

BOOK ONE



UK CHESS CHALLENGE
TOURNAMENT READY



UK CHESS
CHALLENGE



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UK CHESS CHALLENGE - TOURNAMENT READY

NAME:

SCHOOL:

YEAR GROUP:

DATE STARTED:

DATE COMPLETED:



UK CHESS
CHALLENGE

INTRODUCTION FROM SARAH

WELCOME TO THE AMAZING GAME OF CHESS!

People have been playing chess for more than 1,000 years and it continues to fascinate today. I firmly believe there is no better intellectual workout than a game of chess and it also brings many other benefits.

Chess has enabled me to travel the world, make new friends, represent my country, develop my analytical skills and much more besides.

The Tournament Ready series is designed to help players get up and running so they can play a game of chess with friends or family. For those that want to take things a bit further we also provide enough tips and tricks to help you improve and start winning games consistently.

By the end of the series you should certainly be “Tournament Ready” – ie capable of competing in competitions and winning games.

This booklet introduces the rules of the game including how the pieces move and understanding check and checkmate. It contains a number of exercises for you to attempt. Please contact us via email if you need the answer sheet.

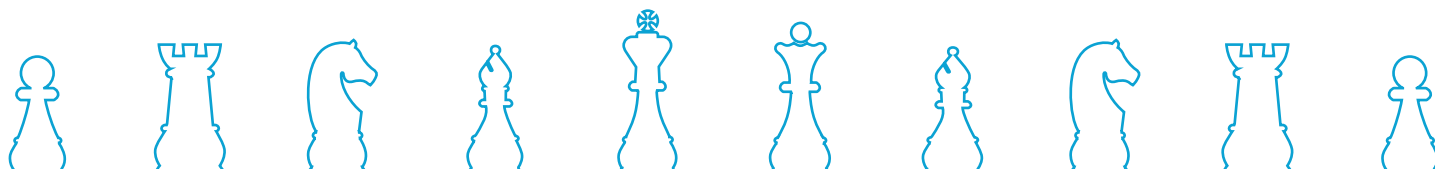
admin@ukchess.co.uk

By the time you have worked your way through this booklet you will be ready to tackle a full game of chess. Subsequent levels go into much more detail on winning strategies and techniques but this is enough to get started.

The booklet can be used by a child working on their own or, even better, working through the lessons and exercises with a parent or teacher. Don't forget to play practise games either against your parents, friends or even a computer.

Chess is fairly easy to learn but impossible to master. Have fun and enjoy the challenge. Be humble in victory and gracious in defeat.

Sarah Longson, Director of UK Chess Challenge
British Ladies Chess Champion 2013

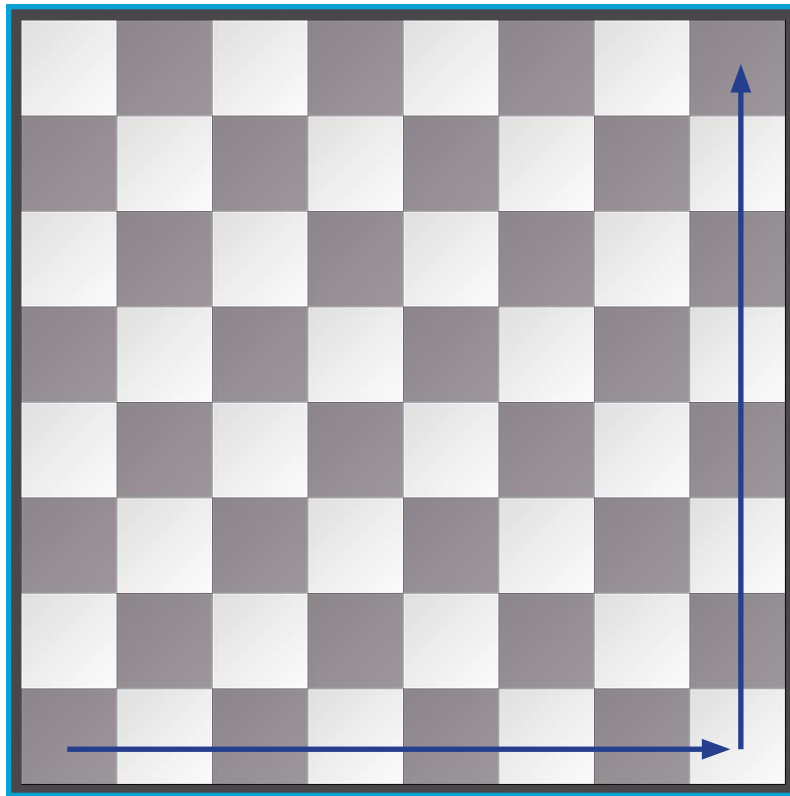


CHESS

Chess is a board game played between two players. One player controls the white pieces and the other the black pieces. Each player takes turns to make a move. White always moves first.

The object of the game is to checkmate the opponent's King.

The chessboard is made up of black and white squares and has 8 rows (ranks) and 8 columns (files). There are 64 squares in total.



Files

Ranks

Each player begins with 16 pieces.

King x 1



Rook x 2



Knight X 2



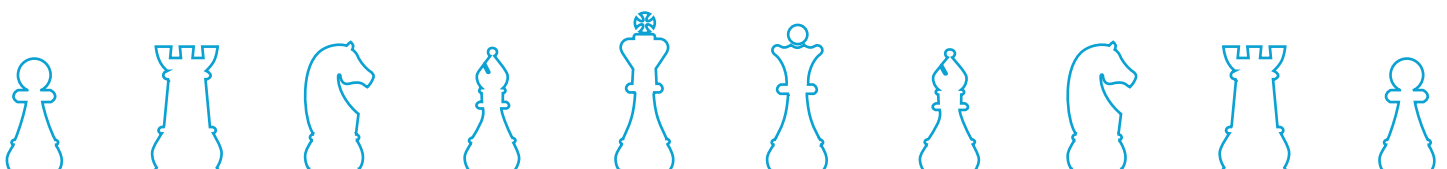
Queen x 1



Pawn x 8

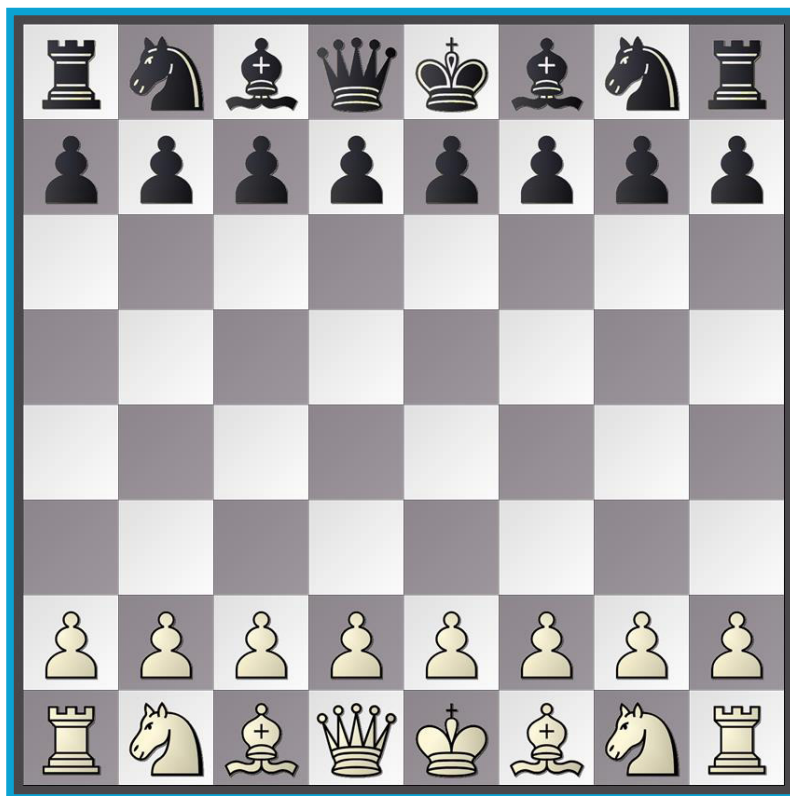


Bishop X 2



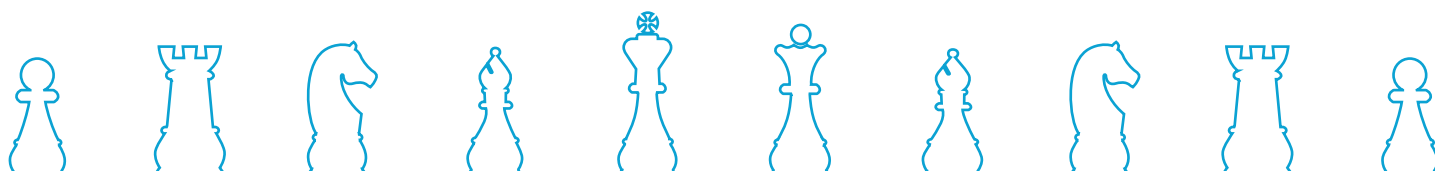
STARTING POSITION

EVERY GAME OF CHESS BEGINS WITH THE SAME STARTING POSITION.



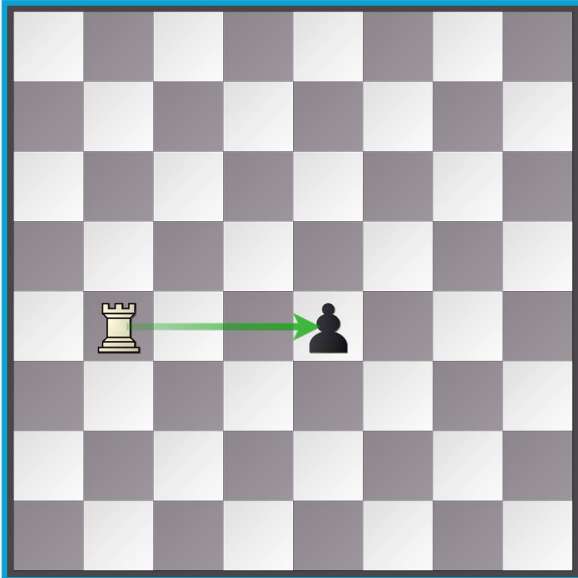
Key things to remember:

- There should be a white square in the right hand corner
- Pawns line up on the players' 2nd row (rank)
- Rooks in the corner
- Knights next to Rooks
- Bishops next to King and Queen
- Queen on her own colour (WHITE Queen WHITE square: BLACK Queen BLACK square)
- King in the centre next to the Queen

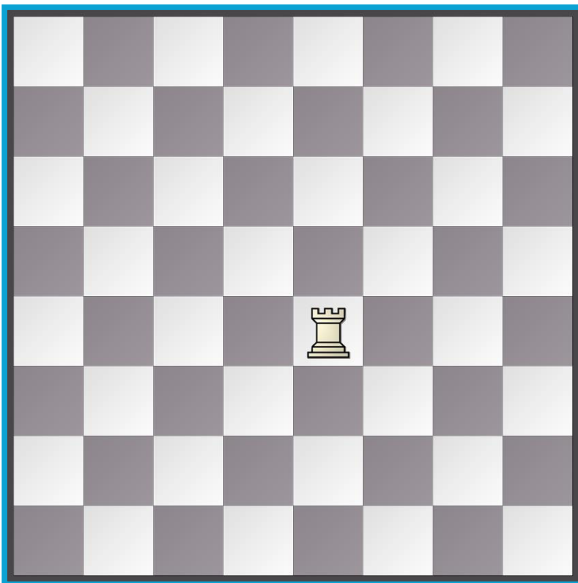


CAPTURING

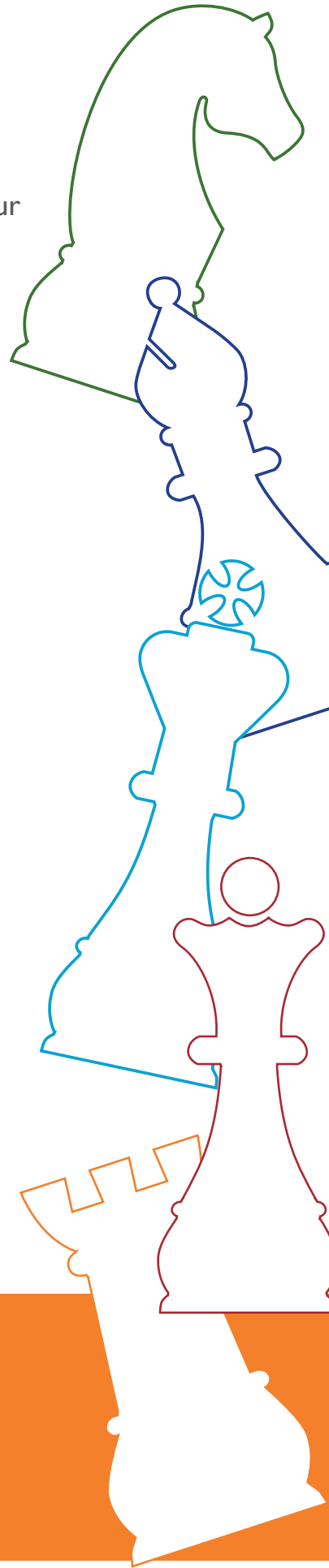
You can capture an opponent's piece by moving your piece to a square occupied by your opponent's. Remove the opponent's piece and place your own on that square. That piece is forever gone from the board!



The white Rook captures the black Pawn by moving to the square occupied by the Pawn

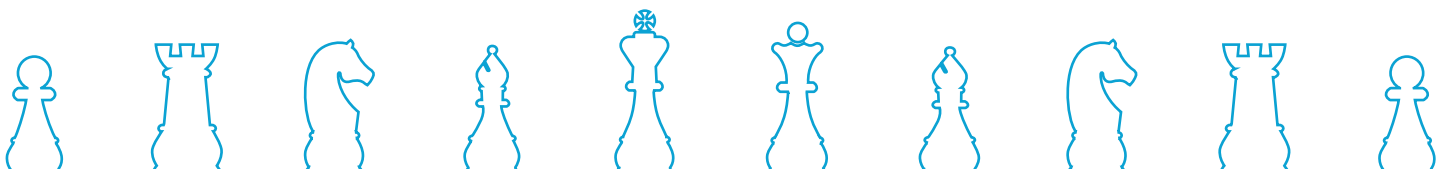


The black Pawn is removed from the board



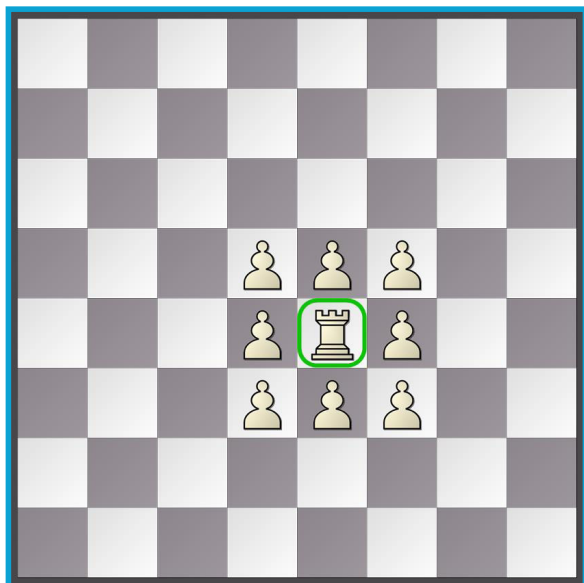
REMEMBER!

- You cannot capture your own pieces
- Pawns are the only piece which capture differently to how they normally move
- You cannot capture the enemy King



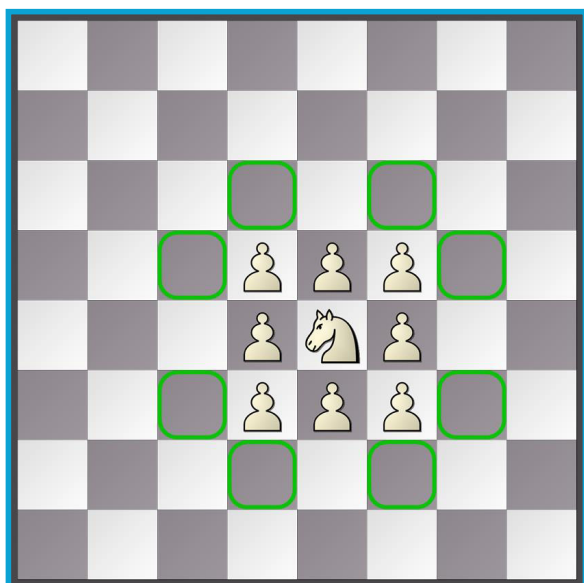
JUMPING

Unlike Draughts (or Checkers) chess pieces generally do not jump over other pieces.



The white Rook cannot move!
It cannot capture its own pieces
(as we already know) and it
can't jump over them.

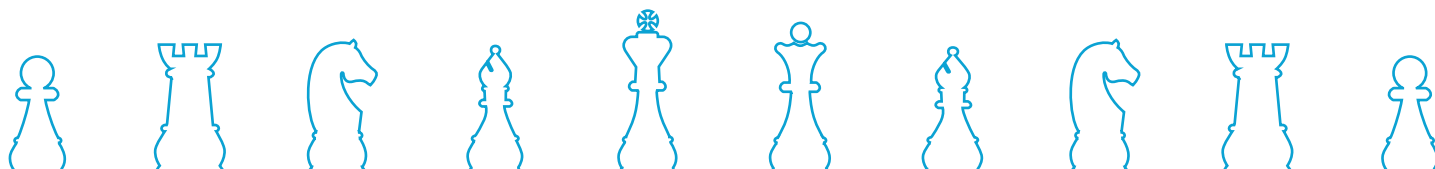
However – there is one piece which is an exception! The Knight!



The white Knight can jump over
its own Pawns to reach 8 different
squares. We will learn more about
the Knight later.

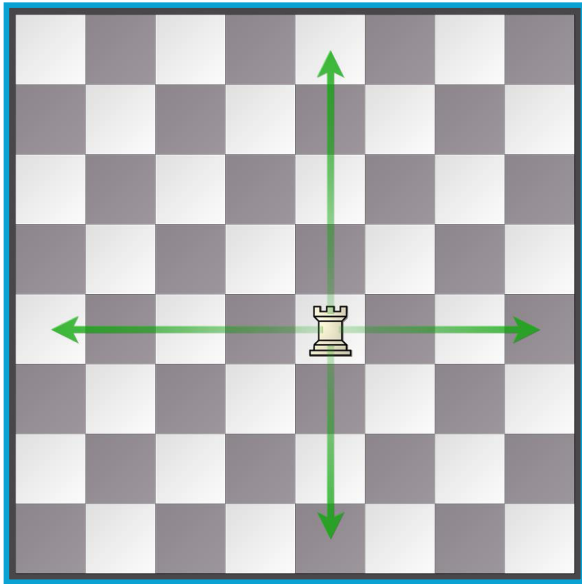
REMEMBER!

- Pieces cannot jump over other pieces – except...
- ...The Knight – which can jump over other pieces!

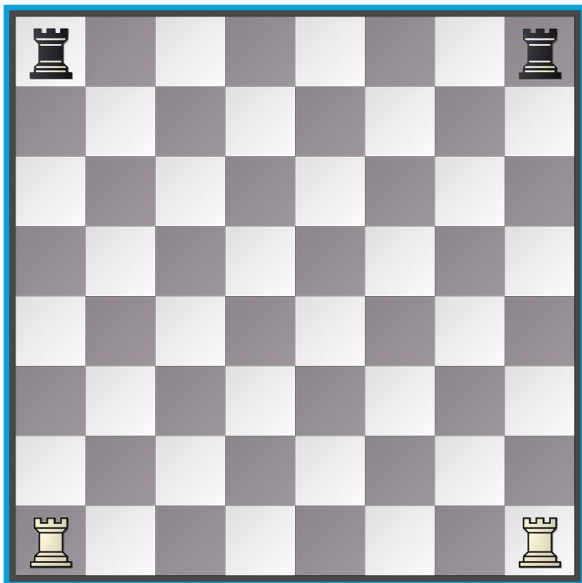


THE ROOK

The Rook moves in a straight line – up / down and side-to-side.



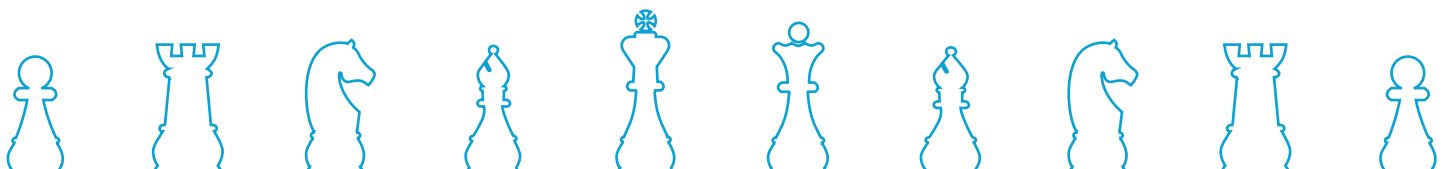
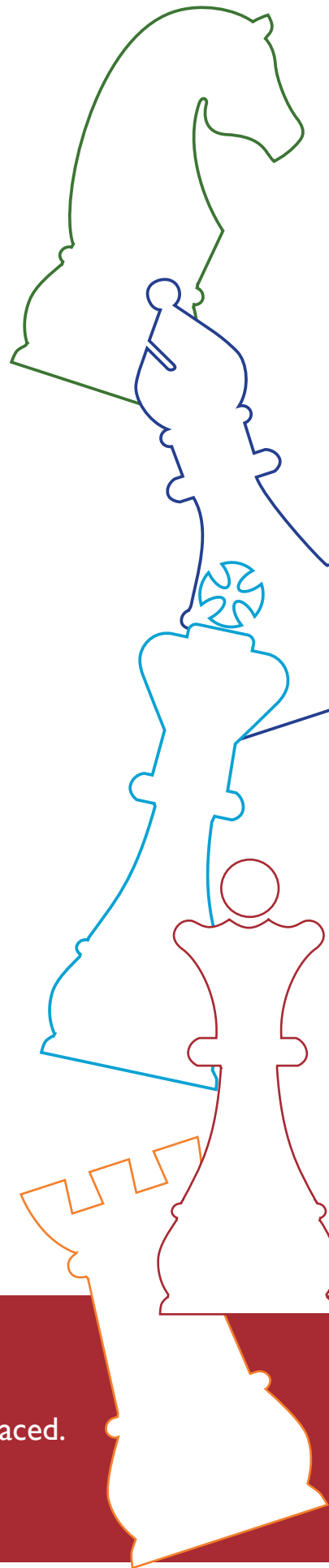
The Rook is worth 5 Points



Each side starts with 2 Rooks – here is where they start.

KEY POINTS!

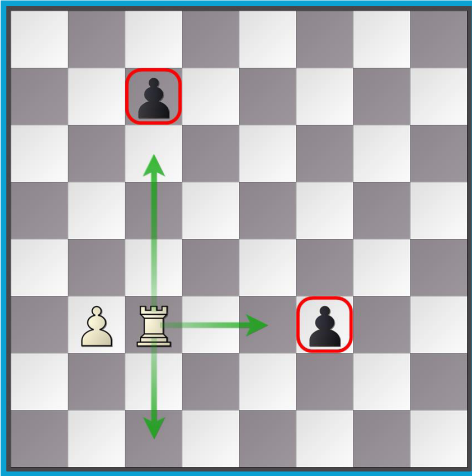
- Straight lines only.
- On an empty board always controls 14 squares wherever it is placed.
- On an empty board can reach any square in 2 moves or less.
- Can move to white or black squares on any move.



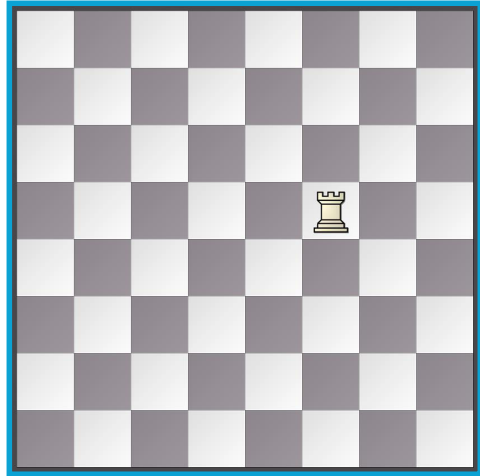
THE ROOK

Mark the squares where the Rook can move to and circle the pieces it can capture. The first one has been done for you.

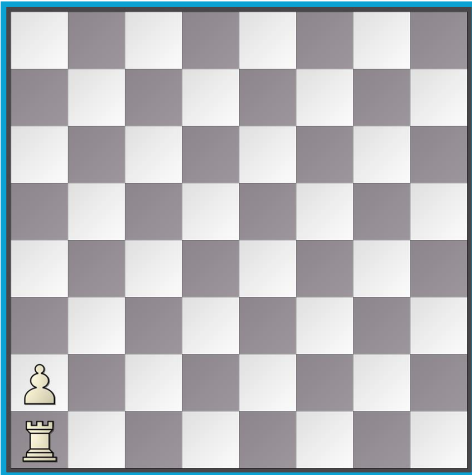
Q1.



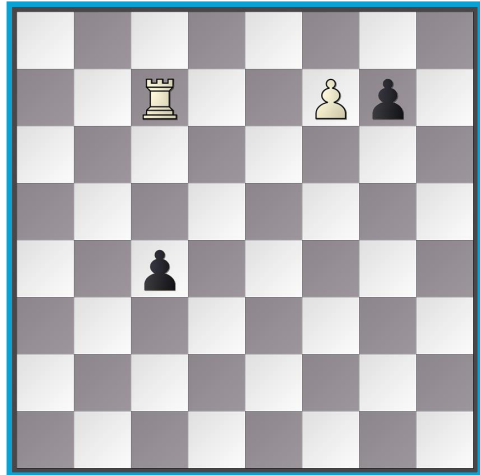
Q2.



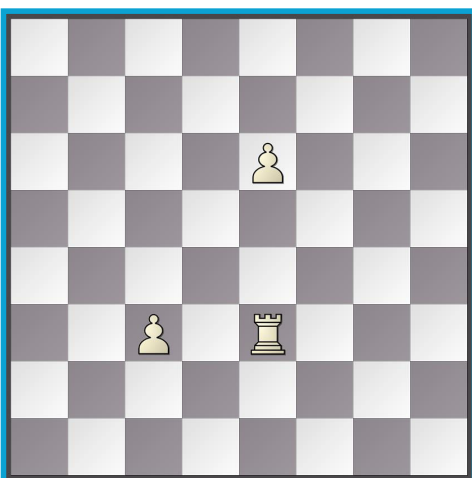
Q3.



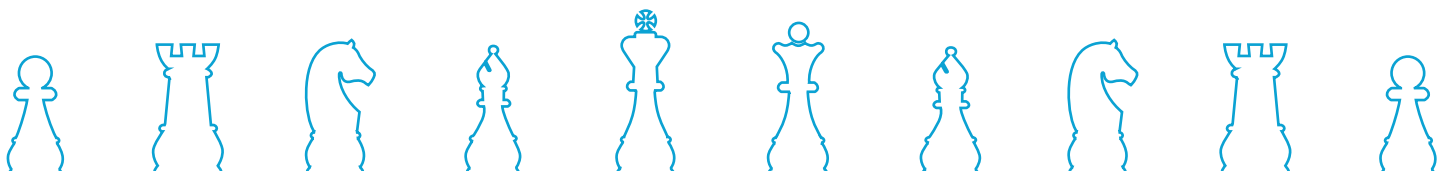
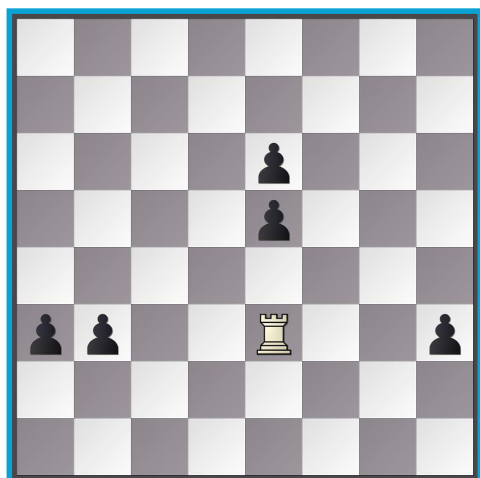
Q4.



Q5.

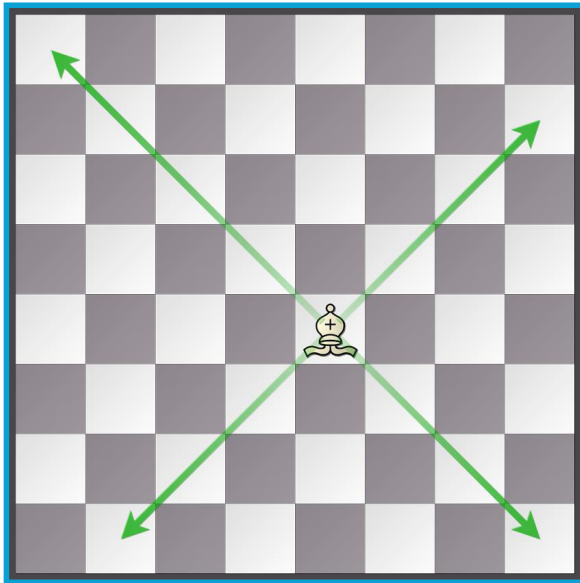


Q6.

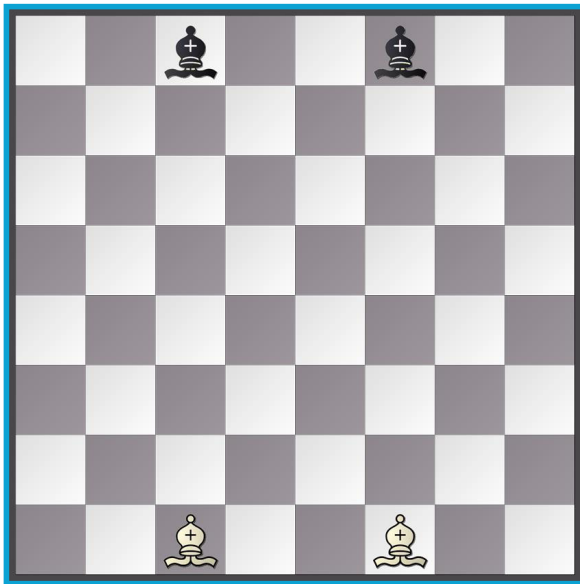


THE BISHOP

The Bishop moves in straight lines along the 'diagonals'.



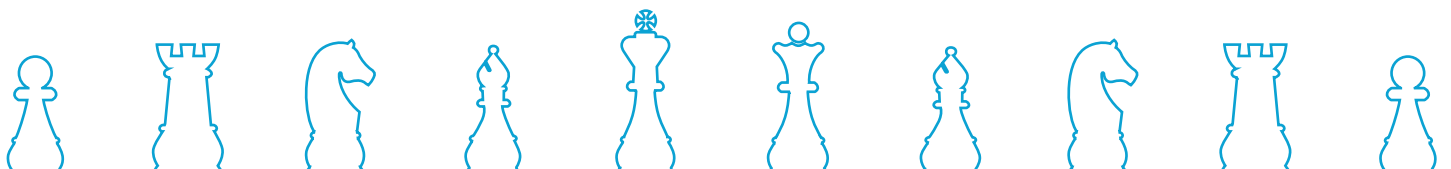
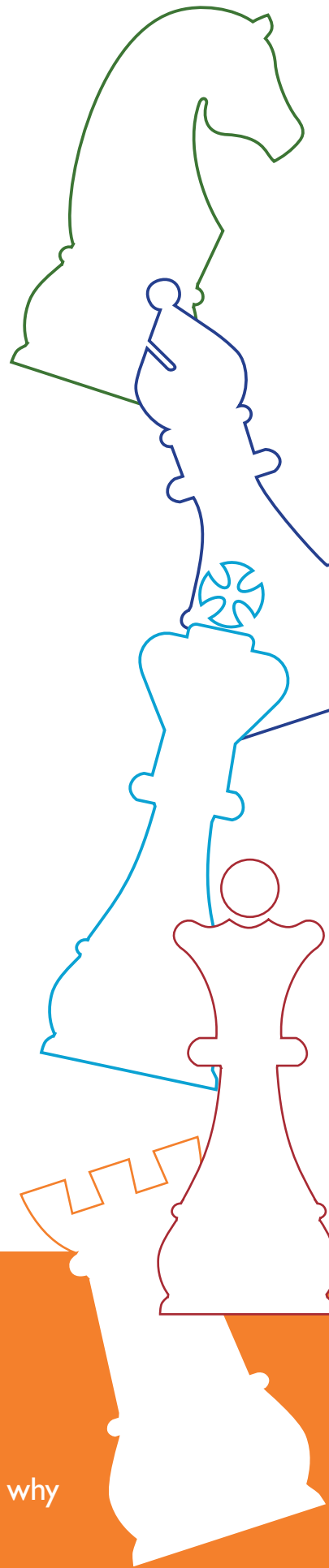
The Bishop is worth 3 Points



Each side starts with 2 Bishops – here is where they start.

KEY POINTS!

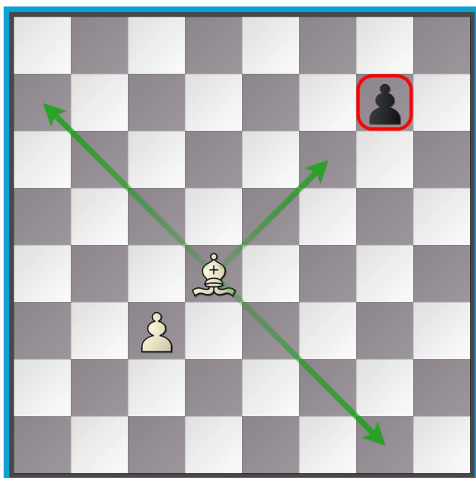
- Diagonals only.
- The most squares a Bishop can control is 14.
- In the corner it only controls 7 squares.
- A Bishop can only move to squares of the same colour – that is why we have 2!



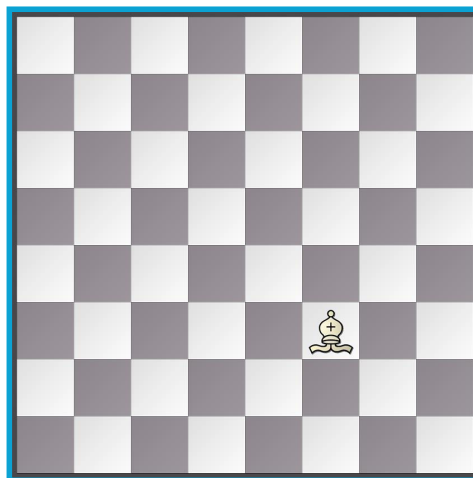
THE BISHOP

Mark the squares where the Bishop can move to and circle the pieces it can capture. The first one has been done for you.

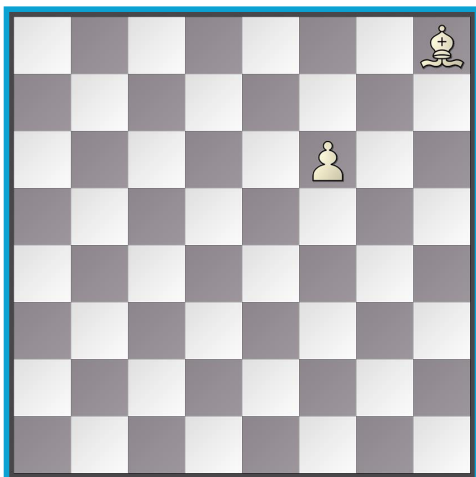
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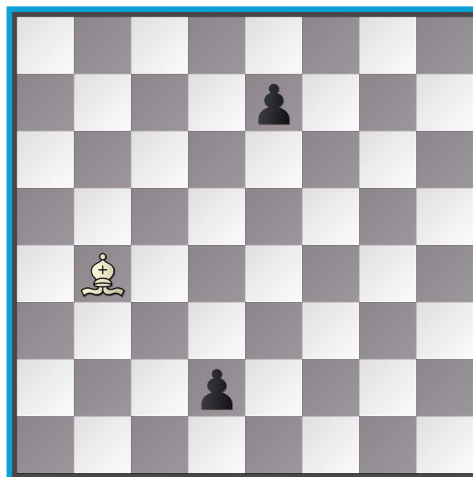
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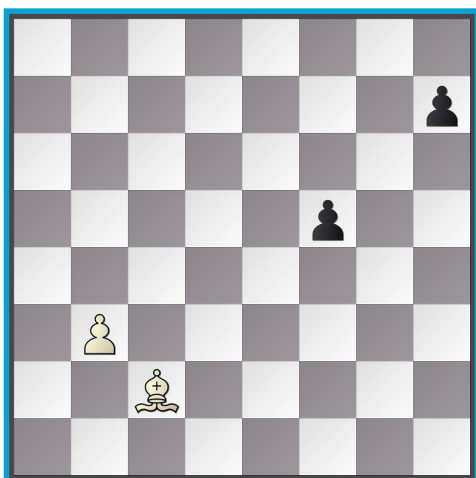
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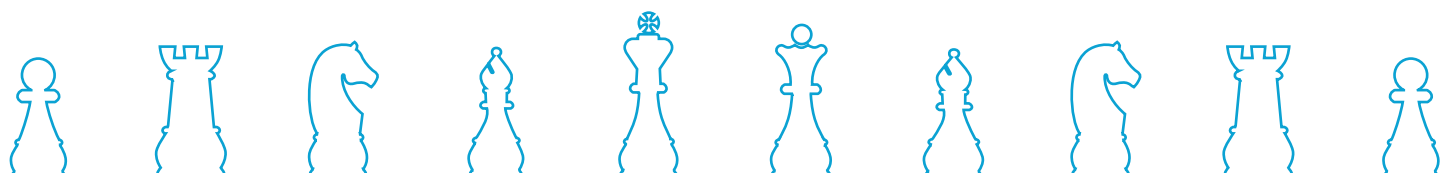
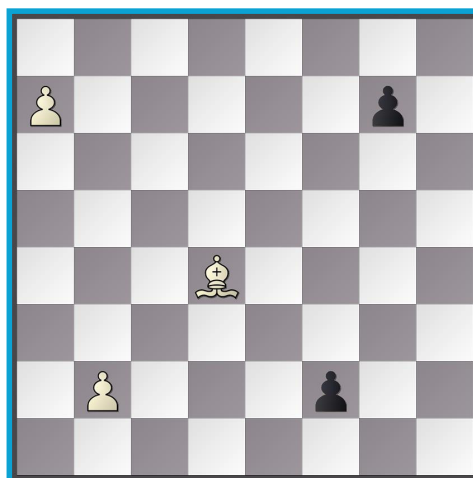
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Q5.

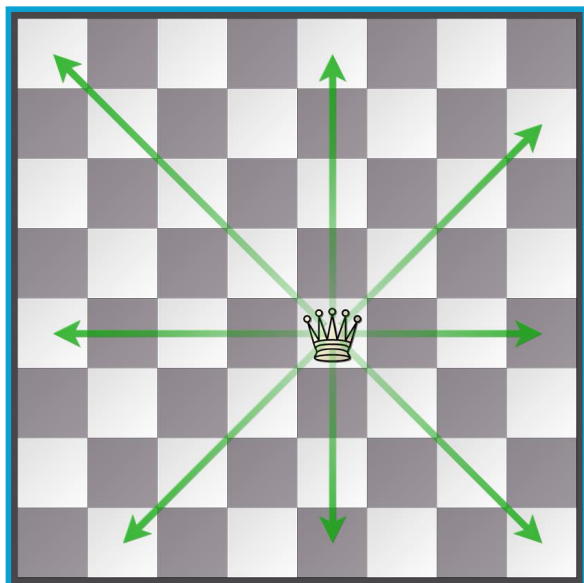


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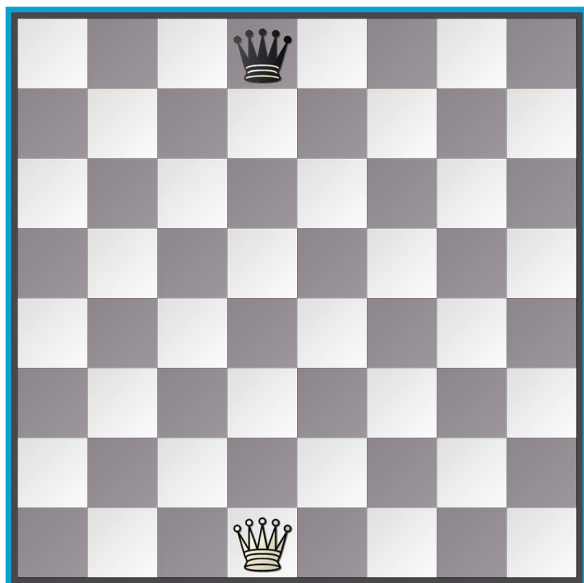


THE QUEEN

The Queen moves like a Rook and Bishop combined. Up, down, side-to-side and along the diagonals as far as she likes



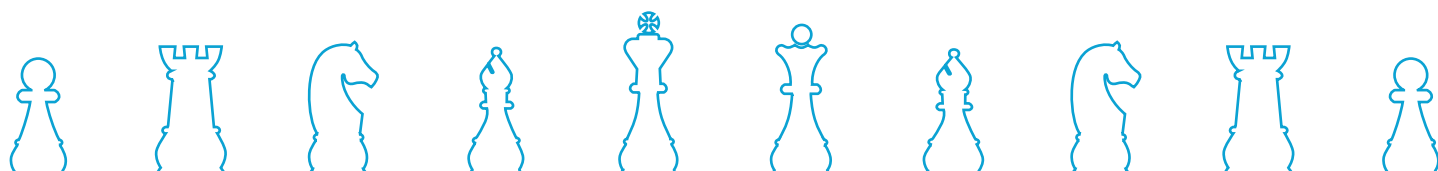
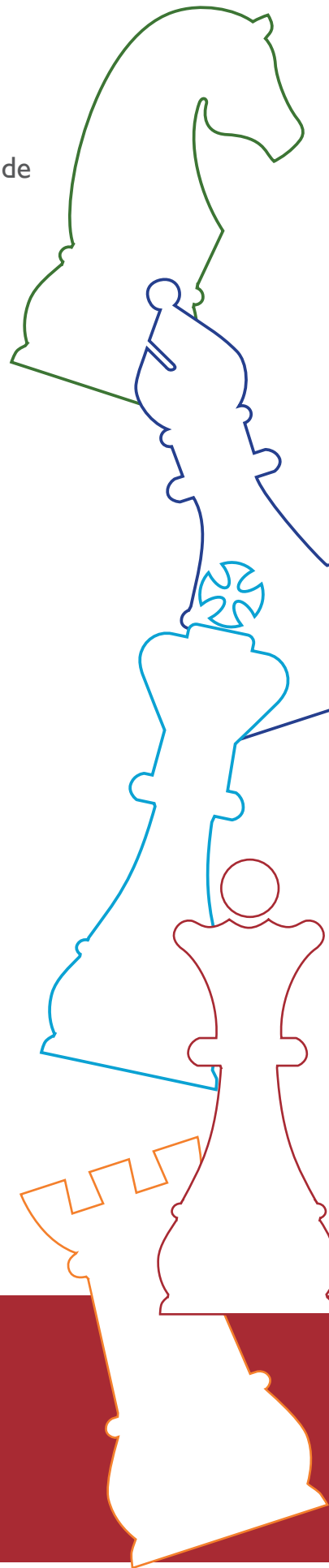
The Queen is worth 9 Points



Each side starts with 1 Queen – here is where they start.

KEY POINTS!

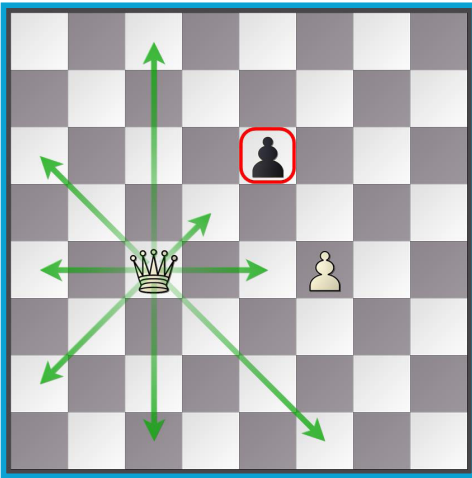
- Moves like a Rook + Bishop.
- Can control up to 28 squares!
- Starts on the same colour square as her own colour.
- Is the most powerful piece on the chessboard.



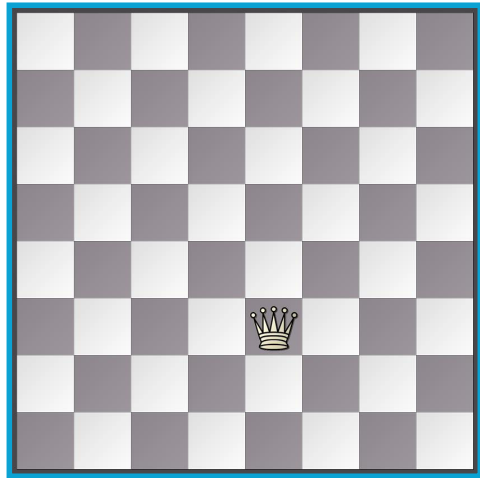
THE QUEEN

Mark the squares where the Queen can move to and circle the pieces it can capture. The first one has been done for you.

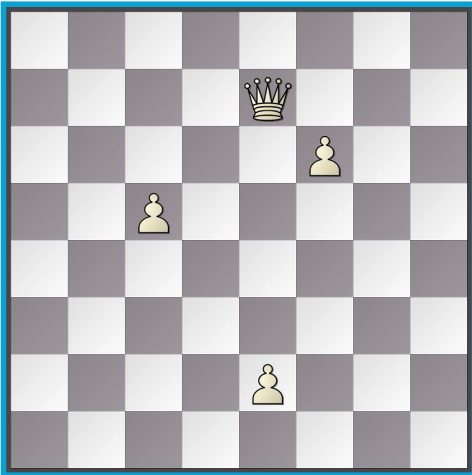
Q1.



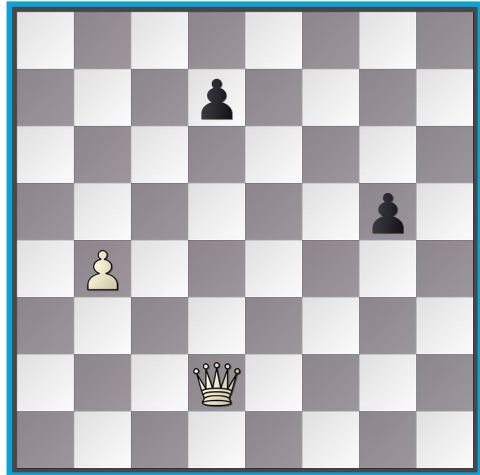
Q2.



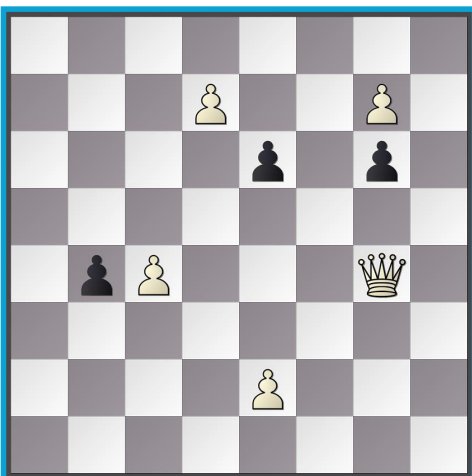
Q3.



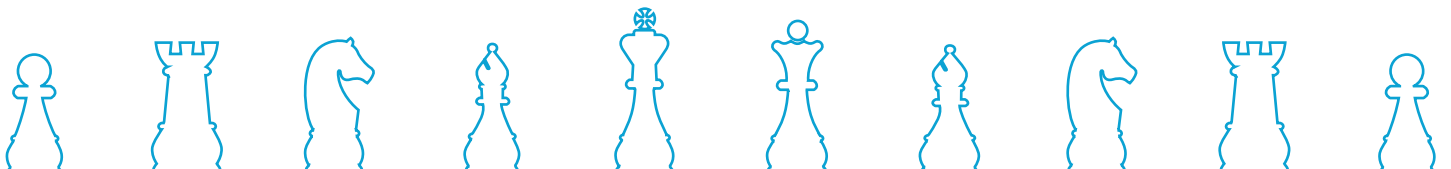
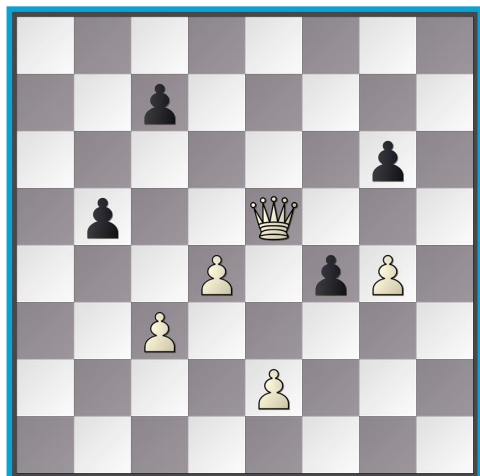
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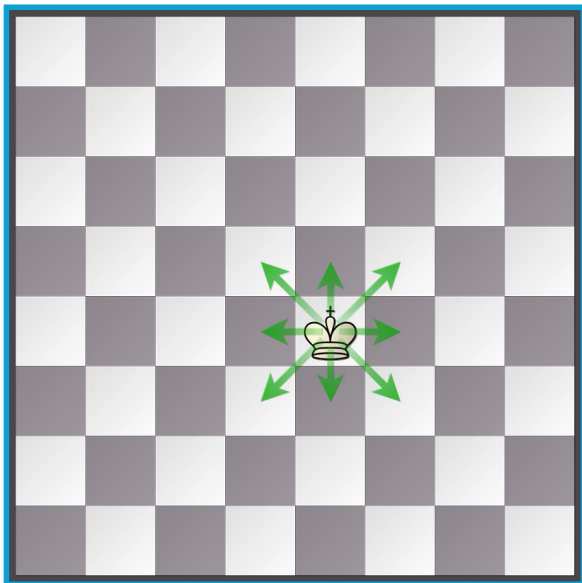


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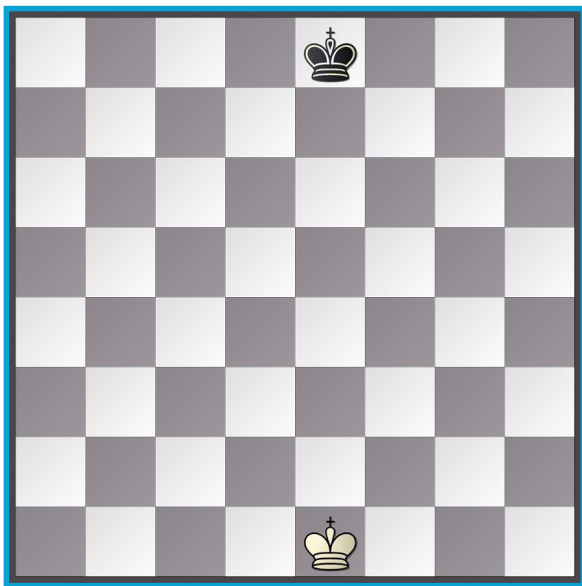


THE KING

The King moves like the Queen (in every direction) BUT only 1 square at a time.



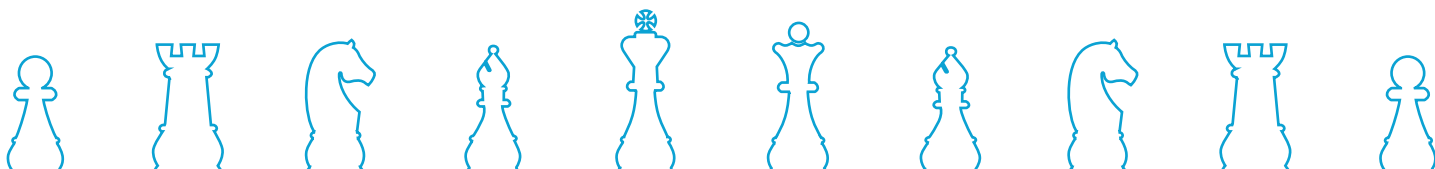
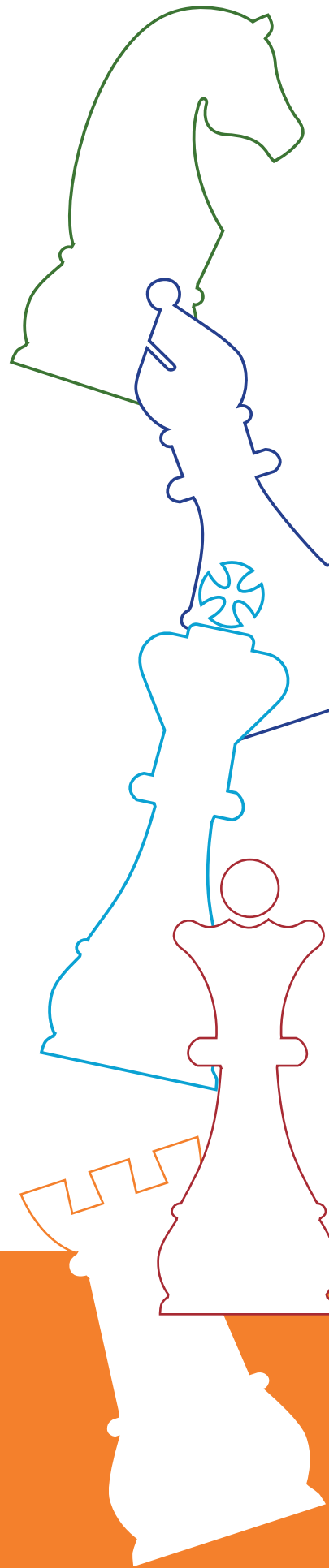
The King has no points value – checkmate ends the game!



Each side starts with 1 King – here is where they start.

KEY POINTS!

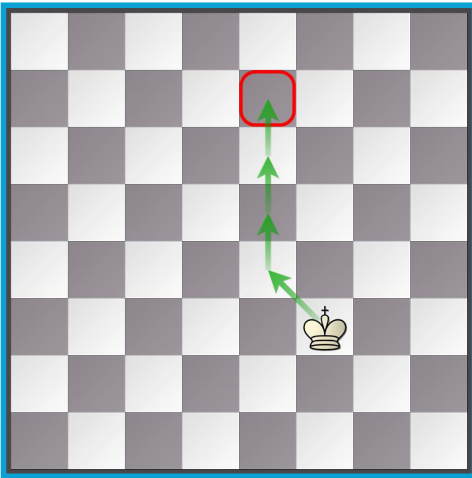
- Is old and slow – only one square at a time!
- Can control up to 8 squares
- Cannot be captured - see “Checkmate” later on
- 2 Kings cannot stand next to each other (as they would both be in ‘Check’)



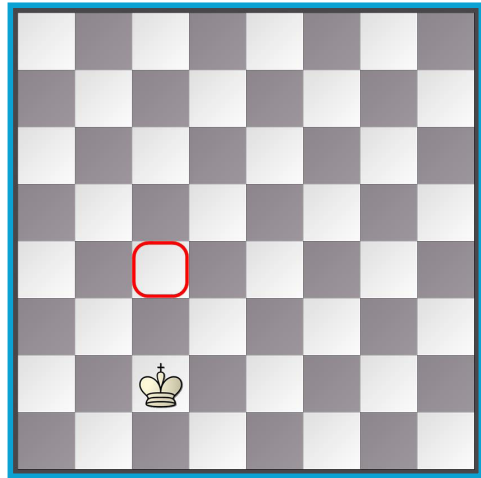
THE KING

Show the fastest route to the marked square and write how many moves it takes. The first one has been done for you.

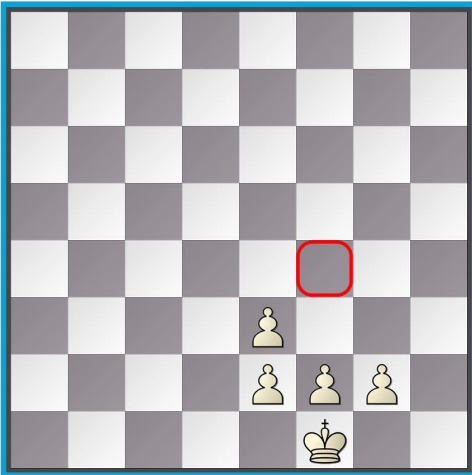
Q1.



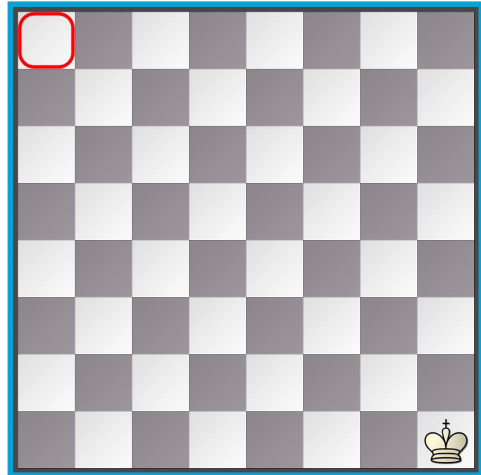
Q2.



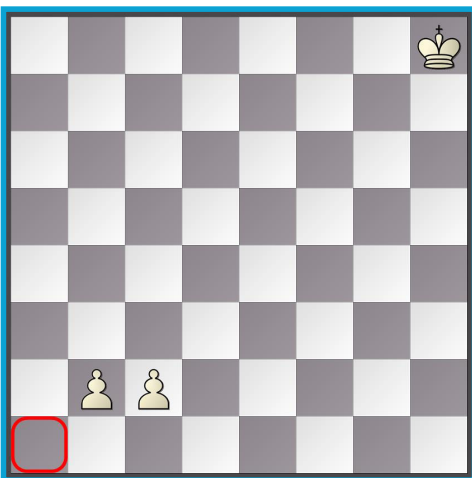
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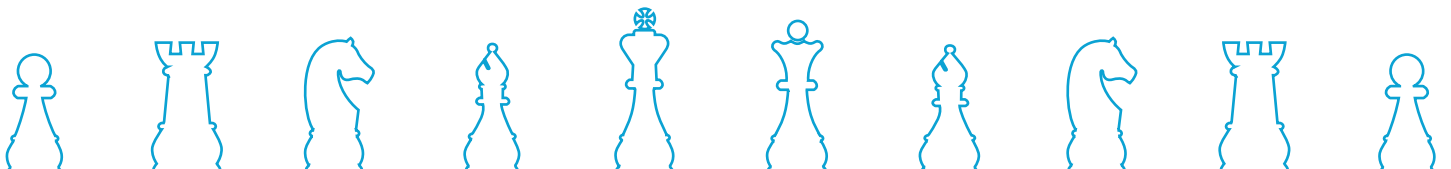
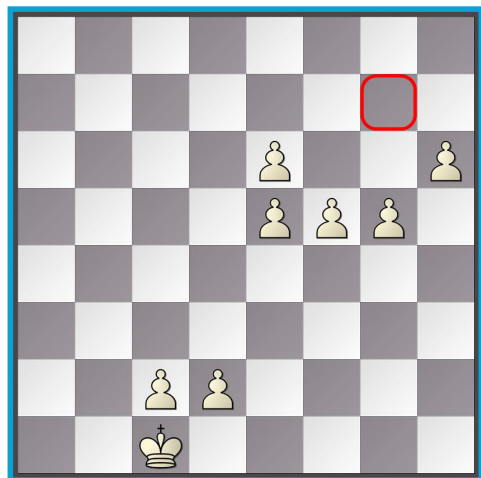
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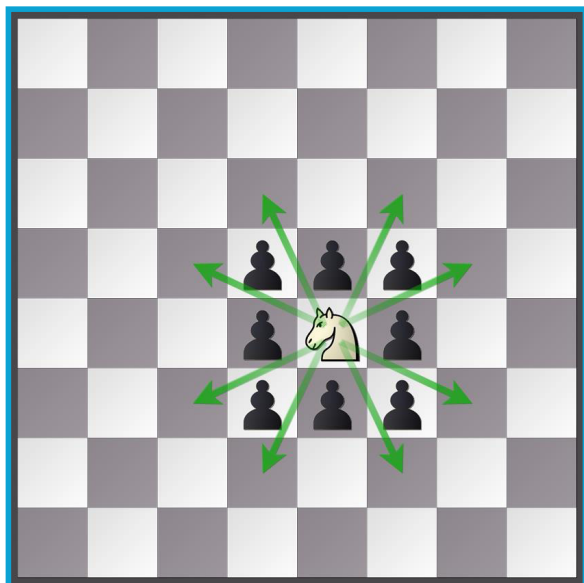


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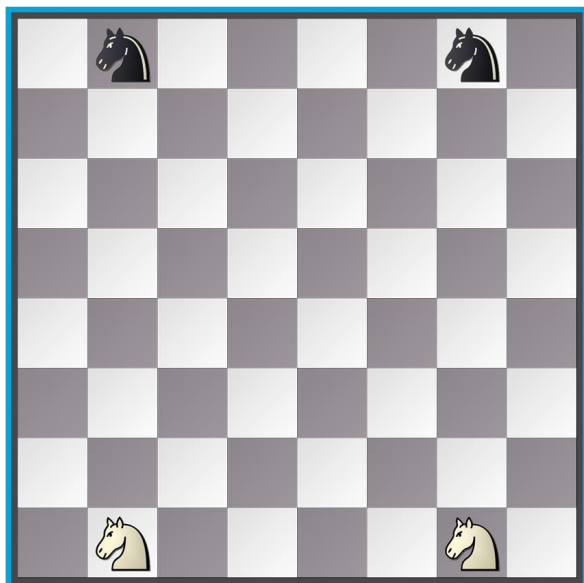


THE KNIGHT

The Knight moves in an 'L-Shape'. 2 squares in one direction then one square in another. The Knight can jump over other pieces.



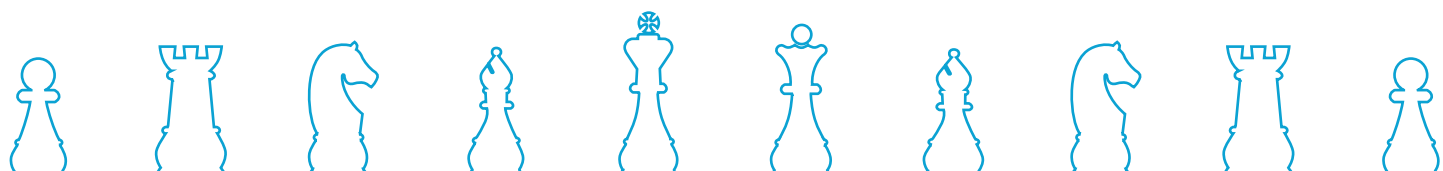
The Knight is worth 3 Points



Each side starts with 2 Knights – here is where they start.

KEY POINTS!

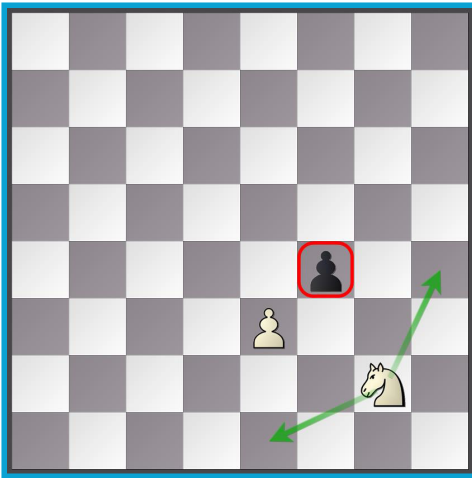
- Only piece which can jump over other pieces.
- Moves like an L – 2 in one direction and one in another.
- “One, Two, TURN”!
- Always jumps to a square of the opposite colour it is currently on.



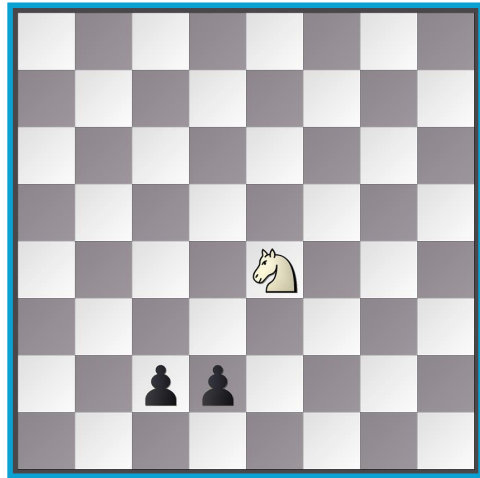
THE KNIGHT

Mark the squares where the Knight can move to and circle the pieces it can capture. The first one has been done for you.

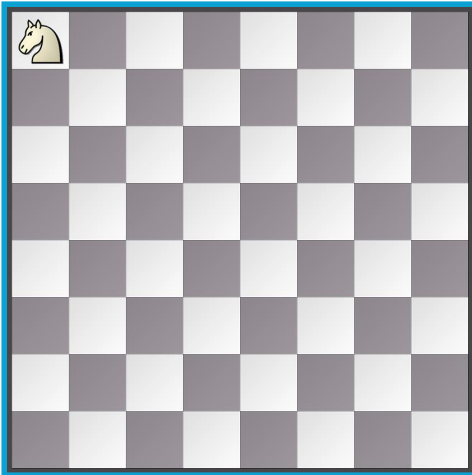
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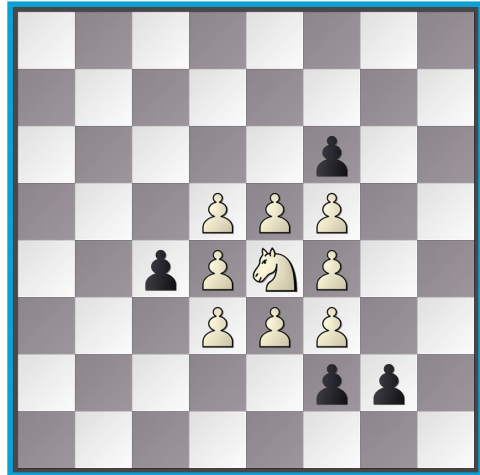
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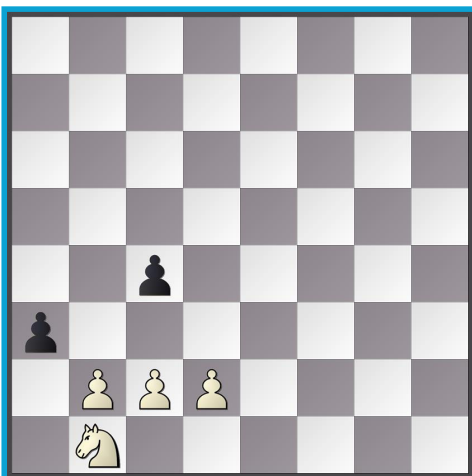
Q3.



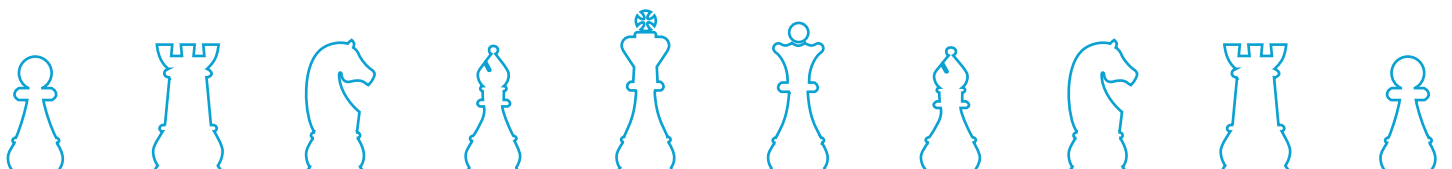
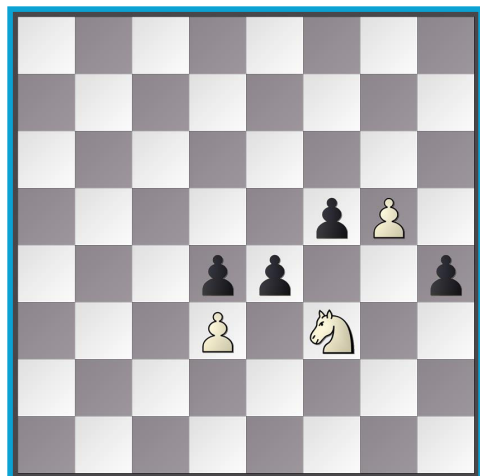
Q4.



Q5.

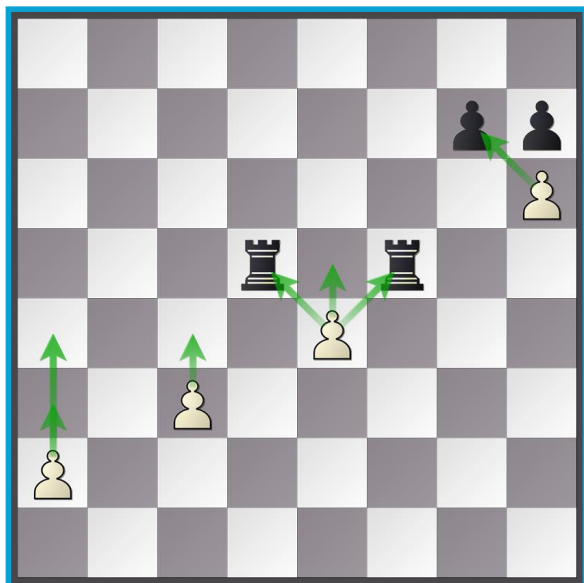


Q6.



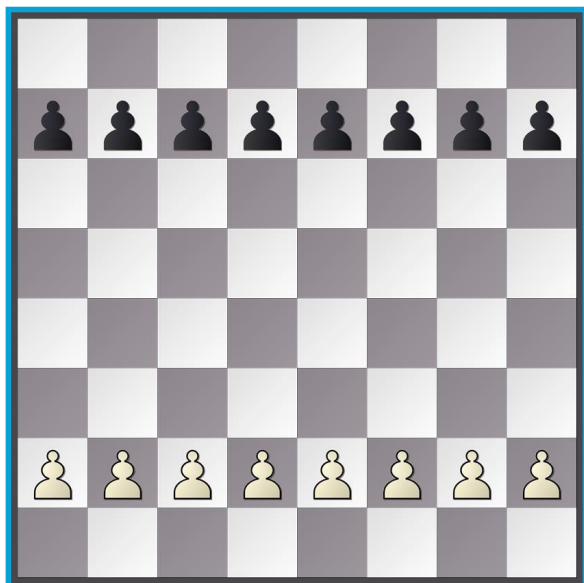
THE PAWN

A Pawn always moves forwards – never backwards. It is the only piece which captures differently to how it normally moves.



Pawns move 1 square forwards – except on their first move where they move one or two squares.

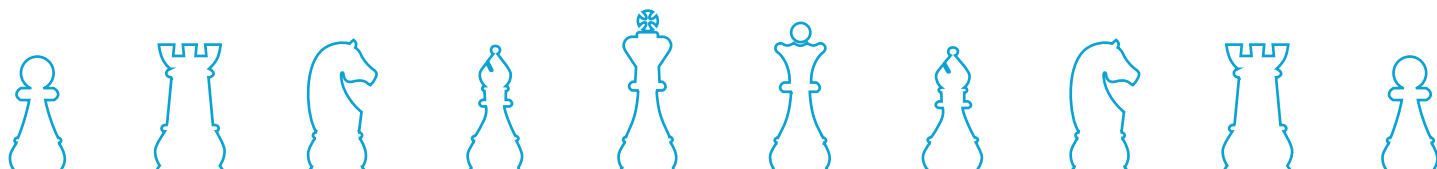
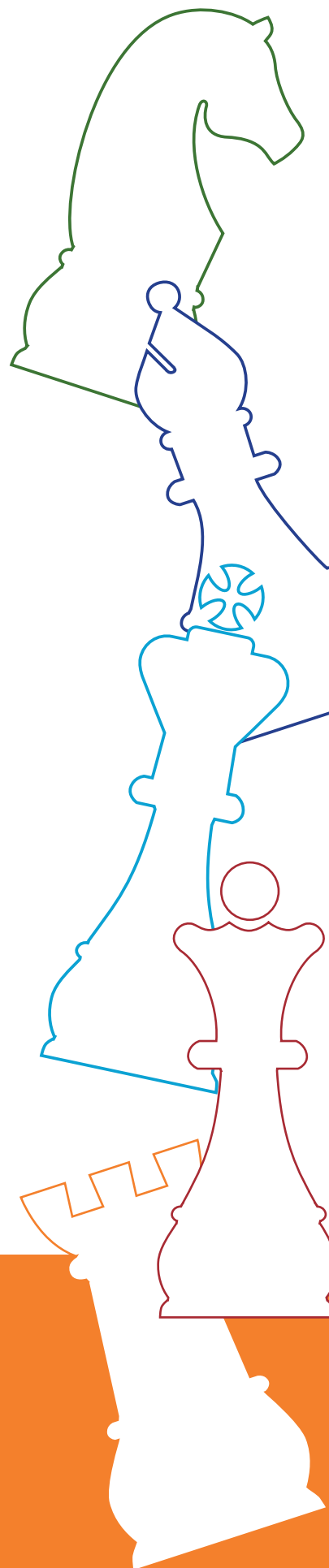
They capture diagonally forwards (one square). They cannot capture straight ahead.



Each side starts with 8 Pawns – here is where they start.

KEY POINTS!

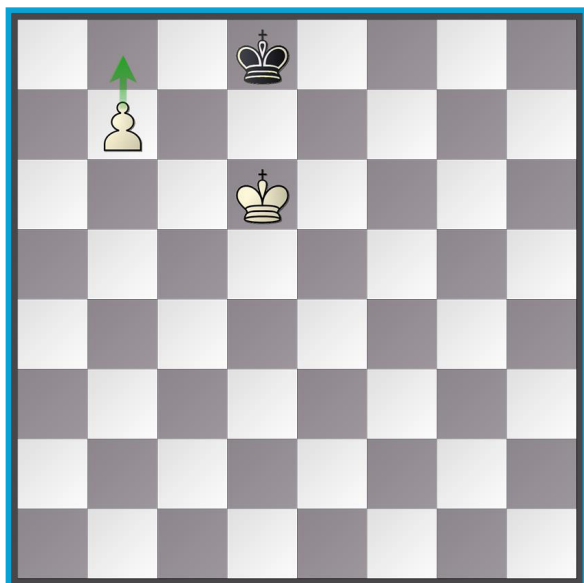
- Only piece which captures differently to how it moves.
- May move 1 OR 2 squares on first go.
- NEVER move backwards.
- Can get blocked if there is another piece directly in front.



SPECIAL PAWN MOVES

PROMOTION

If you get a Pawn all the way to the far end of the board you may change it into any other piece other than a King or another Pawn. The Pawn leaves the board and the chosen piece (usually a Queen) is put in its place.



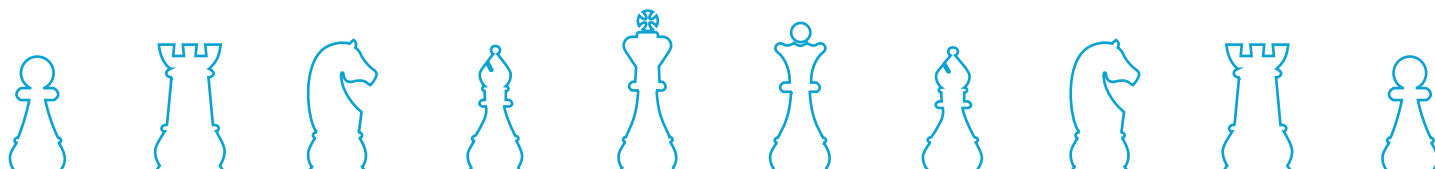
White's Pawn reaches the other side of the board.



White removes the Pawn and replaces it with a Queen.

TIPS

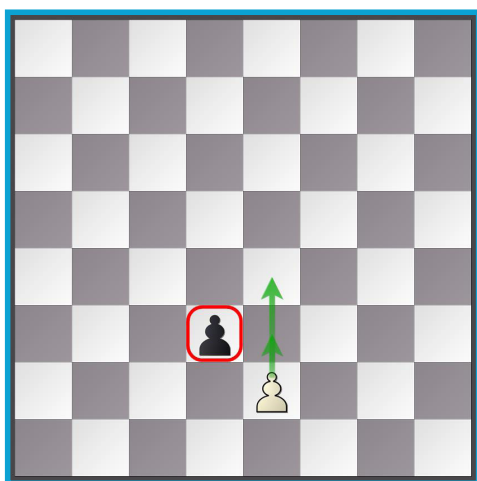
- It is normally best to promote to a Queen as a Queen is the most powerful piece.
- However – on some rare occasions it is better to promote to a different piece so always consider your options



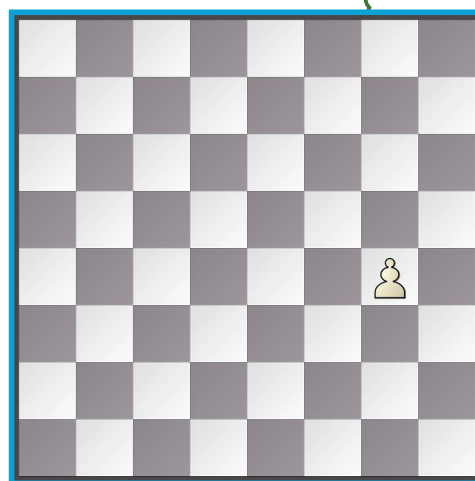
THE PAWN

Mark the squares where the white Pawn(s) can move to and circle the pieces it can capture. The first one has been done for you.

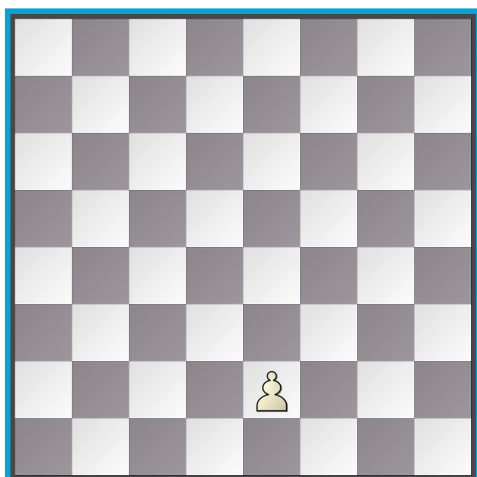
Q1.



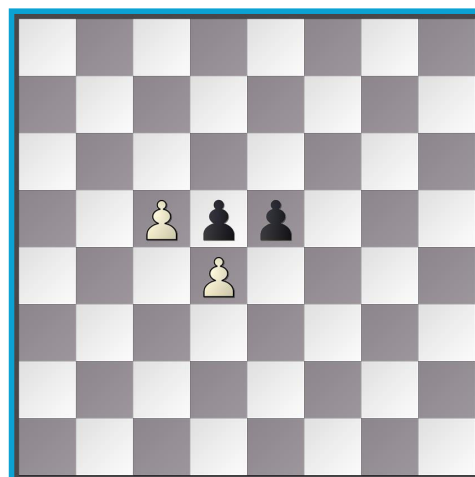
Q2.



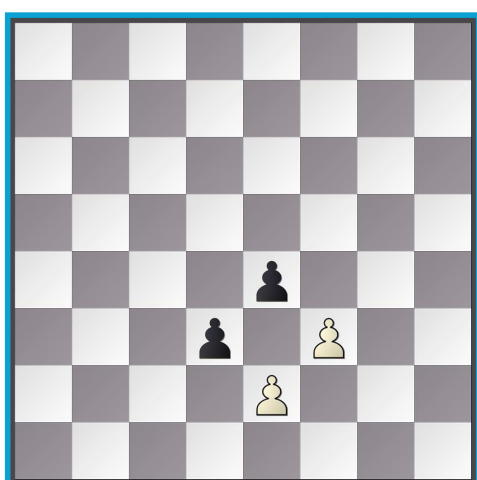
Q3.



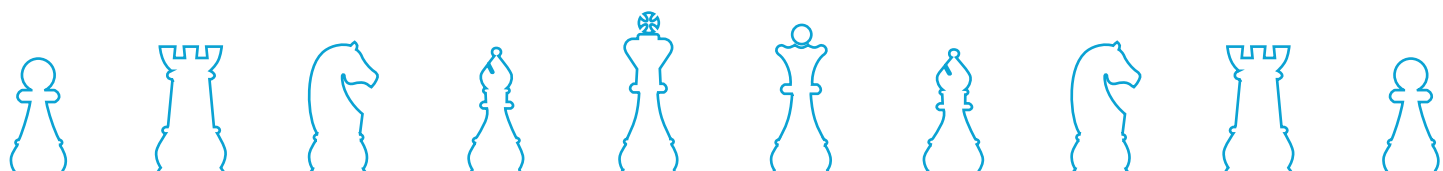
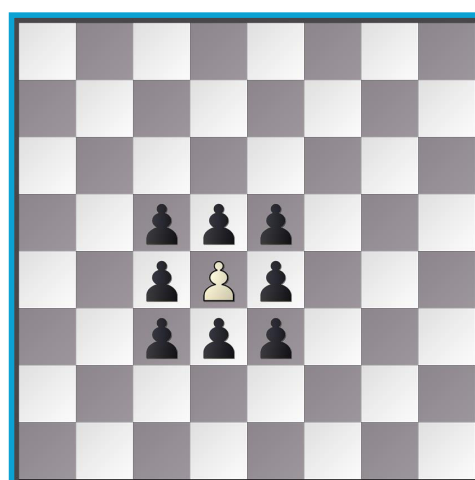
Q4.



Q5.

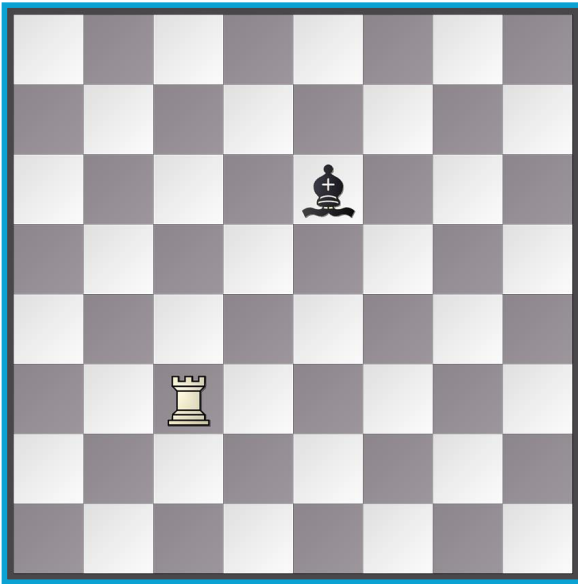


Q6.

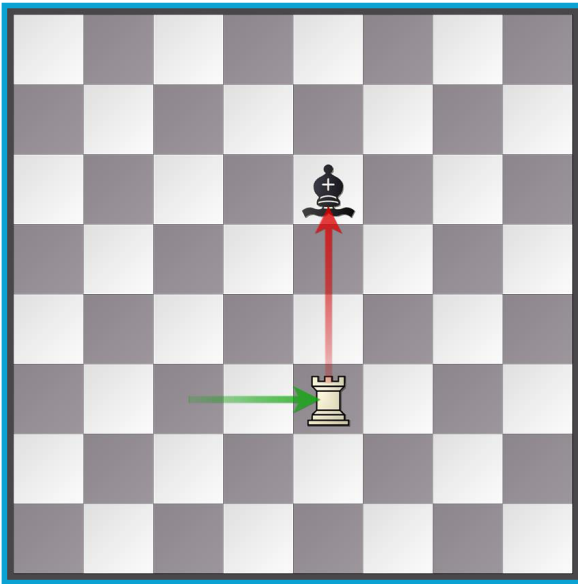


CREATE A THREAT

As well as CAPTURE our opponent's pieces we can THREATEN to CAPTURE on our next move.



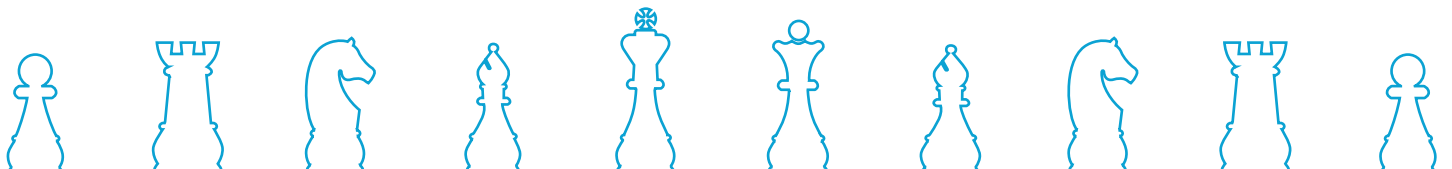
At the moment we cannot capture the Black Bishop.



White moves the Rook and creates a THREAT to capture the black Bishop on the next move.

Creating THREATS is a very important strategy in chess. Players that are just starting out very often overlook their opponent's threats and give away pieces all the time.

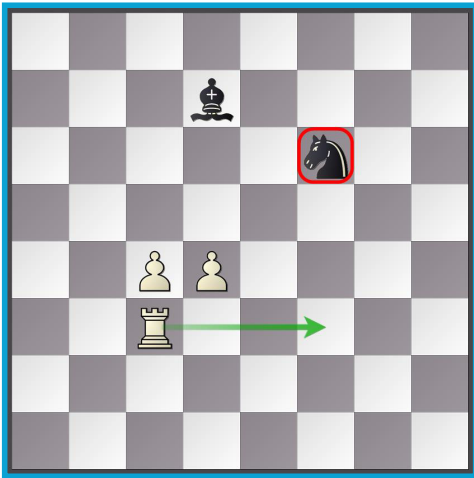
As well as "threatening" to capture our opponent's pieces we can pose even more dangerous threats – such as "threatening checkmate" – but more on that later.



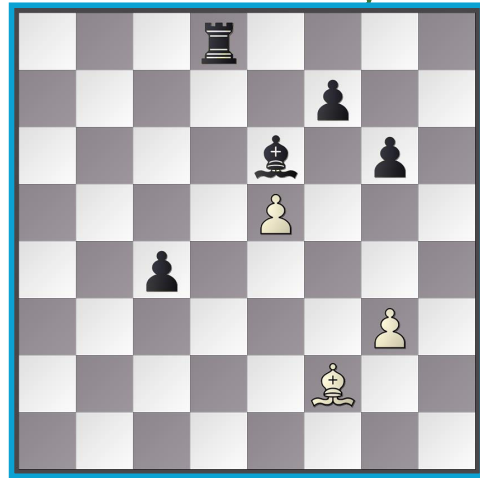
CREATE A THREAT

Create a threat to capture a black piece. Put a circle around the threatened piece. The first one has been done for you.

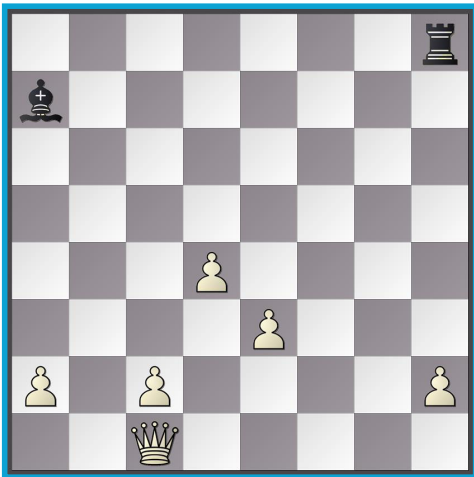
Q1.



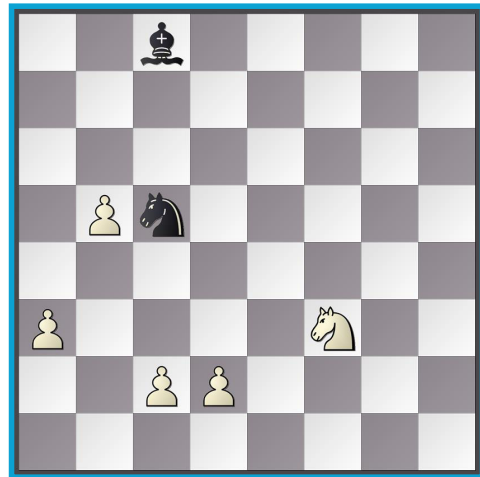
Q2.



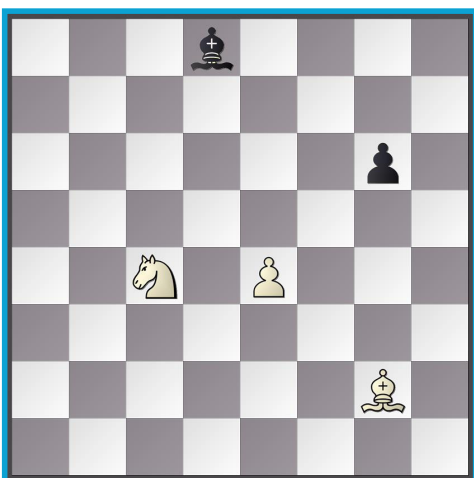
Q3.



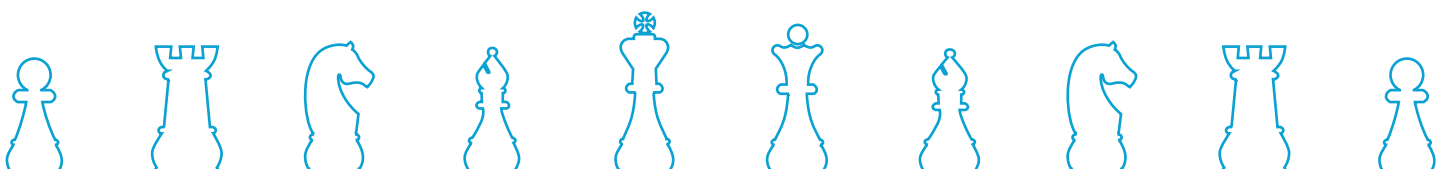
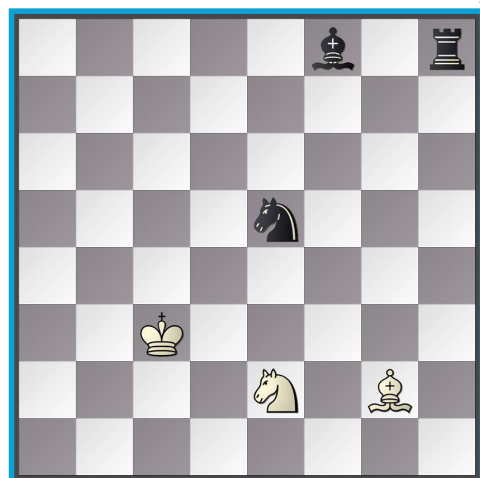
Q4.



Q5.

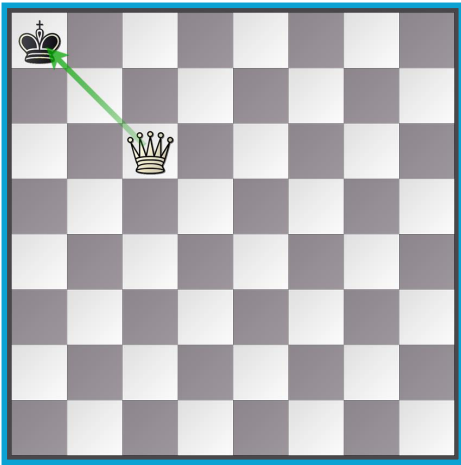


Q6.

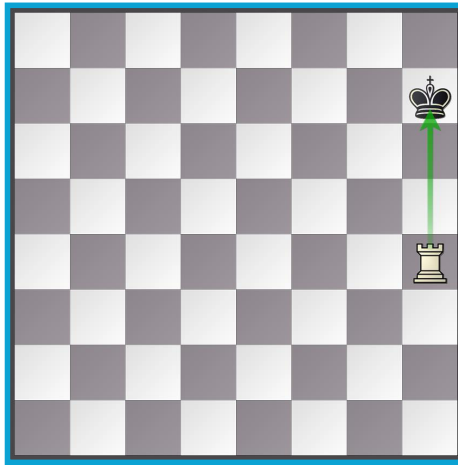


CHECK

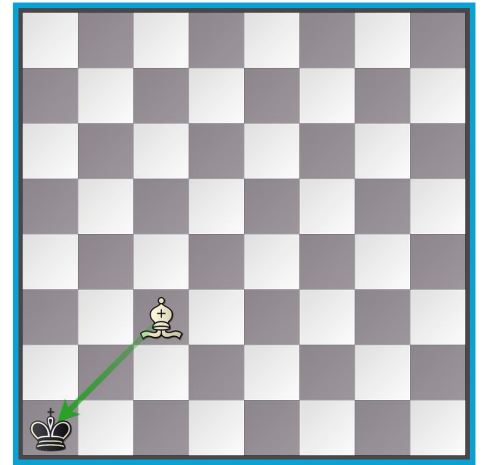
When the King is attacked it is said to be in “check”.



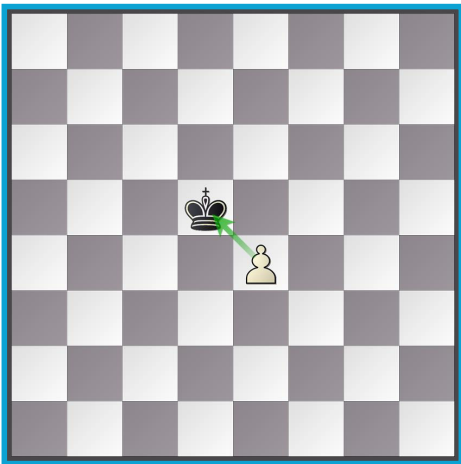
Check by the Queen



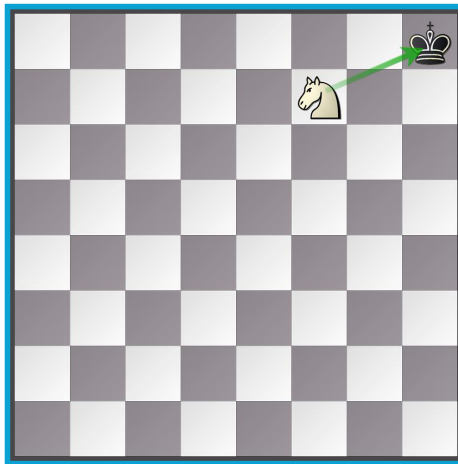
Check by the Rook



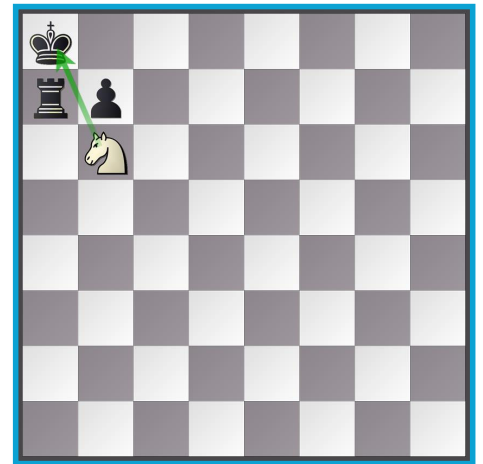
Check by the Bishop



Check by the Pawn



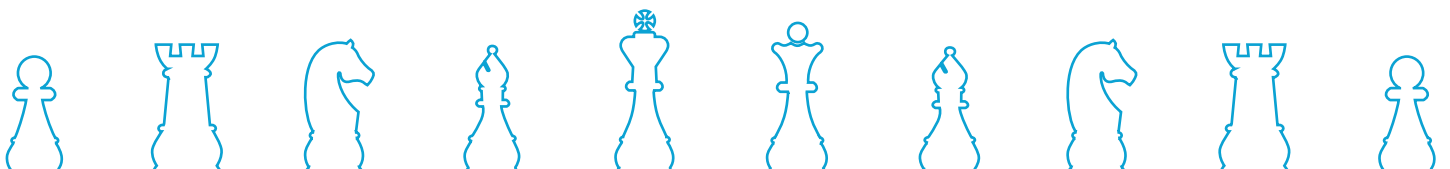
Check by the Knight



Check by the Knight 2

TIPS

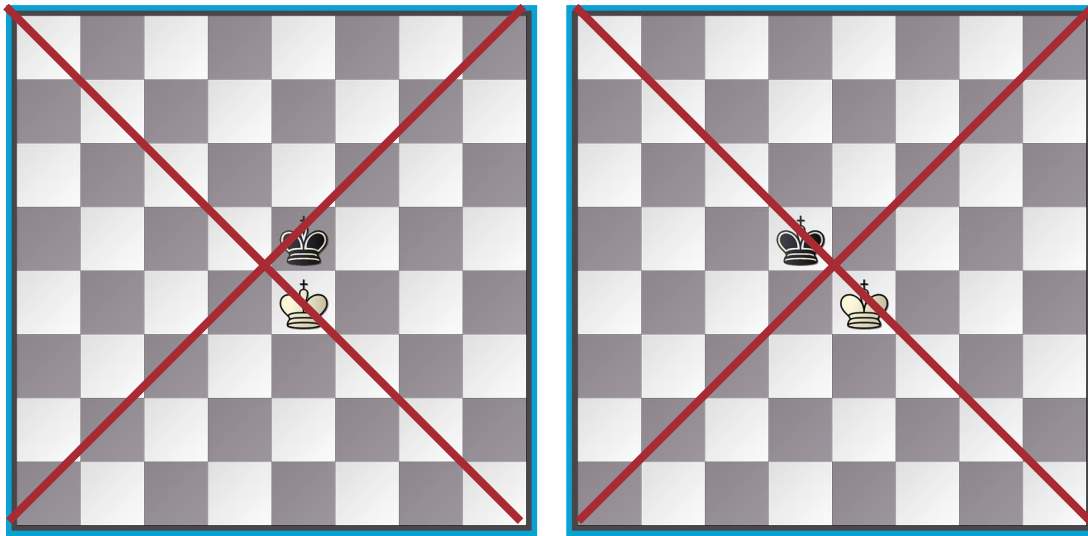
- If you are in check you need to get out of check
- If you can't – then it is checkmate and you lose the game
- You can never make a move which places your own King in check
- Remember – you can never capture the King!



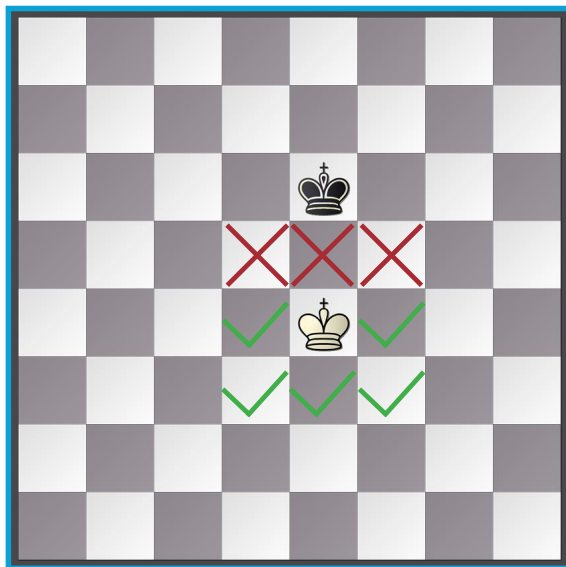
KINGS REPULSION

The two Kings can never stand one square apart – because to move your King next to your opponent's would be putting yourself in check (attacked by the enemy King) which is illegal.

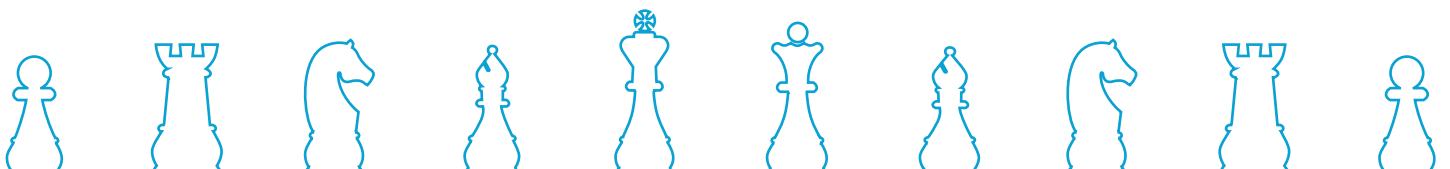
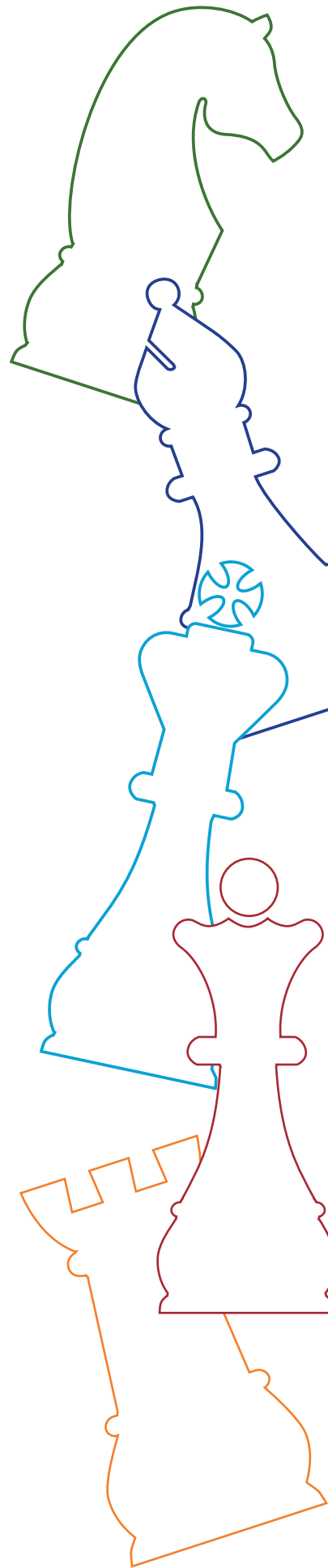
We could say the King's are so repulsed by each other they cannot stand to be near the other!



These positions are illegal as the Kings are standing next to each other.



In the diagram to the left the ticks mark where the white King can legally move to and the crosses represent illegal moves.



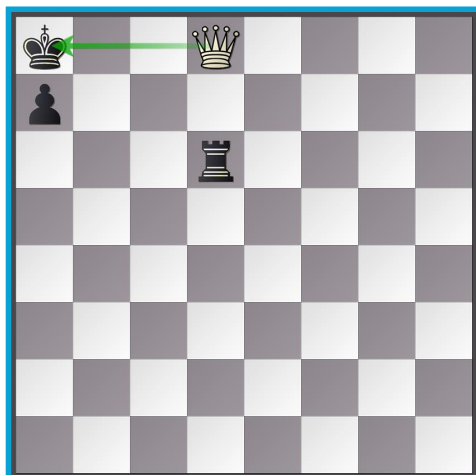
GETTING OUT OF CHECK

When you are in check you **MUST** try and get out of check.

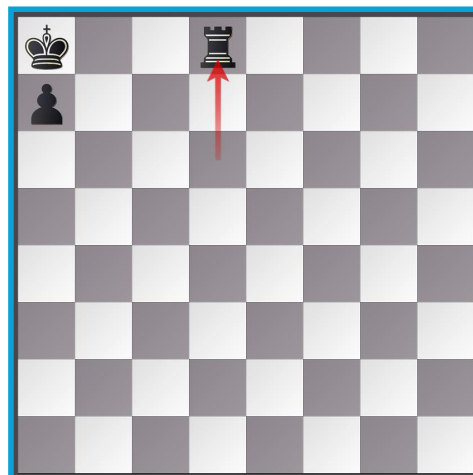
There are three ways to do this:

1) Capture

Capture the piece giving check. Always look for this first.



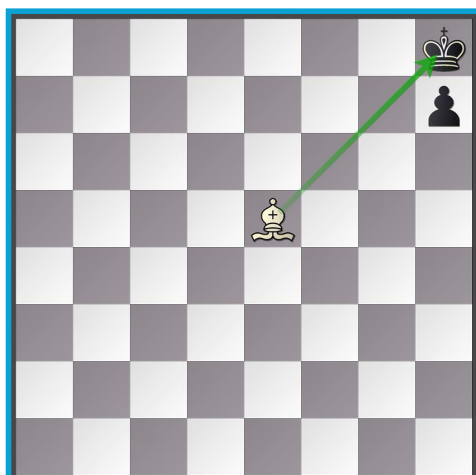
Check by the Queen



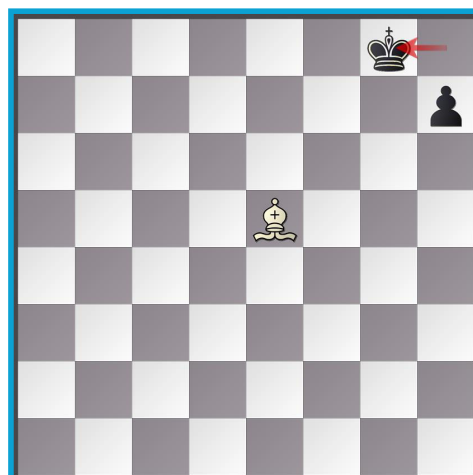
Rook CAPTURES Queen

2) Move

Move the King to a square not attacked by an enemy piece.



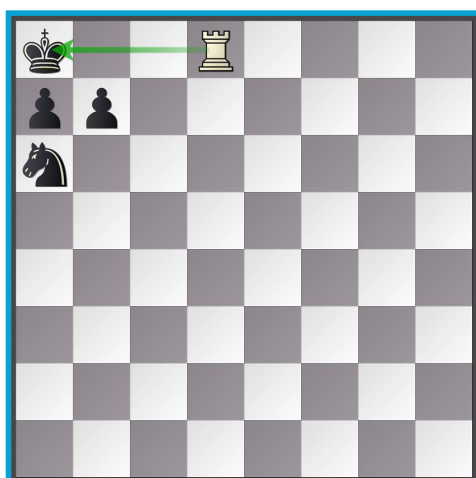
Check by the Bishop



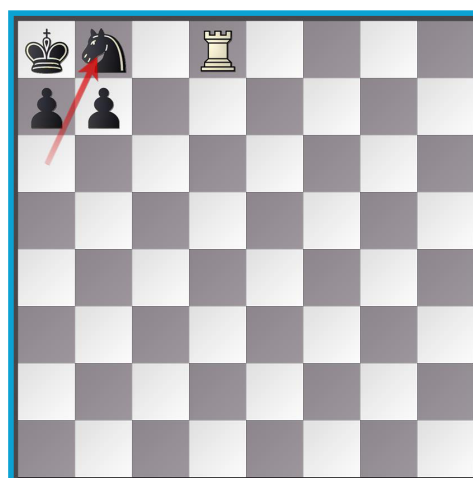
King MOVES away

3) Block

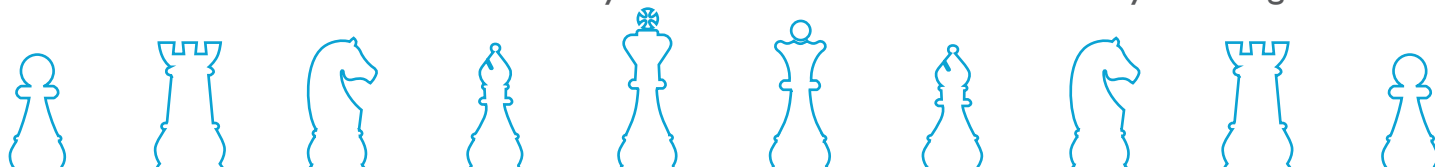
Put another piece in the way to **block** the attack.



Check by the Rook



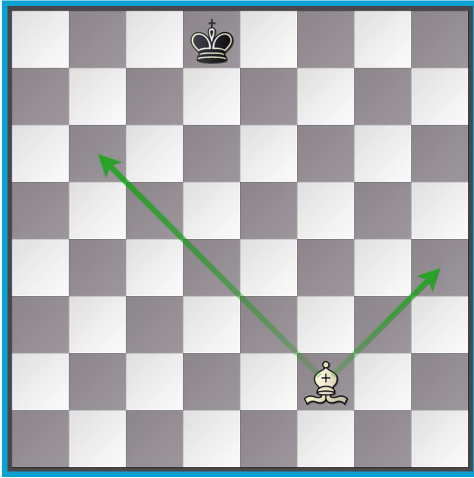
BLOCK by the Knight



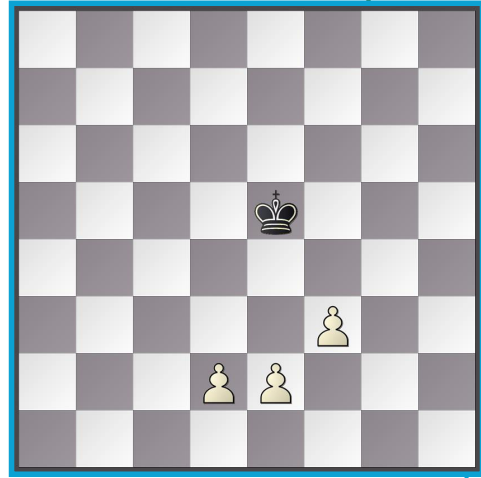
GIVING CHECK

Draw the moves that give a check to the black King. The first one has been done for you.

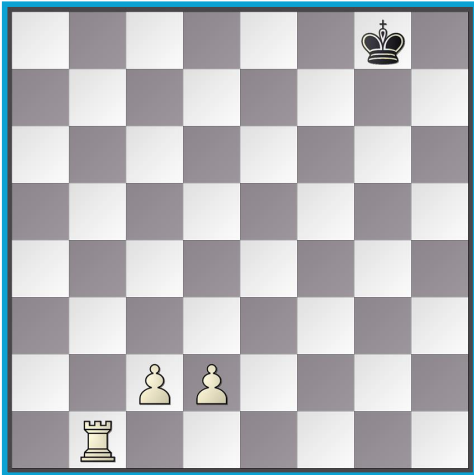
Q1.



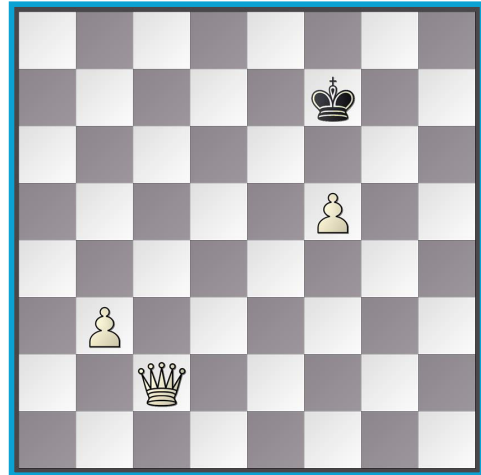
Q2.



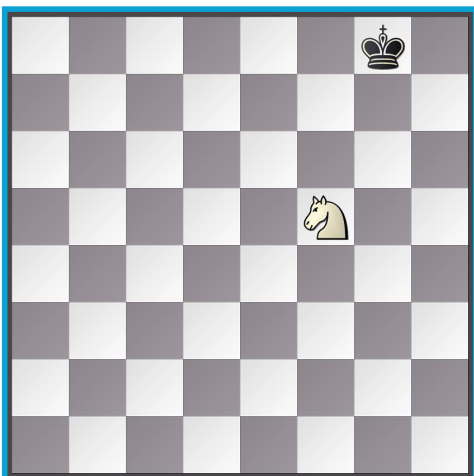
Q3.



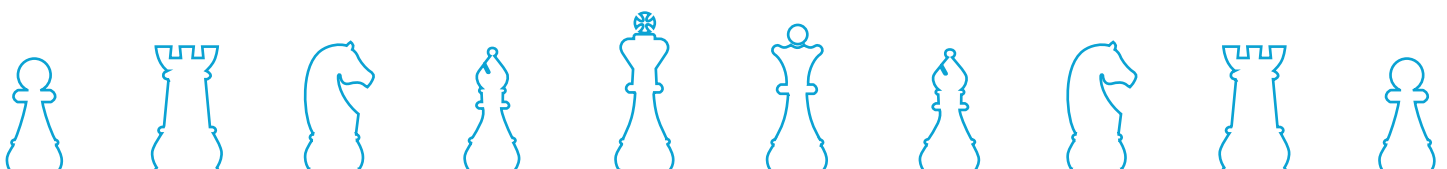
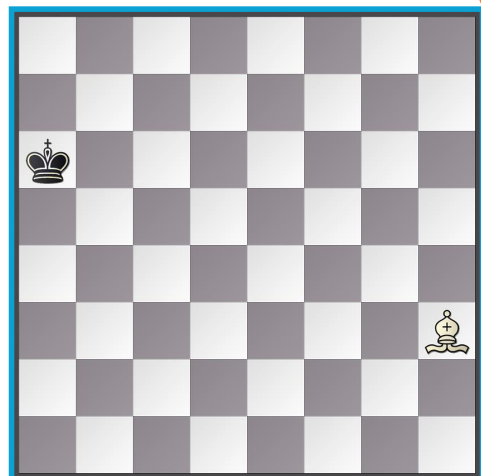
Q4.



Q5.



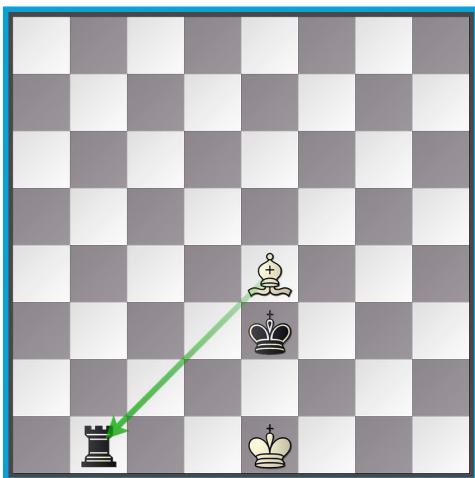
Q6.



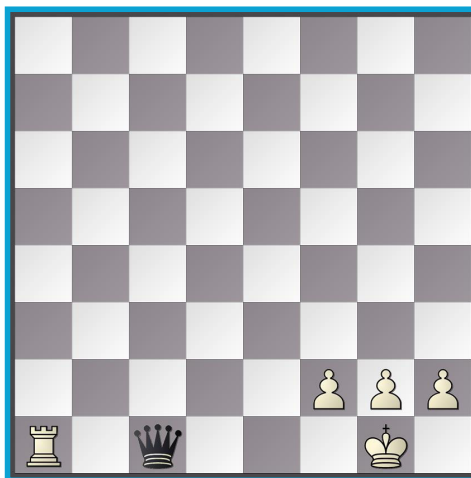
ESCAPING CHECK - CAPTURE

Draw the move that gets out of check by CAPTURING. The first one has been done for you.

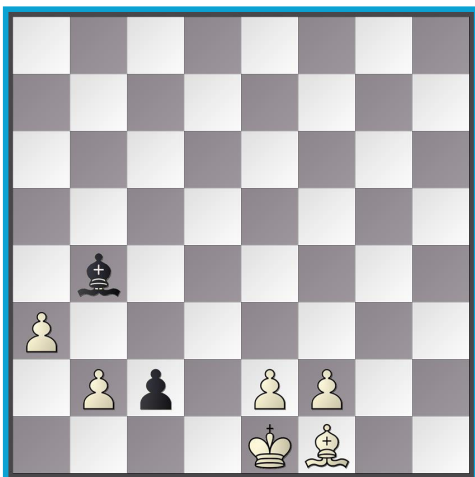
Q1.



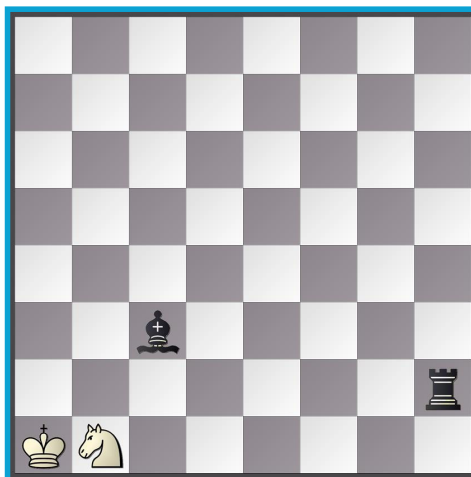
Q2.



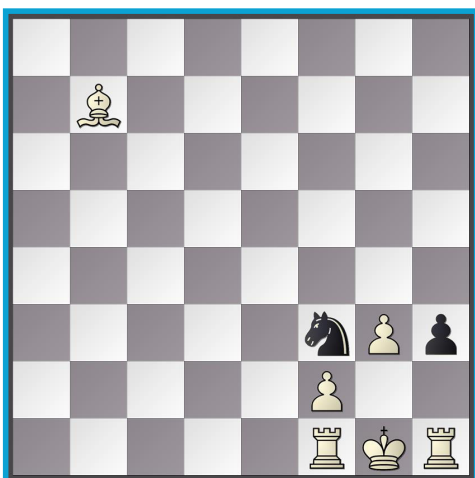
Q3.



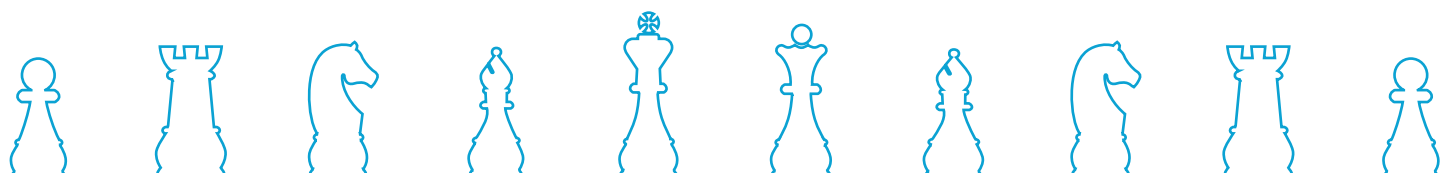
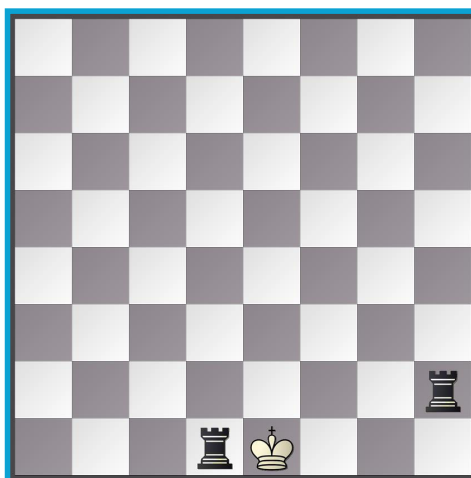
Q4.



Q5.



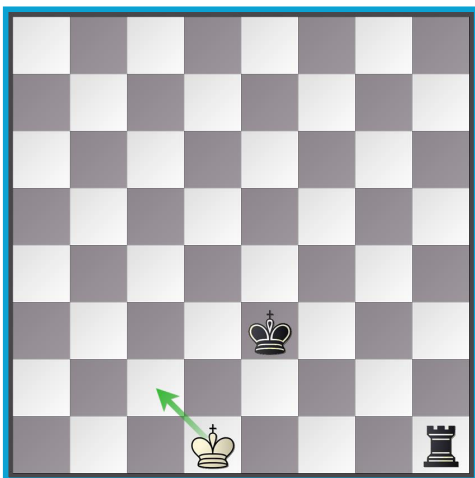
Q6.



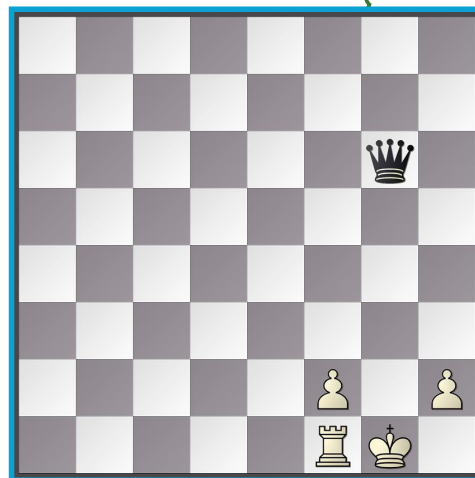
ESCAPING CHECK - MOVE

Draw the move that gets out of check by MOVING AWAY. The first one has been done for you.

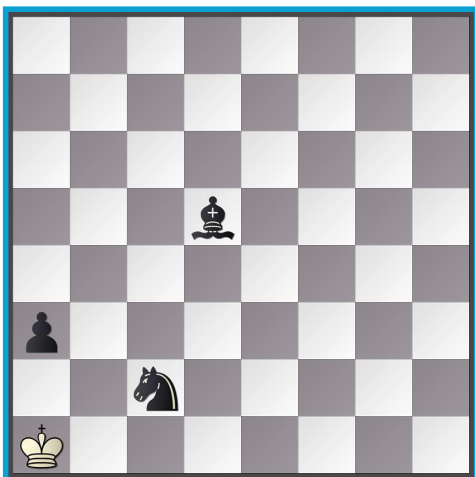
Q1.



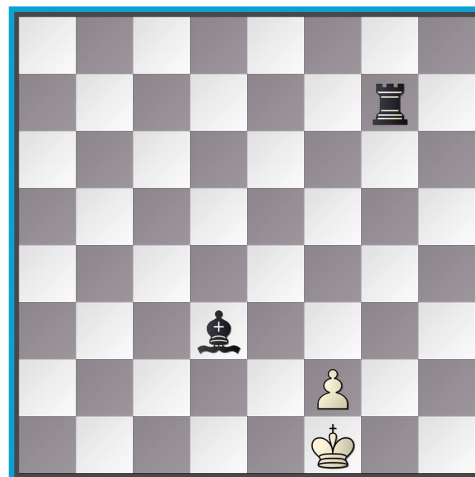
Q2.



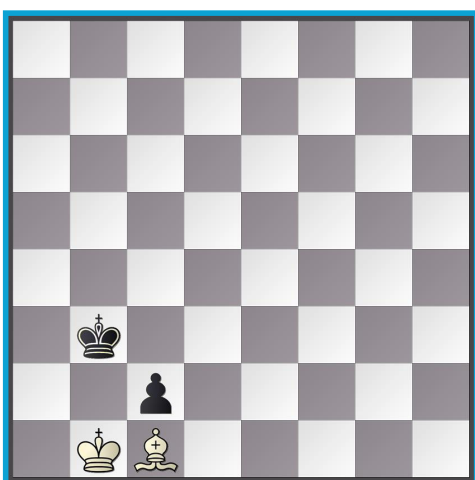
Q3.



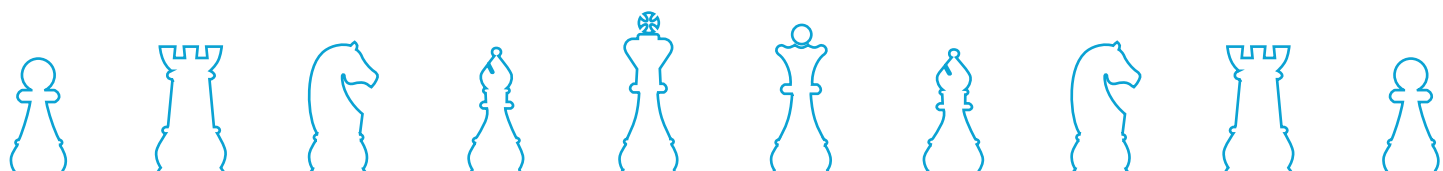
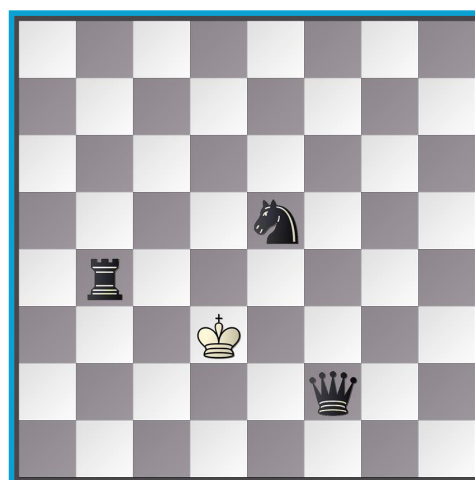
Q4.



Q5.



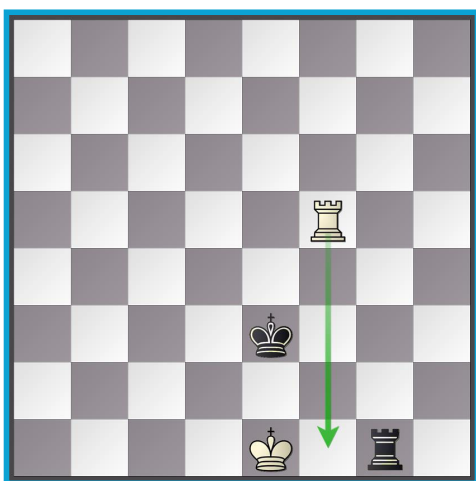
Q6.



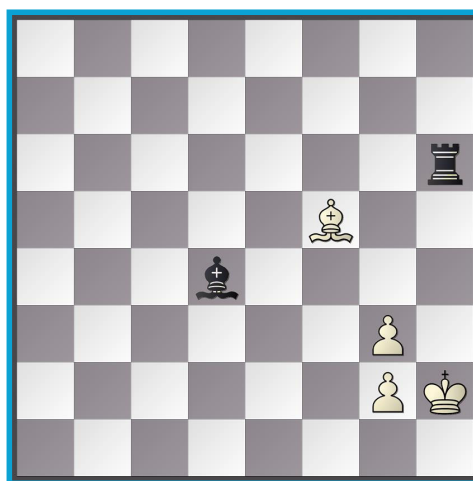
ESCAPING CHECK - BLOCK

Draw the move that gets out of check by BLOCKING. The first one has been done for you.

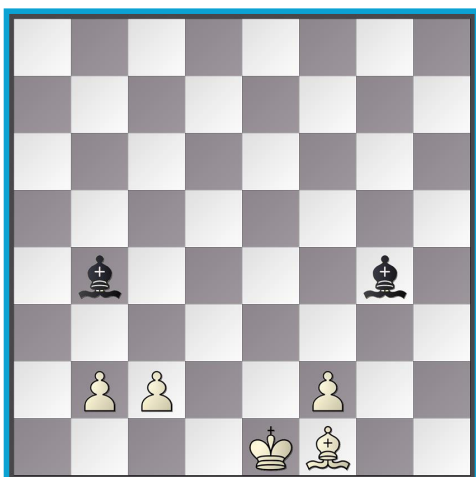
Q1.



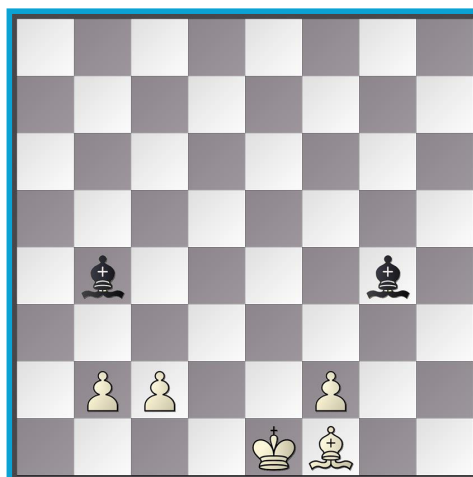
Q2.



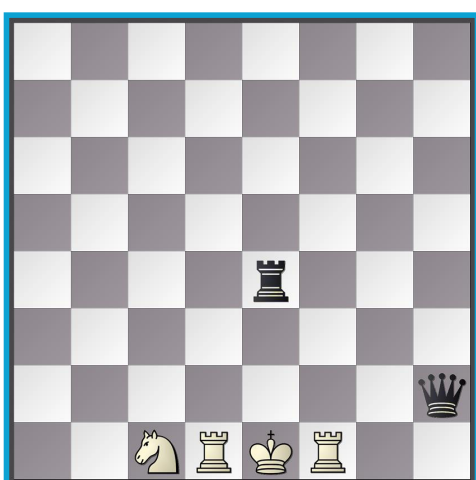
Q3.



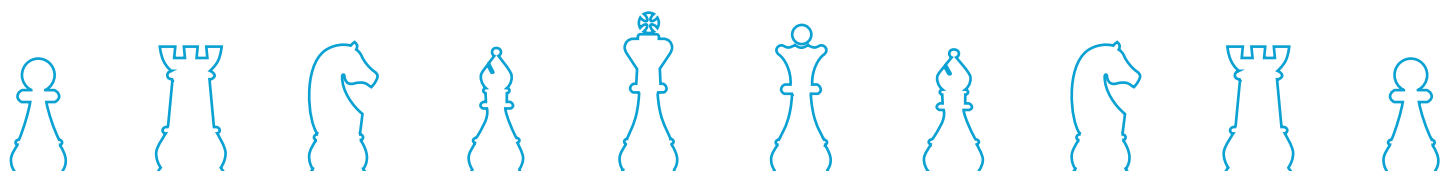
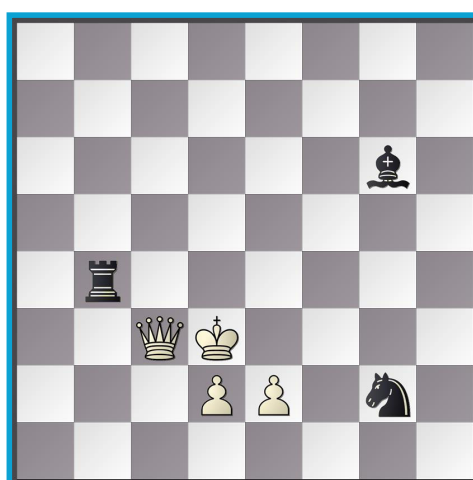
Q4.



Q5.

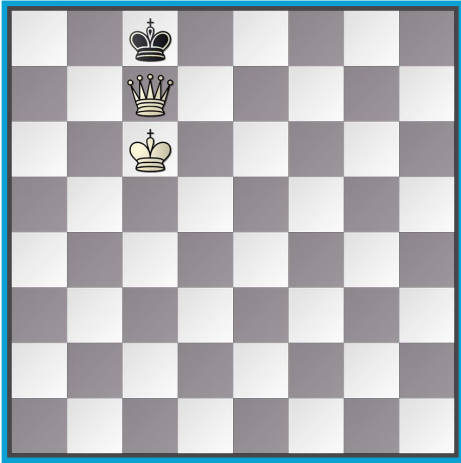


Q6.

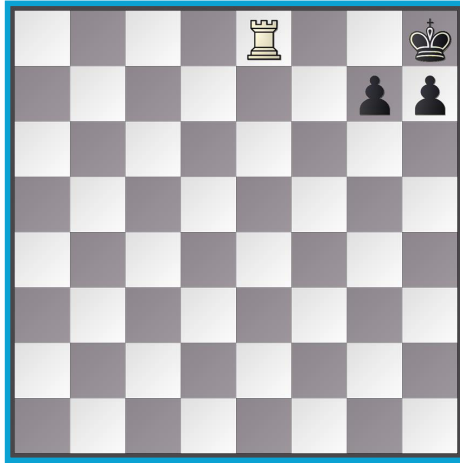


CHECKMATE

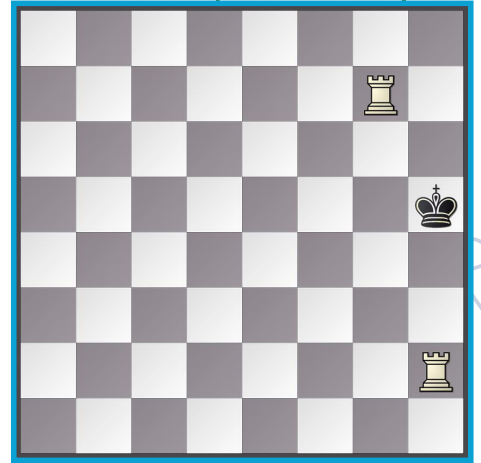
If the King is in check and cannot escape by one of the three methods then it is “checkmate” and the game ends in a win for the side giving checkmate.



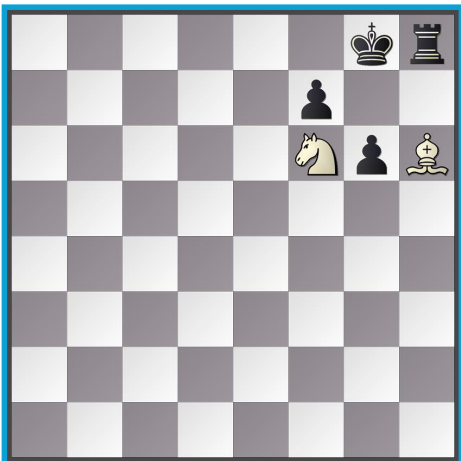
The white King protects the Queen



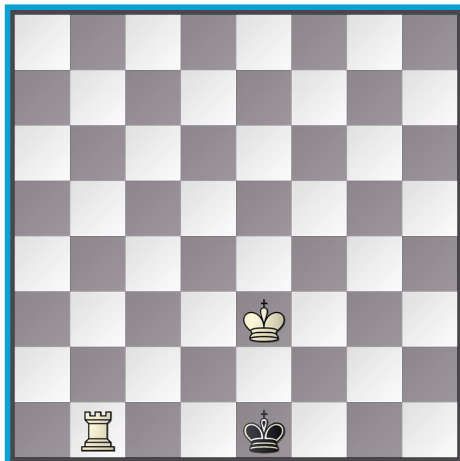
Black is blocked in by his own Pawns



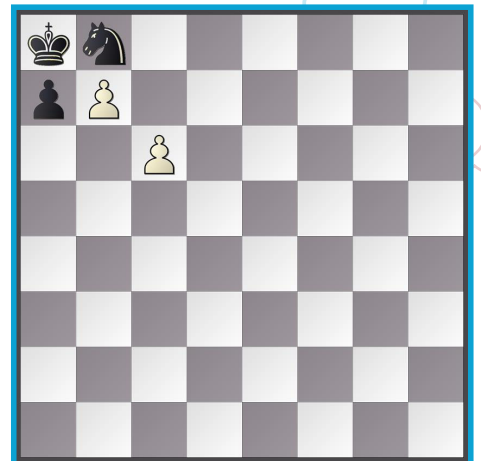
One Rook checks whilst the other controls the escape squares



Knight and Bishop work together



The King covers the escape squares



Even a Pawn can give checkmate!

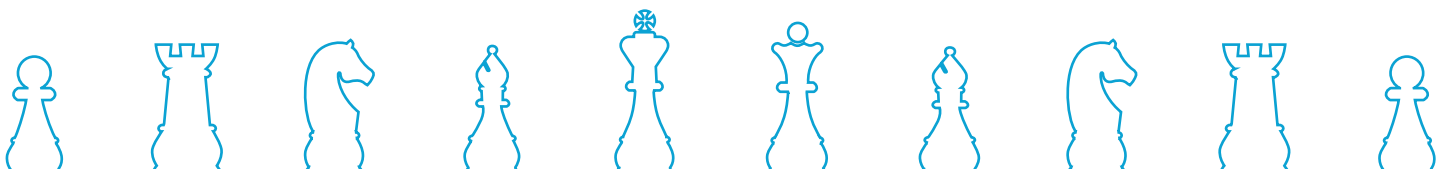
TIPS

If the King is in check and cannot:

1. Capture
2. Move away
3. Block



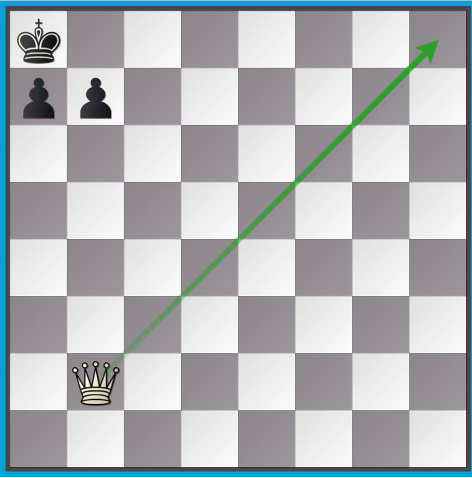
THEN IT IS CHECKMATE!



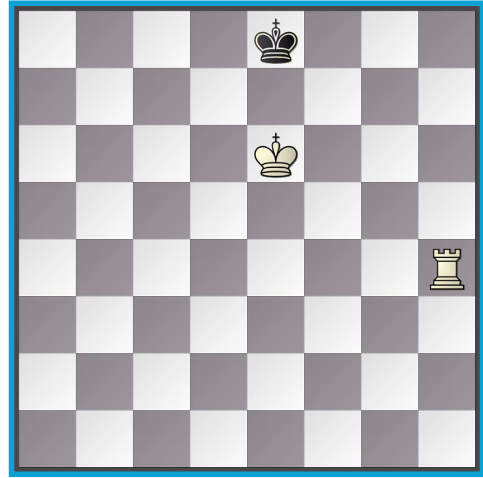
CHECKMATE

Draw the move that puts black in Checkmate! The first one has been done for you.

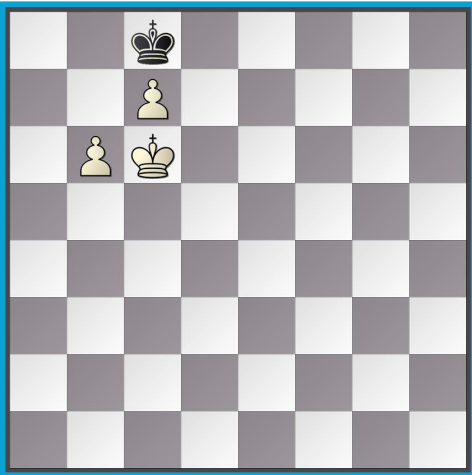
Q1.



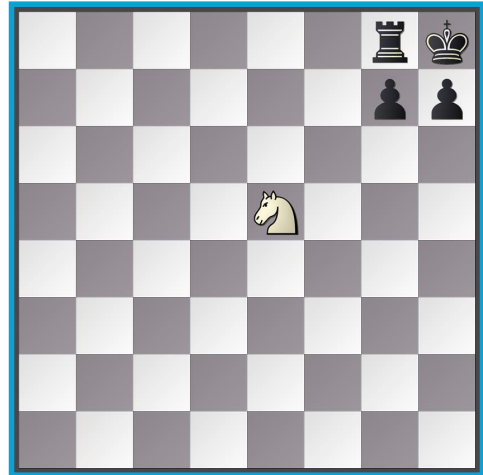
Q2.



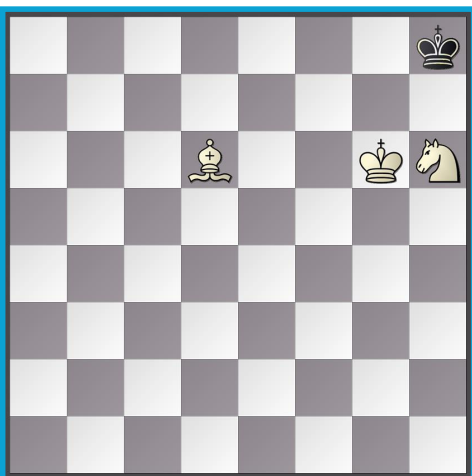
Q3.



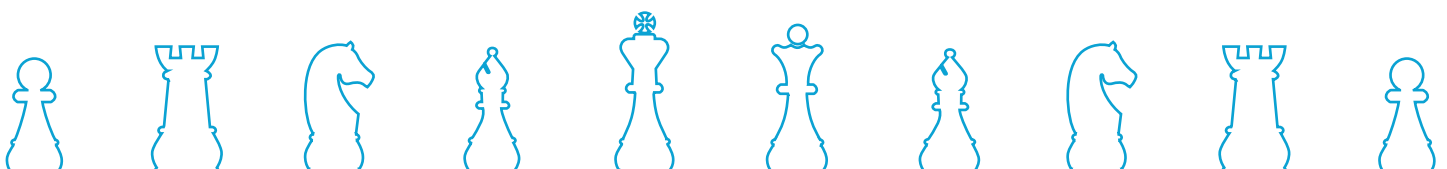
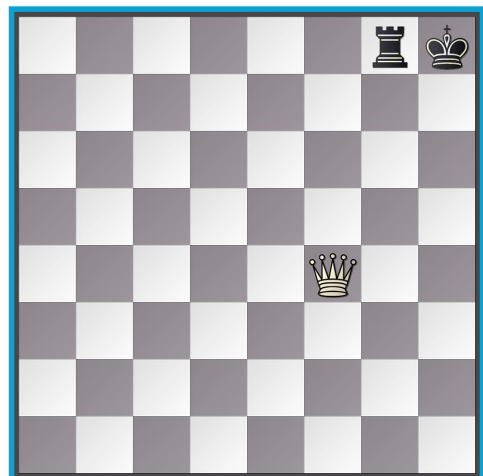
Q4.



Q5.

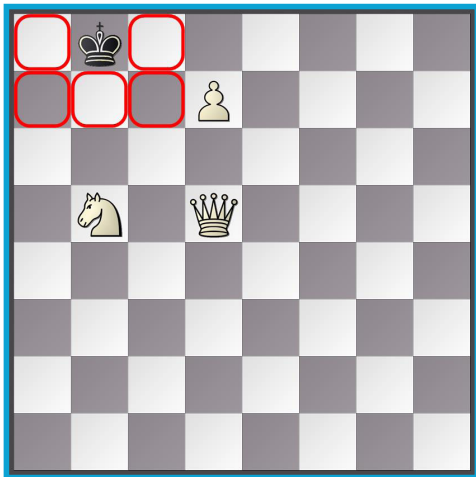


Q6.



STALEMATE

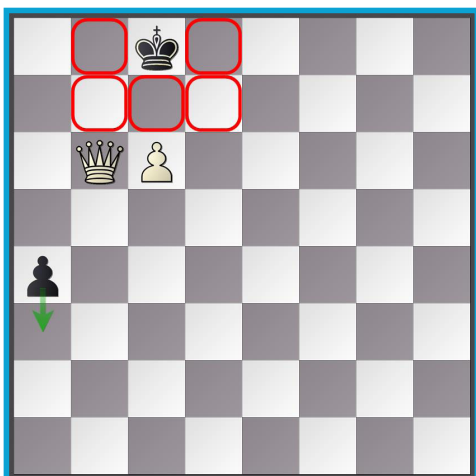
Stalemate is where the player to move cannot make a legal move. Stalemate is a DRAW.



Black to move. Black is not in check and cannot make a legal move as all the squares the King could go to would be check – which is illegal.

Therefore...

STALEMATE!

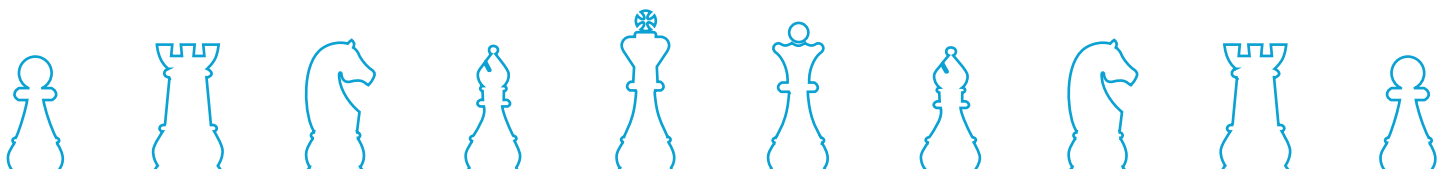


In this position – even though the black King cannot move (as all squares it could go to would be check) – black can move the Pawn. Therefore he can make a legal move so...

NOT STALEMATE!

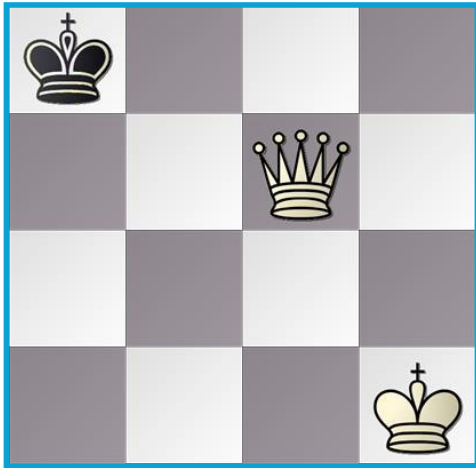
TIPS

- When your opponent only has a King left be extra careful not to allow Stalemate.
- Stalemate is different to checkmate – because with stalemate the King is not in check.



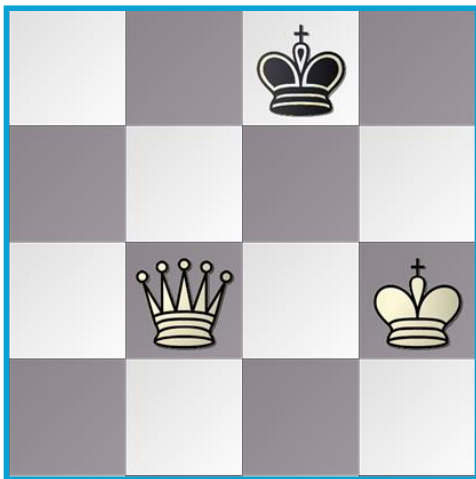
AVOIDING STALEMATE

When we are ahead on material we need to be careful not to put our opponent in stalemate. This is one of the most common mistakes amongst children starting out. We need to get used to checking what our opponent's King's escape squares are:



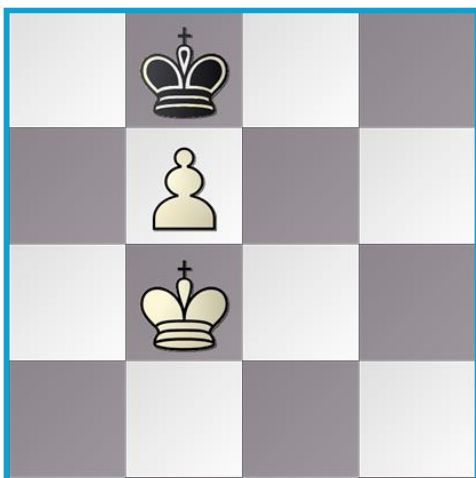
Stalemate with Queen

The Queen can stalemate the King on her own if the King is in the corner.



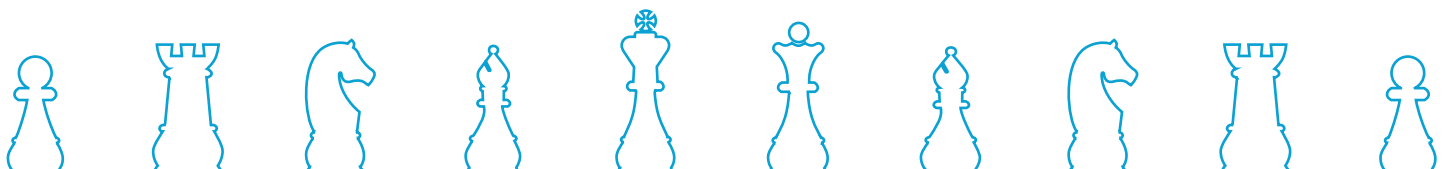
Stalemate with King & Queen

Here the white King and Queen combine to stalemate the black King.



Stalemate with King & Pawn

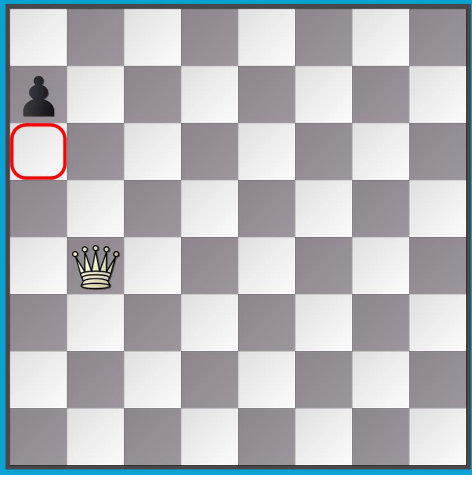
Just a King and Pawn on their own can stalemate a King.



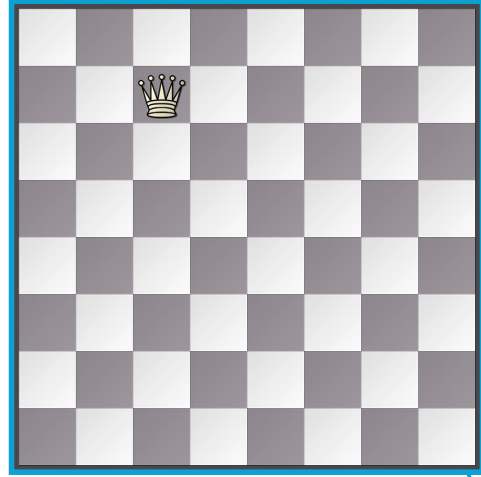
CREATE A STALEMATE

The black King has fallen off the board! Place the black King back on the board so that it would be Stalemate if it was black's turn to move. The first one has been done for you.

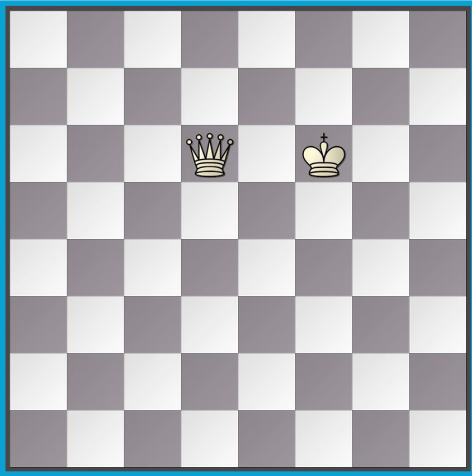
Q1.



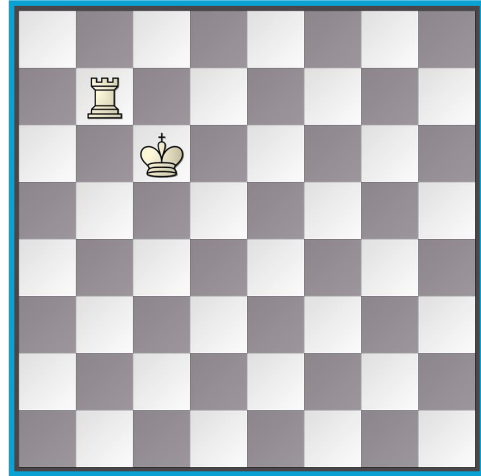
Q2.



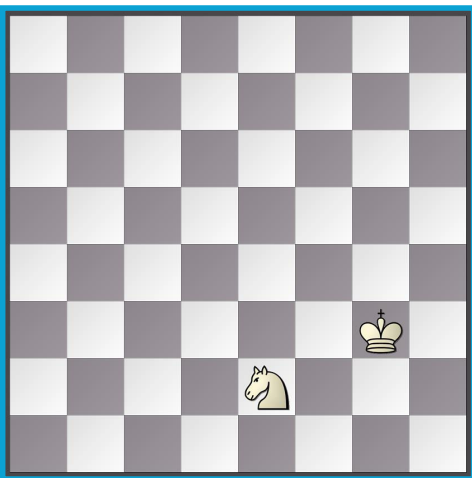
Q3.



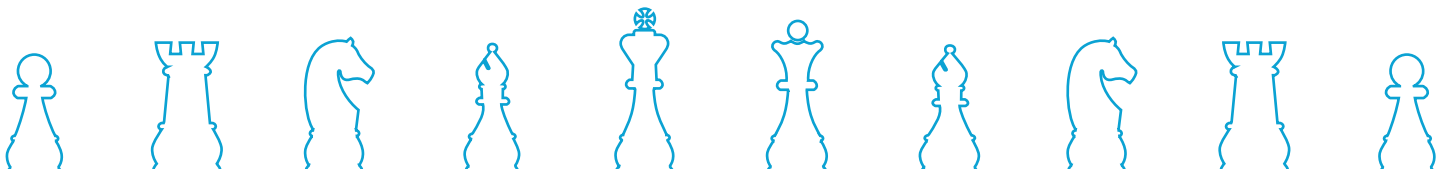
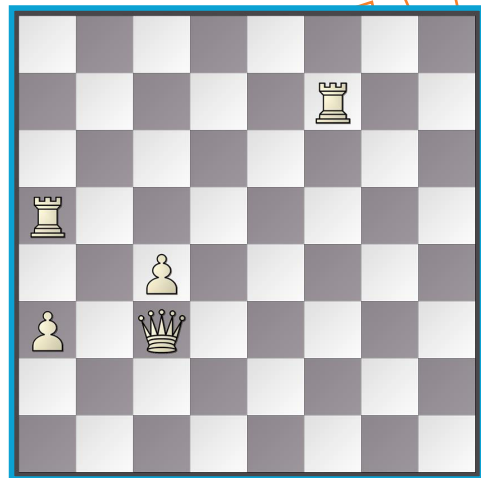
Q4.



Q5.



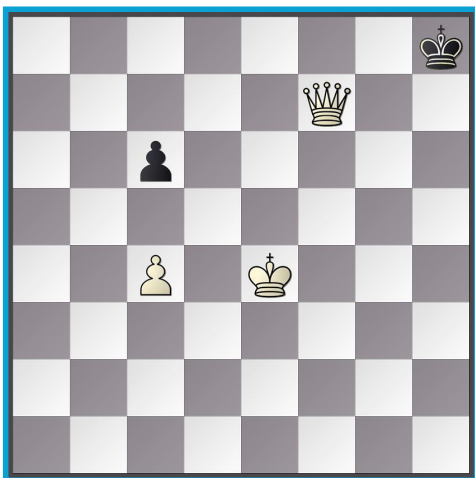
Q6.



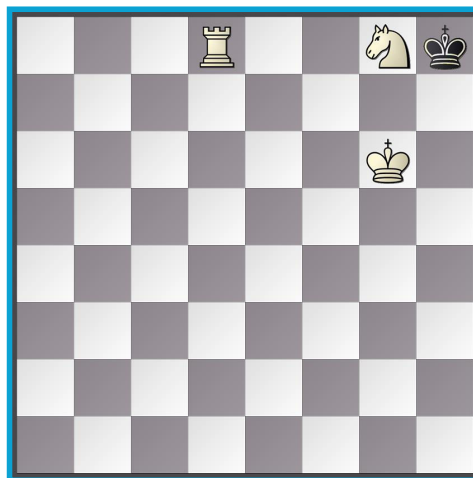
MATE, STALEMATE OR PLAY ON

With black to play write down whether it is checkmate, stalemate, or “play – on” (neither checkmate nor stalemate). The first one has been done for you.

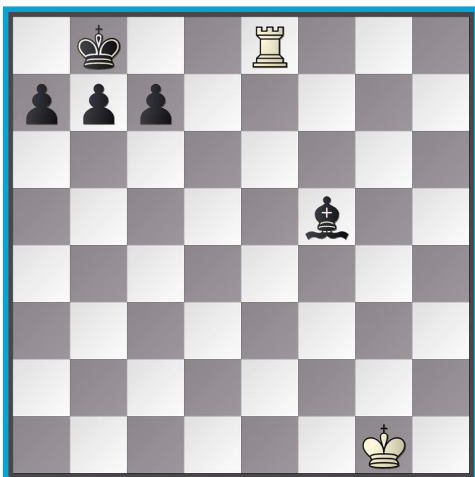
Q1.



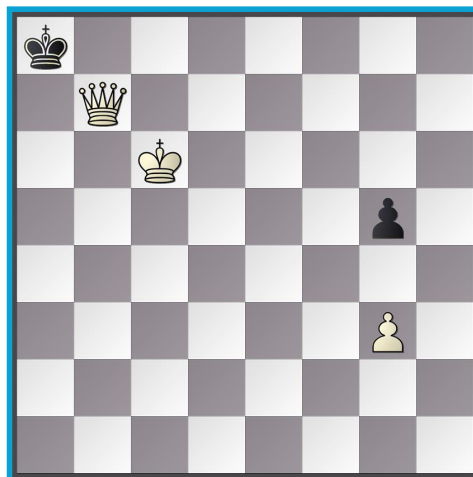
Q2.



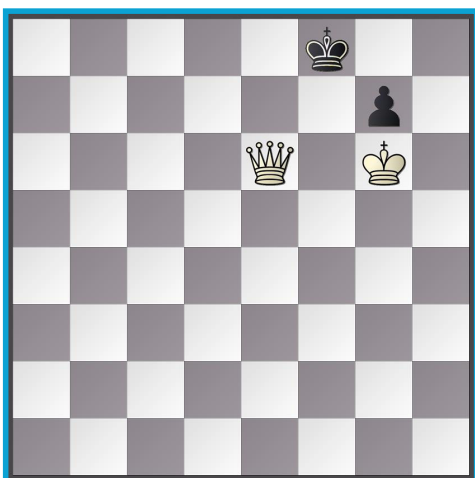
Q3.



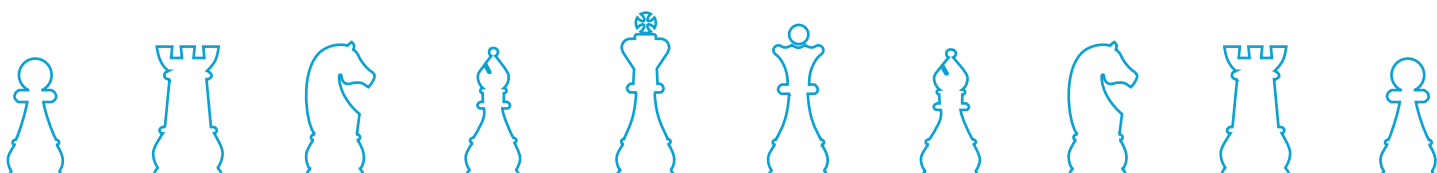
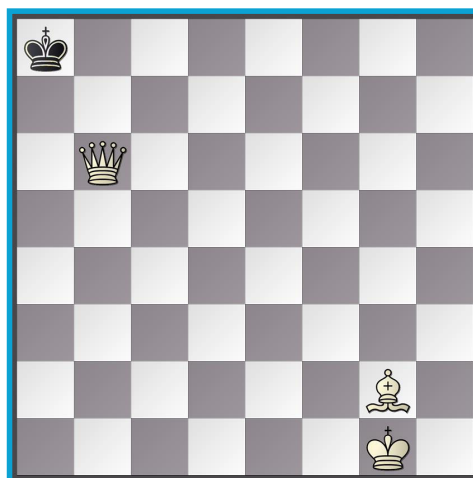
Q4.



Q5.



Q6.

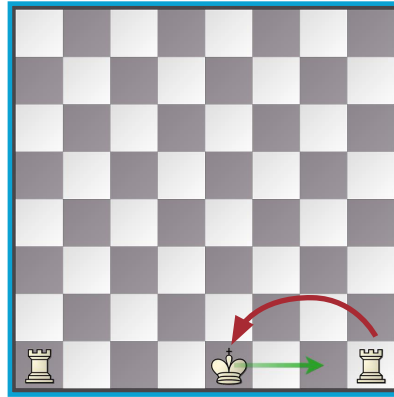


CASTLING

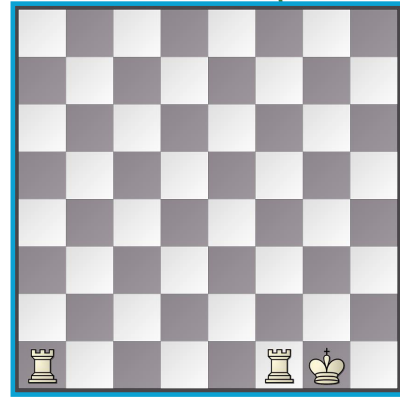
Castling is a funny move which involves moving both the King and Rook on the same move. You can castle “Kingside” or “Queenside”.

CASTLING KINGSIDE

White castles to his right (black to his left). The King moves two squares to the side and the Rook jumps over.



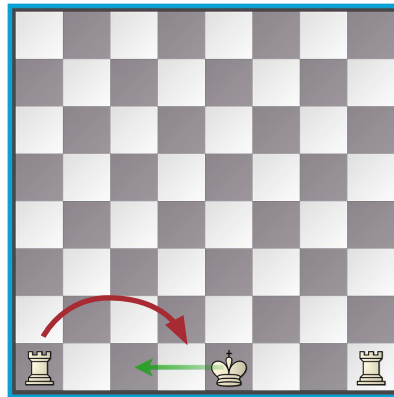
BEFORE



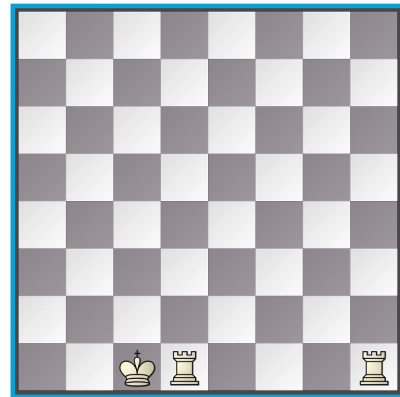
AFTER

CASTLING QUEENSIDE

White castles to his left (black to his right). The King moves two squares to the side and the Rook jumps over.



BEFORE

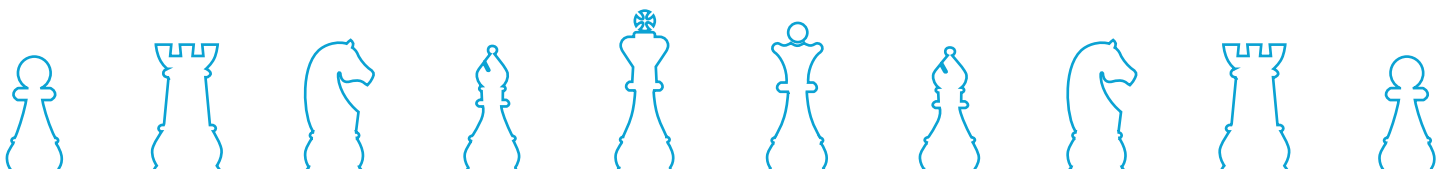


AFTER

TIPS

Whether you are castling to the left or to the right it is always the same rule.

- 1) King goes two squares to the side.
- 2) The Rook jumps over.

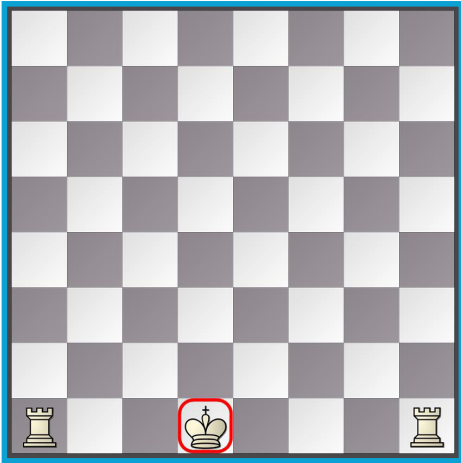


CASTLING

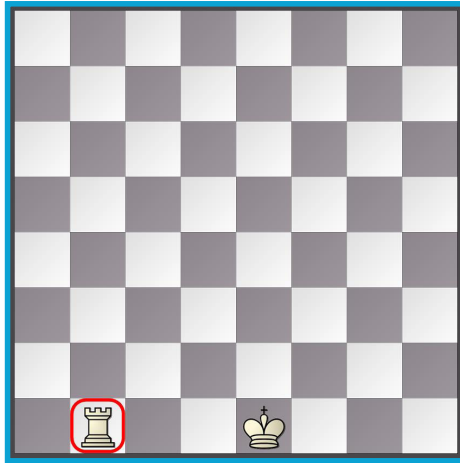
WHEN IS IT NOT ALLOWED?

There are six occasions when you cannot castle:

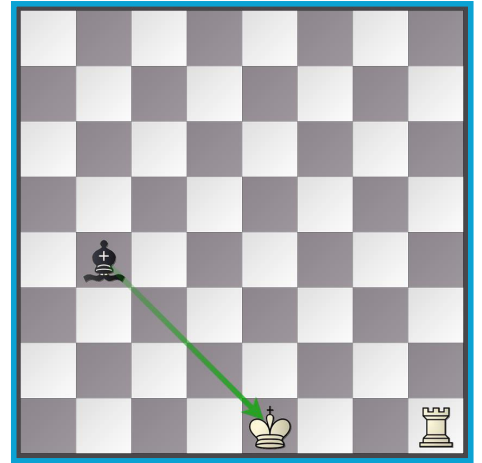
- 1) When you have already moved your King
- 2) When you have already moved your Rook (though you can still castle on the other side)
- 3) If you are in check
- 4) If you would land in check
- 5) If your King would travel 'through' check
- 6) If there is a piece in the way



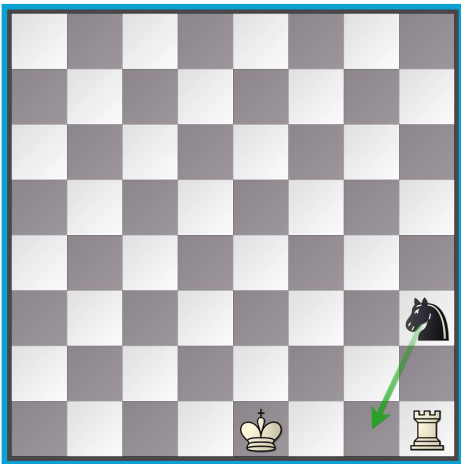
White cannot castle because the **King has already moved**



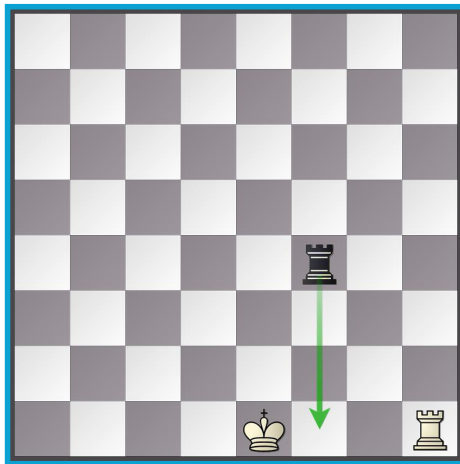
White cannot castle because the **Rook has already moved**



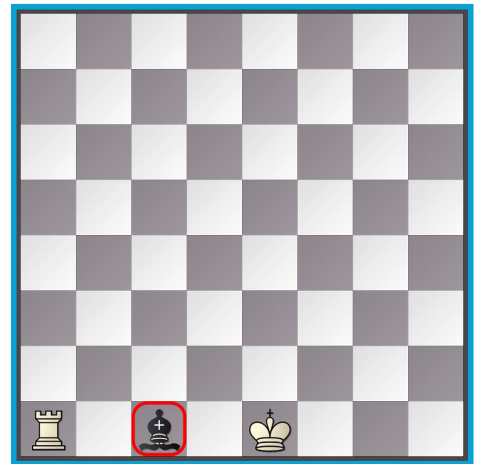
White cannot castle because he is **in check**



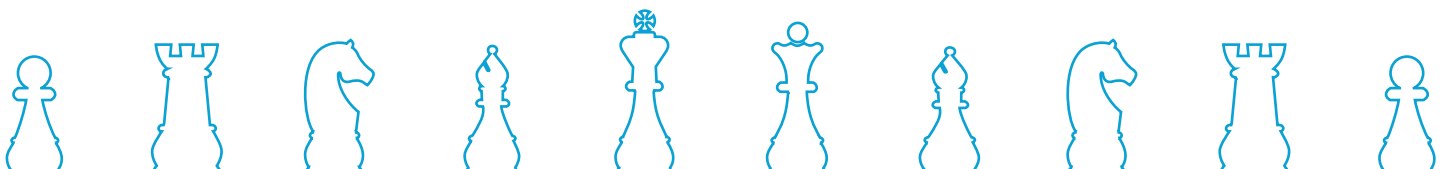
White cannot castle because he would be castling **into** check



White cannot castle because he would be castling **through** check



White cannot castle because there is a **piece in the way**



CASTLING

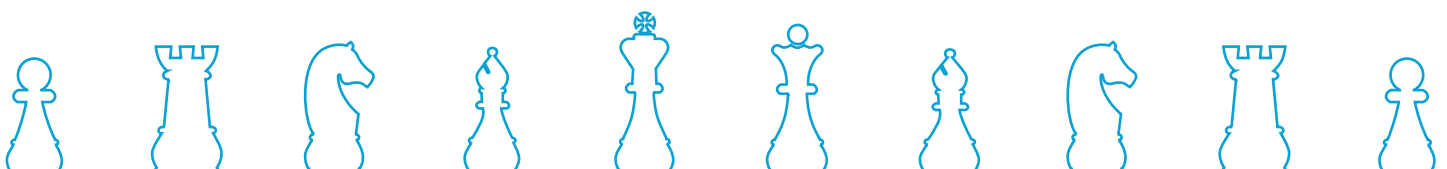
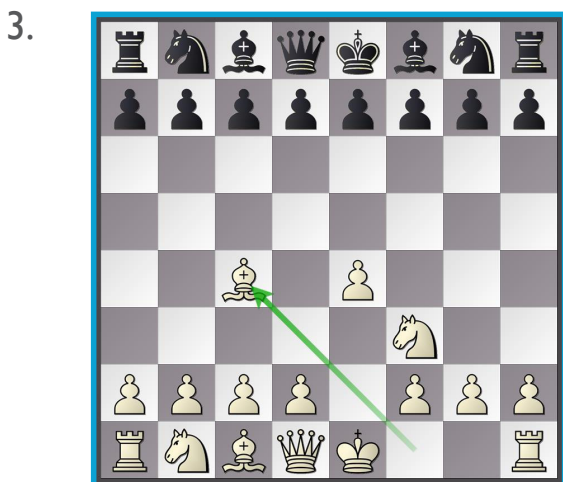
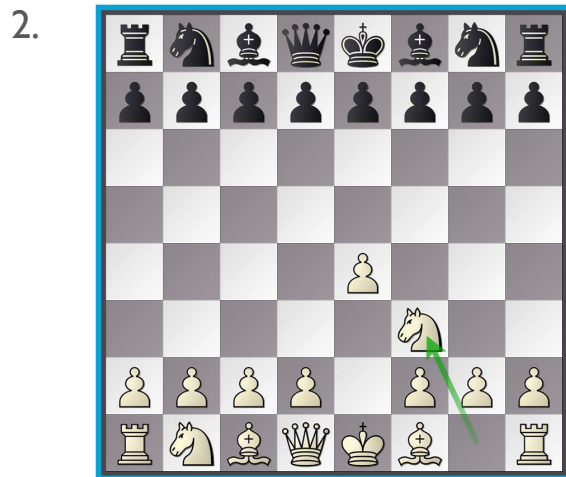
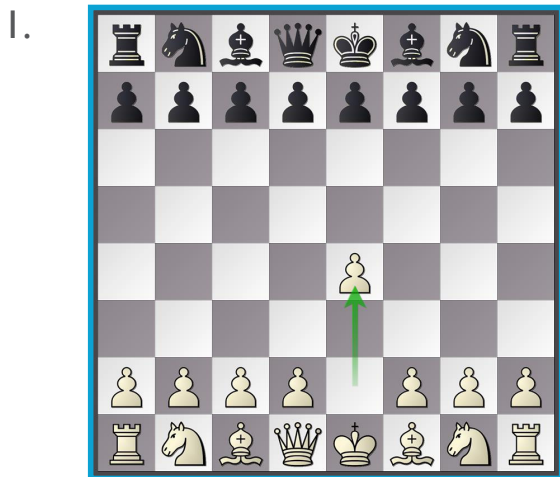
TIPS

It is good to castle because it:

- Centralises the Rooks
- Tucks the King away nice and safe

As we will see much later on – a King in the Centre of the board can be exposed to all sorts of attacks and it is usually safer to get castled early on.

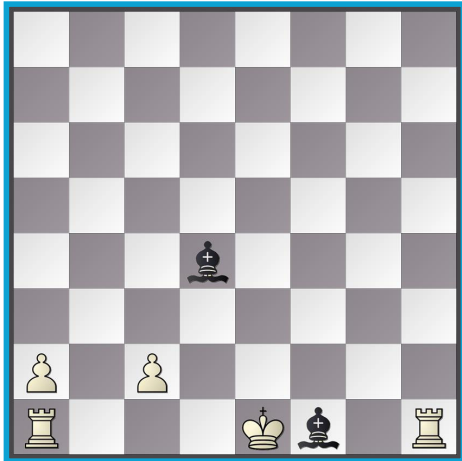
The fastest we can castle is in four moves. Remember these moves as they are a good way to start the game.



CASTLING

State whether or not white can castle by writing “YES” or “NO”.
The first one has been done for you.

Q1.

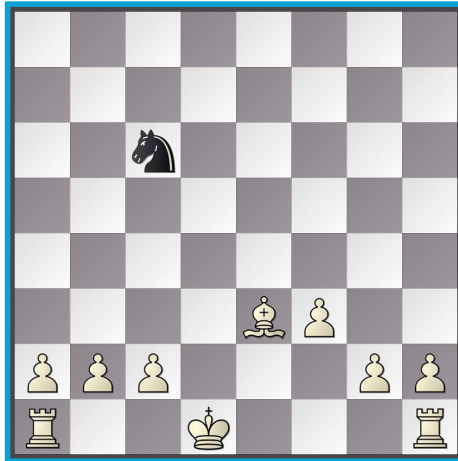


YES / NO

Yes – white can

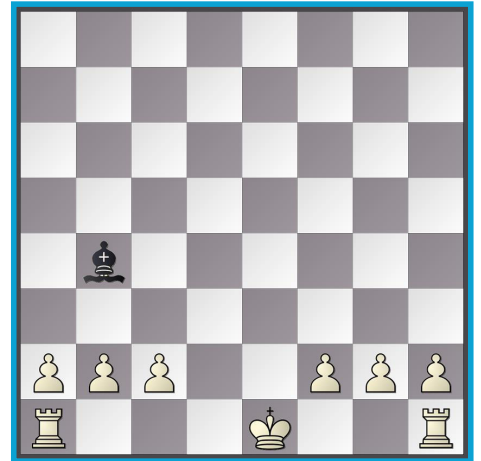
castle Queenside

Q2.



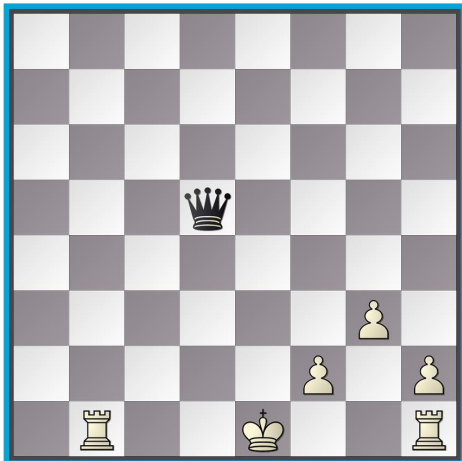
YES / NO

Q3.



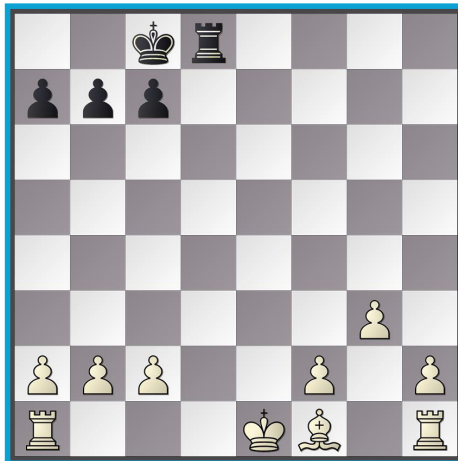
YES / NO

Q4.



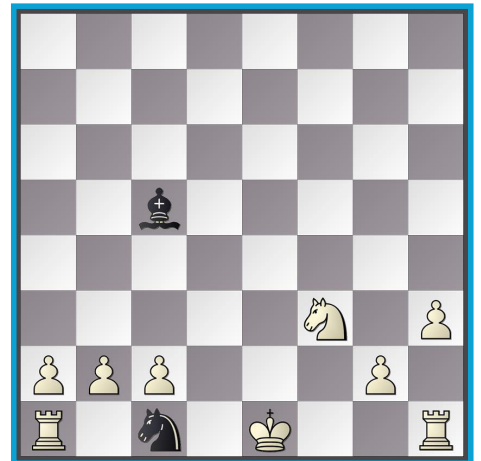
YES / NO

Q5.

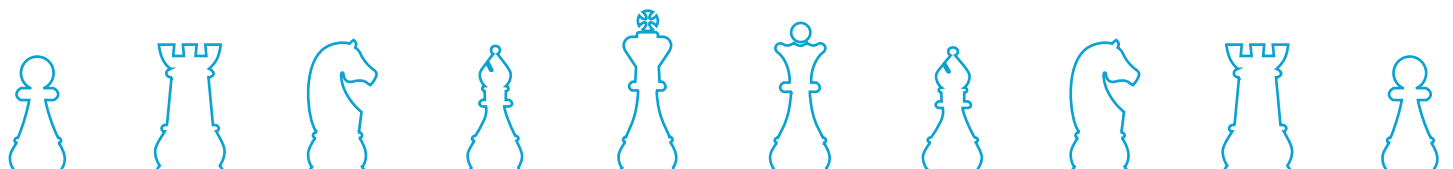


YES / NO

Q6.



YES / NO

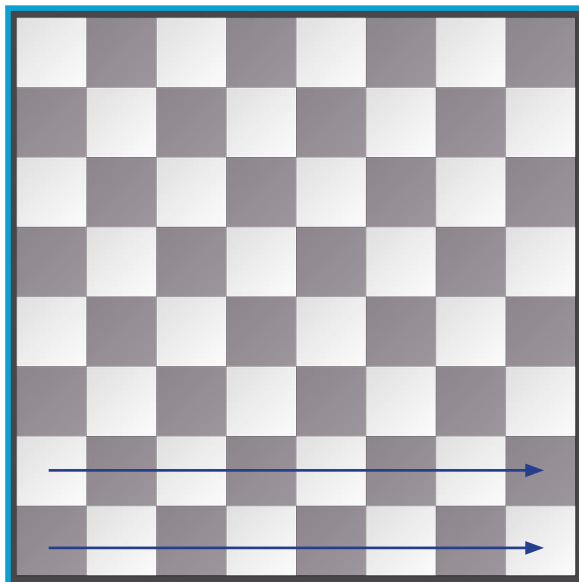


THE BOARD

The chess board has 8 rows called **RANKS**. These are numbered 1-8.

The board also has 8 columns called **FILES**. These are lettered a-h.

RANKS



8th Rank

7th Rank

6th Rank

5th Rank

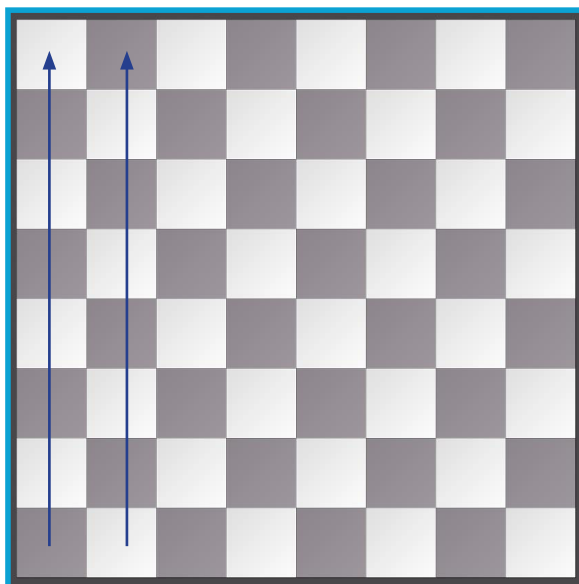
4th Rank

3rd Rank

2nd Rank

1st Rank

FILES



A-file

B-file

C-file

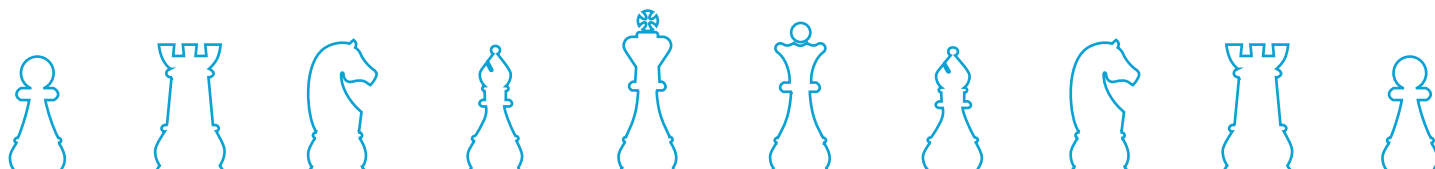
D-file

E-file

F-file

G-file

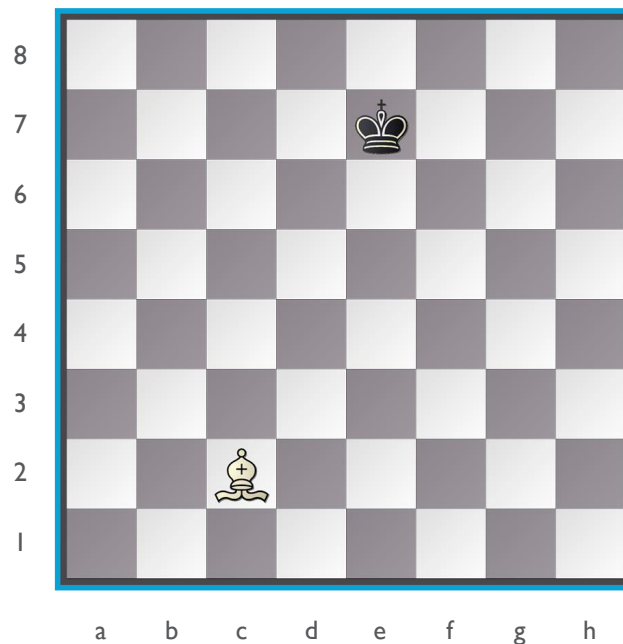
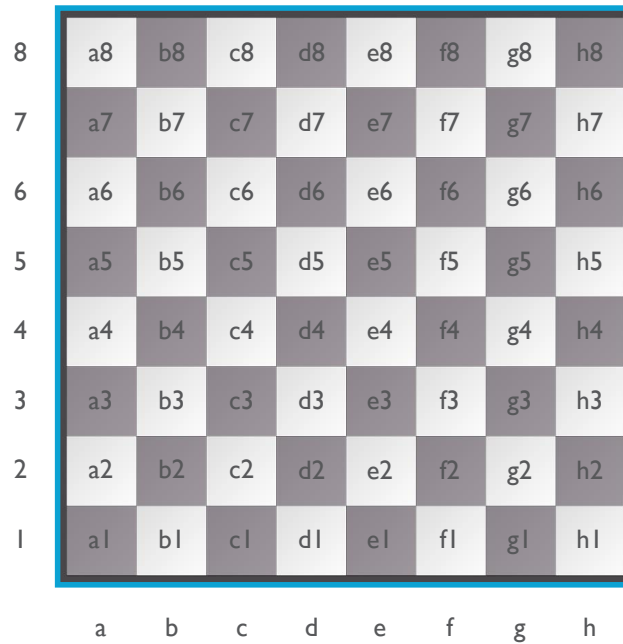
H-file



THE BOARD

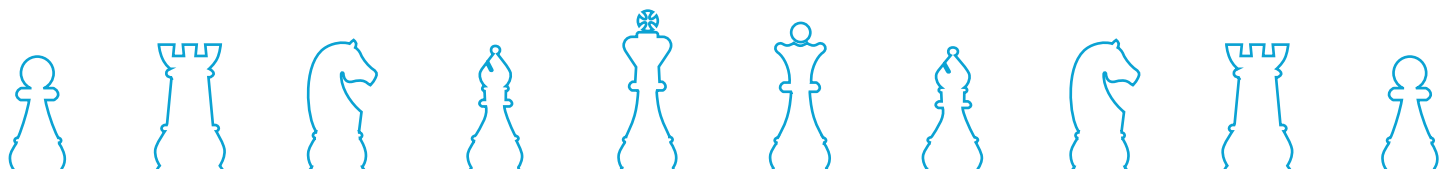
Using the file letters and rank numbers – each square on the chess board has a unique 2 character code.

This is really handy if we want to explain to someone where to move a piece.



The white Bishop
is on c2

The black King
is on e7

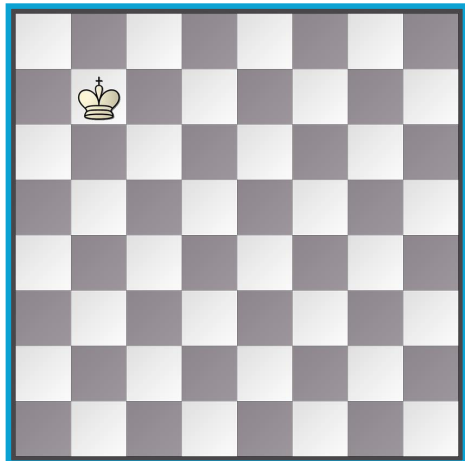


WHAT SQUARE?

Write down the name of the square the white King is standing on.

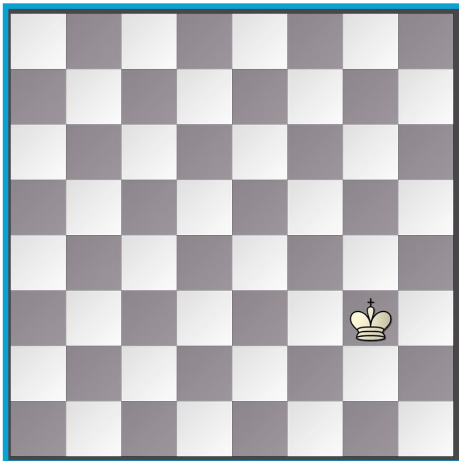
The first one has been done for you.

Q1.

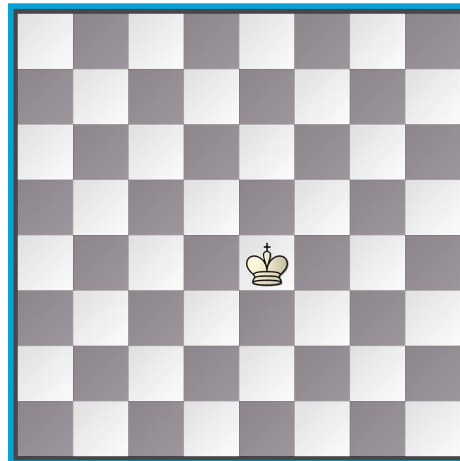


B7

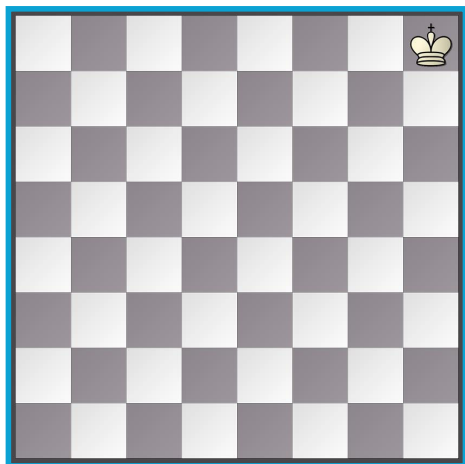
Q2.



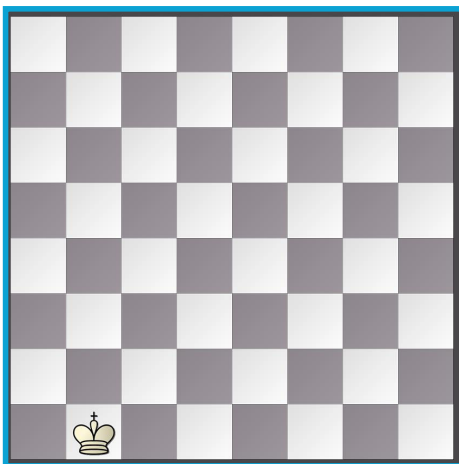
Q3.



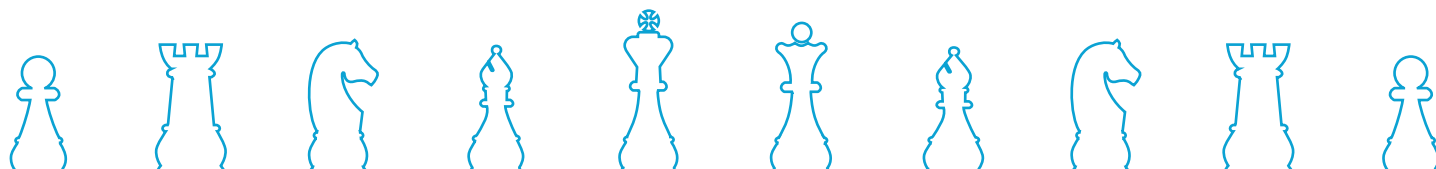
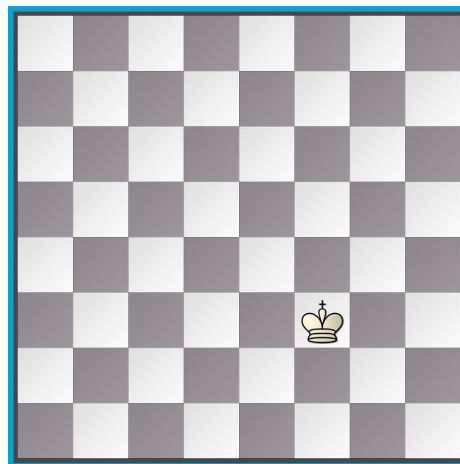
Q4.



Q5.



Q6.

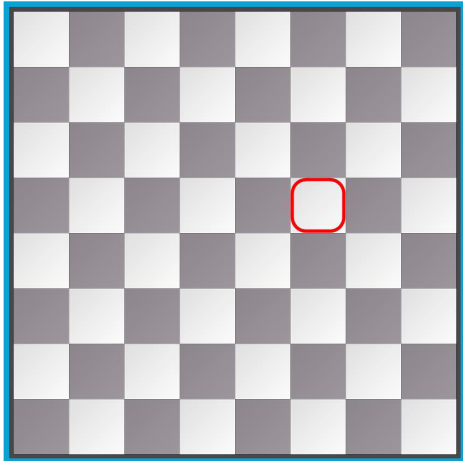


WHAT SQUARE?

Mark on the board the square indicated by the code above the board.

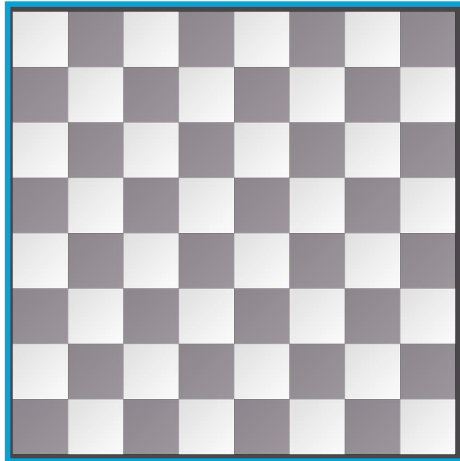
The first one has been done for you.

Q1.



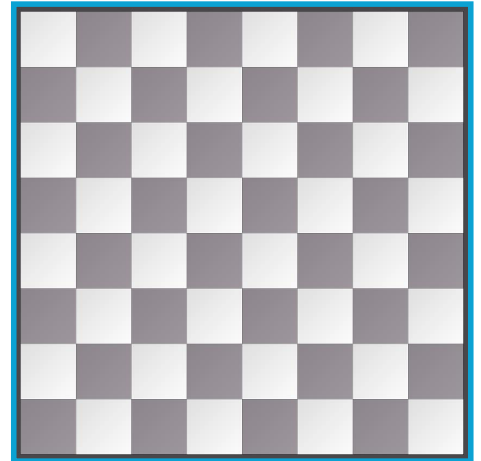
F5

Q2.



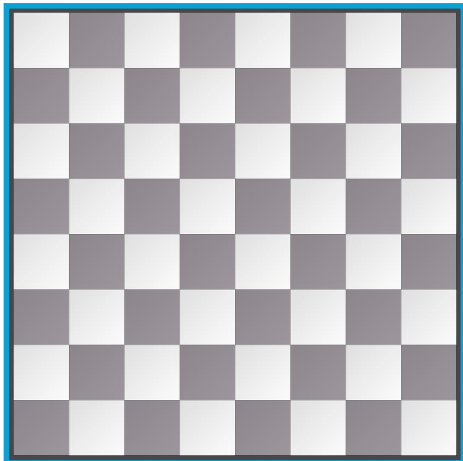
H2

Q3.



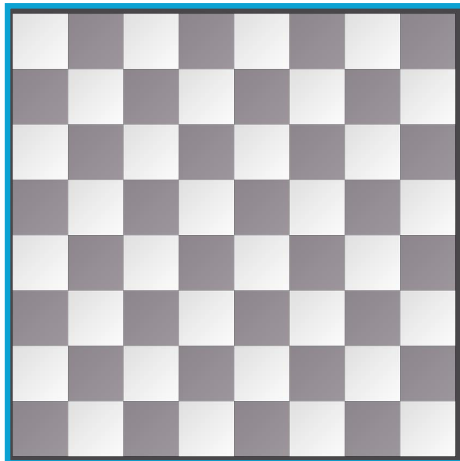
E1

Q4.



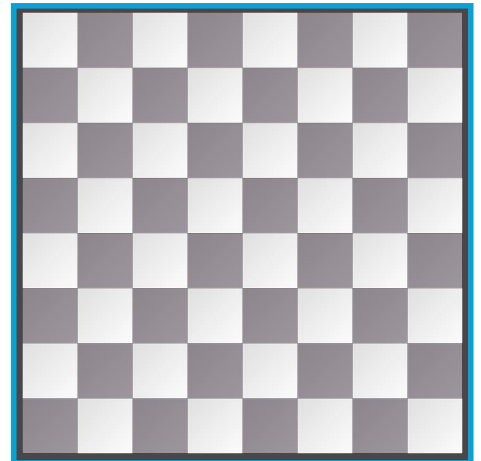
A4

Q5.

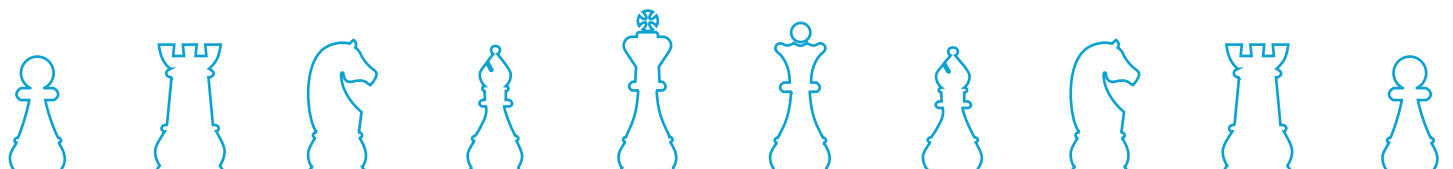


C5

Q6.



E2



VALUE OF THE PIECES

In chess we sometimes assign a points value to pieces – not because chess is decided on points – but because it is a handy guide to remember which pieces are more powerful.

Here is a useful guide to remember.



Pawn – 1 Point



Knight – 3 Points



Bishop – 3 Points



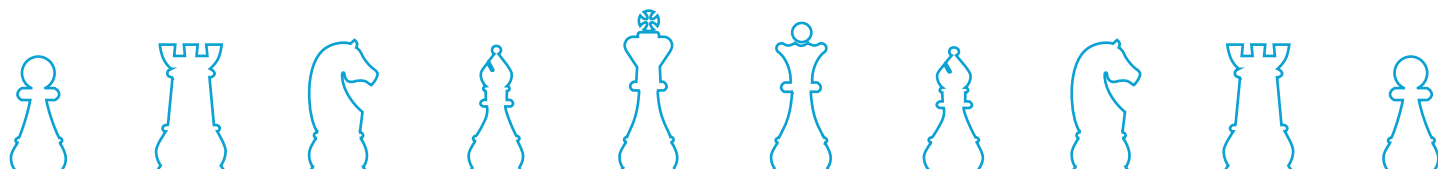
Rook – 5 Points



Queen – 9 Points



King – **No value** - because the King can never be captured. Checkmate ends the game



CHESS MATHS

Calculate what points value the following white pieces are worth.
The first one has been done for you.

Q1.



15 points

Q2.



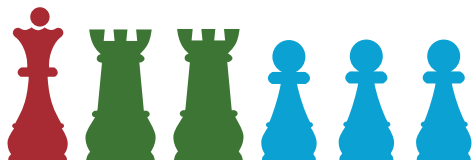
Q3.



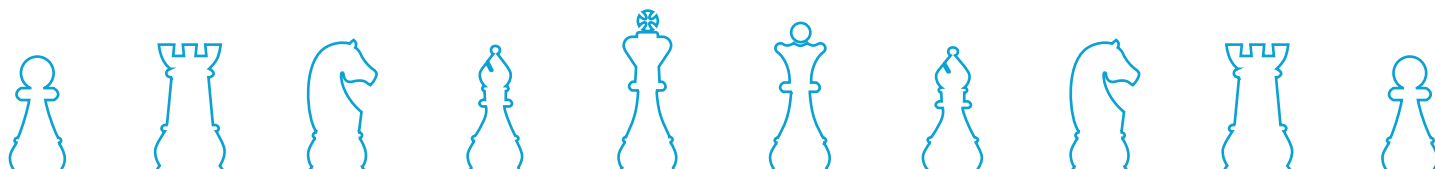
Q4.



Q5.

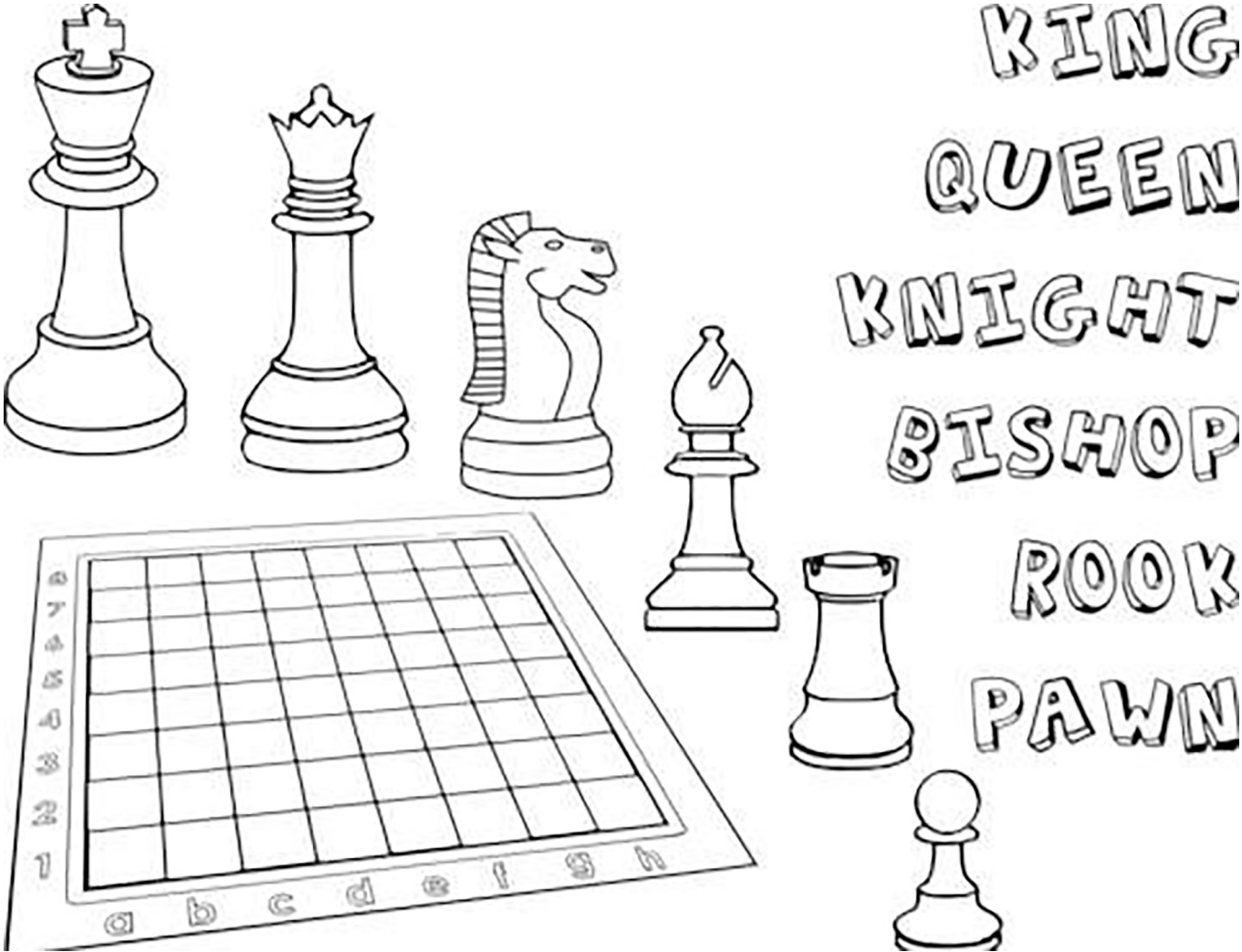


Q6.



CHESS COLOUR

Colour in the chess pieces!



KING

QUEEN

KNIGHT

BISHOP

ROOK

PAWN



WORLD CHAMPIONS

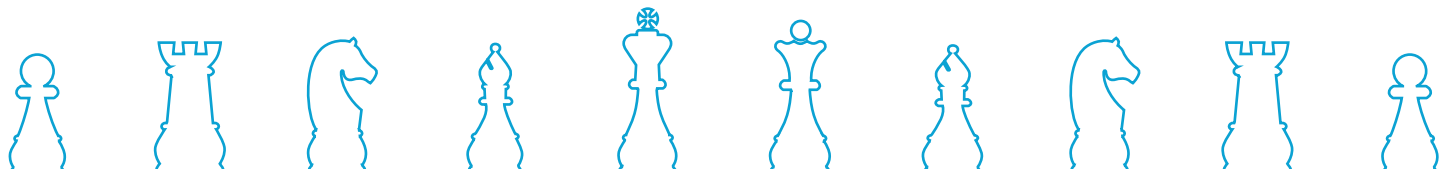
Find the 16 World Champions in the grid below:

H L L A T G Y G Z Y E A F E H
V W A L O K S J Q S N C N W S
O O T S S F B H M A K I A T L
O U P S K T P Y N X H S N Y C
S Z A R H E S D A K F V G F B
V P W R A L R H E N C L D O K
S X J G O K U L X Z A Y T C I
J Z D V P K A Y J Z N V E A N
A C N A L B A P A C I R W R M
N A I S O R T E P N B E U L A
S T E I N I T Z N P N H E S R
I M F M H O M I J U W C G E K
Z N F W M B K R N V Q S J N L
J H A K A S P A R O V I X S B
E Z A U I V E T K Z P F U R K

Steinitz
Lasker
Capablanca
Alekhine
Euwe
Botvinnik

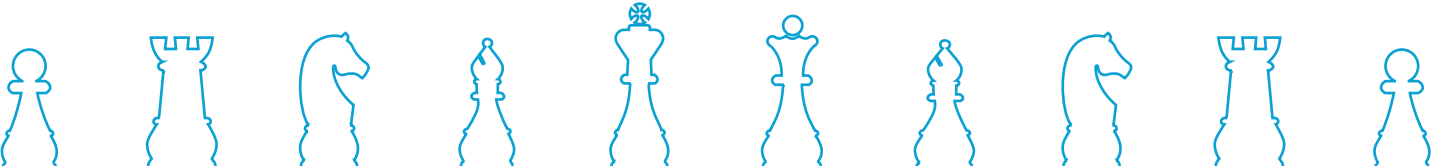
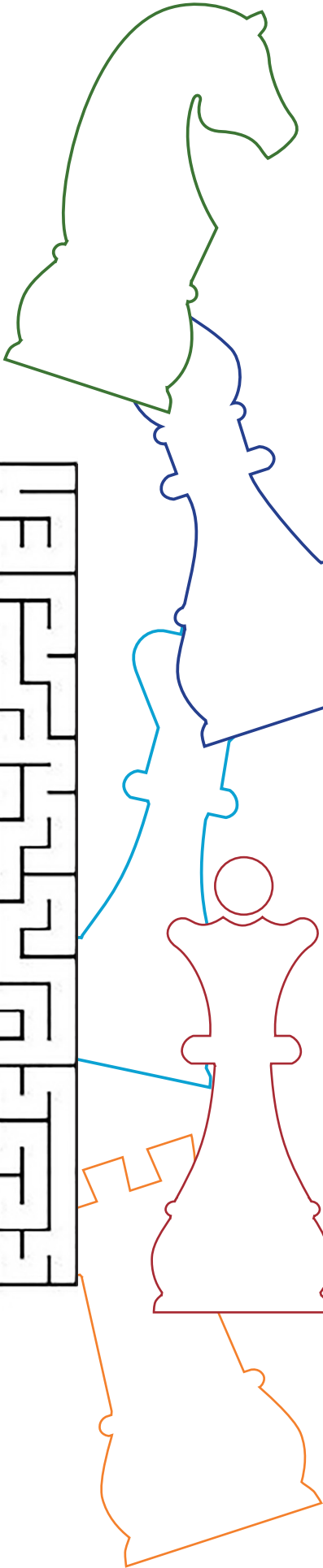
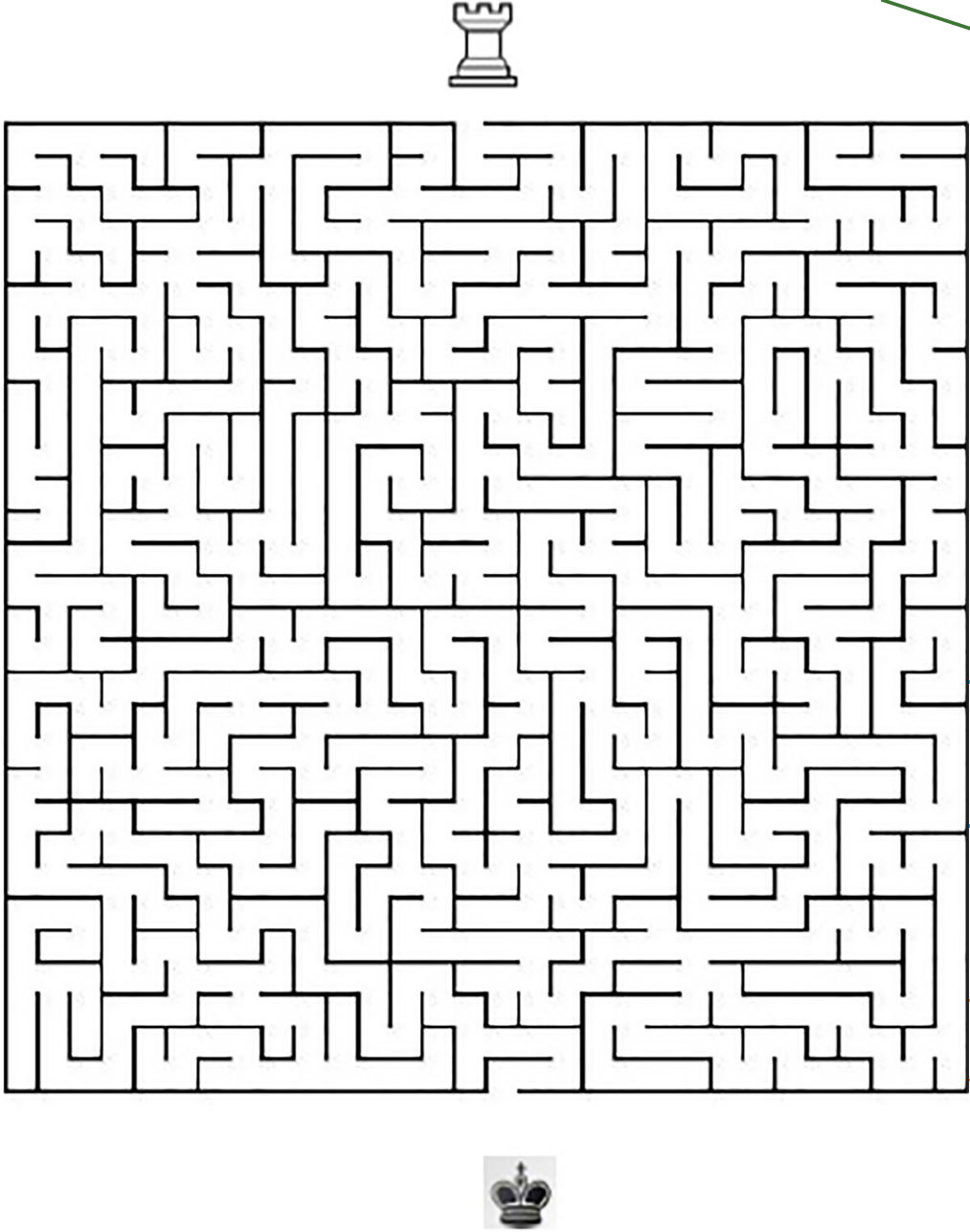
Smyslov
Tal
Petrosian
Spassky
Fischer
Karpov

Kasparov
Kramnik
Anand
Carlsen



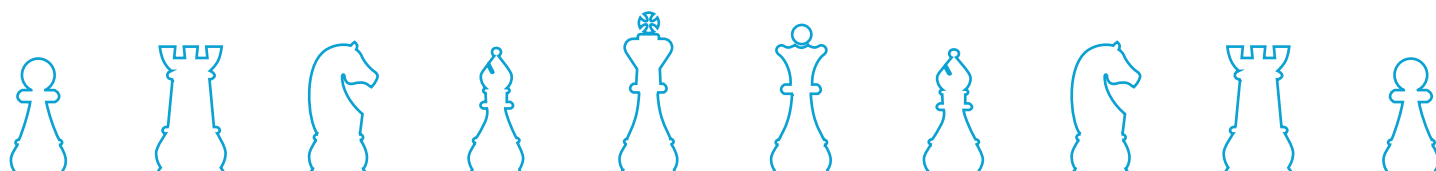
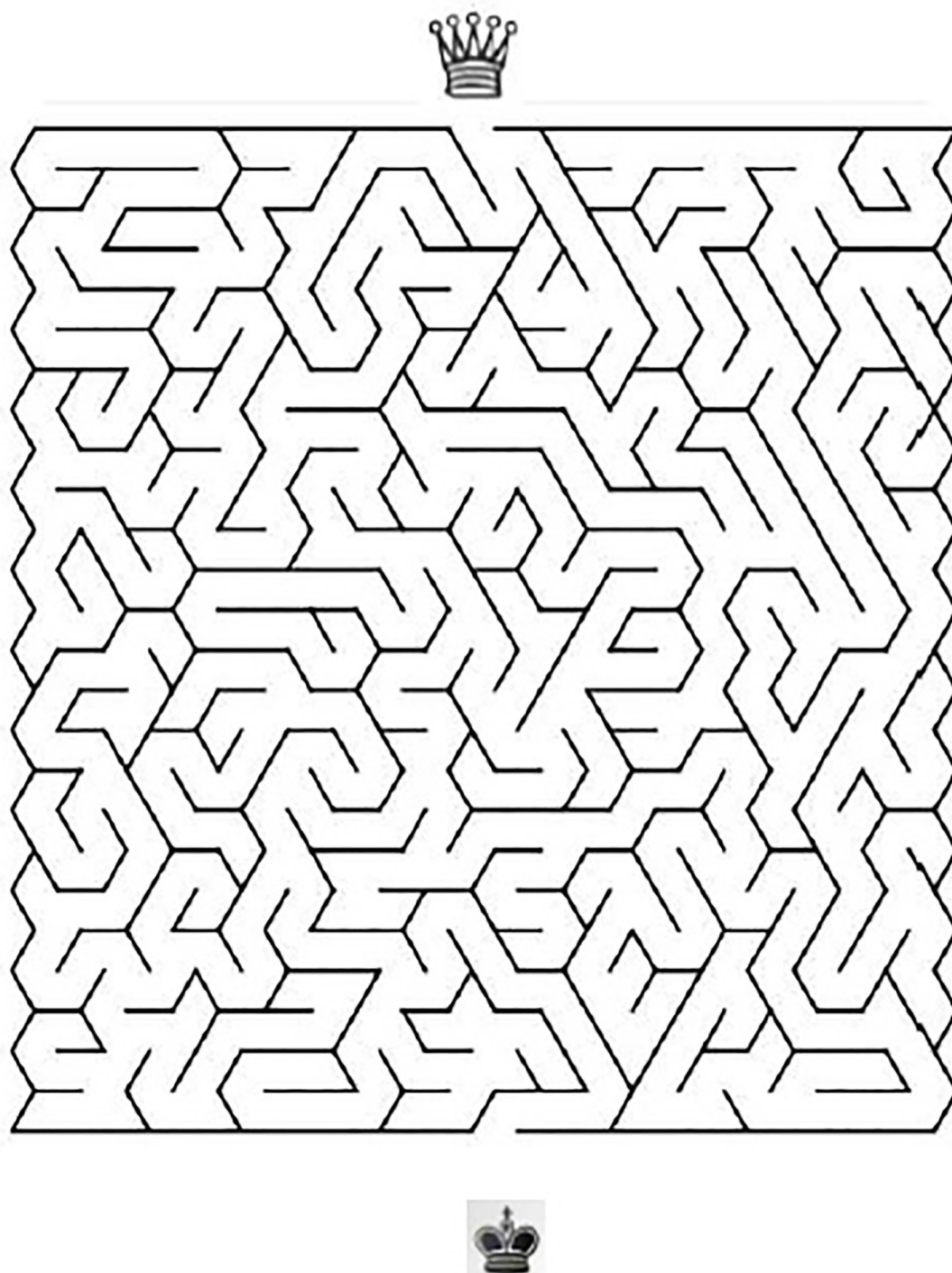
ROOK MAZE

Help the Rook get through the maze and check the black King. The Rook can only move like a Rook!



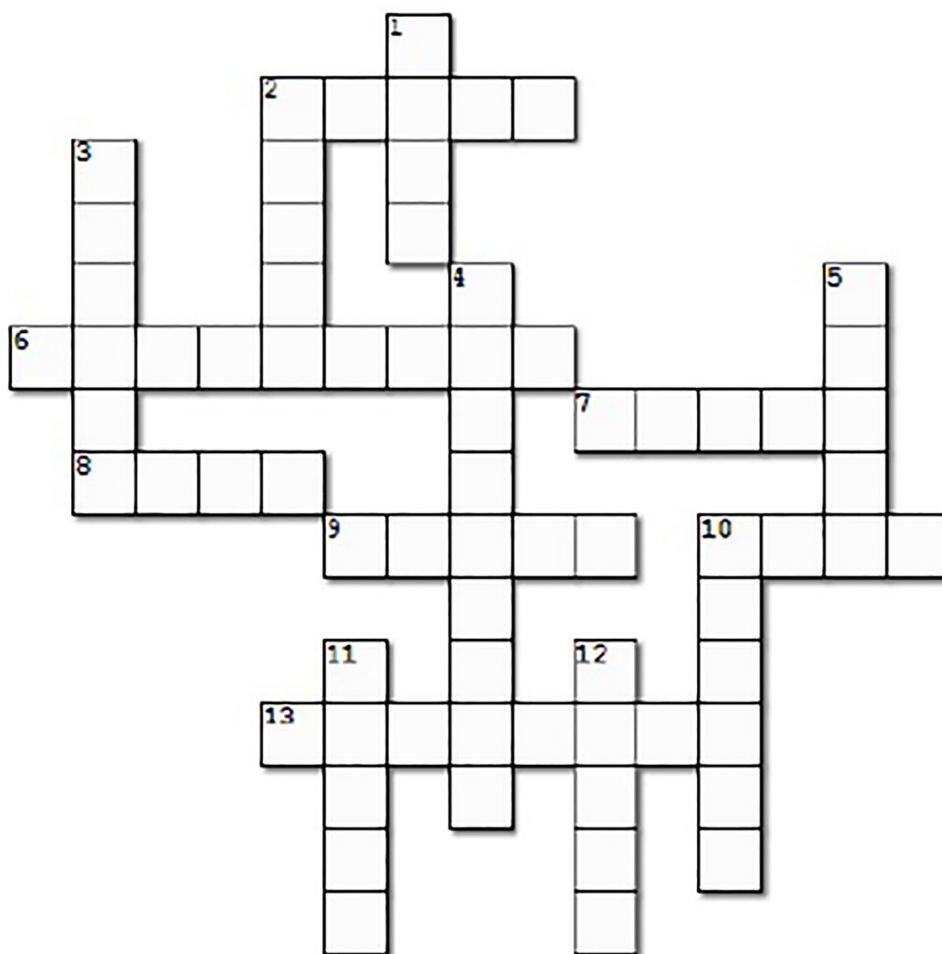
QUEEN MAZE

Help the Queen get through the maze and check the black King.
Unlike the Rook, the Queen can also move diagonally!



CHESS CROSSWORD

Test your chess knowledge!

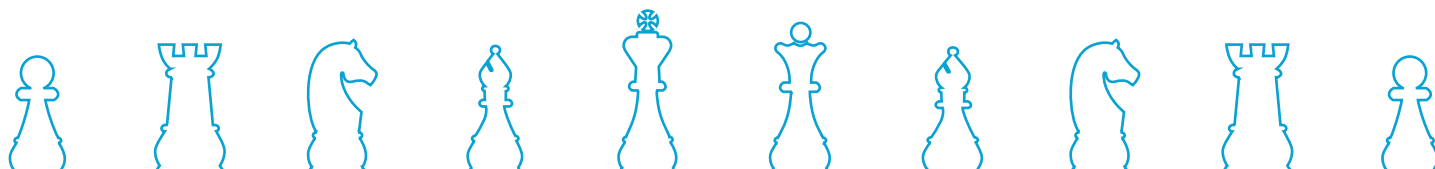


Across

2. The 3rd way to get out of check after capture and move
6. When a King is in check and cannot get out of check
7. Colour of the square in the bottom right hand corner
8. The only piece which captures differently to how it normally moves
9. When the King is attacked we say "the King is in..."
10. The only piece which cannot be captured
13. Special move involving moving the King and the Rook

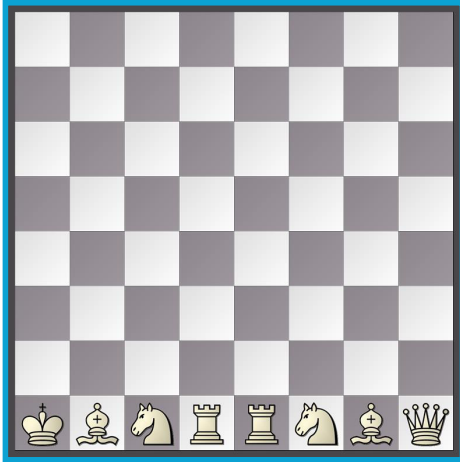
Down

1. Can only move up, down, left and right (not diagonally)
2. Colour square the black Queen starts on
3. Piece which must always stay on the same colour square
4. When the side to move cannot make a legal move and the game ends in a draw
5. The piece which moves like a Rook and Bishop combined
10. The only piece which can jump over other pieces
11. Name of the horizontal rows
12. Name of the vertical rows



FUN PUZZLES

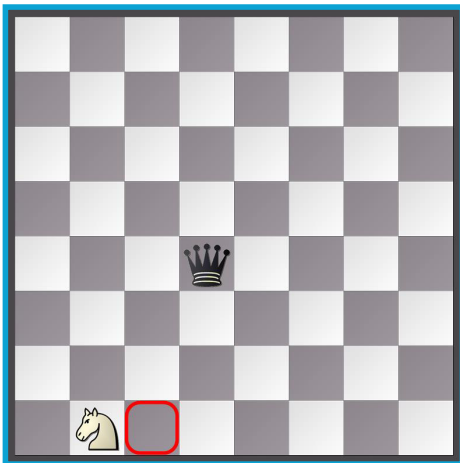
Back Home Puzzle



Move the white pieces so that they are back to their correct starting positions.

Can you do it in just 16 moves?

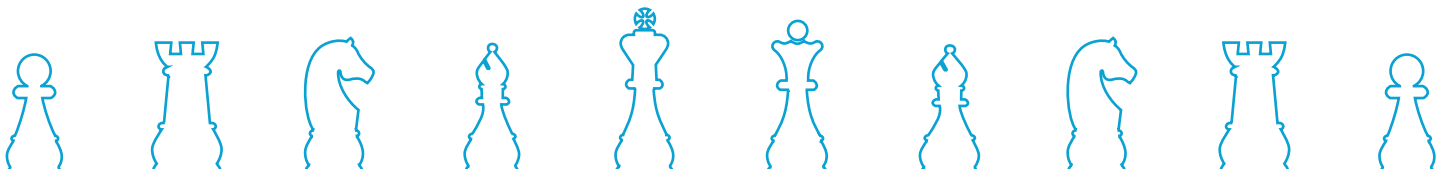
Knight Tour Puzzle



Move the white Knight from b1 to c1 in as few moves as possible.

You cannot capture the black Queen or move onto a square attacked by the Queen.

Can you do it in just 9 moves?



NOTES:

A series of horizontal dotted lines for taking notes.



NOTES:

A series of horizontal dotted lines for writing notes.





UK CHESS
CHALLENGE