



**'Your first step
towards nobility'**

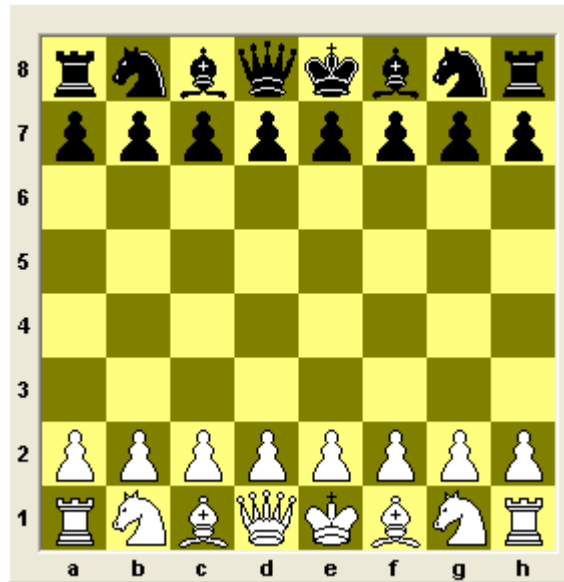
Children's Chess Challenge
Joseph R. Guth Jr.

© 2004

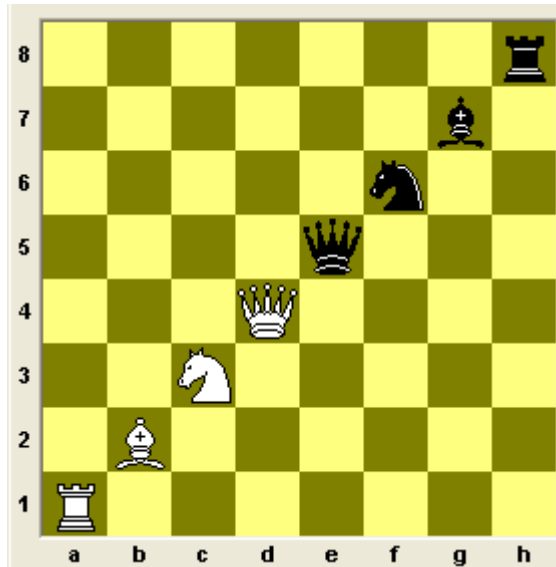
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815-399-4303

Chessboard



This is how a Chessboard is set up before the game starts. A light square should be in the bottom right. The Queen should always start on her own color. The White Queen will be placed on a light square. The Black Queen will be placed on a dark square. There are a total of 64 squares.

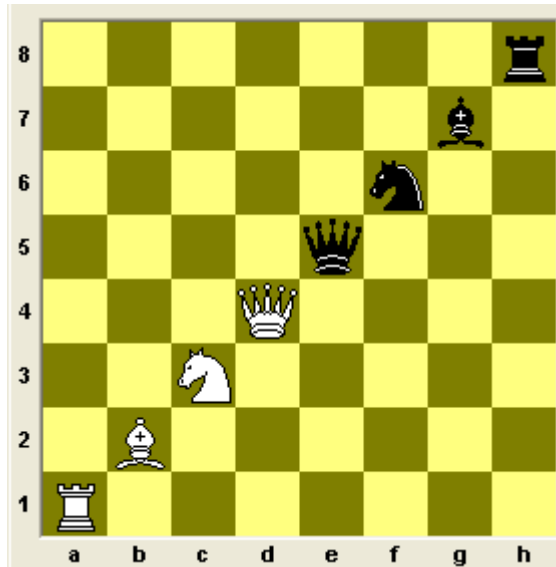


On the Chessboard, each square has a name. This helps us to keep track of our moves.

The White Rook is on square a1.

Going up the diagonal, identify the squares that the pieces are on:

White Rook	a1
White Bishop	_____
White Knight	_____
White Queen	_____
Black Queen	_____
Black Knight	_____
Black Bishop	_____
Black Rook	_____

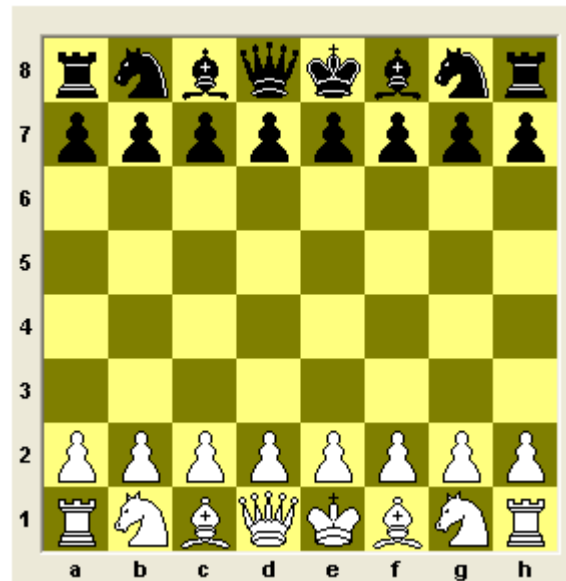


The squares are:

White Rook	a1
White Bishop	b2
White Knight	c3
White Queen	d4
Black Queen	e5
Black Knight	f6
Black Bishop	g7
Black Rook	h8

How many pawns and pieces does each side start off with?

___ King
___ Queen
___ Rook
___ Bishop
___ Knight
___ Pawn



1	King
1	Queen
2	Rooks
2	Bishops
2	Knights
8	Pawns

A King's value is game.

A Queen's value is 9 points.

A Rook's value is 5 points.

A Bishop's value is 3 points.

A Knight's value is 3 points.

A Pawn's value is 1 point.

How many pawns equal a Knight or a Bishop?

How many Knights and Bishops can equal a Queen?

How many Queens equals a Rook, Bishop, and a Pawn?

A Rook and a Pawn equals a Knight and a B_____.

If you lose the King, you lose the _____.

Answers

How many pawns equal a Knight or a Bishop?

3

How many Knights and Bishops can equal a Queen?

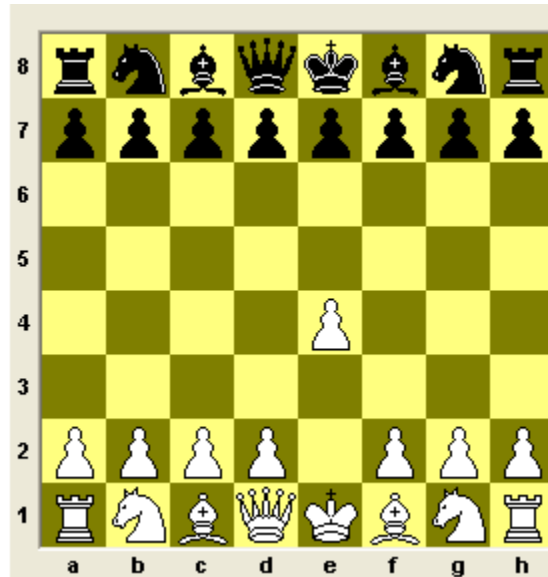
3

How many Queens equals a Rook, Bishop, and a Pawn?

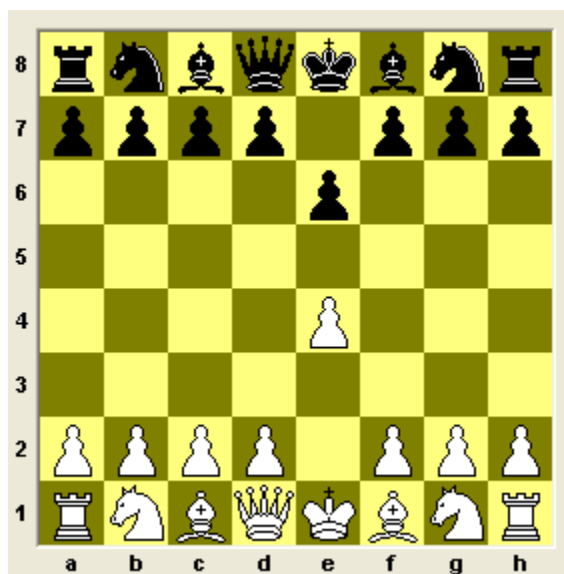
1

A Rook and a Pawn equals a Knight and a Bishop.

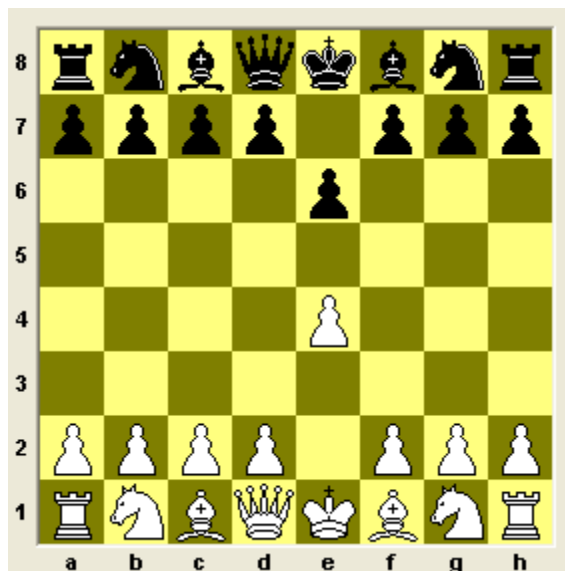
If you lose the King, you lose the Game.



White moves first in a game of chess. The diagram above has White moving Pe2-e4.



Pawns can move one or two squares on the first move. What was Black's first move?

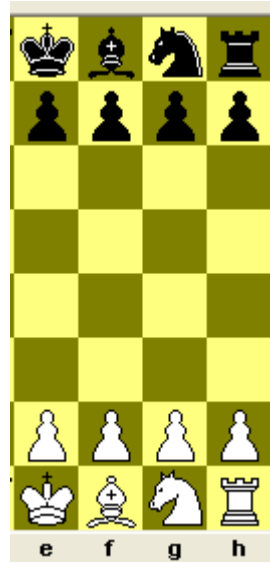


White's first move was

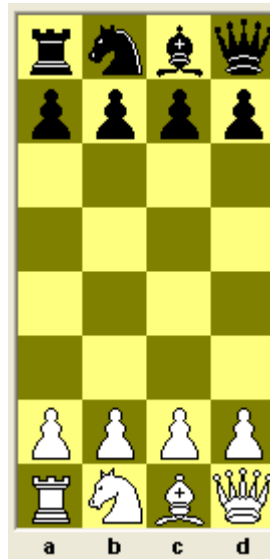
1. Pe2-e4.

Black's first move was

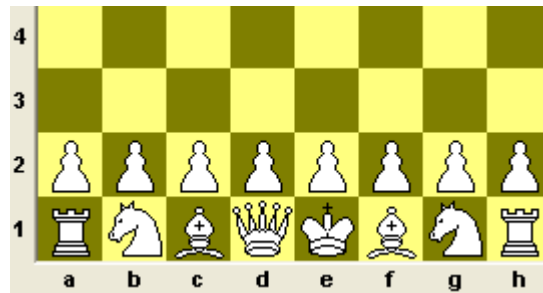
1. Pe7-e6.



This is the King Side of the board.



This is the Queen Side of the board.



This is White's side of the board.



This is Black's side of the board.

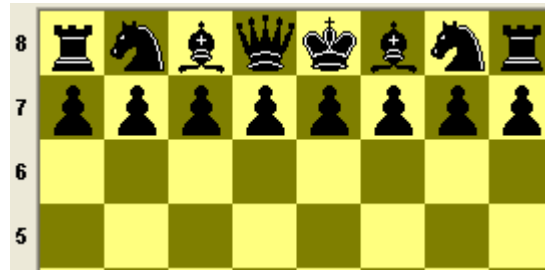


All of the squares above each letter are known together as a file. There are eight files: a, b, c, d, e, f, g, and h.

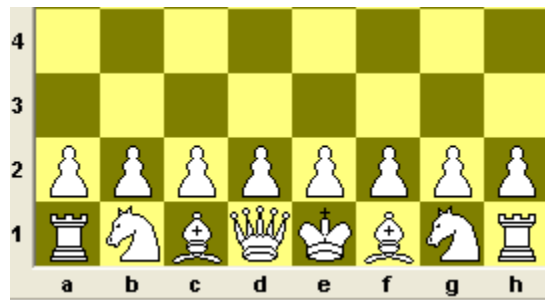


All of the squares to the right of the number are known together as a rank. There are 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, and 8th ranks.

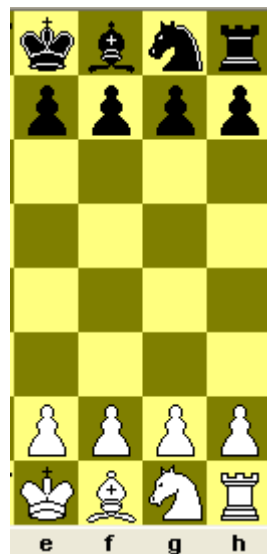
Answers on page 16.



1. What side of the board is this?

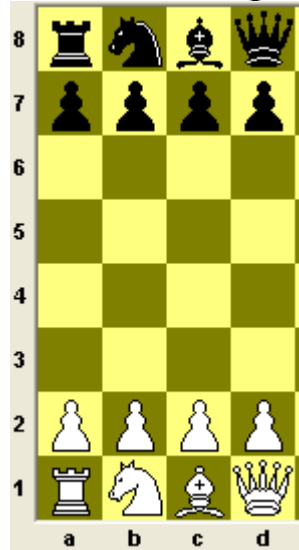


2. What side of the board is this?



3. What side of the board is this?

Answers on page 16.



4. What side of the board is this?



5. What file is this?



6. What rank is this?

**Answers to questions on
pages 14 and 15.**

1. Black

2. White

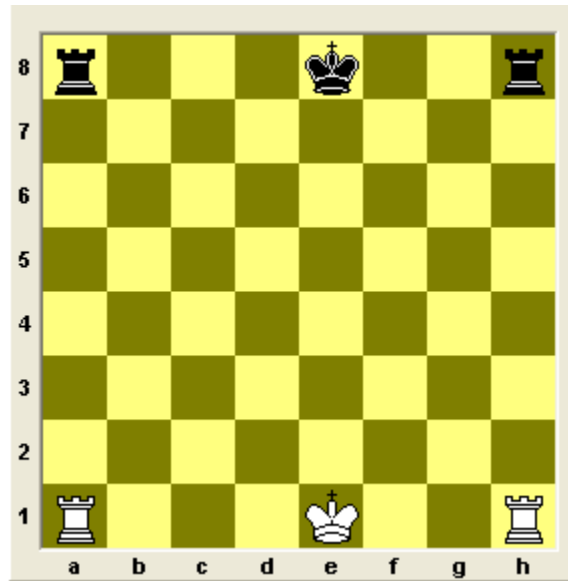
3. King

4. Queen

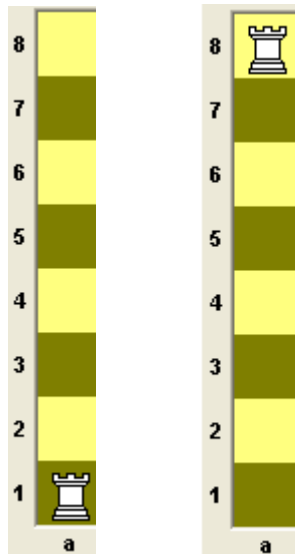
5. g

6. 7

Rooks



Rooks move up, down, and side ways. They travel using ranks or files.



The Rook on a1 can move up to a8.

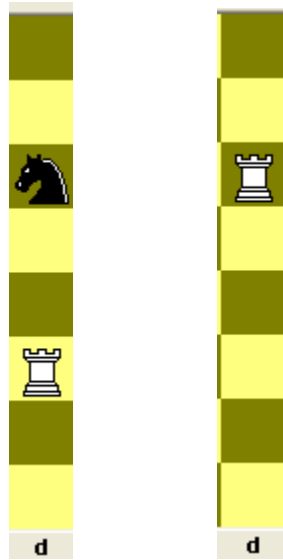


The Rook on a1 can move over to h1.



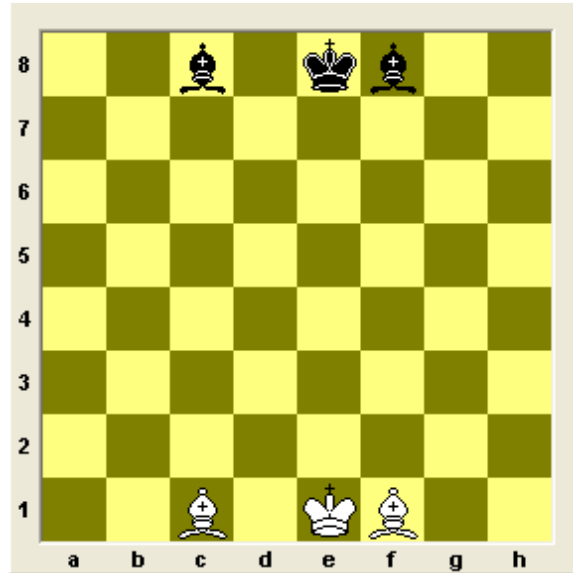
The Rook on a1 can capture the Queen on f1 like so:



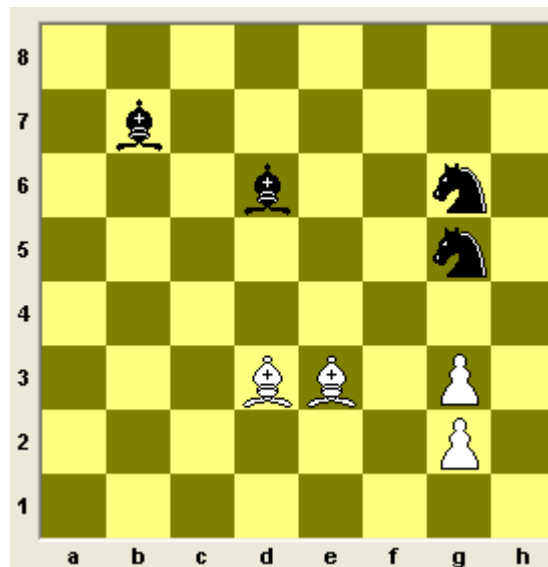


The Rook on d3 can capture the knight on d6 as shown.

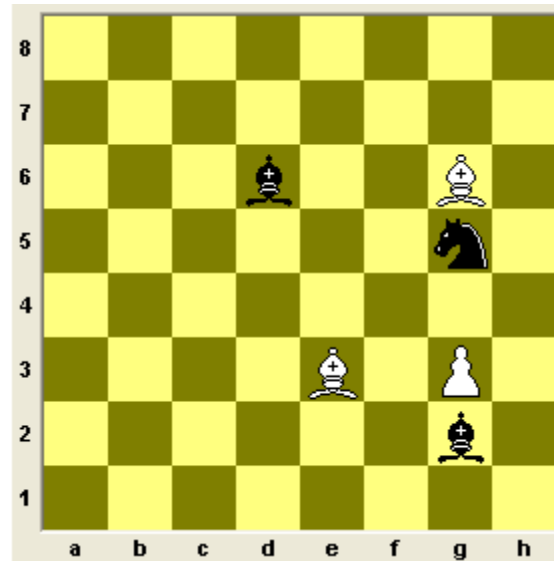
Bishops



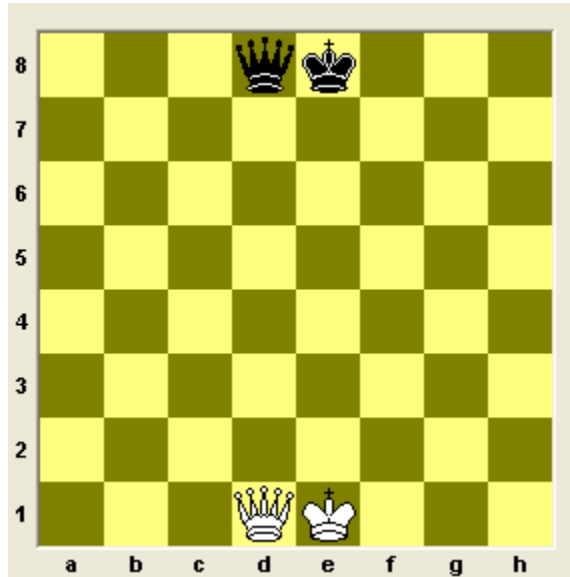
Bishops move diagonally on their own color. Each color of pieces has a dark square and light square Bishop.



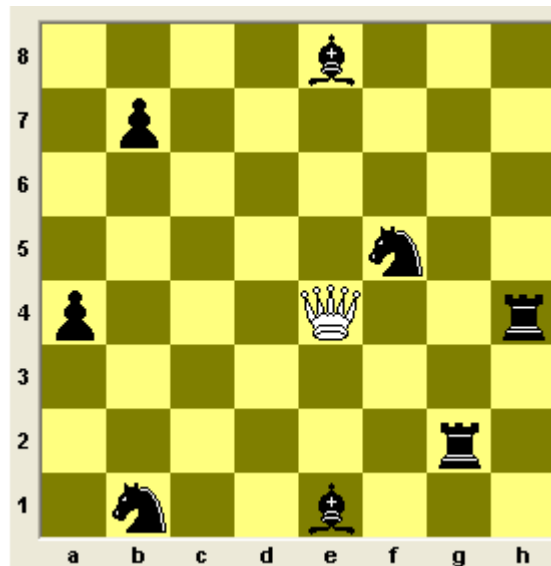
The Bishop on d3 can capture the Knight on g6. The Bishop on b7 can capture the pawn on g2.



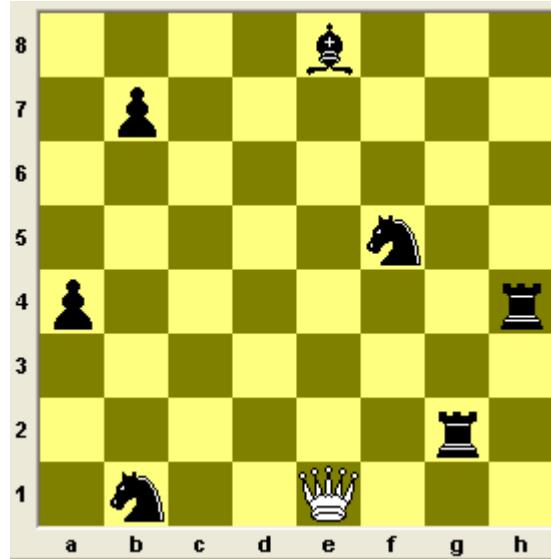
Queens



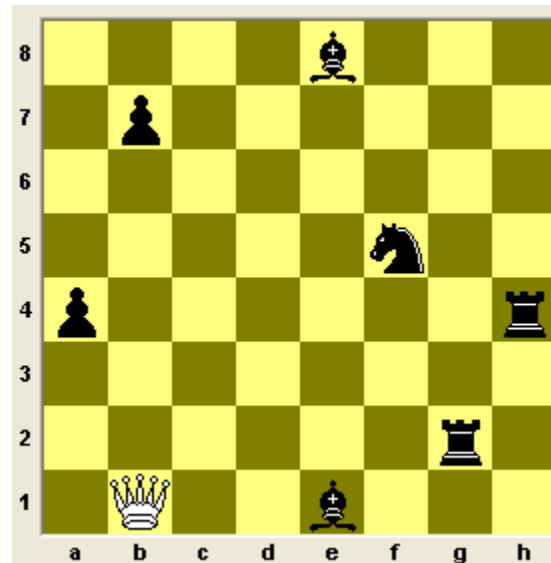
Queens move like both Rooks and Bishops. They can move diagonally. They can move up and down the files. They can also move across the ranks.



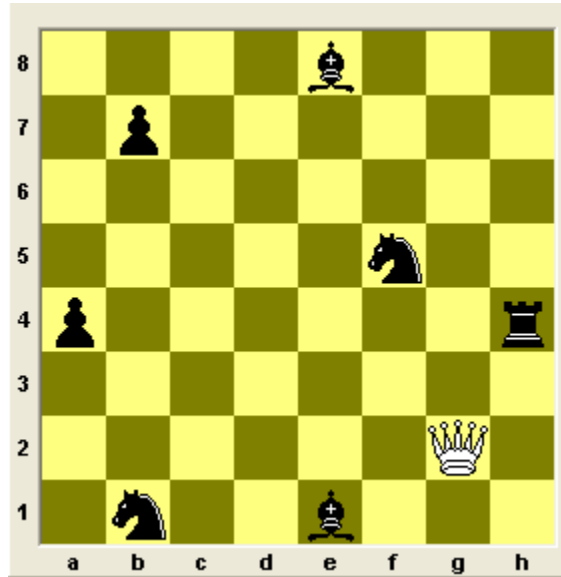
Here the Queen captures the Bishop on e1.



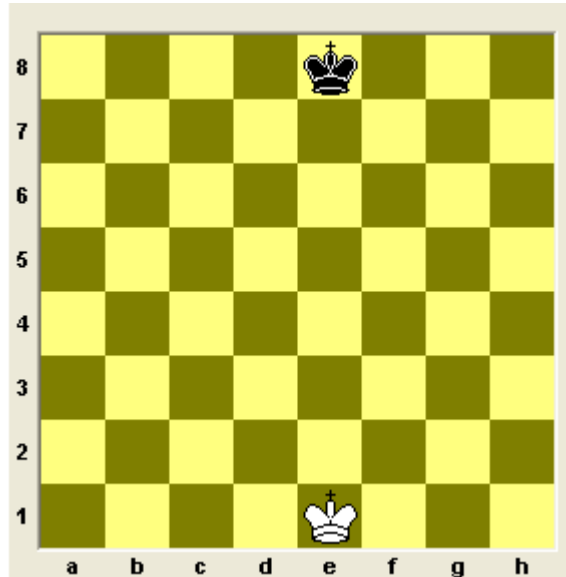
Here the Queen captures the Knight on b1.



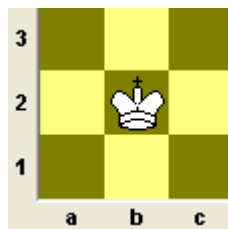
Here the Queen captures the Rook on g2.



Kings

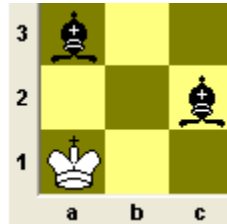


Kings move like both Rooks and Bishops. They can move diagonally. They can move up and down the files. They can also move across the ranks. But, they can only move one square at a time.



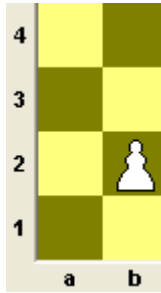
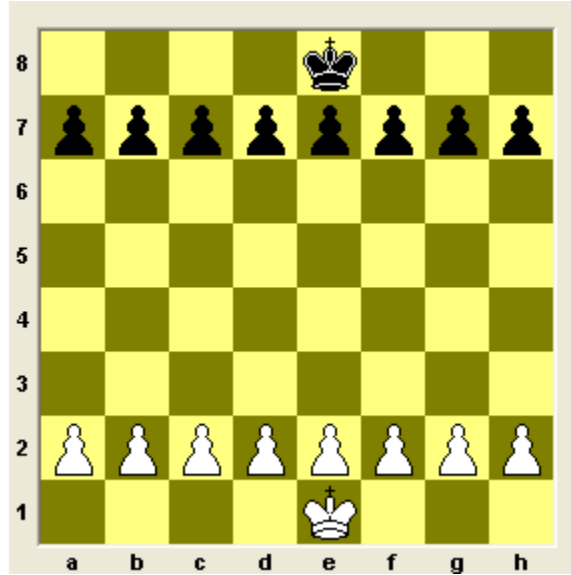
The King above can move to every square in the diagram.

Kings cannot move on to squares that are attacked by the opponent's pieces.



The White King cannot move to b2 because of the Bishop on a3. The Bishop on c2 keeps the White King from moving to b1. The White King's only move is to a2.

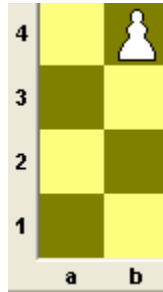
Pawns



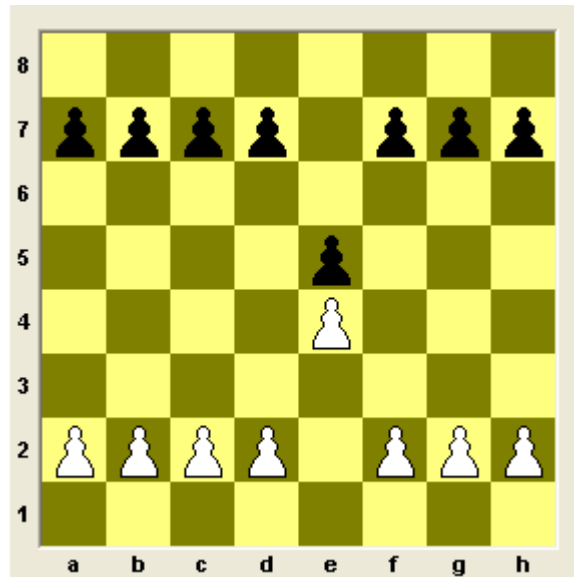
Pawns can move



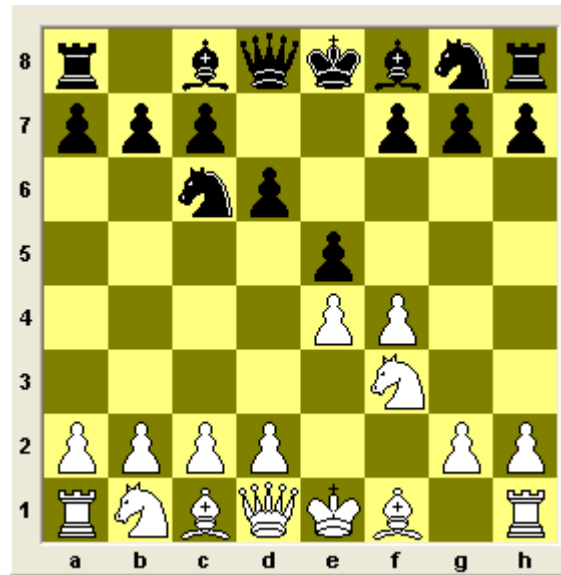
One square



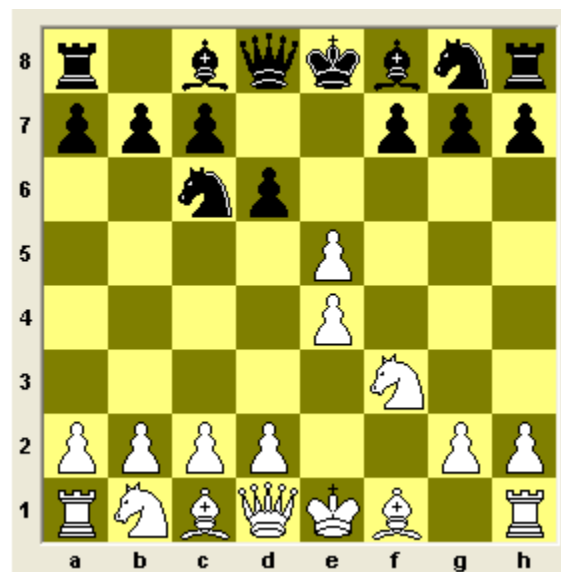
or two squares on its first turn.



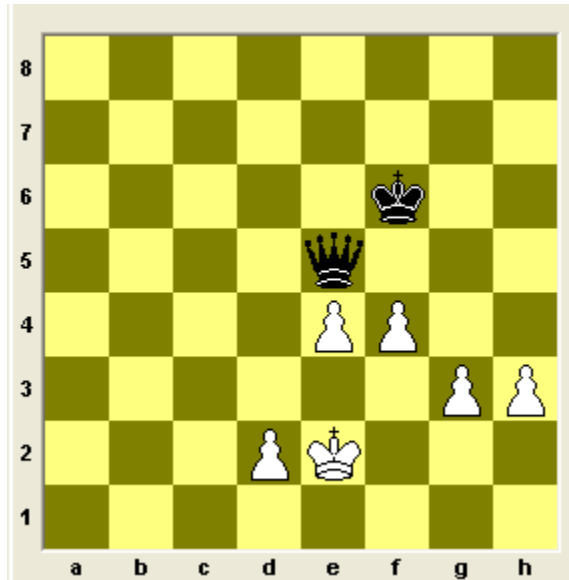
If a Pawn gets blocked, it has to stop. In the diagram, both e-Pawns can no longer move forward.



White's f-Pawn can capture Black's e-Pawn with Pf4xe5. See the next diagram.

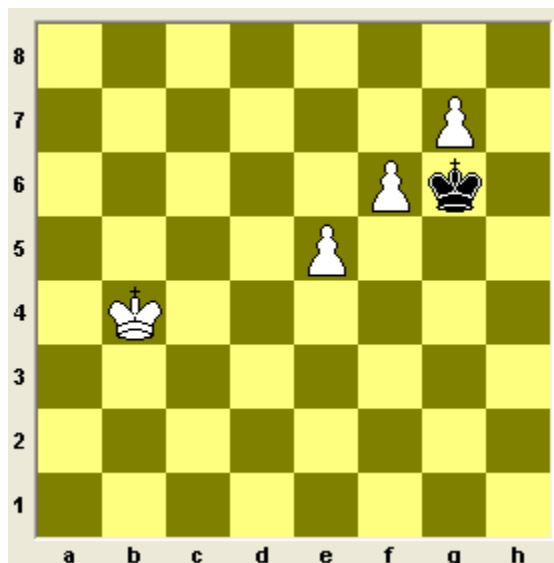


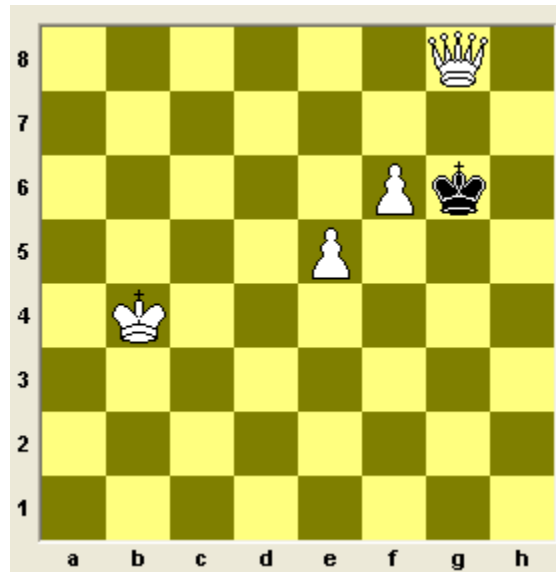
In the diagram below, which pawn can capture a piece?



Answer: The f-Pawn

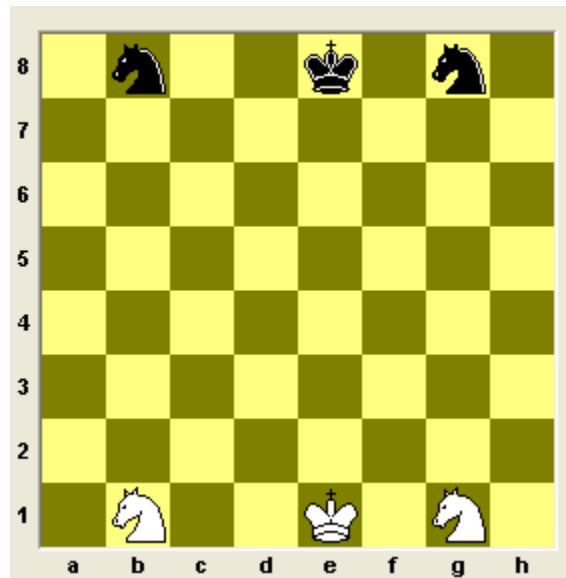
When a pawn reaches the other end of the board, he gets promoted to, a Queen, Rook, Bishop, or Knight. This is usually a good move!



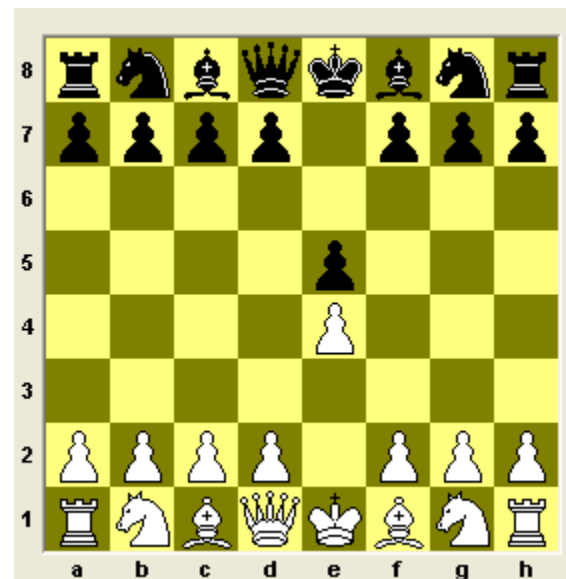


Here, White promotes his Pawn to a Queen and places the Black King in to check.

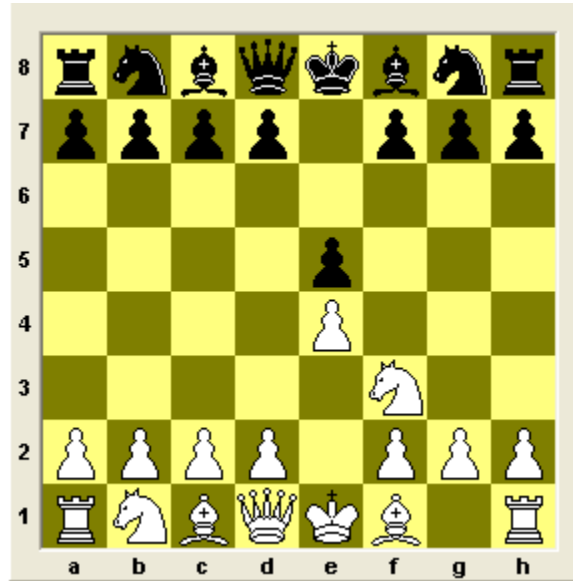
Knights



Knights move in an L-Shape

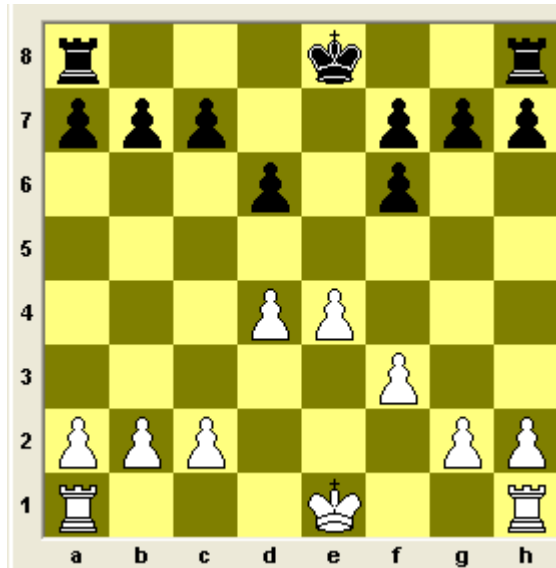


See the move below:



2. Ng1-f3

Castling



To Castle, there are some rules:

1. The King and the Rook used in Castling cannot have moved.
2. There cannot be some pieces in the way.
3. The King cannot move through check or into check. Check is when a piece is attacking the King.

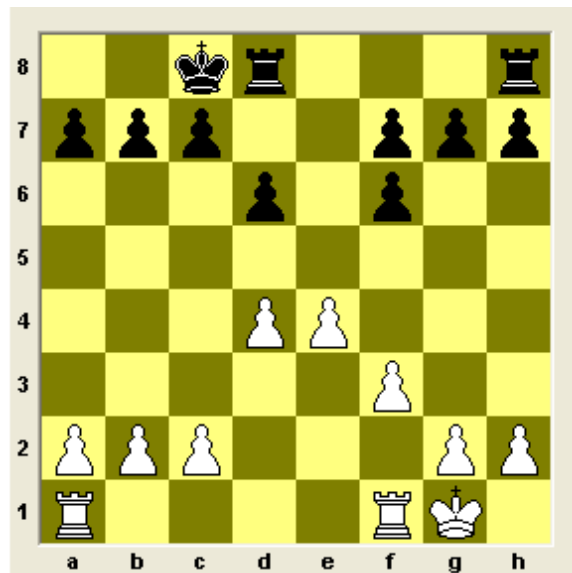
How to Castle:

1. Kingside or Queenside
2. Move the King first, two squares, then move the Rook over the King to his side.

From the previous diagram the following moves were made:

White castled Kingside (O-O).

Black castled Queenside (O-O-O).



En passant

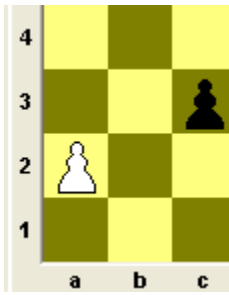
A Black Pawn on the 4th rank or a White Pawn on the 5th must be given the chance to do battle with a neighboring pawn of the opposite color.



If the a-Pawn or the c-Pawn were to move two squares, Black's b-Pawn could capture it, only on this move.

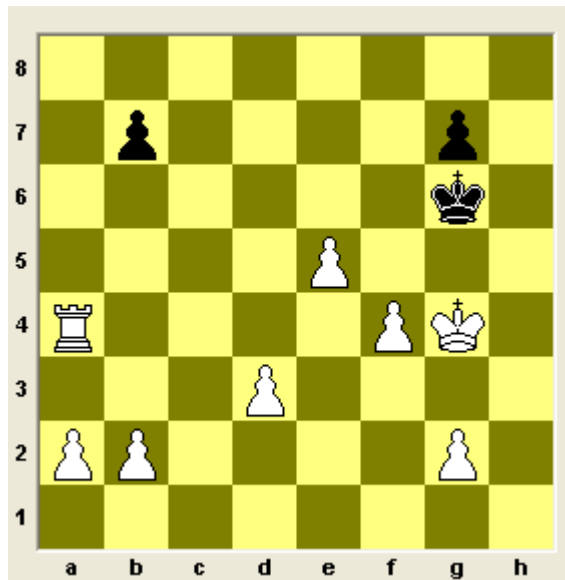


If White plays P-c4,

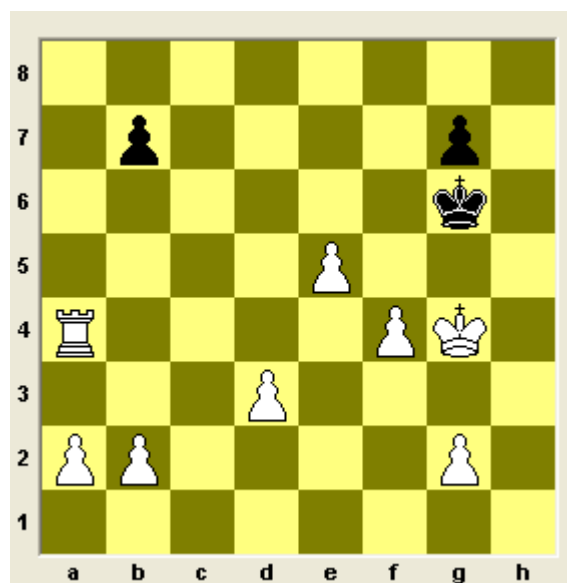


Black can play Pxc4 e.p.

More Questions:



The Rook on a4 needs to get to h1 quickly. How many moves will it take? What squares will the Rook land on in its trip?

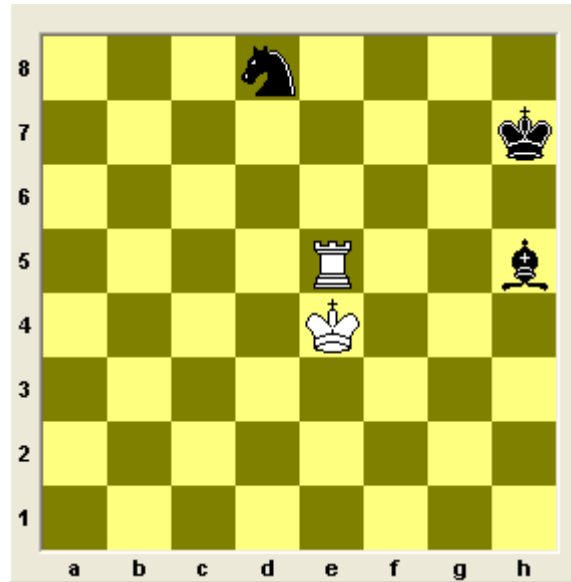


How many moves will it take?

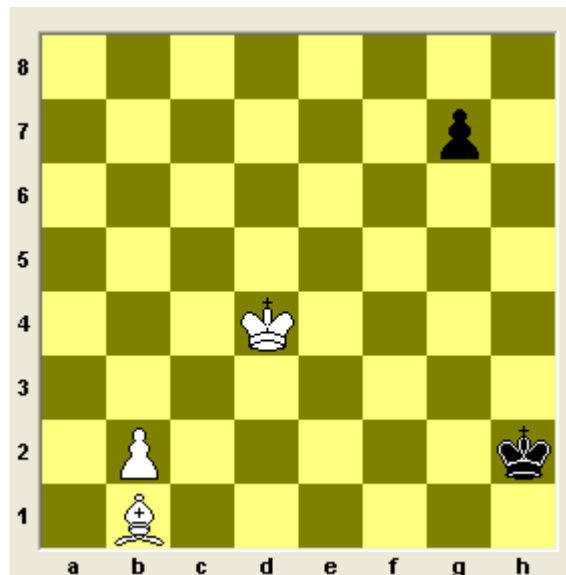
3

What squares will the Rook land on in its trip?

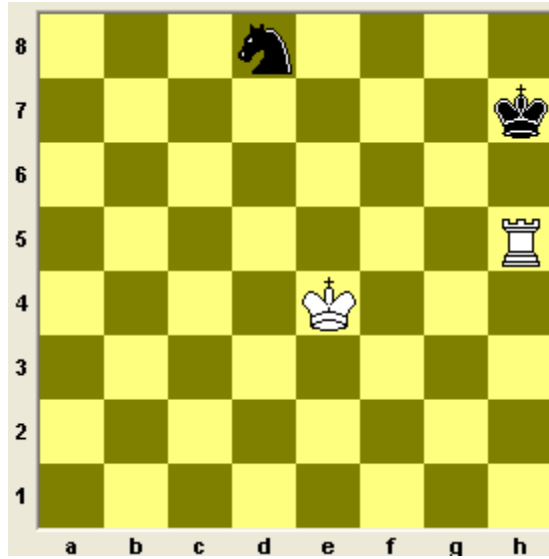
A8, h8, and h1



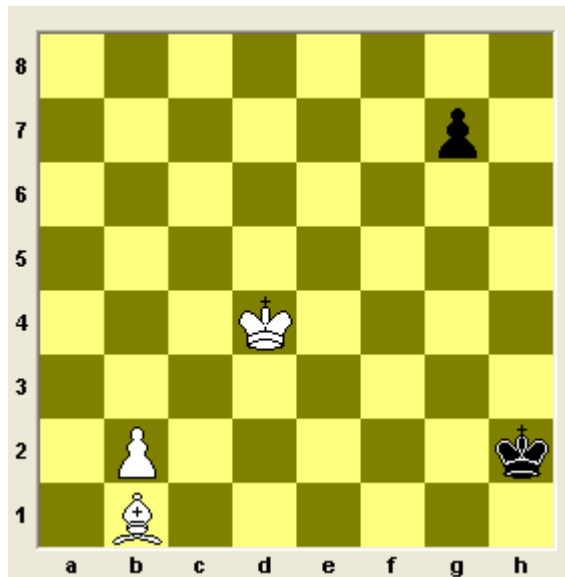
Which piece can the White Rook capture?



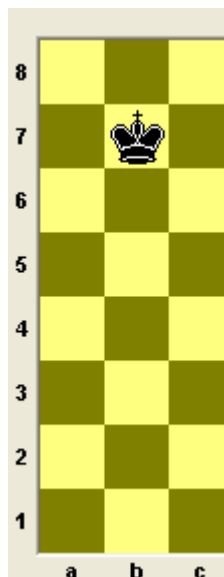
How many moves will it take for the White Bishop to race around the two Pawns and return to b1? What squares will the Bishop land on?



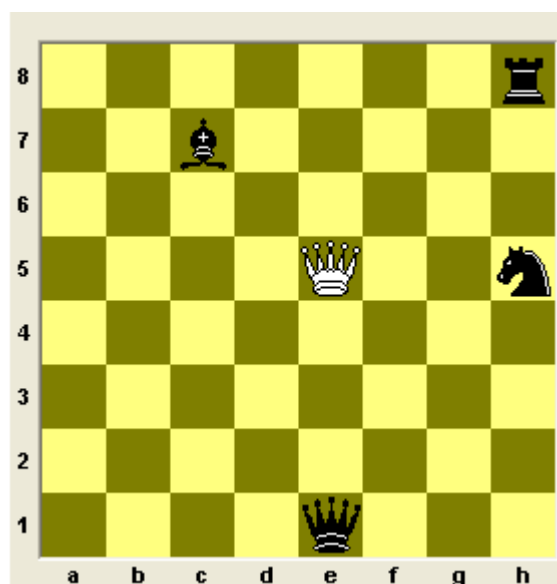
The White Rook can capture the Bishop on h5.



It takes four moves to race around the Pawns and get back to square b1.
The Bishop will land on h7, g8, a2, and b1.

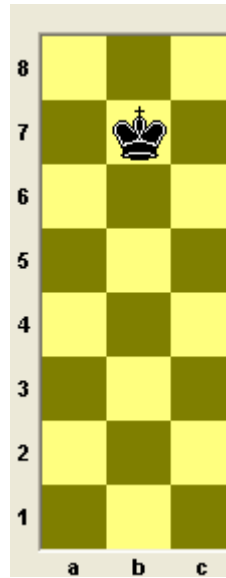


What squares can the Black King move to?

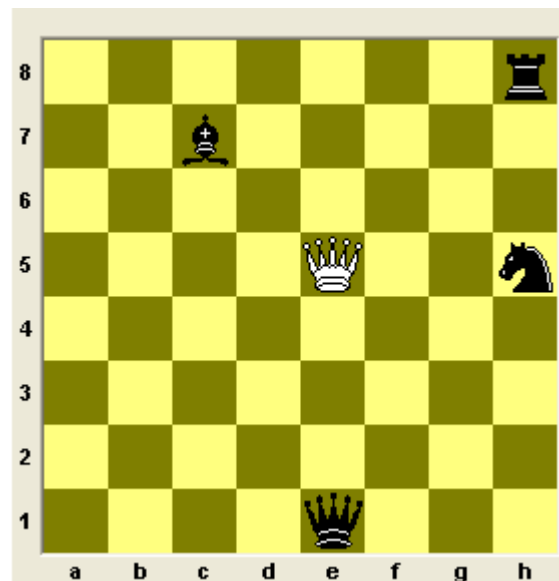


What pieces can the White Queen capture?

What squares are they on?

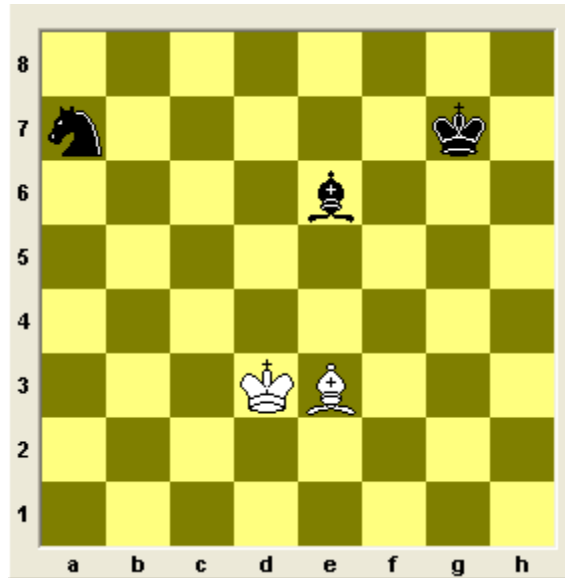


The Black King can move to a8, b8, c8, a6, b6, c6, a7, and c7.

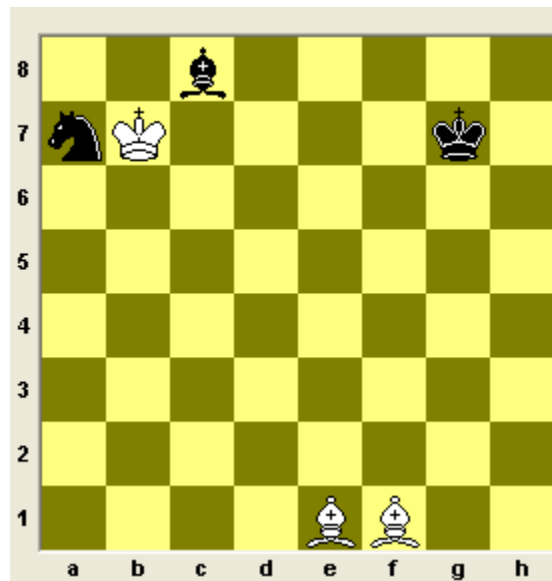


The White Queen can capture the Black Bishop, Queen, Knight, or Rook.

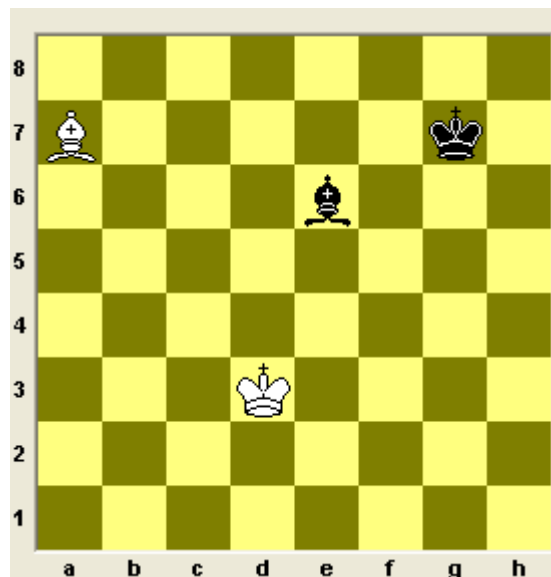
They are on c7, e1, h5, or h8.



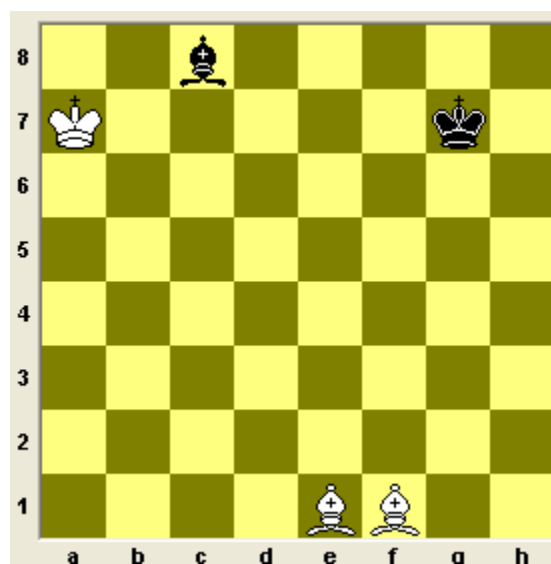
Which piece can the White Bishop capture?



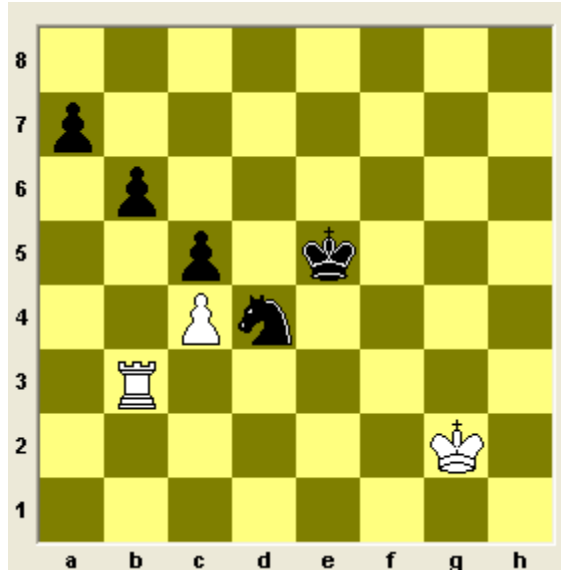
Which piece can the White King capture?



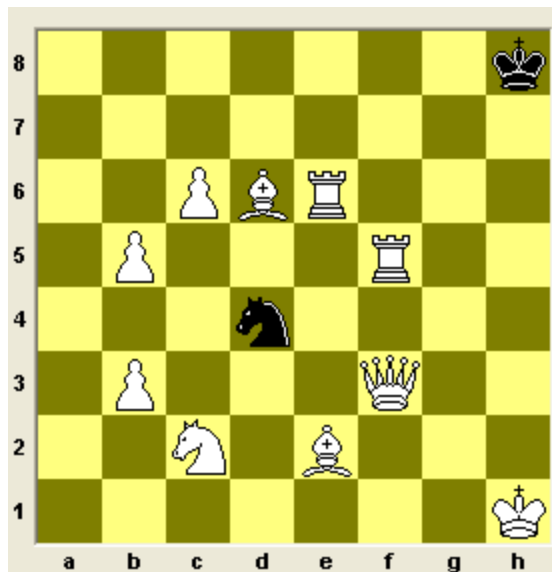
The White Bishop can capture the Knight on e6.



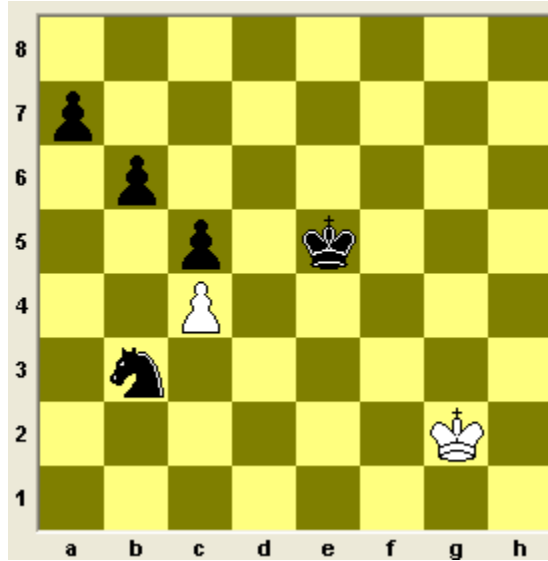
The White King can capture the Knight on c8.



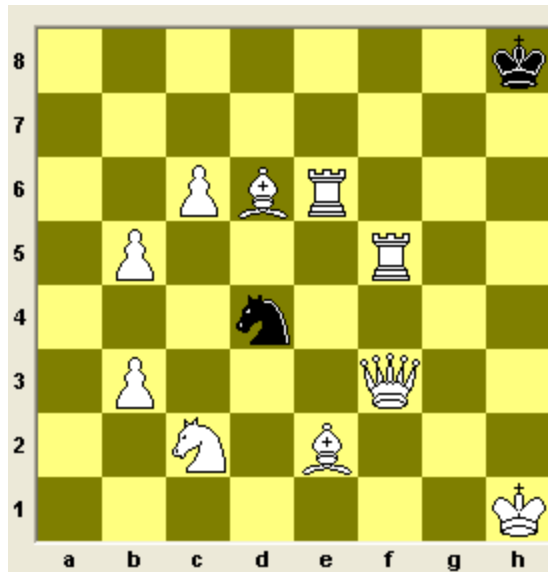
Which piece can the Black Knight capture?



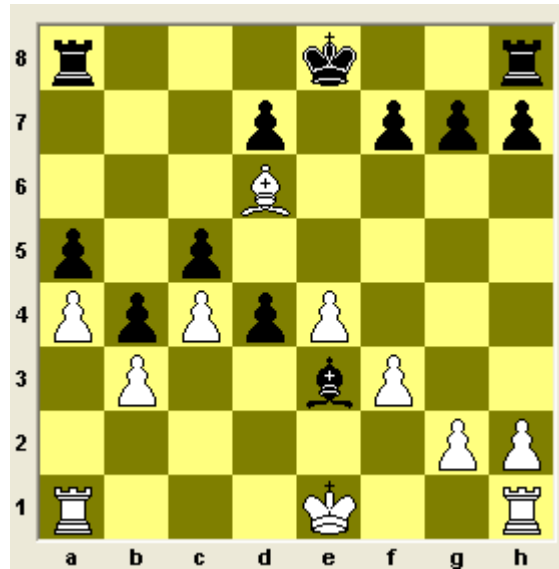
Which piece can the Black Knight not capture?



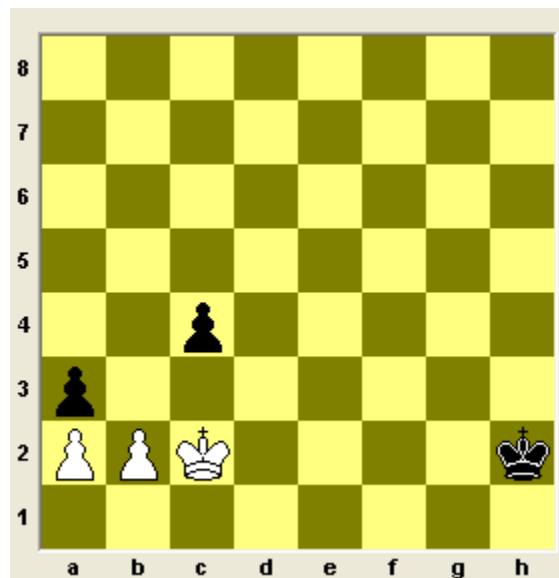
The Black Knight can capture the Rook on b3.



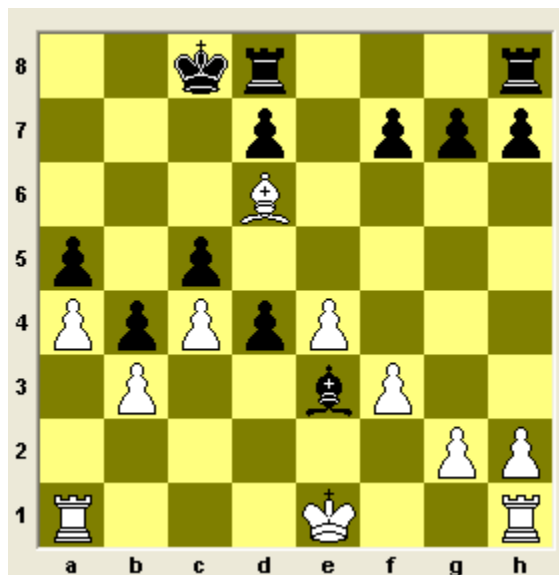
The Black Knight cannot capture the Bishop on d6.



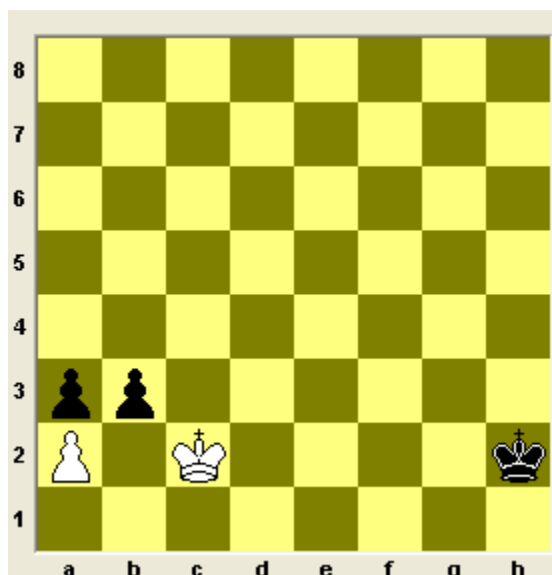
Which King can Castle?
 Which sides can the King
 Castle towards?



If White moves his Pawn
 from b2 to b4, which Black
 Pawn can capture it?

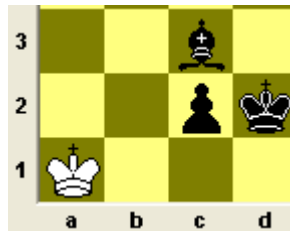


The Black King can Castle.
He Castles to the Queenside
(O-O-O).



After P_{b2}-b4, Black plays
P_{c4}xb4 e.p.

When a piece attacks a King, that King is in check. Below are examples of a King in check:



Bishop Check



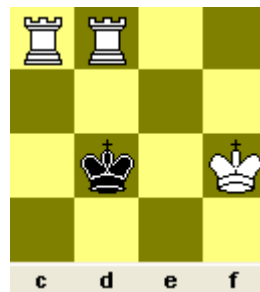
Knight Check



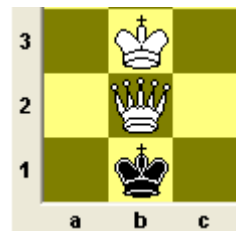
Rook Check

When in check, the King must make a move to stop the check.

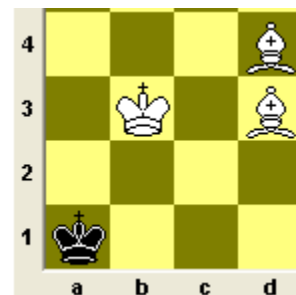
When a King is in check and he cannot escape check in one move, the King is checkmated. Checkmate means the King is captured and loses the game. Below are examples of checkmate:



Rooks Checkmate



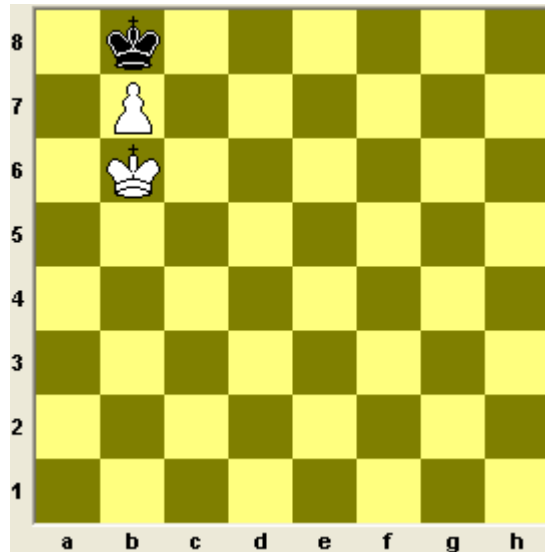
King-Queen Checkmate



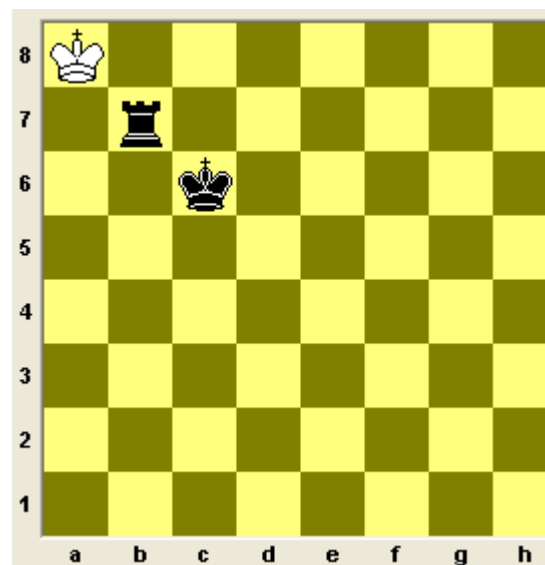
Two Bishop Checkmate

Draws can happen in many ways:

Stalemate is where a player cannot make a legal move with his King or other pieces.

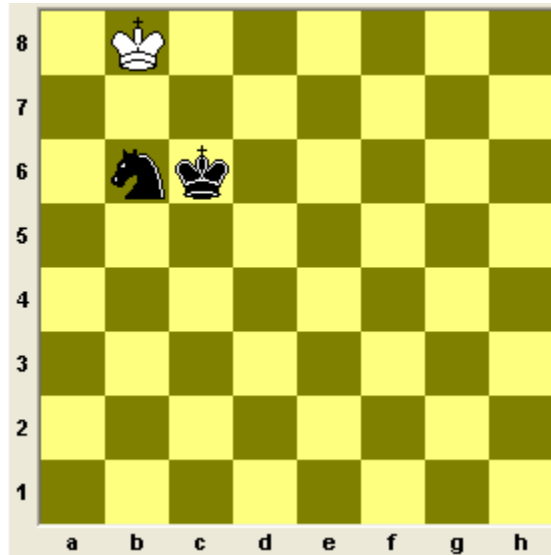


Black's move: Stalemate

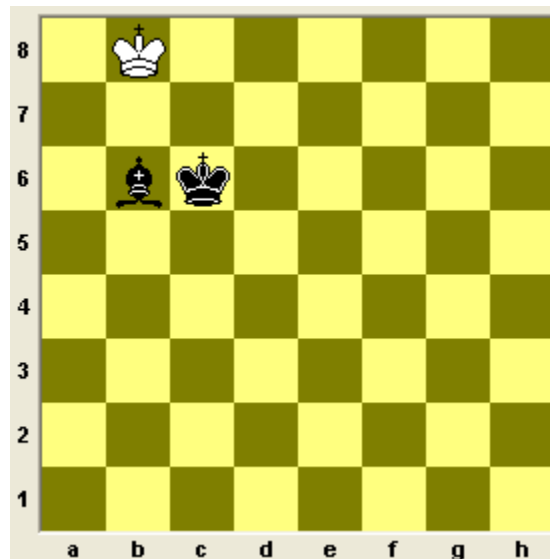


White's move: Stalemate

A draw can occur when neither player has enough pieces to cause a checkmate, for example a lone Knight or Bishop.

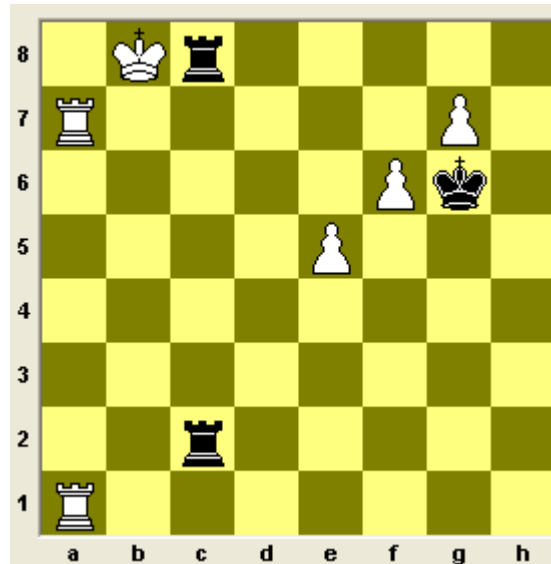


Draw

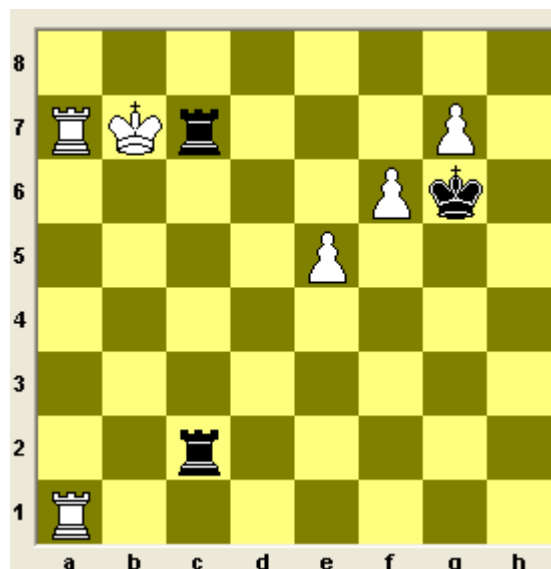


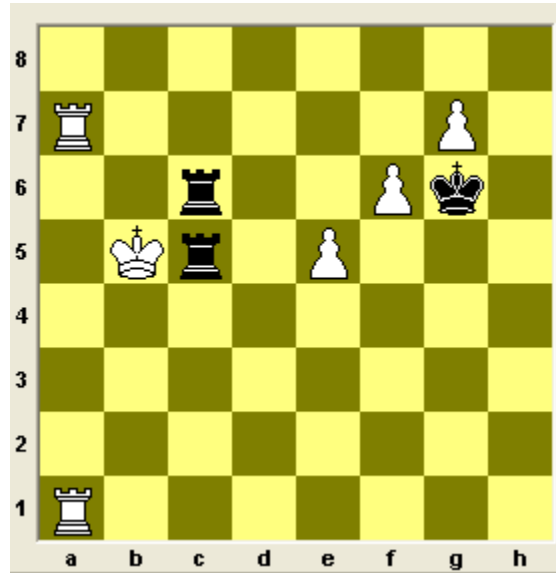
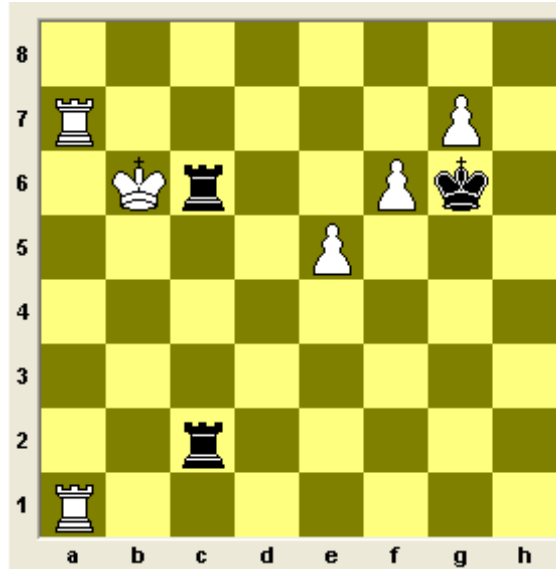
Draw

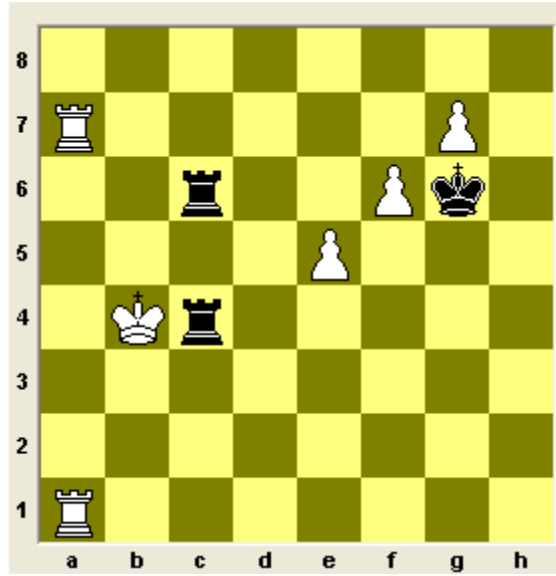
A draw can occur from a perpetual check.



In the position above, Black is losing. Once a pawn moves to the end of its trip, it can be promoted to any piece. So, Black must keep checking with his Rooks.







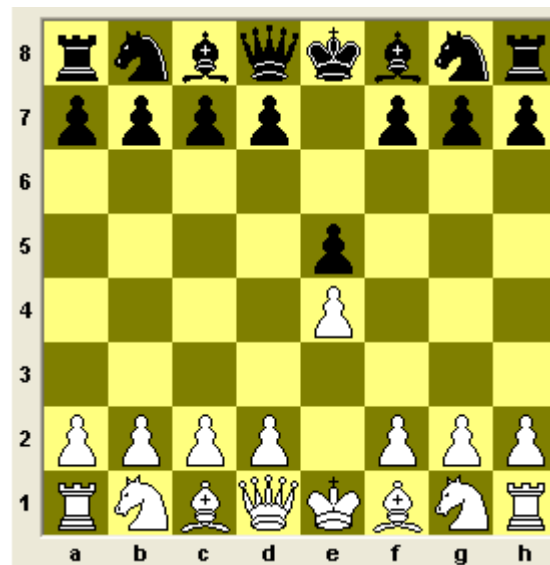
Writing your moves in Chess Notation

Scholar's Mate

Play the moves below.

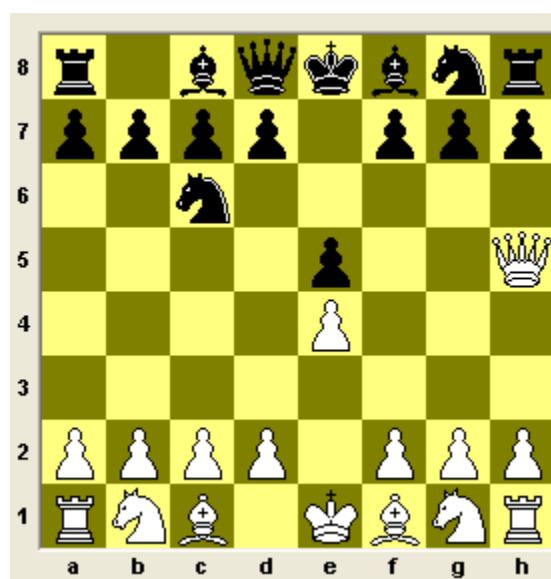
1. Pe2-e4 Pe7-e5

White's move is Pawn on e2 to e4. Black's move is Pawn on e7 to e5.



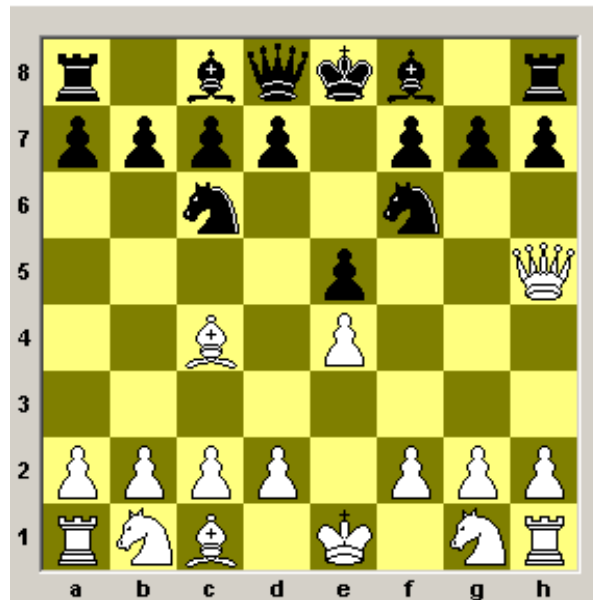
2. Qd1-h5 Nb8-c6

White's move is Queen on d1 to h5. Black's move is Knight on b8 to c6.



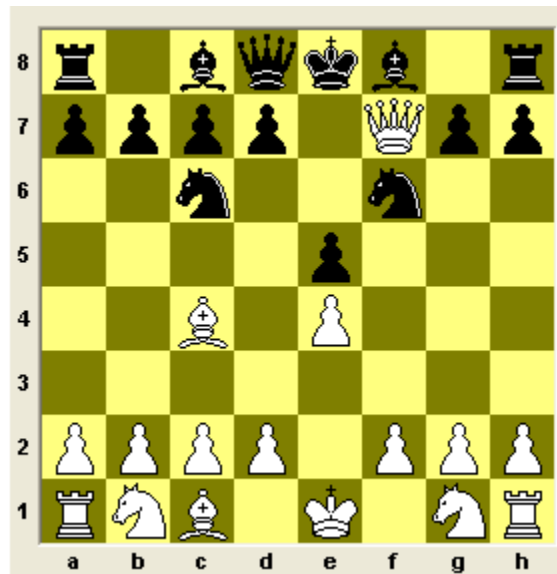
3. Bf1-c4 Ng8-f6??

White's move is Bishop on f1 to c4. Black's move is Knight on g8 to f6. This was a bad move.



4. Qh5xf7# Checkmate

White's winning move is
Queen on h5 takes the Pawn
on f7, checkmate.

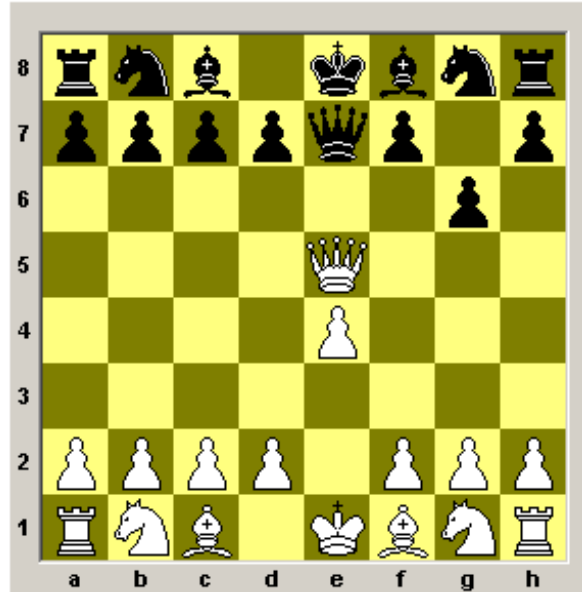


1-0

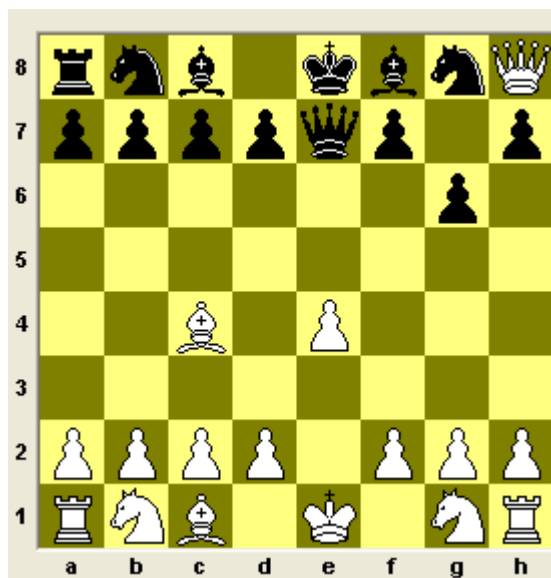
White Wins

Reset your pieces. Play the moves below.

1. Pe2-e4 Pe7-e5
2. Qd1-h5 Pg7-g6?
3. Qh5xe5+ Qd8-e7



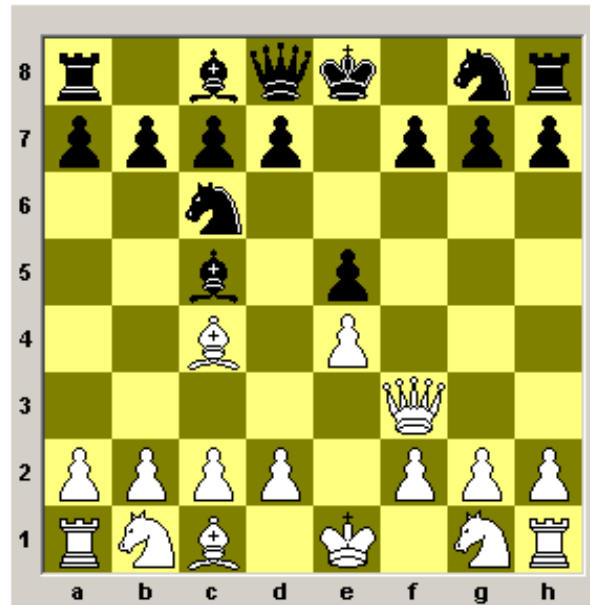
3. Qe5xh8



White is winning

Reset your pieces. Play the moves below.

1. Pe2-e4 Pe7-e5
2. Qd1-f3 Nb8-c6
3. Bf1-c4 Bf8-c5??



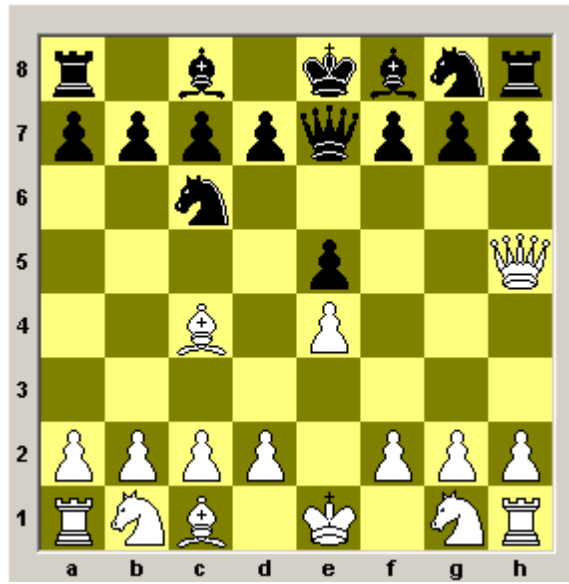
4. Qf3xf7# Checkmate

1-0 White Wins

How to stop Scholars Mate

Reset your pieces. Play the moves below.

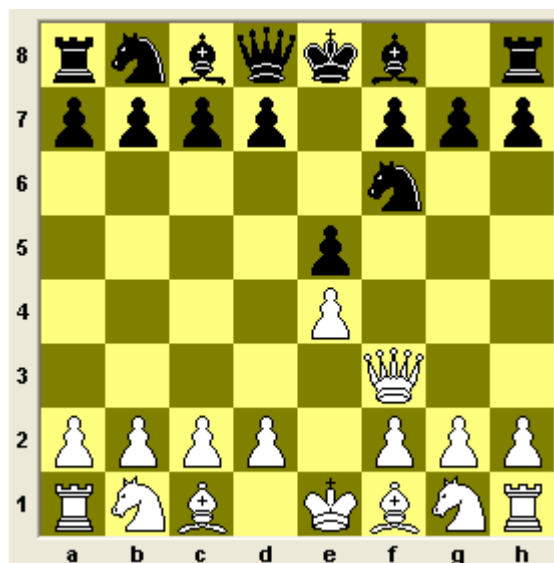
- | | |
|-----------|---------|
| 1. Pe2-e4 | Pe7-e5 |
| 2. Qd1-h5 | Nb8-c6 |
| 3. Bf1-c4 | Qd8-e7! |



Black stops all threats

Reset your pieces. Play the moves below.

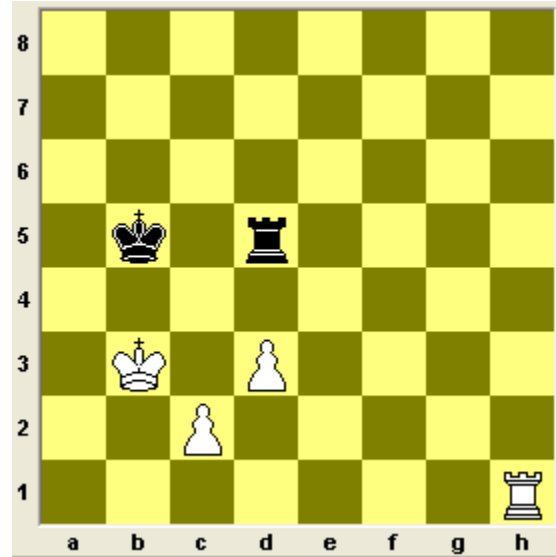
1. Pe2-e4 Pe7-e5
2. Qd1-f3 Ng8-f6



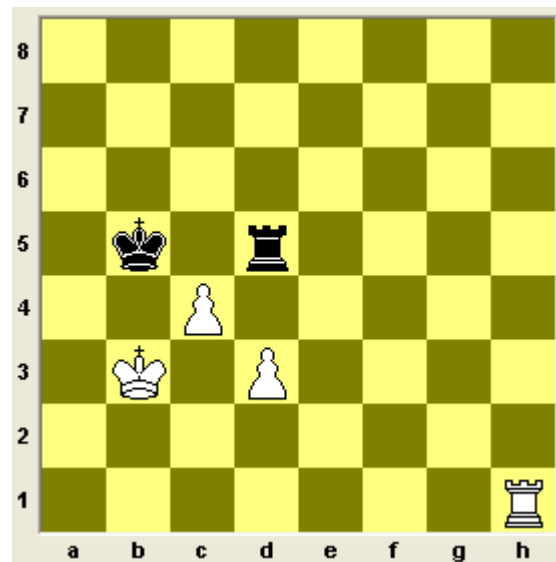
Black stops the Checkmate threat

Double Attacks

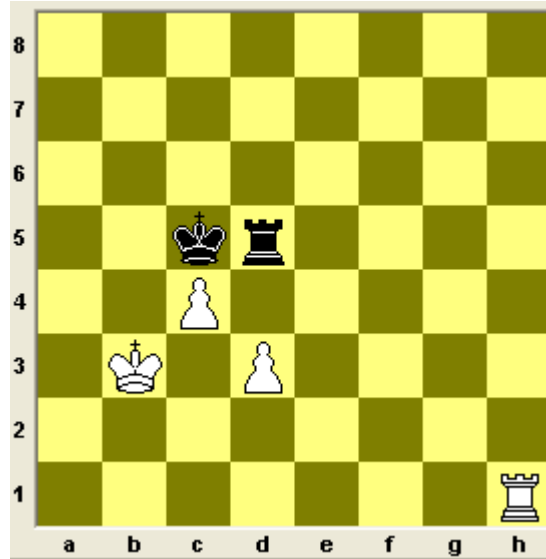
Pawns



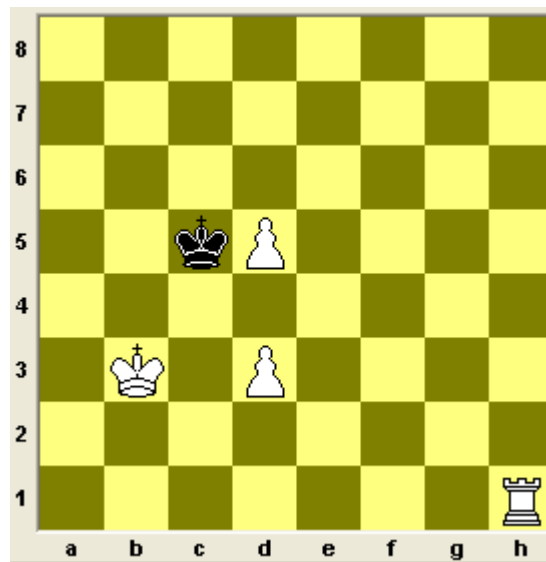
Here, it is White's move.



He plays Pc2-c4 giving Check to the King and attacking the Black Rook at the same time.



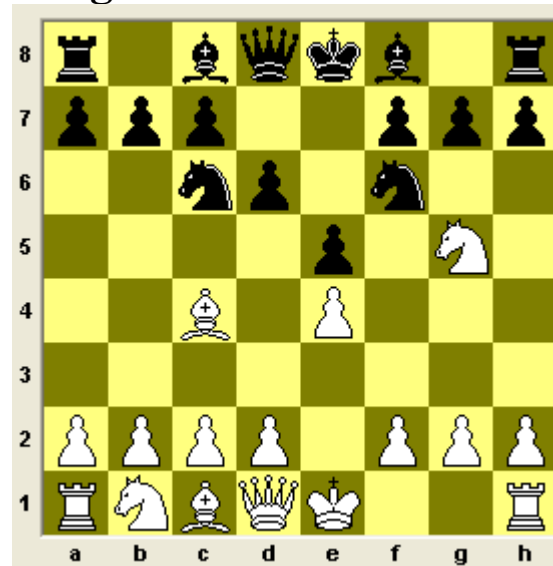
After Black plays Kb5-c5,



White plays Pc4xRd5.

Double Attacks

Knights



Here, it is White's move.



White plays Ng5xPc7. This move attacks both the Queen on d8 and the Rook on h8.



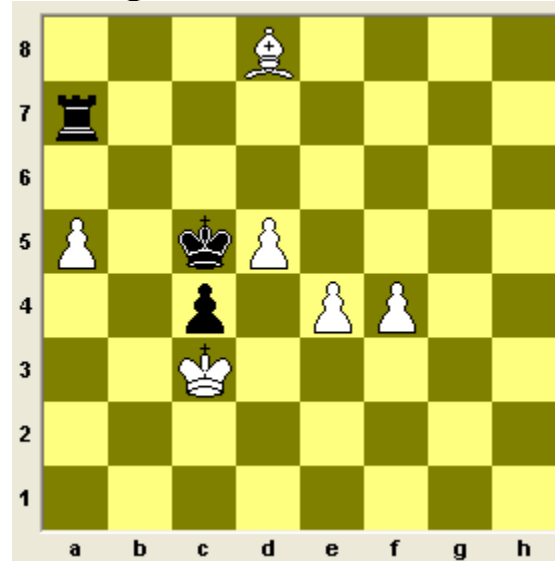
Black plays Qd8-e7 to avoid losing her.



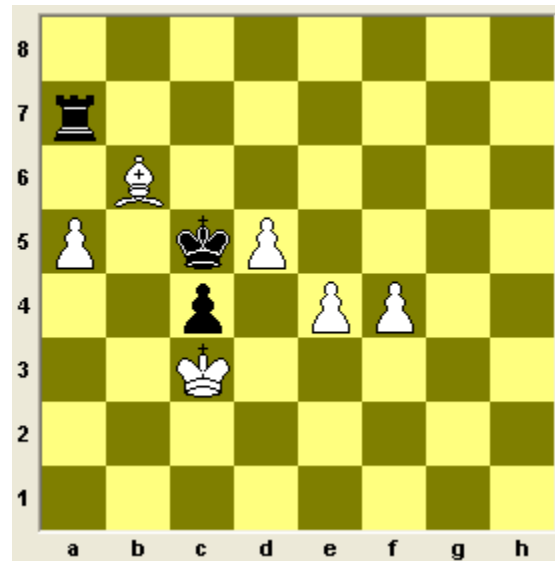
White plays Nf7xRh8 taking an early lead.

Double Attacks

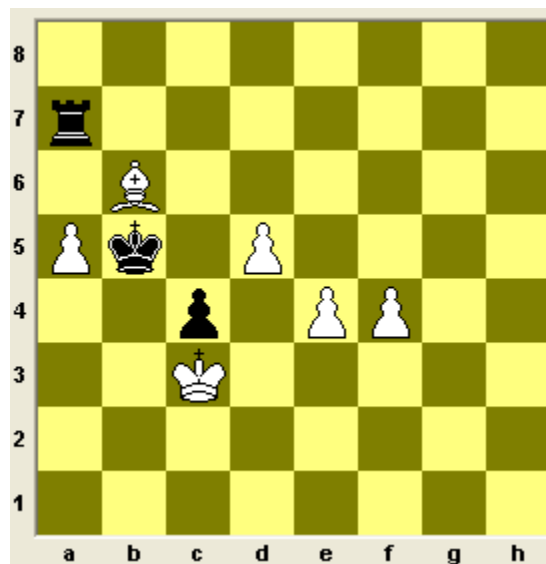
Bishops



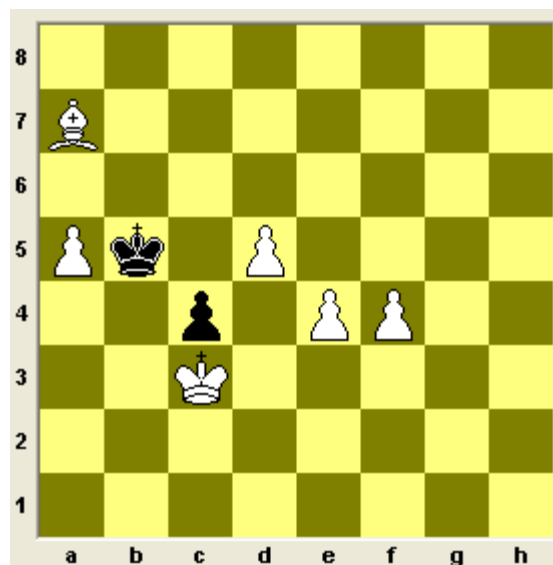
Here, it is White's move.



White plays Bd8-b6 giving Check to the King and attacking the Rook on a7.



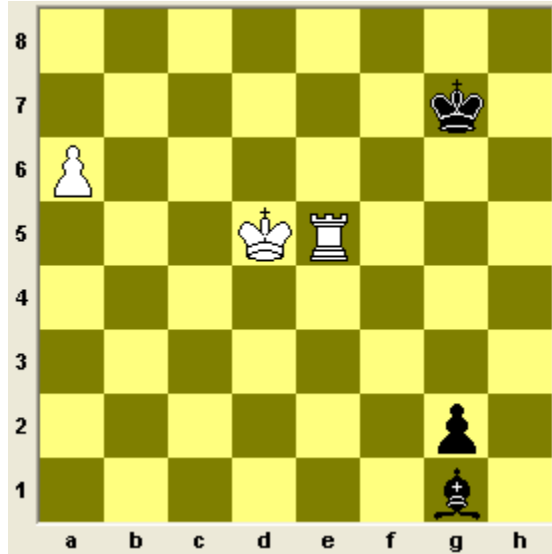
Black plays Kc5-b5.



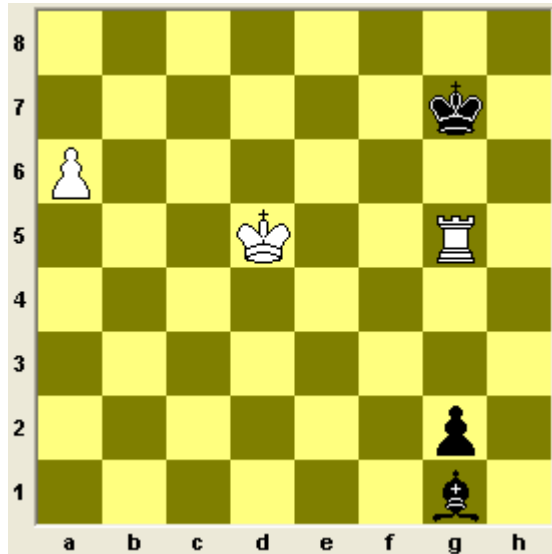
White completes the battle by capturing the Rook.

Double Attacks

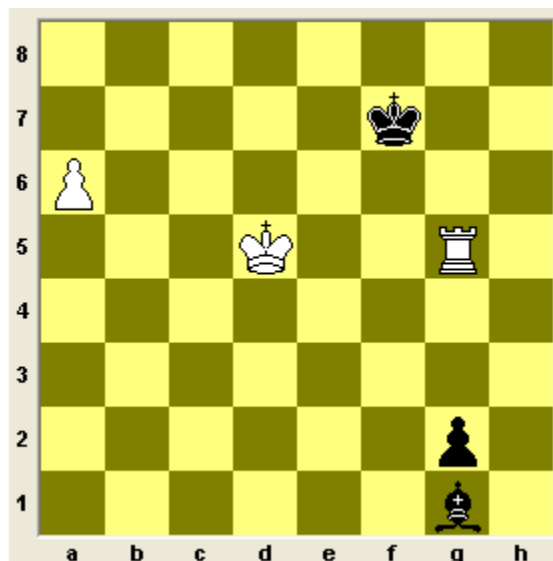
Rooks



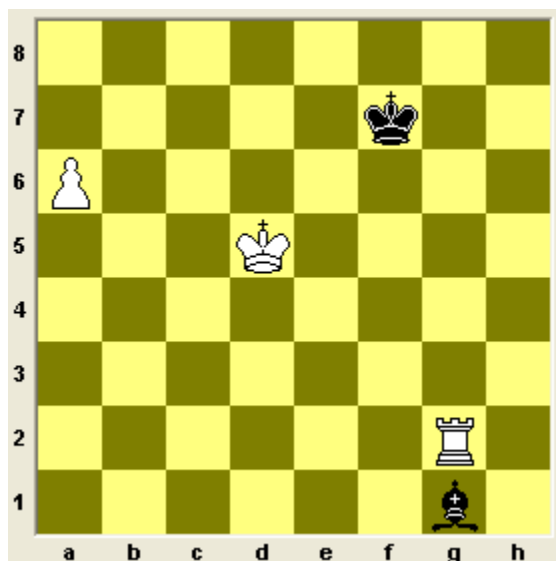
Here it is White's move.



White plays $Re5-g5+$. Once the King moves, White will capture the Pawn.



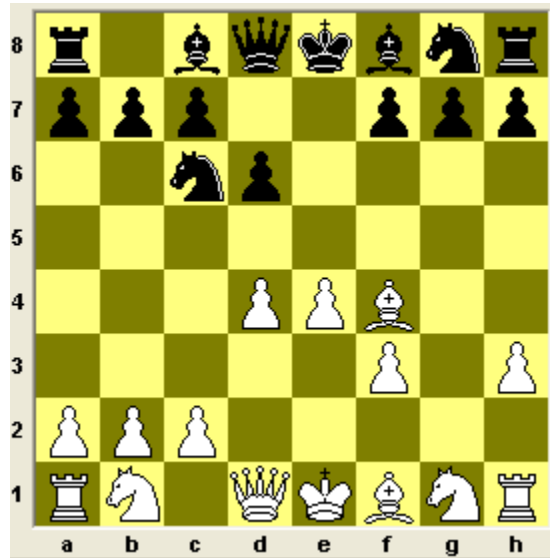
Black plays Kg7-f7.



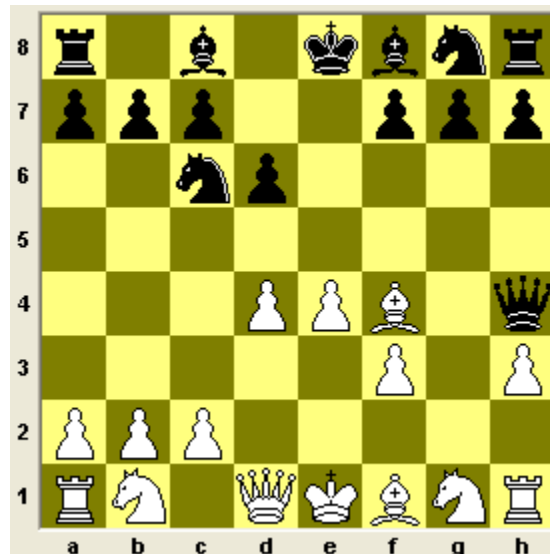
Rg5xPg2.

Double Attacks

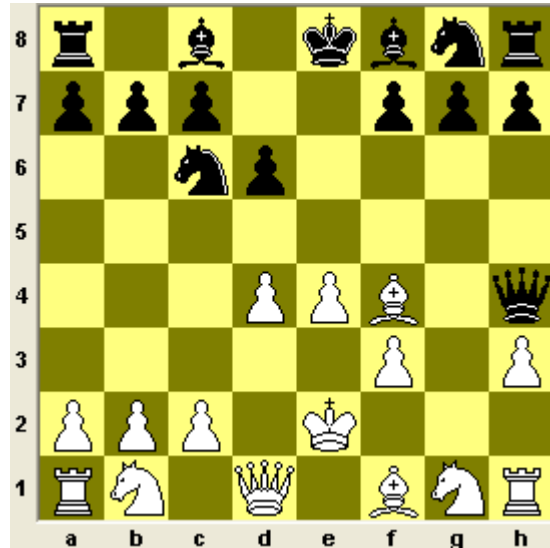
Queen



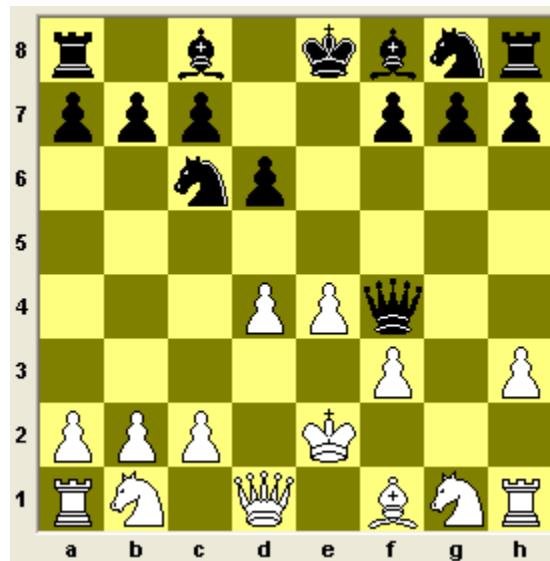
Here it is Black's move.



Qd8-h4+. This not only gives Check, the Queen also attacks the Bishop on f4.



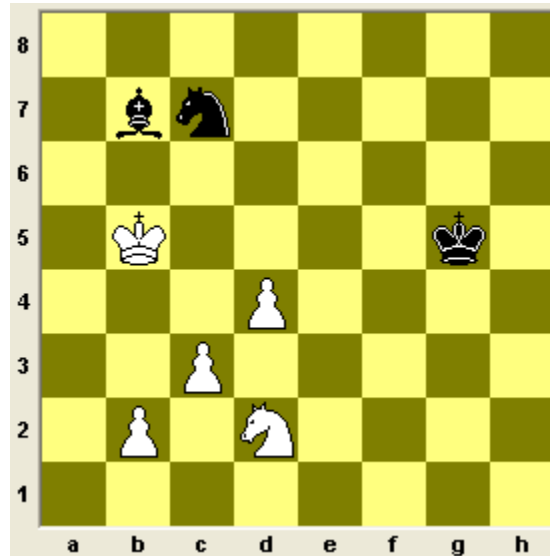
White plays Ke1-e2



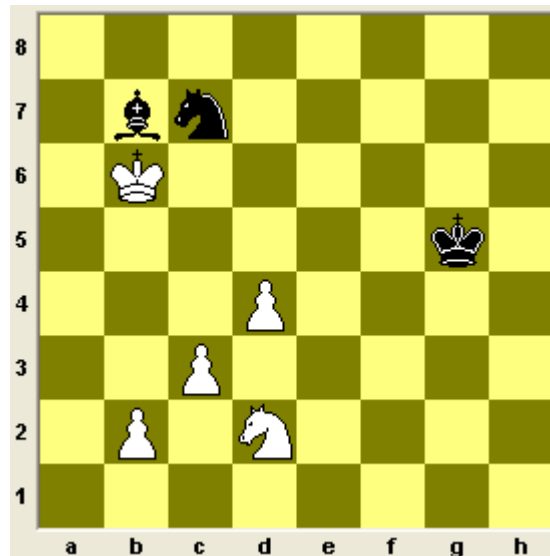
Black wins the Bishop with Qh4xBf4.

Double Attacks

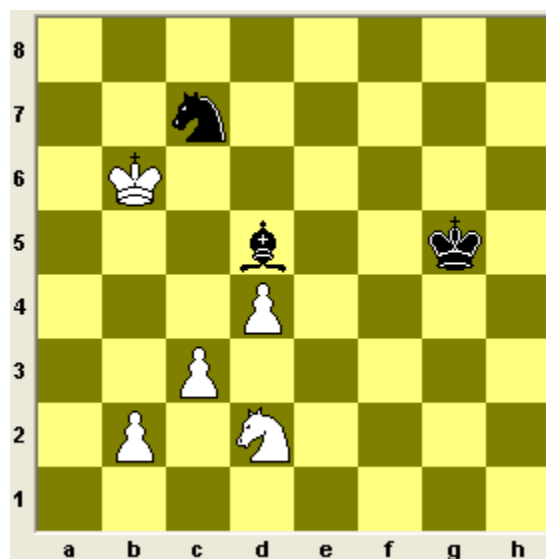
King



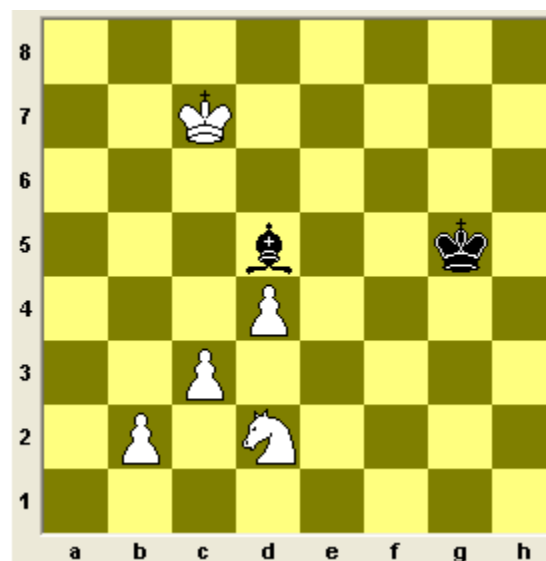
Here it is White's move.



White moves Kb5-b6. Both the Black Bishop and Knight are being attacked by the King.



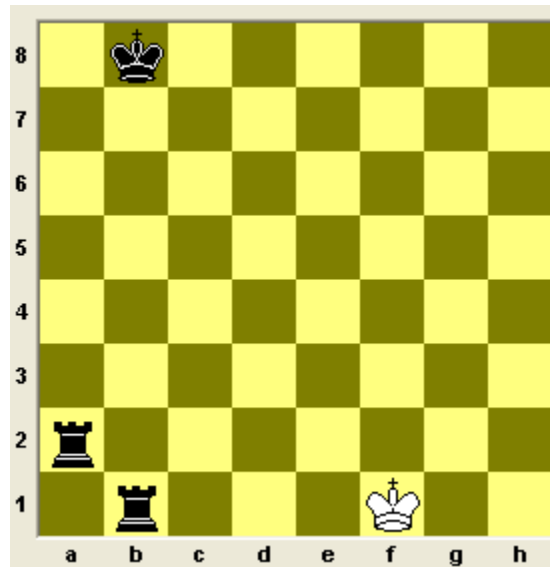
Black plays Bb7-d5.



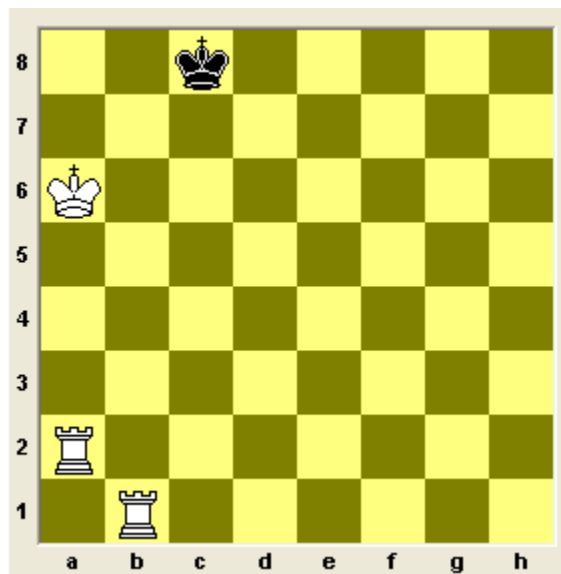
White captures the Knight with Kb6xNc7.

Checkmate with two rooks

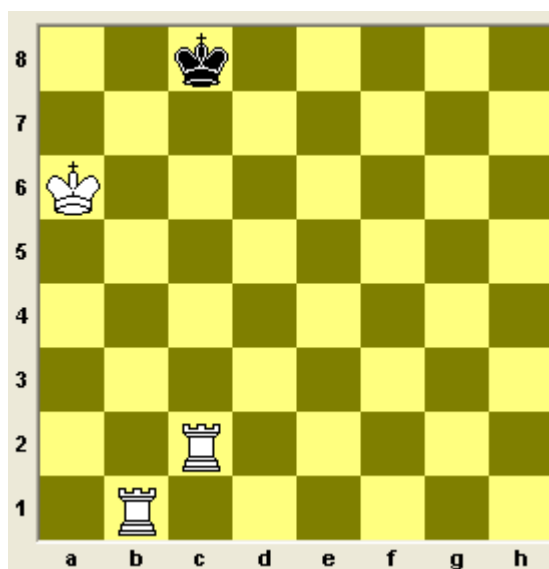
Drive the King to the side
and then Checkmate as
shown below.



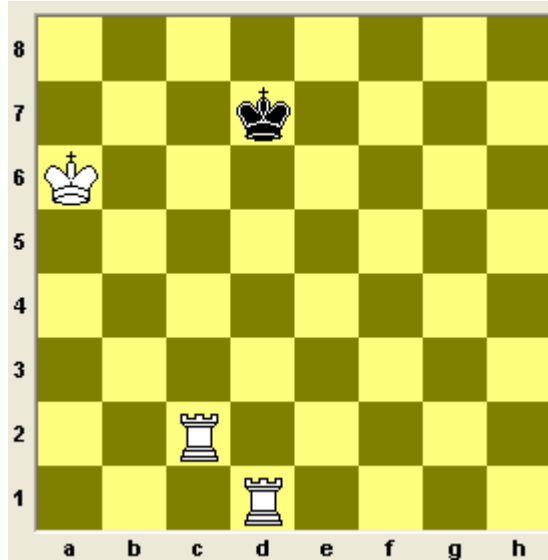
Starting Position:



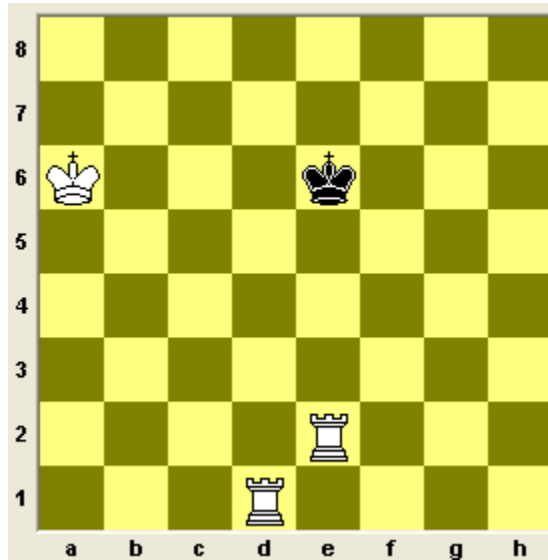
1. Ra2-c2 +



1. ... Kc8-d7
2. Rb1-d1+

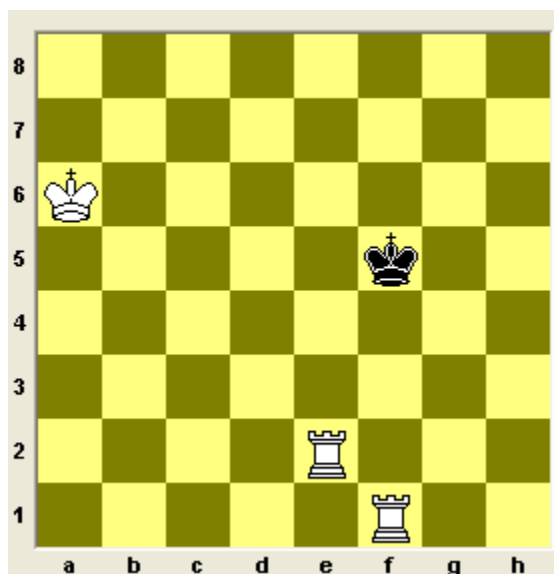


2. ... Kd7-e6
3. Rc2-e2+

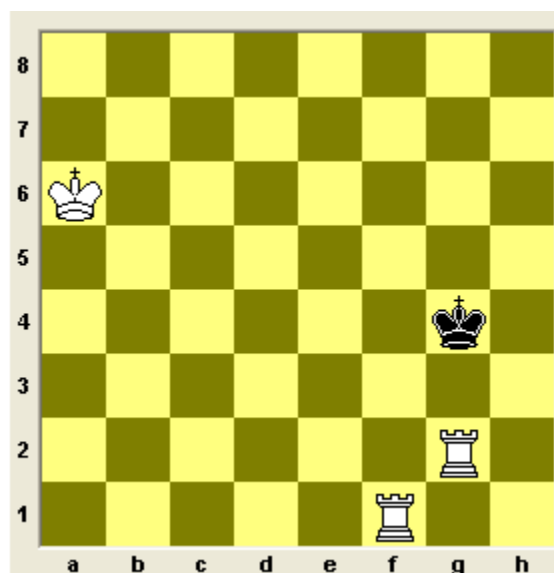


This is just like walking the dog.

3. ... Ke6-f5
4. Rd1-f1+

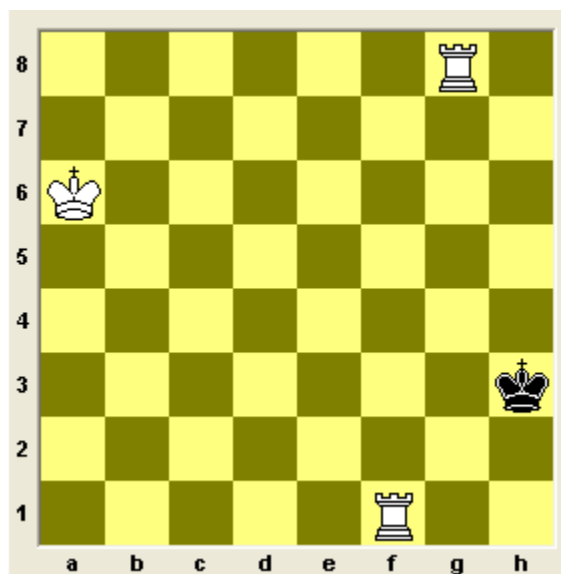


4. ... Kf5-g4
5. Re2-g2



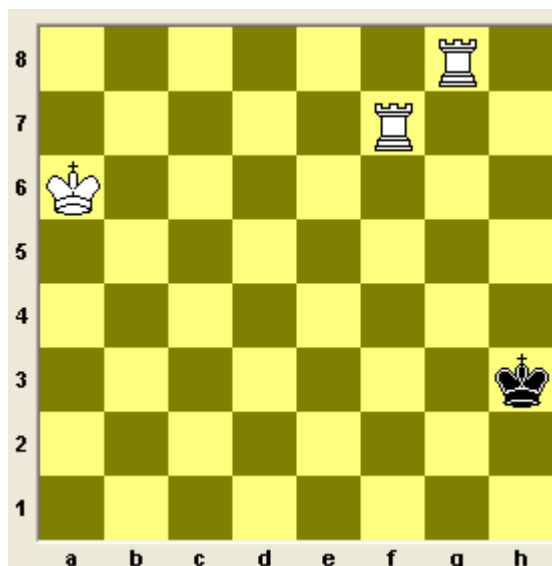
5. ... Kg4-h3

6. Rg2-g8

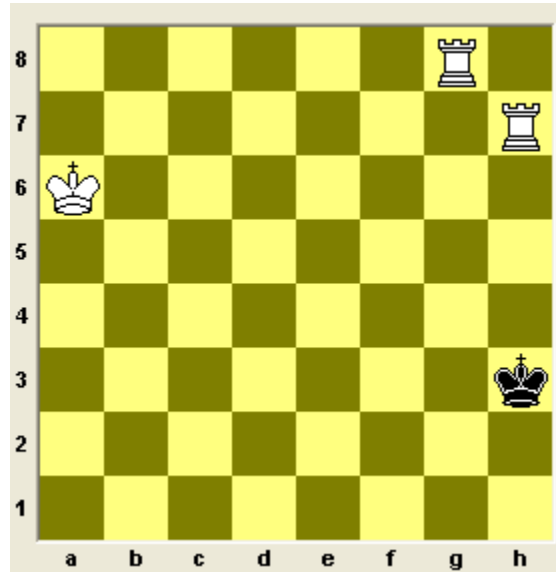


6. ... Kh3-h2

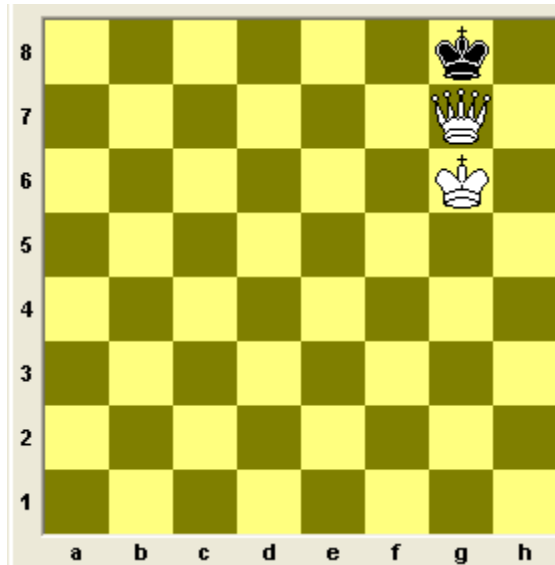
7. Rf1-f7 Kh2-h3



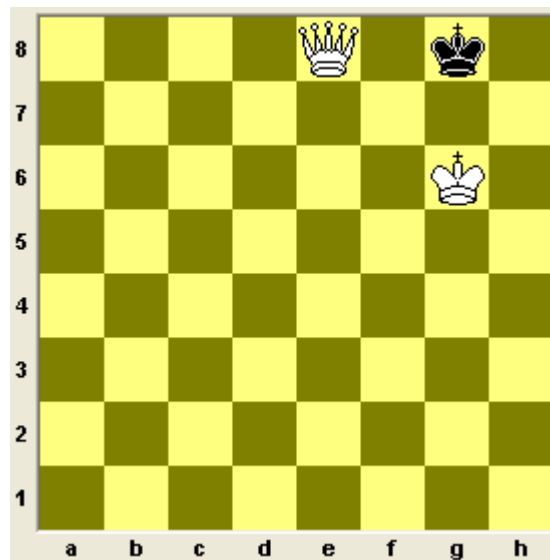
8. Rf7-h7 # Checkmate



Checkmate with a King and Queen versus a King

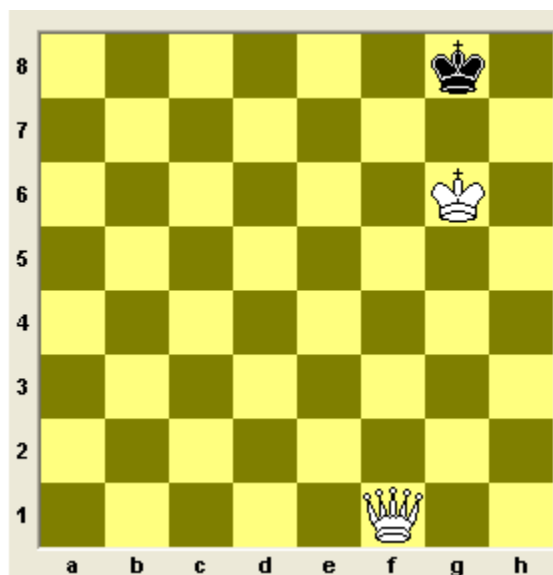


Checkmate

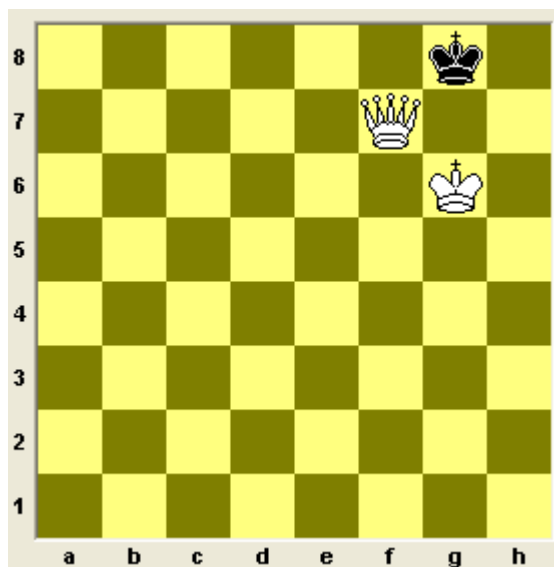


Checkmate

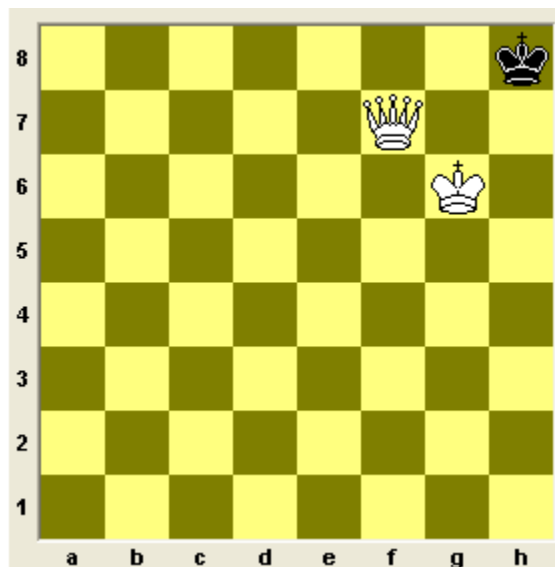
Starting Position:



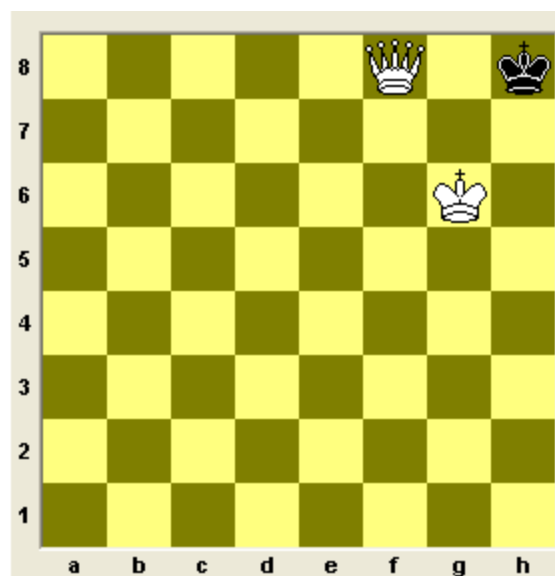
Checkmate in two moves



1. Qf1-f7+



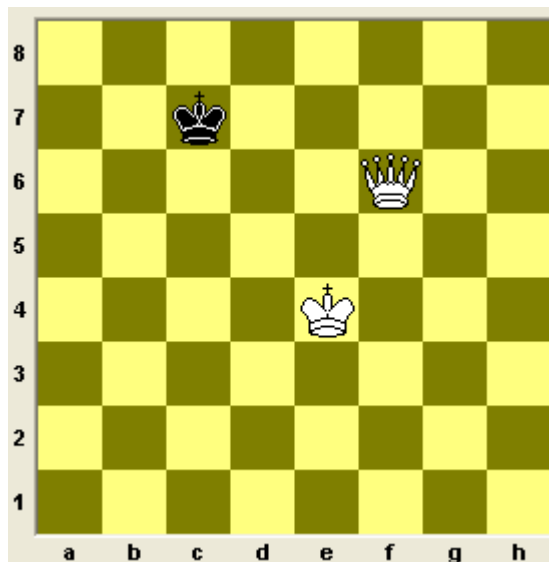
1. ... Kg8-h8



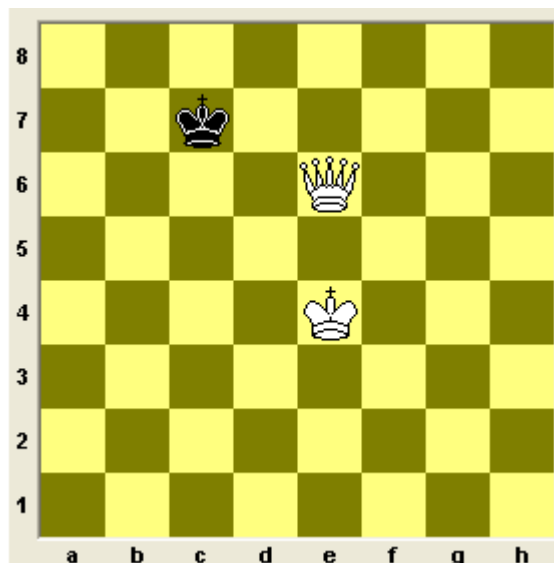
2. Qf7-f8#

Also Qf7-g7 and Qf7-h7 are
Checkmate.

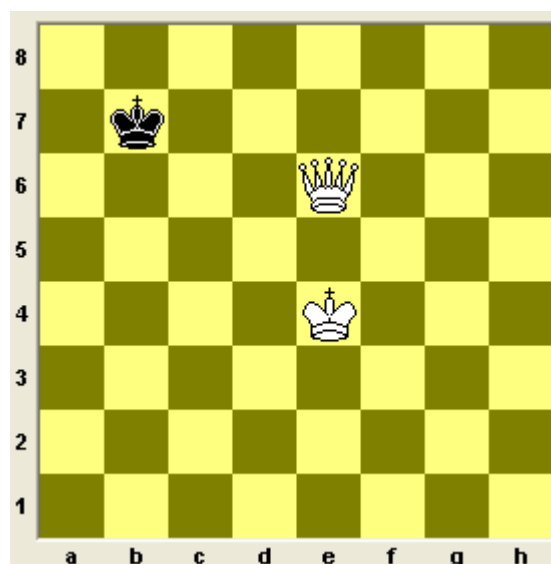
Drive the King to the side
and then Checkmate.
Black just played.



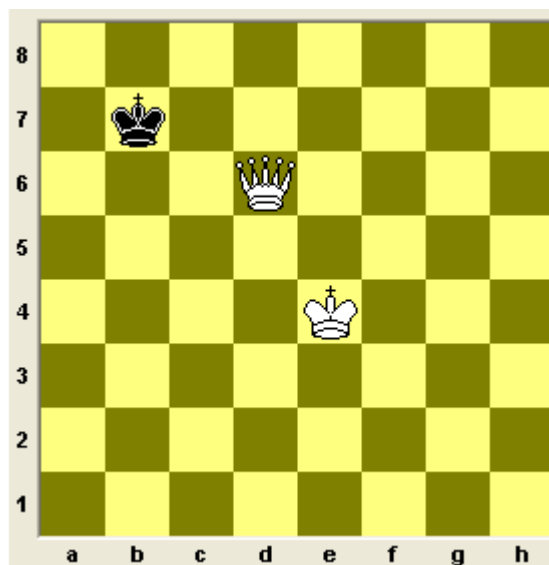
1. ... Kd7-c7



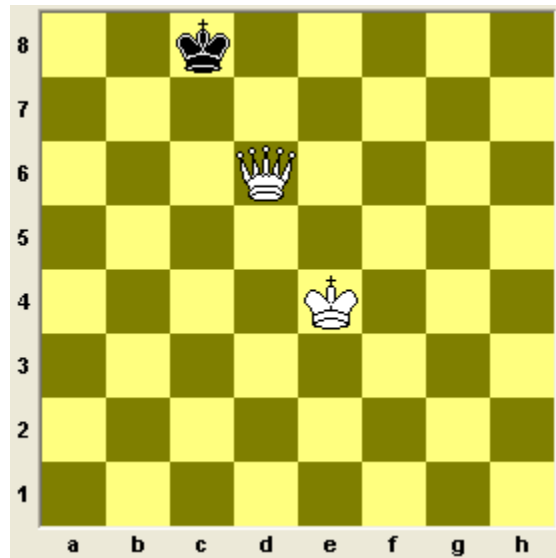
2. Qf6-e6



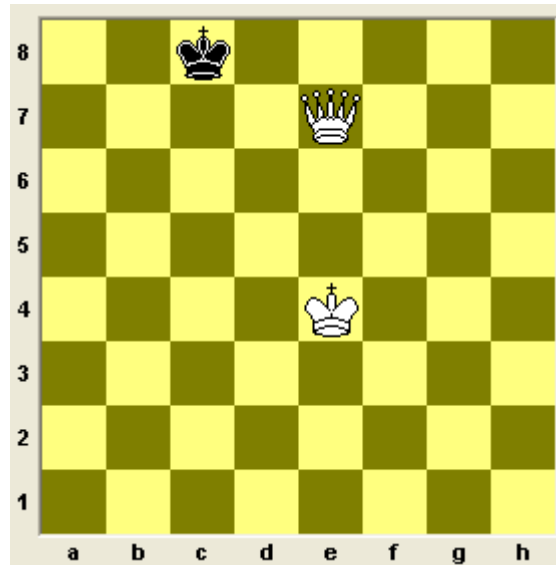
2. ... Kc7-b7



2. Qe6-d6

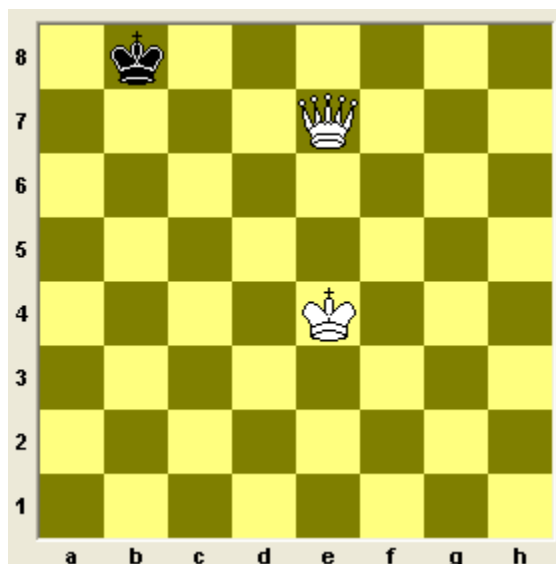


2. ... Kb7-c8

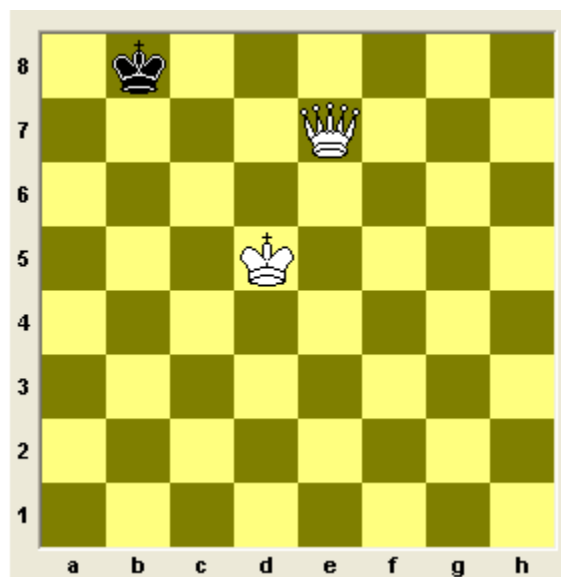


3. Qd6-e7

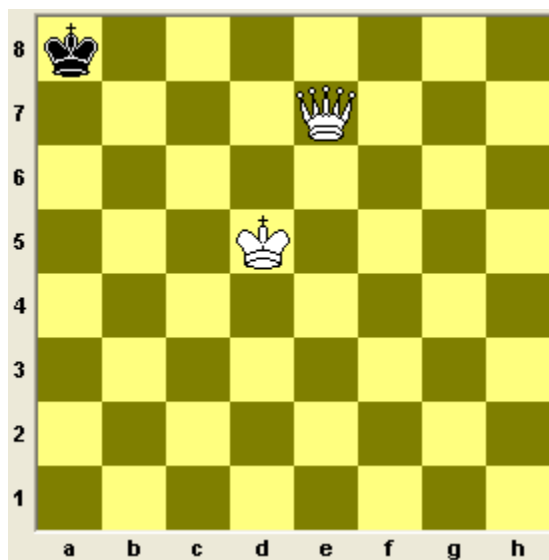
The Black King is now trapped on the side of the board.



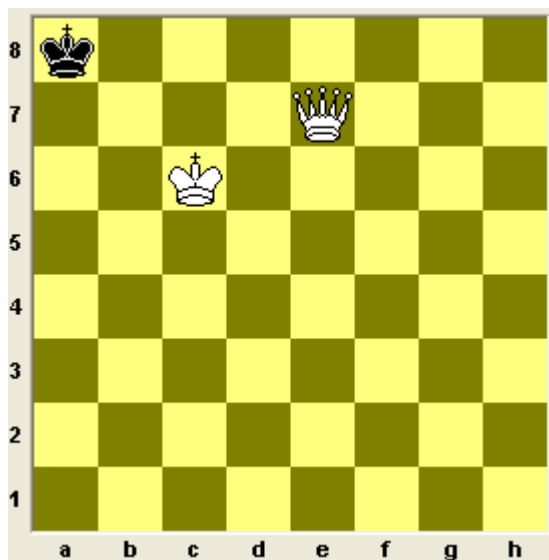
3. ... Kc8-b8



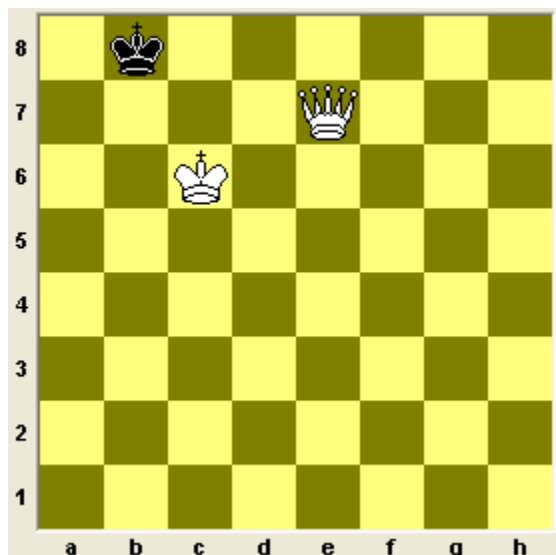
4. Ke4-d5



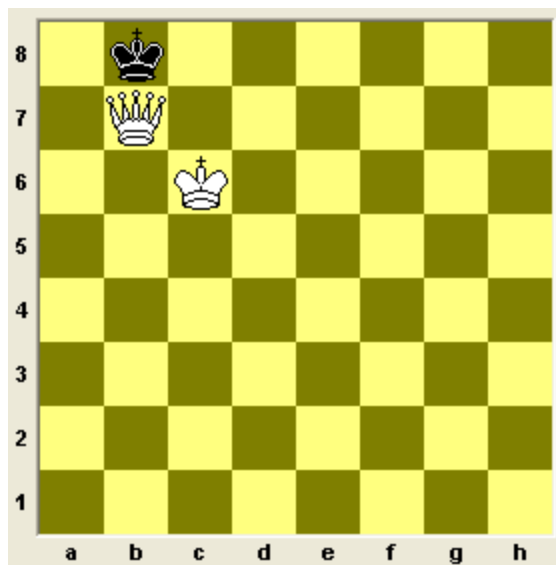
4. ... Kb8-a8



5. Kd5-c6

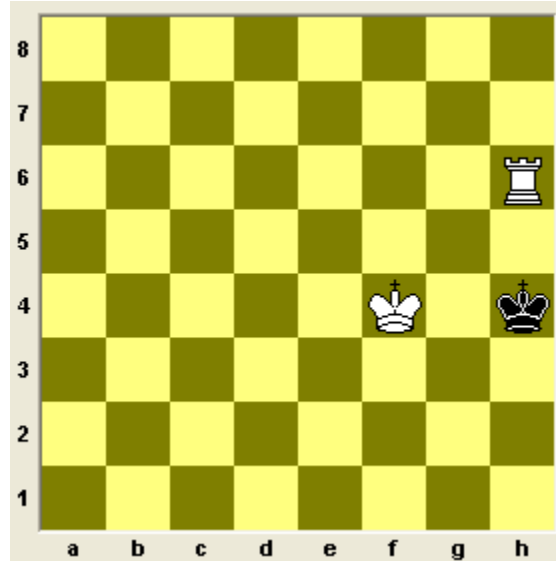


5. ... Ka8-b8

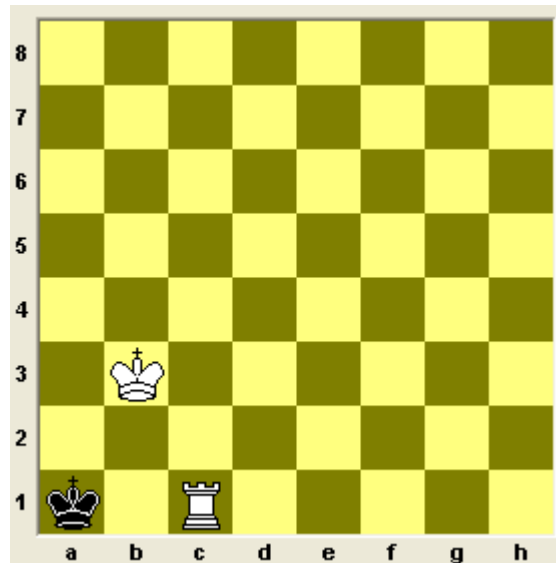


6. Qe7-b7#

Checkmate with a King and Rook versus King

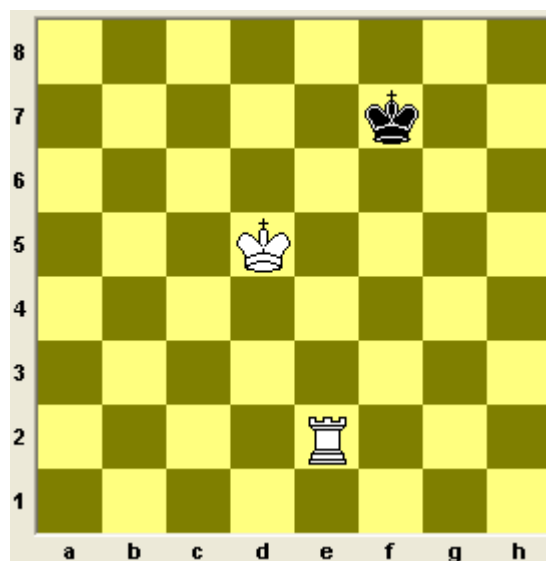


Checkmate.

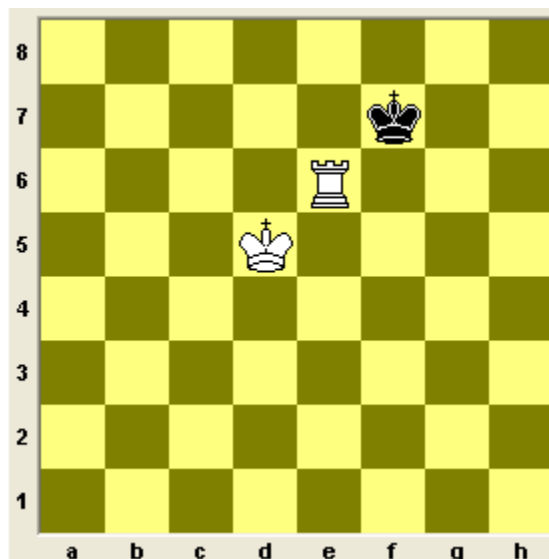


Checkmate.

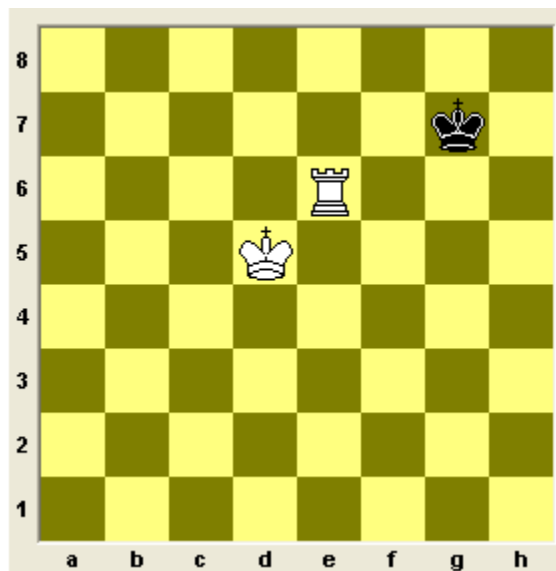
Starting Position:



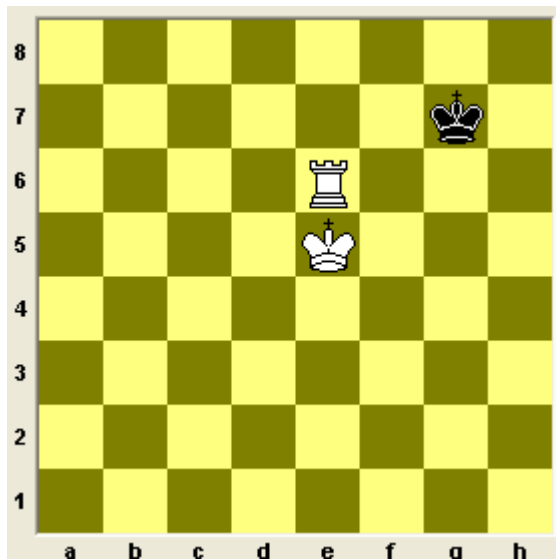
The King and Rook must work together as a team to drive his opponent to the side of the board.



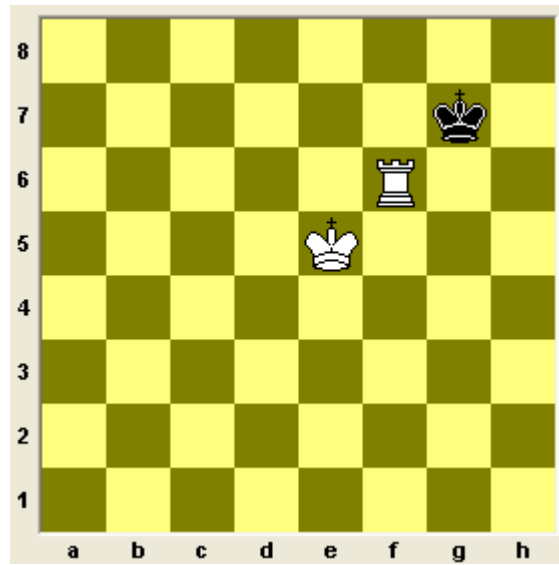
1. Re2-e6



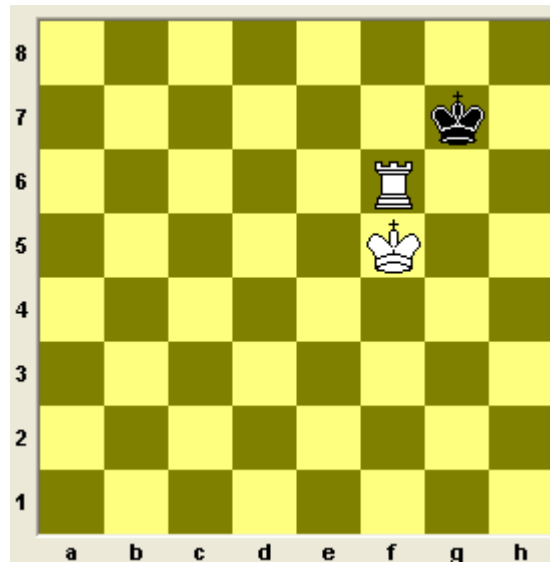
1. Kf7-g7



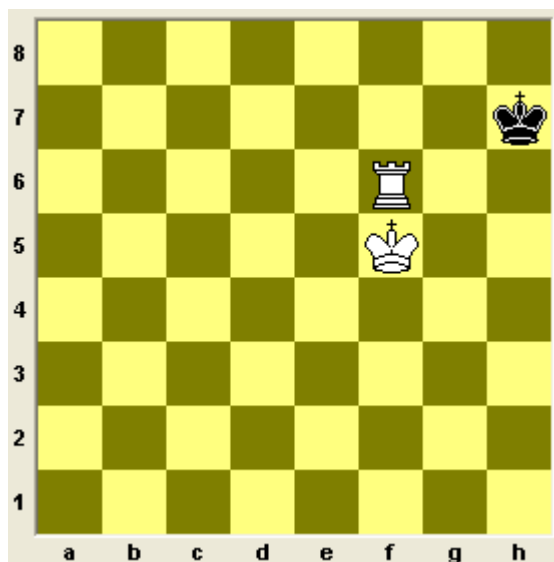
2. Kd5-e5



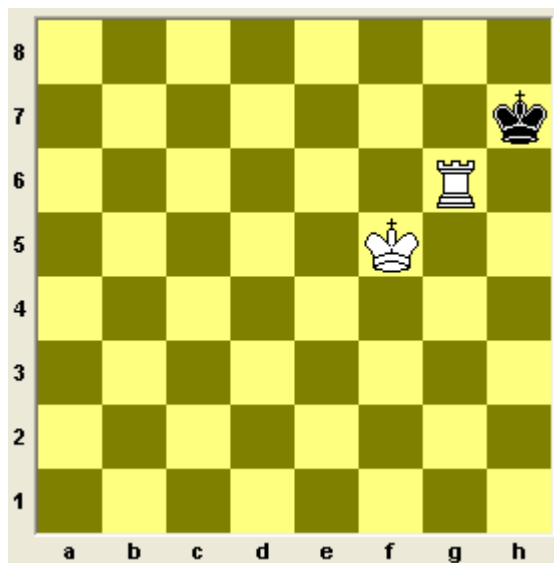
2. ... Re6-f6



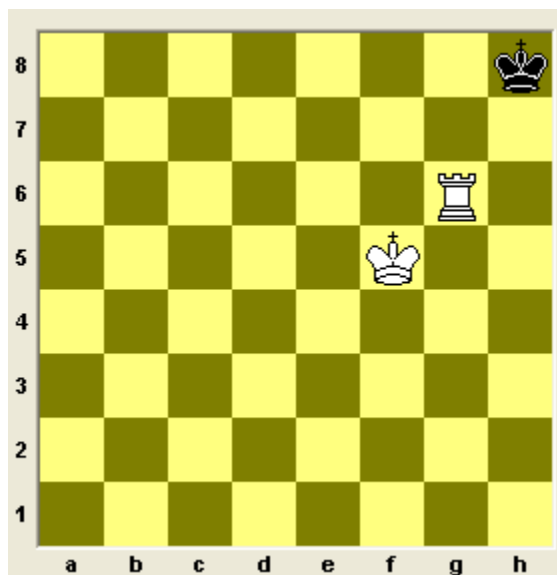
3. Ke5-f5



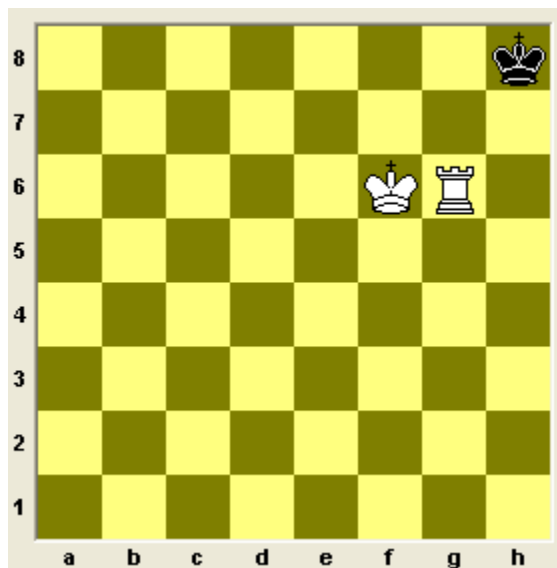
3. ... Kg7-h7



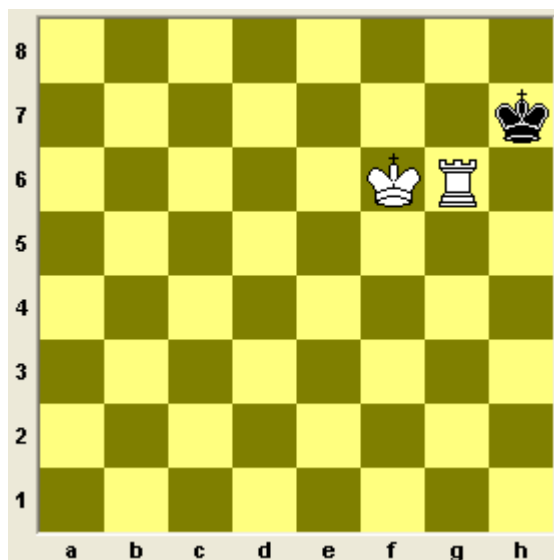
4. Rf6-g6



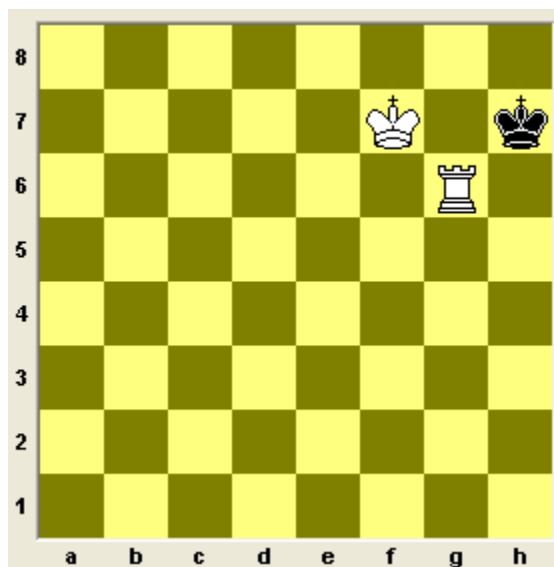
4. ... Kh7-h8



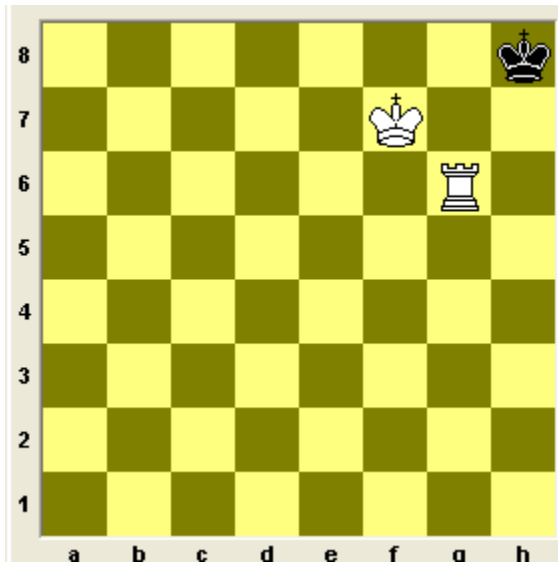
4. Kf5-f6



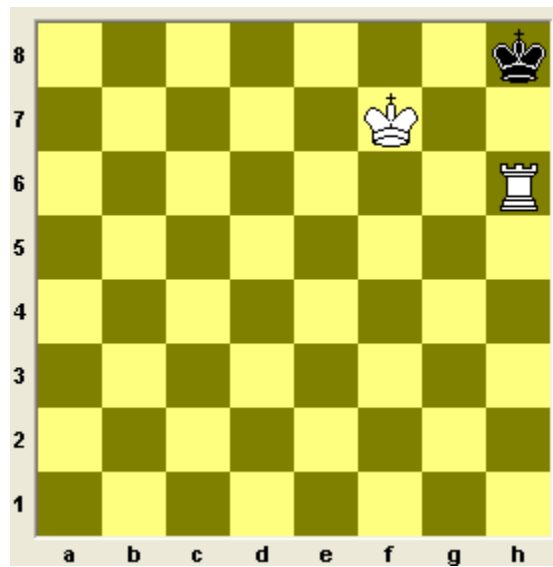
5. ... Kh8-h7



6. Kf6-f7



6. ... Kh7-h8



6. Rg6-h6#

Checkmate.

How to plan your moves

First, ask yourself these three questions:

Is my King in danger?

Are any of my pieces in danger?

What is my opponents plan?

If there is danger, you must stop it. If there is no danger, ask the next three questions:

Is my opponent's King in danger?

Are any of my opponent's pieces in danger?

What is my plan?

Opening Attacks

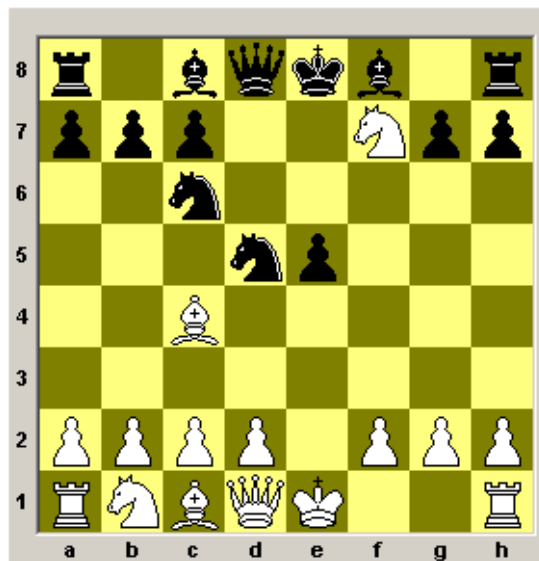
Fried Liver Attack

- | | |
|-----------|--------|
| 1. Pe2-e4 | Pe7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Ng8-f6 |
| 4. Nf3-g5 | Pd7-d5 |

The White threat is Ng5xf7

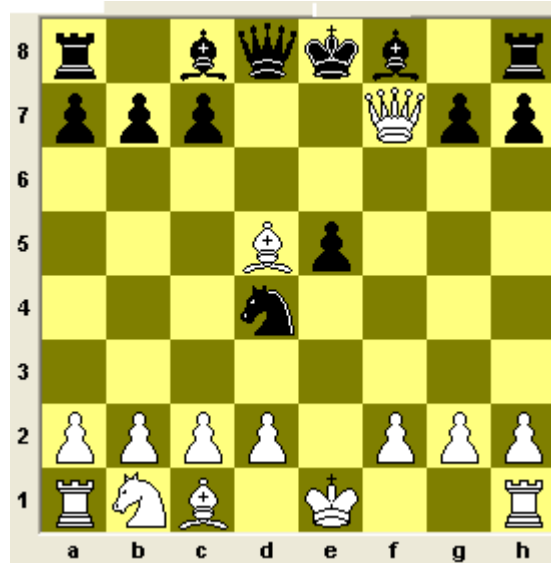
- | | |
|-----------|--------|
| 5. Pe4xd5 | Nf6xd5 |
| 6. Ng5xf7 | |

[5... Nc3-a5] is Black's best move, this avoids the Fried Liver Attack



6. ... Ke8xf7

7. Qd1-f3+ Kf7-e8 ?
8. Bc4xd5 Nc6-d4??



9. Qf3-f7#

Checkmate

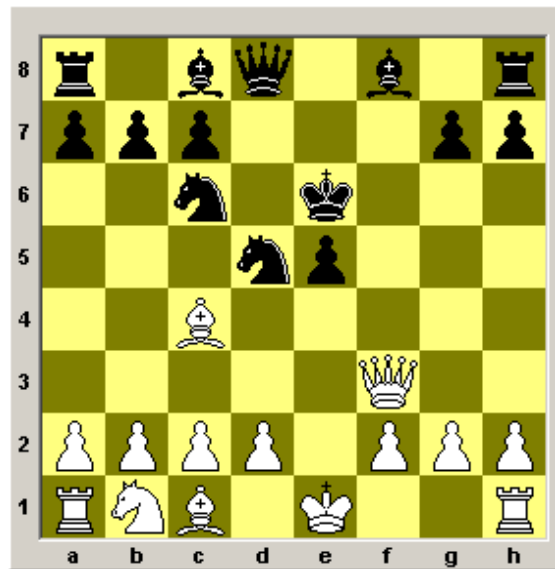
1-0

White Wins

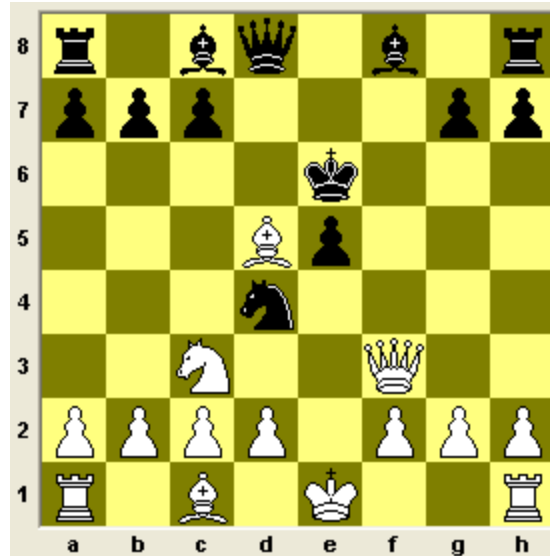
Reset your pieces. Play the moves below.

Fried Liver Attack

- | | |
|------------|--------|
| 1. Pe2-e4 | Pe7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Ng8-f6 |
| 4. Nf3-g5 | Pd7-d5 |
| 5. Pe4xd5 | Nf6xd5 |
| 6. Ng5xf7 | Ke8xf7 |
| 7. Qd1-f3+ | Kf7-e6 |



8. Nb1-c3 Nc6-d4?
 9. Bc4xd5+



9. ... Ke6-e7
 10. Qf3-f7+ Ke7-d6



11. Nc3-e4#

Checkmate

1-0

White Wins

Reset your pieces. Play the moves below.

Fried Liver – Black's best hope

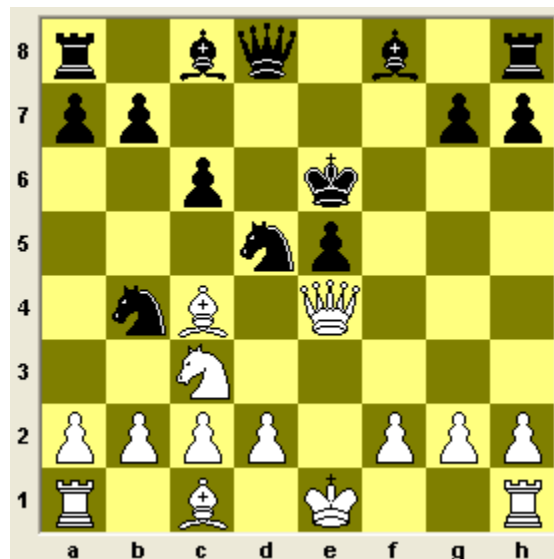
- | | |
|-----------|--------|
| 1. Pe2-e4 | Pe7-e5 |
| 2. Ng1-f3 | Nb8-c6 |
| 3. Bf1-c4 | Ng8-f6 |
| 4. Nf3-g5 | Pd7-d5 |

The White threat is Ng5-f7

- | | |
|------------|--------|
| 5. Pe4xd5 | Nf6xd5 |
| 6. Ng5xf7 | Ke8xf7 |
| 7. Qd1-f3+ | Kf7-e6 |
| 8. Nb1-c3 | Nc6-b4 |

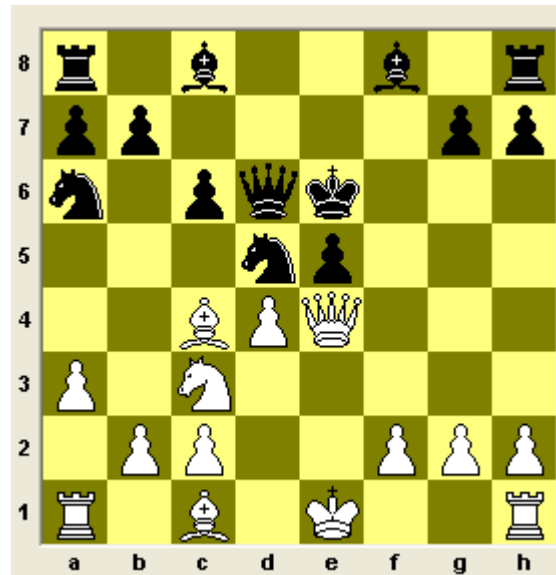
Black threatens Nb4-c2+ winning the rook

- | | |
|-----------|--------|
| 9. Qf3-e4 | Pc7-c6 |
|-----------|--------|



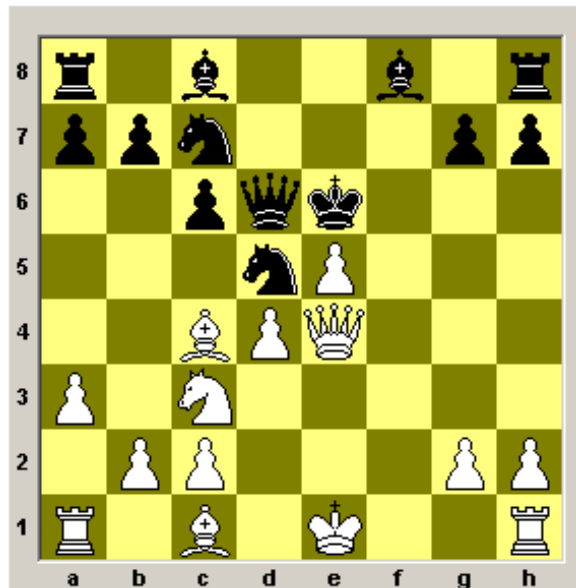
10. Pa2-a3 Nb4-a6

11. Pd2-d4 Qd8-d6



12. Pf2-f4 Na6-c7

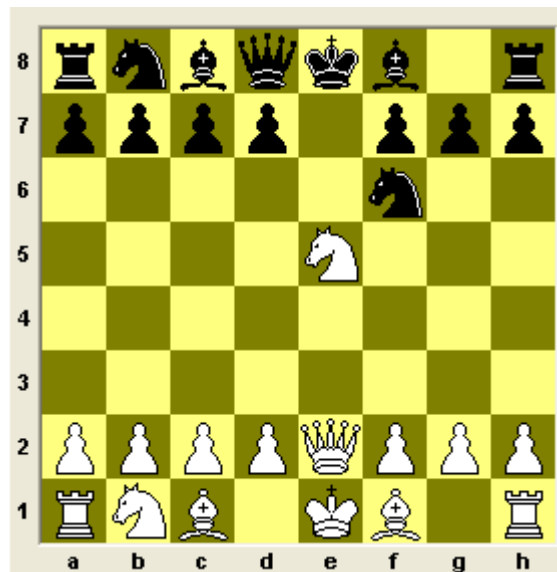
13. Pf4xe5



13. ... Queen Moves

White should now castle. White must keep up the pressure and not trade pieces unless he can win back his sacrificed piece. The Black King is wide open for White's attack.

Discovered Attacks



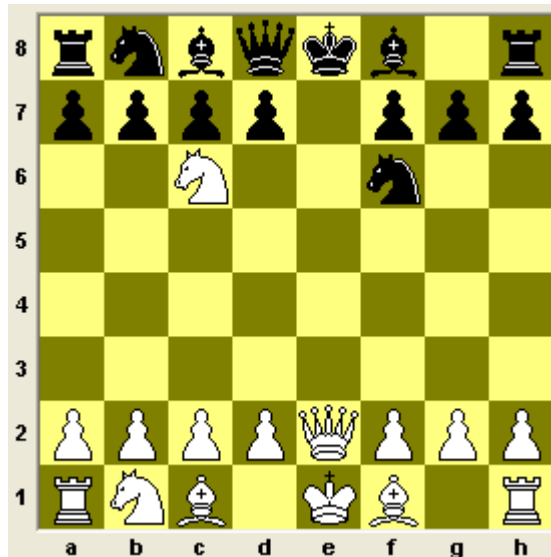
The above position came from the following moves:

Petroff's Defense

- | | |
|-----------|--------|
| 1. Pe2-e4 | Pe7-e5 |
| 2. Ng1-f3 | Ng8-f6 |
| 3. Nf3xe5 | Nf6xe4 |
| 4. Qd1-e2 | Ne4-f6 |

What should White play?

5. Ne5-c6+ !!



White's Queen is attacking Black's King and the White Knight is attacking Black's Queen and the only square that she could protect her King from check (e7).

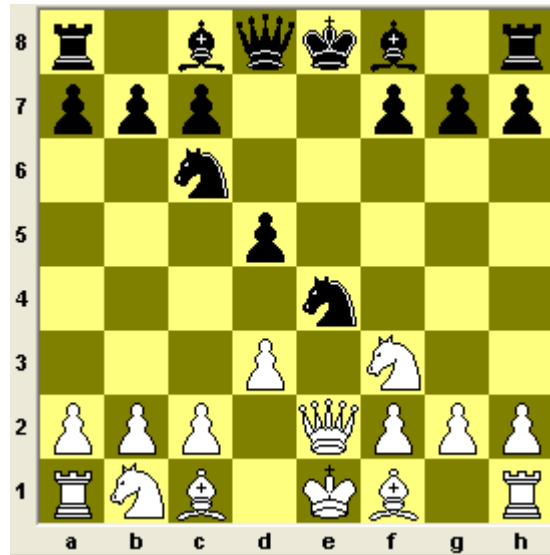
Pins

The following position came from the following moves:

Petroff's Defense

- | | |
|-----------|--------|
| 1. Pe2-e4 | Pe7-e5 |
| 2. Ng1-f3 | Ng8-f6 |
| 3. Nf3xe5 | Nf6xe4 |
| 4. Qd1-e2 | Pd7-d5 |

5. Ne5-f3 Nb8-c6
 6. Pd2-d3

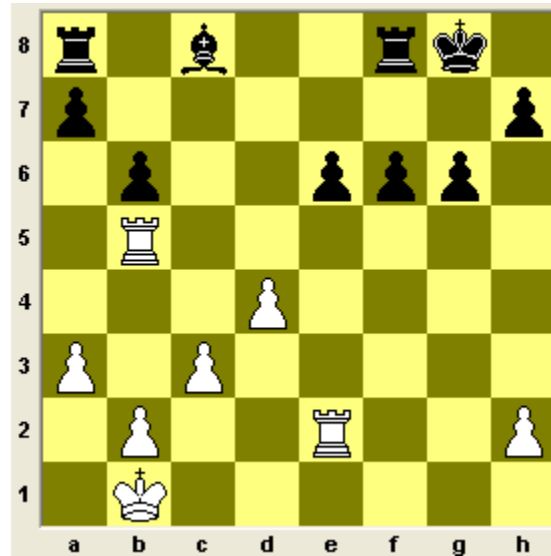


The Black Knight cannot move because the White Queen would be delivering check. Black will lose a piece.

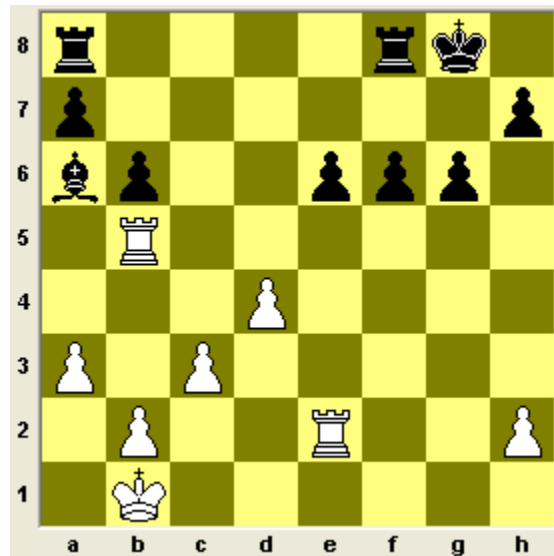
Skewer

A skewer is where a piece attacks another piece and the one behind it. The next diagram shows what a Bishop can do on an open diagonal.

White to move:

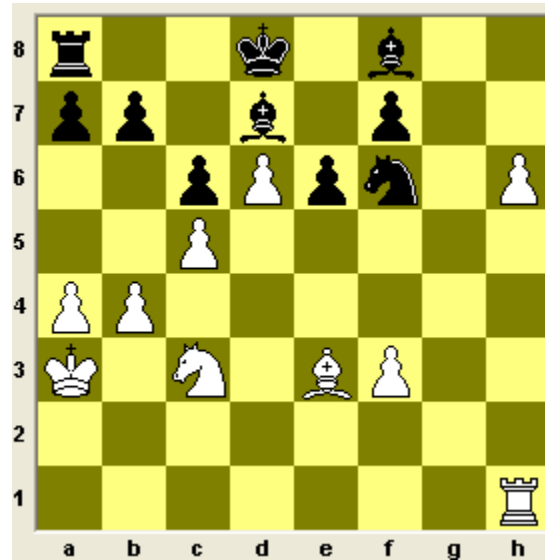


Black's move is Bc8-a6.

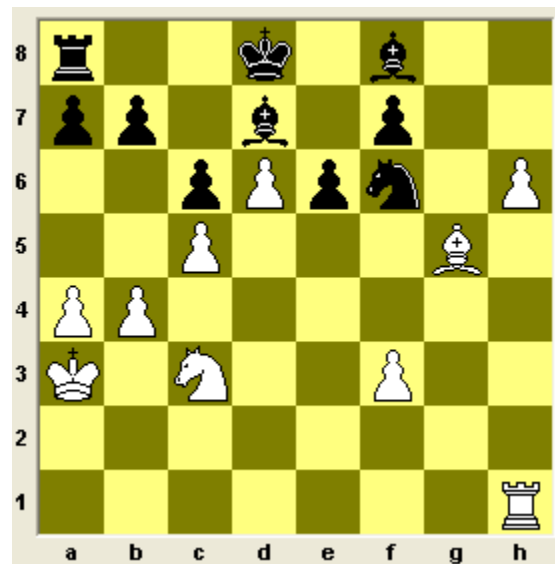


White now loses a Rook.

White to move:



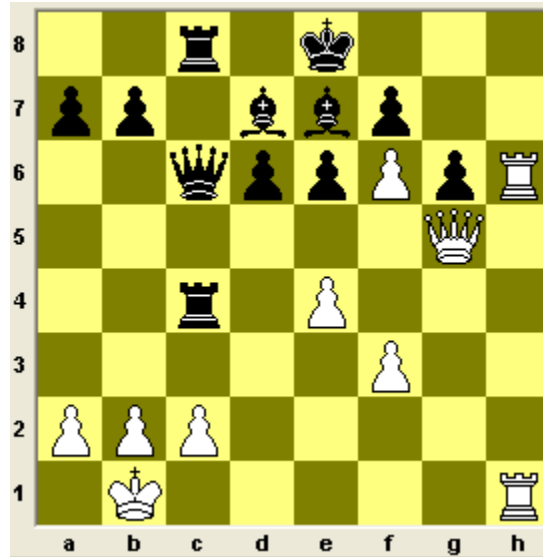
White's move is Be3-g5.



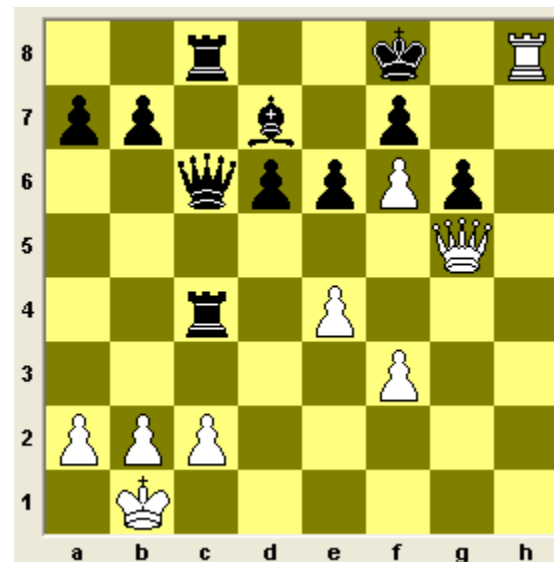
Black now loses a Knight.

Decoy

A decoy forces a King to where he does not want to go.

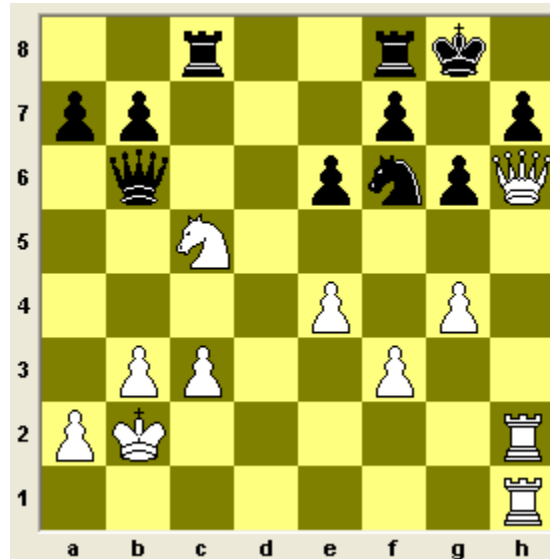


1. Rh6-h8+ Be7-f8
2. Rh8xf8+ Ke8xf8
3. Rh1-h8#



Deflection

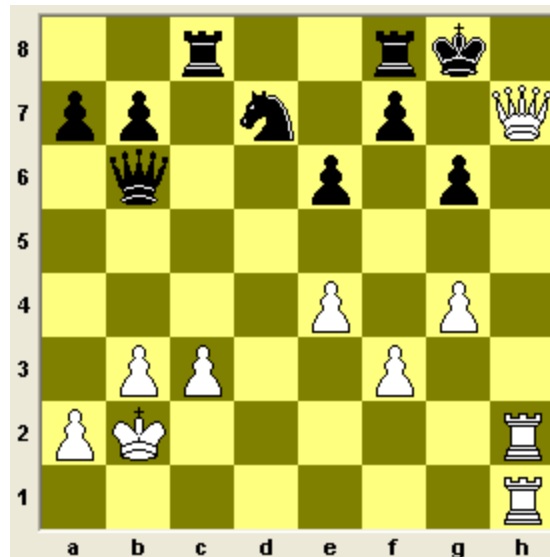
Deflection is used to move protectors away from your target.



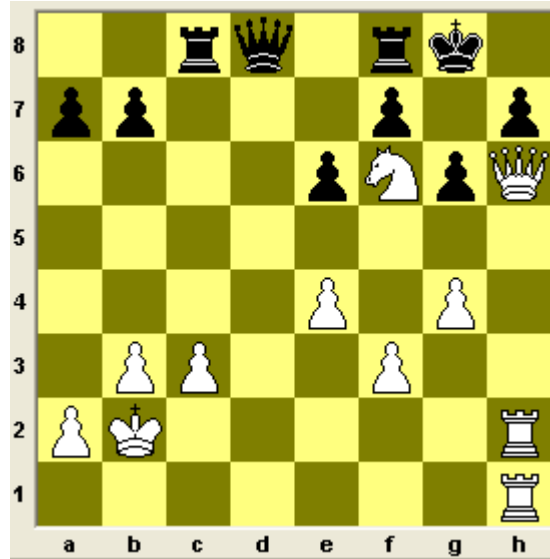
1. Nc5-d7

If 1. Nf6xd7

Then 2. Qh6xh7#



If 1. Qb6-d8
Then 2. Nd7xf6+



White will now checkmate
Black on his next move
(Qh6xf7#)

