

BOOK TWO



UK CHESS CHALLENGE
TOURNAMENT READY



UK CHESS
CHALLENGE



UK CHESS
CHALLENGE



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 is the second in the course. You should already be familiar with the rules of the game, check and checkmate from book 1. Book 2 introduces important themes such as “winning material”, how to play the opening and further checkmate practise. It contains a number of exercises for you to attempt. Please contact us via email if you need the answer sheet.

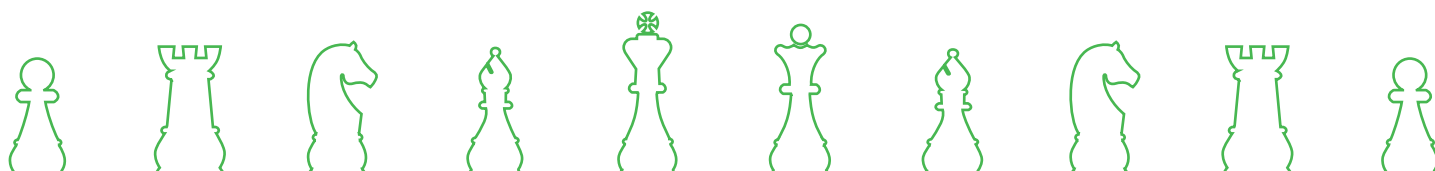
admin@ukchess.co.uk

By the time you have worked your way through this booklet you will have a better understanding of attack and defence and how to win a game of chess. There is still much to learn and subsequent levels will go into much more detail.

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.

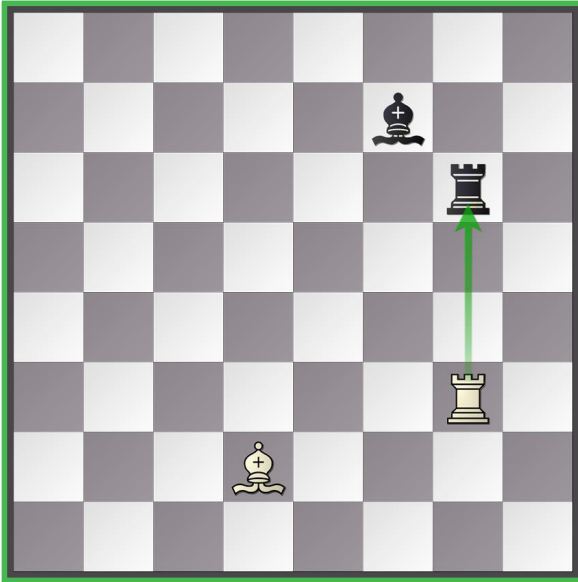
Sarah Longson, Director of UK Chess Challenge
British Ladies Chess Champion 2013



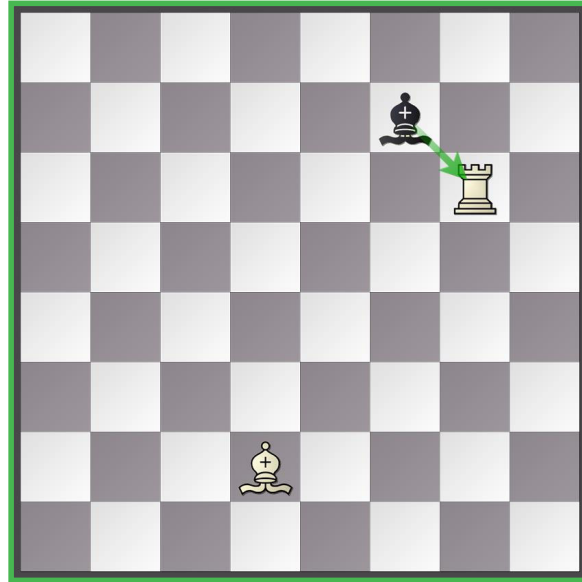
TRADING

In life if we receive something in return for giving we might call that a trade. For example if I give you a chess set in return for you giving me a deck of cards that would be a “trade”.

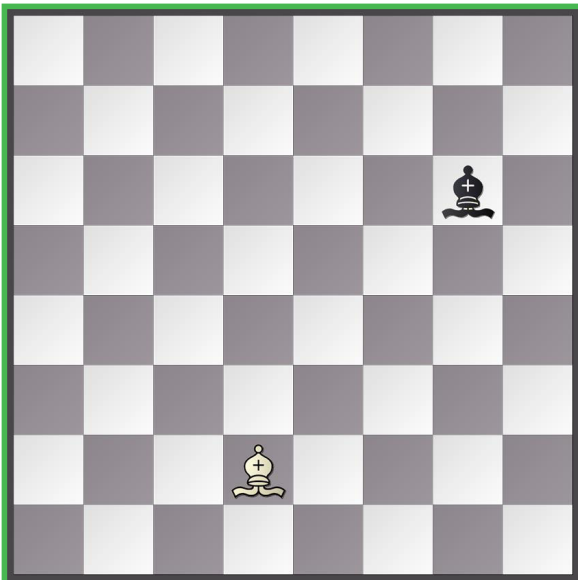
In chess – a “trade” is where you “trade” one (or more) of your pieces for one (or more) of your opponent’s.



White captures the black Rook which was protected by the black Bishop.



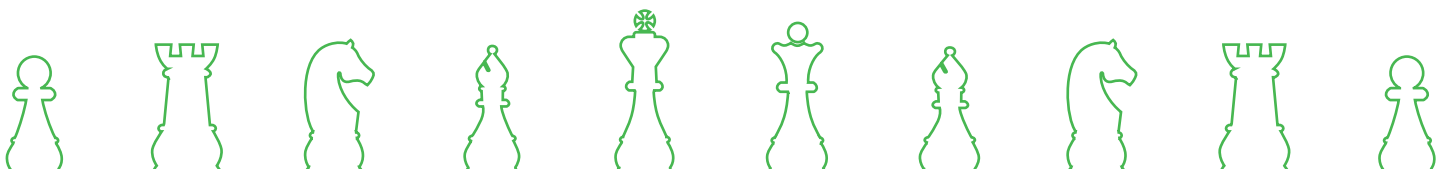
Black captures the white Rook back with the Bishop



After this “Trade” both sides have captured a Rook

The example above shows a “Fair Trade” as both sides captured the same number of points – 5 points each (a Rook).

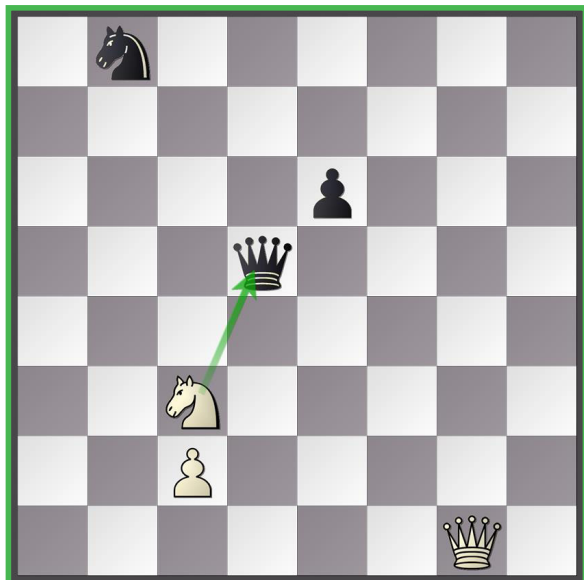
However – not all trades are Fair Trades!



THE PROFITABLE TRADE

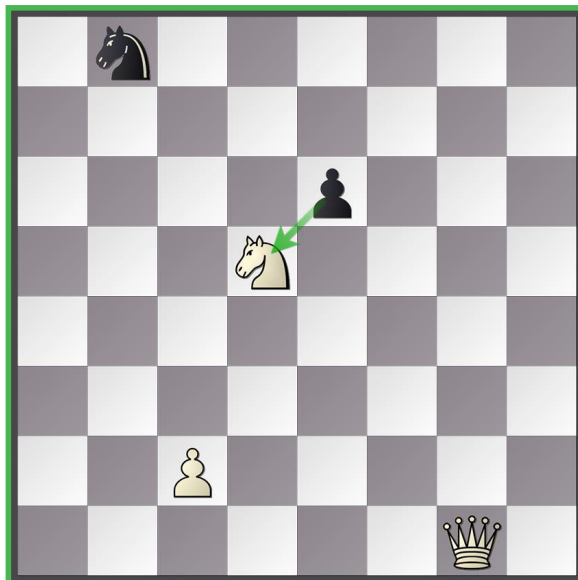
The “Profitable Trade” is one where we win more points than our opponent. Let’s take the following example:

1.



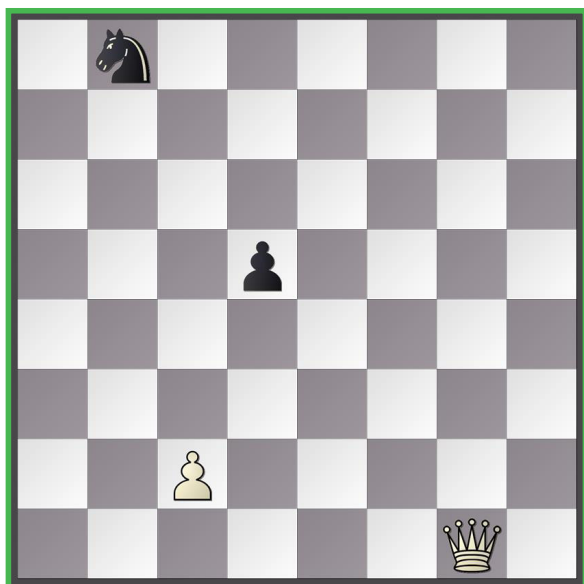
White captures the black Queen which was protected by the black Pawn.

2.



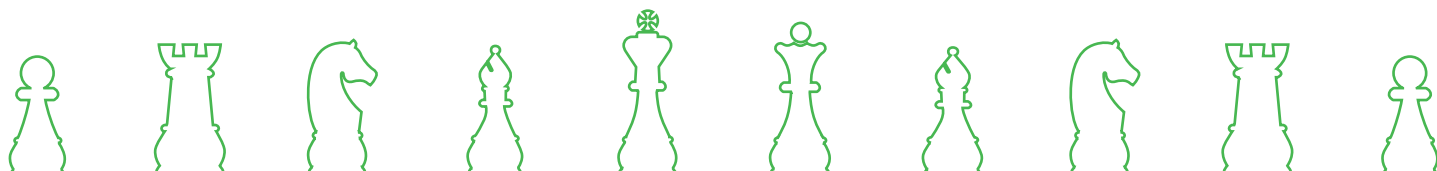
Black captures the white Knight back with the Pawn.

3.



After this “Profitable Trade” white has won 9 points in exchange for 3 –a profit of 6 points

Capturing unprotected pieces and making Profitable Trades is the most basic and yet most important strategy in chess. If we have more pieces than our opponent (or more powerful ones) then it is much easier to checkmate them later on.

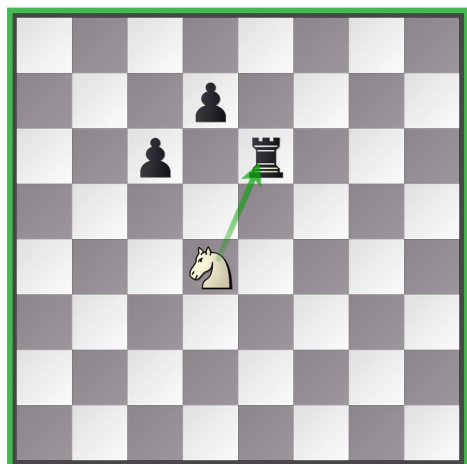


THE PROFITABLE TRADE

Show a profitable trade and write down how many points it wins after black captures back.

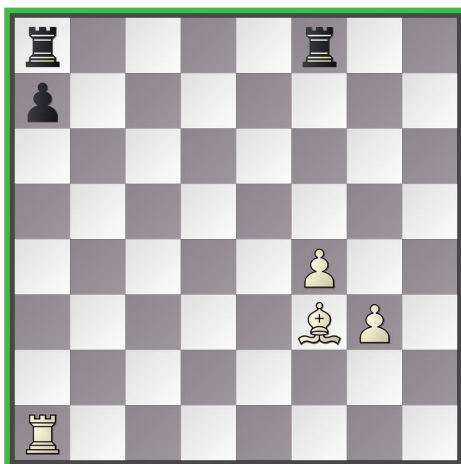
The first one has been done for you.

Q1.

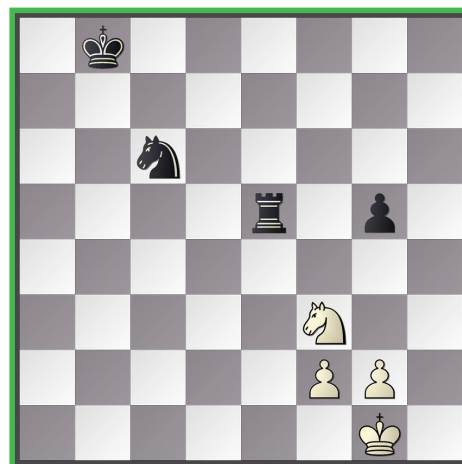


White wins 2 points (5 minus 3).
Note that if white captured the Pawn he would lose 2 points!

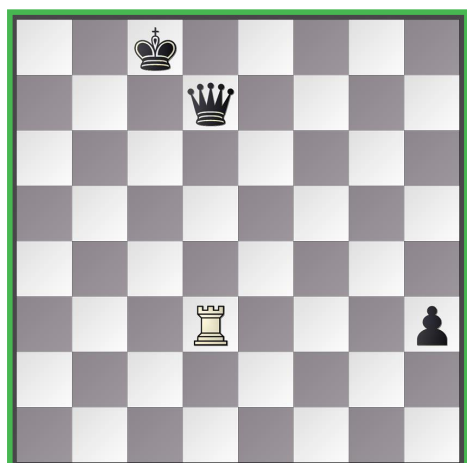
Q2.



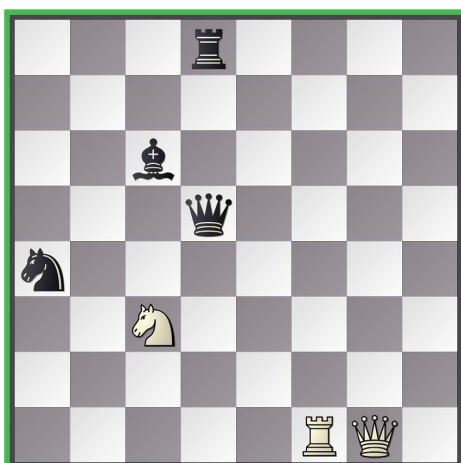
Q3.



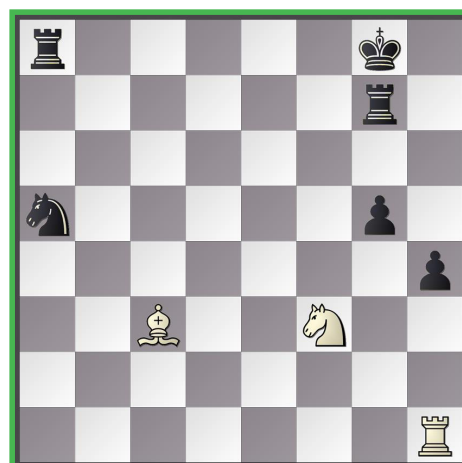
Q4.



Q5.



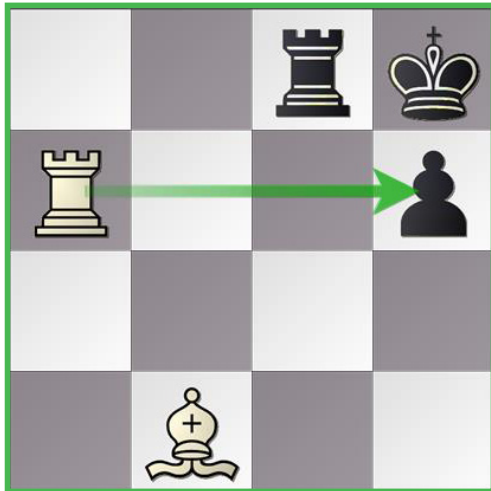
Q6.



TWO FOLD ATTACK

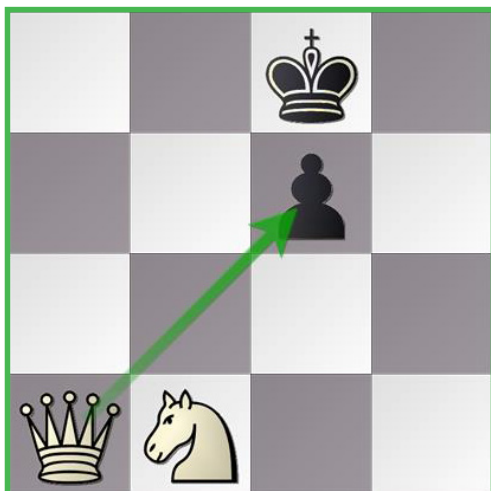
A Two-Fold Attack is where a piece (or square) is attacked by two attackers but only defended by one. This concept is important for understanding simple checkmates and is also helpful for winning material and defending properly.

In the following positions white uses a two-fold attack to checkmate the black King.



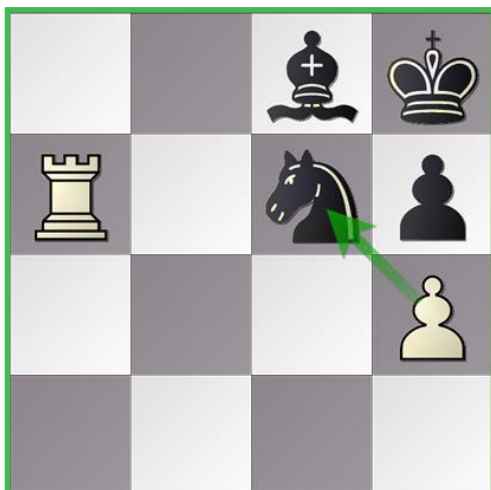
Checkmate with Rook

The Rook and Bishop create a two-fold attack on the black Pawn which is only defended once by the black King.



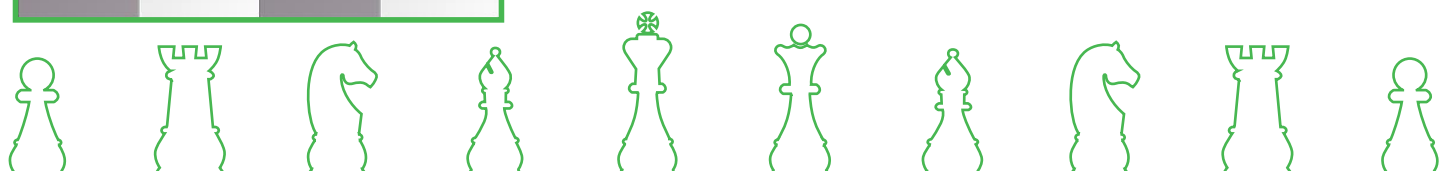
Checkmate with Queen

The Queen and Knight create a two-fold attack on the black Pawn which is only defended once by the black King.



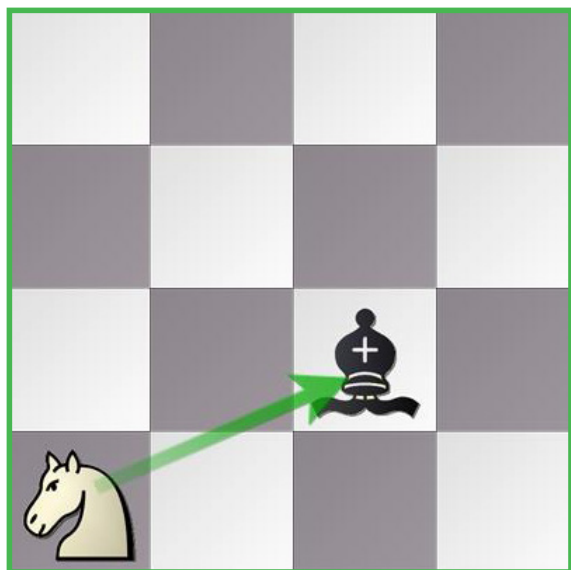
Checkmate with Pawn

The Rook and Pawn create a two-fold attack on the black Knight which is only defended once by the black King.

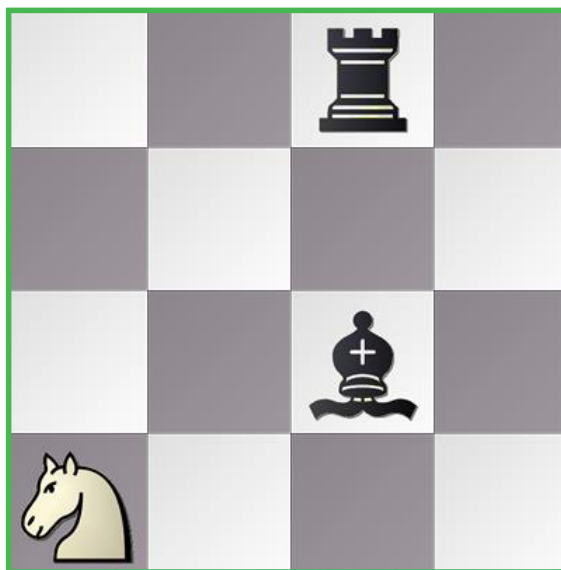


WINNING MATERIAL

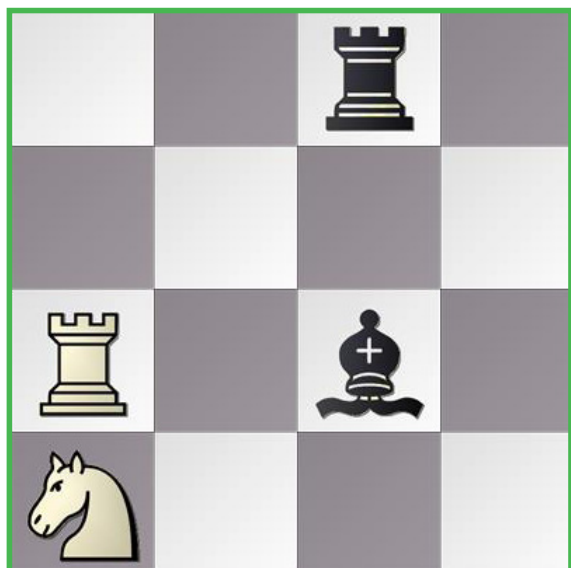
We can also use a double attack to win material.



Attacking an undefended piece



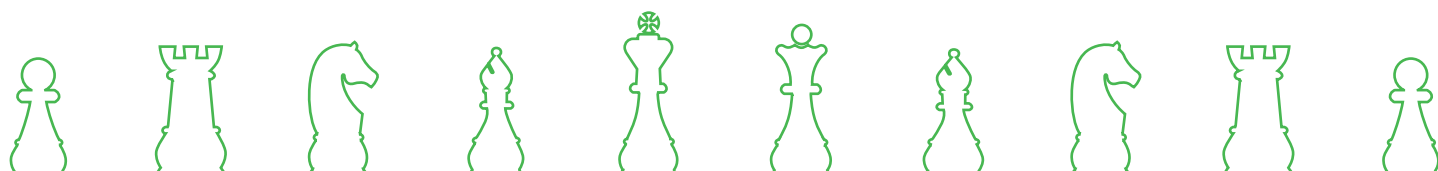
Piece is now defended



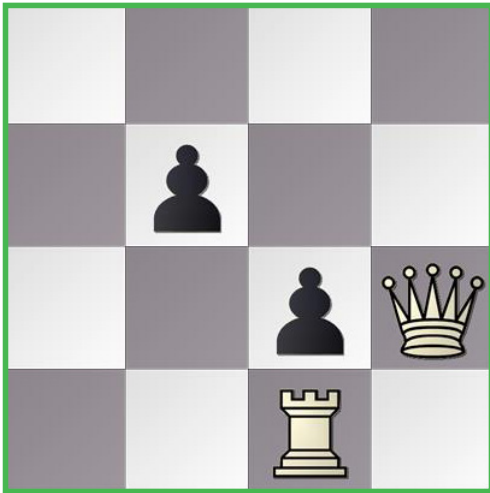
Twofold Attack!

If white captures the black Bishop, black can capture back with his Rook.

White will then capture the Rook and will have gained 5 points!

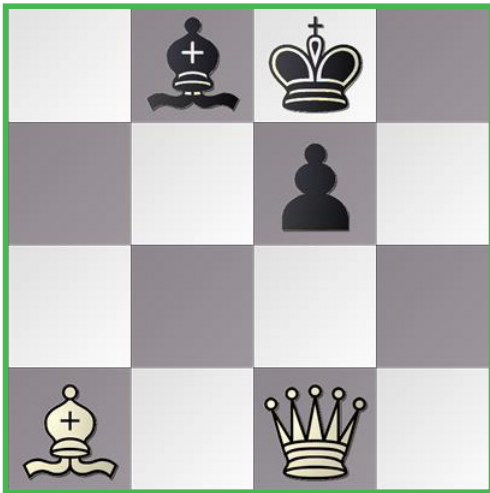


BUT WATCH OUT FOR...



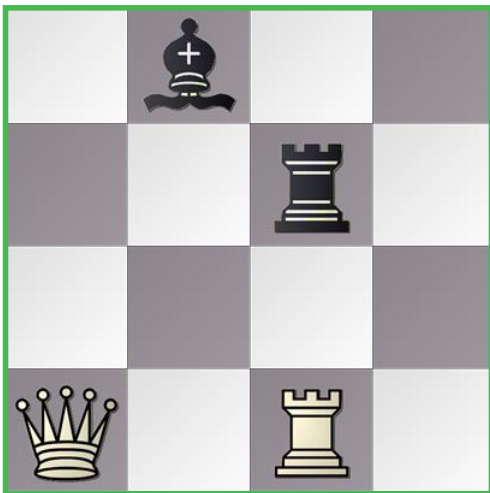
1) Not all two-fold attacks win material.

White is attacking the black Pawn twice – but if he takes with the Rook he will lose 3 points (as 1 x Rook is worth 3 more than 2 x Pawn)!



2) It is not an effective two-fold attack if the piece is defended more than once.

White is attacking the black Pawn twice – but it is also defended twice so it is not an effective two-fold attack!

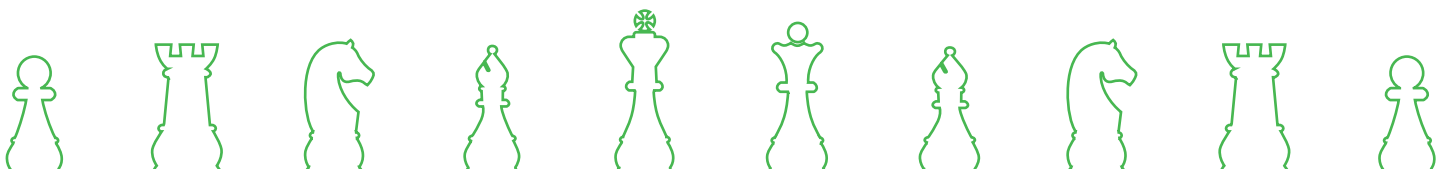


3) Sometimes it matters what order you capture in.

White has a two-fold attack on the black Rook – but should we take with the Queen or Rook?

a) If we capture with the Queen we will LOSE 1 point

b) If we capture with the Rook we will GAIN 3 points

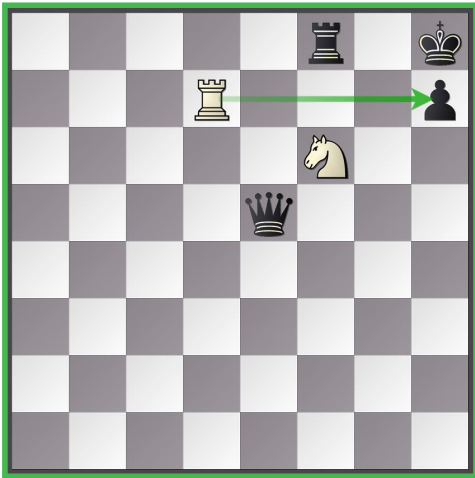


TWO-FOLD ATTACK - CHECKMATE

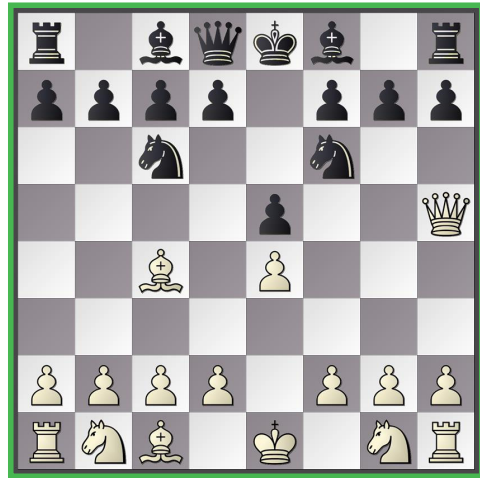
Show the Two-Fold Attack which leads to Checkmate.

The first one has been done for you.

Q1.



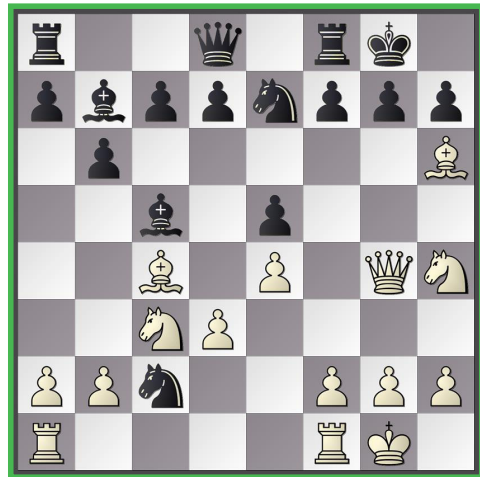
Q2.



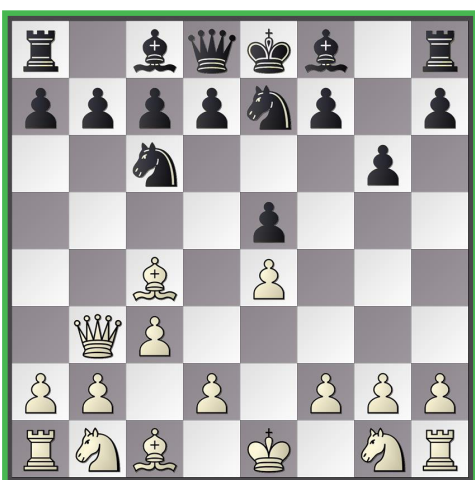
Q3.



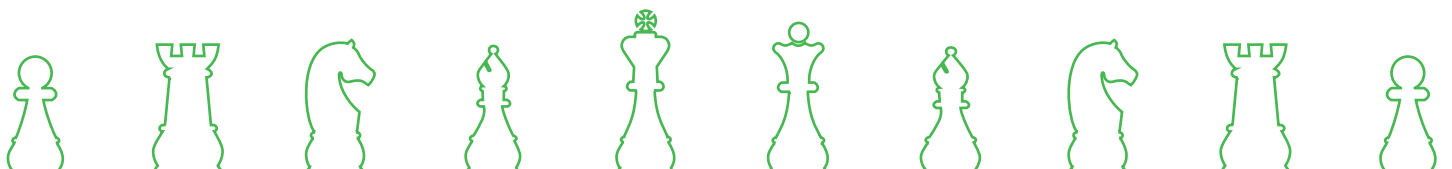
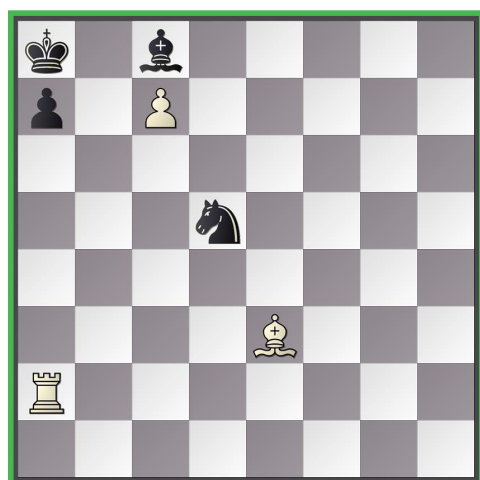
Q4.



Q5.



Q6.

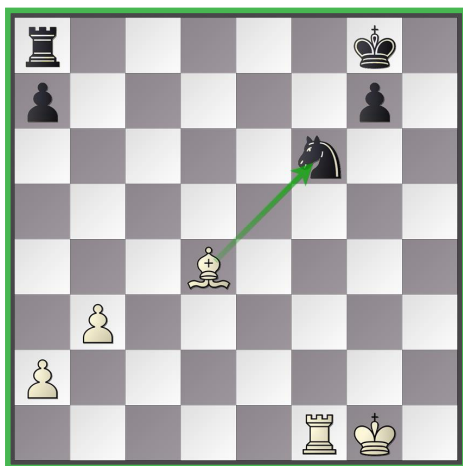


TWO-FOLD ATTACK – WIN MATERIAL

Choose the correct capture to win material and write down how many points white wins.

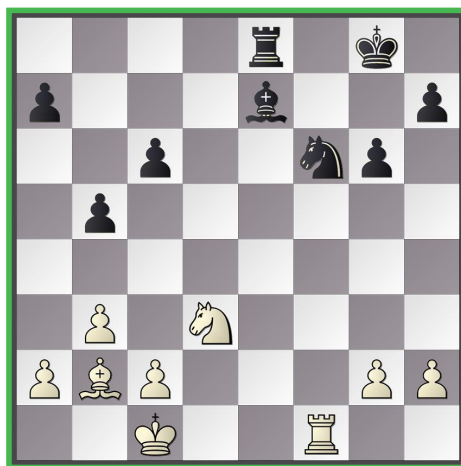
The first one has been done for you.

Q1.

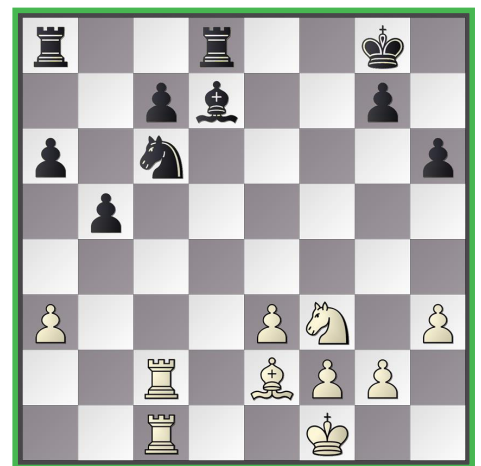


White wins 1 point – captures Knight and Pawn (4) whilst black captures Bishop (3)

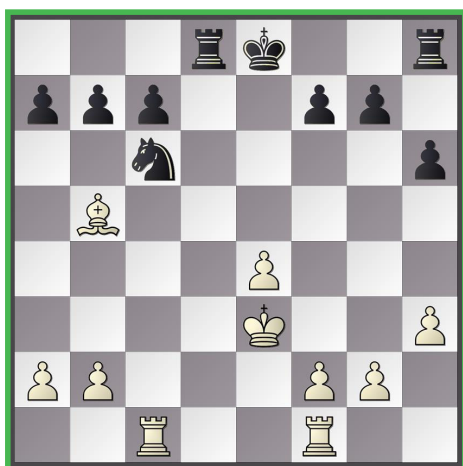
Q2.



Q3.



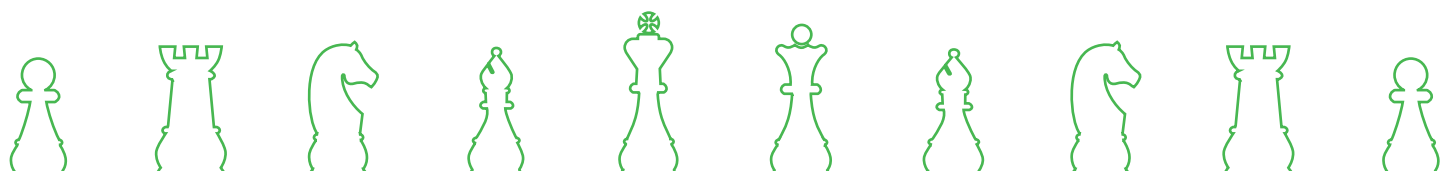
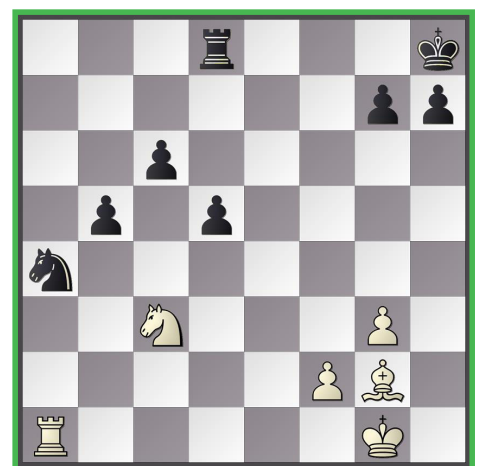
Q4.



Q5.



Q6.

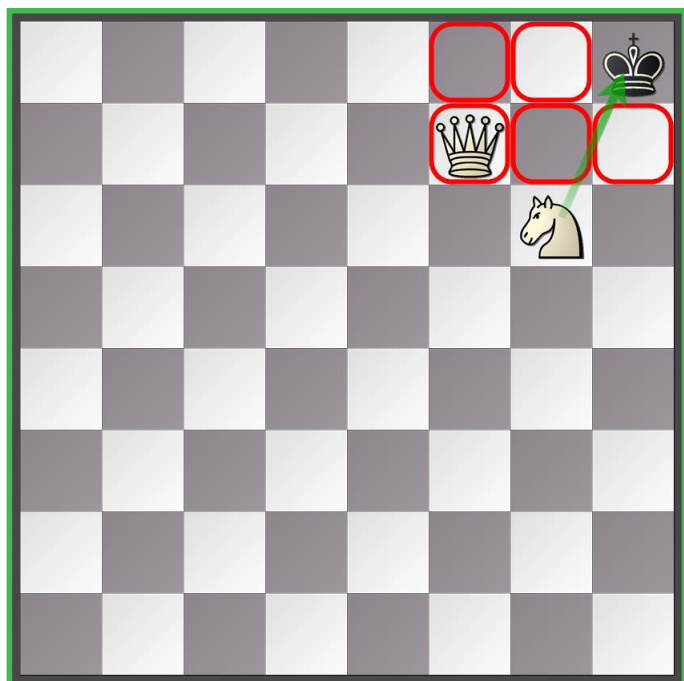


CHECKMATE - ATTACKERS AND GUARDS

Let's go into some more detail about how to deliver checkmate.

Roles: Attackers and Guards

Normally to give a checkmate we need at least two of our pieces to work together. Sometimes we only need one of our pieces if our opponent's pieces are blocking their own King – but more about that later.

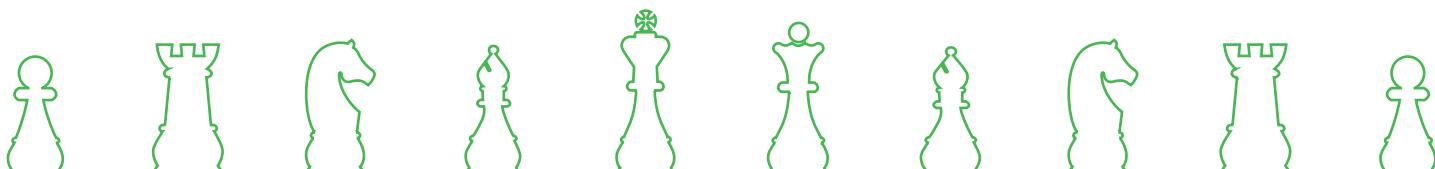


In this position we say the Knight is the “Attacker” – because it is checking (attacking) the black King.

The Queen is the “Guard” – as it is guarding the escape squares.

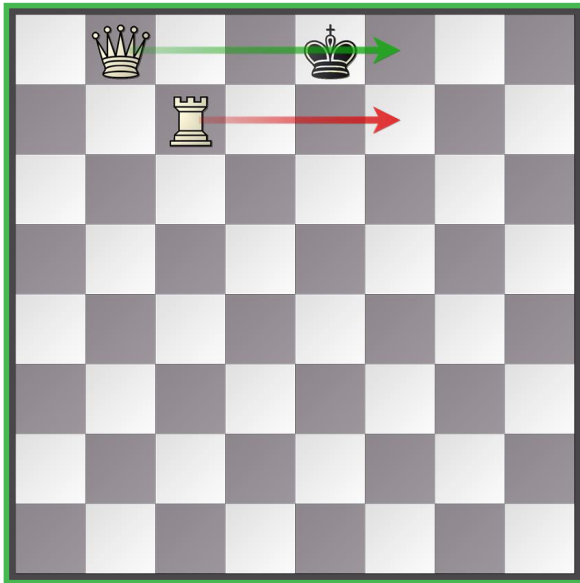
The Attacker The piece giving the check

The Guard The piece (or pieces) covering the escape squares.



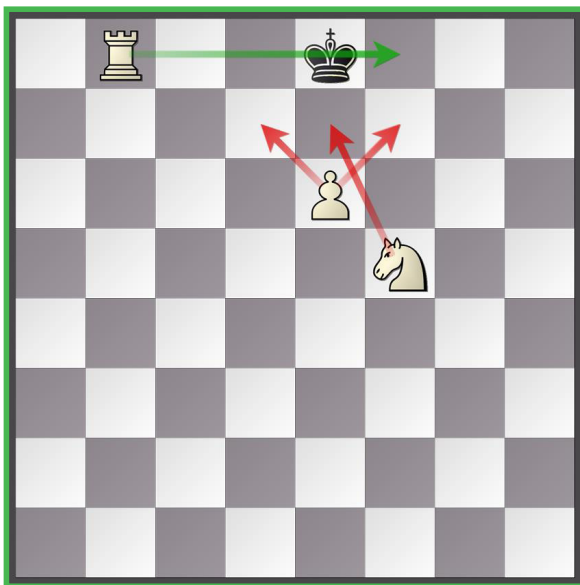
CHECKMATE - ATTACKERS AND GUARDS

Often, the “Attacker” also covers some of the escape squares.



Here the Queen is the Attacker as she is checking the black King. However, she is also covering two of the escape squares.

The Rook is the Guard – covering three of the escape squares.



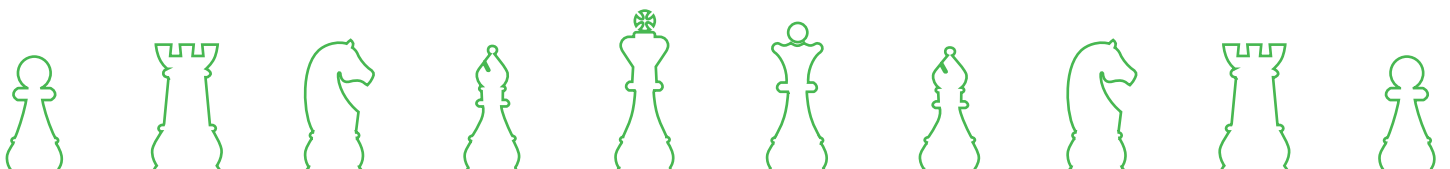
Here the Rook is the Attacker and is also covering two of the escape squares.

There are two Guards.

One is the Pawn covering two escape squares – the other is the Knight.

REMEMBER:

- The Attacker can also cover escape squares
- There can be many Guards covering different squares

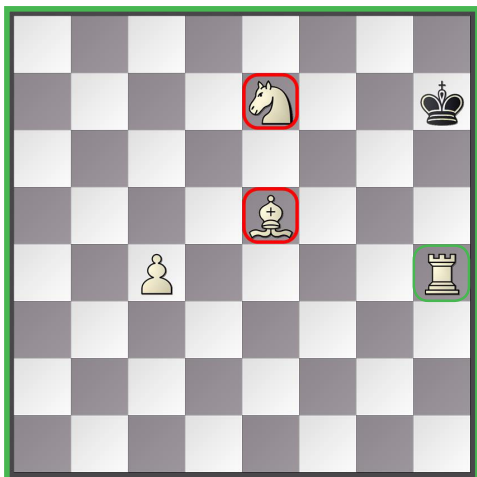


ATTACKERS AND GUARDS

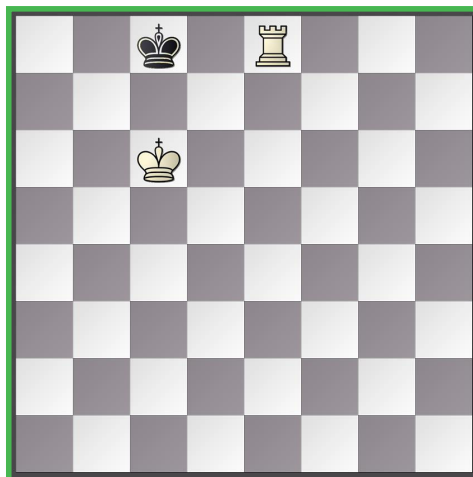
In the following positions put a circle around “The Attacker” (the piece giving check) and a square around the Guard (the piece or pieces covering the escape squares). There may be more than one Guard.

The first one has been done for you.

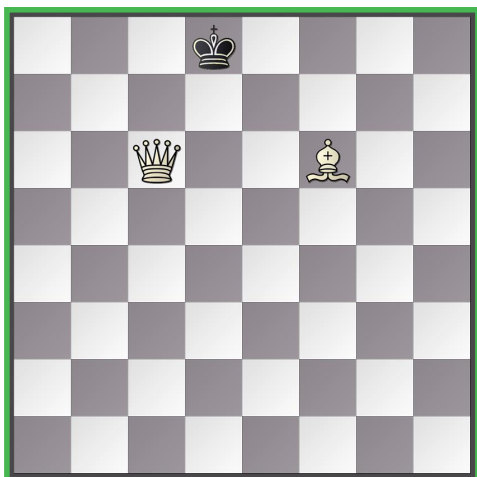
Q1.



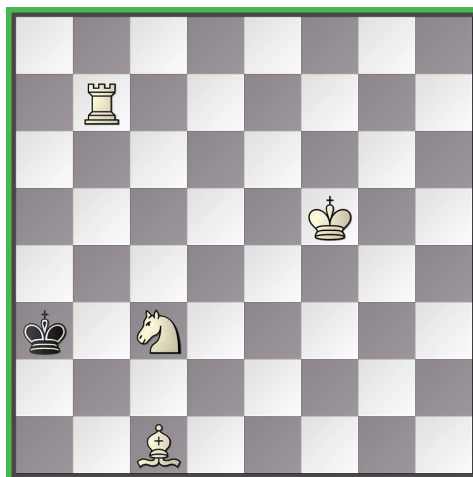
Q2.



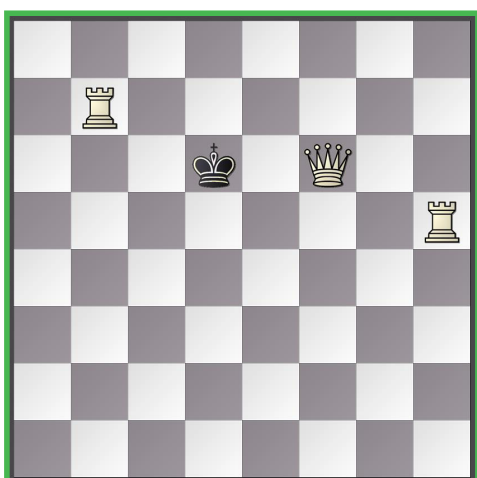
Q3.



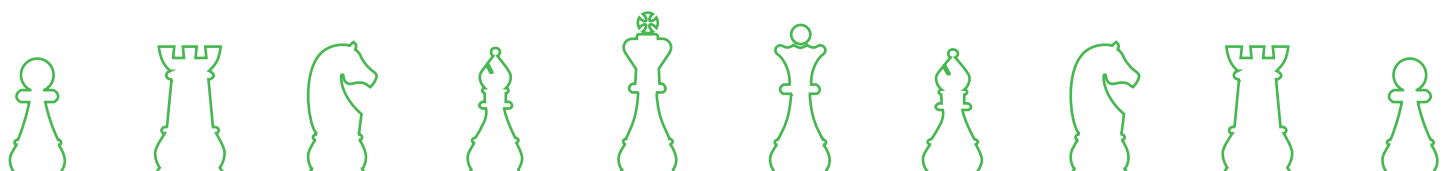
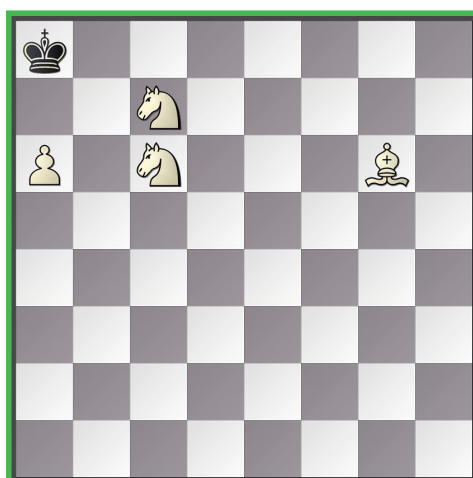
Q4.



Q5.



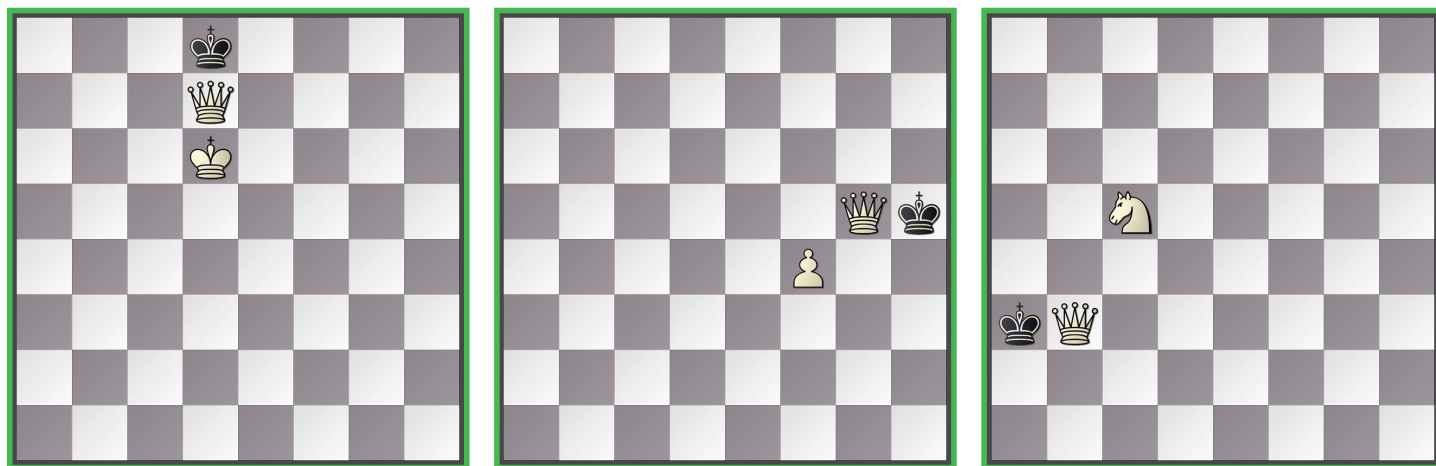
Q6.



IN YOUR FACE MATE

One of the simplest and most common forms of checkmate is the “In Your Face Mate” – so called because the attacking piece is right next to the enemy King (“in their face”).

Let’s look at some examples.



In each example the Queen is in the black King’s face.

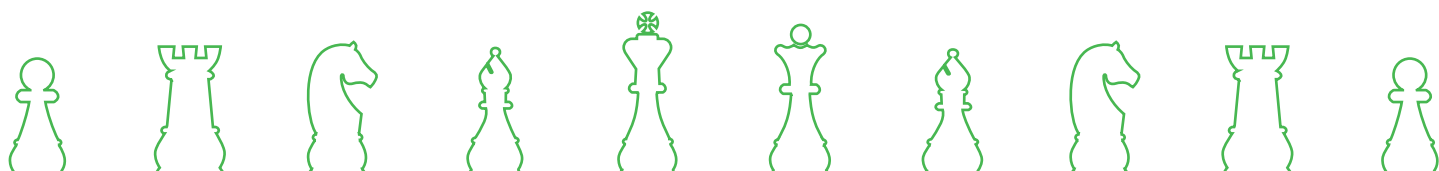
In real life this might be considered rude but in chess it is perfectly OK! (But remember that the two Kings cannot be “face-to-face”).

In an “In Your Face Mate” the Attacker must be protected by The Guard.

Notice in the examples above how the Queen (The Attacker) is always protected by a Guard. A Guard can be any piece.

Remember – for “In Your Face” checkmate to work

- The Attacker (normally a Queen) should be right next to the enemy King
- The Attacker needs to be protected by a Guard

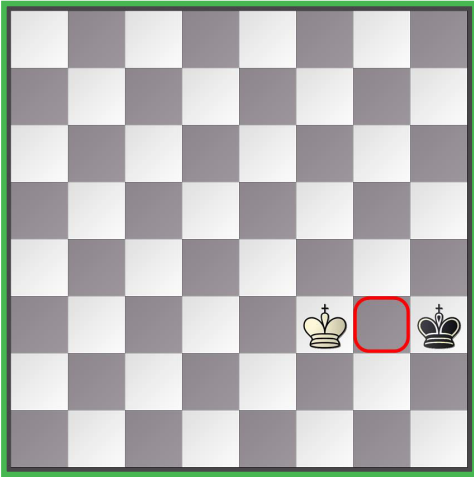


IN YOUR FACE MATE

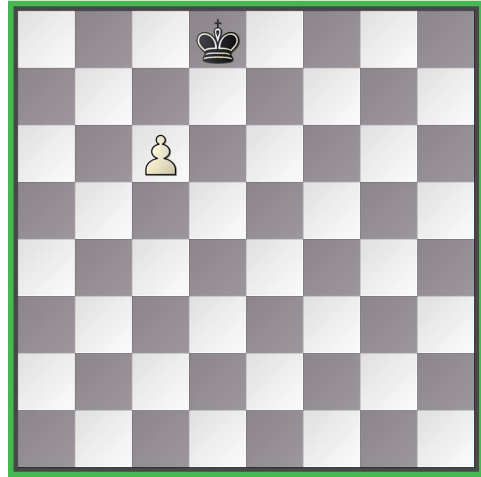
In the following positions mark on the board where you would place a white Queen to deliver an “In Your Face” checkmate to the black King.

The first one has been done for you.

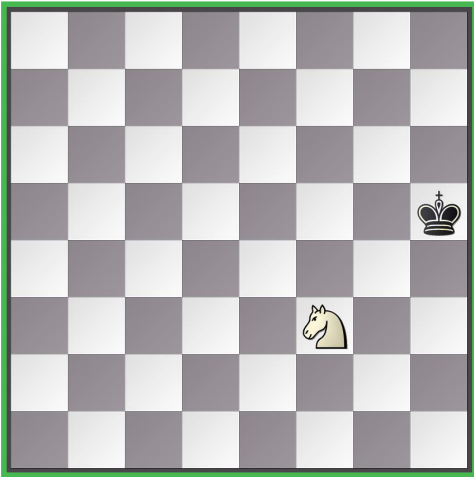
Q1.



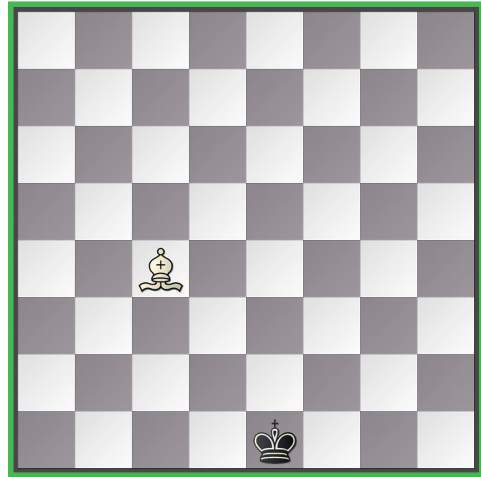
Q2.



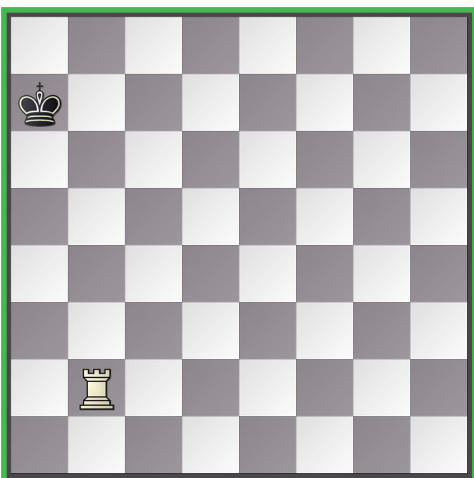
Q3.



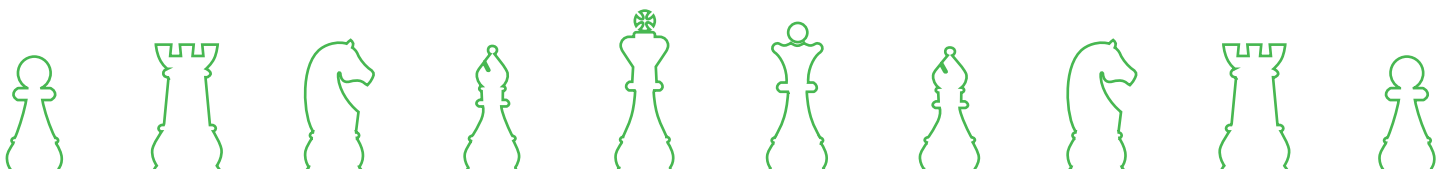
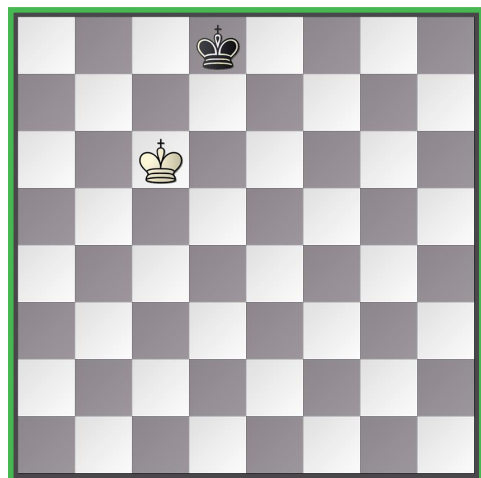
Q4.



Q5.



Q6.

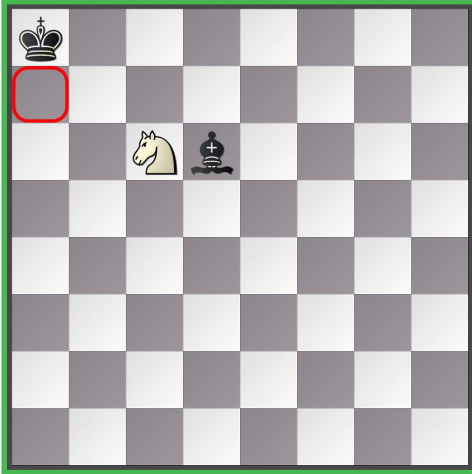


PLACE THE ATTACKER

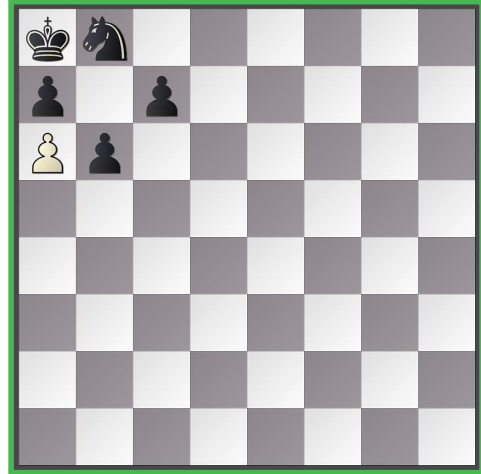
In the following positions mark the square where you would place the white attacker (currently off the board in the top right corner) on the board to deliver a checkmate.

Hint: make sure it cannot be captured. The first one has been done for you.

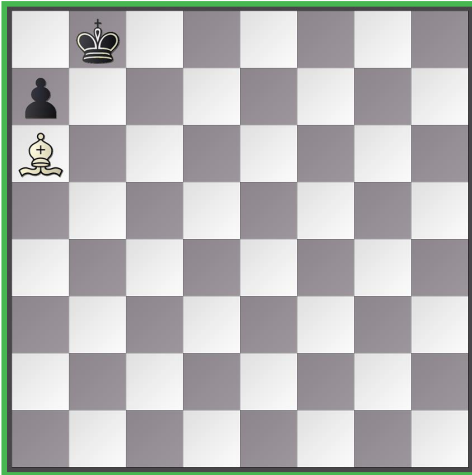
Q1.



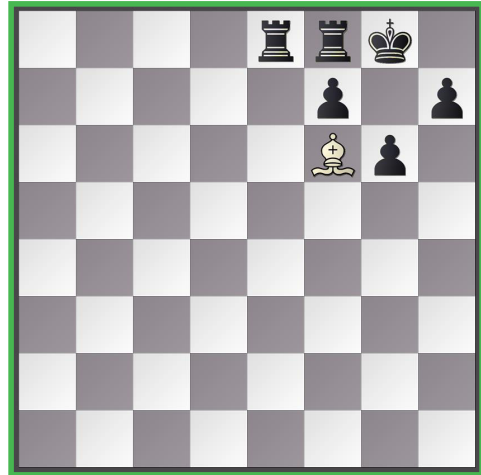
Q2.



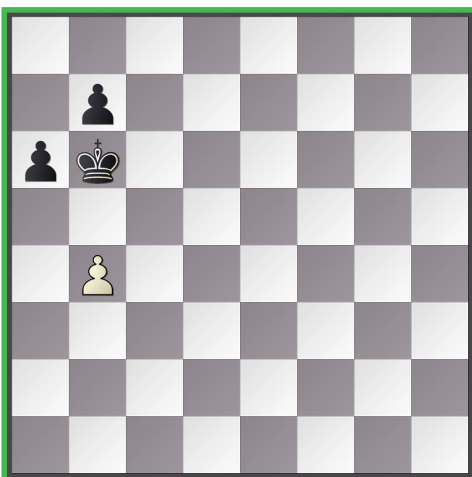
Q3.



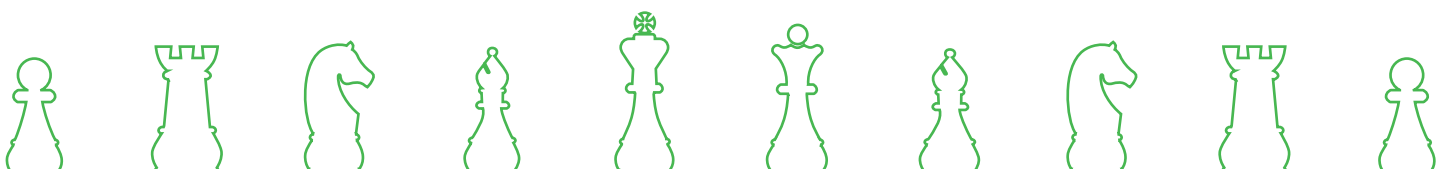
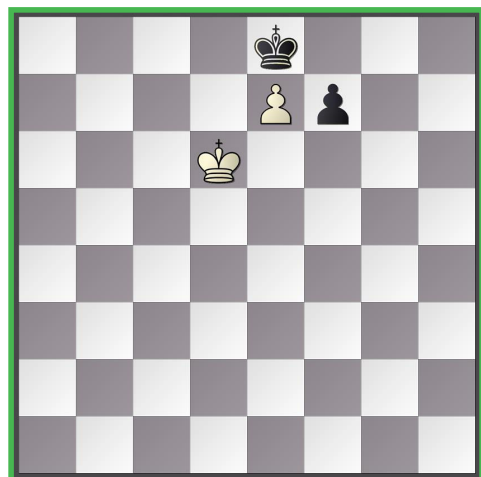
Q4.



Q5.



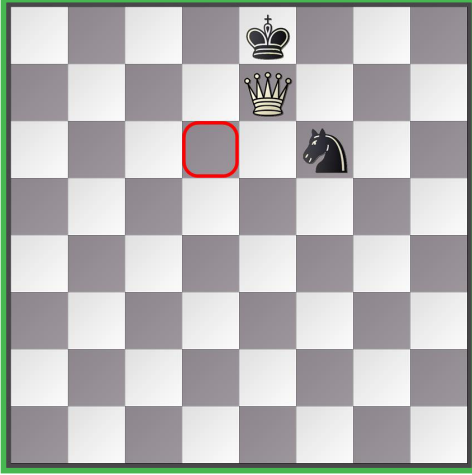
Q6.



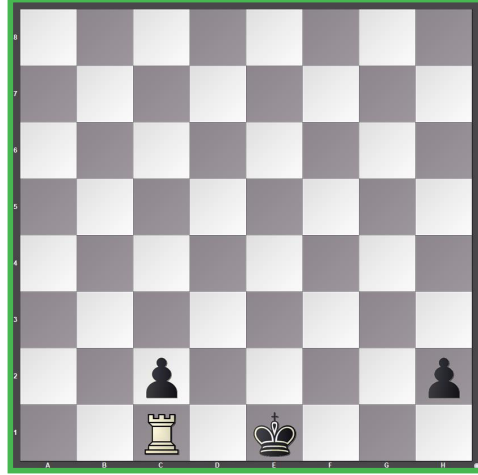
PLACE THE GUARD

In the following positions mark the square where you would place the white Guard (currently off the board in the top right corner) on the board to help deliver a checkmate.

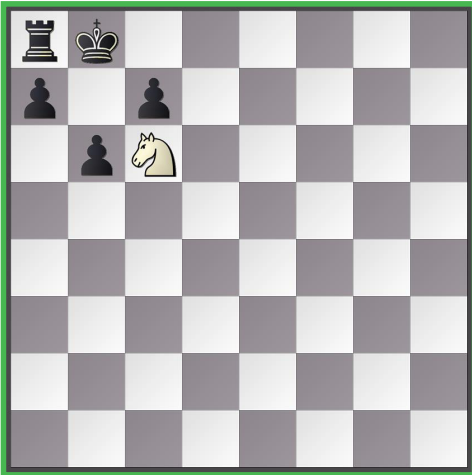
Q1.



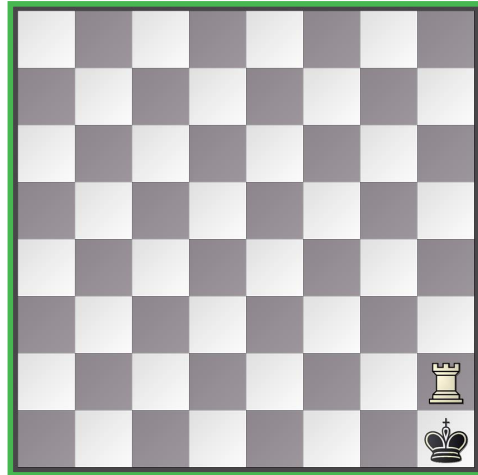
Q2.



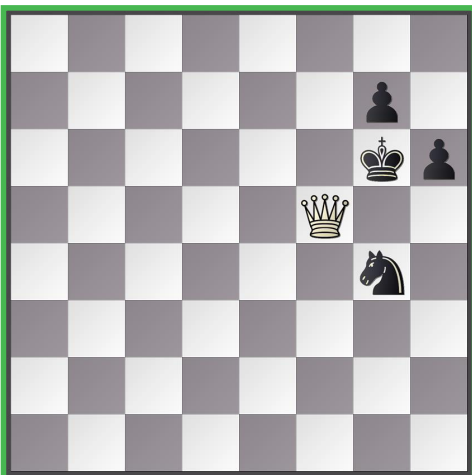
Q3.



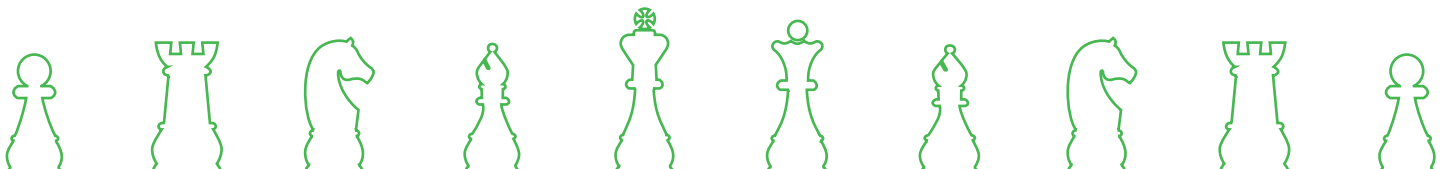
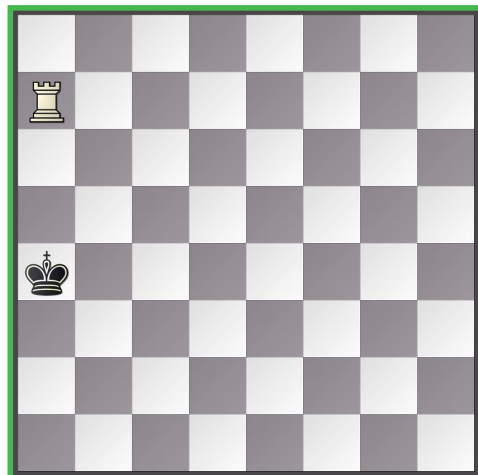
Q4.



Q5.

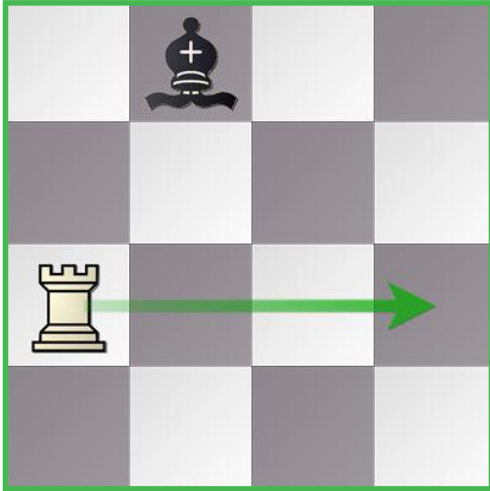


Q6.



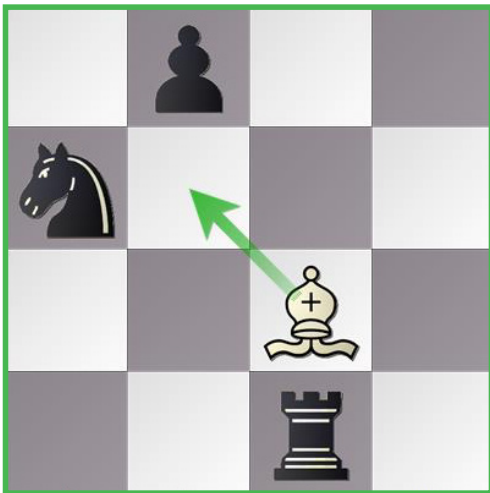
MOVING SAFELY

In chess it is important to look after our pieces. Amongst strong players – even giving up just one Pawn can often lead to the loss of the game. Before every move you need to ask yourself. 1) Is my move safe? 2) Safe enough? 3) Not safe?



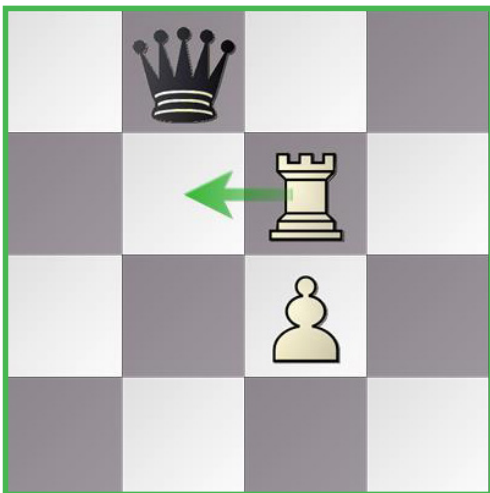
NOT SAFE!

The Bishop could capture the Rook



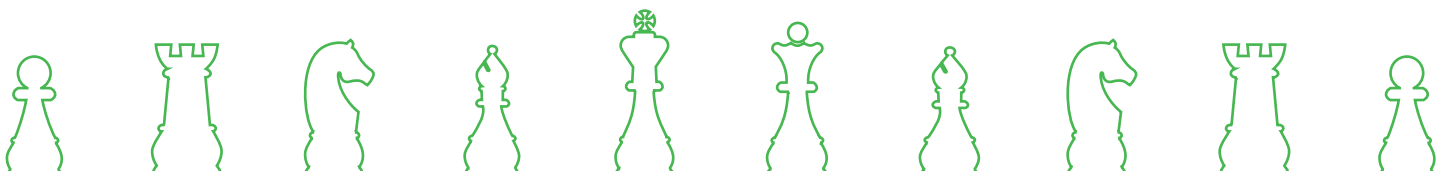
SAFE!

The Bishop cannot be captured



SAFE ENOUGH!

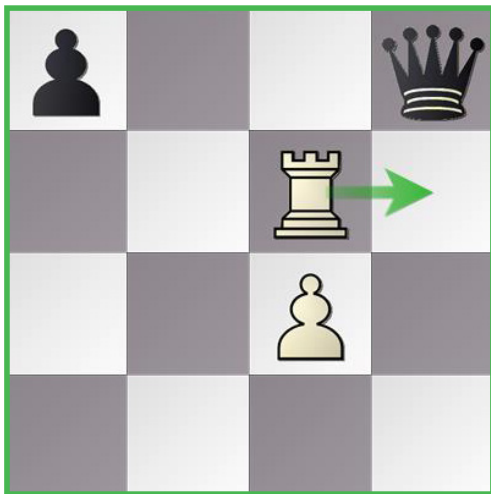
The Rook could be captured by the Queen – but then white would 'recapture' with the Pawn. White would be 9 points and black only 5. So 'Safe Enough' !



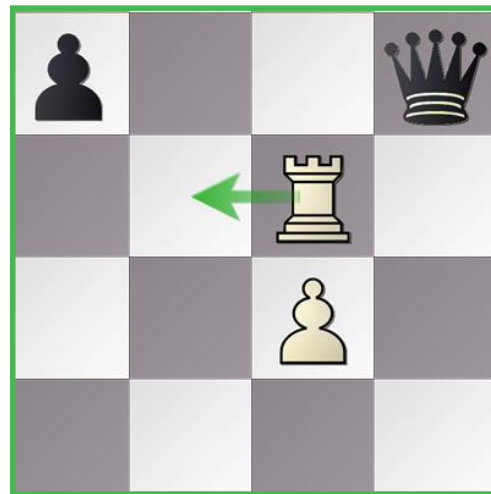
MOVING SAFELY

CHECKLIST

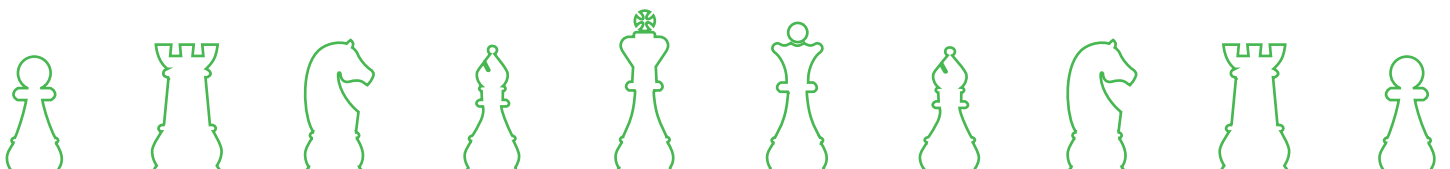
- 1) Is the square you want to move your piece to attacked by any of your opponent's pieces?
If not then it is Safe !
- 2) Is the square you want to move your piece to attacked by an enemy piece and not defended by one of your own – then it is Not Safe!
- 3) If the square you want to move your piece to is both attacked by an enemy piece and defended by your own piece then:
 - a) It is Safe if the attacker is a higher value (or same value) than your own piece.
 - b) Not Safe if the attacker is a lower value.



SAFE



NOT SAFE

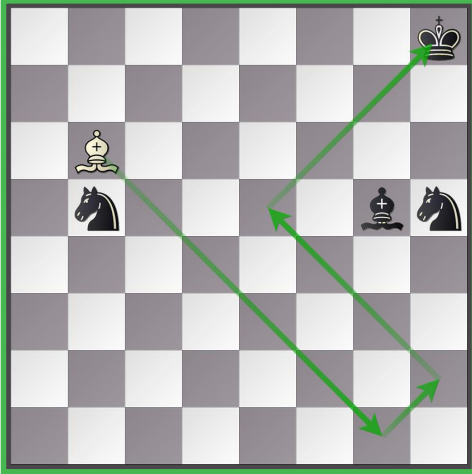


CHESS MAZES

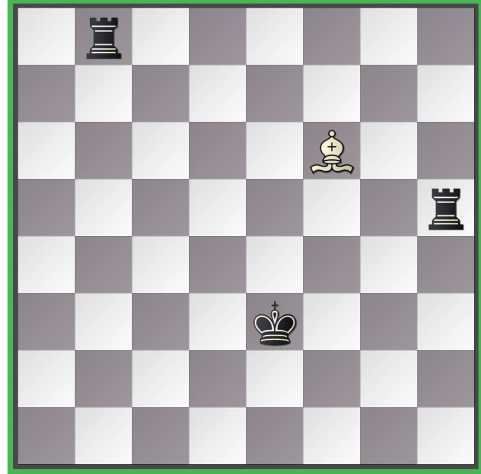
In these chess mazes you have to capture the black King in 4 moves – but only by moving to “safe squares”. You cannot capture any other piece (ignore that in a ‘real’ game you cannot capture the King)!

The first one is done for you.

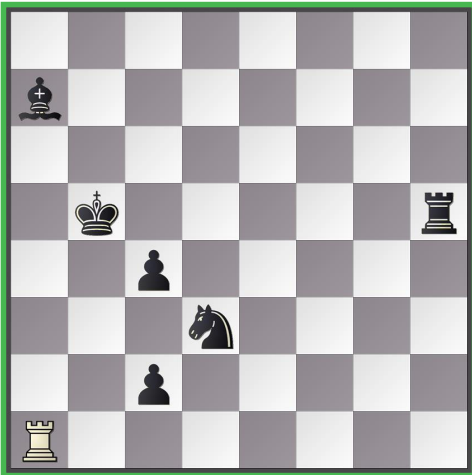
Q1.



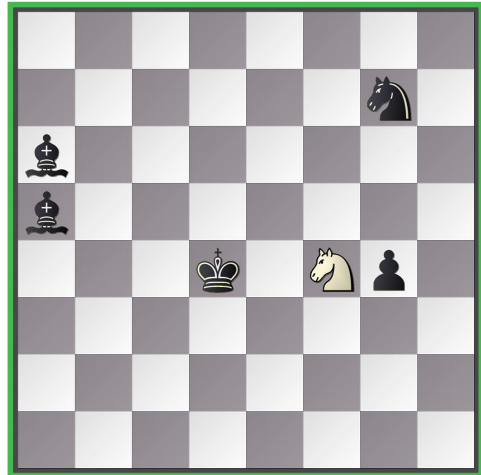
Q2.



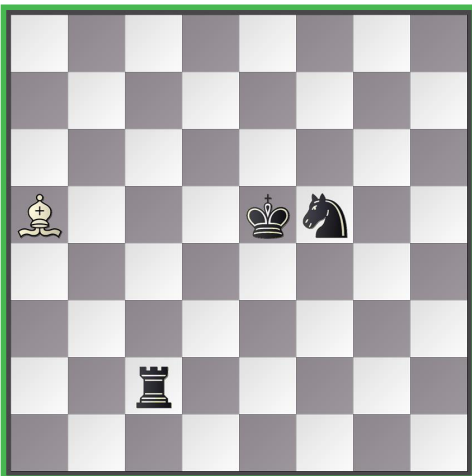
Q3.



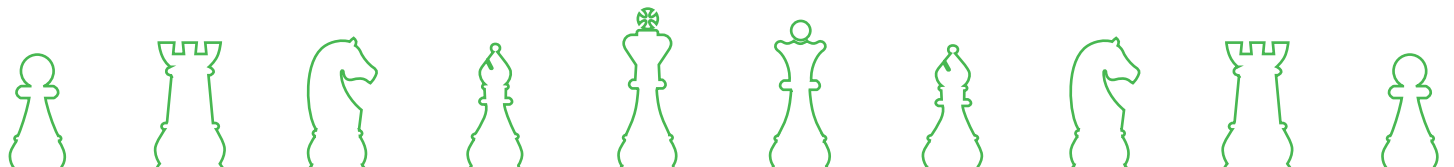
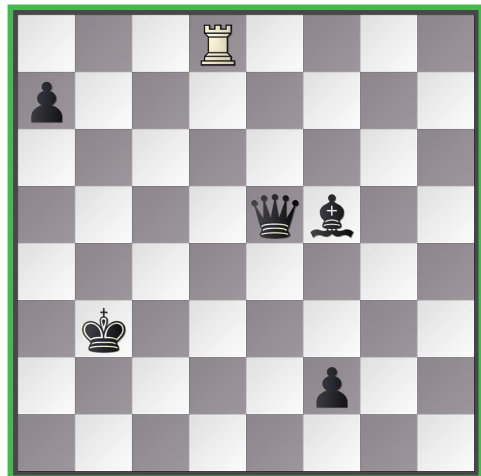
Q4.



Q5.



Q6.

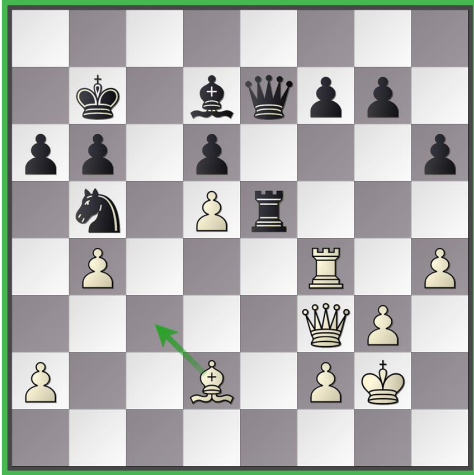


SAFE, SAFE ENOUGH, NOT SAFE?

For each position write down whether the arrowed move is safe, safe enough or not safe.

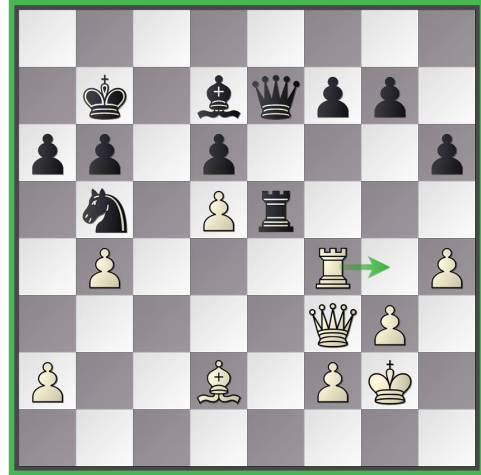
The first one is done for you.

Q1.

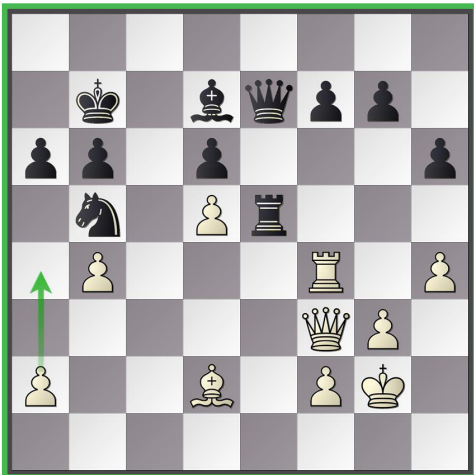


SAFE ENOUGH

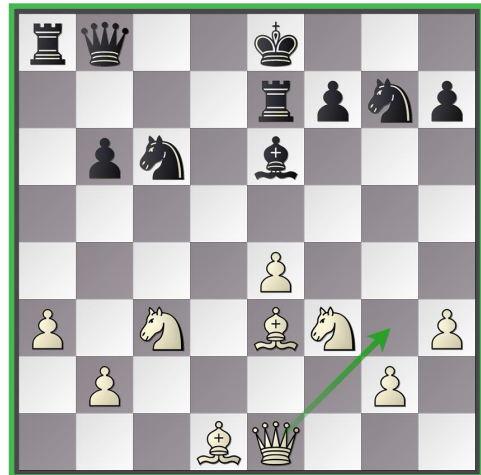
Q2.



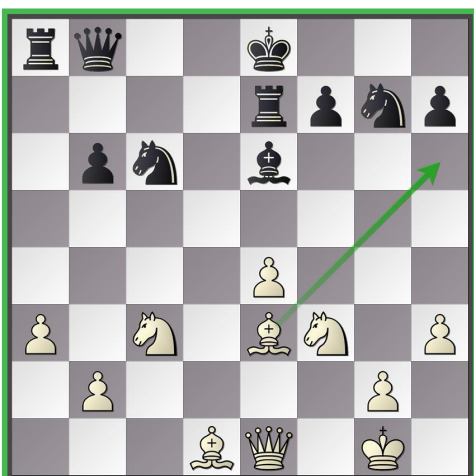
Q3.



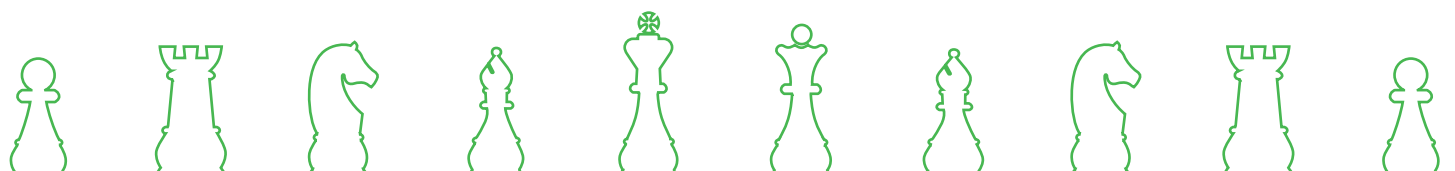
Q4.



Q5.



Q6.



DEFENCE

When one of our pieces is attacked there are normally four different ways we can defend.

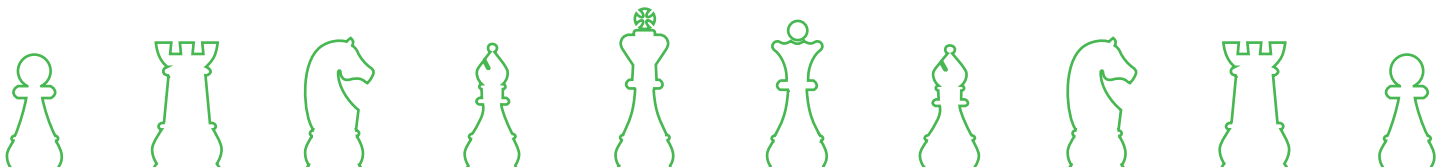
As well as defending our pieces we can also use these techniques to defend against a 'Threat of Checkmate'.

1. CAPTURE

2. MOVE AWAY

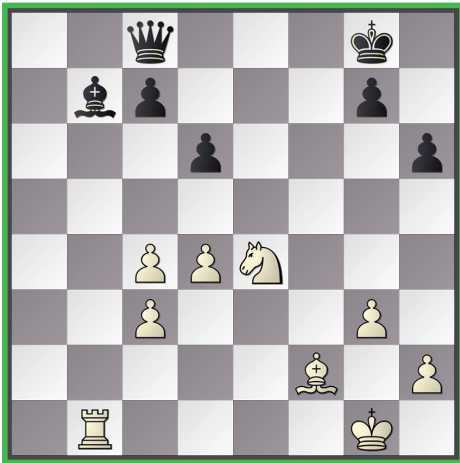
3. BLOCK

4. PROTECT

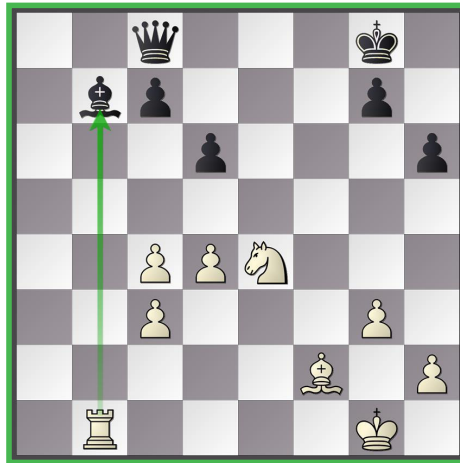


DEFENCE

CAPTURE

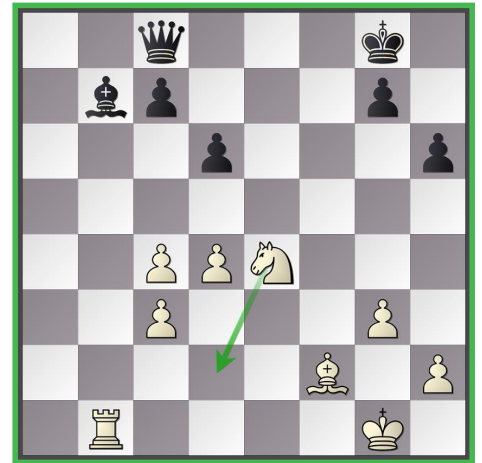


In this position our Knight is being attacked by the enemy Bishop. How might we defend?



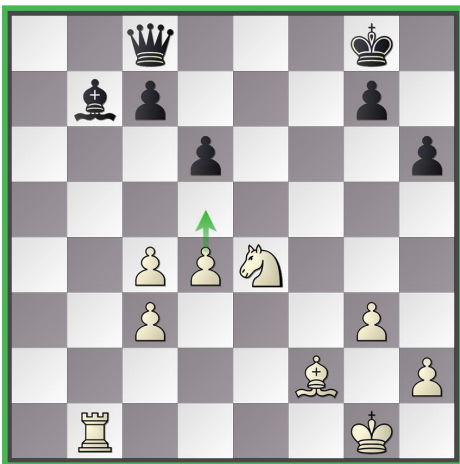
Capture the attacking piece. Here this loses 2 points though

MOVE AWAY



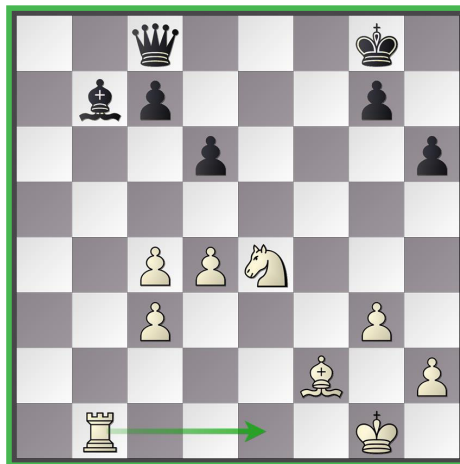
Move the threatened piece away. Only the d2 square is safe.

BLOCK

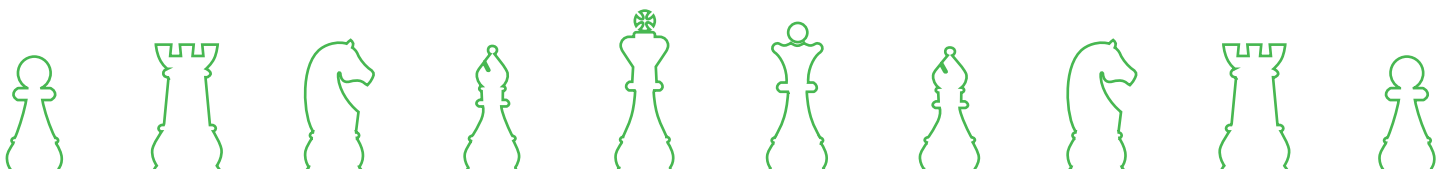


Block the line of the attacker. The Pawn blocks the Bishop's attack.

PROTECT



The Rook protects the attacked Knight. Now if black captures the Knight there will be a "Fair Trade"

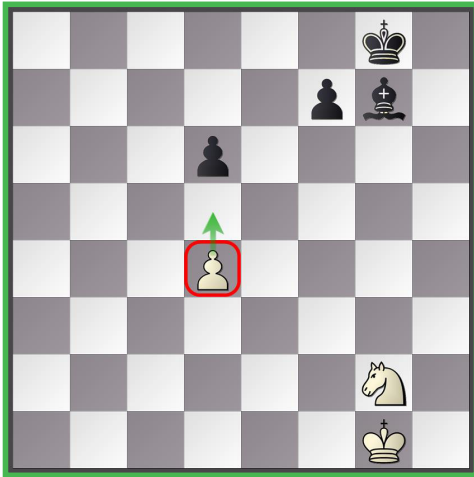


DEFEND BY MOVING AWAY

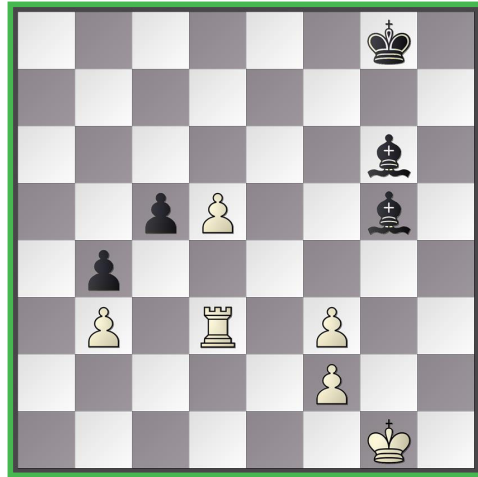
Circle the white piece that is attacked and show how you can defend it by MOVING it out of danger to a safe square.

The first one has been done for you.

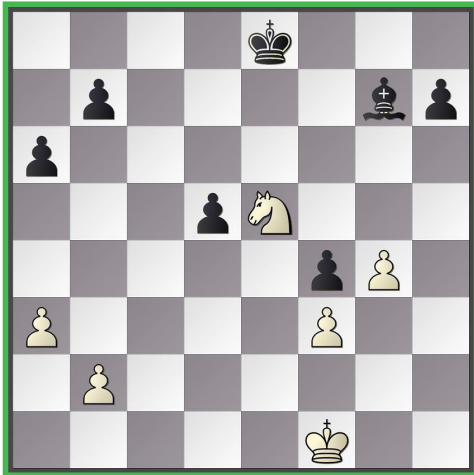
Q1.



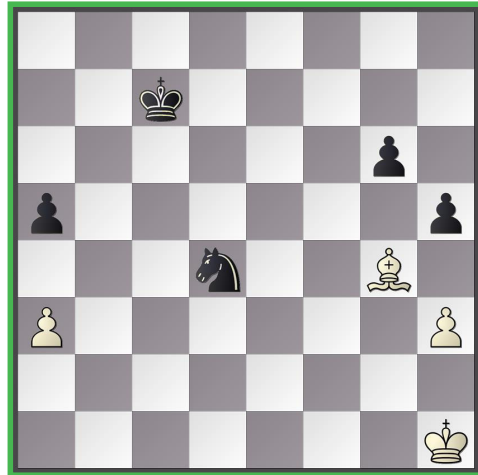
Q2.



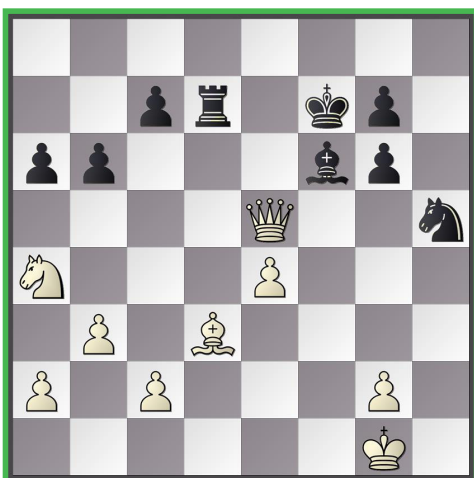
Q3.



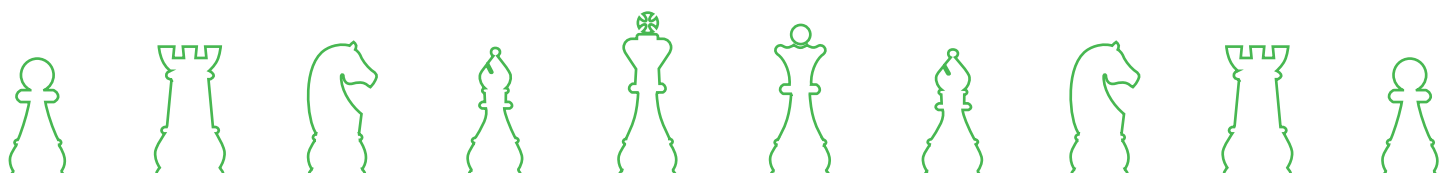
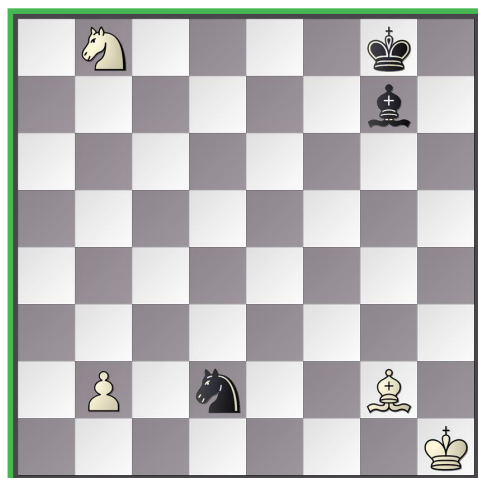
Q4.



Q5.



Q6.

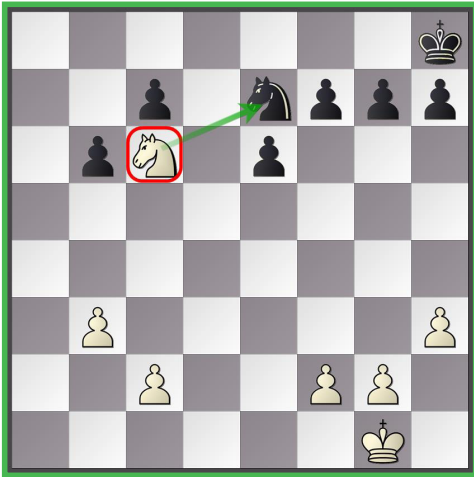


DEFEND BY CAPTURING

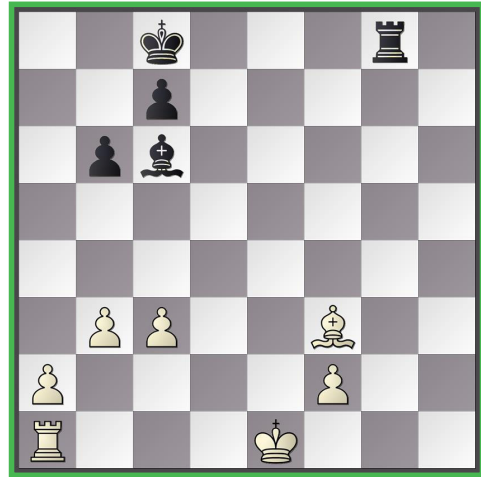
Circle the white piece that is attacked and show how you can defend it by **CAPTURING** the attacker.

The first one has been done for you

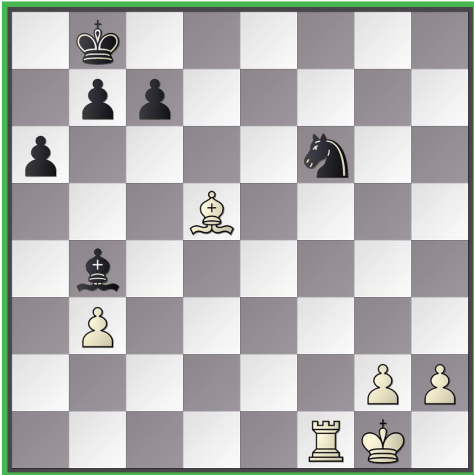
Q1.



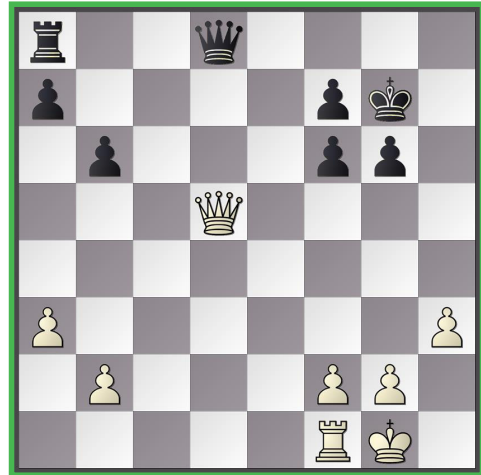
Q2.



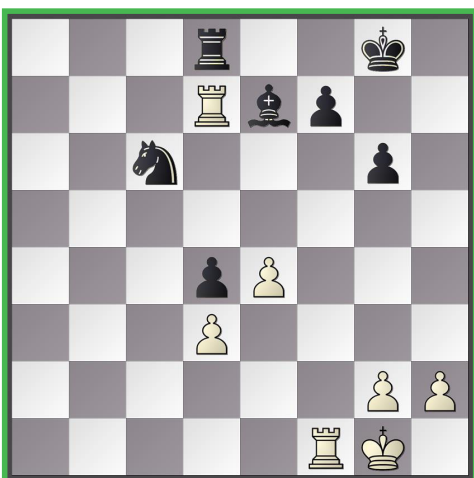
Q3.



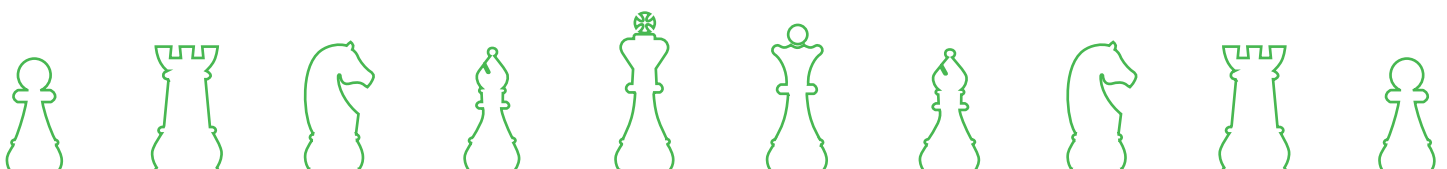
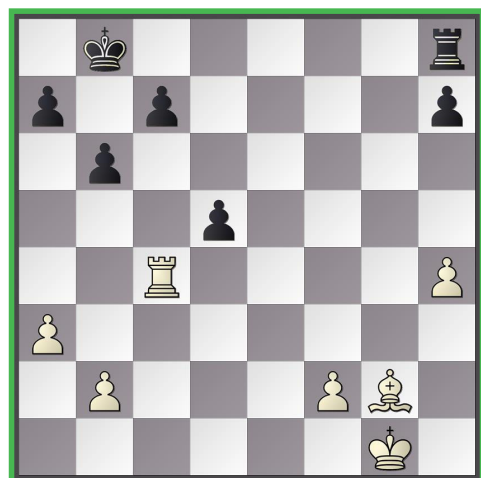
Q4.



Q5.



Q6.

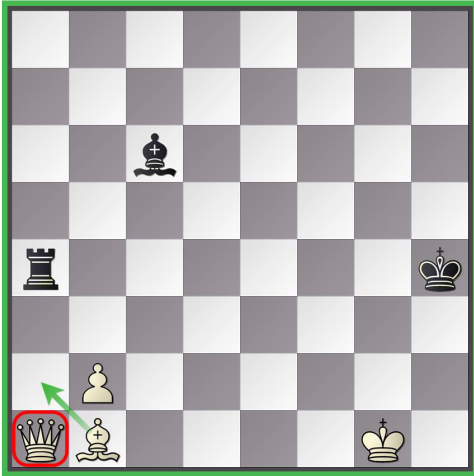


DEFEND BY BLOCKING

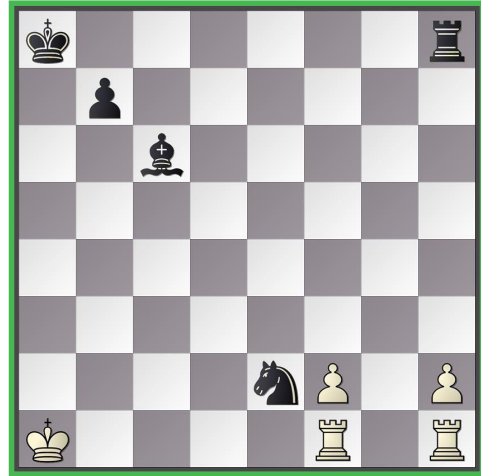
Circle the white piece that is attacked and show how you can defend it by blocking the attack.

The first one has been done for you.

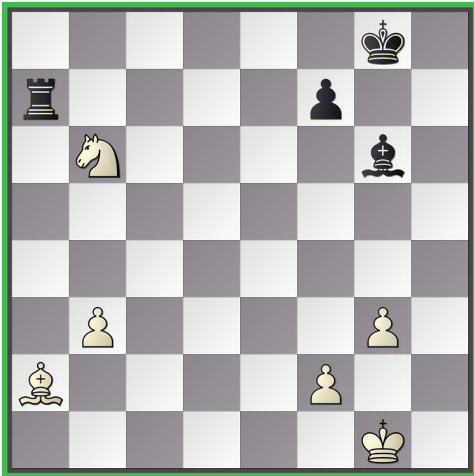
Q1.



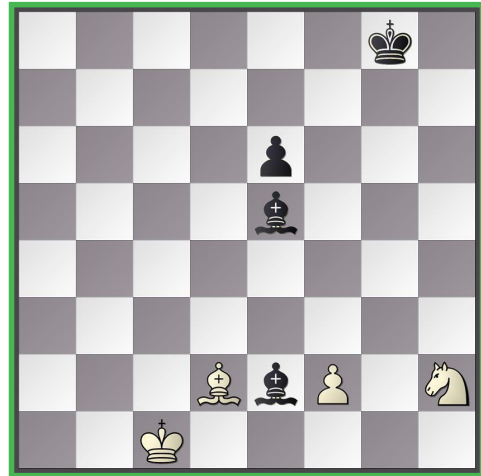
Q2.



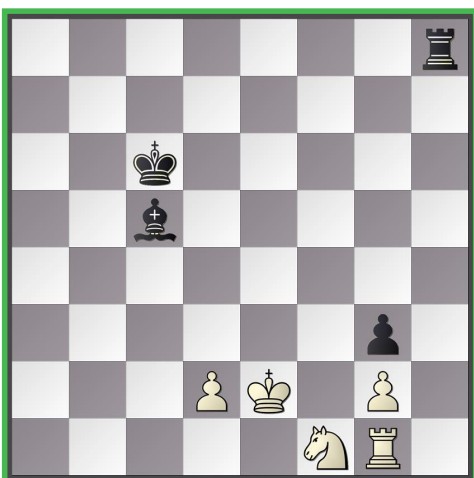
Q3.



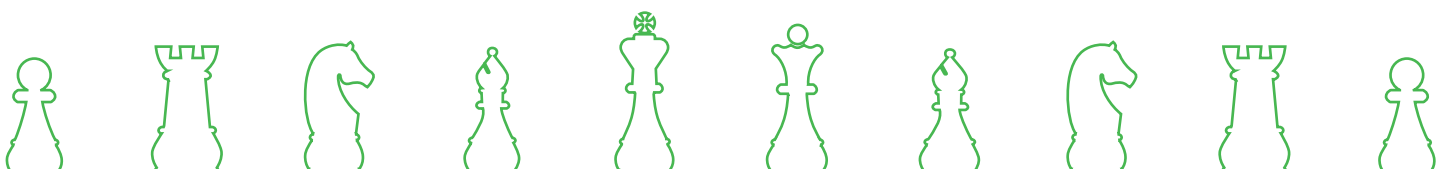
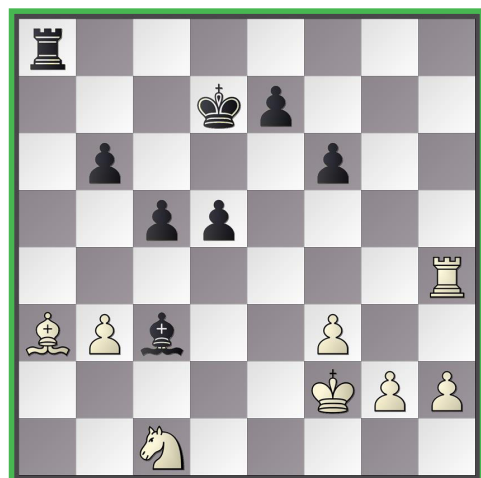
Q4.



Q5.



Q6.

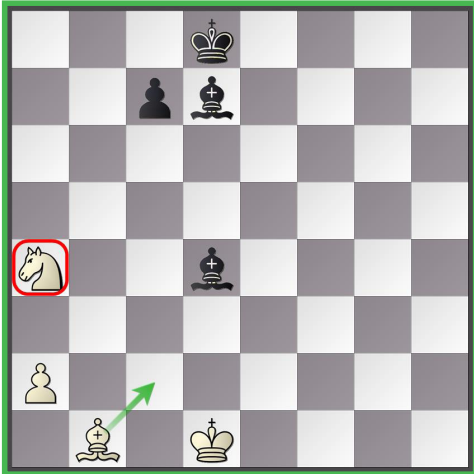


DEFEND BY PROTECTING

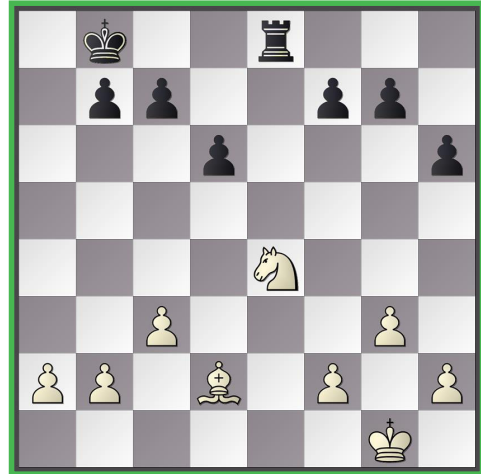
Circle the white piece that is attacked and show how you can defend it by **PROTECTING** the attacked piece.

The first one has been done for you

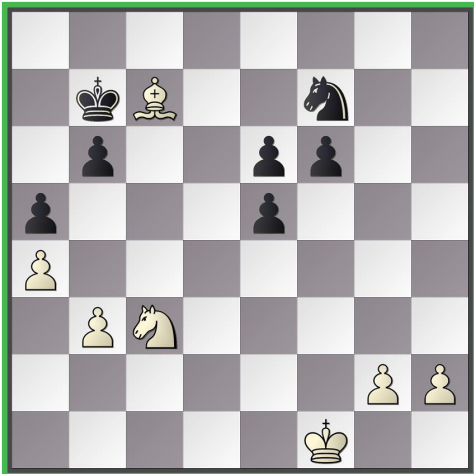
Q1.



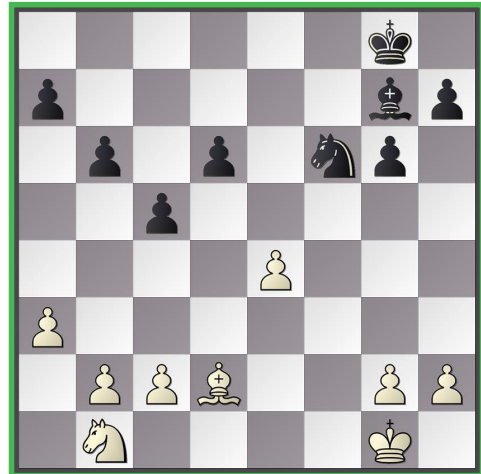
Q2.



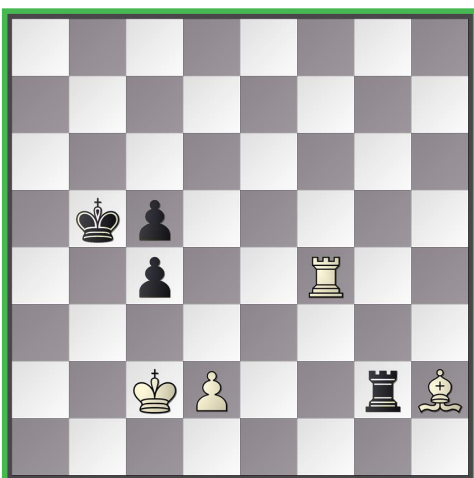
Q3.



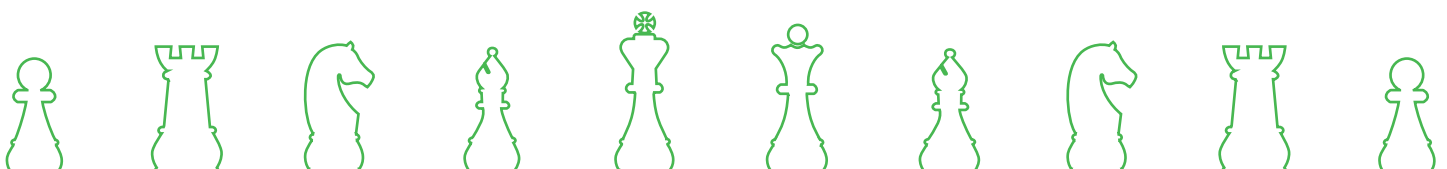
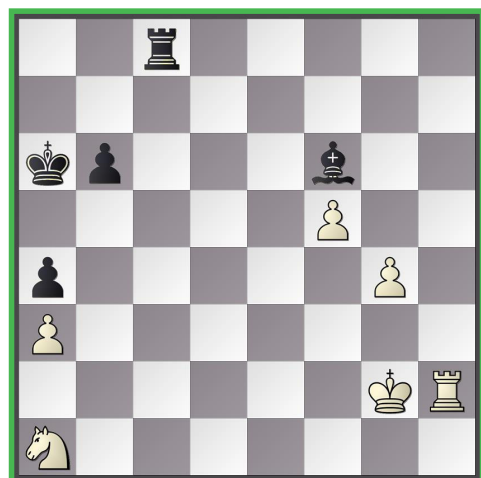
Q4.



Q5.



Q6.



SYMBOLS FOR PIECES

Now that we know each square has a unique 2 digit code – to write down a full chess move we just need a symbol; to represent which piece is being used.

K = King

Q = Queen

R = Rook

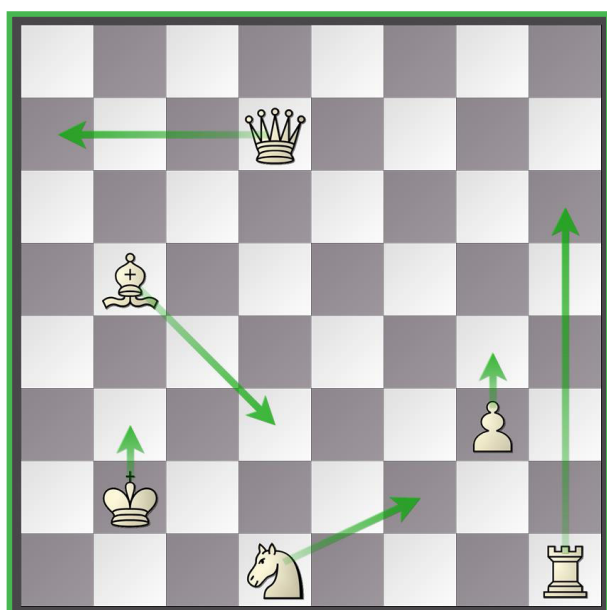
B = Bishop

N = Knight

The Pawn does not have a symbol – when we write down a Pawn move we just write down the square it moves to.

To write down a chess move we put the letter of the piece being used followed by the code of the square we are moving to.

So “King to g7” = “Kg7”



White's moves can be written as:

Kb3

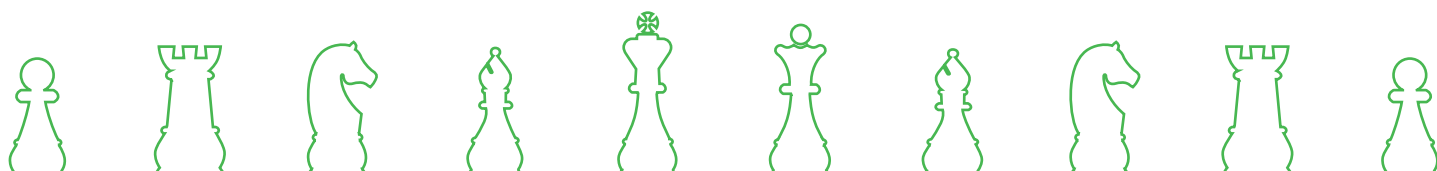
Qa7

Rh6

Bd3

Nf2

G4 (remember the Pawn doesn't have a letter)

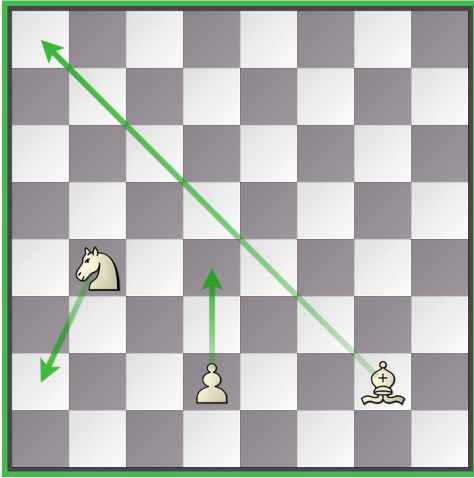


WRITE DOWN THE MOVE

Write down the moves indicated by the arrows.

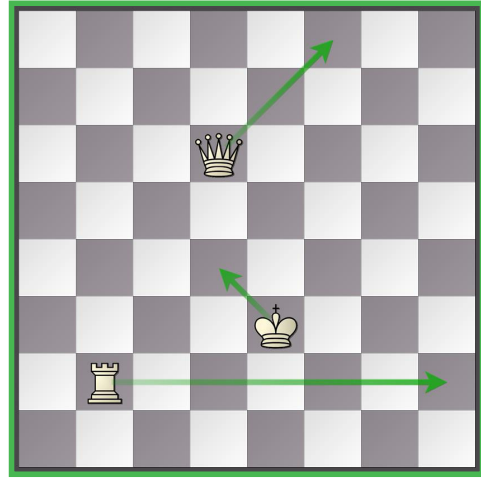
The first one has been done for you.

Q1.

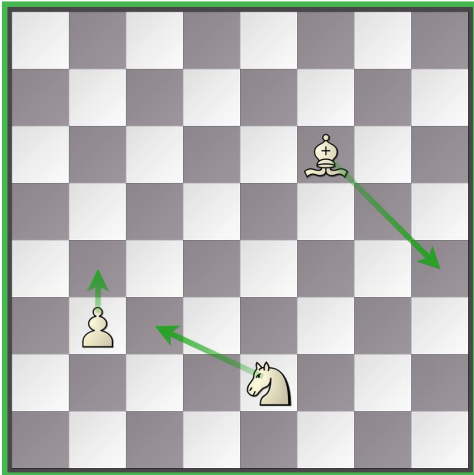


Na2
Ba8
d4

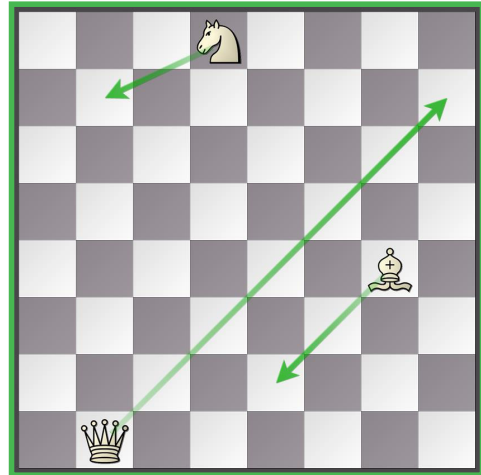
Q2.



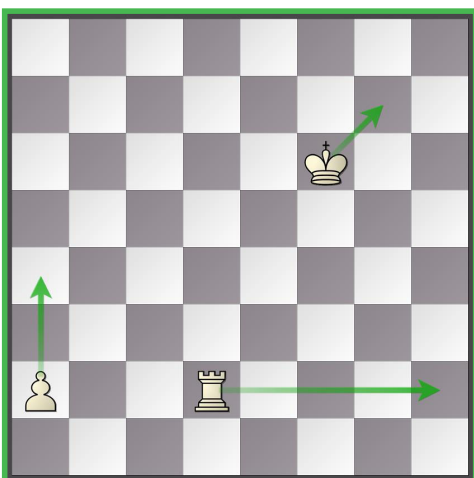
Q3.



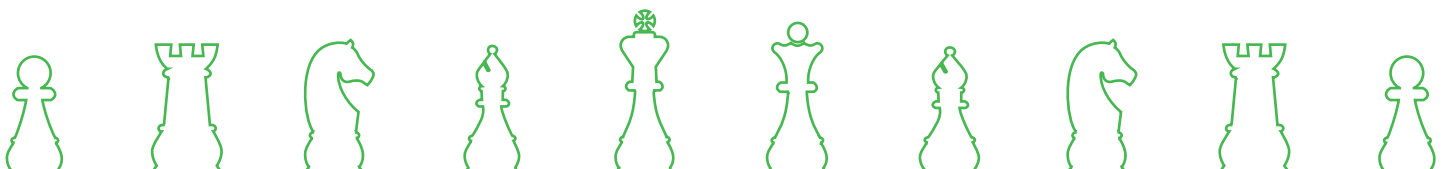
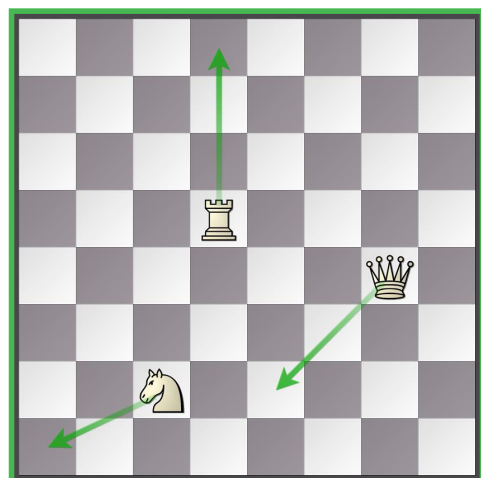
Q4.



Q5.



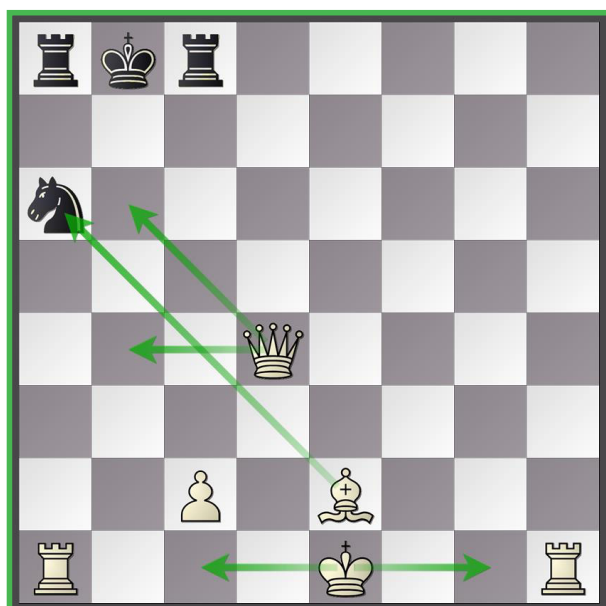
Q6.



SPECIAL SYMBOLS

We use special symbols to represent capturing, castling, checking and checkmate.

Symbol	Definition	Example	Meaning
x	Captures	Bxa6	Bishop takes the pieces on a6
+	Check	Qb4+	Queen moves to b4 and checks the King
#	Checkmate	Qb6#	Queen moves to b6 and checkmates
0-0	Castle Kingside	0-0	Player castles Kingside
0-0-0	Castle Queenside	0-0-0	Player castles Queenside



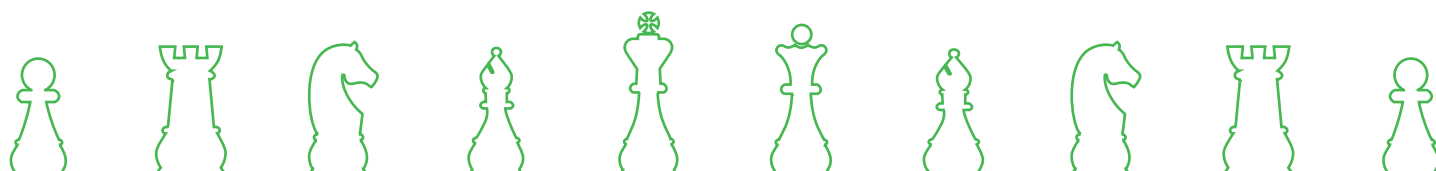
Bxa6

Qb4+

Qb6#

0-0

0-0-0



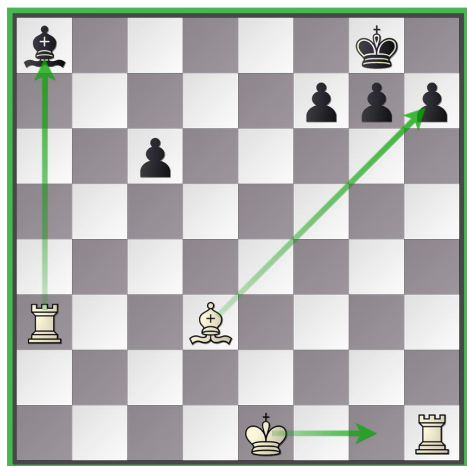
WRITE DOWN THE MOVE

Write down the moves indicated by the arrows – using special symbols if necessary.

Hint: Sometimes more than one special symbol is required.

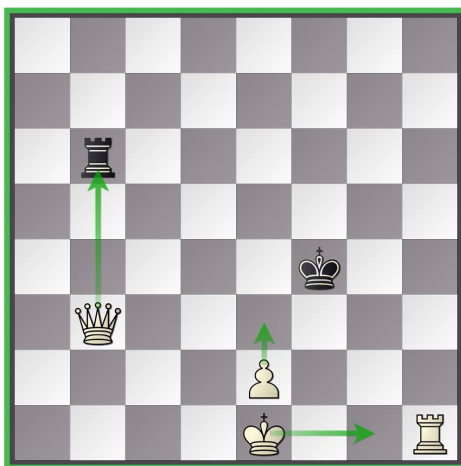
The first one has been done for you.

Q1.

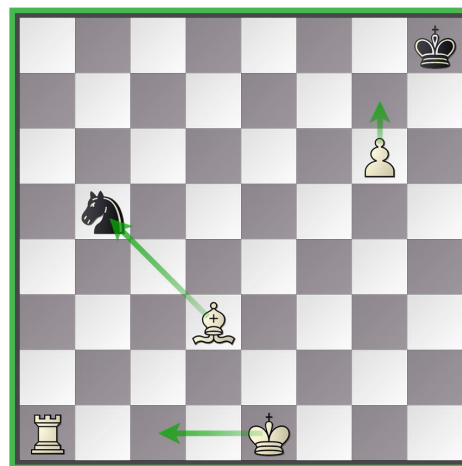


Rxa8# Bxh7+ 0-0

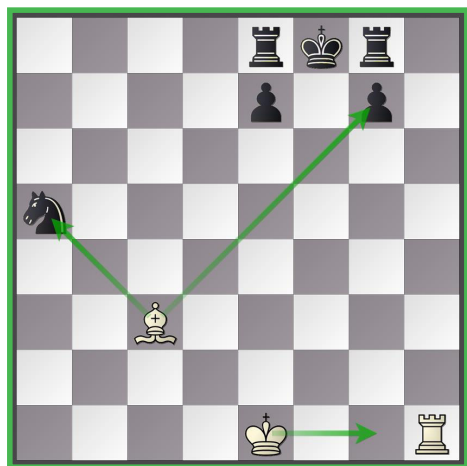
Q2.



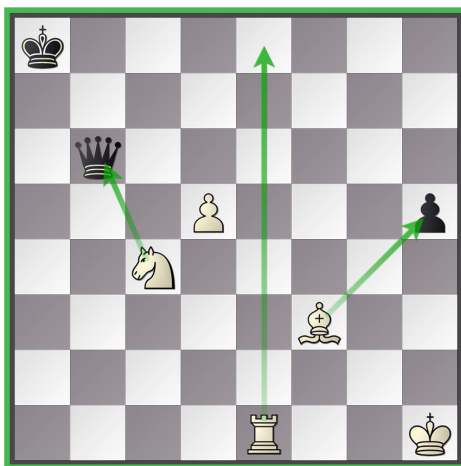
Q3.



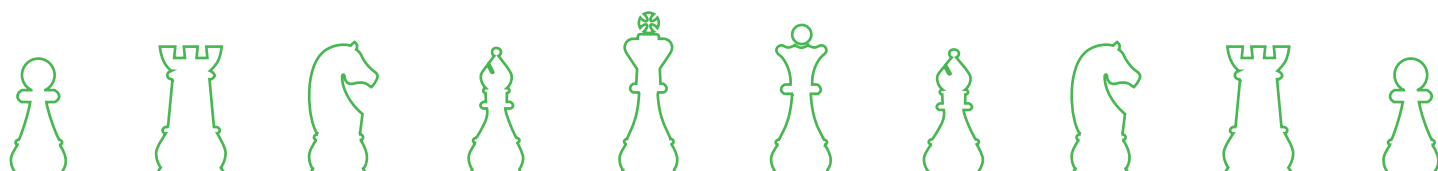
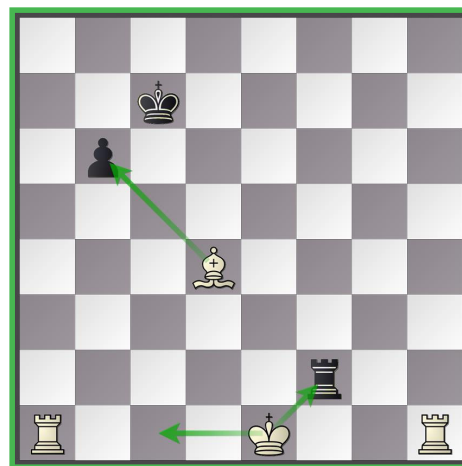
Q4.



Q5.



Q6.



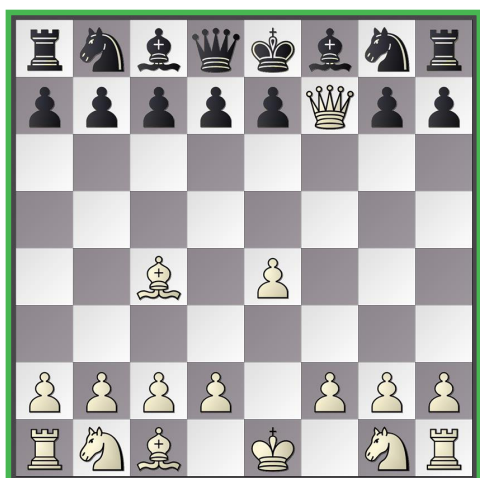
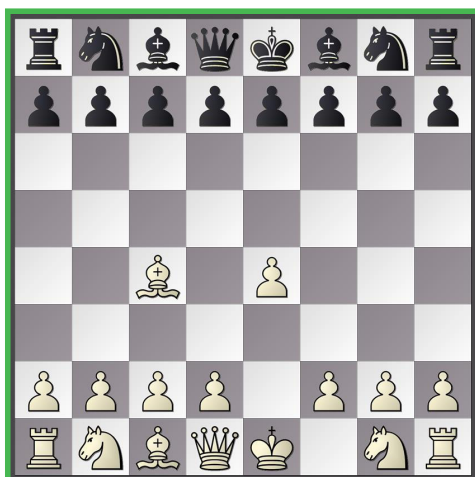
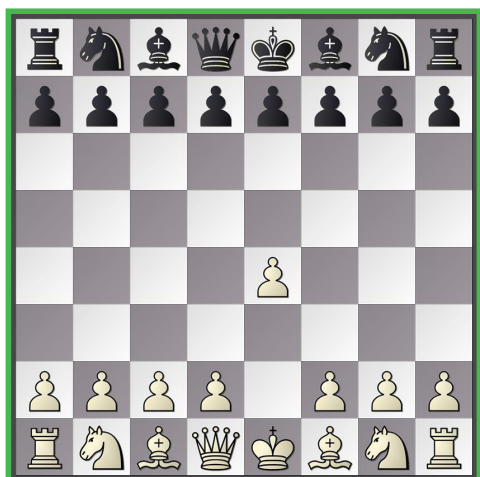
SCHOLAR'S MATE

In games between beginners Scholar's Mate is an often deadly attack where checkmate can be delivered in just four moves.

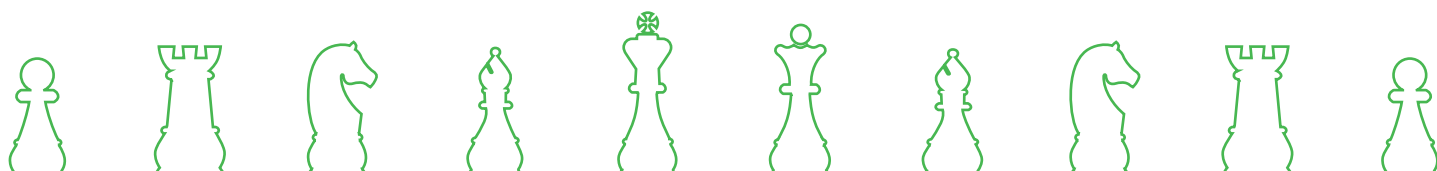


In the starting position there is a Pawn next to the King that is only defended by the King (the f7 Pawn highlighted). If we could use a two-fold attack to capture that Pawn with our Queen it would be checkmate.

Can you see a way to carry out a two-fold attack on the f7 Pawn in just 4 moves?



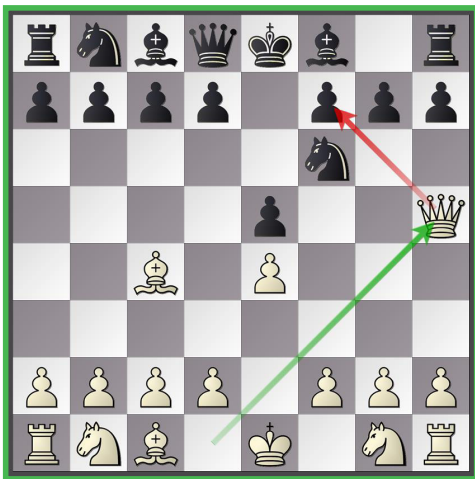
- 1) The Pawn move frees up the Bishop and Queen
- 2) First the Bishop attacks f7
- 3) Then the Queen attacks f7
- 4) Finally white completes the two-fold attack and delivers checkmate



DEFENDING SCHOLAR'S MATE

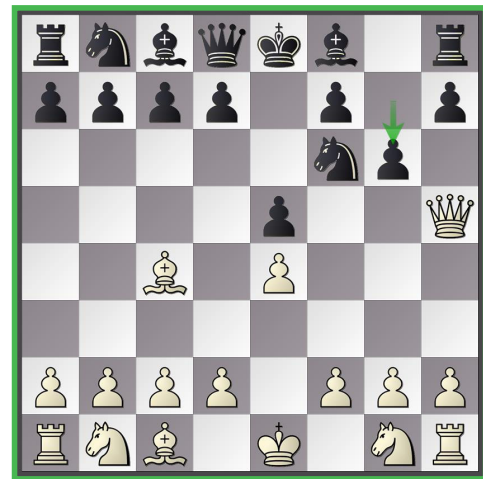
Scholar's Mate is actually quite easy to defend against so long as you are on your guard and concentrating! Remember the main ways of defending against mate.

1. **Capture** – always check this one first !
2. **Run Away** – this normally doesn't work very well against Scholar's mate
3. **Block** – this can work (but be careful about forks)
4. **Protect** – protecting with the Queen normally works well against Scholar's Mate



White has just played the Queen out to h5 threatening Qxf7 checkmate. Lets look at some of black's options

BLOCK



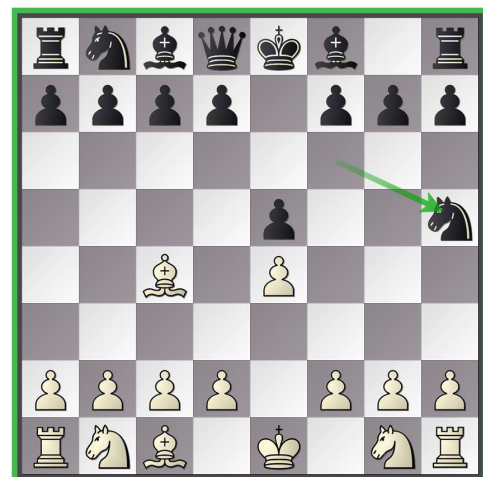
The Pawn blocks the attack on f7 – but now white can take the Pawn on E5

PROTECT

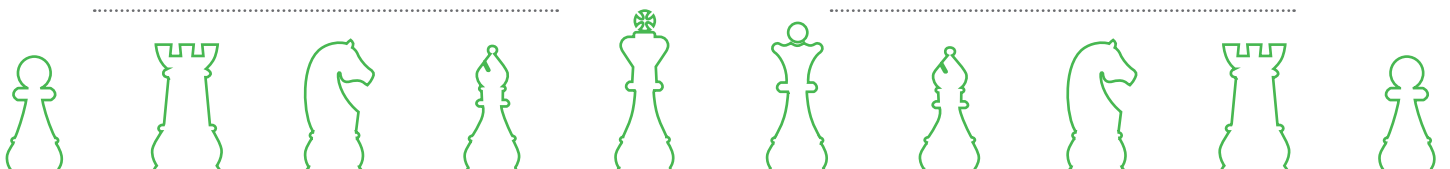


The Queen defends e7. This is OK – but black has an even better move

CAPTURE



Yes! This is the best move – black can simply capture the Queen.



DEFENDING SCHOLAR'S MATE

BAD DEFENCES

Let's look at some of the typical mistakes when defending against Scholar's Mate.

1.



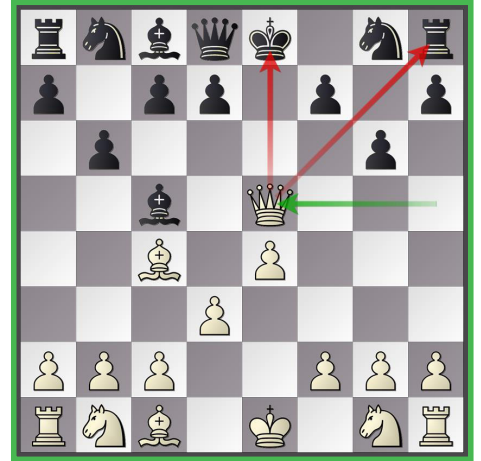
White brings in the Queen to threaten Scholar's Mate

2.



Black blocks with the Pawn and threatens the white Queen. However this is a mistake.

3.



White captures another black Pawn checking the King and attacking the Rook (a "Fork")

1.



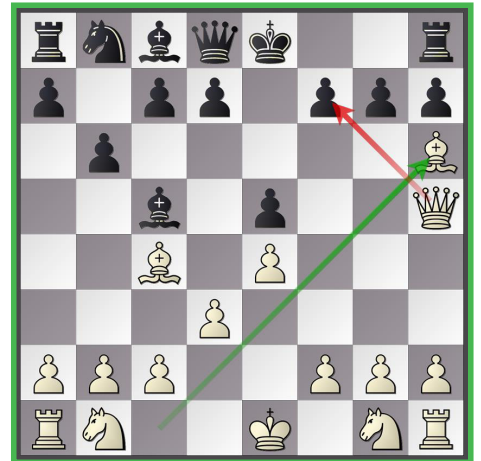
Same threat as above

2.

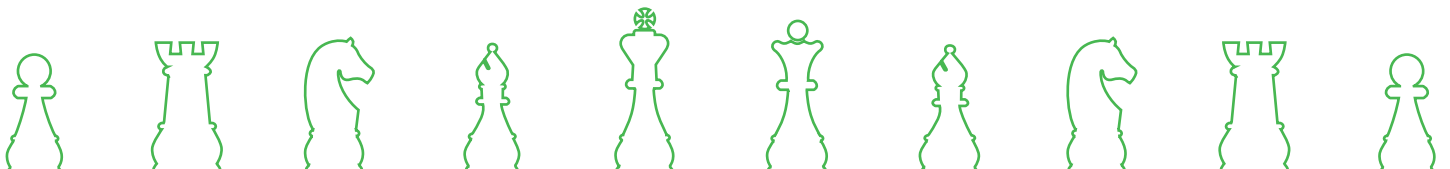


Black brings out the Knight to defend the Pawn. However this is a mistake.

3.



White captures the Knight renewing the threat. Black cannot take back as Qxf7 will be checkmate.



DEFENDING SCHOLAR'S MATE

CONCLUSION

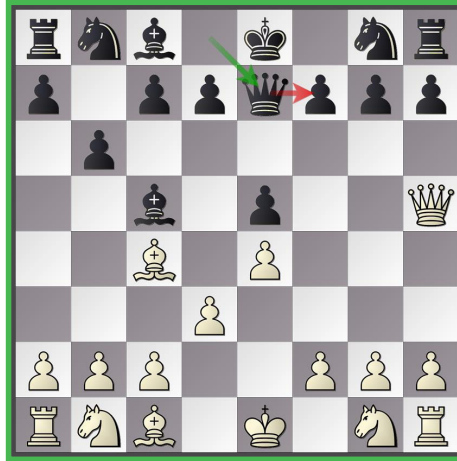
Now we'll look at what Black should have played on the previous page.

1.



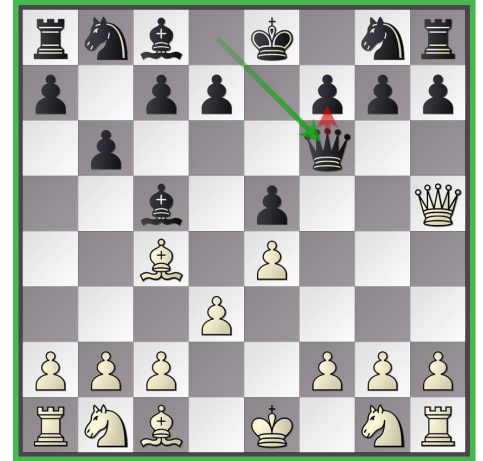
By now we are familiar with this position!

2.



Black protects the Pawn with the Queen. This is a good move.

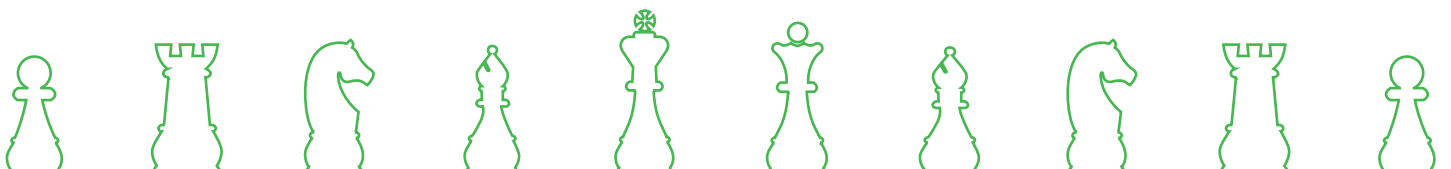
3.



Black protects the Pawn with the Queen from another square – another good move.

REMEMBER:

- Scholar's Mate is a very popular trap – don't become another one of its victims!
- Get into the habit of looking out for your opponent's threats
- Remember the four ways to defend:
 - Capture
 - Block
 - Protect
 - Run Away
- Don't just play the first defence you see – some defences are bad...

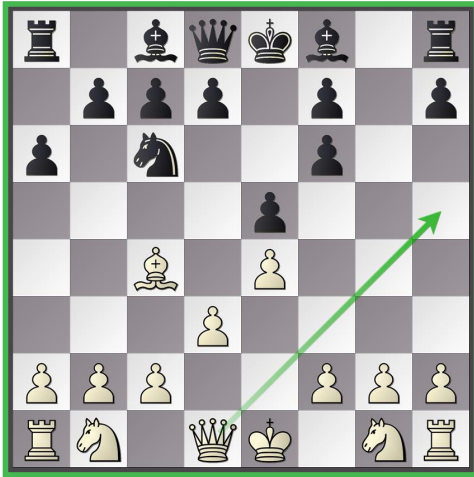


CHECKMATE ON F7

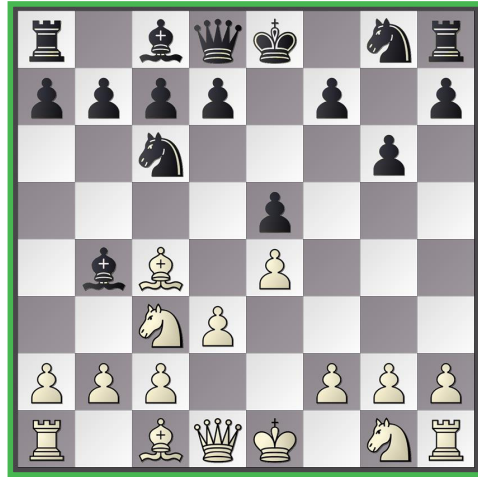
'Threaten' checkmate by attacking f7.

The first one has been done for you.

Q1.



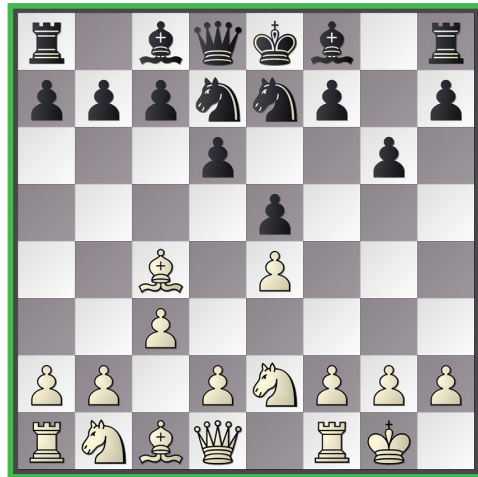
Q2.



Q3.



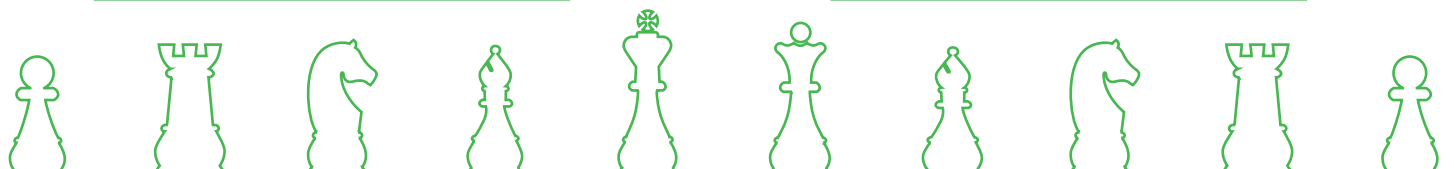
Q4.



Q5.



Q6.

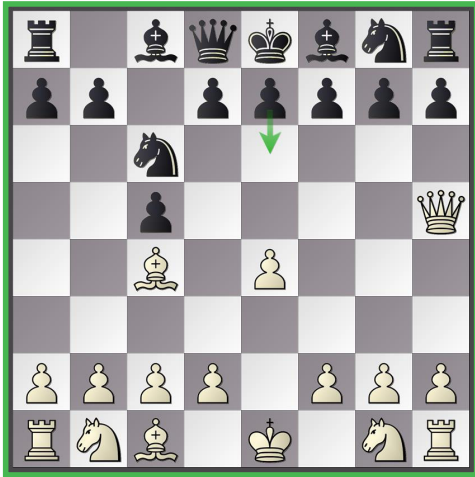


DEFEND SCHOLAR'S MATE

Playing as black, defend against Scholar's Mate using the technique described above the diagram. The first one has been done for you.

BLOCK

Q1.



BLOCK

Q2.



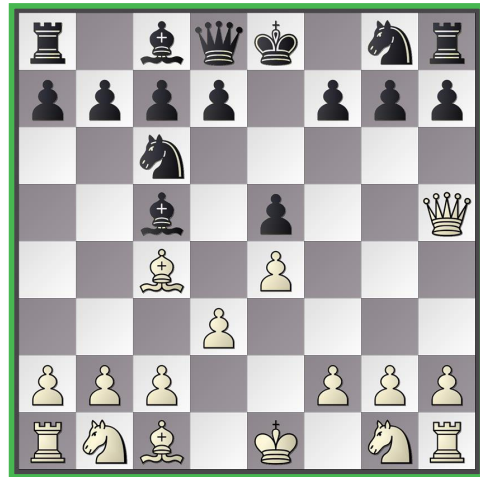
CAPTURE

Q3.



PROTECT

Q4.



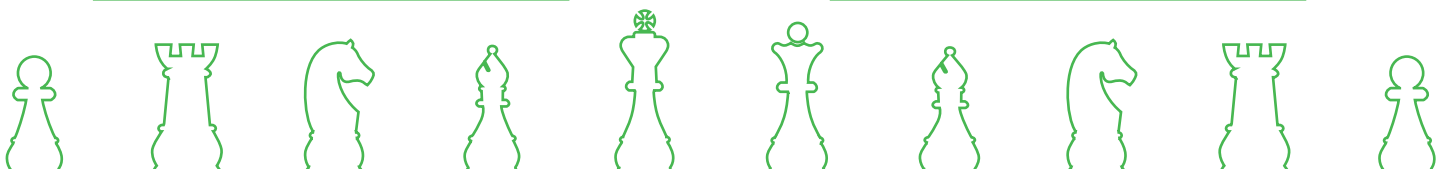
BLOCK

Q5.



CAPTURE

Q6.



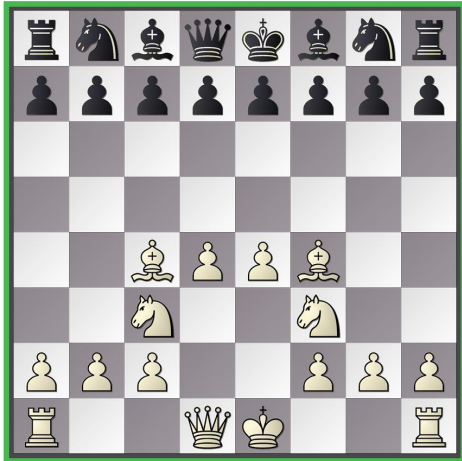
THE OPENING - USEFUL WORDS

PIECES

Normally when we say “pieces” we mean Knights, Bishops, Rooks and Queens. Not the Pawns.

DEVELOPMENT

To “develop” our pieces we need to bring them off the back rank (row) and into the action where they will have targets to attack.

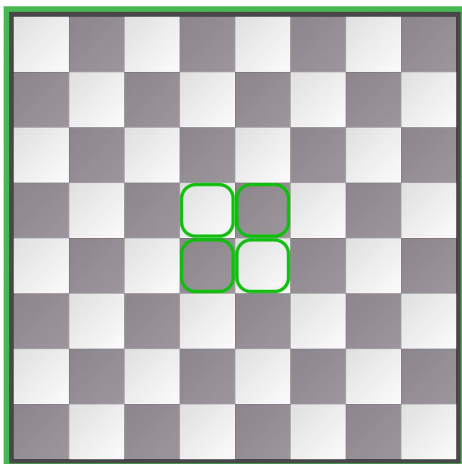


White has developed their pieces

(Knights and Bishops) by bringing them off the back rank (row) and into the action

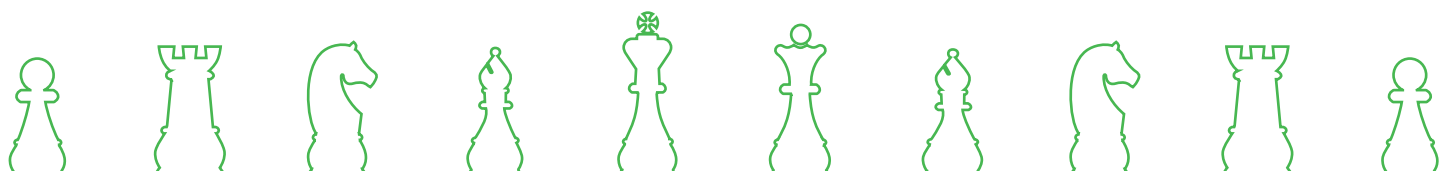
CENTRE

You will often hear about how it is important to control the “Centre” in chess. You might not understand why until later but trust us for now!



The centre squares (d4, e4, d5, e5).

It is usually a good idea to try and put a Pawn on a centre square in the opening.



THE OPENING

In chess we say there are three main stages to a game:

- 1) The Opening
- 2) The Middle Game
- 3) The End Game

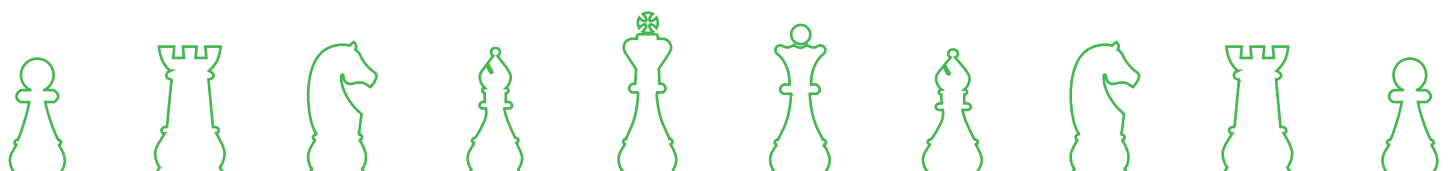


In this lesson we are going to focus on **The Opening**.

The Opening is the beginning of the game – the stage where both players are bringing their pieces into action. It is important to play the opening well and this will set us up nicely for the rest of the game.

We have four main missions in the opening.

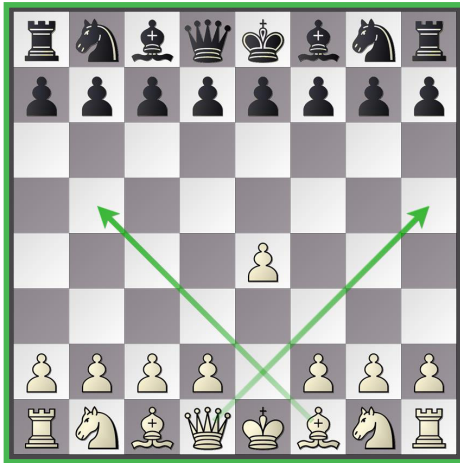
- 1) Get some control of the Central squares
- 2) Activate our pieces
- 3) Get our King safe
- 4) Watch out for tricks and traps



THE OPENING - CONTROL OF THE CENTRE

In the Opening it is a good idea to have good control of the centre.

A good first move is to move a centre Pawn forward two squares.

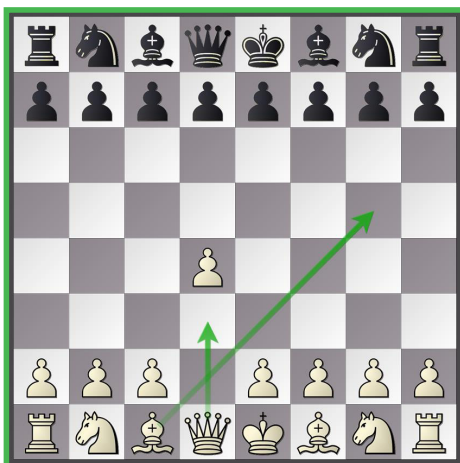


1.e4 is a great first move.

In fact it is the most popular move even amongst Grandmasters.

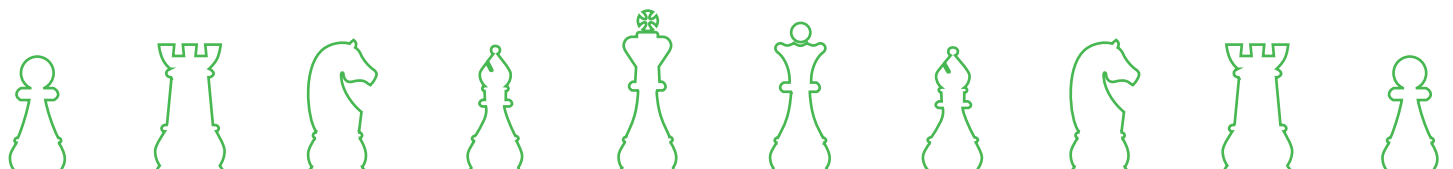
ADVANTAGES

- Controls the centre
- Allows the Bishop to “Develop”
- Allows the Queen to “Develop”



1.d4 is another very good move.

The 2nd most popular.



THE OPENING - ACTIVATE OUR PIECES

In the Opening it is a good idea to develop all of our pieces – particularly our Knights and Bishops.

Chess is a team game – your pieces are all part of the same team and to be successful they all need to take part.

Try and bring all of your pieces (not Pawns) into the action.



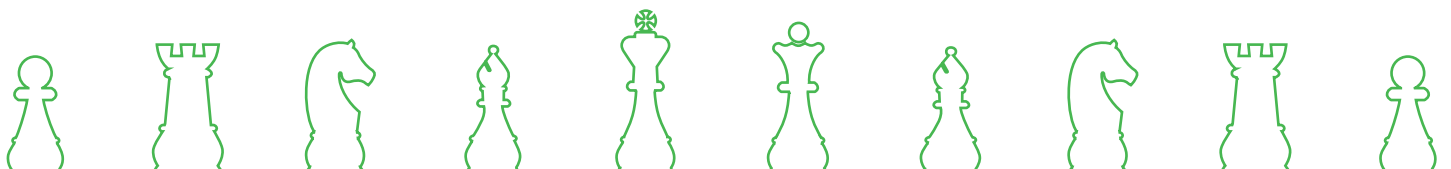
White has brought all of their pieces into the action.

Black on the other hand has been moving the Queen and Bishop around too much.

White has much better chances to win because all of the pieces are working together.

MORE TIPS

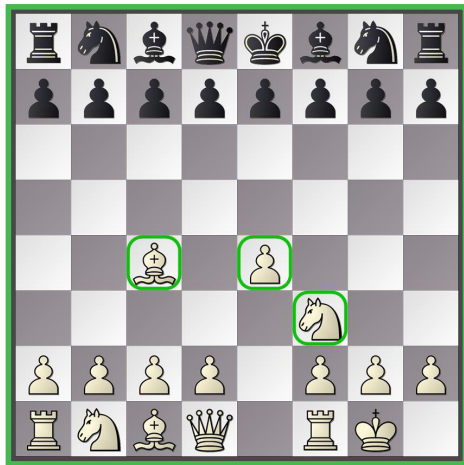
- Try not to move the same piece twice
- Better to move a piece which hasn't "developed" yet than one that has already moved.
- If in doubt about what to do: check to see if you have a piece which has yet to be brought into the game



THE OPENING - GET KING TO SAFETY

The best way to get the King safe in the opening is to castle.

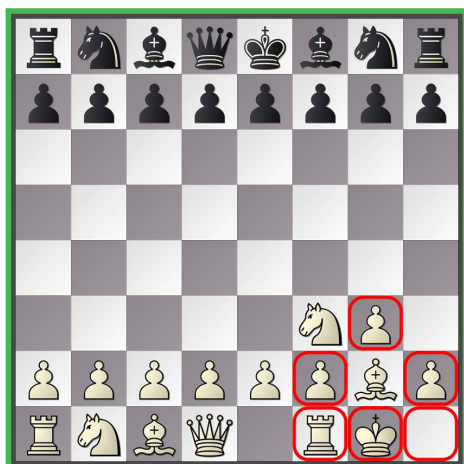
We have already looked at one way to castle quickly.



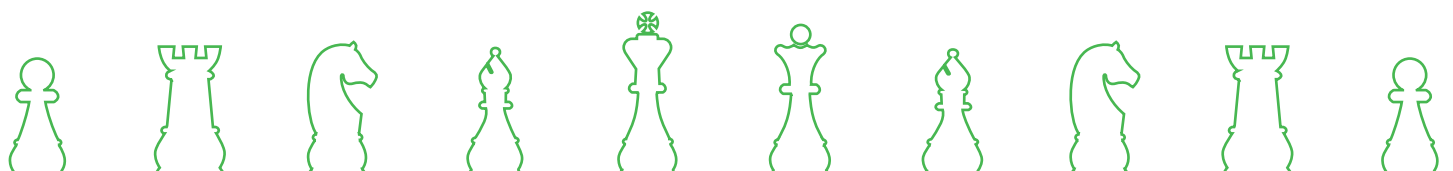
1. King Pawn forward two squares
2. Bring out the Knight
3. Bring out the Bishop
4. Castle Kingside

BUILDING A HOUSE

Another popular way of developing the kingside pieces and castling is Building a House.



Can you see how white managed to
"Build a House" in four moves?



THE OPENING - PUTTING IT TOGETHER

So we have looked at:

1. Controlling the Centre
2. Developing all of our pieces
3. Getting castled

If we can put all of these together we will get a good position.

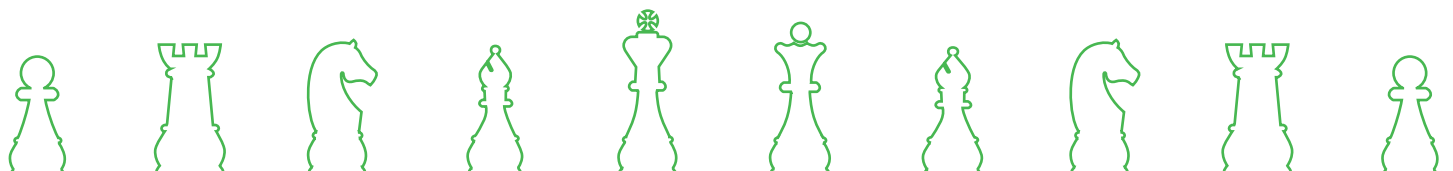
There is no such thing as the perfect position in chess but if there was it would look something like this:



The Perfect Position?

Notice how white has:

- Got two Pawns in the centre
- “Developed” both Knights, both Bishops, both Rooks and the Queen
- Castled and got the King to safety



OPENING

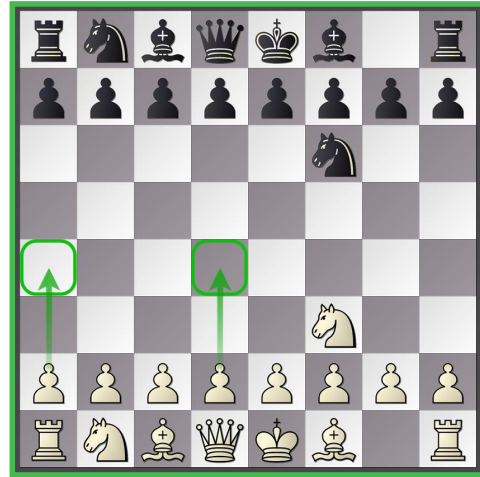
In the following positions two options are shown. Based on what you have learned so far tick the option that you think is best.

The first one is done for you.

Q1.



Q2.



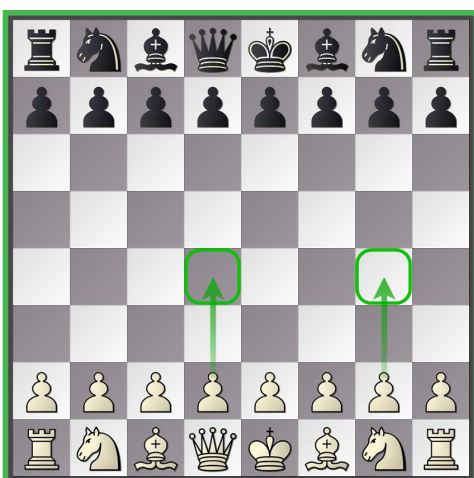
Q3.



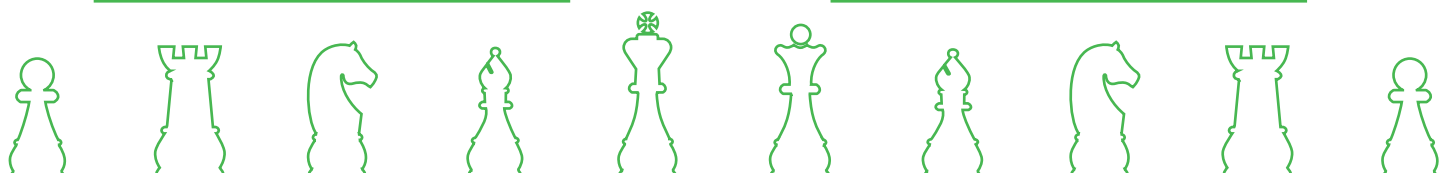
Q4.



Q5.



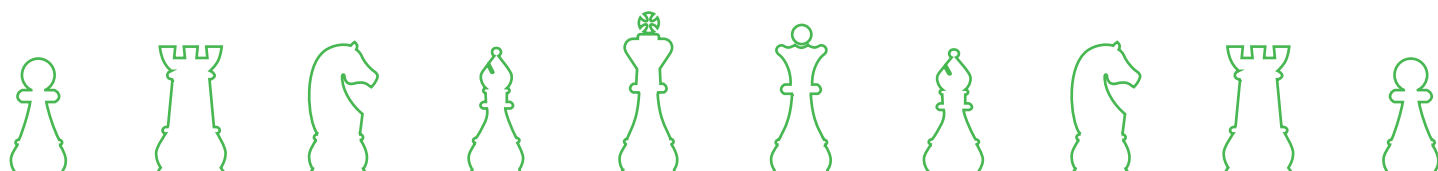
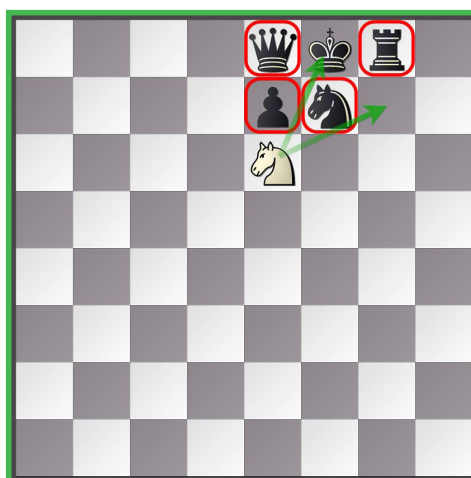
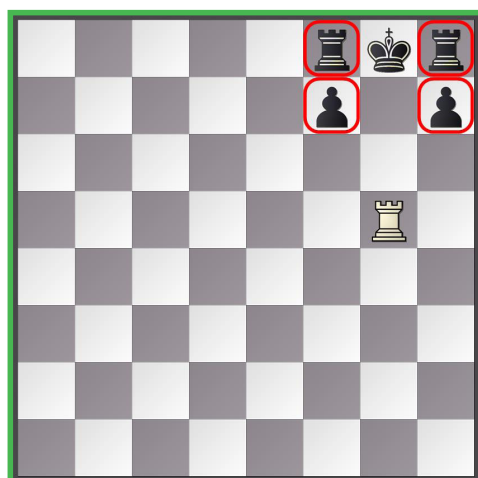
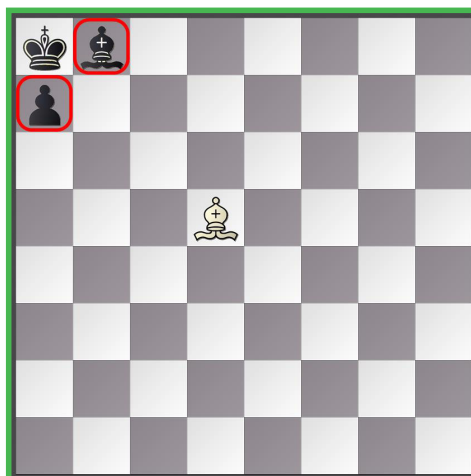
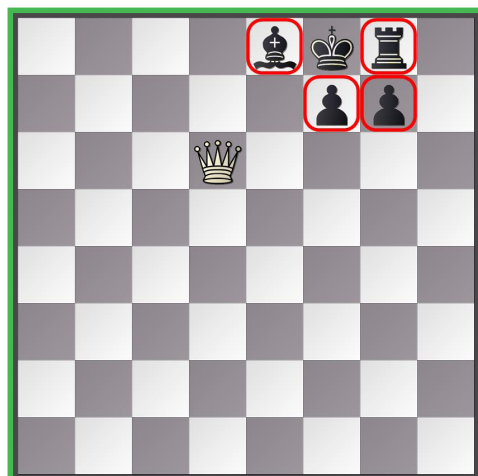
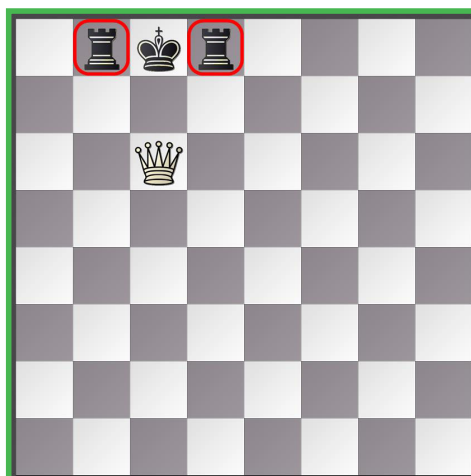
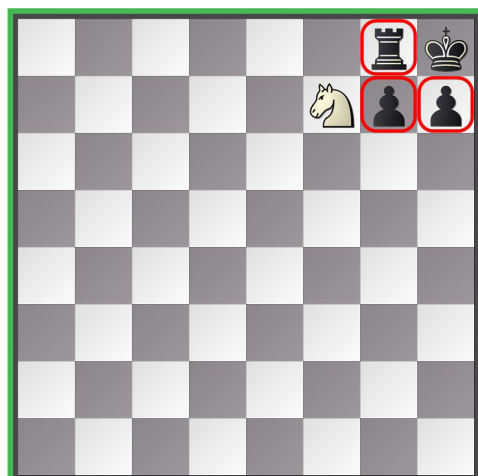
Q6.



CHECKMATE - BLOCKED IN

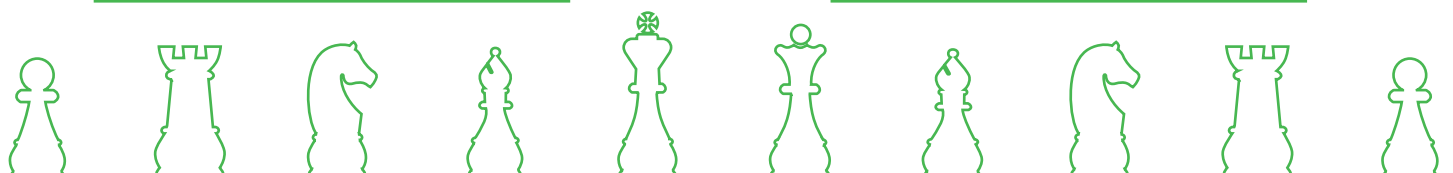
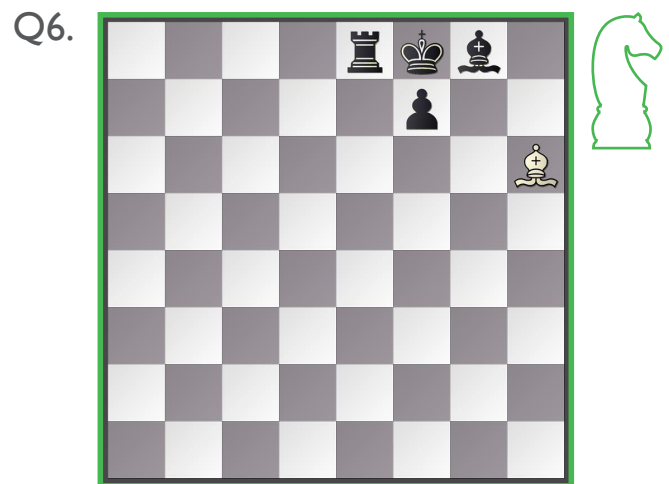
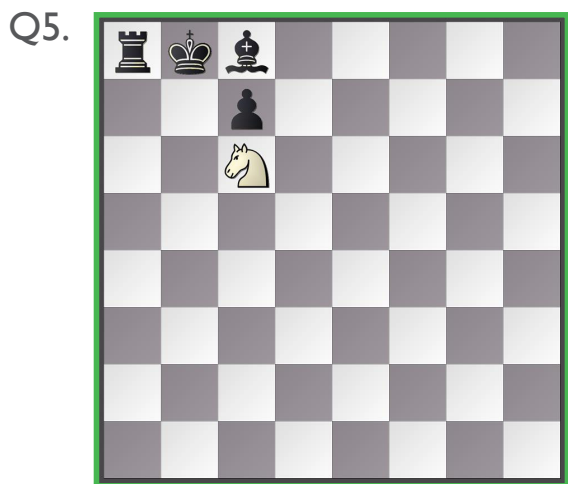
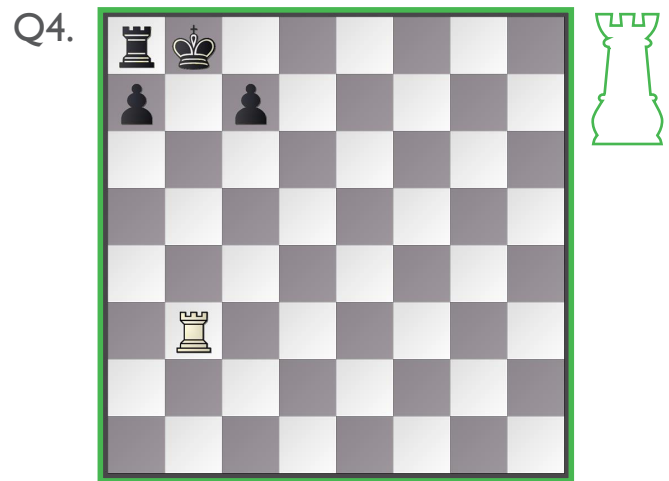
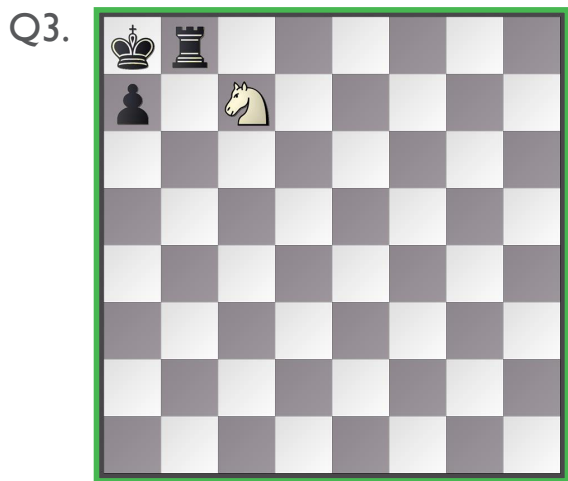
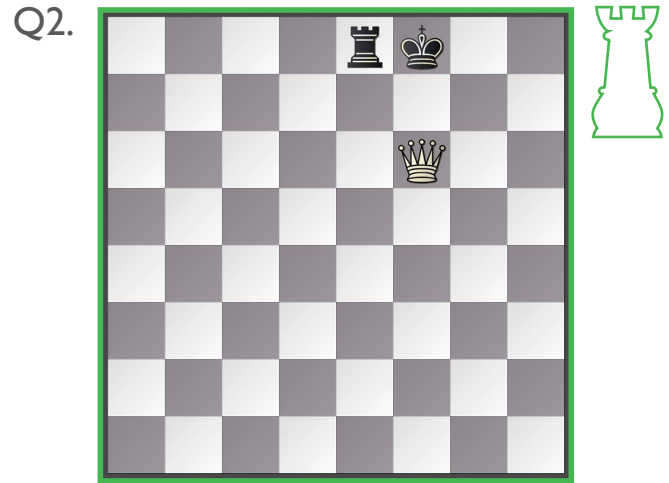
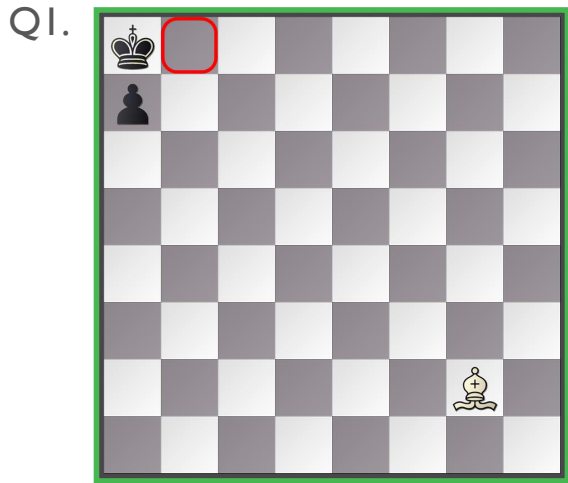
Sometimes it is possible to deliver checkmate using just one of your own pieces because some or all of the enemy King's escape squares have been blocked by his own pieces.

Here are some good examples of a single white piece delivering checkmate to a black King blocked in by his own pieces.



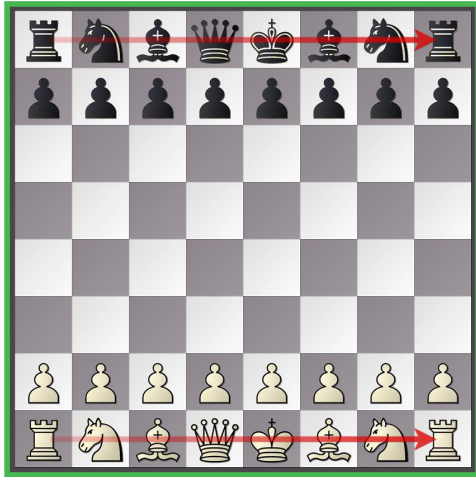
BLOCKED IN

In the following positions mark on the board where you would place the black piece (currently standing off the board in the top right hand corner) to block in the black King so that he is in checkmate. The first one has been done for you.



BACK RANK MATE

The most common form of checkmate where the King is blocked in by his own pieces is called the “Back Rank Mate”. Remember that “Ranks” are rows across the chess board.

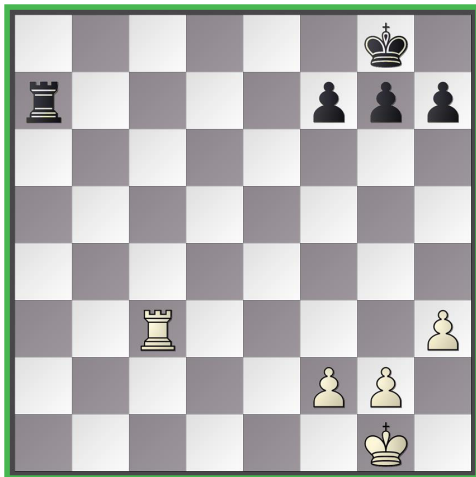


Black’s “Back Rank”

White’s “Back Rank”

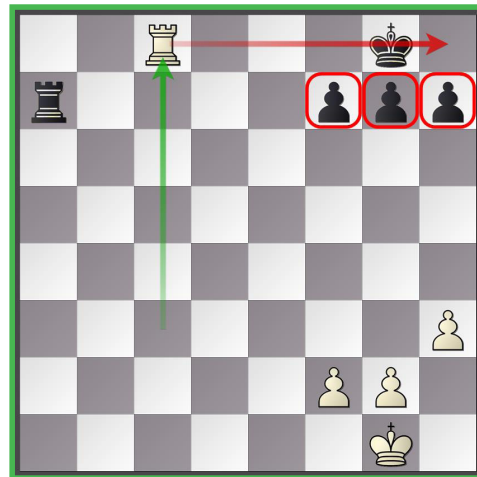
We need to be very careful about our Back Rank as if an enemy Rook or Queen should sweep down it could put us in checkmate.

1.

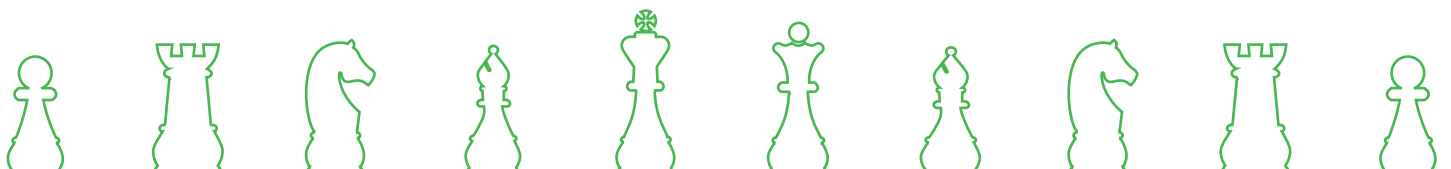


White’s Rook swoops down to black’s “Back Rank” to deliver checkmate.

2.



The black King is blocked in by his own Pawns.



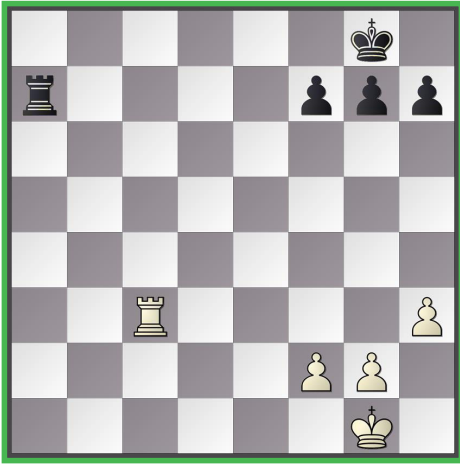
LUFT

“Luft” is the German word for air. In chess we say “Create ‘Luft’ for your King”. Literally – “Create air for your King”.

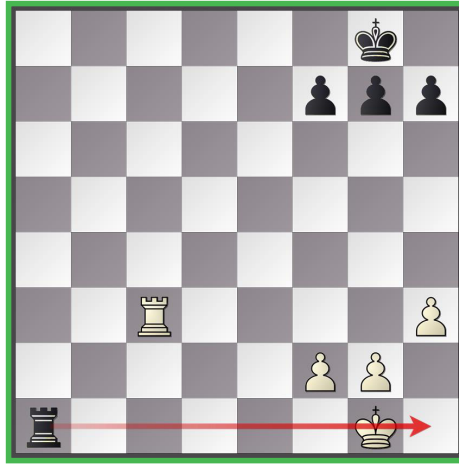
Creating “Luft” is particularly important in defending against Back Rank checkmates.

Let’s look again at the diagram from the last page and imagine it is black to move.

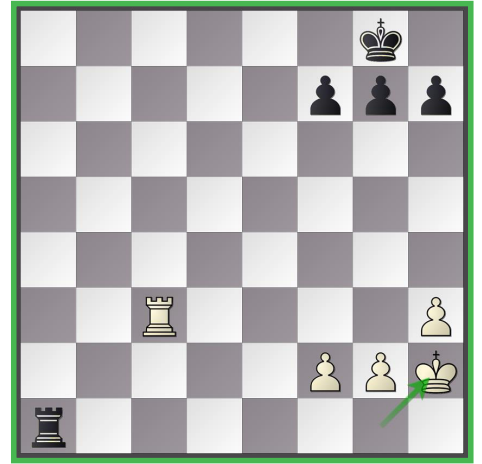
1.



2.



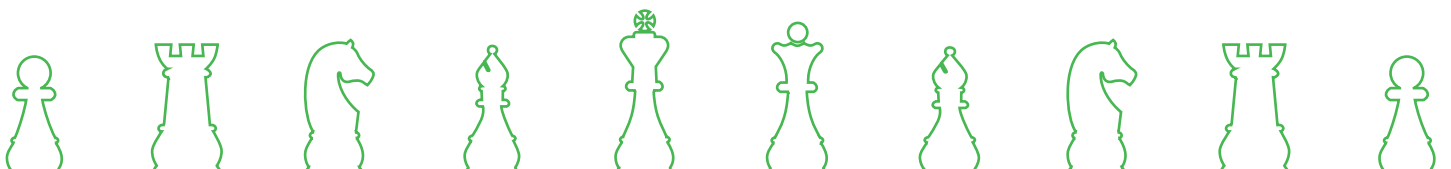
3.



The black Rook swoops down to white’s **Back Rank** – but because white has moved his h-Pawn one square he has created Luft for the King to flee to.

REMEMBER

- Horizontal rows are called ranks
- Your first rank is called your “Back Rank”
- Keep an eye out for Rook or Queen swoops to the Back Rank as they could result in checkmate
- Create “Luft” for your King to avoid being a victim to a “Back Rank Mate”



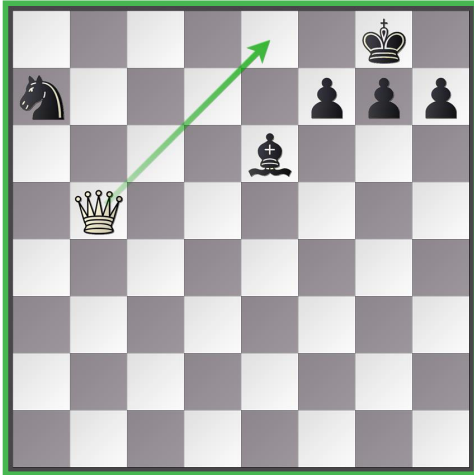
BACK RANK MATE

In the following positions show how the Rook or the Queen can swoop to the back rank to deliver checkmate.

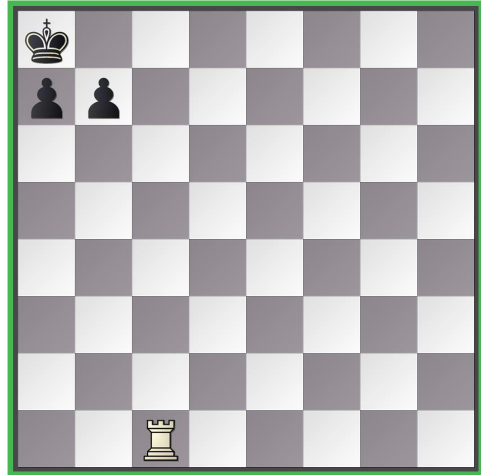
Hint: make sure black cannot block the attack or capture the Attacker.

The first one has been done for you.

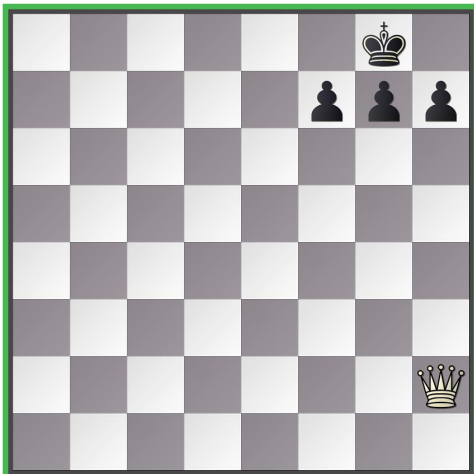
Q1.



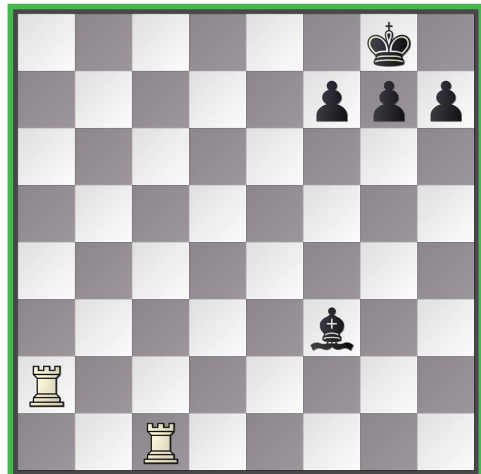
Q2.



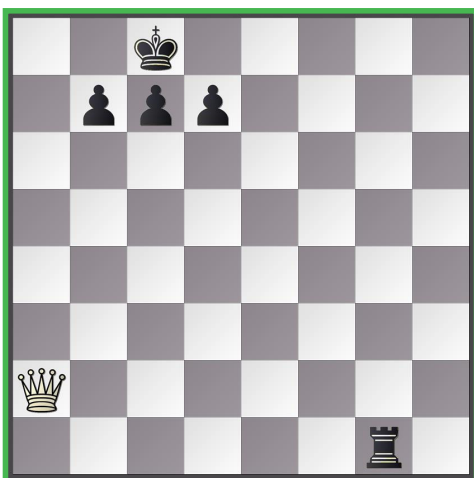
Q3.



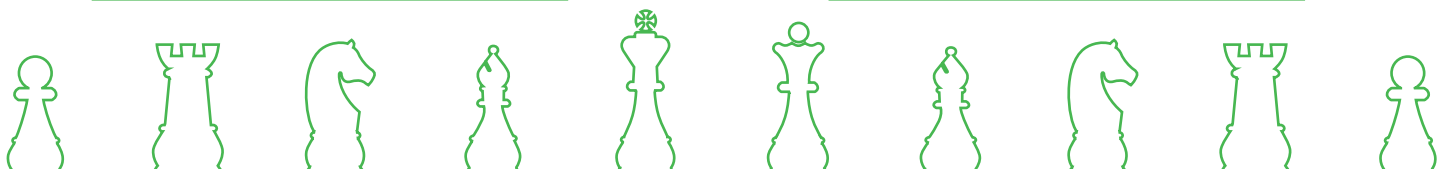
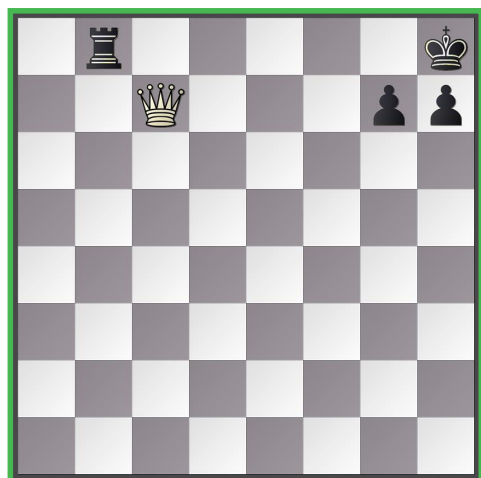
Q4.



Q5.



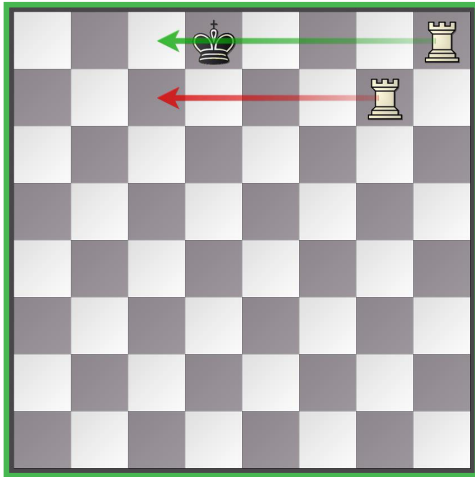
Q6.



LAWN MOWER MATE

If you have ever mown a lawn you may understand that the best way to do so is up and down in straight lines – one row at a time.

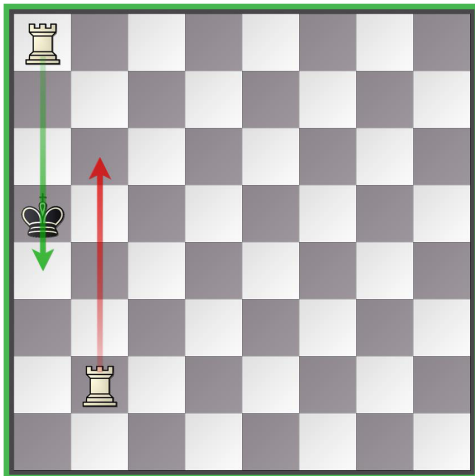
The Lawn Mower Mate is where we use two Rooks (or Rook and a Queen) to push back the enemy King to the side of the board so we can checkmate them. The basic position looks a bit like this:



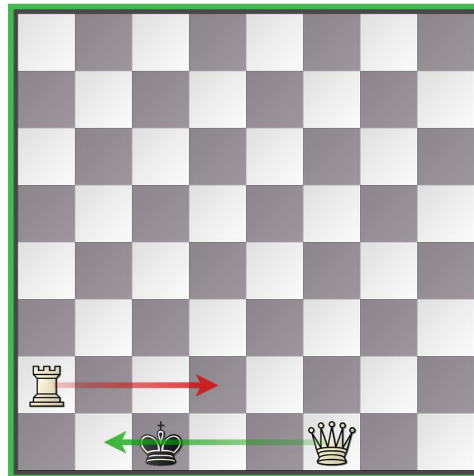
One Rook is the Attacker – checking the Black King. The other Rook is the Guard preventing the King from escaping by moving forward.

Notice how one Rook controls one rank (row) whilst the second Rook controls the other.

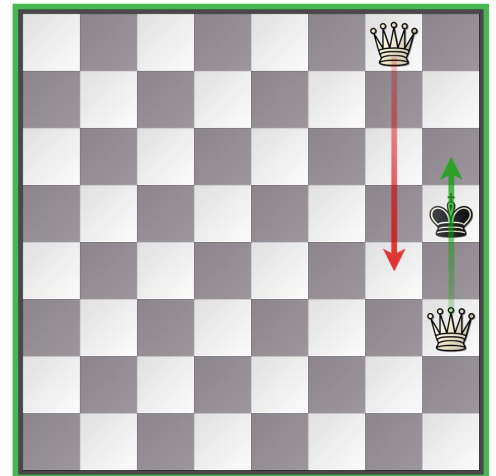
Let's look at some more examples:



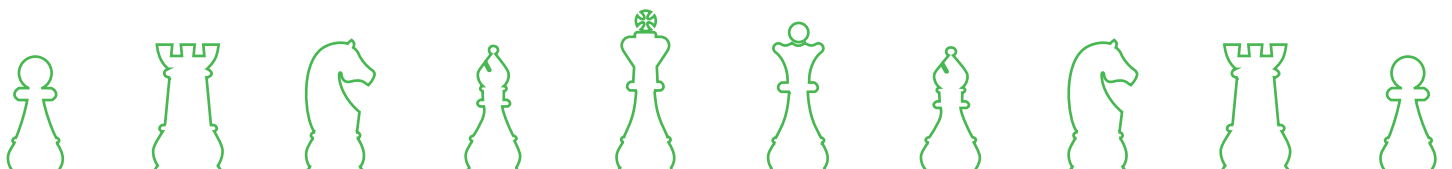
Two Rooks.



Rook and Queen.



Two Queens.

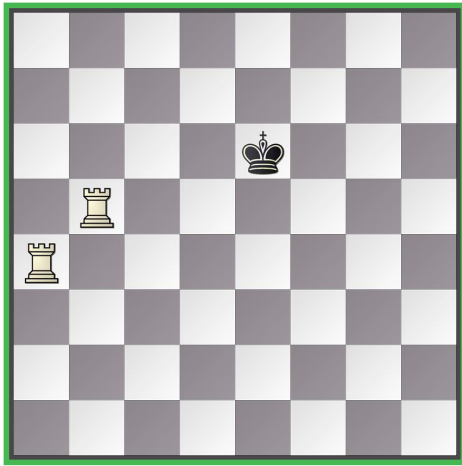


LAWN MOWER MATE

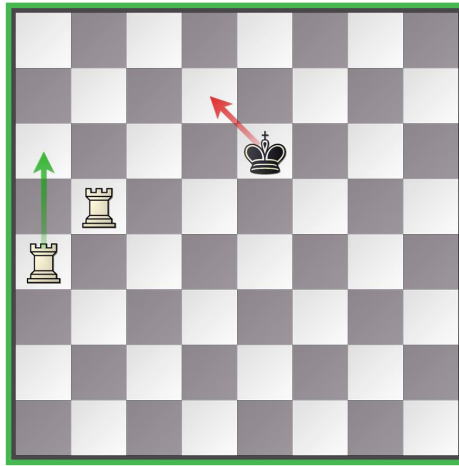
Let's look at how we might use two Rooks to force a lone King to the side of the board so we can force checkmate.

No need to memorise all this but it's good to know the general ideas.

Q1.

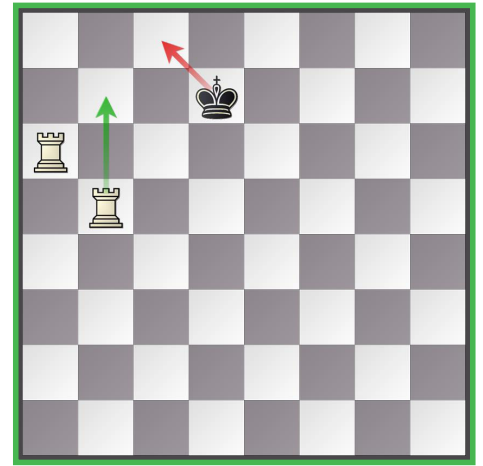


Q2.



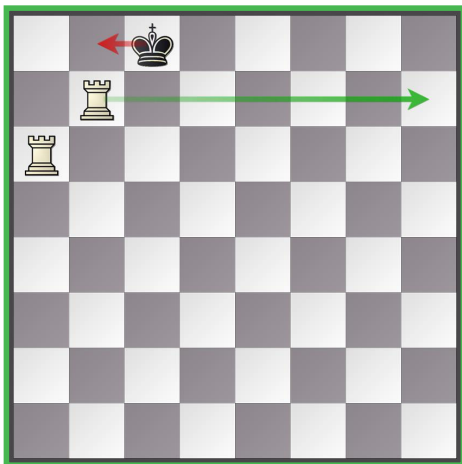
White pushes the black King back.

Q3.



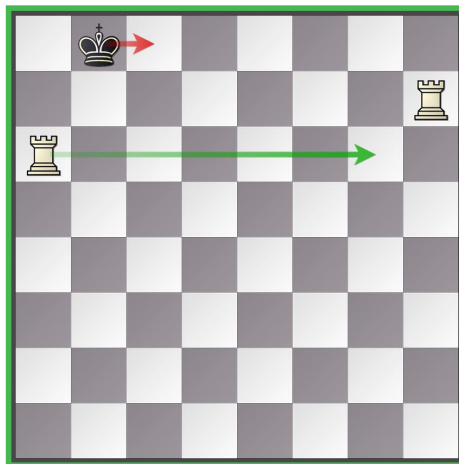
The Rooks swap roles –the Attacker becomes the Guard and vice versa.

Q4.



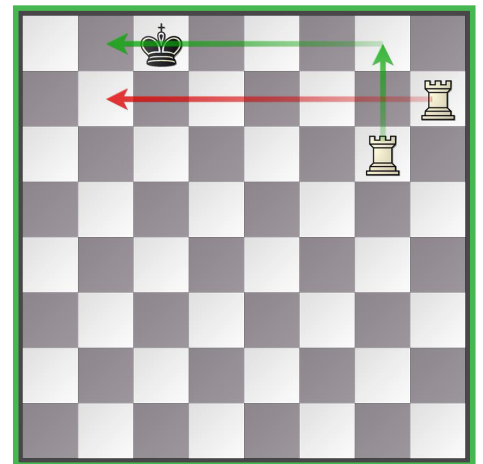
The Rook switches to the other side of the board to keep away from the King.

Q5.

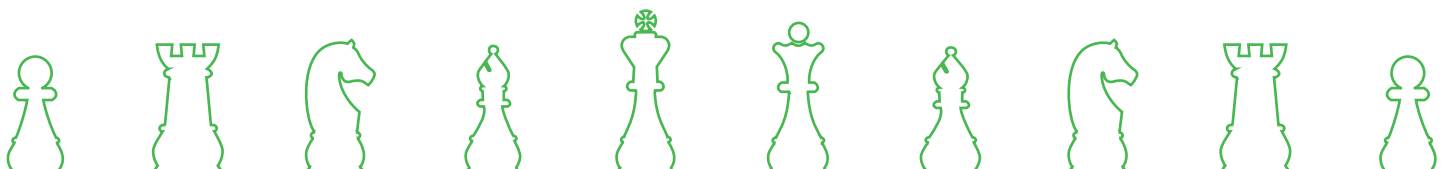


The other Rook now switches.

Q6.

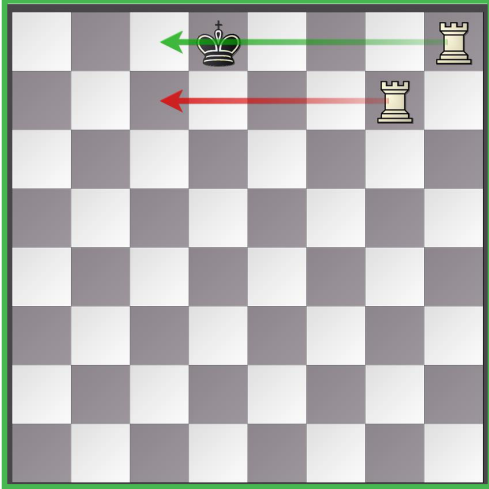


Finally we reach our goal – the Lawn mower checkmate.



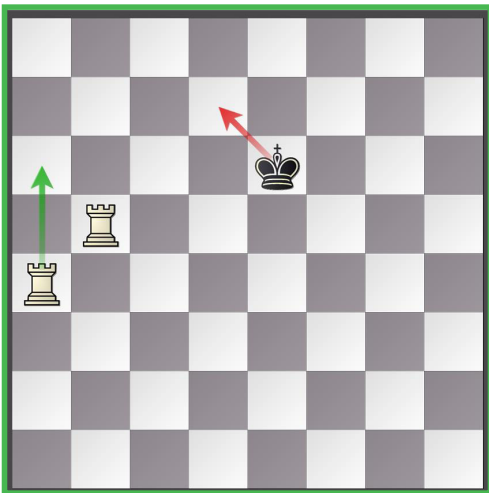
LAWN MOWER MATE

SUMMARY



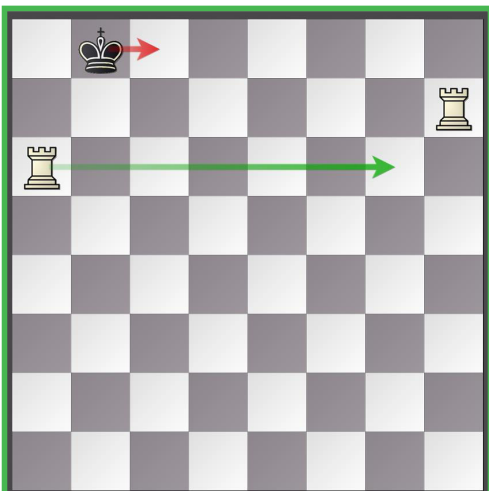
Basic Checkmating position

- King on the side of the board
- One Rook is the Attacker
- One Rook is the Guard



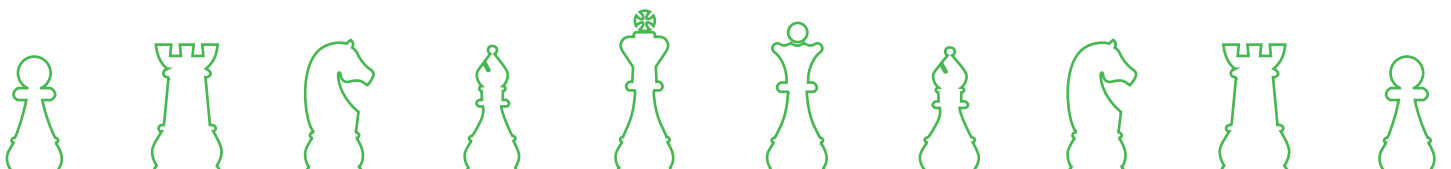
Push the King back

- Push the King back one row at a time (like mowing the lawn)
- The Rooks swap roles – the Attacker becomes the Guard and vice-versa



Use “The Switch”

Sometimes we need to switch to the other side to get away from the King



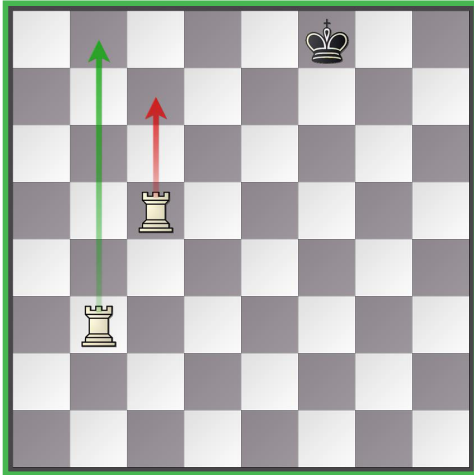
LAWN MOWER MATE

In the following positions show how with two moves in a row you can put black in checkmate.

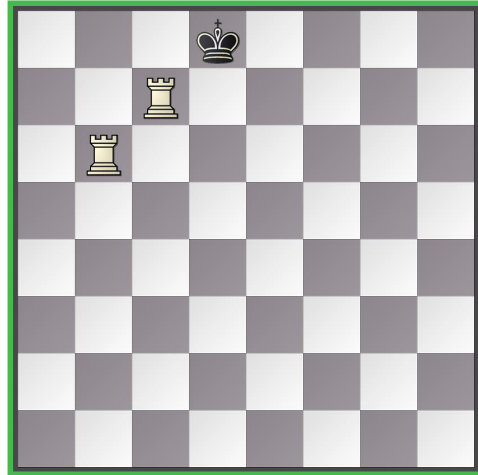
Hint: Sometimes you need to bring in the Guard and sometimes you need to use The Switch.

The first one has been done for you.

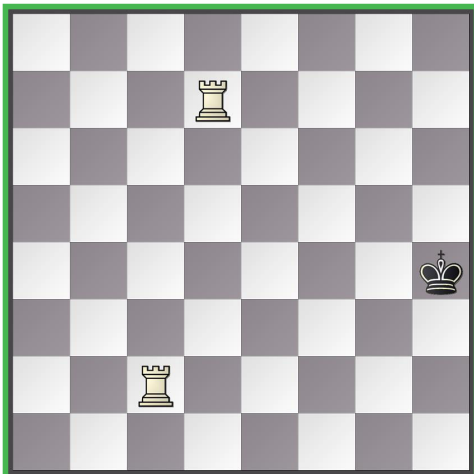
Q1.



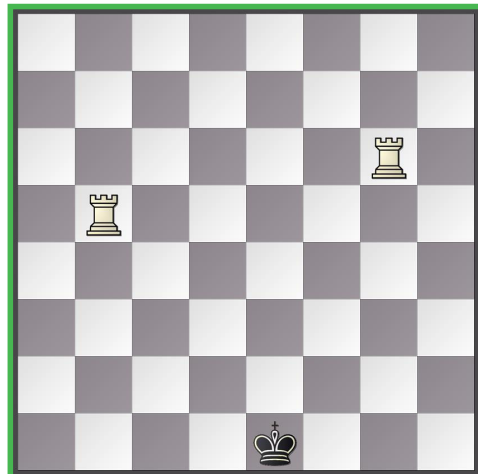
Q2.



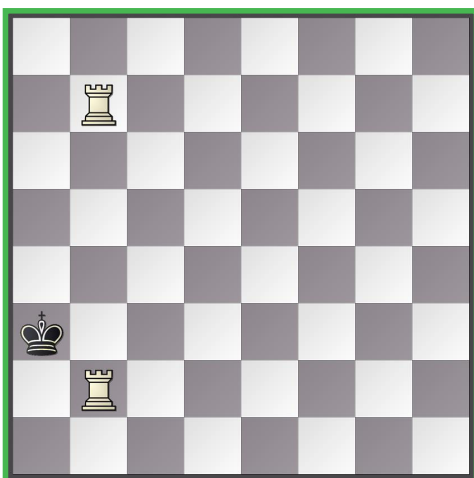
Q3.



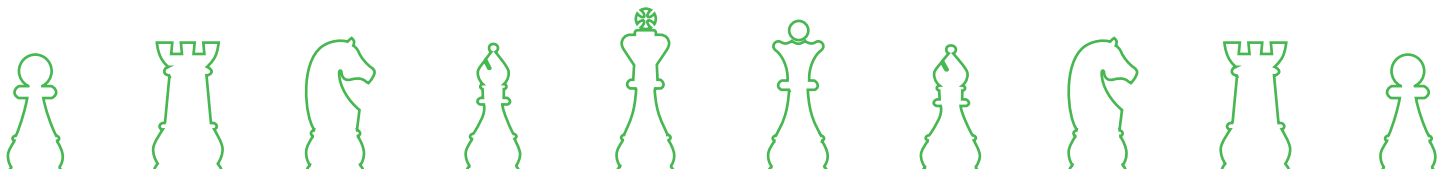
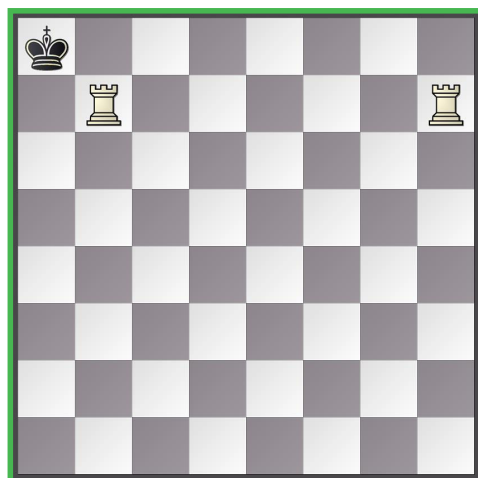
Q4.



Q5.



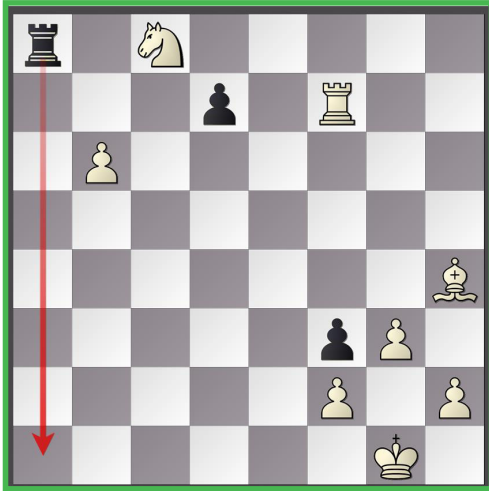
Q6.



DEFEND AGAINST MATE

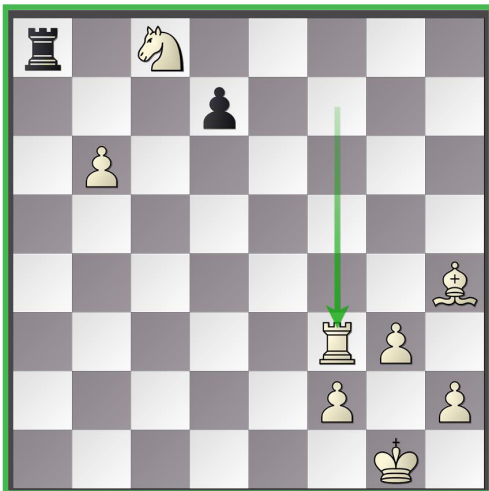
When our opponent is threatening to checkmate us we need to try and defend. We can still use the four methods we looked at earlier.

1. Capture
2. Move away
3. Block
4. Protect



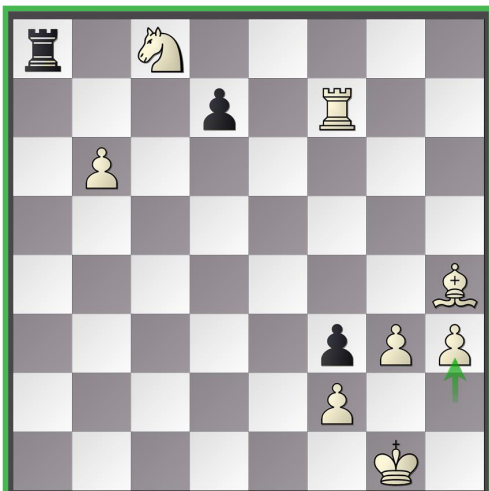
Black is threatening to play Ra1 checkmate.

White can defend using the four defensive techniques



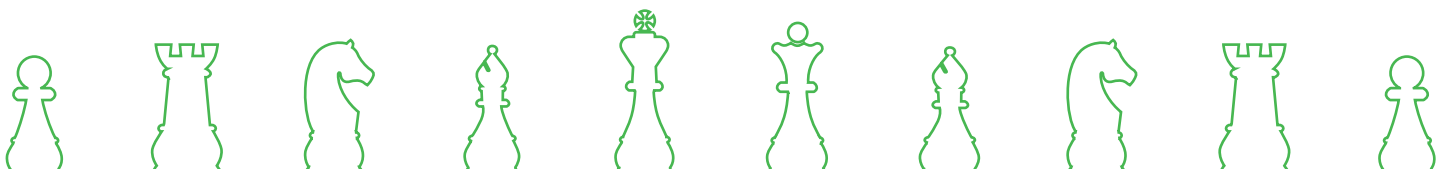
1) Capture

White captures the Pawn so that the g2 square is no longer guarded

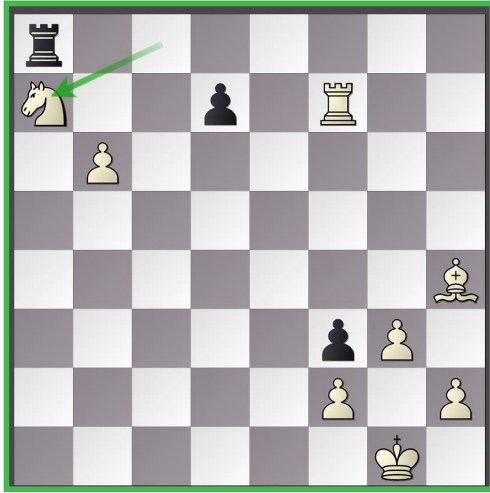


2) Move Away

White moves the Pawn to h3 “creating luft” so that the King can move away to h2

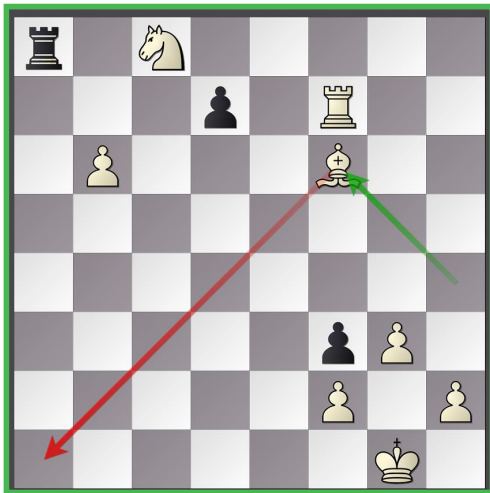


DEFEND AGAINST MATE



3) BLOCK

White moves the Knight to a7 blocking to Rook



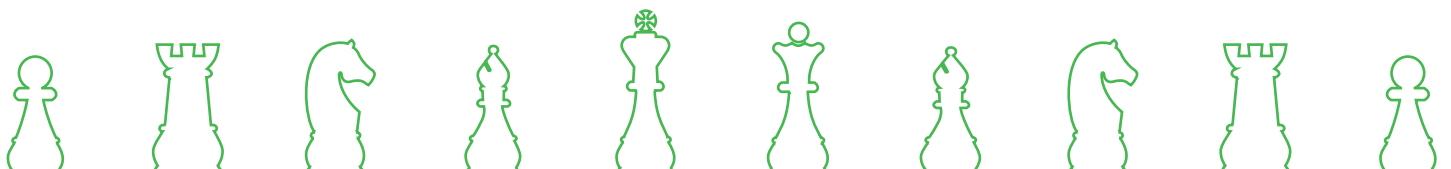
4) PROTECT

White moves the Bishop to f6 protecting the a1 square

REMEMBER

There are different kinds of threats. We can threaten to win material or we can threaten checkmate. The same defensive methods can be used:

1. Capture
2. Move away
3. Block
4. Protect

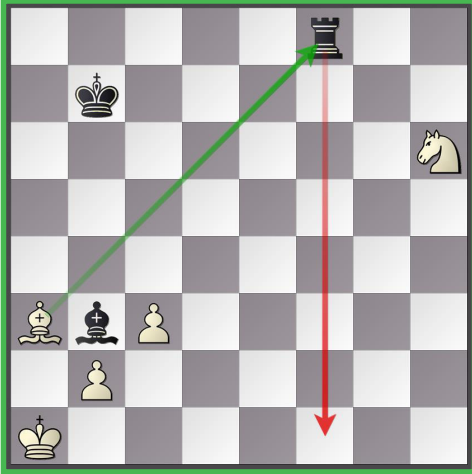


DEFEND AGAINST MATE - CAPTURE

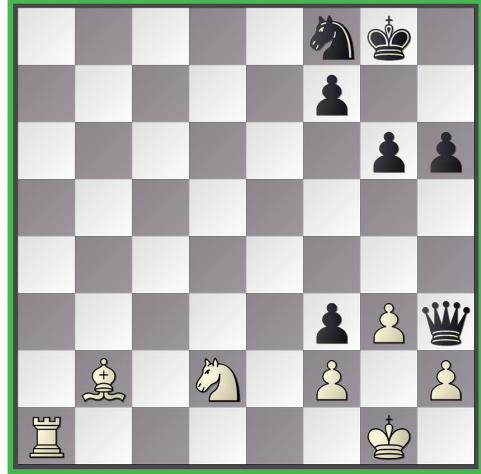
Black is threatening checkmate. Draw this move on the board. Also draw the move showing how white can defend by CAPTURING.

The first one has been done for you.

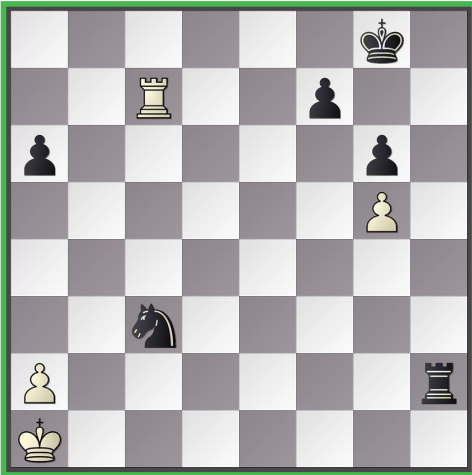
Q1.



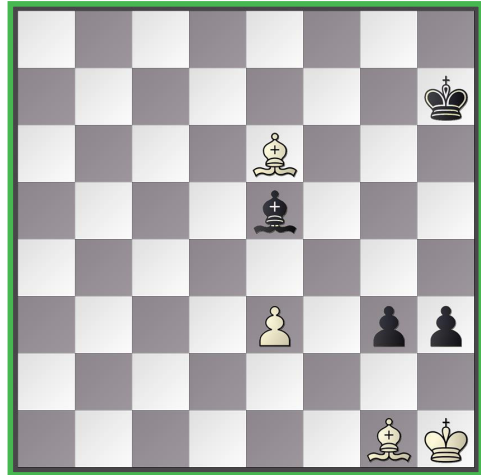
Q2.



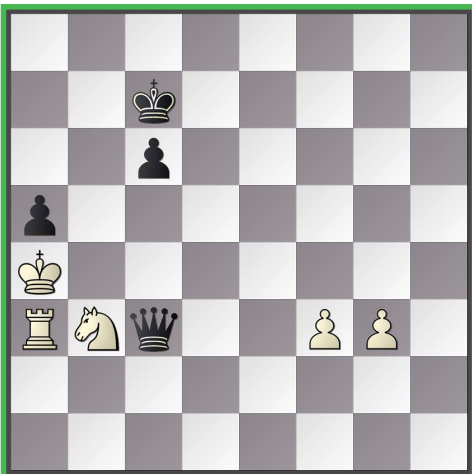
Q3.



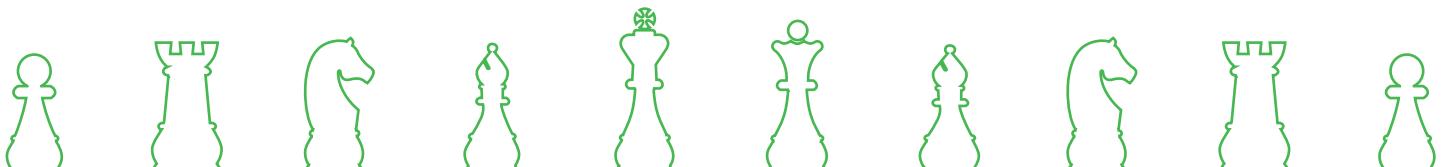
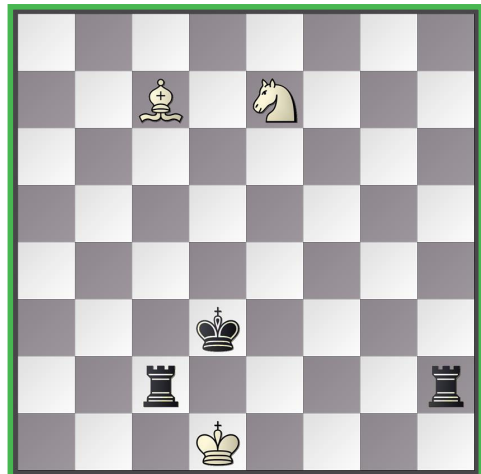
Q4.



Q5.



Q6.



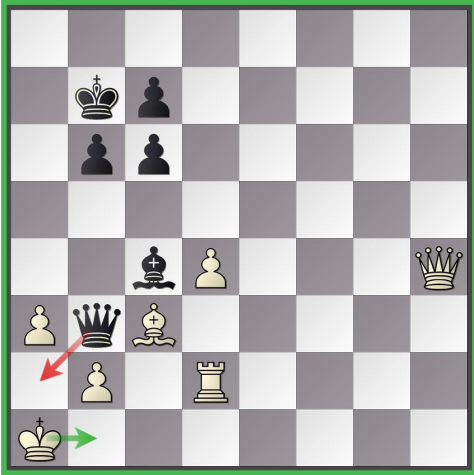
DEFEND AGAINST MATE – MOVE AWAY

Black is threatening checkmate. Draw this move on the board. Also draw the move showing how white can defend by **MOVING AWAY**.

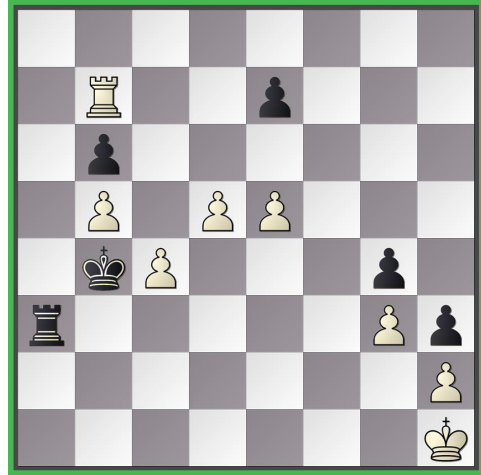
Hint: Sometimes you need to make room for the King by moving another piece.

The first one has been done for you.

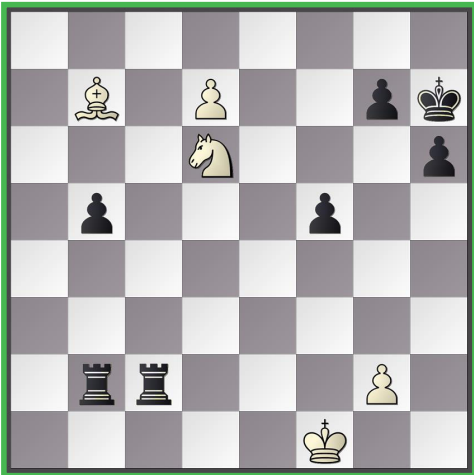
Q1.



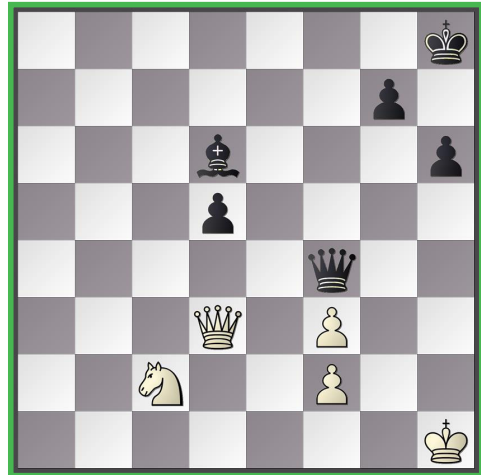
Q2.



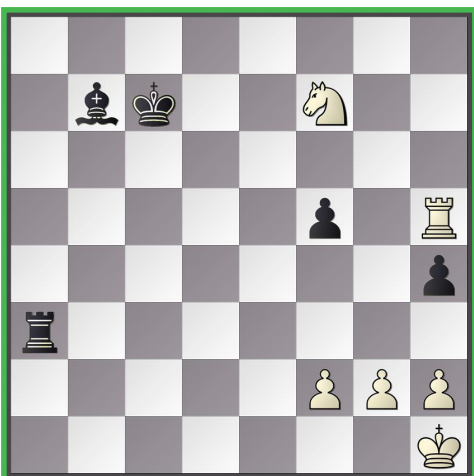
Q3.



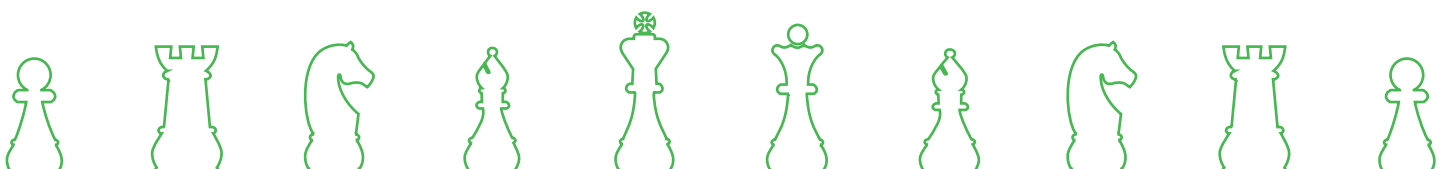
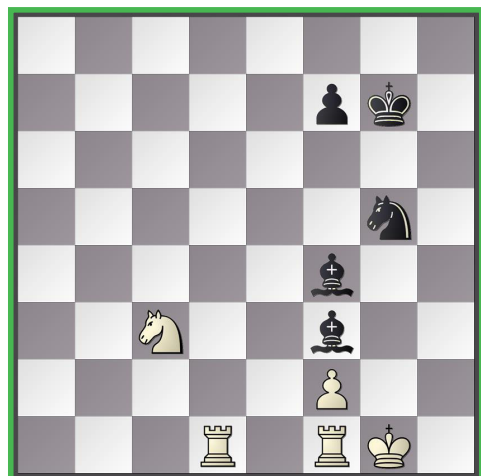
Q4.



Q5.



Q6.

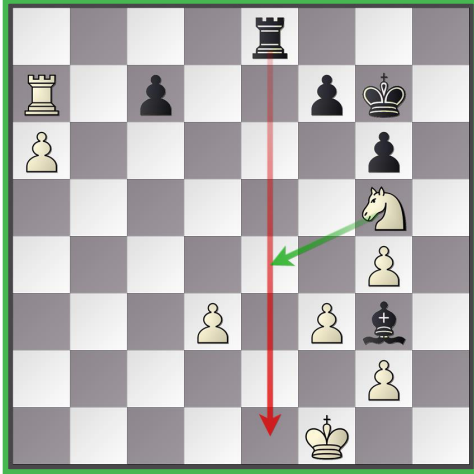


DEFEND AGAINST MATE – BLOCKING

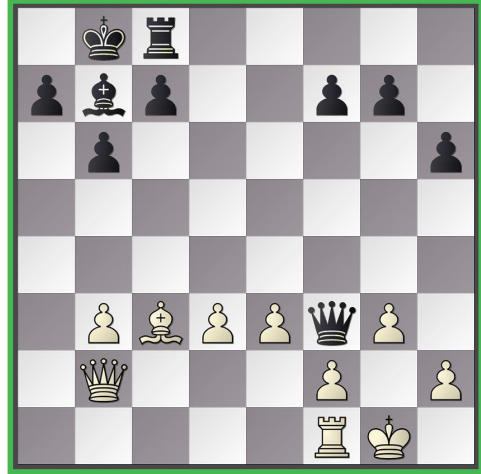
Black is threatening checkmate. Draw this move on the board. Also draw the move showing how white can defend by blocking the attacker.

The first one has been done for you.

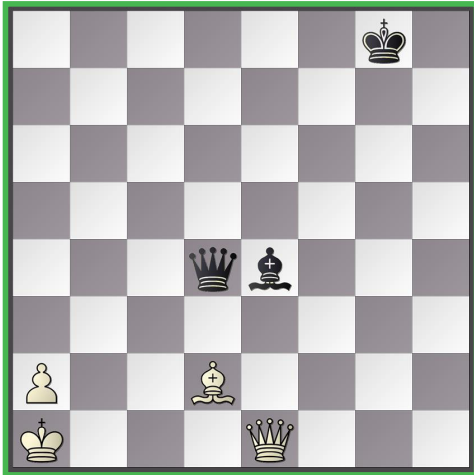
Q1.



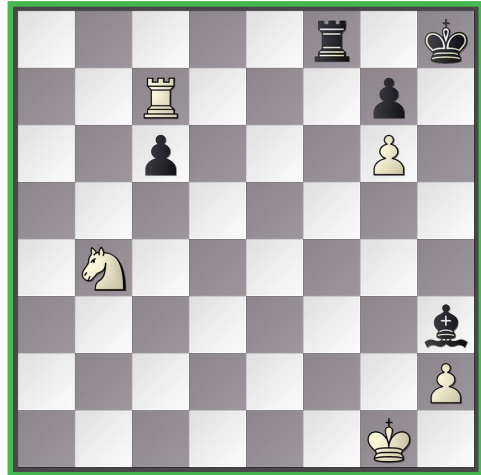
Q2.



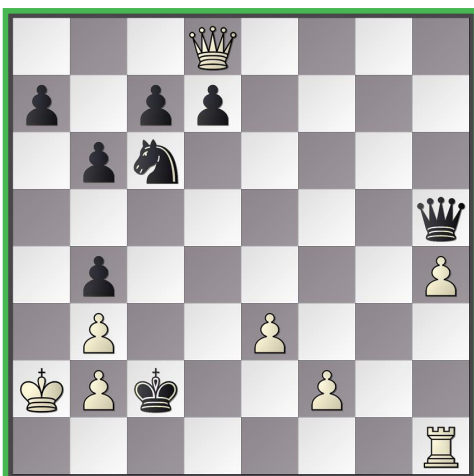
Q3.



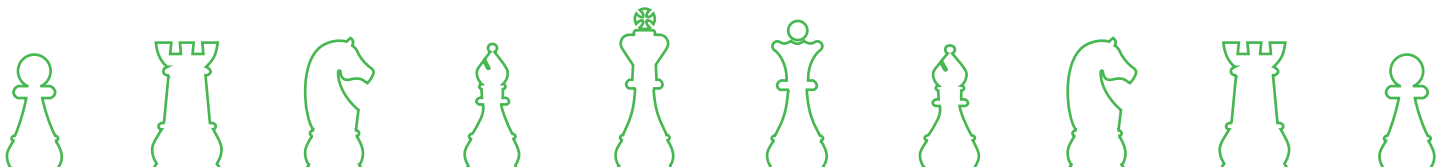
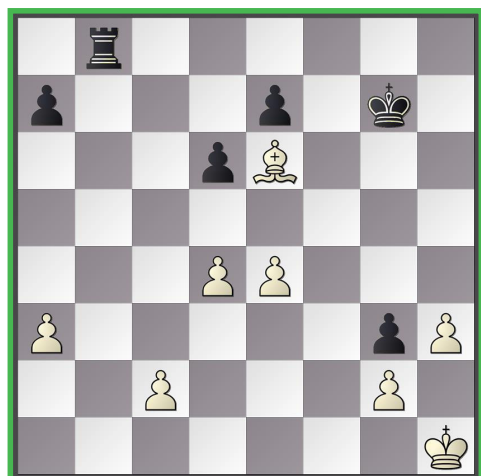
Q4.



Q5.



Q6.

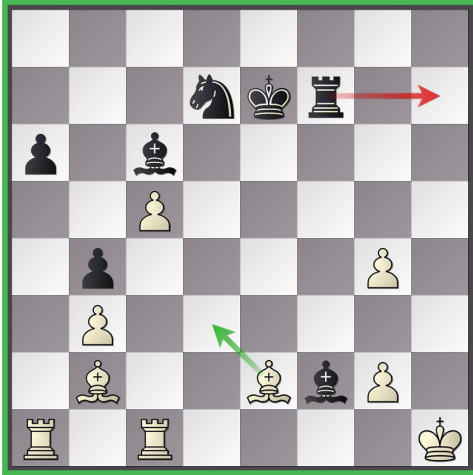


DEFEND AGAINST MATE – PROTECT

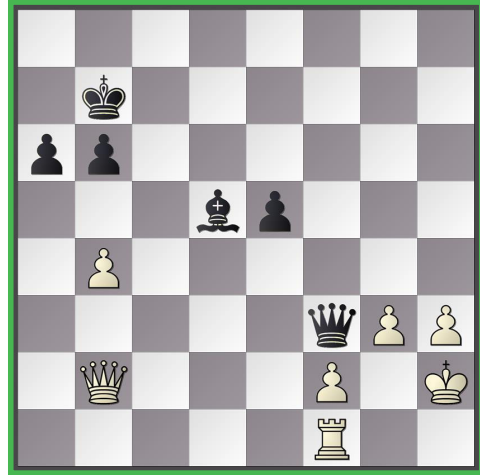
Black is threatening checkmate. Draw this move on the board. Also draw the move showing how white can defend by PROTECTING the square that black is threatening checkmate on.

The first one has been done for you.

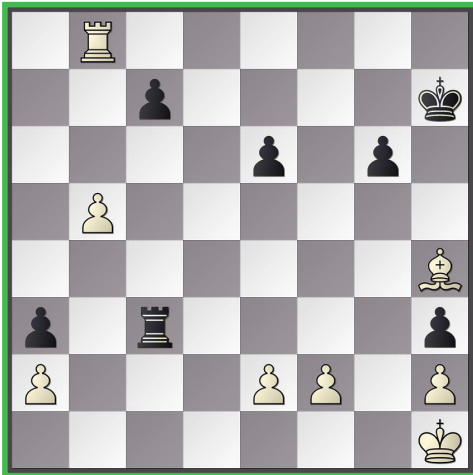
Q1.



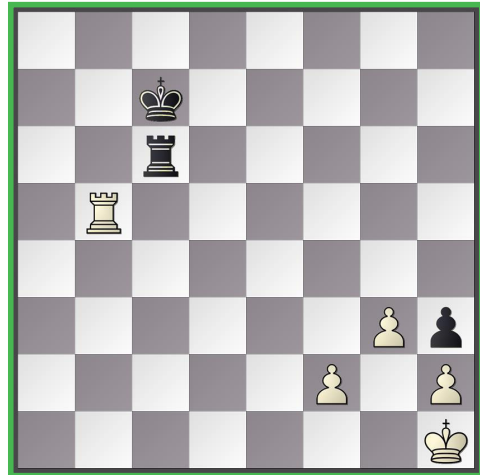
Q2.



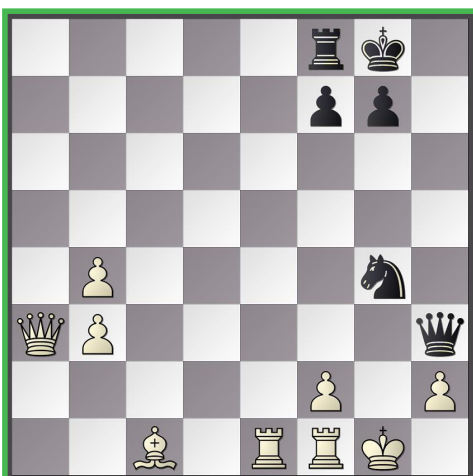
Q3.



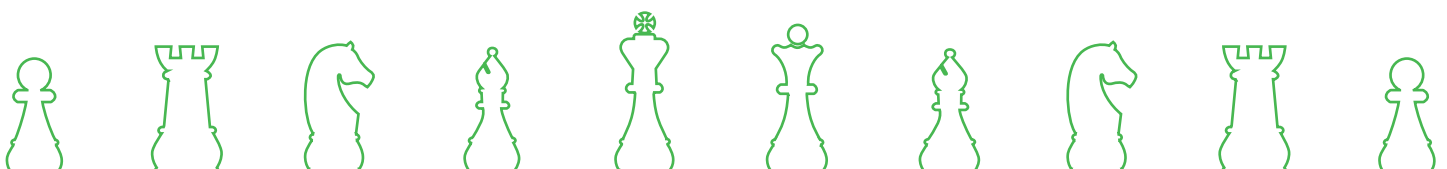
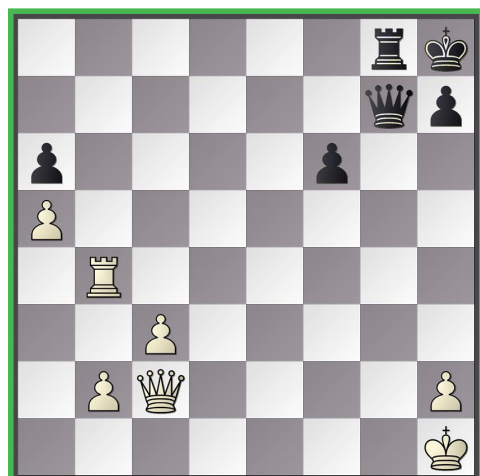
Q4.



Q5.



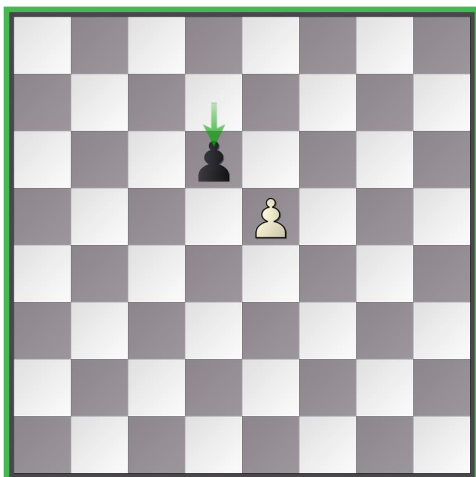
Q6.



SPECIAL PAWN MOVES - EN PASSANT

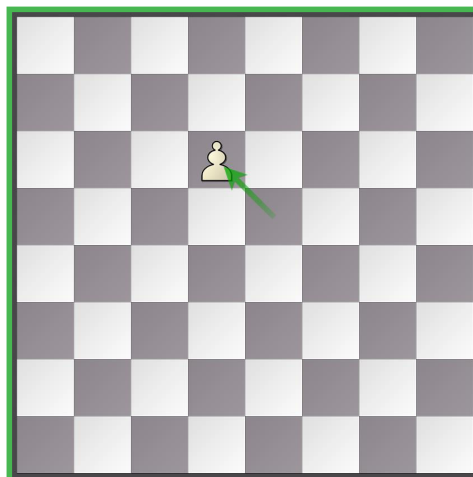
“En Passant” is perhaps the most complicated rule in chess which is why we have left it for last. In French “En Passant” literally means “in passing”. In chess we use it to describe a special way a Pawn may capture another Pawn.

1.



Black has just moved a Pawn forward one square.

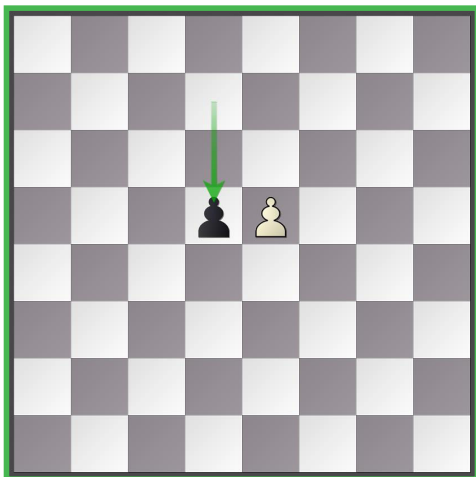
2.



White captures the Pawn in the normal fashion.

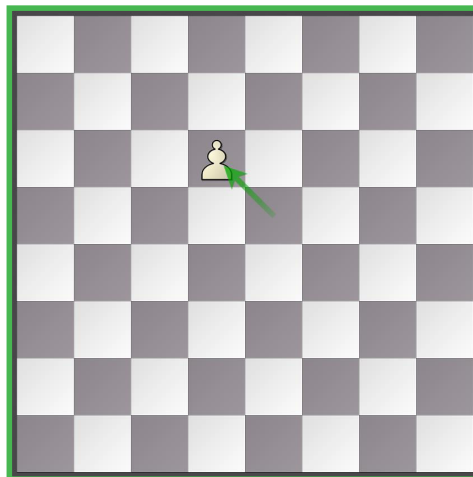
So far nothing new. However...

1.

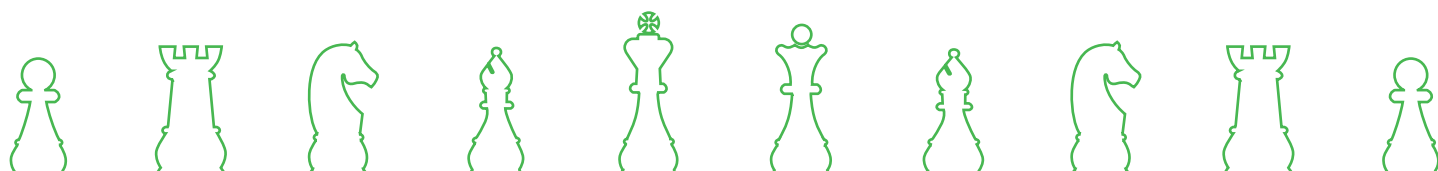


If Black had moved the Pawn forward two squares as above...

2.



Then white could still capture the Pawn using “En Passant” by moving in the same manner as though the Pawn had moved only one square.



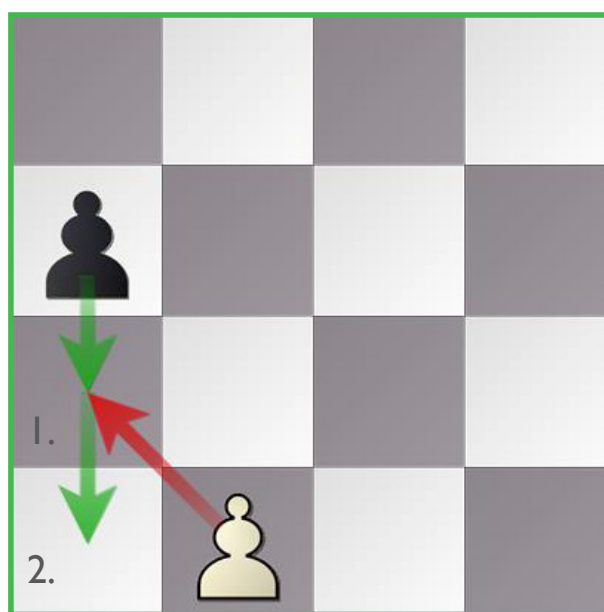
SPECIAL PAWN MOVES - EN PASSANT

Perhaps the best way to remember this rule is:

Let's say your opponent moves a Pawn forward two squares:

If you could have captured that Pawn had it moved one square then you are still allowed to capture the Pawn in the same way.

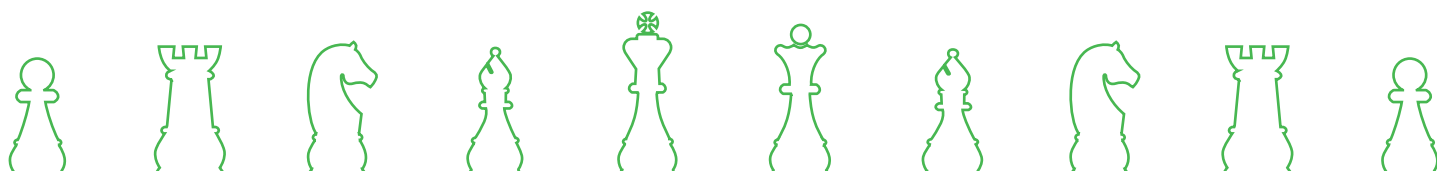
You capture the Pawn as it is passing through the first square – “in passing” = “en passant”.



Black moves the Pawn two squares – but it passes through square 1 and this is where White can capture it

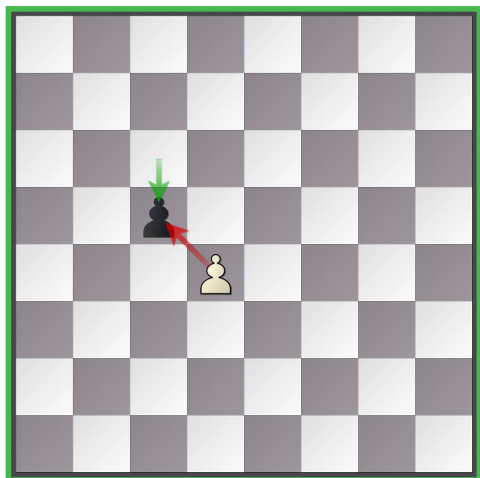
ONE MORE THING!

You can only capture En Passant immediately after the opponent has moved their Pawn two squares. You cannot wait a move and do it later – it has to be right away or never !



SPECIAL PAWN MOVES - EN PASSANT

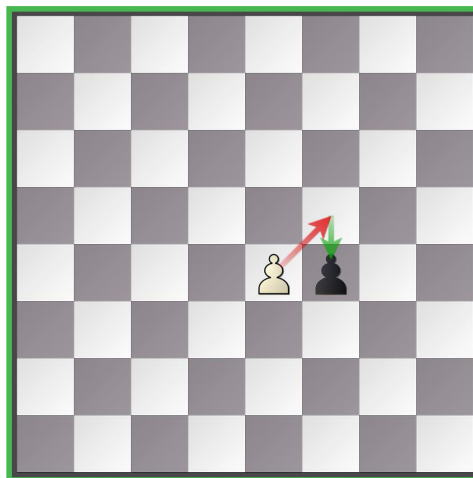
Let's look at some more examples to check our understanding.



Black moves the Pawn forward one square and white captures it.

NOT EN PASSANT.

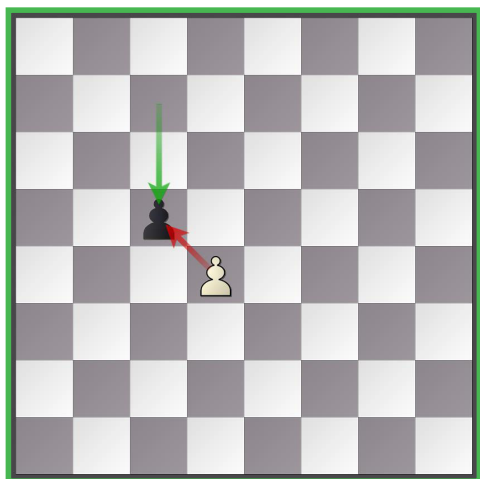
This is just a normal capture as black only moved the Pawn forward ONE square



Black moves the Pawn forward one square and white tries to capture it.

NOT EN PASSANT. ILLEGAL MOVE!

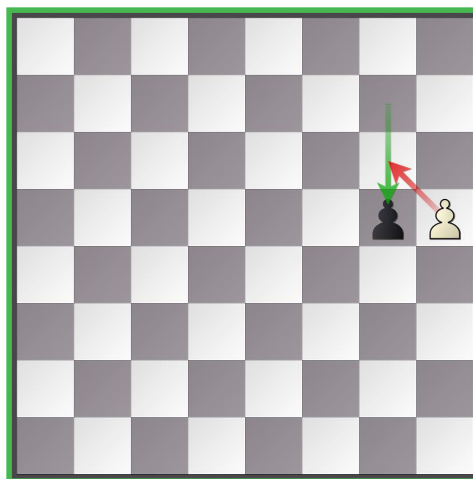
White cannot capture en passant as the Pawn only moved one square. White cannot capture this Pawn at all.



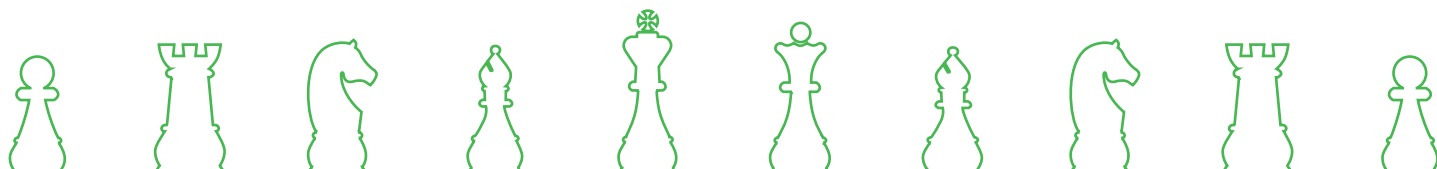
Black moves the Pawn forward two squares and white captures it.

NOT EN PASSANT.

This is just a normal capture as white can capture the Pawn on the square it moved to.



EN PASSANT!



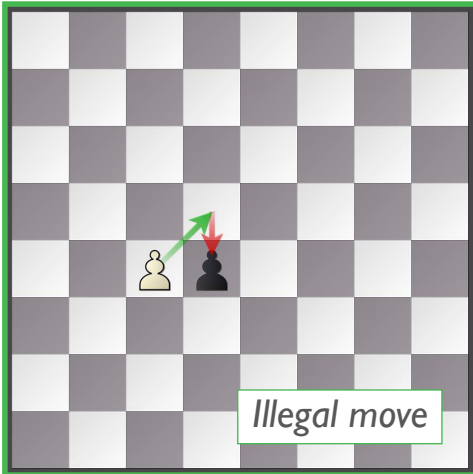
EN PASSANT

Write “Normal Capture”, “En Passant” or “Illegal move” to describe white’s moves in the following diagrams.

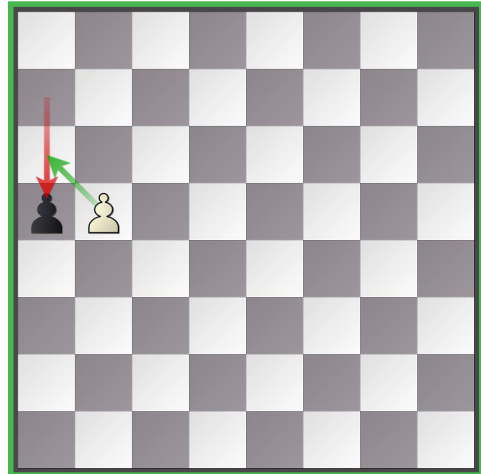
Note: The last move by black has also been marked on the board.

The first one has been done for you.

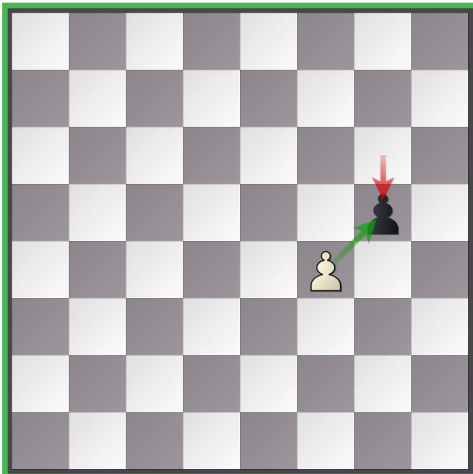
Q1.



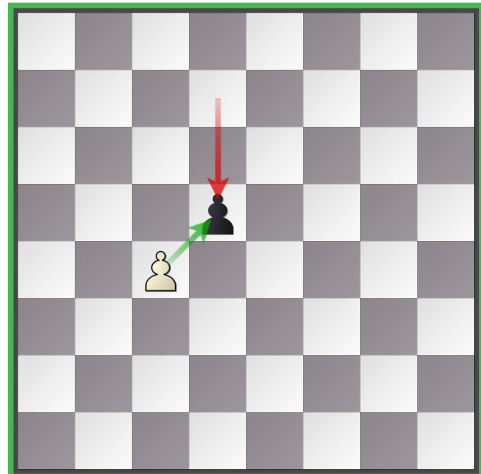
Q2.



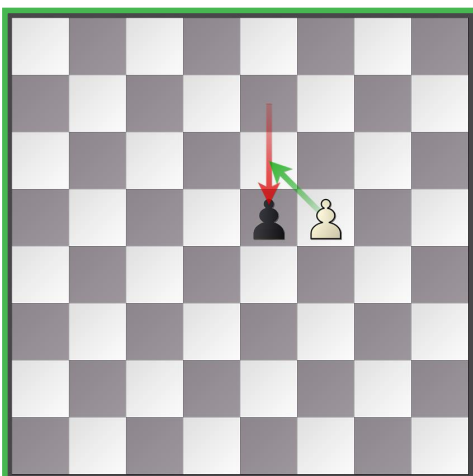
Q3.



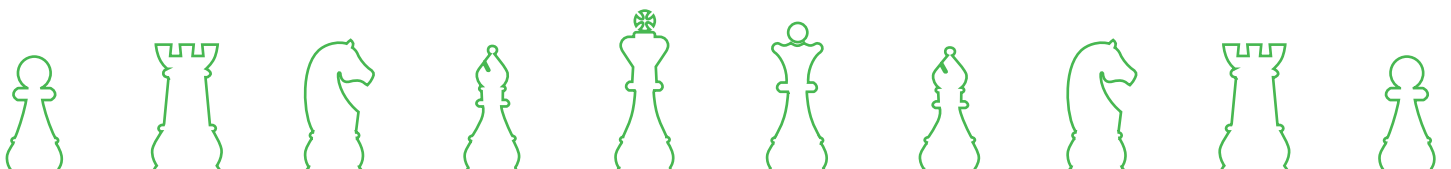
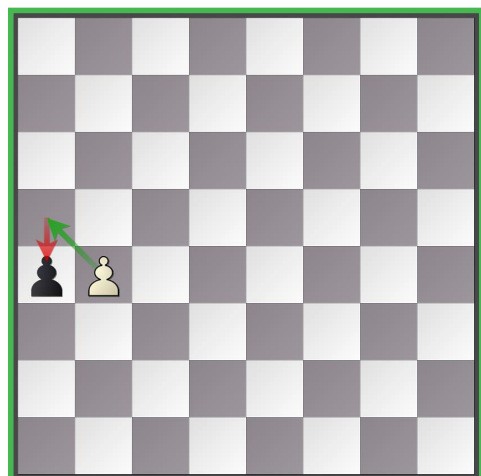
Q4.



Q5.



Q6.



NOTES:

A series of horizontal dotted lines for writing notes.

