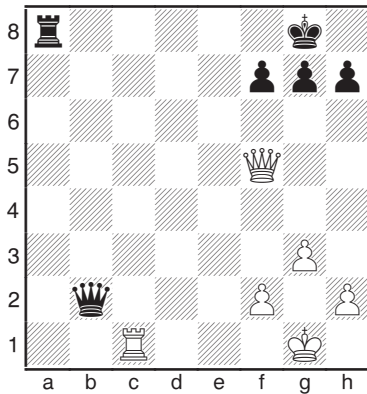
Smothered mate

White plays the queen to g8 and checks. Black has to capture with rook. Then white plays the knight to f7 and black is mated.



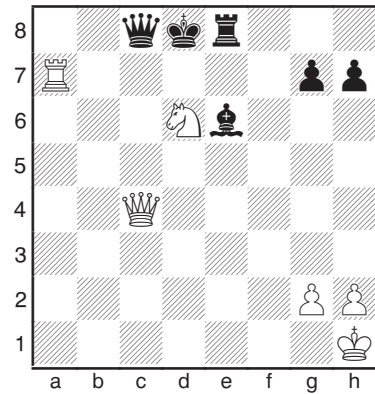
Arab mate with two moves

Firstly, white checks with knight from f6. The black king has to escape to h8. The white rook captures the pawn on h7 and mates.



Back-rank mate with two moves

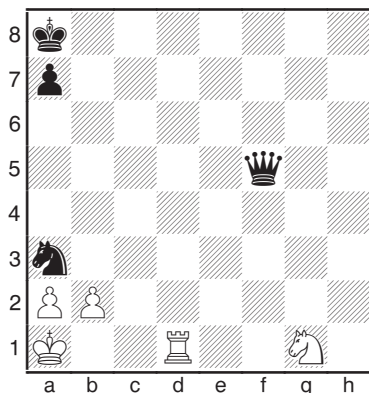
The white queen plays to c8 and checks. The black rook has to capture the queen. The white rook captures the rook and mates. Also white may play rook to c8 instead of queen at the first move.



Epaullette mate with two moves

White queen checks from c8. black has to capture the queen with the bishop. Then white plays the knight f7 and mates.

EXERCISES

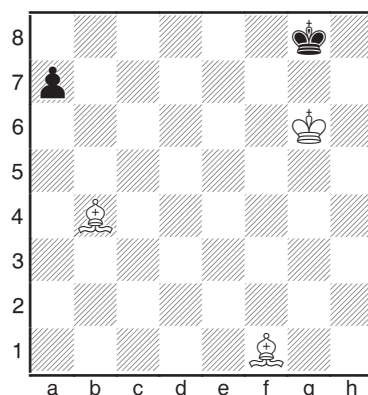


Question 1:

Show the mate of black player with two moves.

Answer:

First, the black player checks with the queen from b1. White has to capture the queen with the rook. Then black plays the knight to c2 and mates. This kind of mates are called smothered.

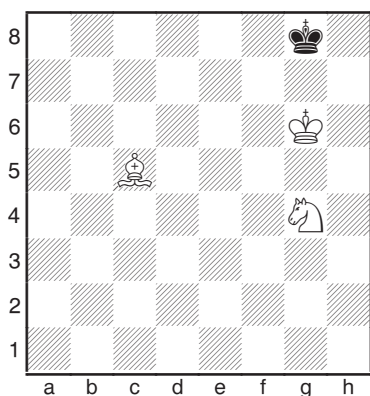


Question 2:

How the white player mates with two moves?

Answer:

First, the white player has to check from c4 with bishop. The only square which the black king can go, is h8. Then white checks from c3 with the bishop and mates.

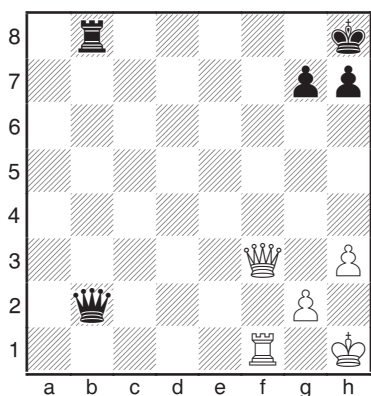


Question 3:

How the white player mates with two moves?

Answer:

First, white player has to check from h6 to with the knight. The black king has to go h8. Then white checks from d4 with bishop and mates.

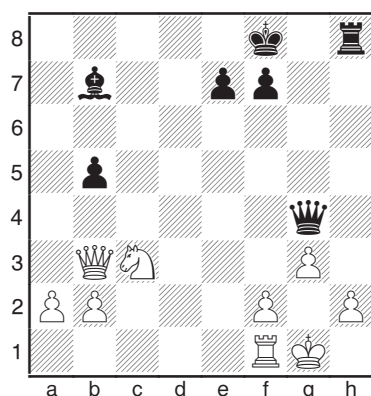


Question 4:

How the white player mates with two moves?

Answer:

White checks from f8 with the queen. Black captures the white queen with the rook. Then white captures the black rook with the rook and mates.

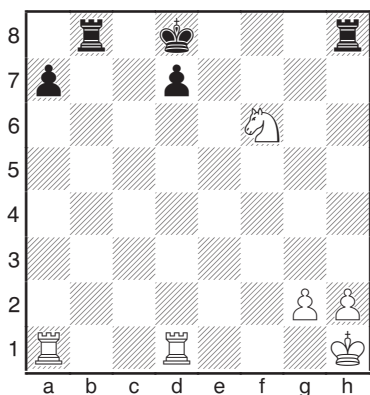


Question 5:

Show the black player mates with two moves?

Answer:

A preparation move must be done by black to mate. So black has to play the queen to h3. Black wants to mate from h2 and g2 with this move. There is nothing for white to do for protection.



Question 6:

How the white player mates with two moves?

Answer:

White checks by capturing the pawn on d7 with the rook at its first move. The only safe square is c8 for the black king. White checks with the rook on a1 to c1 and mates.

WORLD CHESS CHAMPIONS

The championships were not organized during the First and Second World War.

In 1993 Professional Chess Association (P.C.A.) was established by some of the players such as Kasparov, Short. So there are two associations FIDE and P.C.A.

| Adı Soyadı | Dünya Şampiyonu Olduğu Yıllar |
|----------------------|---|
| Wilhelm Steinitz | 1886 - 1894 |
| Emanuel Lasker | 1894 - 1921 |
| Jose Raul Capablanca | 1921 - 1927 |
| Alexander Alekhine | 1927 - 1935, 1937 - 1946 |
| Max Euwe | 1935 - 1937 |
| Mikhail Botvinnik | 1948 - 1957, 1958 - 1960, 1961 - 1963 |
| Vassily Smislov | 1957 - 1958 |
| Mikhail Tal | 1960 - 1961 |
| Tigran Petrosian | 1963 - 1969 |
| Boris Spassky | 1969 - 1972 |
| Robert Fischer | 1972 - 1975 |
| Anatoly Karpov | 1975 – 1985 1993 - 1999(FIDE) |
| Garry Kasparov | 1985 – 1993 |
| Garry Kasparov | 1993 - 2000(ACP) |
| Alexander Khalifman | 1999 - 2000(FIDE) |
| Vladimir Kramnik | 2000 - 2006(Brain Game, Klasik) |
| Viswanathan Anand | 2000 - 2002 (FIDE) |
| Ruslan Panamariov | 2002 - 2004 (FIDE) |
| Rustam Kasımdzhanov | 2004 - 2005 (FIDE) |
| Veselin Topalov | 2005 - 2006 (FIDE) |
| Vladimir Kramnik | 2006 - 2007 |

Türkiye Satranç Şampiyonları

| | |
|--------------------------|---------------------------|
| 1966- Sıracettin Bilyap | 1989 -Turhan Yılmaz |
| 1967- İsmet İbrahimoglu | 1990 -Cem Karadağ |
| 1968 -Nevzat Süer | 1991 -Hakan Erdoğan |
| 1969- Nevzat Süer | 1992 -Hakan Han |
| 1970 -İsmet İbrahimoglu | 1993 -Can Arduman |
| 1971 -İsmet İbrahimoglu | 1994 -Can Arduman |
| 1972 -Ferit Boysan | 1995 -Ali İpek |
| 1973 -Nevzat Süer | 1996 -Can Arduman |
| 1974 -İlhan Onat | 1997 -Can Arduman |
| 1975 -İlhan Onat | 1998 -Can Arduman |
| 1976 -Feridun Öney | 1999 -Umut Atakişi |
| 1977 -Ergun Gümrükçüoglu | 2000 -Tamer Karatekin |
| 1978 -Turhan Yılmaz | 2001 -Umut Atakişi |
| 1979 -Turhan Yılmaz | 2002 -Can Arduman |
| 1980 -Ergun Gümrükçüoglu | 2003 -Kıvanç Haznedaroğlu |
| 1981 -Suat Soylu | 2004-Turhan Yılmaz |
| 1982 -İlhan Onat | 2005-Umut Atakişi |
| 1983 -Adnan Şendur | 2006-Mikhail Gurevich |
| 1984 -Can Yurtseven | 2007-Suat Atalık |
| 1985-Ateş Ülker | 2008-Mikhail Gurevich |
| 1986-Turhan Yılmaz | 2009-Mustafa Yılmaz |
| 1987-Suat Atalık | 2010-Oğulcan Kanmazalp |
| 1988-Suat Atalık | 2011-Emre Can |

UNIT 7

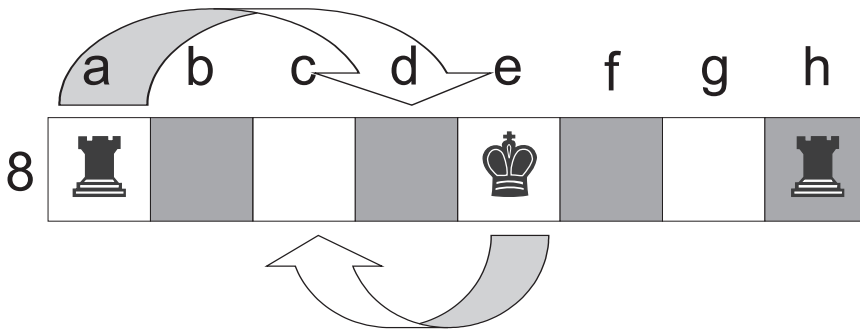
OTHER RULES

SUBJECTS

CASTLING
PAWN PROMOTION
NOTATION
STALEMATE
POINTING

| Period | OTHER RULES UNIT 7 | | | |
|--------|---|---|--|---|
| | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach;</p> <p>1 - c a s t l i n g , a n d benefits of castling</p> <p>2-the situations which are not available for castling.</p> <p>3-promotion and how to prefer the pieces for promotion.</p> <p>4-the basic rules for notation.</p> <p>5-stalemate.</p> <p>6-pointing.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-castling and to show Castle King's side and Castle Queen's side.</p> <p>2-benefits of castling</p> <p>3-promotion and shows on the board.</p> <p>4-to write the moves on notation paper.</p> <p>5-To play a short game on the board by looking the notation paper.</p> <p>6-Stalemate and to explain the reason of stalemate of a position.</p> <p>7-Pointing by the result of a game.</p> | <p>Castling</p> <p>Pawn Promotion</p> <p>Notation</p> <p>Stalemate</p> <p>Pointing</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> |

CASTLING



It is a shared movement of king and rook. The movement of both pieces is counted as an only one move. Player has right for only one castling in a game.

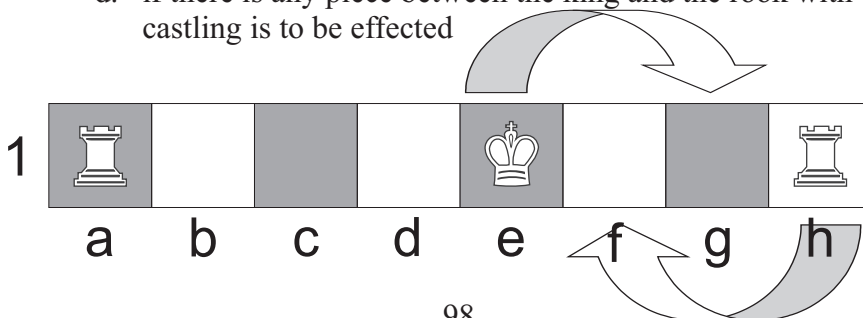
To make castling:

The king is transferred two squares towards the rook. The rook jumps on the king and is transferred to the adjacent square. Castling is a special move of the king.

FIDE RULE

3.8 `castling`. This is a move of the king and either rook of the same colour on the same rank, counting as a single move of the king and executed as follows: the king is transferred from its original square two squares towards the rook, then that rook is transferred to the square the king has just crossed.

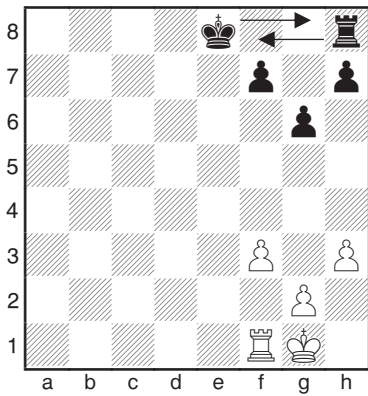
- (1) The right for castling has been lost:
 - a. if the king has already moved, or
 - b. with a rook that has already moved
- (2) Castling is prevented temporarily
 - c. if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces.
 - d. if there is any piece between the king and the rook with which castling is to be effected



There are two types of castling.

- 1- Castle King's side
- 2- Castle Queen's side

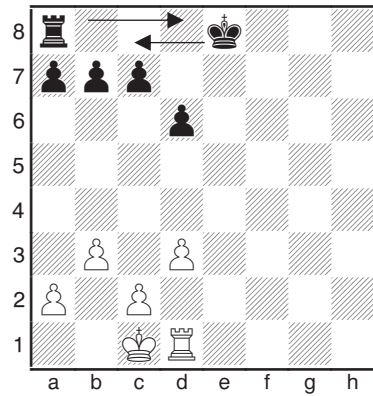
The chessboard can be divided vertically into two parts. Looking at the board from White's side, the left side we call the Queen's side and the right-side is the King's side.



1- Castle King's side

It is the castling at the king's side. The black king moves two squares towards the rook to castle. The king comes to g8 from e8. The rook jumps on the king and takes place on the adjacent square of the king. The rook comes to f8 from h8.

In the diagram, you can see the castling move of the black king and the rook and the positions of the white pieces after the castling.



2- Castle Queen's side

It is the castling at the queen's side. The black king moves two squares towards the rook to castle. The king comes to c8 from e8. The rook jumps on the king and takes place on the adjacent square of the king. The rook comes to b8 from a8.

In the diagram, you can see the castling move of the black king and the rook and the positions of the white pieces after the castling.

The reasons for castling

Castling isn't a mandatory for a player in chess. The player may castle whenever he wants if there isn't a certain condition which prevents castling.

Castling has two aims.

- 1- For the safety of the king
- 2- To provide the castle get into the game more quickly.

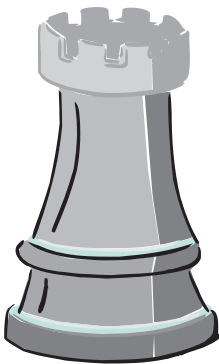
A-The certain condition which prevents castling

- 1- Castling is not possible if the King has moved before.
- 2- If the rook has moved before, castling is not possible to that side.

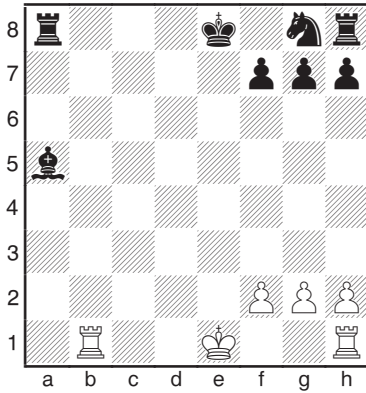
B-Temporary conditions which prevents castling

- 1- If the opponent checks
- 2- If squares which the king crosses and takes place are being attacked by opponent's pieces.
- 3- If there is a piece between the king and the rook.

Temporary castling is not possible in these conditions. If these conditions disappear, the player may castle.



ÖRNEKLER



-White can't castle.

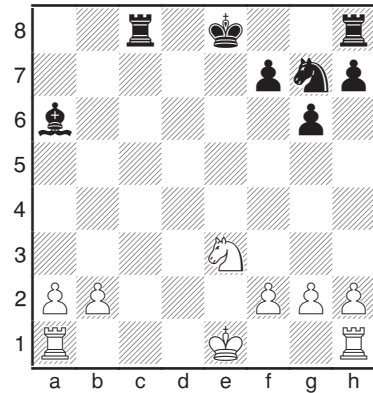
Because the black bishop threatens the king.

-Black can't castle king's side.

Because the knight is between the king and the rook.

-Black can castle queen's side.

Because the king don't pass b8 which is controlled by the white rook.



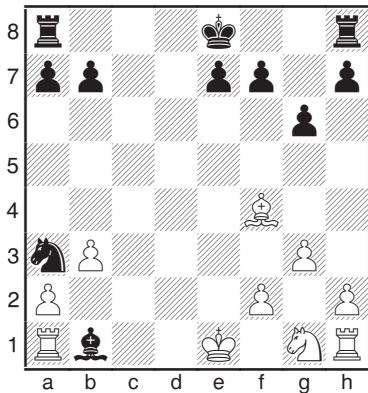
-White can't castle king's side.

Because the black bishop threatens f1 which the king has to pass while castling.

-White can't castle queen's side.

Because c1 square which the king takes place after castling is threatened by the rook.

- Black can castle king's side.



- White can't castle king's side.

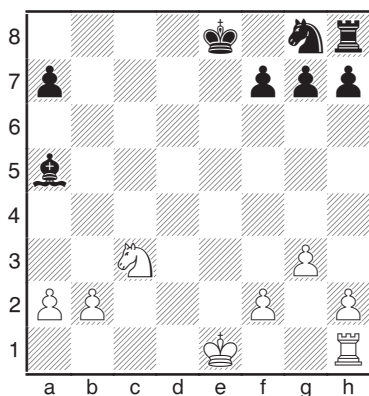
Because the knight is between the king and the rook.

-White can't castle queen's side.

Because the bishop is between the king and the rook.

- Black can castle king's side and queen's side.

EXERCISES

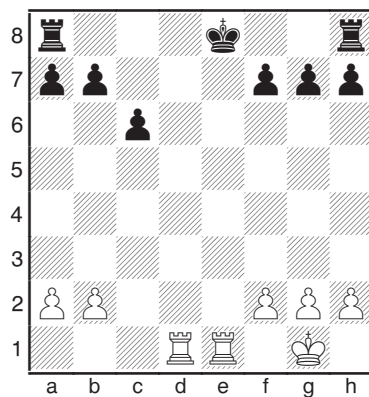


Question 1:

Can white castle king's side?

Answer:

Yes, it can.

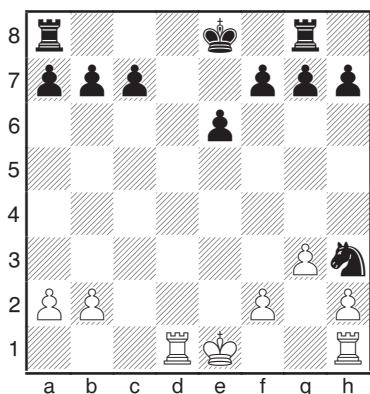


Question 2:

Can black castle? Explain.

Answer:

No, it can't. Because the white rook on e1 checks and castling is not possible when the king is under attack.



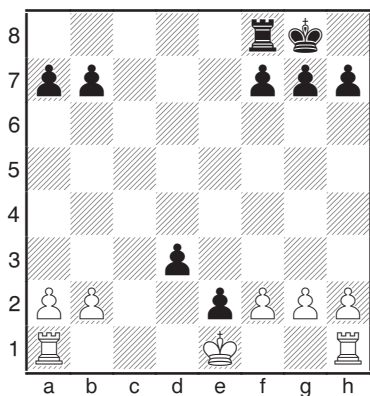
Question 3:

Explain the reasons why white can't castle king's side and black can't castle

Answer:

White can't castle king's side because the square which king will take place after the castling king's side, is under control of black knight.

Black can't castle queen's side because the d8 square which king will pass while castling queen's side, is under threaten by white rook.

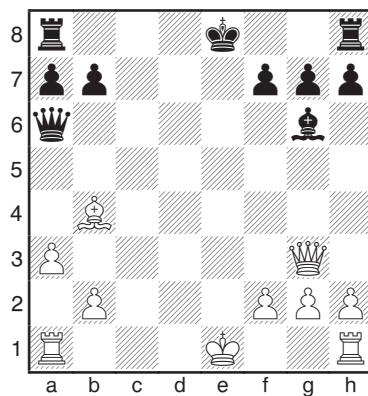


Question 4:

Can white castle queen's side or king's side? Explain.

Answer:

It can't, because the f1 square which king will pass while castling king's side, is under control of black pawn and the d1 square which king will pass while castling queen's side, is under control of black pawn.

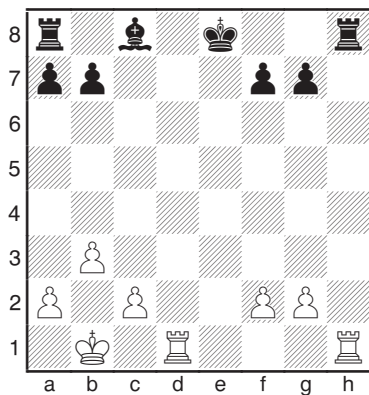


Question 5:

Which castling moves can the white and black do?

Answer:

White can castle queen's side and black can castle king's side.



Question 6:

Can black castle king's side?

Answer:

Yes, it can.

PAWN PROMOTION

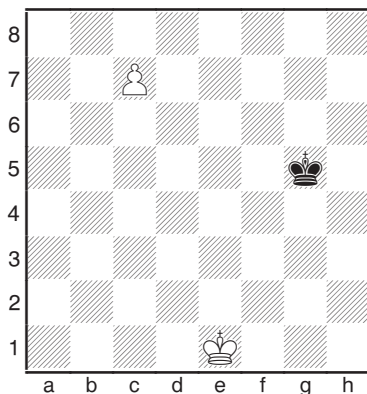
It is a success for pawn when it reaches to the last rank. Last rank is 8th rank for white and 1st rank for black. The pawn which reaches the last rank, promotes to a stronger piece and this is called pawn promotion.

All the pawns which reach the last rank, have right to promote. However, there won't be two kings with same color in a game. So it can't promote to a king. It may change with a queen, a rook, a bishop or a knight in same color.

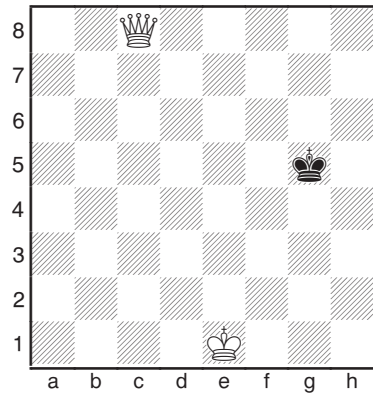
The pawn usually promotes to queen because queen is the strongest piece. Also in some positions rook, knight and bishop can be a preference. The player has a queen, but it does not effect to have a second or more queen and it is same for rook, bishop, knight.

FIDE RULE

When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move for a new queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called `promotion` and the effect of the new piece is immediate



Before pawn promotion

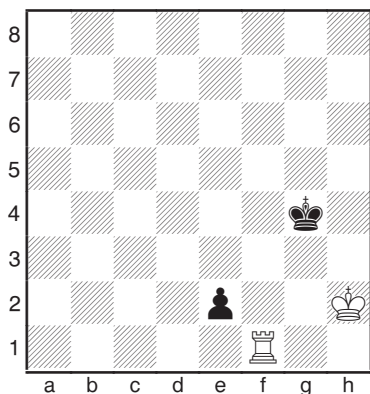


After pawn promotion

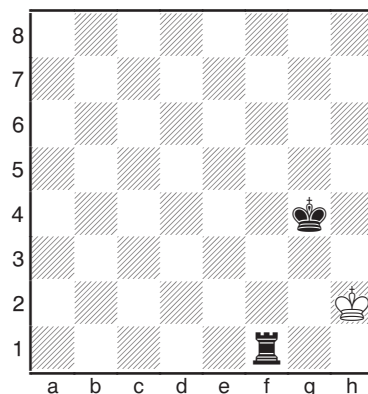
1.c8 (V)

The pawn comes to c8. It reaches to the last rank and must be promoted. The pawn exchanges with a queen, a rook, a knight or a bishop.

Pawn promotion by capturing a piece: A pawn reaches to the last rank by capturing piece in some positions and has the right to promote.



Before pawn promotion

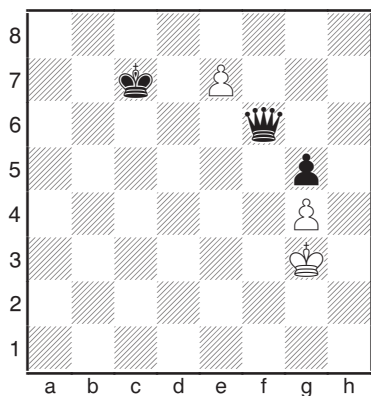


After pawn promotion

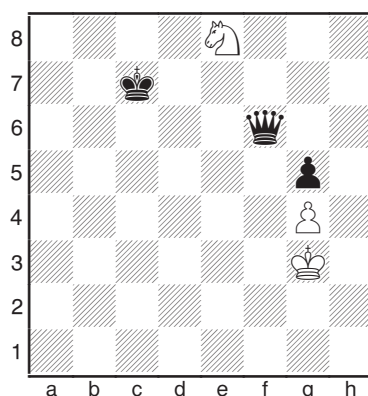
The pawn also promote by taking a piece. Black pawn is on e2 and it may reach to the last rank by taking the rook on f1. It must be promoted.

Pawn promotes to knight

In some positions it is more beneficial to promote to a knight than a queen.



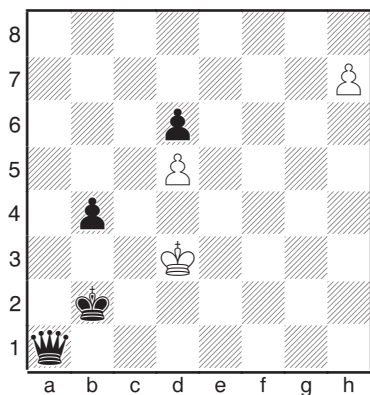
Before pawn promotion



After pawn promotion

The black pawn promotes to a knight in this position. The knight captures the queen with a fork move. It is more beneficial to promote a knight than a queen for black.

Different examples about pawn promotion



An interesting example;
bishop is a preference for
pawn promotion.

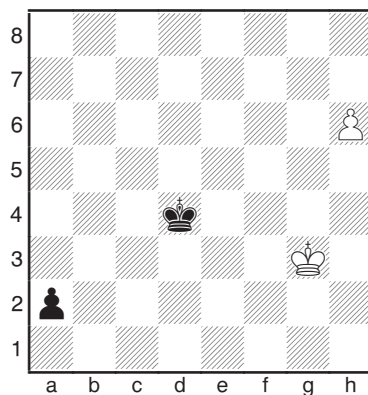
It is white's turn

1.h8 (V)? 1...♟B3=

1.h8(K)?? 1...Vd1 0-1

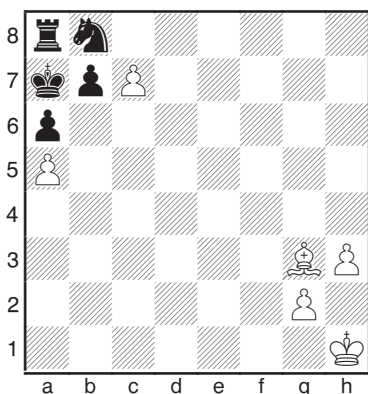
1.h8(F)!! 1...♟a2

2-Fxa1 1-0

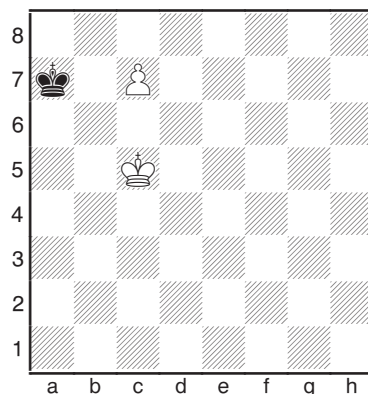


1.h7 a1Q 2.h8Q+ Kd3
3.Qxa1

It is white's turn, black
loose the game although its
panw is promoted because
of the king's bad position.



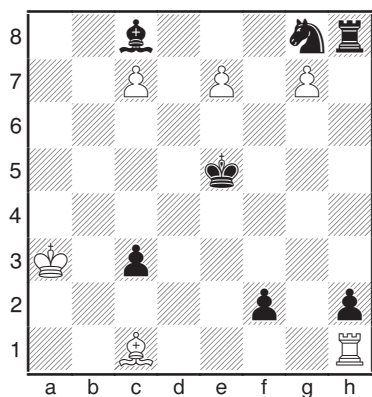
The white pawn promotes
to a knight and mates.



1.c8(Q)?

White's pawn promotes to
queen and this is a bad move
because there is no move for
black to play. The game is
stalemate, but if it promotes to
rook, it will win.

EXERCISES



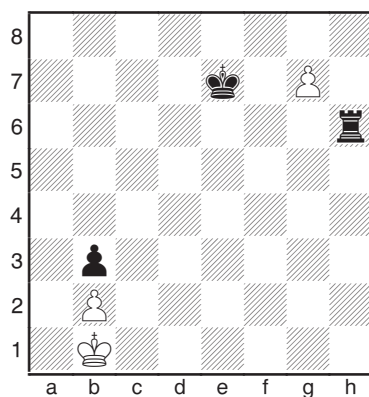
Question 1:

Which pawns can promote?

Answer:

White pawn on e7 can promote and the pawn on g7 can promote by taking the rook.

Black pawn on f2 can promote.

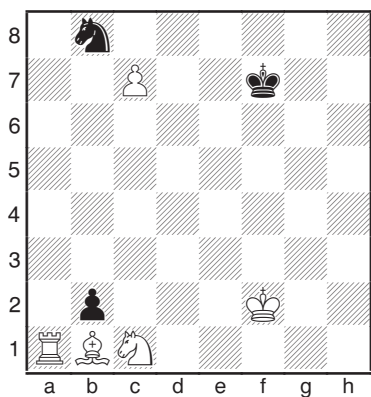


Question 2:

Which piece the white pawn must promote to win?

Answer:

White pawn must go to g8 from g7 and it must promote to a knight.



Question 3:

How the white pawn can promote?

How the black pawn can promote?

Answer:

The white pawn can capture the knight and promotes or it can go to c8 and promotes.

The black pawn can capture the knight or the rook and promotes.

NOTATION

All the moves can be recorded in a chess game. A good chess player records both his moves and opponents's moves. The games must be recorded in chess. Special papers are used for recording. A chess game is recorded move by move and this is called notation. Through notation we can see the games which were played before.

The piece which is moving, changes its square. First record the name of the piece and then record the square which the piece is going on notation.

The abbreviations in notation:

K: King
Q: Queen
R: Rook
B: Bishop
N: Knight

Example:

Let's play the queen to f3. We may record this as Qf3. So we understand the queen is going f3. We do not use an abbreviation for the move of pawn. Only we determine the square which the pawn is going.

A player who plays its pawn to d3, records his move as d3.

Notation composed of 3 sections.

1- Number of move:

The first move of white and black are the first move of the game at the beginning. The second move of white and black are the second move of the game. The numbers of the moves continues by increasing till the end of the game.

2- The move of white:

The move of white is recorded in a section.

3- The move of black:

The move of black is recorded in a section.

FIDE RULE

Article 8: The recording of the moves

8.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix E), on the 'scoresheet' prescribed for the competition. It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2 or 9.3. A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another. Both players must record the offer of a draw on the scoresheet. (Appendix E.12) If a player is unable to keep score, an assistant, who is acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way.

8.2 The scoresheet shall be visible to the arbiter throughout the game.

8.3 The scoresheets are the property of the organisers of the event.

8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard.

8.5

- A. If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.
- b. If only one player is not required to keep score under Article 8.4 he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's scoresheet, but must return it before making a move
- c. If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times and the number of moves made, if this information is available, before reconstruction takes place

8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.

Some marks/signs in notation:

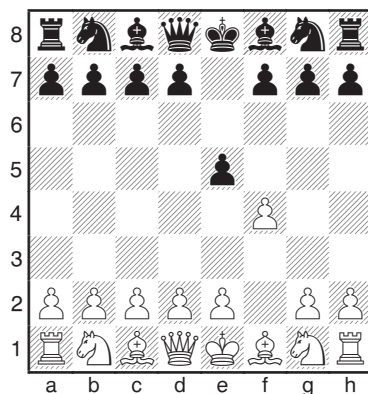
| | | | |
|-------|-------------------------|-----|--------------------|
| X | : Captures | 1-0 | : White wins |
| + | : Check | 0-1 | : Black wins |
| 0-0 | : Castle's king's side | ! | : Strong move |
| 0-0-0 | : Castle's queen's side | !! | : Very strong move |
| # | : Check mate | ? | : Bad move |
| 1/2 | : Draw | ?? | : Very bad move |

Example: Let's see the notation in a chess game.

1. f4 e5

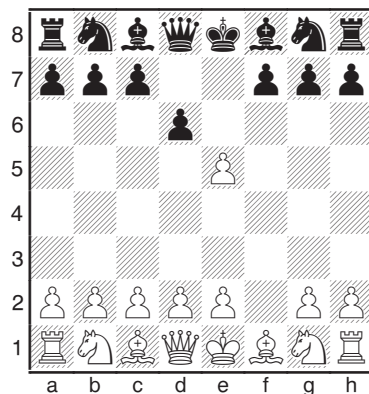
The number 1 on left shows the range of move. White player played his pawn to f4 from f2 at his first move.

We understand black player played his pawn to e5 from e7. It is shown as 1.f4 e5 on notation. The first section of the first move shows the move of white and the second section shows the move of black.



2. fxe5 d6

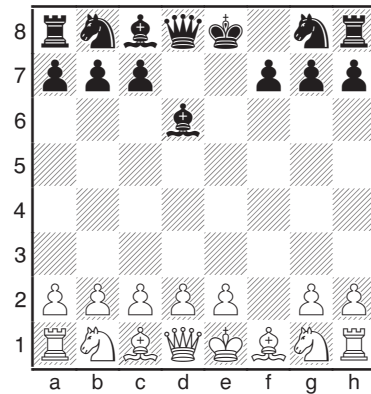
At the second move of the game, the white player captured the black pawn on e5. We show capturing with x. Black played its pawn to d6 from d7 at its second move.



3. exd6 Bxd6

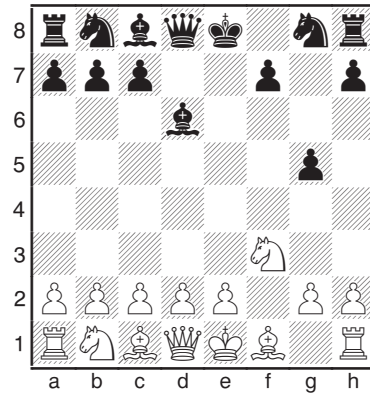
At the third move of the game, the white pawn on e5 captured the black pawn on d6.

We understood the black bishop captured the pawn on d6 with Bxd6 move.



4. Nf3 g5

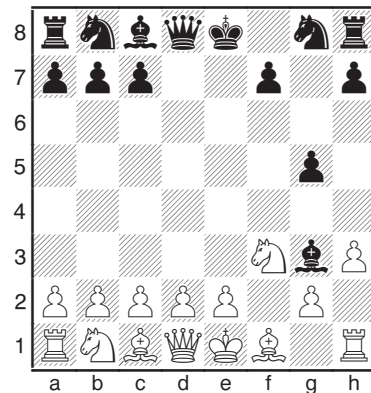
At the third move of the game, white played its knight to f3 and black played its pawn to g5 from g7.



5. h3 Bg3

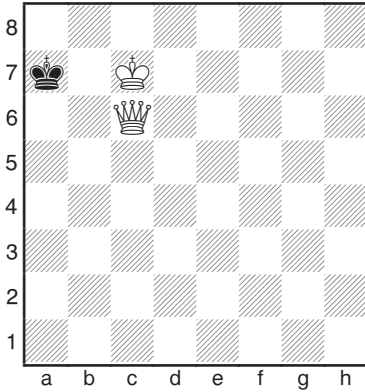
At the fifth move of the game, white played the pawn to h3 from h2.

Black played its bishop to g3 and checkmated. White king couldn't do anything. Black checkmated. We understood that from # sign.

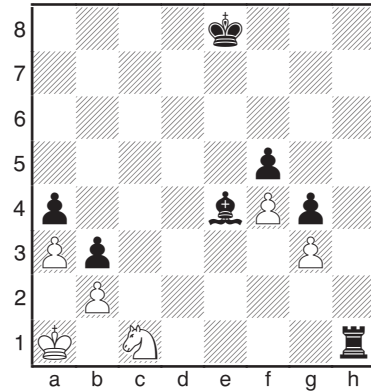


STALEMATE

It is a situation that a player has no legal moves.



It is black player's turn. White player controls all the squares which black king may go. The king has no legal moves. Game is stalemated.



There isn't any legal move which the white player may do. It's king is not under threat. Game is stalemated. Because there isn't any moves for white's pawns.

The knight prevents the threat of the rook. So knight move is not a legal move. Two squares which the king may go, control by the opponent's pieces.

POINTING IN CHESS

In chess game:

The player who wins takes 1 point and the player who loses takes 0 point.

At a drawn situation both plays take half point.

UNIT 8
SIMPLE MATES

SUBJECTS

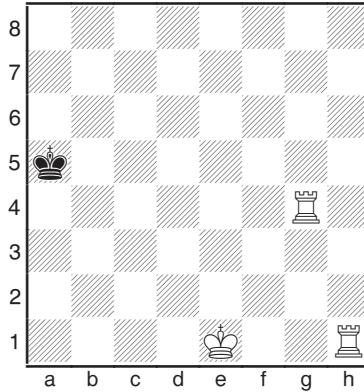
SIMPLE MATES
STAIRS MATE
FOOL'S MATE
SCHOLAR'S MATE
SHORT MATE EXAMPLES
GENTLEMANLINESS

| MATE/CHECKMATE UNIT 6 | | | | |
|------------------------------|--|--|---|---|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach;</p> <p>1-the concept of mate.</p> <p>2-mate with double check.</p> <p>3-mate positions and mates with one move.</p> <p>4-easy mates with two moves.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-the concept of mate, to explain mates and show mates with one move on the board.</p> <p>2-mate with double check and to show on the board.</p> <p>3-mate positions and to show on the board.</p> <p>4-easy mates with two moves and to make explanations about these positions.</p> | <p>Mate/Checkmate</p> <p>Mate with double check</p> <p>Mate positions</p> <p>Mates with two moves</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> |

SIMPLE MATES

1- STAIRS MATE (BICYCLE MATE)

It is one of the easier mates. You may use two rooks or one rook and a queen for this type of mate. You don't need the help of the king. The rooks check constantly and provides the king to go to the sides. For this kind of mate, the king has to be on the side of the board.



1.Rh5+

The aim of the white is to confine the king on the 8th rank. The rooks check constantly and provide the king to go to the side. For this kind of mate, the king has to be on the side of the board.

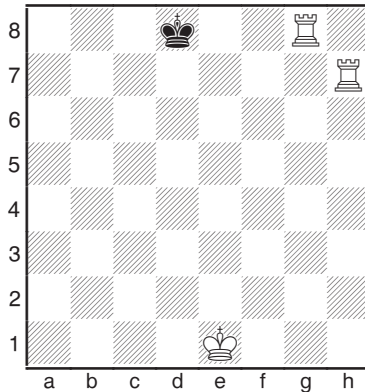
1..Kb6

2.Rg6+ Kc7 3.Rh7+ Kd8

White gains its aim. It provides the king to go to the side of the board and it has to make a move to finish the game.

4.Rg8

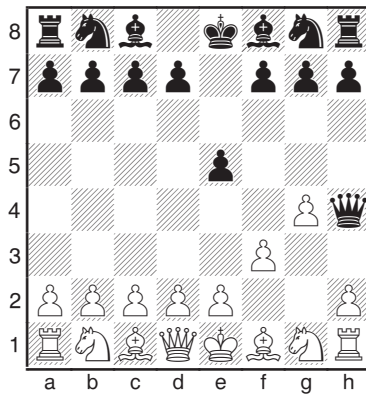
The black king cannot do anything and it is mated.



FOOL'S MATE

This is the shortest mate and you make 2 moves for this mate. Usually the people who are the beginners, use this mate. Therefore, these mates with 2-3 moves called “ Fool’s mate”.

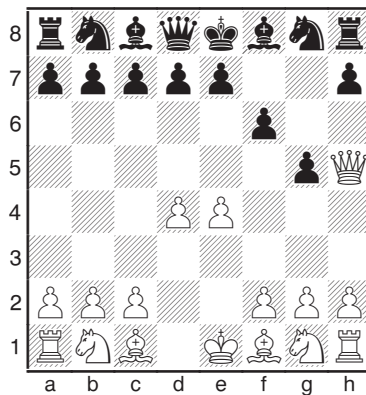
1.f3? e5
2.g4?? Qh4+ Mate



Fool’s mate

White may mate with 3 moves.

1.e4 f6
2.d4 g5
3.Qh5+ Mate.



Fool’s mate

SCHOLAR'S MATE

It is one of the most famous and well known mates. This mate is the most common trap a beginner falls into.

The experienced and master players don't use this mate. They know the result of this mate may be dangerous, because you have to play the queen early to make this mate. The opponent's piece may attack to the queen earlier, so the player has to escape the queen and he cannot develop the other pieces. The opponent develops its pieces quickly.

1.e4 e5
2.Qh5?

It is not right for the whites to play the queen at their 2nd move. It seems the aim of the white is capturing the pawn on e5, but the real aim is to capture the weak f7 square.

Firstly, black protect the e5 pawn.

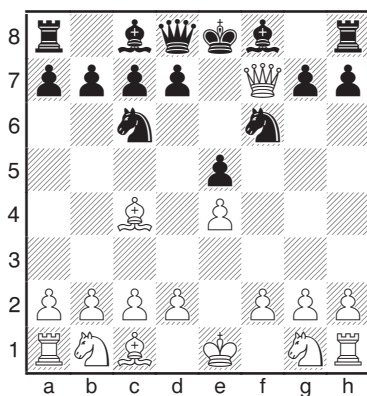
2. ... Nc6
3.Bc4 ...

The white queen and the bishop attack to f7 with this move. The aim is to mate early from f7 with the queen.

3. ... Nf6??

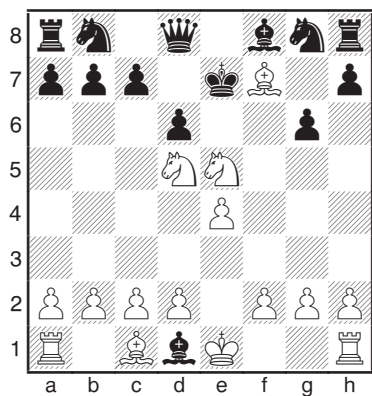
A very bad move! Black doesn't understand the aim of the white and black is mated.

4.Qxf7+ Mate.



Short mate examples:

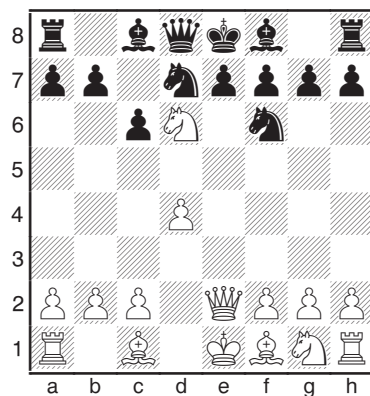
Example-1



Legal mate:

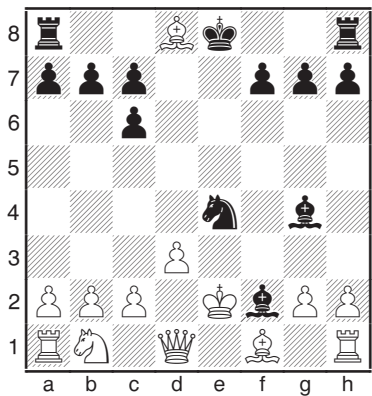
1.e4 e5 2.Nf3 d6 3.Bc4 Bg4
4.Nc3 g6 5.Nxe5 Bxd1
6.Bxf7+ Ke7 7.Nd5#

Example-2



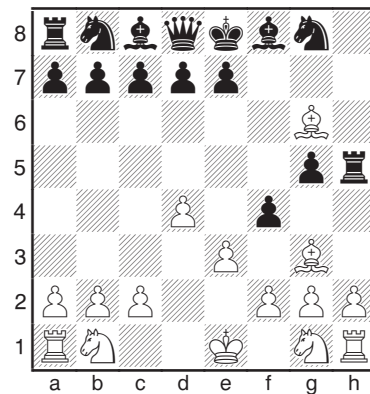
1.e4 c6 2.d4 d5 3.Nc3 dxe4
4.Nxe4 Nd7 5.Qe2 Ngf6
6.Nd6#

Example-3



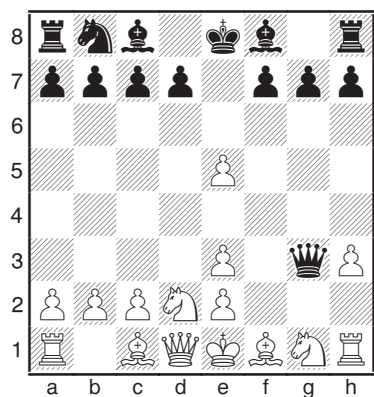
1.e4 e5 2.Nf3 Nf6 3.Nxe5
Nc6 4.Nxc6 dxc6 5.d3 Bc5
6.Bg5 Nxe4 7.Bxd8 Bxf2+
8.Ke2 Bg4#

Example-4



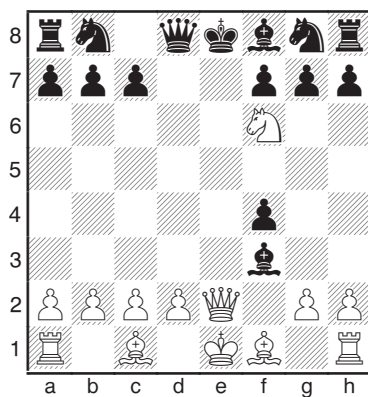
1.d4 f5 2.Bg5 h6 3.Bh4 g5
4.Bg3 f4 5.e3 h5 6.Bd3 Rh6
7.Qxh5+ Rxh5 8.Bg6#

Example-5



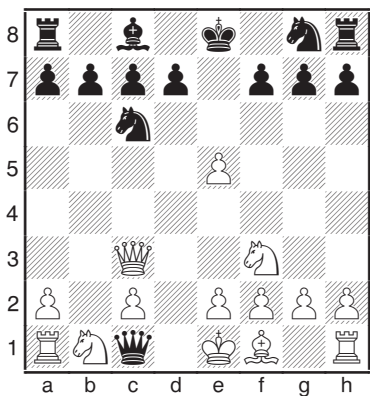
1.d4 Nf6 2.Nd2 e5 3.dxe5 Ng4
4.h3? Ne3 5.fxe5 Qh4 6.g3
Qxg3#

Example-6



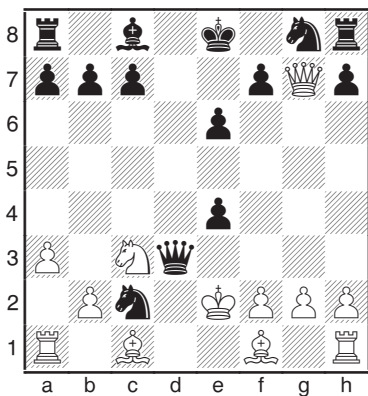
1.e4 e5 2.f4 exf4 3.Nf3 d5
4.Nc3 dxe4 5.Nxe4 Bg4
6.Qe2 Bxf3 7.Nf6#

Example-7



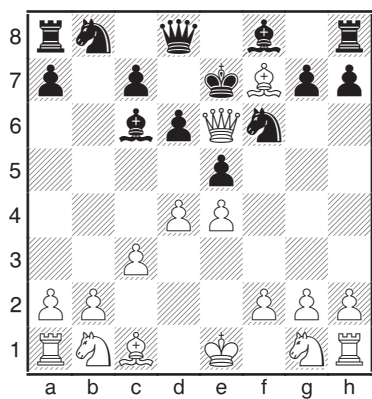
1.d4 e5 2.dxe5 Nc6 3.Nf3
Qe7 4.Bf4 Qb4+ 5.Bd2
Qxb2 6.Bc3 Bb4 7.Qd2
Bxc3 8.Qxc3 Qc1#

Example-8



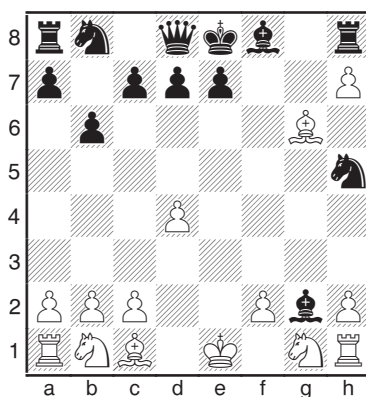
1.e4 e6 2.d4 d5 3.Nc3 Bb4
4.Nge2 dxe4 5.a3 Bxc3+
6.Nxc3 Nc6 7.Qg4 Nxd4
8.Qxg7 Nxc2+ 9.Ke2 Qd3#

Example-9



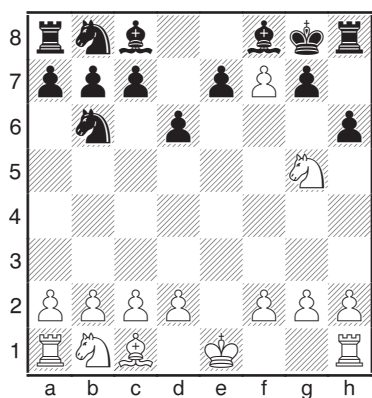
1.e4 e5 2.c3 d6 3.d4 Bd7
4.Bc4 Nf6 5.Qb3 Qe7
6.Qxb7 Bc6 7.Qc8+ Qd8
8.Bxf7+ Ke7 9.Qe6#

Example-10



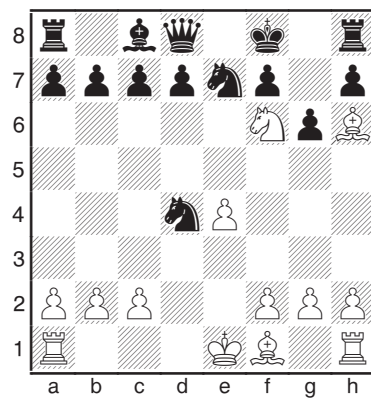
1.e4 b6 2.d4 Bb7 3.Bd3 f5
4.exf5 Bxg2 5.Qh5+ g6 6.fxg6
Nf6 7.gxh7+Nxh5 8.Bg6#

Example-11



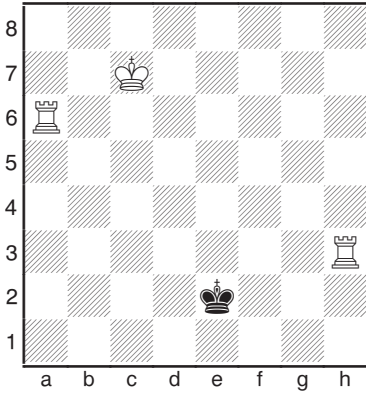
1.e4 Nf6 2.e5 Nd5 3.Nf3 d6
4.Bc4 Nb6 5.Bxf7+ Kxf7
6.Ng5+ Kg8 7.Qf3 Qe8 8.e6
h6 9.Qf7+ Qxf7 10.exf7#

Example-12



1.e4 e5 2.Nf3 Nc6 3.d4 exd4
4.Nxd4 Nge7 5.Nc3 g6 6.Bg5
Bg7 7.Nd5 Bxd4 8.Qxd4 Nxd4
9.Nf6+ Kf8 10.Bh6#

EXERCISES



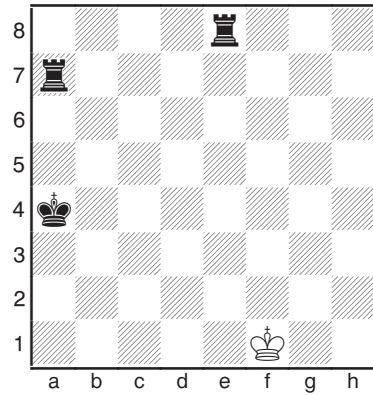
Question 1:

Show the Stairs mate with two moves of white.

Answer:

White checks with the rook on a6 from a2 square. Black king has to go 1st rank.

Then white checks with the rook on h3 from h1 and black is mated.



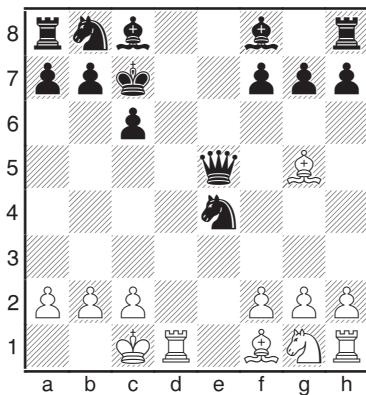
Question 2:

Show the Stairs mate with three moves of black.

Answer:

Black checks with the rook from f7 square. Black king has to go g file. Black checks from g8 at the 2nd move.

The black king goes to h file. Black checks from h7 at its 3rd move and white is mated.

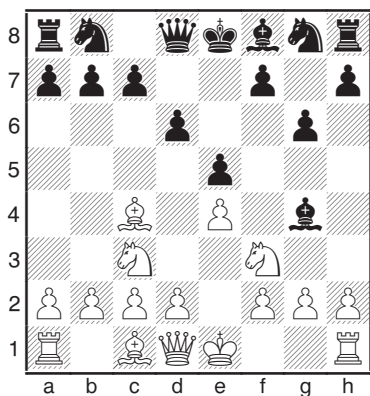


Question 3:

Show the mate move of the white player.

Answer:

The white player checks with the bishop from d8. The black king can't do anything and it is mated.

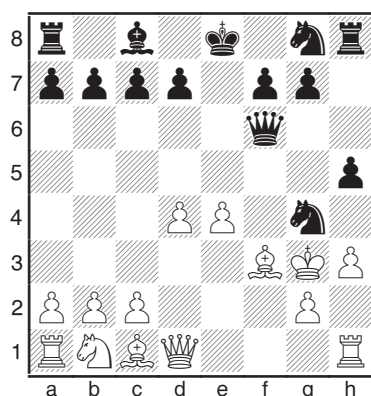


Question 4:

Show the legal mate of white player.

Answer:

White captures the pawn on e5 with the knight on f3. If the black bishop captures the queen, white checks with the bishop on f7. The black king has to go to e7. White checks with the knight from d5 and black is mated.

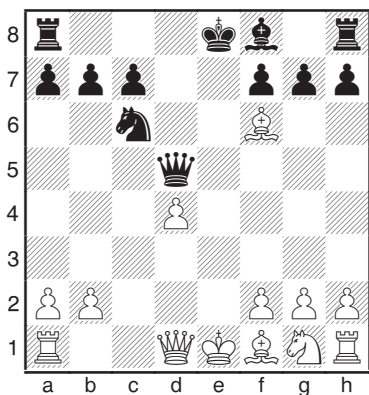


Question 5:

Show the mate of black player.

Answer:

Black plays its pawn on h5 to h4 and checks. the only move of the white king is to capture the knight on g4. black plays pawn d6 at its 2nd move and checks with the bishop. The white king can't go to a square. white is mated.



Question 6:

Show the mate of black player.

Answer:

First black checks with the bishop from b4. The white king has to play e4. Then checks with the white queen from e4. White is mated.

GENTLEMANLINESS

“I like the sportsman who is intelligent, agile and decent”

Mustafa Kemal Atatürk

There are some customs in chess game. First of all chess player has to respect his opponents. A chess player should accept the result of the game and avoid rowdiness. The player should handshake and wishes him luck before the game. The player who loses the game should congratulate the opponent.

A chess player should not do the thing below.

- 1- Disturb his opponent.
- 2- Do not late the competition purposely.
- 3- Do not respect to the winner.
- 4- Hit the clock hard.
- 5- Do not offer a draw at the lost positions.
- 6- To continue to a game that is definitely lost.
- 7- To talk during the game.
- 8- To make facial expressions during the game.
- 9- To make a deal about the result of the game before the game.

If a player does not obey these rules, arbiter will alert the player and arbiter may impose a penalty if it is necessary.

FIDE RULE

13.4 The arbiter can apply one or more of the following penalties:

- a. warning,
- b. increasing the remaining time of the opponent,
- c. reducing the remaining time of the offending player,
- d. declaring the game to be lost,
- e. reducing the points scored in a game by the offending party,
- f. increasing the points scored in a game by the opponent to the maximum available for that game,
- g. expulsion from the event

UNIT 9
ENDGAME-1

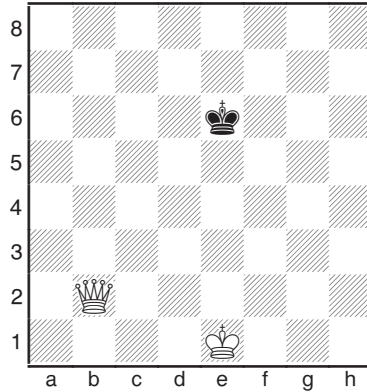
SUBJECTS

**QUEEN MATE
OPPOSITION
ROOK MATE**

| ENDGAME UNIT 9 | | | | |
|----------------|---|---|---------------------------------------|--|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | The aim of this unit is to teach; mate with the queen. Opposition and the importance of it. mate with rook. | The students who finish this unit successfully will learn: 1-mate with the queen and to show on the board. 2-Opposition and to show on the board. 3-mate with rook and to show on the board. | Queen mate Opposition Rook mate | Chess Set Demonstration Board Computer Projection |

QUEEN MATE

The Queen confines the King to the edge of the board. It cannot checkmate alone and needs the help of the king.



Firstly the player limits the moves of the opponent's queen. So the queen has to play b5. This move prevents the king to go down from the 6th rank. Then it plays the king and tries to confine the opponent's king at the edge of the board.

1.Qb5 Kd6 2.Ke2 Ke6 3.Qc5

The queen limits the moving space of the black king with this move.

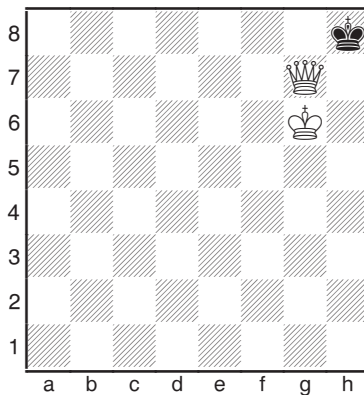
3..Kf6 4.Kf3

The white king approaches to the opponent's king.

4..Ke6 5.Kf4 Kf6 6.Qd6+ Kf7

The black king has to go to the edge of the board.

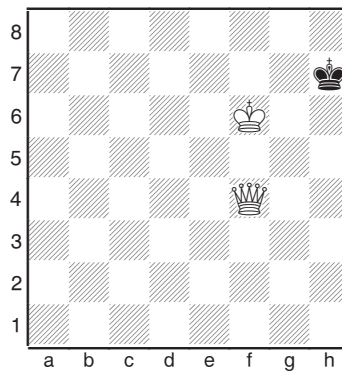
7.Kg5 Kg7 8.Qe7+ Kg8 9.Kg6 Kh8 10.Qg7#



Mat

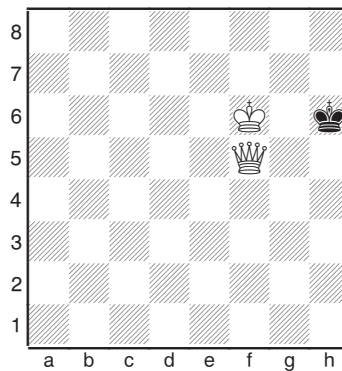
The endgames which the queen against the king:

- 1.The side of the queen wins.
- 2.The side of the queen should take it's king to the game.
- 3.The opponent's king is confined to go to the edge of the board.
- 4.The queen has to avoid Stalemate position while it is trying to mate.



It is white's turn and the black king is at the edge of the board so mate is easy for white.

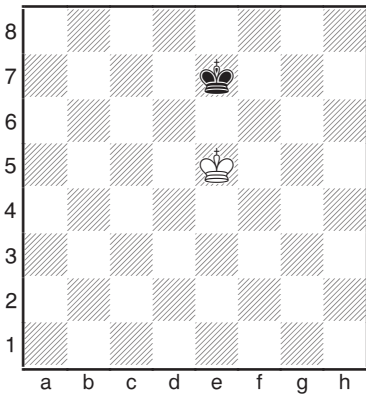
1.Qc7+ Kg8 2.Qg7# [1..Kh6 Qh2#]



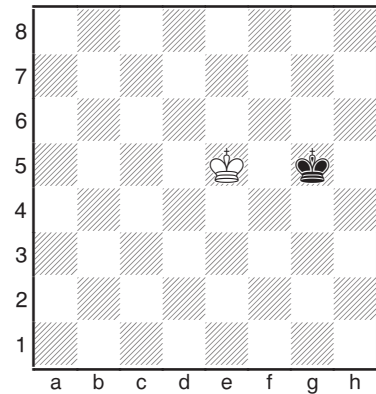
At the endgames the players must be careful about stalemate which is one of the big problems. It is black's turn and there is not any move that black king can play. The game is stalemate.

OPPOSITION

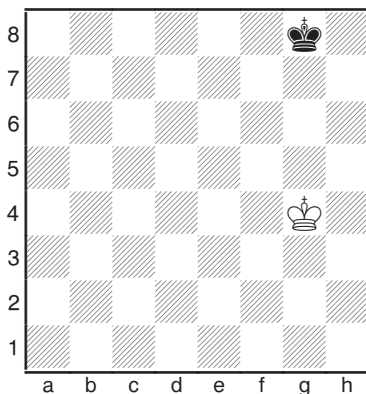
A term reserved for endgames to describe a specific geometrical relationship between the two Kings. If the Kings are separated by 1-2-3 squares on the same column or diagonal, the position of the kings is called “opposition”. The kings who are in opposition must be stand at the same color squares. The concept is particularly important for endgames, especially for rook's mate or pawn promotion.



Kings are at opposition, because two kings are on the same file mutual. There is one square between the two kings. The position of kings called opposition.

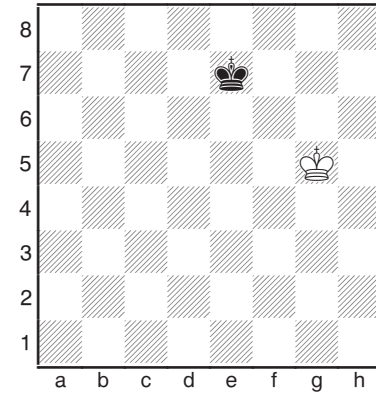


The kings are in opposition, because two kings are on the same rank mutual. There is one square between the two kings.



Far opposition

The kings are on the same file and they are 3 squares far from each other.

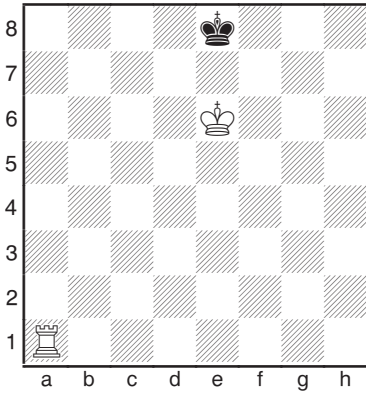


Diagonal opposition

The kings are on the same diagonal and there is one square between them.

ROOK MATE

It is more difficult to mate with rook than the queen. First mate position is formed to mate.



Mate position
Ra8 #

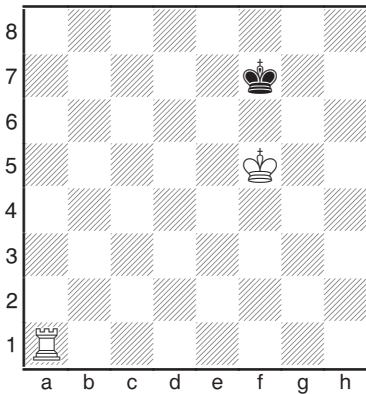
Mate position with the rook:

- 1- the king of the weak side is on the edge.
- 2- Kings are standing mutual and there is one square between them. This is mate position with the rook.

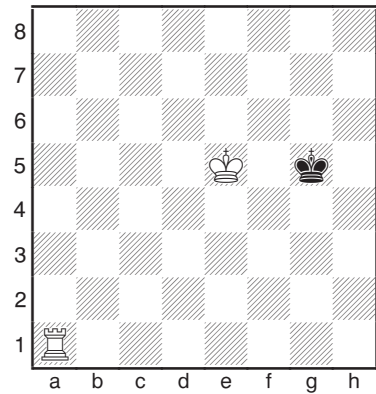
This position of the kings called opposition.

The king is confined to the edge of the board. The side with the rook needs the help of the king. Opposition must be formed to confine the king at the edge.

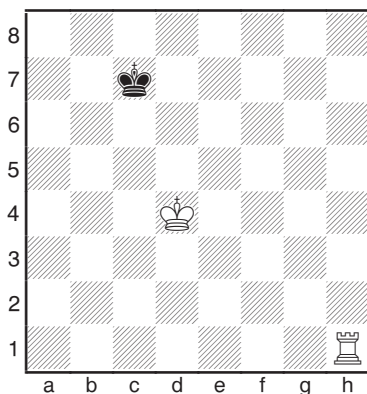
The rook may check at the opposition, so the king has to go to edge.



Kings are standing on the same file mutual. There is one square between them. This is called opposition. When the white checks with the rook, the black king has to go to edge.



Kings are standing on the same rank mutual. There is one square between them. This is called opposition. When the white checks with the rook, the black king has to go to edge.



The black king is close to the 8th rank. So the king must confine to this edge.

1.Rh6

Firstly white has to close the way of the king. The king can't go to the centre with this move. The king has to be on the 7th or 8th rank. The aim of the white is to provide the opponent's king to go to the 8th rank. Then it will check in opposition and win the game.

1..Kd7 2.Kd5 Ke7 3.Ke5 Kf7 4. Kf5 Kg7

The king attacks the rook. The rook has to go the further square on same rank.

5.Ra6 Kh7 6.Kg5 Kg7

Two kings came up against and they are at opposition. When the rook checks, the king will go to the edge.

7.Ra7+ Kf8

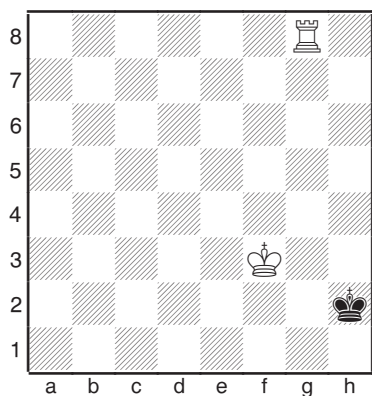
Now, the king has to go to the edge.

8.Kf6 Ke8 9.Ke6 Kd8 10.Kd6 Kc8 11.Kc6 Kb8 12.Rh7 Ka8 13.Kb6 Kb8

The kings are in opposition. This is the suitable position to check.

14.Rh8#

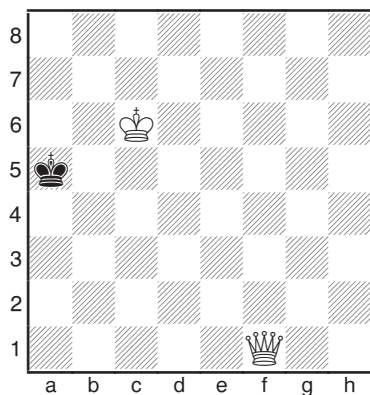
The rook checks and there isn't any square which the king may go. Black is mated.



It is white's turn. If it play 1.Kf2 for opposition, black will play 1.Kh3 to be saved opposition. White plays 1.Rg7! to prevent this

1..Kh1 (1..Kh3 2-Rh7#) 2.Kf2 Kh2 3.Rh7#

EXERCISES

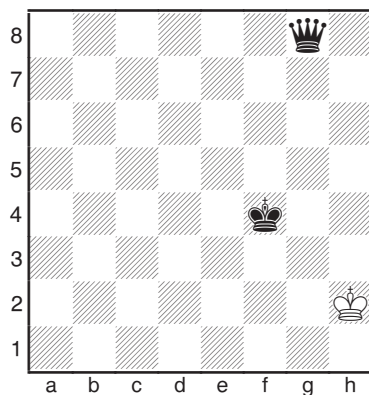


Question 1:

Show the mate move of white.

Answer:

It is queen b5 move.

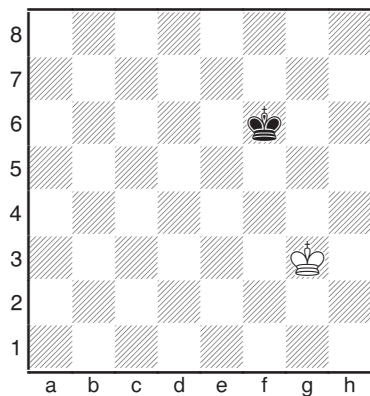


Question 2:

Show the mate of black with two moves.

Answer:

First black has to play its king to f3. If the white plays its king to h3 and white plays its king to h1, it will mate with Qh8 move.

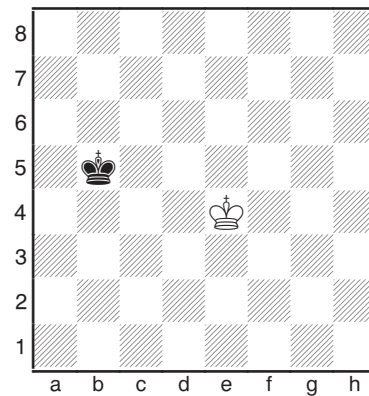


Question 3:

Which square the white king must play for opposition?

Answer:

It must play the king to f4.

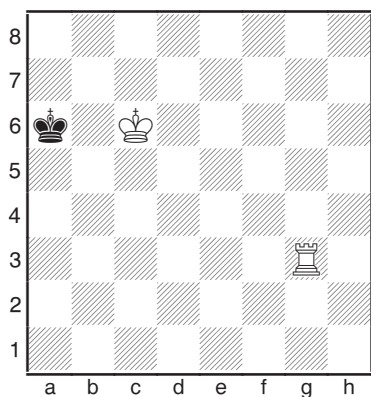


Question 4:

Which square the black king must play for opposition?

Answer:

It must play the king to c4

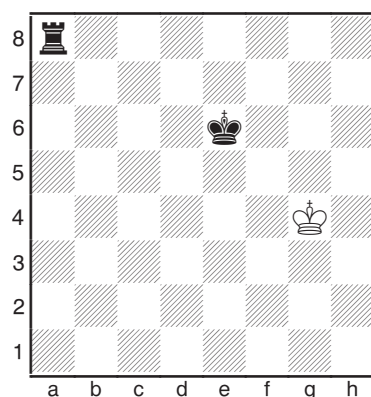


Question 5:

Show the mate move of white.

Answer:

White player must play its rook to a3.

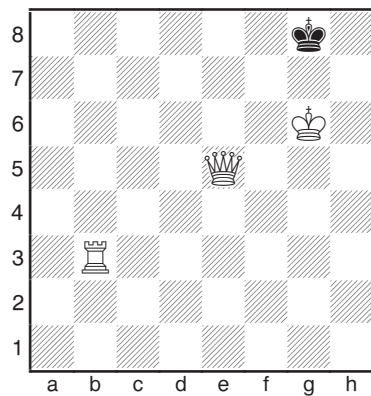


Question 6:

Which square the black rook must play?

Answer:

It must play f8 and with this move black limits the white king's move.

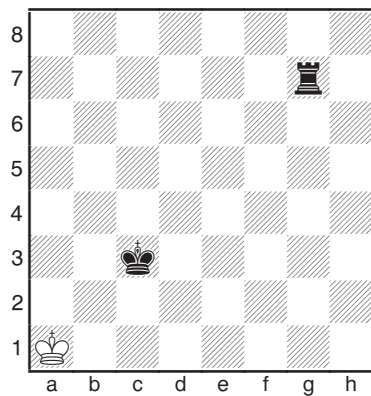


Question 7:

Show the mate moves of white.

Answer:

Qg7, Qe8, Qb8 and Rb8



Question 8:

Which move the black player must do for mate with two moves?

Answer:

The king must do c2 move. Then white king has to go a2. The black rook mates with a7 move.

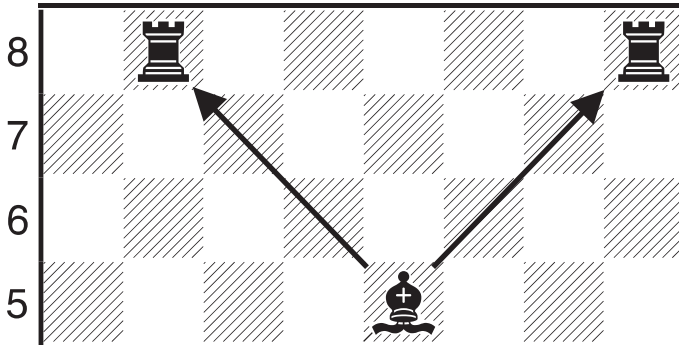
UNIT 10
ATTACKING A PIECE-2

SUBJECTS

FORK
SKEWER
TO PROTECT THE ATTACKED PIECE
TO REMOVE THE ATTACKED PIECE

| ATTACKING A PIECE-2 UNIT 10 | | | | |
|-----------------------------|---|---|--|---|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach;</p> <p>1-fork move.</p> <p>2-Every piece is a fork move.</p> <p>3-pin move.</p> <p>4-which piece may make skewer.</p> <p>5-to protect the attacked piece.</p> <p>6-to remove the attacked piece.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-fork move.</p> <p>2-to show the fork move on the board.</p> <p>3-skewer move and the pieces which may make skewer.</p> <p>4-to show the skewer move on the board.</p> <p>5-to protect the attacked piece and to show on the board.</p> <p>6- to remove the attacked piece.</p> | <p>Fork</p> <p>Skewer</p> <p>To protect the attacked piece</p> <p>To remove the attacked piece</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> |

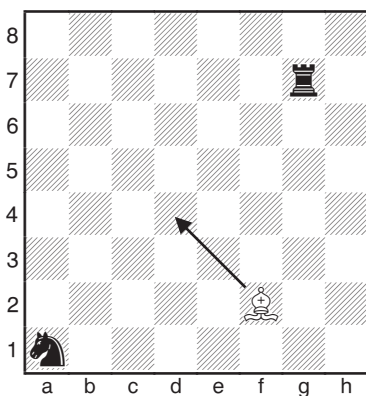
FORK



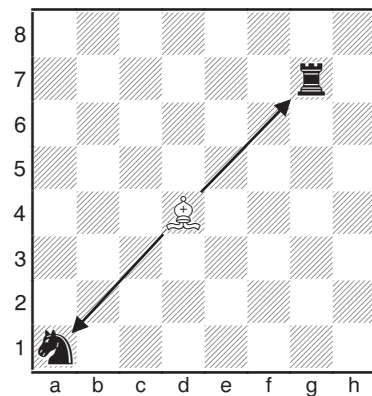
A fork occurs when a piece attacks two or more pieces at the same time. It is one of the most effective moves to attack a piece. The importance of the fork depends on the power of the attacked piece.

BISHOP FORK

The bishop attacks two or more pieces at the same time.



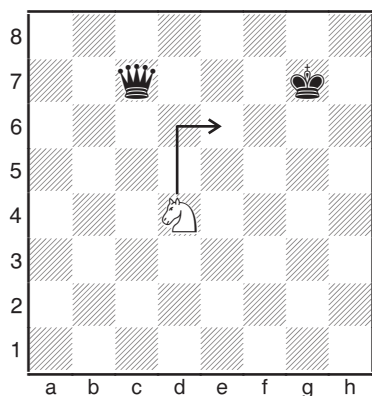
The bishop is on f2. It must go d4 to make fork.



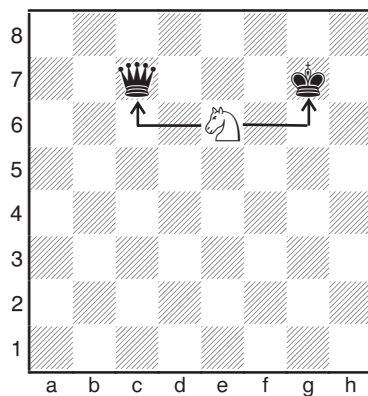
The bishop attacks the knight and the rook at the same time. This move of the bishop is called fork.

KNIGHT FORK

The knight attacks two or more pieces at the same time. The knight has unexpected fork moves because of the different move ability of the knight.

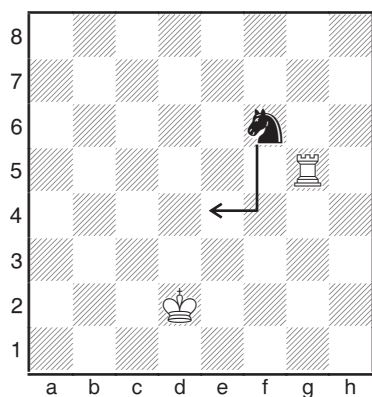


Before knight fork

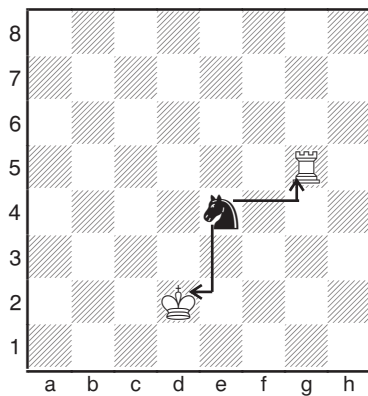


After knight fork

The knight attacks the king and the queen with e6 move.



Before knight fork

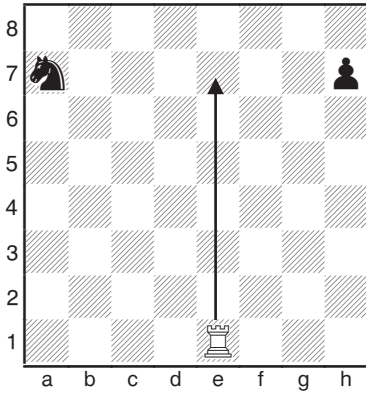


After knight fork

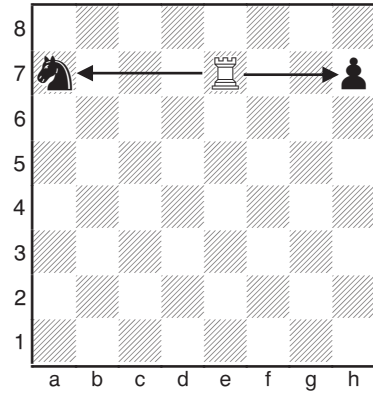
The kingt is on f6. Black plays the knight to e4. It attacks the king and the rook with that move. This move of the knight is called fork.

ROOK FORK

The rook attacks two or more pieces at the same time.



Before rook fork

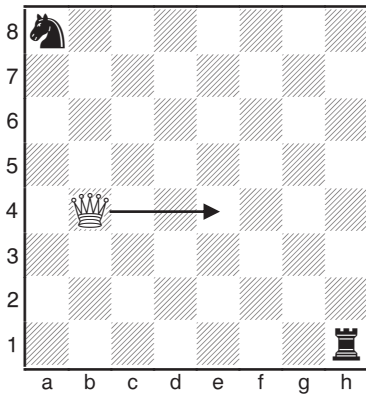


After rook fork

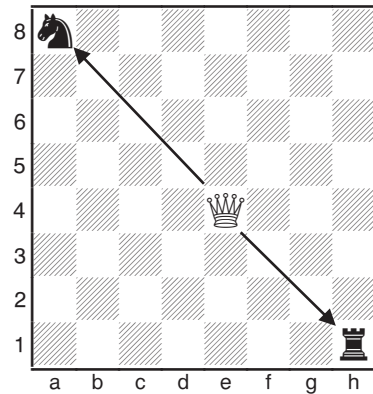
The rook is on e1 and it comes to e7 with a move. It attacks both the knight and the bishop with this move. This move of the rook is called fork.

QUEEN FORK

The queen attacks two or more pieces at the same time.



Before queen fork

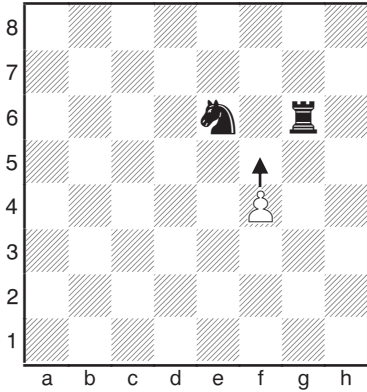


After queen fork

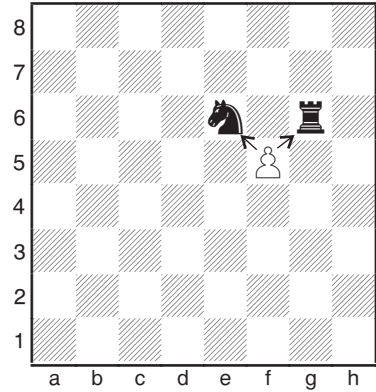
The queen is on b4 and it goes to e4. It attacks both the knight and the rook. This move of the queen is called fork.

PAWN FORK

The pawn attacks two pieces at the same time.



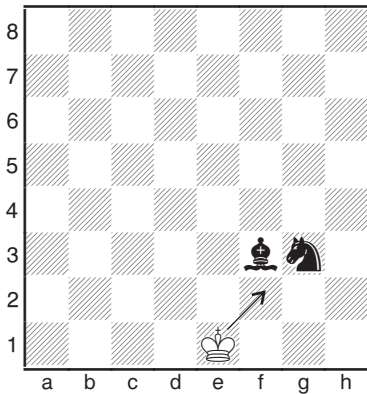
Before pawn fork



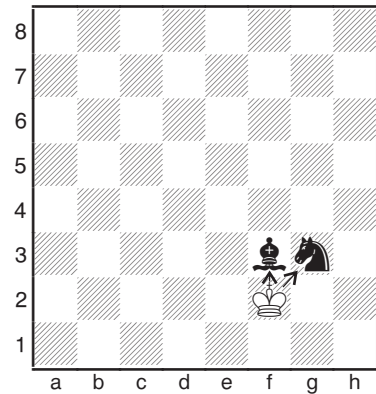
After pawn fork

KING FORK

The king attacks two or more pieces at the same time.



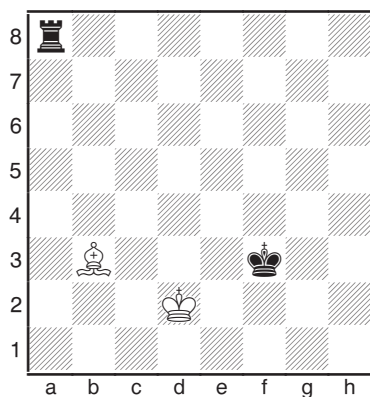
Before king fork



After king fork

The king is on e1 and it comes to f2. It attacks both the knight and the bishop. This move of the king is called fork.

EXERCISES

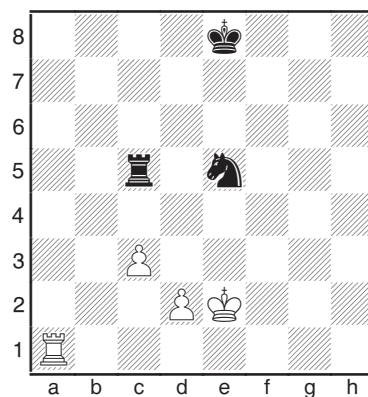


Question 1:

Show the fork move of the white player.

Answer:

The fork move of the white player is Bd5 move.

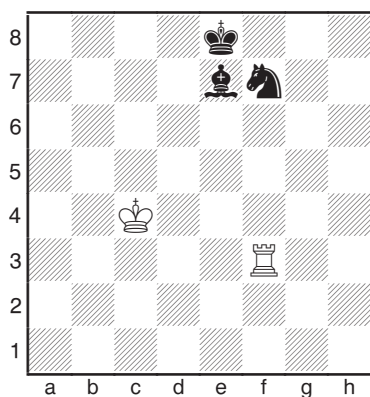


Question 2:

Show the fork move of the white player.

Answer:

The fork move of the white player is pawn d4 move.

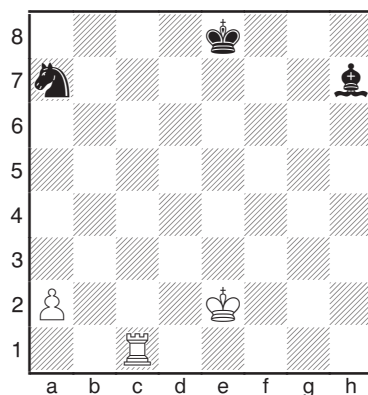


Question 3:

Show the knight fork of the black player.

Answer:

The fork move of the white player is knight e5.

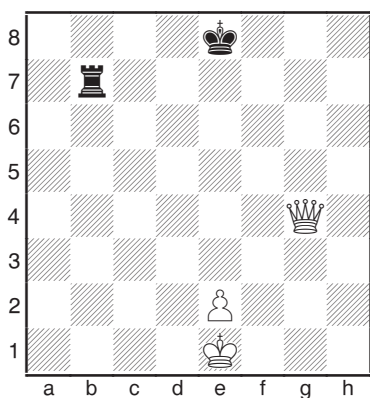


Question 4:

Show the fork move of the white player.

Answer:

White player should play the rook to c7.

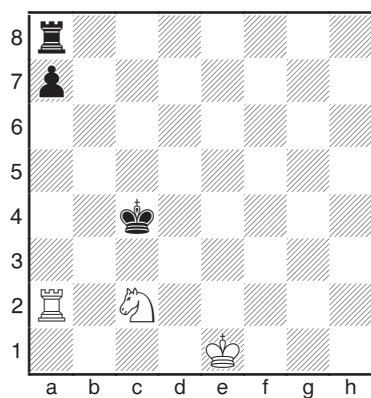


Question 5:

Show the fork move of the white player.

Answer:

White player should play the queen c8.

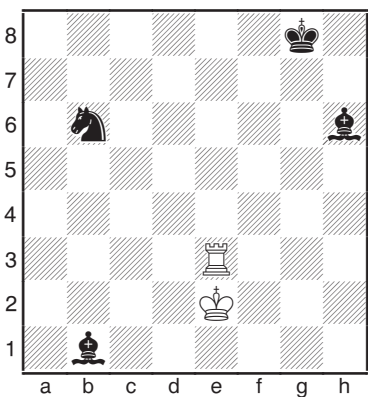


Question 6:

Show the king fork of the black player.

Answer:

The fork move of black player is king b3.

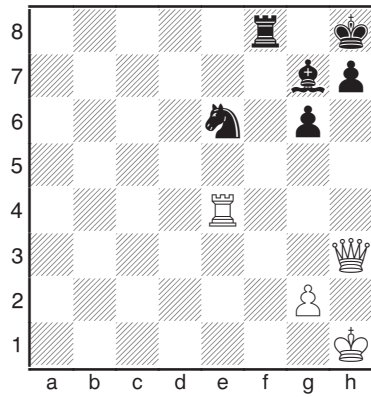


Question 7:

Show the rook fork of the white.

Answer:

The white should play b3 or e6.



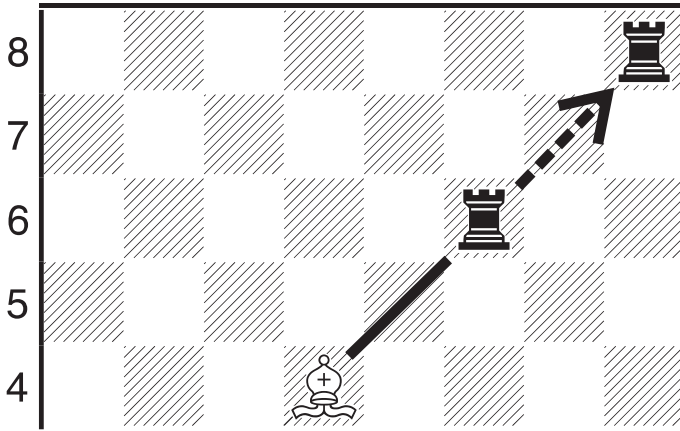
Question 8:

Show the knight fork of the black.

Answer:

The black should play g5.

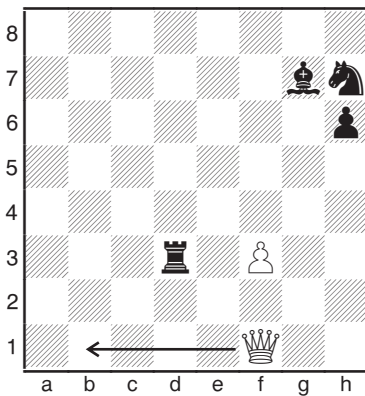
SKEWER



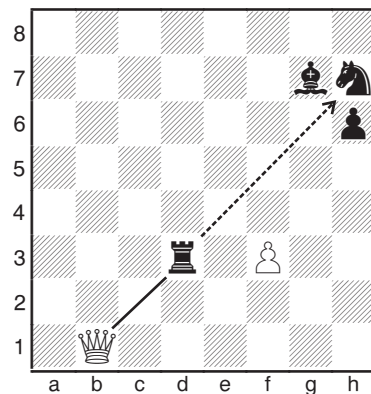
A skewer occurs when a piece attacks more than one piece. In this move all the pieces must be on the same way. Only queen, rook and bishop can do this move.

QUEEN SKEWER

The queen attacks more than one piece on the same way.



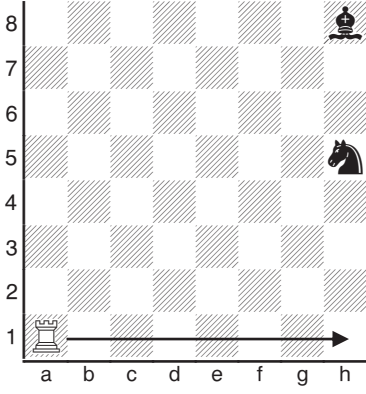
The queen is on f1. It goes b1 to make skewer.



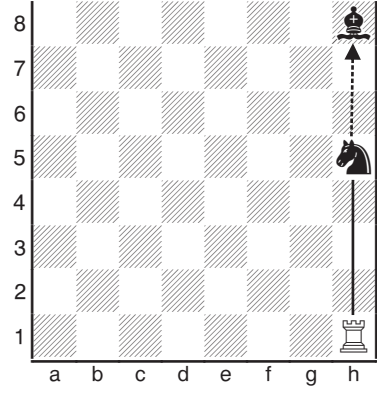
The queen first attacks the rook. If black escapes the rook, the queen will capture the knight on the same way.

ROOK SKEWER

The rook attacks more than one piece on the same way.



Kale h1 hamlesinden önceki
konum

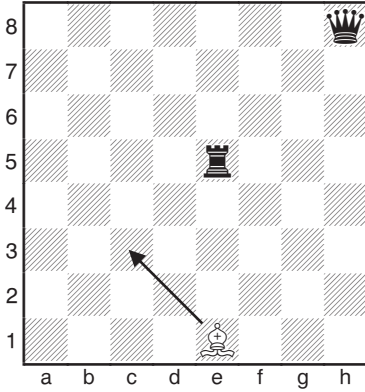


Kale h1 hamlesinden sonraki
konum

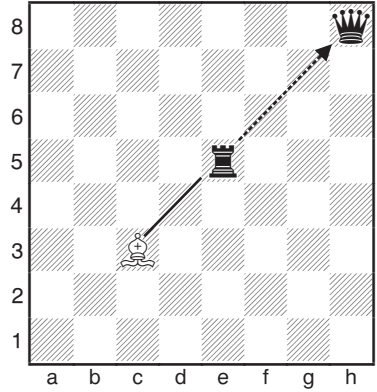
The rook is on a1. The rook goes to h1 to make skewer. The rook attacks the knight with that move. If the black escapes the knight, the rook will capture the bishop. It is called rook skewer.

BISHOP SKEWER

The bishop attacks more than one piece on the diagonal way.



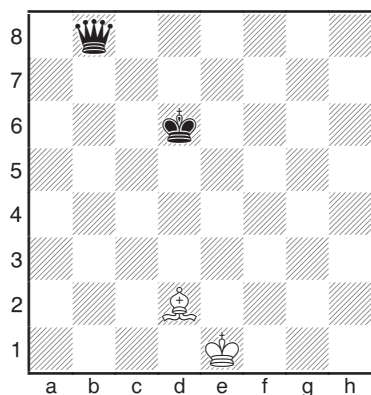
The bishop is on e1. It must
go c3 to make skewer.



After bishop skewer

The bishop is on e1. The bishop goes to c3 to make skewer. The bishop attacks the rook with that move. If the black escapes the rook, the bishop will capture the queen. It is called bishop skewer.

EXERCISES

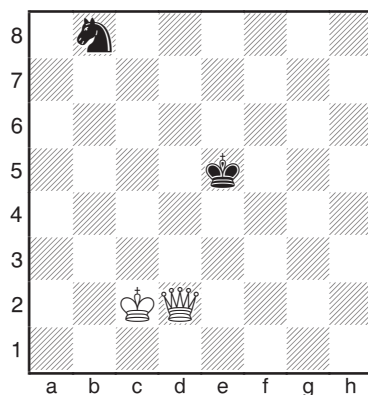


Question 1:

Show the skewer for the white player.

Answer:

The skewer for white player is f4 move of the bishop. The bishop attacks first the king then the queen.

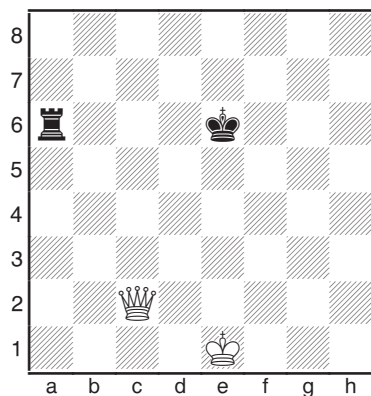


Question 2:

Show the skewer for the white player.

Answer:

The skewer for white player is h2 move of the queen. The queen attacks first the king then the knight.

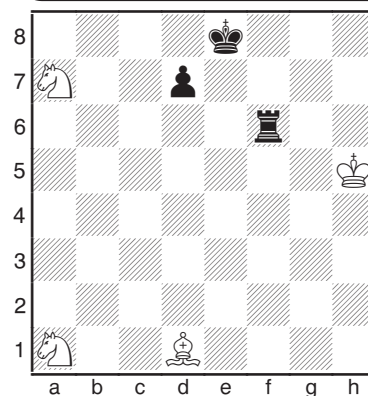


Question 3:

Show the fork and skewer move of the queen.

Answer:

The queen should go c4 to fork and g6 to skewer.



Question 4:

Show the skewer and fork for the black player.

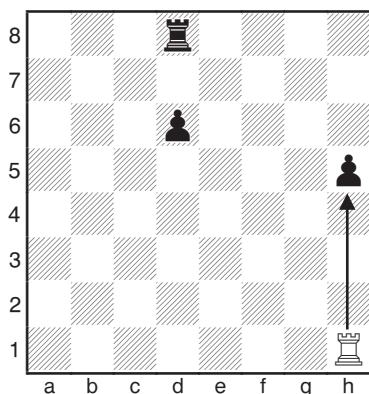
Answer:

The black player should go Ra6 to fork and Rf1 to skewer.

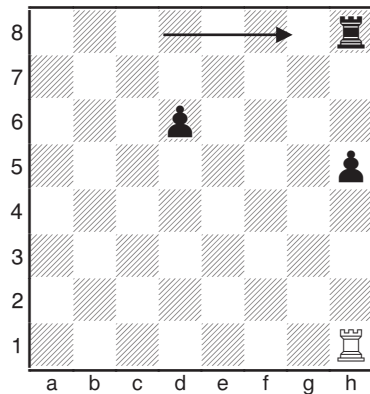
TO PROTECT THE ATTACKED PIECE

The player may protect the attacked piece.

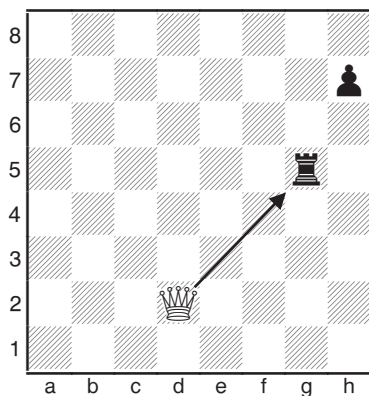
1- To protect the attacked piece: The attacked piece will be defended by another piece. None of the players want to give its piece.



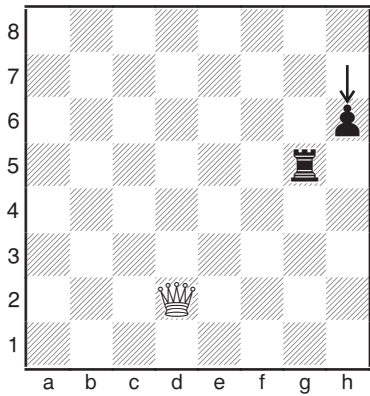
The white rook attacks the pawn.



The black rook should play his pawn to h8 to protect the pawn.

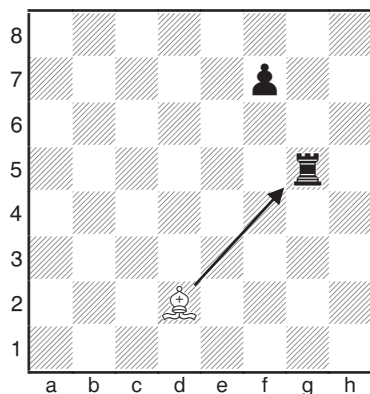


The queen attacks the rook. Black should play the pawn to protect the rook.

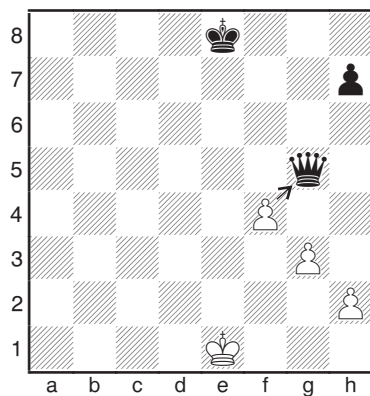


Black protects the rook with the pawn move. If white captures the rook, the black pawn will capture the queen. White doesn't want to capture the rook, because the queen is stronger than the rook.

To remove the attacked piece : The player plays its piece to a safe square. It is not always right to remove the attacked piece. Sometimes it is better to escape the attacked piece.

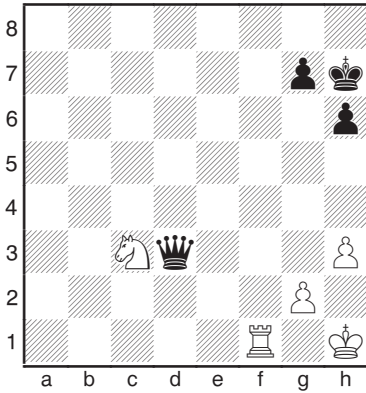


The rook is attacked by the bishop which has less power. Black may protect the rook with the pawn. However instead of protection to escape the rook is right, because the rook is stronger than the bishop. The rook should go to a safe square.



The white pawn on f4 attacks the black queen. Black may protect the queen by playing the pawn to h6. However instead of protection to escape the queen is right, because the queen is stronger than the pawn. The queen should go to a safe square.

EXERCISES

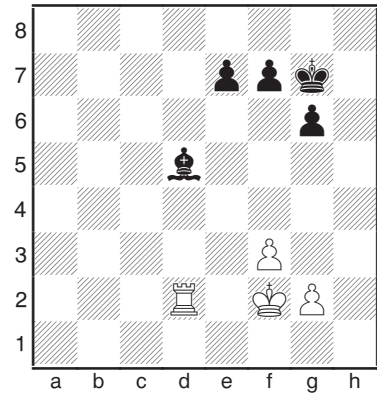


Question 1:

The black queen attacks the rook and the knight. Which move the white player must play to protect these pieces?

Answer:

The black player must play the rook to f3 to protect the two pieces.

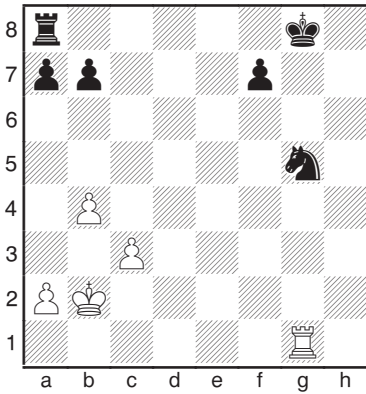


Question 2:

The rook attacks the bishop. Which move black must play to protect the bishop?

Answer:

Black must play the pawn to e6 to protect the bishop.

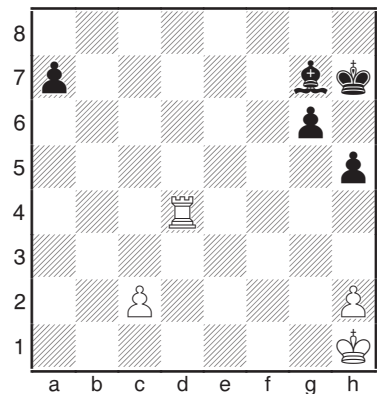


Question 3:

The white rook attacks the knight. Which move black must play to protect the knight?

Answer:

Black must play the pawn to f6.

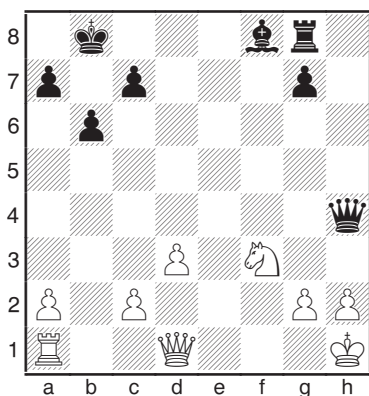


Question 4:

The black bishop attacks the rook. What should white do?

Answer:

The white rook should go to a suitable square because it is more important than the bishop.

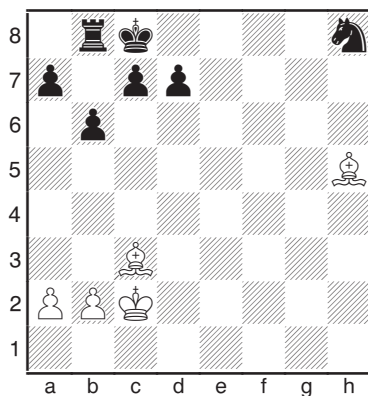


Question 5:

The white knight attacks the queen. Why should the black queen escape instead of protection?

Answer:

Because the queen is more important than the knight.

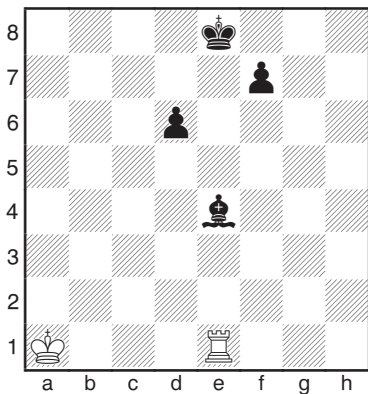


Question 6:

The white bishop attacks the knight. Which move the black must do to protect the knight?

Answer:

The black player must play the king to b7 to protect the knight.



Question 7:

The white rook attacks the bishop. Which move the black must do to protect the bishop?

Answer:

The black bishop is **at the king's pin** so it can't escape. Black should protect the bishop. Black protect the bishop with one of the two pawns and it should make f5 or d5 move.

UNIT 11
OPENING

SUBJECTS

OPENING
OPENING PRINCIPLES
TO CLASIFY THE OPENINGS
RUY LOPEZ (ALSO KNOWN AS SPANISH
GAME) OPENING

| OPENING UNIT 11 | | | | |
|-----------------|---|---|---|---|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach;</p> <p>1-the importance of opening.</p> <p>2-The main principles and importance of opening.</p> <p>3-The basic moves of the Ruy Lopez.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-the importance of opening.</p> <p>2-the main principles.</p> <p>3-the basic moves of the Ruy Lopez and to show on the board.</p> <p>4-Chess terms like defence, variation.</p> | <p>Opening</p> <p>Opening principles</p> <p>Ruy Lopez opening</p> <p>Berlin defence</p> <p>Exchange variation</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> |

OPENING

A chess game has three parts.

- 1- Opening
- 2- Middlegame
- 3- Endgame

The borders among these parts aren't always clear. The opening of the game is 10-12 moves at the beginning phase.

OPENING: The game plan is developed at the beginning part of the game. It is the section that parties make their moves to control the board by putting their pieces to the appropriate places and capture the important squares.

This section is the most important part of the game. It determines the character of the game and lays the foundation of the game. Therefore this section is not only the beginning part of the game but also it affects the whole game.

A chess player may make the moves which they want by observing the rules of the chess. It was understood that, some of the opening moves of the whites were better and effective moves were tried to find for blacks during the chess history. Opening theory came into existence as a result of this.

Theoretical knowledge is more important than practicability of the game and capability of the game. The chess theory was formed from the records of the chess since centuries. The analysis of the played games improved the technicality of chess. Opening theory was confirmed by the masters of the chess. However we can't say the theory is completed.

THE AIM OF THE OPENING

The aim of the opening is a good start to the game. The player, who completes the opening part, takes advantage of the other parts of the game.

The mistakes which are done at the opening, affect the destiny of the game. It is important to know the chess theory and the opening principles to prevent this.

OPENING PRINCIPLES

The aim is being successful in chess game so there are some principles to observe at the opening.

- 1- Capture or control the central squares.
- 2- Develop the light materials quickly and effective.
- 3- Don't play the heavy materials before the time.
- 4- Don't make unnecessary moves with the pawns. Don't forget there is no return for the pawns.
- 5- Set the strength of pieces concinnity. The concinnity of the pieces increases the power of them.
- 6- Provide all materials to enter the game quickly.
- 7- Don't forget every move has an aim and every move is a small part of a big plan.
- 8- Avoid the debility of the pawns if you don't have a better reason.
- 9- Don't prevent the development of your materials with your pawns.
- 10- Protect the weak squares, f2 and f7, at the beginning.
- 11- Try to get interference as a white player and try to find contra attack as a black player

THE CLASIFICATION OF OPENINGS

Chess games can be examined in 2 groups.

- A- The character of the game
- B- The control of the Central squares

A- THE CHARACTER OF THE GAME

After the first moves of the game, character of the game become definite significantly.

The character of the game can be examined in 3 groups.

- 1- Open games: games starting with 1-e4
- 2- Close games: games starting with 1-d4
- 3- Half Open games: other opening moves

Open files is formed as a result of central pawn change and this is the reason of an open game. The openings which starts with e4 are more suitable for open game, because after a while most probably d4 will be made and the pawns will be changed.

B-THE CONTROL OF THE CENTRAL SQUARES

The control of the Central squares can be examined in 3 groups.

- 1- The direct control of the centre 1-e4 and 1-d4
- 2- The indirect control of the centre 1-Nf3 and 1-c4
- 3- Irregular openings 1-g3, 1-f4, 1-b3

Irregular openings are usually chosen by the players who trust in the game power.

Definition of Openings

If the black player is in a defence sondition/state/situation (savunma durumu) against the white player's first move, these kind of openings are called defence like Scilian defence and Ferench defence. In contrary to this, if black player looks for an oppositre (karşı) game chance against the white player's opening moves, these kind of openings called game like Spanish game and Italian game. The openings which starts with sacrifice of the pawns to provide the development advantage is called gambit like Queen's gambit and King's gambit.

e4 OPENINGS

| | |
|-------------------------|--------------------------|
| 1-e4 e5 2-Nf3 Nc6 3-Bb5 | Ruy Lopez (Spanish Game) |
| 1-e4 e5 2-Nf3 Nc6 3-Bc4 | Italian Game |
| 1-e4 e5 2-Nf3 Nc6 3-d4 | Scotch Open |
| 1-e4 e5 2-Nf3 Nf6 | Petroff Defence |
| 1-e4 e5 2-Nc3 Nf6 | Vienna Game |
| 1-e4 Nf6 | Alekhine Defence |
| 1-e4 d6 2-d4 Nf6 | Pirc-Robatsch Defence |
| 1-e4 c5 | Sicilian Defence |
| 1-e4 e6 | French Defence |
| 1-e4 c6 | Caro-Cann Defence |
| 1-e4 e5 2-f4 | King's Gambit |
| 1-e4 d5 | Scandinavian Defence |

d4 OPENINGS

| | |
|----------------------------|-------------------------|
| 1-d4 d6 | Tartakower System |
| 1-d4 c5 | Benoni Defence |
| 1-d4 Nf6 2-c4 e5 | Budapest Gambit |
| 1-d4 Nf6 2-c4 d6 | Old-Indian Defense |
| 1-d4 Nf6 2-c4 c5 3-d5 b5 | Volga Gambit |
| 1-d4 Nf6 2-c4 c5 3-d5 e6 | Modern Benoni |
| 1-d4 d5 2-c4 | Queen's Gambit |
| 1-d4 d5 2-c4 dxc4 | Accepted Queen's Gambit |
| 1-d4 d5 2-c4 e6 | Declined Queen's Gambit |
| 1-d4 Nf6 2-c4 g6 | Grünfeld Defend |
| 1-d4 Nf6 c4 e6 | Catolonian Opening |
| 1-d4 Nf6 2-c4 e6 3-Nf3 b6 | Queen's Indian Defence |
| 1-d4 Nf6 2-c4 e6 3-Nc3 Bb4 | Nimzo Indian Defence |
| 1-d4 Nf6 2-c4 g6 | King's Indian Defence |
| 1-d4 f5 | Holland Defence |

OTHER OPENINGS

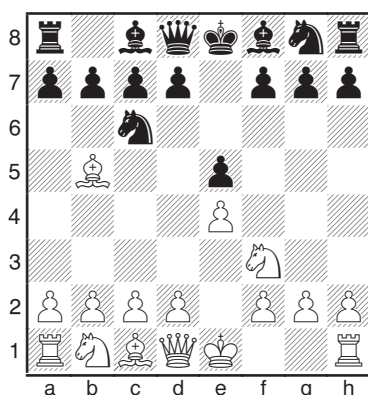
| | |
|-------|-----------------|
| 1-c4 | English Opening |
| 1-Nf3 | Reti Opening |
| 1-f4 | Bird's Opening |

EXAMPLES OF OPENING

There are lots of openings in chess. Let's have a look to Ruy Lopez Opening (Spanish Game).

1- RUY LOPEZ

1-e4 e5 2-Nf3 Nc6 3-Bb5



The white player has two aims and these provide a better development and to capture the centre. The black players have similar chances. Ruy Lopez starts with the white pawn and it goes to e4 square. Here the aim is to control the central squares. Then black pawn goes to e5. The aim of the black is to control the central squares, too.

White plays the knight to f3 at the second move and it attacks the black pawn on e5. Black doesn't want to lose this pawn and it plays the knight to c6 to protect the pawn.

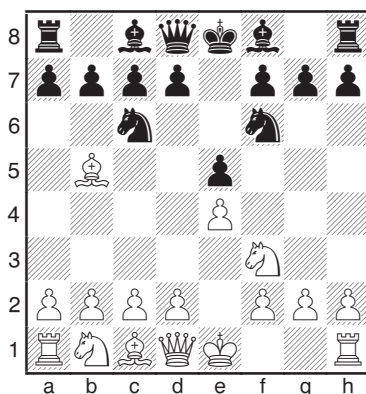
White plays the bishop to b5 at the third move and it puts a piece in game with that move. It is ready to castle. The below position is formed on the board after the third move of the white.

All Ruy Lopez openings start with these moves. According to the 3rd move of the black there are different ways to continue. The ways have different names. Let's examine 2 of them.

1- Berlin defense

3..Nf6

Berlin defense is one of the ways to continue Ruy Lopez opening. Black plays the knight to f6 at its 3rd move in this way.



4.0-0

White ensures the king by castling. At the same time it puts the rook in the game quickly.

4..Bc5

Black makes preparations to castle. The bishop has to go into the game. It also wants to put pressure to f2 square.

5.Nxe5 Nxe4

The players capture the pawns on e file mutually. There is no pawn on this file now.

6.Qe2

The queen comes to e file and attacks the knight. The escape of the knight isn't right for black, because white has discovered check move with the advantage of the queen.

6..Nxe5 7.Qxe4 Qe7 8.Nc3

White protects the queen and also takes one more piece into the game.

8..Ng6

Black forces to exchange the queens.

9.Qxe7+

White accepts the exchange of the queens. If white escapes the queen, black castles and gets a good position.

9..Bxe7 10.Nd5 Bd6 11.Re1+

White activates the rook by checking.

11..Kd8 12.Ne3

Black has a pawn fork demand. So white plays the knight.

12..Re8

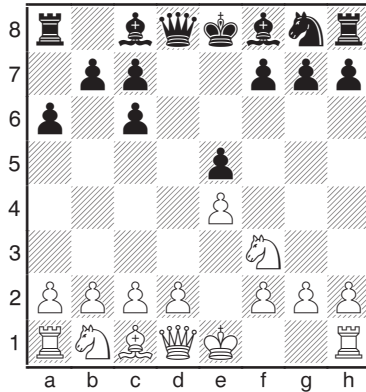
The rook comes to e file. The aim is to pin the knight and activate the rook.

2- Variation

White changes the bishop with the knight.

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6

The below position is formed after the piece exchange.



There are some different ways to continue after the exchange of the pieces.

5.0-0

White castles. It is not good to capture the pawn for the knight. Black plays the queen to d4 and attacks the knight and the pawn.

5..f6

Black makes this move to protect the pawn on e5.

6.d4

White must decrease the power of the black. If the black plays c5 move, white can't play d4 move. So white should play d4 move immediately.

6..exd4 7.Nxd4c5 8.Nb3 Qxd1

Black plans to castle queen's side. So it must play the pieces between the king and the rook.

9.Rxd1 Bg4 10.f3 Bd7 11.Nc3 0-0-0

Black castles queen's side. Black had to play two pieces for castle king's side.

UNIT 12
PIECE EXCHANGE

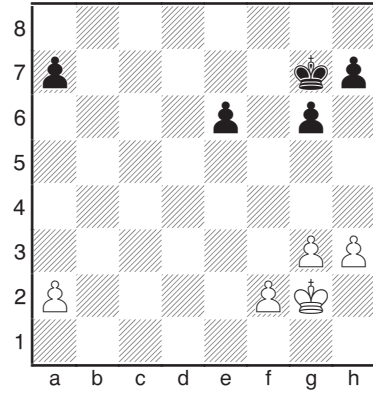
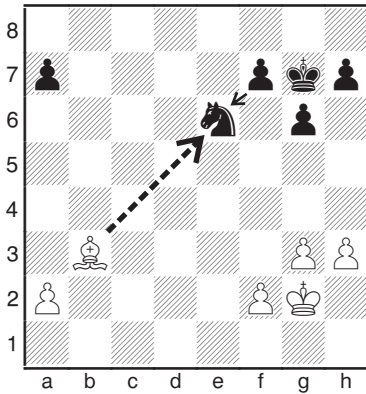
SUBJECT

PIECE EXCHANGE
EQUAL PIECE EXCHANGE
GOOD PIECE EXCHANGE
BAD PIECE EXCHANGE
SACRIFICE
FIRST CHESS COMPUTER

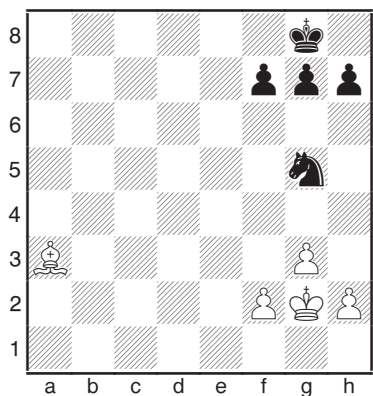
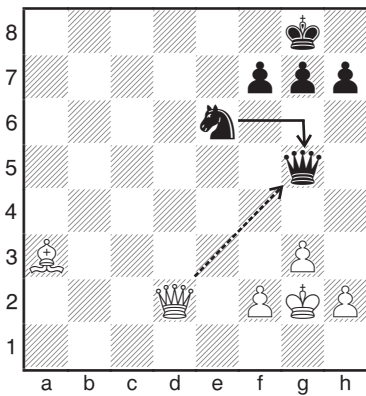
| PIECE EXCHANGEUNIT 12 | | | | |
|-----------------------|--|--|--|---|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach;</p> <p>1-piece exchange.</p> <p>2-The balance between the power of the pieces.</p> <p>3-Equal piece exchange.</p> <p>4-Good and bad piece exchange.</p> <p>5-Sacrifice.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-piece exchange and to show on board.</p> <p>2-The balance between the power of the pieces.</p> <p>3-Good and bad piece exchange.</p> <p>4-Sacrifice and to show on board.</p> | <p>Piece exchange</p> <p>Equal piece</p> <p>Good piece exchange</p> <p>Bad piece exchange</p> <p>Sacrifice</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> |

PIECE EXCHANGE

The players capture pieces mutual. A player took a piece and the other answered by taking a piece.



- 1- - - ➤ The white bishop captures the knight. The white player's bishop exchanged with the black player's knight after the piece exchange.
- 2- ➡ The black pawn captures the bishop.

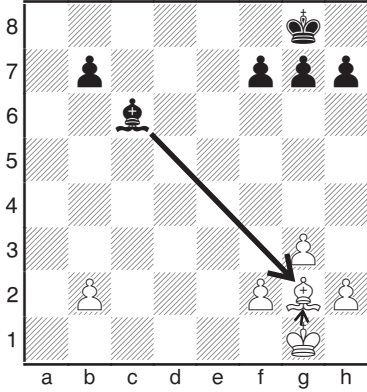


- 1- - - ➤ The white queen captures the black knight.
- 2- ➡ The black knight captures the queen.

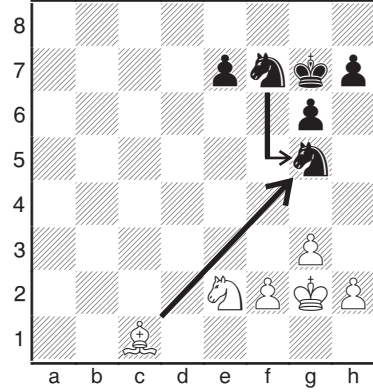
The players exchanged the queens.

1-EQUAL PIECE EXCHANGE

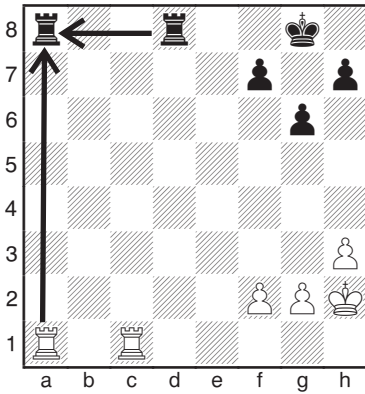
The players exchange the pieces at the same power.



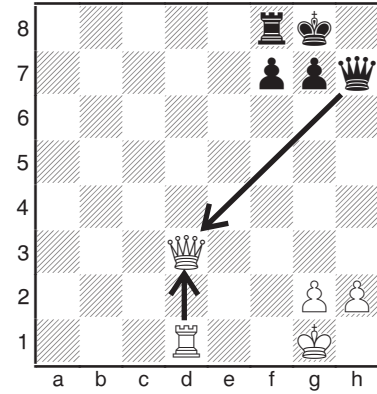
It is black's turn. The bishop captures the white bishop and the white king captures the black bishop. The players capture the same pieces so it is an equal piece exchange.



It is white's turn. The white knight captures the black knight and the black knight captures the white knight. We know the powers of the knight and bishop are 3 points. The players exchange the pieces with same powers. So this is an equal piece exchange.



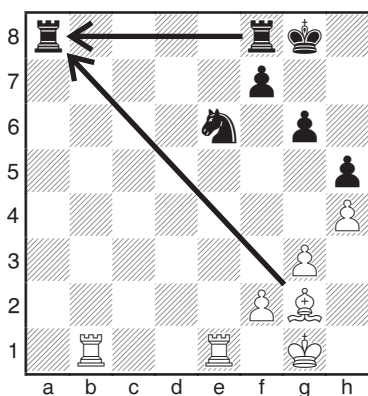
It is white's turn. The white rook captures the black rook and the other black rook captures the white rook. The players take the same pieces so it is an equal piece exchange.



It is black's turn. The black queen captures the white queen and the rook captures the queen. The players take the pieces with same power so it is an equal piece exchange.

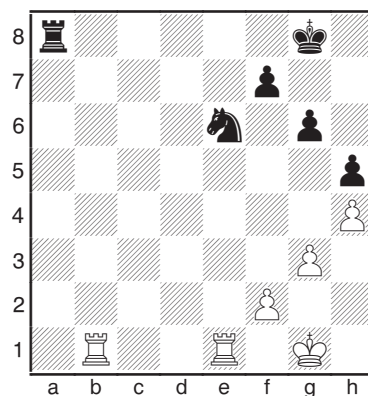
2- GOOD PIECE EXCHANGE

A piece is exchanged with the opponent's piece which is stronger. This exchange is beneficial for the player.



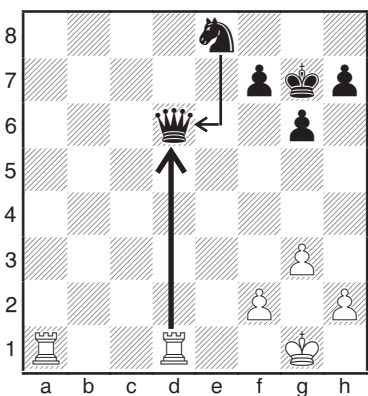
Before the exchange

The white player captures the rook with the bishop. Black captures the bishop with the rook.



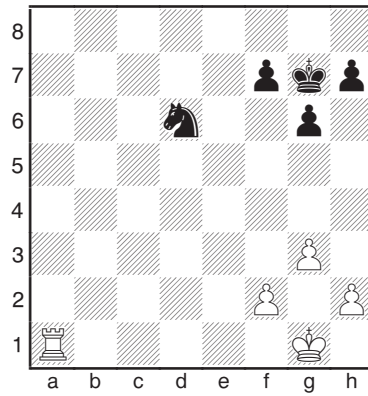
After exchange

White lost the bishop and captured the rook. It gave the bishop and won the rook which is stronger. This exchange is beneficial for the white player.



Before the exchange

The white player captures the queen with the rook. Black captures the rook with the knight.

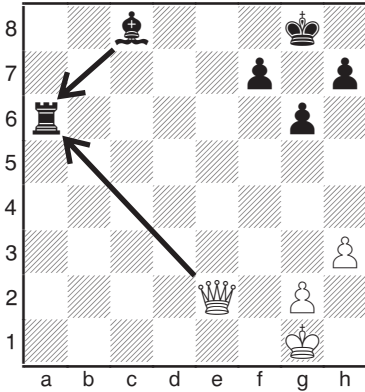


After exchange

This exchange is beneficial for the white player. Because white lost the rook and took the queen. It gave a 5 point piece and took a 9 point piece.

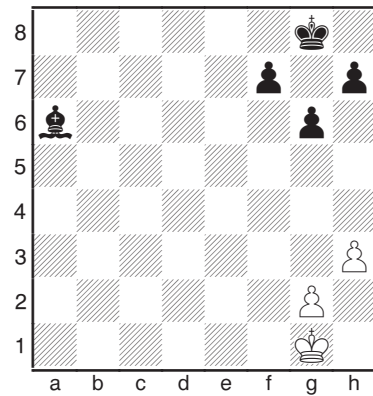
3- BAD PIECE EXCHANGE

A piece is exchanged with the opponent's piece which is weak. This exchange is harmful for the player.



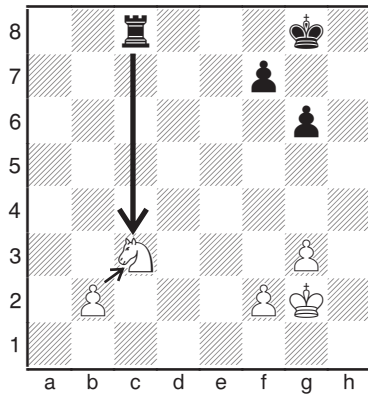
Before the exchange

The white player captures the rook with the queen. Black bishop captures the queen.



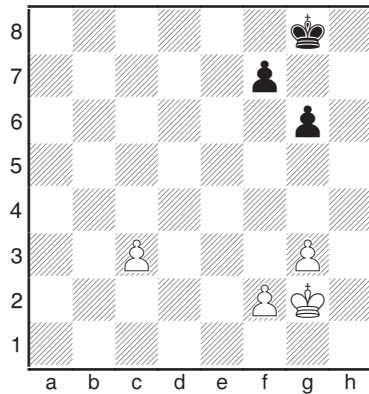
After exchange

White lost the queen and captured the rook. The queen is stronger than the rook. This exchange is harmful for the white.



Before the exchange

The black player captures the knight with the rook. The white pawn capture the rook.

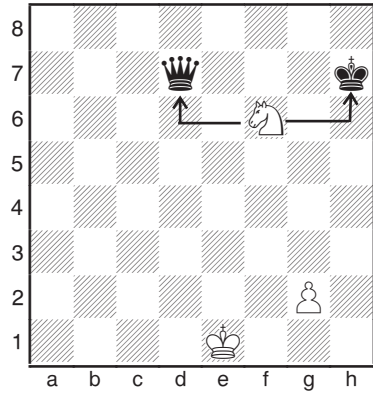
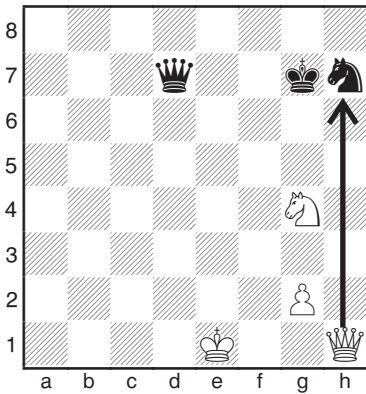


After exchange

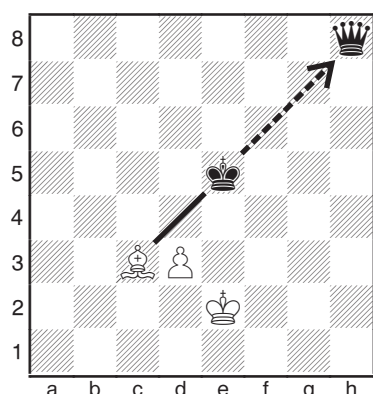
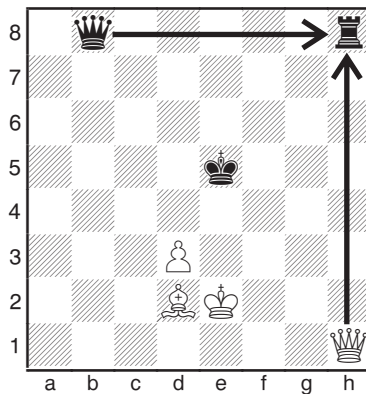
Black lost the rook and took the knight. The rook is stronger than the knight. This exchange is harmful for the black.

SACRIFICE

Sacrifice is the most interesting piece exchange. The players want to get better positions. Therefore a piece may be given to the opponent. A piece is given to the opponent for a better position and it is called "sacrifice". A player gives its piece purposely at the beginning. However the player takes back more.

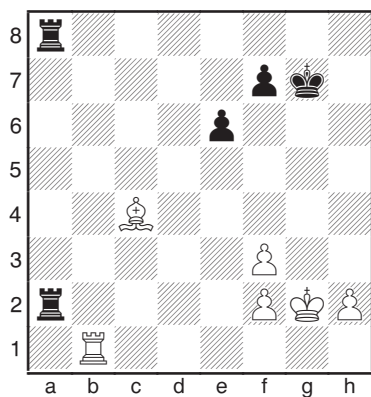


Both players have equal pieces. White sacrifices the queen for a better position. The queen captures the knight. The black king captures the queen inevitably. White exchanges the queen with the knight. White makes a bad exchange at the beginning. At the end of 1st move black has queen contrary to white's knight. However the knight has a fork move. The queen wins with this move. White goes ahead one knight at the end of second move.



White captures the rook with the queen. Black captures the white queen. White gives the queen contrary to the rook at the end of the 1st move. This is a bad exchange for white, because it captures the rook contrary to queen. However after the sacrifice move of white, it has pin move. It wins the game with this move.

EXERCISES

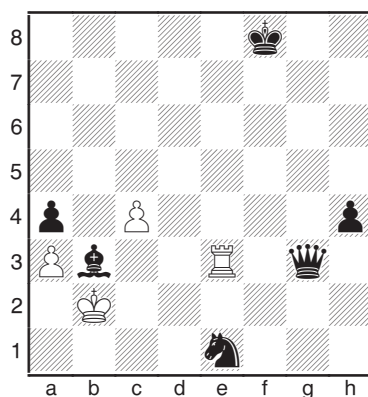


Question 1:

The white bishop can capture the rook and the pawn. Which piece is a better exchange for white?

Answer:

If the white bishop captures the rook, it will be a better exchange for white because the bishop is 3 point but the rook is 5 point.

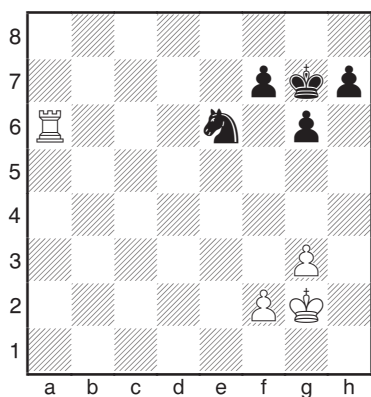


Question 2:

The white rook can capture the queen, the knight and the bishop. Which piece is a better exchange for white?

Answer:

If the rook captures the queen is a better exchange for white because the rook is 5 point but the queen is 9 point.

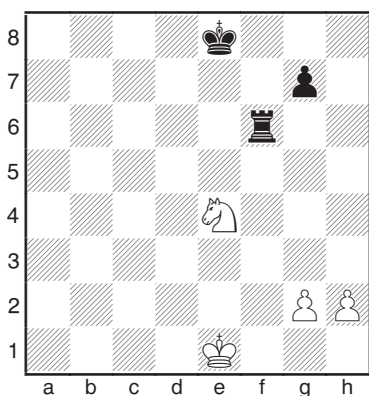


Question 3:

Is it a harmful exchange if the white rook captures the knight? Explain.

Answer:

It is a bad exchange because the rook is 5 point and the knight is 3 point.

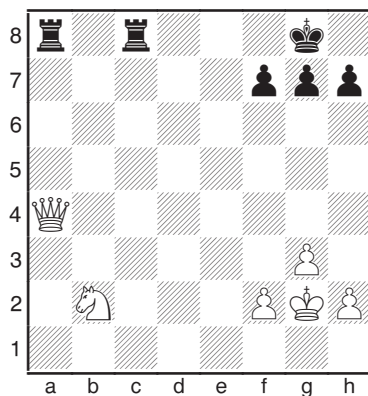


Question 4:

Is it a good exchange if the knight captures the rook? Explain.

Answer:

It is a good exchange because the knight is 3 points and the rook is 5 points.

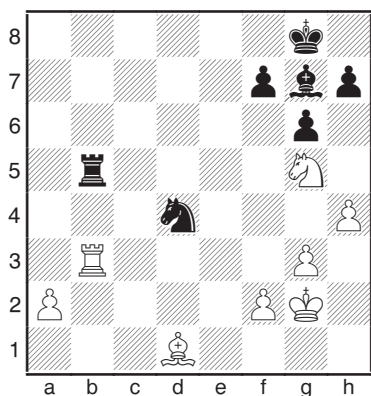


Question 5:

Is it a good exchange if the black rook captures the queen? Explain.

Answer:

It is a good exchange because the rook is 5 points and the queen is 9 points.



Question 6:

Show the equal, good, bad exchange of the black player.

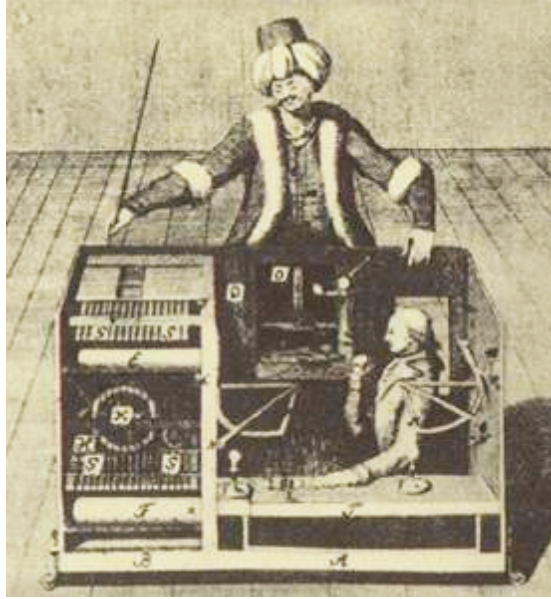
Answer:

Equal exchange: the rook captures the rook.

Good exchange: the knight captures the rook

Bad exchange: the rook captures the knight.

FIRST CHESS COMPUTER “TURK”



Baron Kempelen from Hungary made a chess automat/computer in 1769. It was a close table and there was a chess board on it. There was an Ottoman soldier behind this. Baron Kempelen called this automat “TURK”. Turk made the moves with help of a mechanical lever. At the same time he moved his head according to the power of the moves. It was admired in that period especially in the palace.

In 1770 it was shown to Austria Empress Maria Theresa in Vienna.
In 1783 it was taken to Paris. It played with Austria Emperor II Josephin Vienna in the same year.

In 1784, it was sent to England.
In 1785, it played with Great Ferederic.
In 1809, it played with Napolyon.
In 1826, it was taken to Philadelphia.
In 1837, it was taken to Havana.
In 1838, it was taken to Philadelphia.
In 1840, it was exhibited in China Museum in Philadelphia.
In 1854, on 7th May it burned because of a fire in the museum.
The secret of this automat hasn't solved for a long time.

UNIT 13
ENDGAME-2

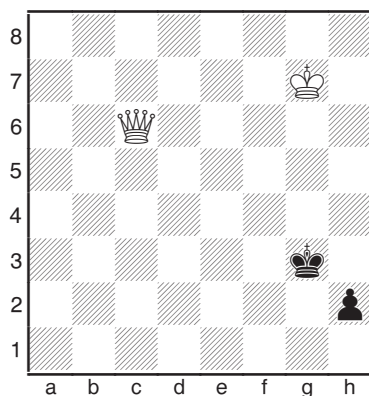
SUBJECTS

PAWN AGAINST QUEEN
PAWN AGAINST ROOK

| ENDGAME-2 UNIT 13 | | | | |
|-------------------|---|---|--|---|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach;</p> <p>How to manage to win pawn against queen endgames.</p> <p>How the queen approaches to the pawn with step moves.</p> <p>f and c pawns are different than the others in pawn against the queen endgames.</p> <p>How to manage to win pawn against the rook endgames.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-the advantage ways in pawn against queen endgames and to show on the board.</p> <p>2-How the queen approaches to the pawn with step moves and to show on the board.</p> <p>3-How to manage to win pawn against the rook endgames and to show on the board.</p> | <p>Pawn against queen</p> <p>Pawn against rook</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> |

PAWN AGAINST QUEEN

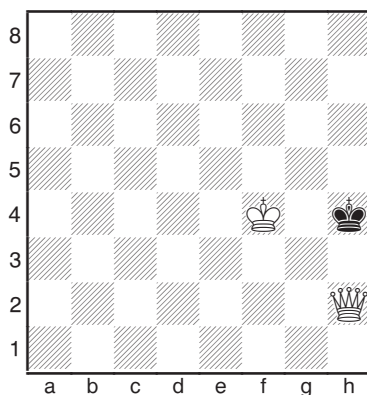
Usually the queen's side wins at the pawn against queen endgames. The aim of the pawn side is pawn promotion to queen and to provide the draw.

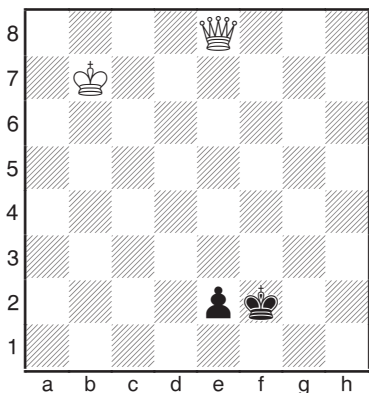


White wants to win the game. So it should capture the pawn and mate. Black wants to promote the pawn to queen and to provide the draw.

The white queen must go to the front square of the pawn. In this kind of endgames if the queen comes to front of pawn, it wins.

- 1.Qh1 Kh3** First white comes to the front of the pawn.
2.Kf6 Kg3 Then white approaches the king.
3.Kf5 Kh3 4.Kf4 Kh4 5.Qxh2# It captures the pawn and mates.





The king protects the black pawn. If the pawn can go to 1st rank, it will promote to queen. In this case, both sides will have one queen. The game will end with draw.

White should capture the pawn to win the game but pawn is protected by the king. White should attack the pawn with two pieces to capture it. So it needs the help of the king.

1.Qf7+ Kg2 2.Qe6 Kf2 3.Qf5+ Kg2 4.Qe4+ Kf2

The queen starts to close move by move to the king. First move is check. If the black king goes away and doesn't protect his pawn, queen will capture it. white wants to come with his king to prevent promotion of black pawn. It can be happen try to lose some tempo for black.

5.Qf4+ Kg2 6.Qe3 Kf1 7.Qf3+Ke1

The black king has to go in front of his pawn. Otherwise black lost his pawn. Now white should get close.

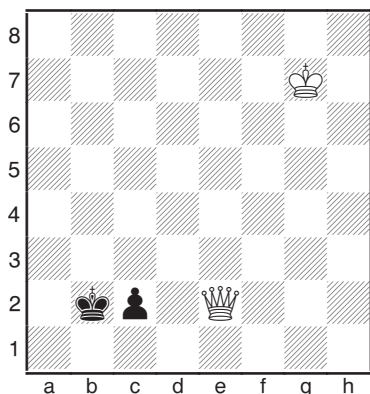
8.Kc6 Kd2 9.Qf2 Kd1 10.Qd4+ Kc2 11.Qe3 Kd1 12.Qd3+ Ke1

Once again the black king has to go in front of his pawn.

13.Kd5

The white king gets close one square to the pawn. It gets close to the pawn and captures it. **1-0**

In some positions a player who has a pawn, has a chance for draw at pawn against queen endgames. The draw change is more if the pawns on c and f go to 7th rank and protected by king.



The pawn goes to 2nd rank on c file and protected by king on short side and the white king is far. So these kinds of endgames are draw.

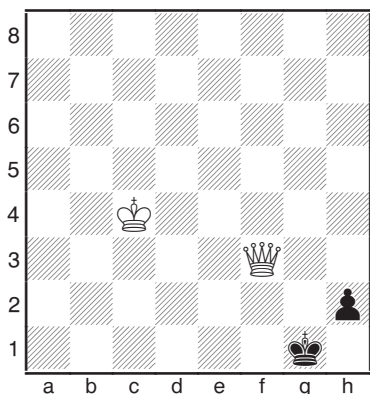
**1.Qb5+ Ka1 2.Qa4+ Kb1
3.Qb3+ Ka1=**

Rule:

At the queen finals:

- 1- if the pawn is on “c” or “f” file,
- 2- if the pawn comes to 7th rank for whites and 2nd rank for blacks,
- 3- If the pawn is protected by king at/on short side,
- 4- If the king of a player who has a queen, is far

These endgames are draw, because black threatens with queen promotion and gives up protecting the pawn. If the queen captures this pawn the game will stalemate because there isn't any move for the king.

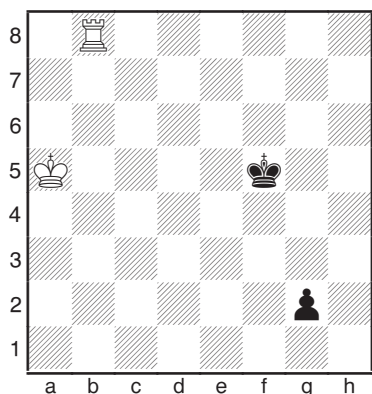


In the pawn against queen endings if the pawn on edge reaches to the 2nd rank for blacks and 7th rank for whites, if it is protected by his king and if the king which is on the queen's side is away, the result of this kind of games are usually draw.

1.Qg3+ Kh1

PAWN AGAINST ROOK

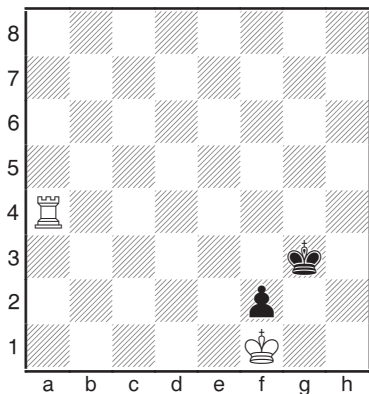
This is one of the hardest endgames. The side who has a rook tries to win. The side that has a pawn plays for draw. The side who has a pawn may win in rare positions. If the pawn promotes to queen, it may win. So firstly the rook side must capture the pawn, then mates with the rook.



The rook must go behind the pawn. So the rook has to play g8. The rook attacks the pawn with this move. There are more than two squares between the pawn and the king. The king can't protect the pawn if it is away more than two squares from the pawn. First the rook has to capture the pawn and then it must mate with the help of his king.

1.Rg8 Kf4 2.Rxg2

White wins after it captures the pawn.

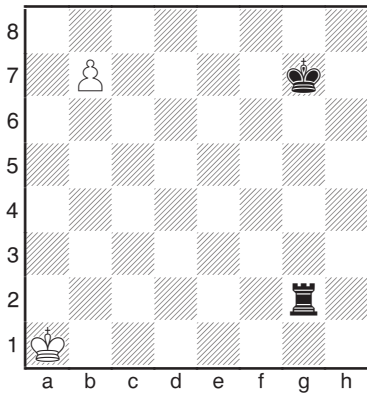


The king of the rook's side may win if it can go front of the pawn. In this position the white king is in front of the pawn. White wins this game.

1.Ra2

White attacks the pawn with two pieces. It is impossible to protect the pawn for black player. White captures the pawn and wins with the rook mate.

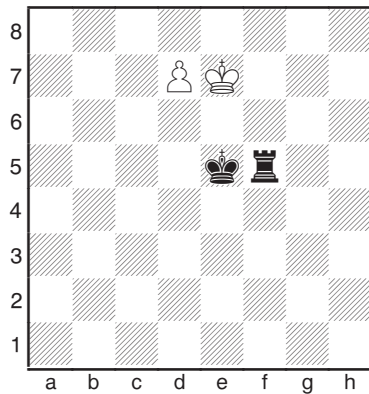
1..Kf3 2.Rxf2 1.0



It is black's turn. However it can't prevent the pawn promotion.

The pawn will promote after a move. There are two squares, b2 and g8. and the rook prevents pawn promotion with that squares, but the rook can't go these squares because if it comes b2, the king will capture it. his king prevents the rook to go g8.

The rook can't prevent the pawn promotion. The white pawn promotes to queen.



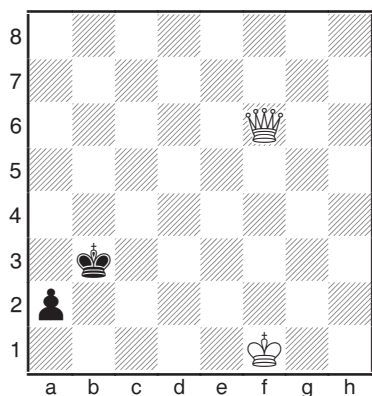
It is black's turn. It may prevent pawn promotion from f8 and d5. While f8 is controlled by the white king, his king prevents him to go d5.

However black has effective moves for draw.

1..Rh5!

2.d8(Q) Rh7+ 3.Kf8 Rh8+ =

EXERCISES

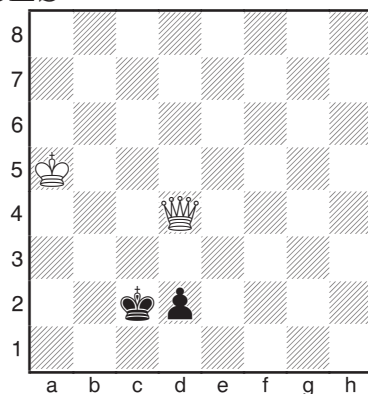


Question 1:

Which move white must play as a first move?

Answer:

Queen a1.

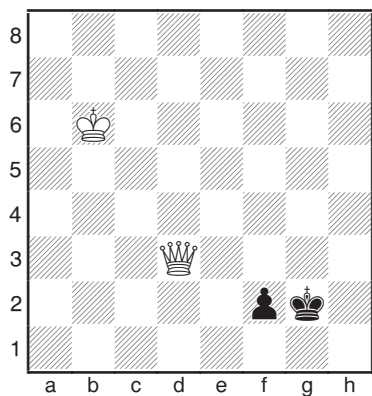


Question 2:

How should white play to win?

Answer:

1.Qc4+ Kb1 2.Qd3+ Kc1
3.Qc3+ Kd1 4.Kb4 Ke2
5.Qc2 Ke1 6.Qe4+ Kf2
7.Qd3 Ke1 8.Qe3+ Kd1
9.Kc3 Kc1 10.Qxd2+
Kb1 11.Qb2#

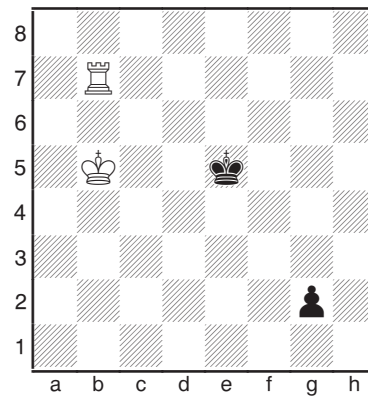


Question 3:

Does the white player provide draw?

Answer:

Yet, it does.

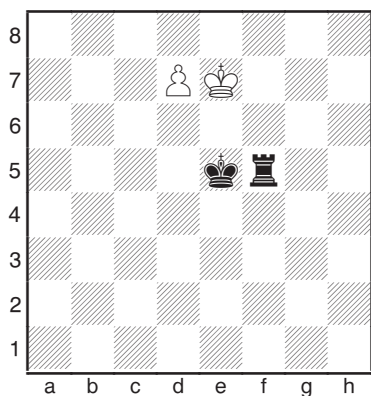


Question 4:

How must white play to win?

Answer:

The white rook must go g7 and attacks the pawn.



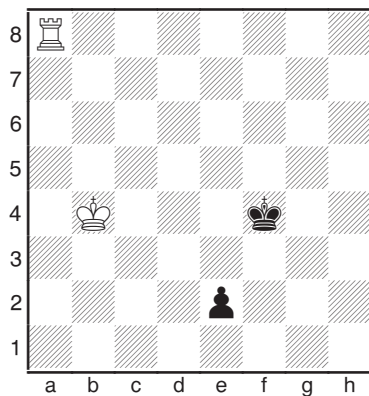
Question 5:

How must black play for draw?

Answer:

The black player can't prevent pawn promotion, but it can provide draw.

1...Rh5 2.d8Q Rh7+ 3.Kf8 Rh8+ 4.Ke7 Rxd8



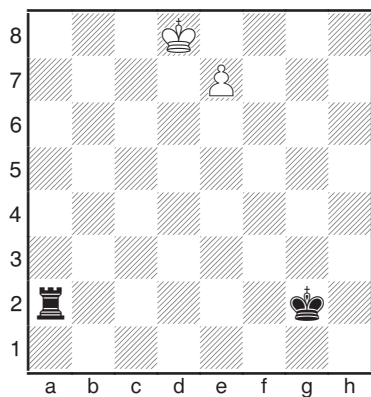
Question 6:

How should white play to win?

Answer:

White must control the promotion square of the pawn with his rook. Then it must capture the pawn with the help of the king.

1.Re8 Kf3 2.Kc3 Kf2 3.Kd2 e1Q+ 4.Rxe1



Question 7:

How must black play for draw?

Answer:

It must check constantly for draw.

1...Ra8+ 2.Kc7 Ra7+ 3.Kd8 Ra8+=

The white king has to protect the pawn. So it must check constantly and provide draw.

UNIT 14
PIN

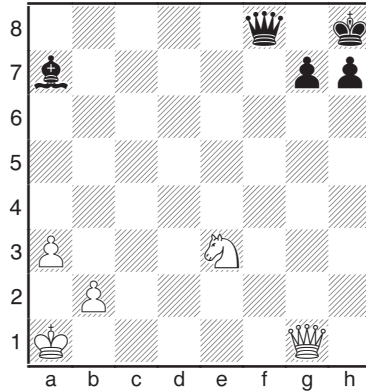
SUBJECTS

PIN
PINNING ATTACK
TO CAPTURE A PIECE BY USING PIN

| Period | PIN UNIT 14 | | | |
|--------|--|---|---|--|
| | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach;</p> <p>pin position.</p> <p>Pinning the king.</p> <p>How to attack in a chess game.</p> <p>How to capture a piece by using pin.</p> | <p>The students who finish this unit successfully will learn:</p> <p>1-pin position.</p> <p>2-If there is a pinning piece, he can show on the board.</p> <p>3-Attack and to show on the board.</p> <p>4-How to attack to a piece which is at pin position and to show on the board.</p> | <p>Pin</p> <p>Pinning</p> <p>King's pin</p> <p>Attack</p> <p>Attack to the piece at pin</p> <p>To Capture a piece by using pin</p> <p>Chess clock</p> | <p>Chess Set</p> <p>Demonstration Board</p> <p>Computer</p> <p>Projection</p> <p>Chess clock</p> |

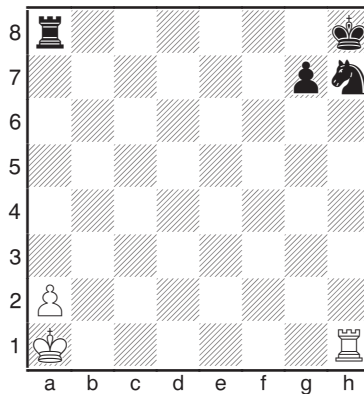
PIN

When the position of a piece prevents to capture another piece, is called pin.



The black bishop, the white knight and queen are on the same diagonal. The knight is between the bishop and the queen. The position of the knight prevents the bishop to capture the queen. When the knight makes a move, the bishop can capture the queen and this is an undesirable case. So white doesn't want to play the knight. The position of the knight is pin. The knight is in queen's pin.

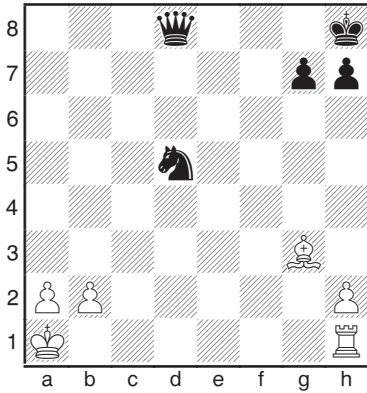
King's pin: The piece which prevents king from attacking any opponent's piece.



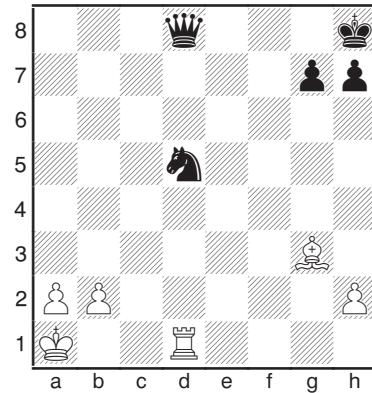
The black knight is in king's pin. The piece which is in king's pin can't move. If the black knight moves the rook will capture the king. However there isn't grabbing a king in chess game. So the piece can't move if it is in king's pin. Sometimes the player may play this piece without being aware of it. This move isn't valid and the player makes another move.

PINNING

A piece is pinning with a move.



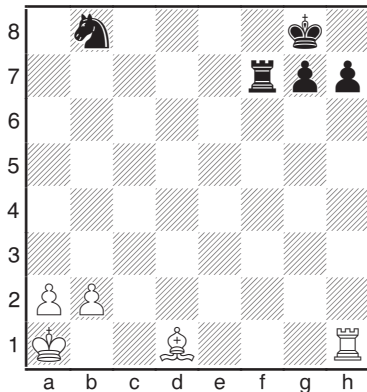
Before queen's pin



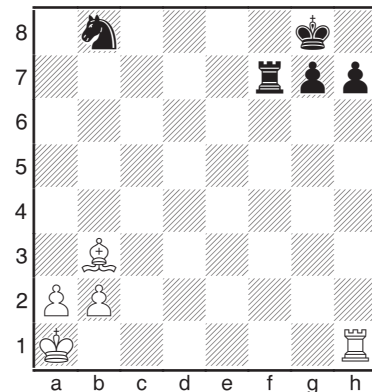
After queen's pin

The black queen is on the same file with the knight. White plays his rook to d1 for queen's pin. The knight is at pin position after this move. Black loses the queen because of the move of the knight.

King's pinning: The piece which is on the same way with the opponent king is pinned.



Before king's pin



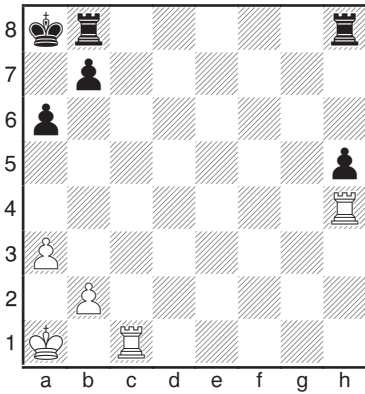
After king's pin

The black king and the rook are on the same diagonal. After the moving of white bishop on b3 the black rook is king's pinning. The passivity of the rook continues during the pin.

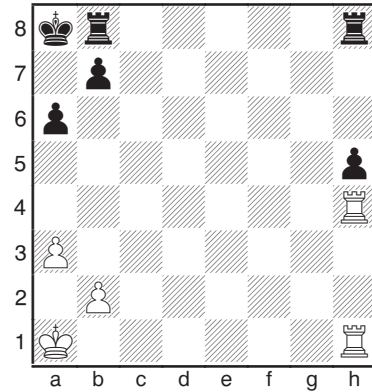
ATTACK

When more than one piece attack to a square it is called “attack”.

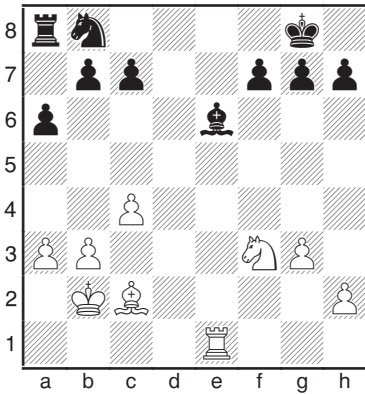
1- Attack to a piece: to attack the opponent's piece with more than one piece. The aim of the attack is to capture the piece.



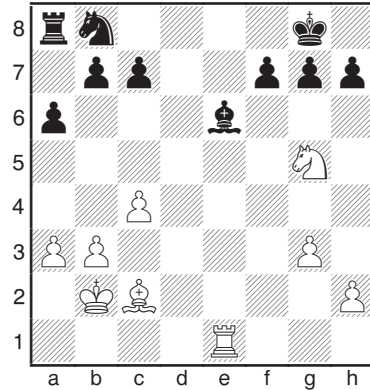
White attacks to the pawn on h5 with a piece. Black protects this pawn with a piece. In this case it is not right to capture the pawn.



White plays the rook on c1 to h1. White attacks the pawn with two pieces. Black can't protect this pawn.

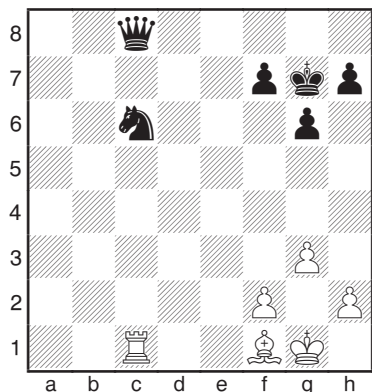


White attacks to the bishop on e6 only with the rook. It isn't an advantage for white to capture the bishop with the rook, because the pawn captures the rook. White captures the bishop against the rook.

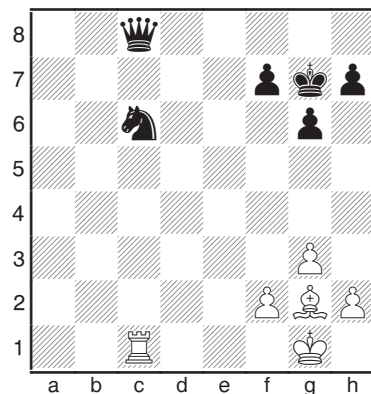


White should attack the bishop with two pieces. So white makes Ng5 move and it attacks the bishop with two pieces. At the same time it attacks h7 with his knight and bishop.

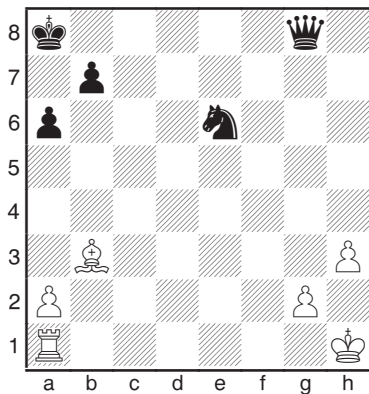
2- To attack a piece which is in pin: It is the attack to a piece which is in pin. The aim of the attack is to capture the piece which is in pin.



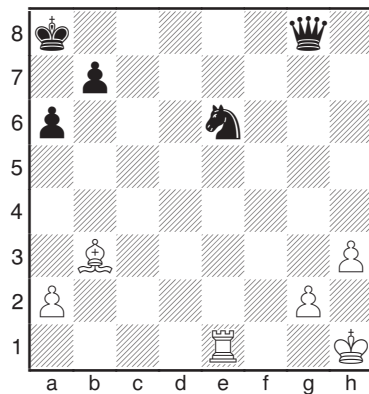
The black knight is in pin because if the knight makes a move, the rook will capture the queen. The knight is attacked by the rook and it is protected by a piece. White should increase the number of attacking piece to capture the knight.



White plays the bishop to g2. Two pieces of white attack to the knight after this move. Black hasn't got a piece to protect the knight and the knight can't escape, because the knight is at pin position. Black loses the knight.

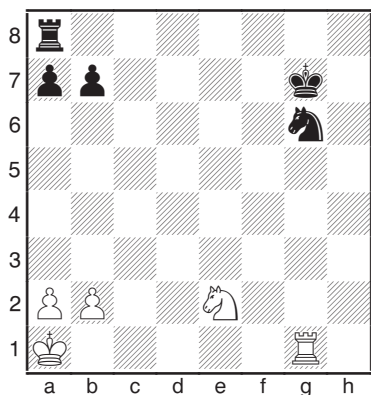


The black knight is in queen's pin. The bishop may capture the knight, but the queen captures the bishop. This is an equal exchange. White should attack to the knight with two pieces for a better exchange.

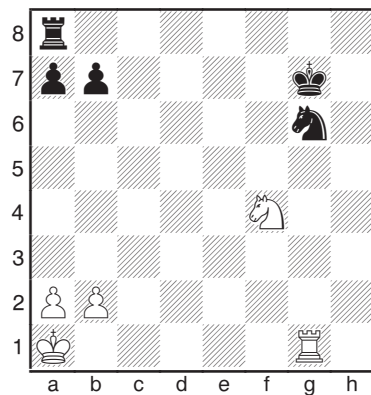


White must play the rook to attack the knight with two pieces. So it plays the rook to e1. the white knight wins after this attack.

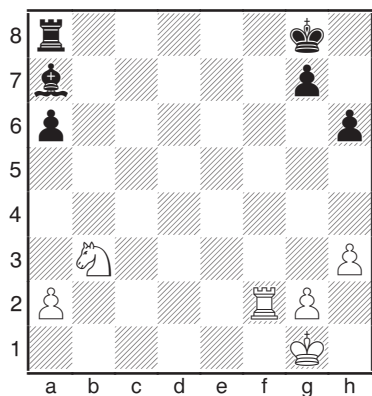
3- To attack a piece which is in king's pin: It is the attack to a piece which is in king's pin. The aim of the attack is to capture the piece which is in pin.



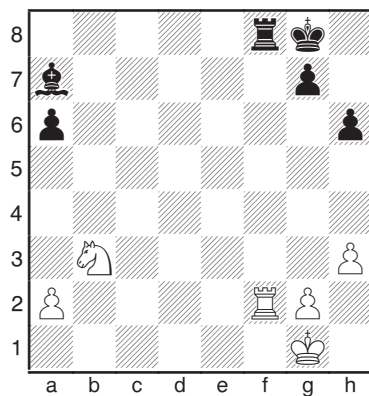
The black knight is in king's pin. White can capture the knight with the rook, but this won't be a good exchange. White wants to capture the knight. So it has to attack the knight with two pieces.



White plays the knight to f4. It attacks the knight with two pieces after this move. White captures this knight. Black can't do anything against this move. His knight can't escape because it is in king's pin. It can't protect the knight with another piece.

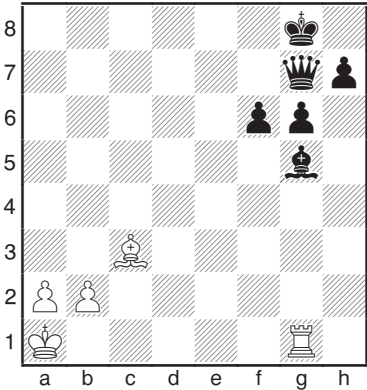


The white rook is in king's pin. The black player may capture the rook with the bishop and the white player can capture the bishop with the king. This exchange is advantageous for black. However black wants to capture the rook without giving a piece. So it has to attack the rook with 2 pieces.

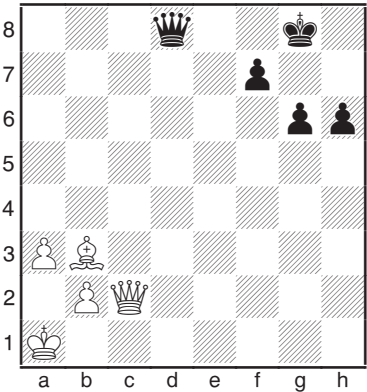


Black plays the rook to f8 and attacks the white rook with 2 pieces after this move. The white rook can't move because it is in king's pin. It doesn't have another piece to protect his rook. Black captures the rook.

To capture a piece by using pin: The defense power of the piece which is in pin is limited. So the pieces which are protected by the piece in pin are open for attack.

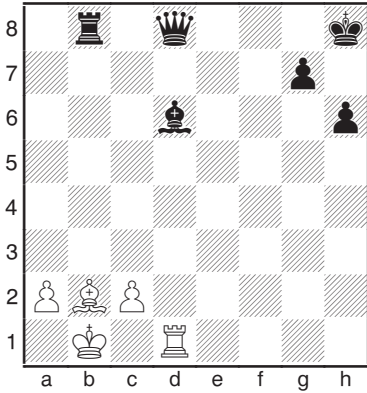


The f6 pawn of black is in queen's pin. At the same time this pawn protects the bishop. The rook may capture the bishop because the defense power of the piece which is in pin is low. If the pawn captures the rook, the bishop will capture the queen.



The black pawn on f7 is in king's pin. The same pawn protects the pawn on g6. The piece which is in king's pin hasn't got defense power. So the queen captures the pawn on g6.

EXERCISES

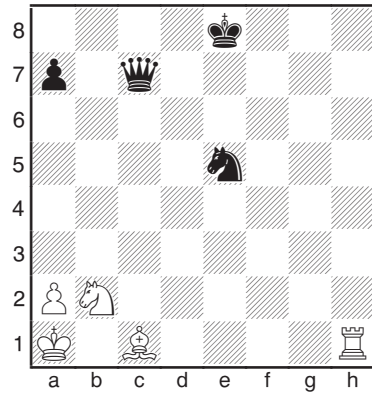


Question 1:

Which pieces are in pin position on the board?

Answer:

The white bishop is in king's pin. The black bishop, queen and the pawn on g7 are in king's pin.



Question 2:

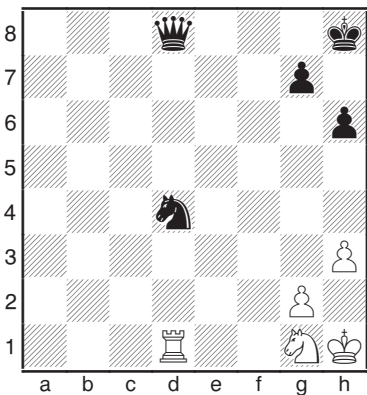
A-Which move the white player must do for pinning the king?

b-Which move the white player must do for pinning the queen?

Answer:

a- It must play the rook to e1 for pinning the king.

b- It must play the bishop to f4 for pinning the queen.

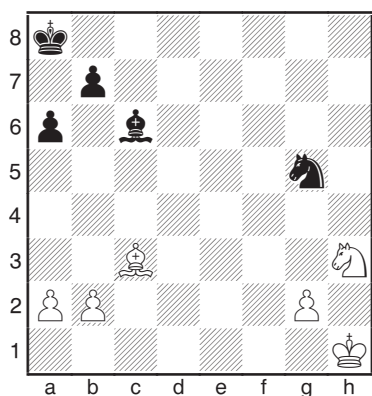


Question 3:

Which move the white player must do to get a piece from pin?

Answer:

White player must play Nf3. White attacks the black knight on d4 with two pieces. The black knight can't move because it is in queen's pin. White captures this piece either the rook or the knight.



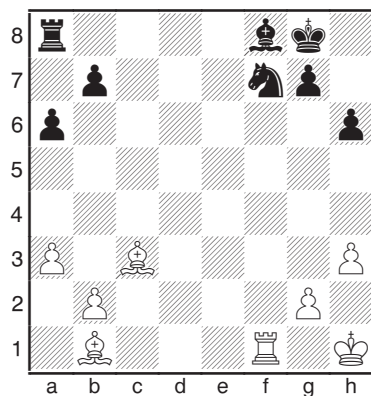
Question 4:

Which move the black player must do to get a piece from pin?

Answer:

The black player can capture the white knight from pin.

The white pawn on g2 can't capture this knight because it is in king's pin.

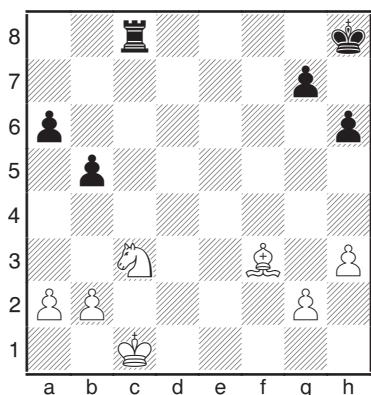


Question 5:

Which move the white player must do to get a piece from pin?

Answer:

The white player must play his bishop to a2. It attacks the black knight on f7 with two pieces after this move. The black knight can't escape because it is in pin.



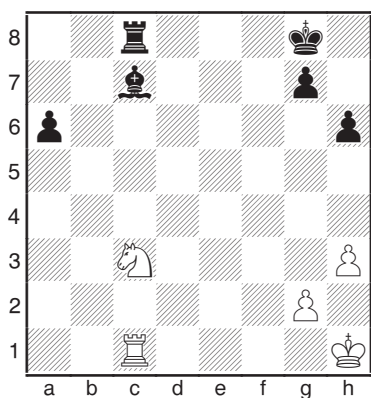
Question 6:

Which move the black player must do to get a piece from king's pin?

Answer:

The black player must do b4 move. The white knight on c3 is in king's pin.

So the white knight can't escape and the pawn captures the knight.

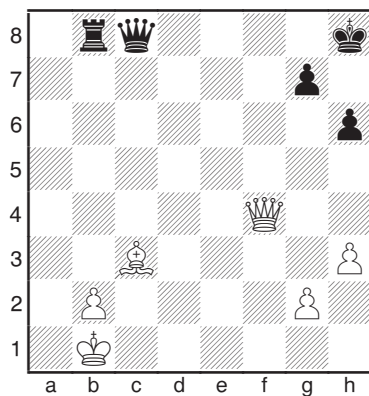


Question 7:

Which move the white player must do to get a piece from pin?

Answer:

The white player must play his knight to d5. White attacks the bishop on c7 with two pieces. If the black knight escapes, the rook will be captured.



Question 8:

a- Which piece the white player can capture from king's pin?

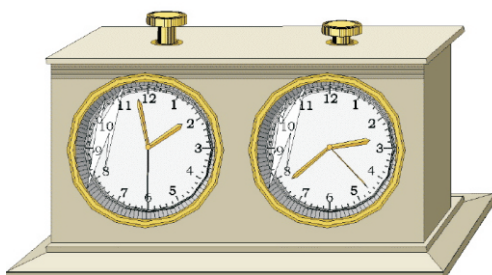
b- Which piece the black player can capture from king's pin?

Answer:

a- The white player can capture the pawn on h6 from king's pin and mates on g7.

b- The black player can capture the queen and the bishop from king's pin. White can't capture the queen with the pawn because the pawn is in king's pin.

CHESS CLOCK



Chess clock is used in chess competitions. It determines the thinking period of the players. There are two different clocks in a chess clock. After the move of a player, he/she presses his clock and the other clock starts to work.

The players must complete the moves in the given period. If the player can't complete his move, the time is up for the player. This case called flag falls in chess and the player loses the game.

FIDE RULE

Article 6: The chess clock

6.1 'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time. 'Clock' in the Laws of Chess means one of the two time displays. 'Flag fall' means the expiration of the allotted time for a player.

6.2 a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.

b. The time saved by a player during one period is added to his time available for the next period, except in the 'time delay' mode. In the time delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.

6.3 Each time display has a 'flag'. Immediately after a flag falls, the requirements of Article 6.2(a) must be checked.

6.4 Before the start of the game the arbiter decides where the chess clock is placed.

6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.

6.8. a) Oyun sırasında, hamlesini tahta üzerinde yapmış olan oyuncu kendi saatini durduracak ve rakibininkini çalıştıracaktır. Oyuncunun saatini durdurmasına engel olunmamalıdır. Eğer yapılmış olan son hamle oyunu sona erdirmiyorsa, saate basmadıkça hamlesini tamamlamış sayılmaz.

Oyuncunun tahta üzerinde hamle yapmasıyla saate basması arasındaki süre oyuncuya verilen sürenin bir parçası sayılır.

b) Saate hamle yapılan elle basılır. Saat tuşunun üzerinde parmak bekletmek, ya da eli az üstünde tutmak yasaktır.

c) Oyuncular saate ölçülü davranmalıdırlar. Saate kuvvetli basmak, ele almak ya da devirmek yasaktır. Aksi haller Madde 13.4'e göre cezalandırılacaktır.

d) Eğer bir oyuncu saati kullanamıyorsa, hakemce kabul edilebilir bir yardımcı kendisine temin edilebilir. Saatler hakem tarafından uygun bir şekilde ayarlanacaktır.

6.9. Hakemin şahit olması, ya da oyunculardan birinin yapacağı geçerli bir iddia durumunda bayrak düşmüş olarak kabul edilir.

6.10. Madde 5.1 veya 5.2.a, b veya c maddelerinin birindeki durumlar haricinde, eğer bir oyuncu belirtilen süre içinde belirtilen belli sayıdaki hamleyi yapmamışsa oyunu kaybeder. Eğer son konumda, rakip oyuncunun herhangi bir dizi hamle sonunda, hatta en kötü karşı oyuna rağmen şah-mat yapma imkanı yoksa oyun berabere biter.

6.11. Görünür bir kusur yoksa, saatlerdeki göstergeler esas alınır. Bariz bir kusur olması halinde saat değiştirilir. Değişim sırasında hakem en iyi kanaatini kullanarak zamanları belirleyecektir.

6.12. Her iki bayrak da düşmüşse ve hangisinin daha önce düştüğü tespit edilemiyorsa, oyun devam eder.

6.13. a) Oyuna müdahale etmesi gerektiğinde, hakem saatleri durduracaktır.

b) Hakemin yardımı gerekliyse oyuncu saati durdurabilir, örnek olarak piyon terfisinin söz konusu olduğu bir durumda, gereken taş oyuncunun elinde olmayabilir.

c) Oyunun ne zaman tekrar başlayacağına hakem karar verir.

d) Hakem çağırmak için oyunculardan biri saatleri durdurmuşsa, hakem oyuncunun saati durdurmasının gerekli olup olmadığını değerlendirecektir. Eğer oyuncunun saati durdurmak için haklı bir gerekçesi yoksa, oyuncu madde 13.4'e göre cezalandırılacaktır.

6.14. Kuraldışı bir durum oluşmuş ve/veya taşlar daha önceki bir konuma döndürülecekse, hakem zamanları ayarlamak için en iyi kanaatini kullanacaktır. Eğer gerekliyse, saatin hamle sayacını da ayarlayacaktır.

6.15. Tahtadaki konumu, numarasız veya numaralarıyla beraber hamleleri ve zamanları gösteren ekran, monitör, veya gösterim panoları turnuva salonunda kullanılabilir, ama oyuncular bunları temel alarak herhangi bir iddiada bulunamaz.

UNIT 15
DRAW IN CHESS

SUBJECTS

INSUFFICIENT POWER
STALEMATE
POSITION REPETITION
50 MOVES RULE
AGREED DRAWS

| Period | DRAW IN CHESSUNIT 15 | | | |
|--------|--|--|--|--|
| | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach; defining the draws in chess. Which pieces have the power to do mate and which pieces can't do mate. Stalemate. Move and position repetition. 50 moves rule agreed draws</p> | <p>The students who finish this unit successfully will learn: 1-the necessary power to mate. 2-Stalemate positions and to show them on board. 3-Move and position repetition. 4-50 moves rule theoretically. 5-agreed draws.</p> | <p>Insufficient power Stalemate Position repetition 50 moves rule Agreed draws</p> | <p>Chess Set Demonstration Board Computer Projection</p> |

FIDE RULE

Article 5: The completion of the game

5.1 a. The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was a legal move.

b. The game is won by the player whose opponent declares he resigns. This immediately ends the game.

5.2 a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was legal.

b. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was legal.

c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)

d. The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2)

e. The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture. (See Article 9.3)

FIDE RULE

Article 9: The drawn game

9.1 a. A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid, but Article 12.6 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.

b. The offer of a draw shall be noted by each player on his scoresheet with a symbol (See Appendix E13).

c. A claim of a draw under 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

9.2 The game is drawn, upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves)

- a. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or
- b. has just appeared, and the player claiming the draw has the move.

Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same. Positions are not the same if a pawn that could have been captured en passant can no longer in this manner be captured or if the right to castle has been changed temporarily or permanently.

9.3 The game is drawn, upon a correct claim by the player having the move, if

- a. he writes his move on his scoresheet, and declares to the arbiter his intention to make this move which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or
- b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture.

9.4 If the player makes a move without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.

9.5 If a player claims a draw as in Article 9.2 or 9.3, he shall immediately stop both clocks. He is not allowed to withdraw his claim.

- a. If the claim is found to be correct the game is immediately drawn.
- b. If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent's remaining time. Additionally, if the claimant has more than two minutes on his clock the arbiter shall deduct half of the claimant's remaining time up to a maximum of three minutes. If the claimant has more than one minute, but less than two minutes, his remaining time shall be one minute. If the claimant has less than one minute, the arbiter shall make no adjustment to the claimant's clock. Then the game shall continue and the intended move must be made.

9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves, even with the most unskilled play. This immediately ends the game, provided that the move producing this position was legal.

DRAWS IN CHESS

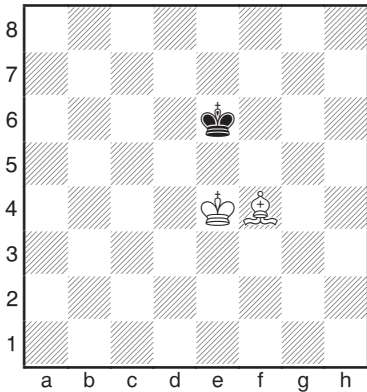
The game is draw when both of the sides can't win. In this case the players take half points. There are some draws in chess game.

1- INSUFFICIENT POWER

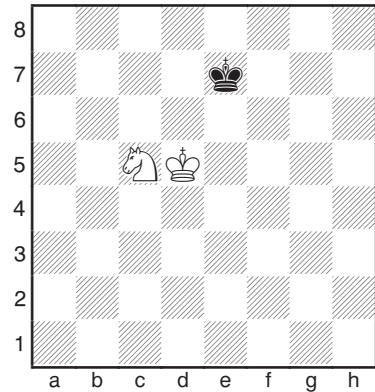
A player must have a specific power for mate. If the player doesn't have a power piece to mate, the game will end with draw.

When only the kings are left in the game and when a knight or a bishop is left beside the king, mate is impossible. The game ends with draw. At least,

- a- a queen
- b- a rook
- c- a knight and a bishop
- d- 2 bishops must be with the king to mate.



There is a king and a bishop so they can't mate and the game end with draw.



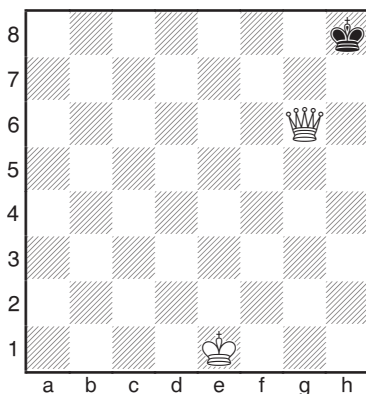
There is a king and a knight, so they can't mate and the game end with draw.

King and a bishop so they can't mate and the game end with draw. King and a knight, so they can't mate and the game end with draw.

In both case the players get half point.

2- STALEMATE

Stalemate is one of the draw positions. When the player doesn't have a legal move and the king isn't under threaten, the game ends with draw. In this case the game is stalemate.



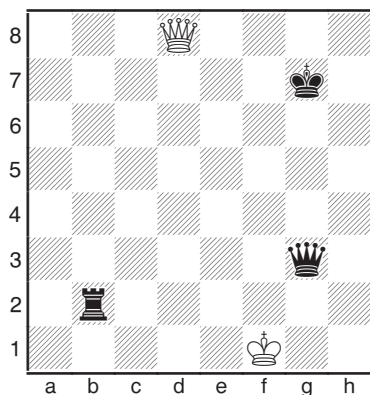
It is black's turn:

1- Black doesn't have a legal move.

Black has only the king. The king may go g7, g8 and h7. All three squares are under control of the white queen.

2- The black king isn't under threat.

The game is stalemate because of these two reasons.



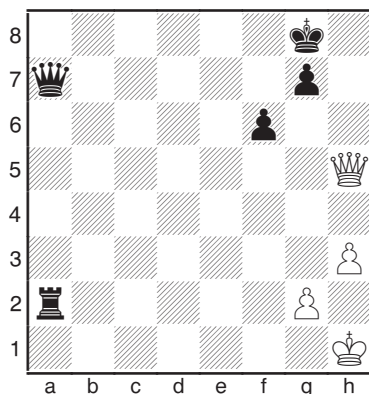
It is a success to make stalemate in bad positions.

1.Qg8+ Kxg8 Stalemate

There isn't any square which white king may go.

3- POSITION REPETITION

If the same position with the same player is repeated 3 times, the game will end with draw. This is called draw with position repetition. If the same move is repeated 3 times, it is called move repetition. It is important to write the moves properly to the notation to prove the player's moves.



White checks permanently and provides draw.

1.Qe8+ Kh7 2.Qh5+ Kg8 3.Qe8+ Kh7 4.Qh5+

4- 50 MOVES RULE

If there isn't any pawn move, black and white didn't capture any piece in last 50 moves, the game ends with draw.

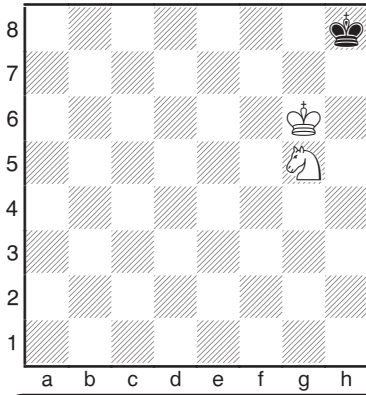
The player who wants a draw stops his clock before the 50th move. Then he tells the arbiter that he wants a draw. He shows the notation to the arbiter. The arbiter looks to the notation and decides.

The moves must be complete and right on notation.

5- AGREED DRAW

One of the players may want a draw. If the other player accepts, the game will end with draw.

EXERCISES

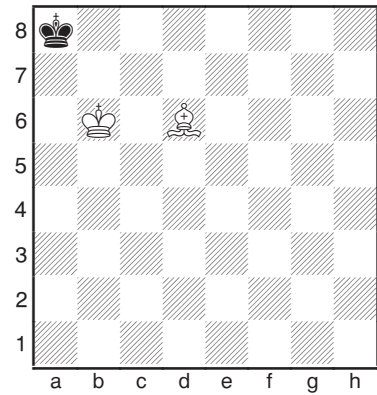


Question 1:

Why the white player can't win? Explain.

Answer:

The white player can't win because he doesn't have enough power to win.

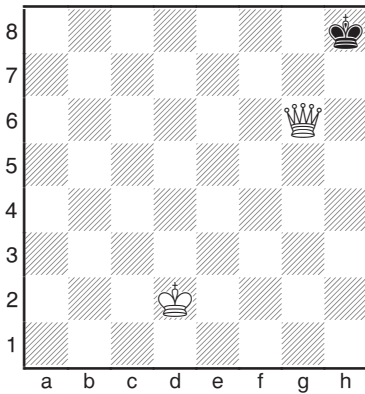


Question 2:

Why the white player can't win? Explain.

Answer:

The white player can't win because he doesn't have enough power to win.

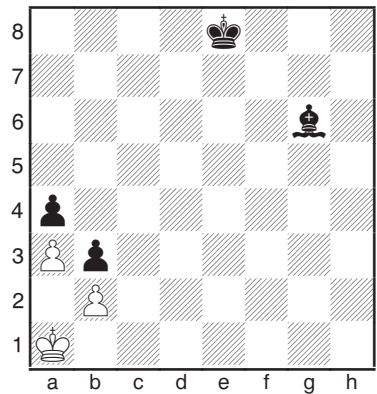


Question 3:

It is black's turn. What is the result of the game? Explain.

Answer:

The game is stalemate, because the black player doesn't have a legal move.

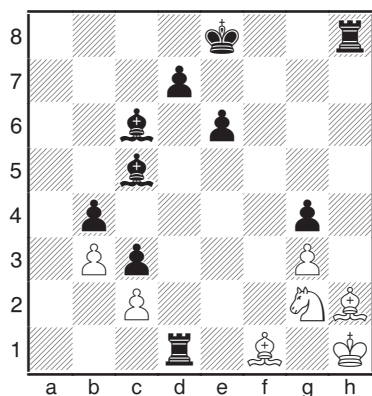


Question 4:

It is white's turn. What is the result of the game? Explain.

Answer:

The game is stalemate, because the white player doesn't have a legal move.

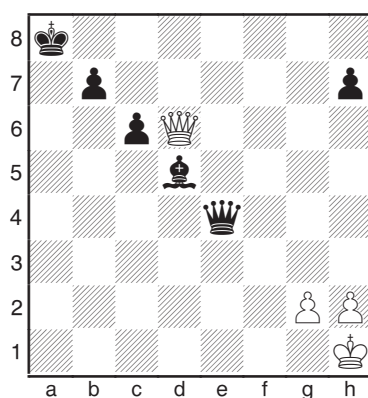


Question 5:

It is white's turn. What is the result of the game? Explain.

Answer:

The game is stalemate, because the white player doesn't have a legal move.

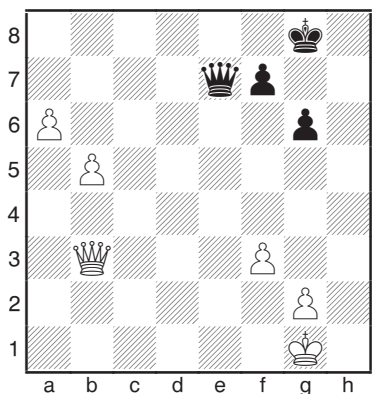


Question 6:

Show the permanent king moves of the white player.

Answer:

1.Qd8+ Ka7 2.Qa5+ Kb8
2.Qd8+ Ka7 4.Qa5+ Kb8
5.Qd8+ Ka7 5.Qa5+=



Question 7:

Show the permanent king moves of the black player.

Answer:

Two pawns of the black player is missing. It may get a draw by checking permanently.

1...Qe1+ 2.Kh2 Qh4+
3.Kg1 Qe1+ 4.Kh2 Qh4+
5.Kg1 Qe1+=

UNIT 16
ENDGAME-3

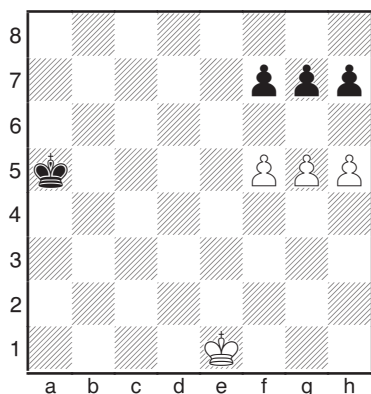
SUBJECTS

PASSED PAWN
SQUARE RULE
PAWN PROMOTION
CHESS DICTIONARY

| ENDGAME-3 UNIT 16 | | | | |
|--------------------------|---|--|---|--|
| Period | THE AIM OF THE UNIT | THE ADVANTAGES FOR CHILDREN | SUBJECTS | EQUIPMENTS |
| | <p>The aim of this unit is to teach; the value of the passed pawn at the endgame. Square rule. Pawn promotion. The determination of the useful piece in pawn promotion.</p> | <p>The students who finish this unit successfully will learn: the importance of the passed pawn at the endgame and to show this on board if there is a position. Square rule and to show on the board. Pawn promotion and to show it on the board.</p> | <p>Passed Pawn Square Rule Pawn Promotion</p> | <p>Chess Set Demonstration Board Computer Projection</p> |

PASSED PAWN

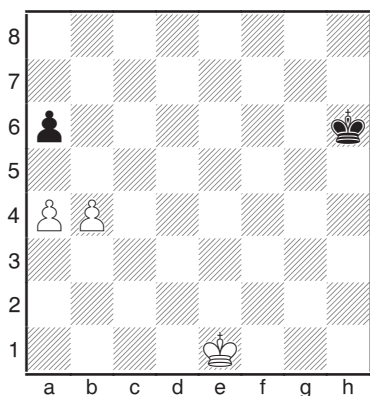
The pawn which reaches the last rank, promotes. This gives a special power to the pawn. A passed pawn must be formed for pawn promotion. This affects the result of the game.



To get passed with pawn sacrifice.

**1.g6 fxg6 [1...hxg6 2.f6 gxf6 3.h6]
2.h6 gxh6 3.f6 1-0**

White made passed pawn by sacrificing two pawns.



The easier way is to push a pawn for passed pawn in one pawn against two pawns position.

1.b5!

White gets passed pawn by pushing the pawn. Black can't do anything against this plan.

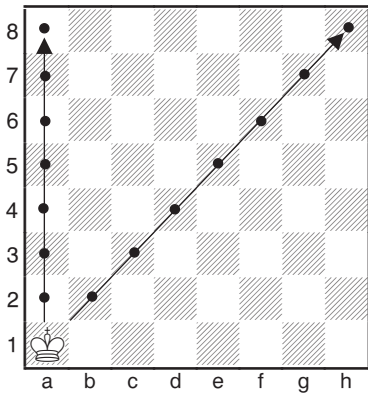
1...axb5 2.axb5 1-0

SQUARE RULE

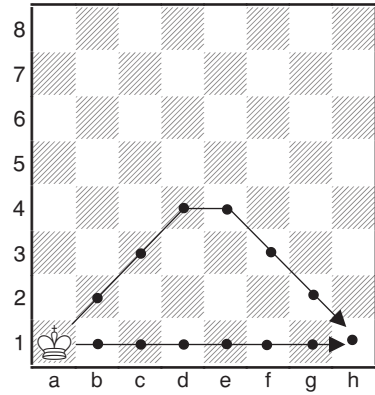
The king must prevent the passed pawn to reach the last rank at the pawn endgames. If the pawn reaches the last rank, it will promote. So the king must prevent pawn promotion. The square rule is a counting method which the opposing King needs to do in order to reach a position on the board in time to stop the pawn from doing pawn promotion.

In this method each player imagines a square on the chessboard starting from the square where the pawn is located, then to the square in the last rank where pawn promotion would occur. Then the player draws a square.

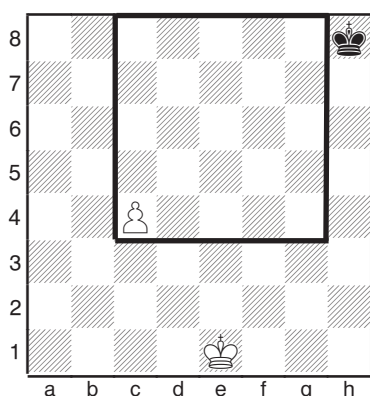
If the king or the move is in this square, the king prevents the pawn. This method looks hard because of the difference between the geometrical distance and the distance on the chess board. For example; although the distance of a1 to a8 and h8 is different in geometrical in chess, it is same because the distance between both squares to a1 is 7 moves.



The distance from a8 and h8 to a1 is same because the king reaches both squares with 7 moves..



Both the ways for the white king on a1 to reach h1 have same distance. The king goes to h1 with 7 moves in both ways.



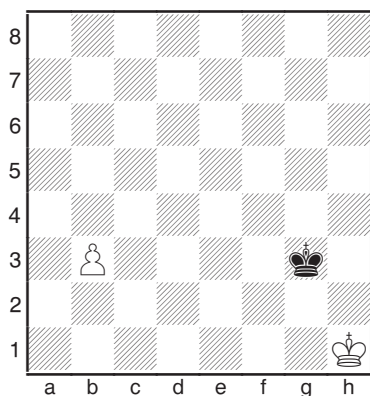
Drawing a square:

The pawn is on c4. The square for pawn promotion is c8.

Draw a line vertically from c4 to c8.

Draw a horizontal line with same length from c4 to the opponent king.

Draw another line vertical line from g4 which is the end point of horizontal line to g8.



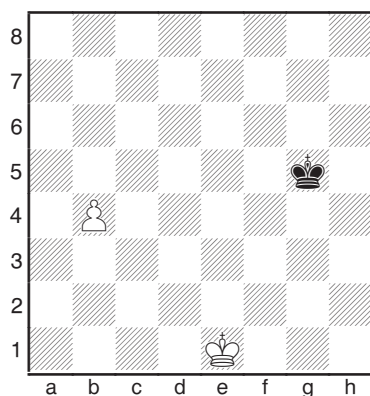
According to the square rule:

The passed pawn and the opponent king take place in the square. The black king and the pawn have same distance from the promotion square.

Both pieces go to the promotion square in 5 moves. So the black king prevents pawn promotion.

1.b4 Kf4 2.b5 Ke5 3.b6 Kd6
4.b7 Kc7 5.b8Q+ Kxb8

Black king take place in the square.



According to the square rule:

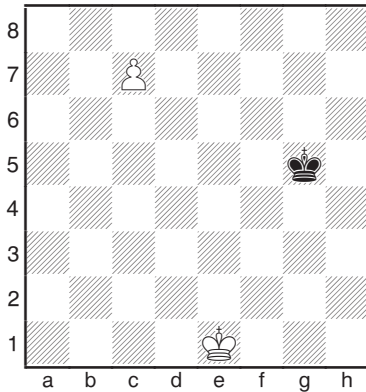
If it is white's turn, the black king can't prevent pawn promotion.

If it is black's turn, the black king goes inside this square with its move and prevents pawn promotion.

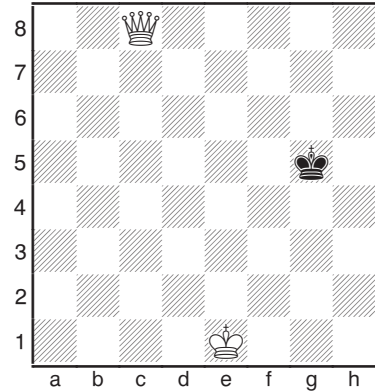
Black king take place out of the square.

PAWN PROMOTION

The pawn which reaches the last rank promotes to another piece except a king. Usually a pawn promotes to a queen because queen is the most powerful piece. However it is more useful in some positions when a pawn promotes to a rook or a knight. Also rarely it promotes to a bishop.



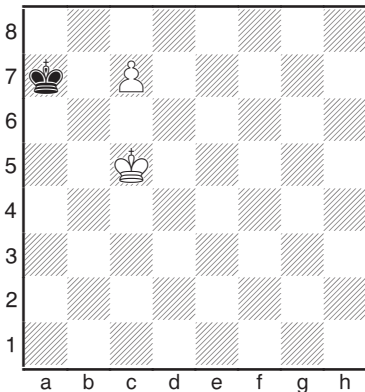
After pawn promotion



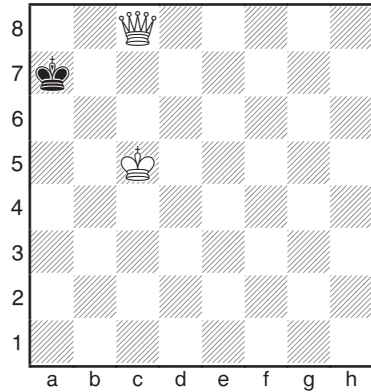
Before pawn promotion

1.c8(Q) 1-0

The pawn comes to c8 and it has to promote. It may change to a queen, a rook, a bishop or a knight with same color. Although a player has a queen, it doesn't effect to have one or more pawn promotion to queen.



After pawn promotion

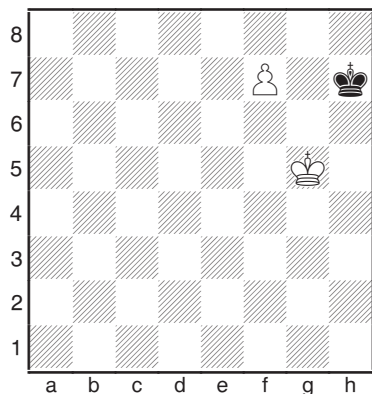


Before pawn promotion

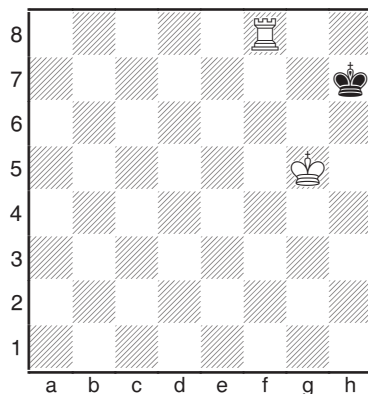
1.c8(Q)?

The white pawn promotes to queen but it is a bad move because black doesn't have any move. The game is stalemate. If white promotes the pawn to a rook, it will win.

Usually a pawn promotes to a queen because queen is the most powerful piece. However it is more useful in some positions when a pawn promotes to a rook, a knight or a bishop.

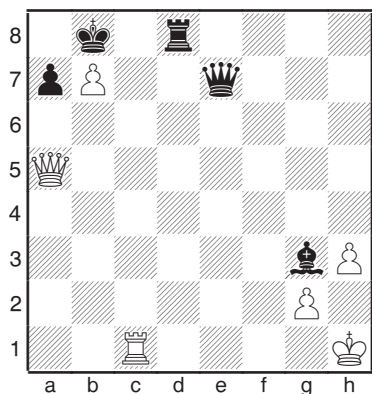


After pawn promotion



Before pawn promotion

In this position white pawn promotes to rook. If the white pawn promoted to queen, black didn't have a legal move so. White wins by promoting the pawn to rook.



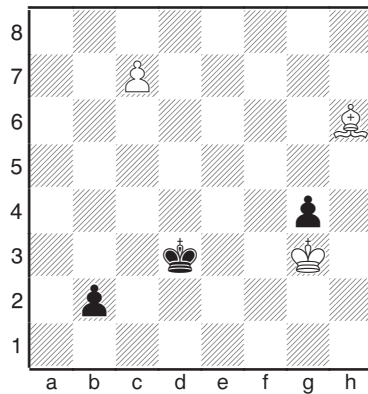
LASKER 1896

An example when the knight is preferred:

1.Rc8+ Rxc8 2.Qxa7+ Kxa7

3.bxc8N+

(the white pawn promotes to knight)



It is white's turn. The white pawn promotes to bishop.

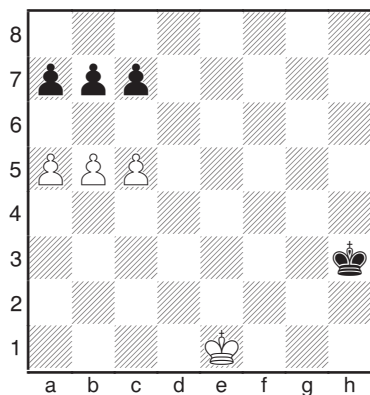
1-c8(B)! [1-c8 (Q)? B1(Q)

2-Qf5? Ke2 3-Qxb1 Pat]

1-..Ke4 2-Kxg4 b1(Q)

3-Bf5+! 1-0

EXERCISES



Question 1:

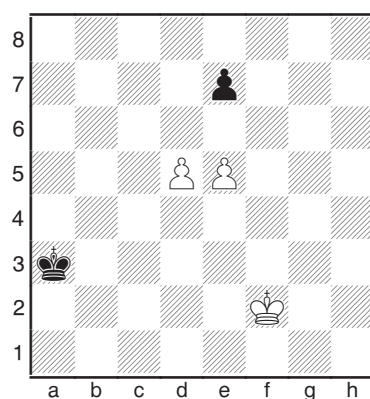
How can white make passed pawn?

Answer:

White pushes the pawn which is in the middle.

1.b6 axb6 [1...cxb6 2.a6 bxa6 3.c6 Kg4 4.c7 Kf5 5.c8Q+]

2.c6 bxc6 3.a6 b5 4.a7 b4 5.a8Q 1-0



Question 2 :

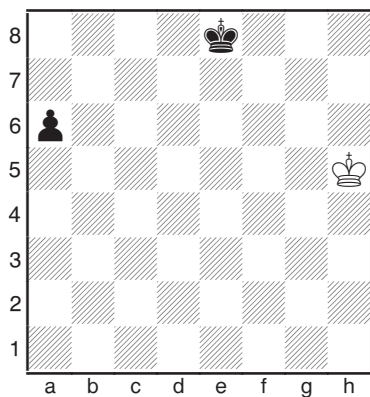
How can white make passed pawn?

Answer:

White pushes the d pawn which doesn't have a pawn in front.

1.d6 exd6 [1...e6 2.d7 Kb4 3.d8Q]

2.exd6 Kb4 3.d7 Kc5 4.d8Q 1-0



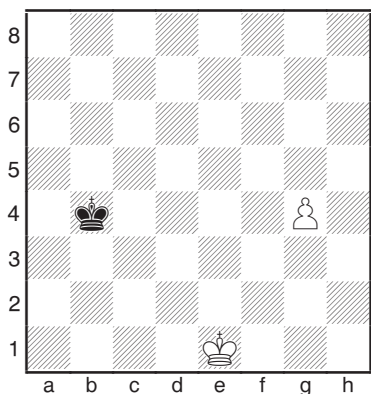
Question 3:

Does the white king prevent the promotion of black pawn?

Answer:

No, it doesn't. Because the white king is outside the imaginary square.

1.Kg4 a5 2.Kf3 a4 3.Ke3 a3 4.Kd3 a2 5.Kc2 a1Q 0-1



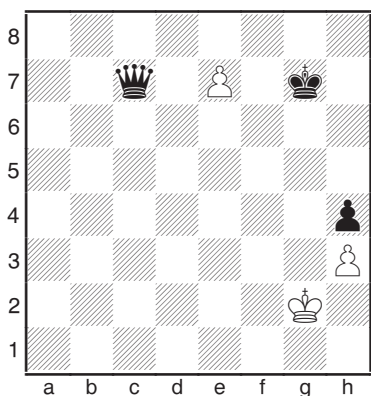
Question 4:

It is black's turn. Does the king prevent pawn promotion according to the square rule?

Answer:

Yes, it does. Because the black king goes inside the pawn's square with a move.

**1...Kc5 2.g5 Kd6 3.g6
Ke7 4.g7 Kf7 5.g8Q+
Kxg8=**



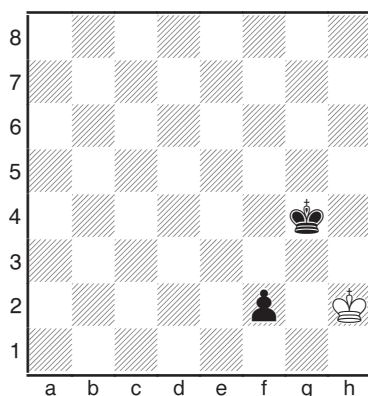
Question 5:

Which piece is more useful for the white pawn to promote?

Answer:

If the white pawn promotes to knight, it will be more useful.

**1.e8N+! Kg6 2.Nxc7
Kg53.Nd5 Kh5 4.Kf3 Kg5
5.Nf4 Kf5 6.Ng2 Kg5
7.Ke4 Kh5 8.Kf5 Kh6
9.Nxh4 Kg7 10.Kg5 Kh7
11.Nf5 1-0**



Question 6:

Which piece the black pawn must promote?

Answer:

It must promote to rook. Otherwise the game will stalemate.

**1...f1R 2.Kg2 Rf3
3.Kg1 Kg3 4.Kh1 Ka3
5.Kg1 Ra1#**

CHESSE DICTIONARY

Check: A direct attack on an opponent's King by any piece.

Discovered Check: The movement of a friendly piece that reveals a check on the enemy King with a piece hidden behind the moved piece.

Double Attack: An attack on an enemy piece by two friendly pieces at the same time.

Double Check: A discovered check wherein the both the moved piece and the revealed piece give check simultaneously.

En passant: A pawn captures a pawn which is passing next to it.

FIDE: Acronym for the Federation Internationale des Echecs.

Fork: Simultaneously attacking more than one enemy piece with one piece.

FM: Fide Master

Gambit: Any opening that involves the sacrifice of a pawn to hasten development and control the center.

GM: Grand Master

IM: International Master

King's side: The side of the king on board.

Major pieces: Refers to queens and rooks.

Minor Piece: Refers to Bishops and Knights.

Norm: The number of points a player must achieve in an international tournament to gain qualification for FIDE titles.

Notation: Recording a chess game.

Open File: A file that has no pawns on it.

Opposition: A position where the two kings are on the same rank, file, or diagonal.

Passed Pawn: A pawn that has no enemy pawn on either adjacent file to stop its advance to the other side of the board for promotion.

Pawn Promotion: The pawn which reaches the last rank promotes to another piece.

Perpetual Check: A position where one player can continuously place his opponent in check.

Pin: A tactic where a piece is forced to shield another valuable piece from attack.

Queen's side: The side of the queen on board.

Rating: A numerical representation of a player's success rate and approximation of strength.

Sacrifice: To deliberately give up material to achieve an advantage.

Skewer : A tactic in which two of an opponent's pieces on the same line are attacked.

Stalemate: A situation where a player has no legal moves to make.

TCF: Turkish Chess Federation.

Threat: A move that threatens to capture an enemy piece or damage the position of the opponent.

Variation: A series of moves within a game which have an unifying purpose.

Zeitnot: Time trouble.

Zugzwang: A situation that occurs when any move a player makes will weaken his/her position, however, he/she is compelled to move in accordance to the rules.