

*BOOK THREE*



**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 that 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 explains how to write down full chess games, how to finish off winning positions (promoting a Pawn, King & Queen checkmate) and introduces some basic tactics such as forks and pins. It contains a number of exercises for you to attempt. Please contact us via email if you need the answer sheet.

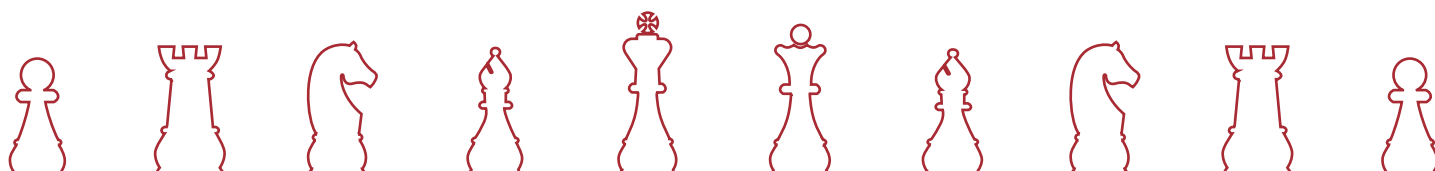
**[admin@ukchess.co.uk](mailto:admin@ukchess.co.uk)**

By the time you have worked your way through this booklet you should be able to give anyone from your circle of friends and family a good game!

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*



# MORE ON NOTATION

In previous lessons we have learnt the 2 character code for every square on the chess board, how to write down a move and even some special symbols.

Let's recap:

|   |    |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|----|
| 8 | a8 | b8 | c8 | d8 | e8 | f8 | g8 | h8 |
| 7 | a7 | b7 | c7 | d7 | e7 | f7 | g7 | h7 |
| 6 | a6 | b6 | c6 | d6 | e6 | f6 | g6 | h6 |
| 5 | a5 | b5 | c5 | d5 | e5 | f5 | g5 | h5 |
| 4 | a4 | b4 | c4 | d4 | e4 | f4 | g4 | h4 |
| 3 | a3 | b3 | c3 | d3 | e3 | f3 | g3 | h3 |
| 2 | a2 | b2 | c2 | d2 | e2 | f2 | g2 | h2 |
| 1 | a1 | b1 | c1 | d1 | e1 | f1 | g1 | h1 |
|   | a  | b  | c  | d  | e  | f  | g  | h  |

K = King

Q = Queen

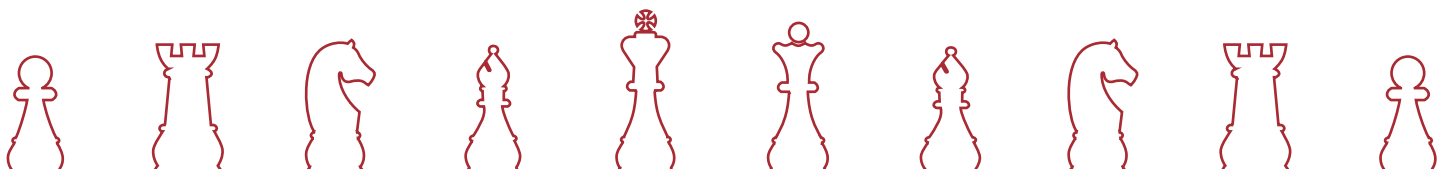
R = Rook

B = Bishop

N = Knight

The Pawn doesn't have a symbol – we just write down the square it moves to.

| Symbol | Definition       | Example | Meaning                               |
|--------|------------------|---------|---------------------------------------|
| x      | Captures         | Bxa6    | Bishop takes the piece 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              |



# TWO PIECES – ONE SQUARE

Question: What if two pieces can move to the same square?



In the diagram to the left – both the Knight on c3 and the Knight on g1 can move to the e2 square.

If we just write “Ne2” the reader will not know which knight was supposed to move!

Answer: Use the letter of the piece followed by its file letter.



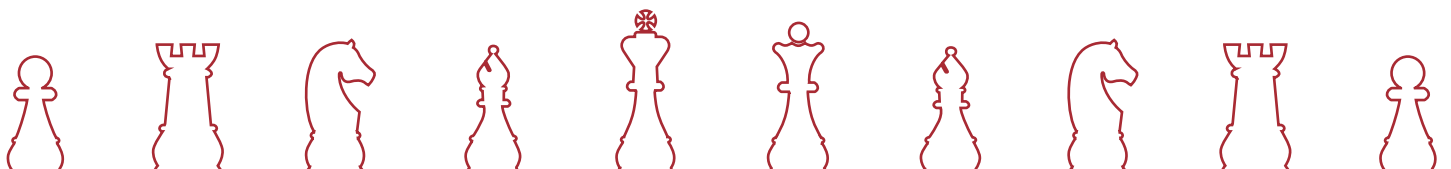
**Nge2**

The Knight on g1 (the G file) has moved to e2



**Nce2**

The Knight on c3 (the C file) has moved to e2



# TWO PIECES – ONE SQUARE SAME COLUMN

Question: What if two pieces on the same column can move to the same square?



In the diagram to the left – both the Rook on h1 and the Rook on h3 can move to the h2 square.

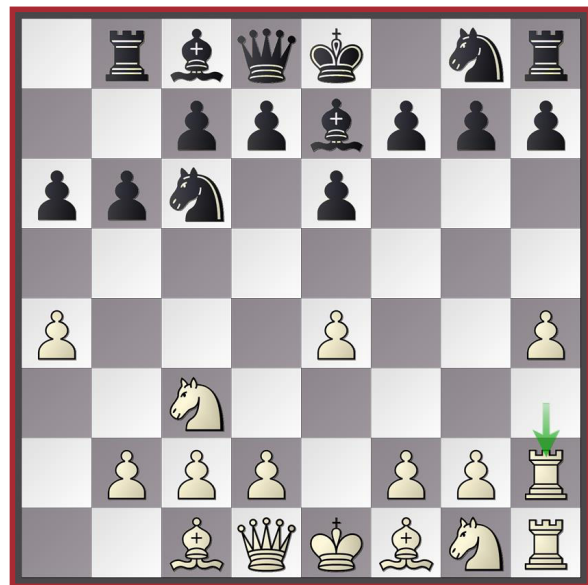
If we just write “Rh2” the reader will not know which Rook was supposed to move!

Answer: Use the letter of the piece followed by its rank number.



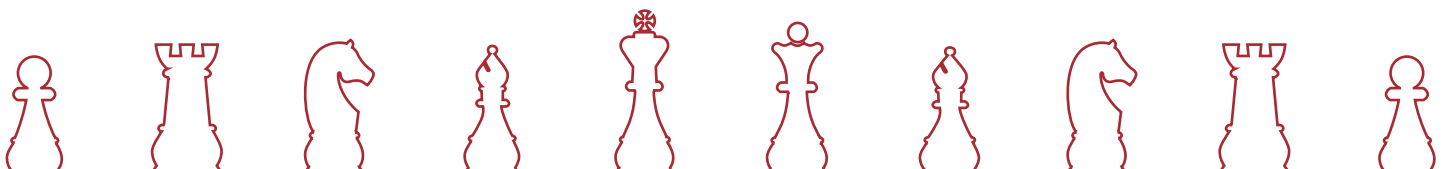
**R1h2**

The Rook on h1 (the 1st rank) has moved to h2



**R3h2**

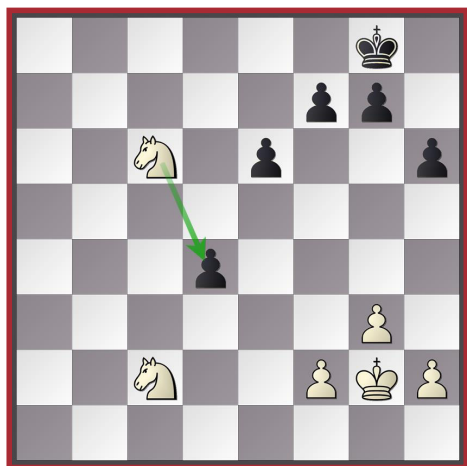
The Rook on h3 (the 3rd rank) has moved to h2



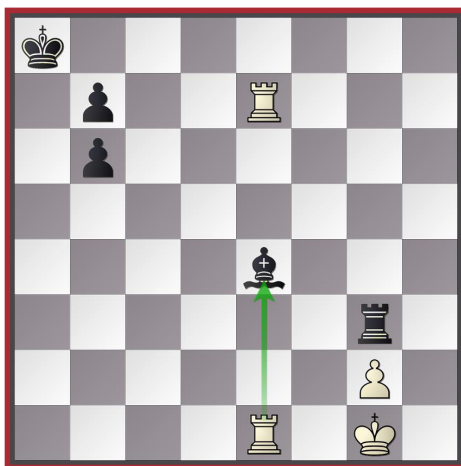
# WRITE DOWN THE MOVE

Write down the move shown by the arrow in the diagram. Remember that two pieces can move to the same square in each diagram so either use the file letter or the rank number. *The first one has been done for you.*

Q1.



Q2.



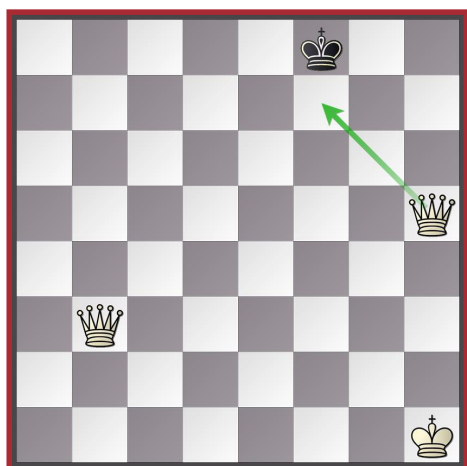
Q3.



N6xd4

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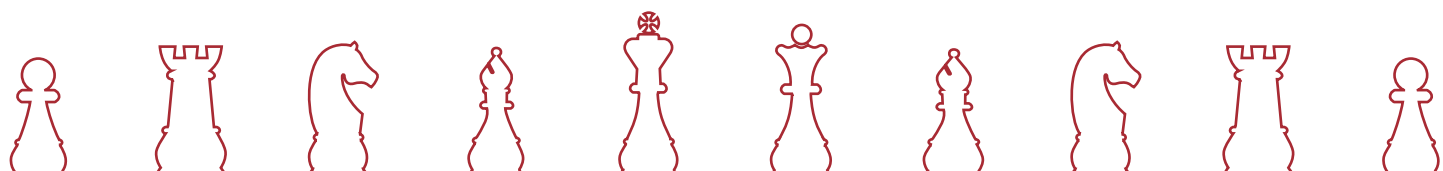
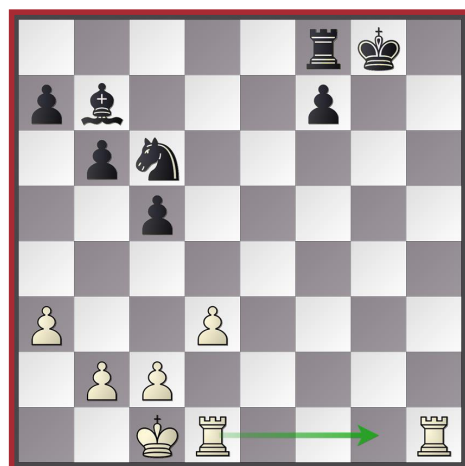
Q4.



Q5.



Q6.





# NOTATION - MORE TIPS

## Move numbers

When writing down a full game we put the move number before white's move.

White's first move is Pawn to e4

→ 1. e4

→ 2. Nf3

Black's first move is Pawn to e5

e5

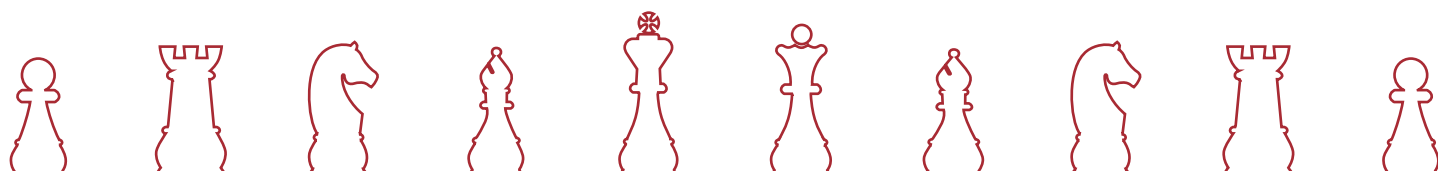
Nc6

White's second move is Knight to f3

Black's second move is Knight to c6



This would be the position after both sides have made two moves.

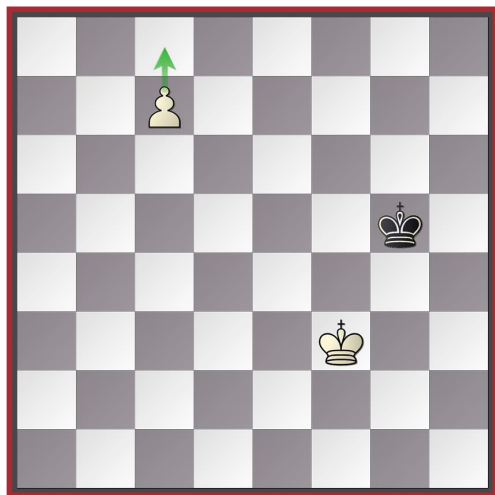


# NOTATION - PROMOTION

One of the Pawn's special powers is that it is able to be "promoted".

If it gets to the other side it can become any other piece it chooses (except another Pawn or a King).

**Question: How to we write down a pawn promotion?**



White pushes the Pawn to c8 and can now "promote" the Pawn to any other white piece except another Pawn or a King

**Answer:**

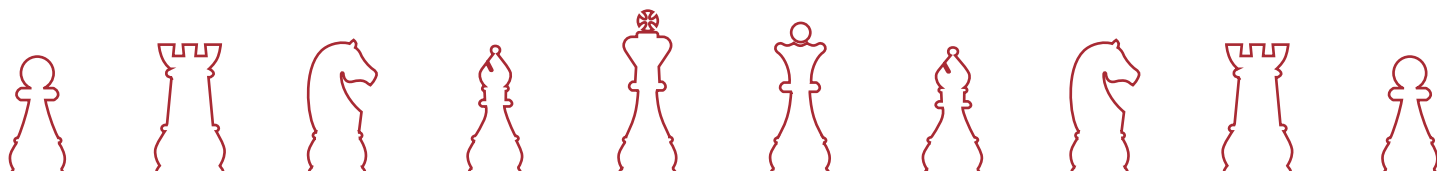
- write down the square it moves to followed by...
- " = " and...
- The letter of the piece it promotes to:

**c8=Q** means "pawn to c8 and promote to a Queen"

**c8=N** means "pawn to c8 and promote to a Knight"

**c8=B** means "pawn to c8 and promote to a Bishop"

**c8=R** means "pawn to c8 and promote to a Rook"



# MATCH THE GAME

Try and match these full games to the diagrams on the next page.

## Game 1

1.e4 d6                    2.d4 Nd7                    3.Bc4 g6                    4.Nf3 Bg7  
5.Bxf7+ Kxf7              6.Ng5+ Kf6                7.Qf3#

## Game 2

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

## Game 3

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

## Game 4

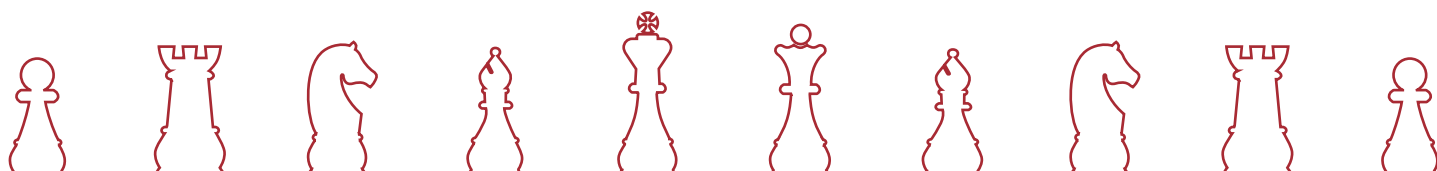
1.e4 e5                    2.Nf3 Nc6                    3.Bc4 Nd4                    4.Nxe5 Qg5  
5.Nxf7 Qxg2               6.Rf1 Qxe4+               7.Be2 Nf3#

## Game 5

1.d4 f5                    2.Bg5 h6                    3.Bf4 g5                    4.Bg3 f4  
5.e3 h5                    6.Bd3 Rh6                    7.Qxh5+ Rxh5              8.Bg6#

## Game 6

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



# MATCH THE GAME

The following diagrams show the final positions from the games on the previous page – but they have been jumbled up! Write down the correct game number against each diagram. *The first one has been done for you.*

Q1.



Q2.



Q3.



Game 4

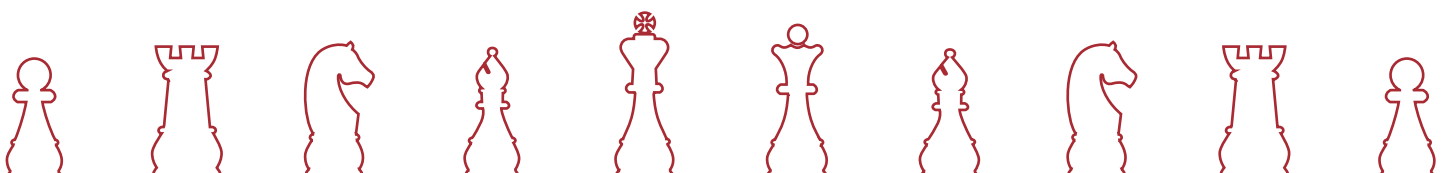
Q4.



Q5.



Q6.



# A FULL GAME

A game played in 1880 finishing with a promotion to a Knight!

**1.e4 e5 2.f4**

The “King’s Gambit” - a very popular opening in the 1800s and early 1900s



**2... exf4** The three dots after the 2... just mean that it is black’s move

**3. b3?** A bad move – allowing **3...Qh4+**



*A dangerous check. White has only two different ways to escape.*

**4. g3** white blocks the check **4...fxg3**

**5. h3 g2+**



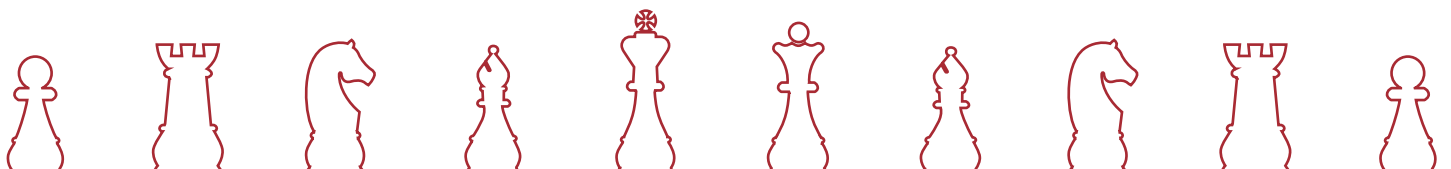
A “Discovered Check”. Black moves the Pawn and the white King discovers that the black Queen is attacking him!

**6. Ke2** the only move to get out of check **6...Qxe4+**

**7.Kf2** again the only move **7...gxh1N#!**



*You do not have to promote to a Queen - black realises that promoting to a Knight is checkmate!*



# A FULL GAME

A game played in London, 1932

- 1. e4 c6** The Caro Kann defence.
- 2. d4 d5** Black is attacking the white pawn on e4. If white captures on d5 black could capture back in two different ways - can you see them?
- 3. Bd3** White 'develops' a piece and protects the pawn on e4.
- 3... Nf6** Black develops a piece and sets up a "two-fold" attack against the pawn on e4.
- 4.e5** White combines defence with attack. He MOVES the Pawn which was under attack and now sets up a threat against the black Knight on f6.
- 4... Nfd7** Black moves the Knight out of the way. Note that we write "Nfd7" as the other Knight on b8 could also have moved to d7 - if we wrote "Nd7" the reader would not know which Knight to move.

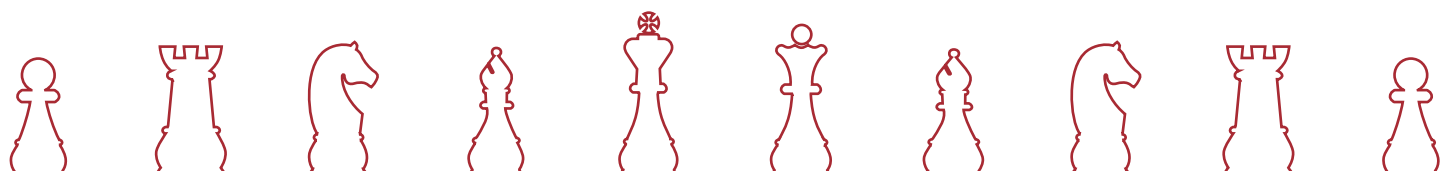
**5.e6!** This is known as a 'Sacrifice' - where you give up some material on purpose only to gain something later...

**5...fxe6??** Black greedily takes the Pawn but this is a bad mistake allowing white to checkmate in just three more moves.

**6.Qh5+** The Queen swoops in to deliver a check. Black can only get out of check by 'blocking'...

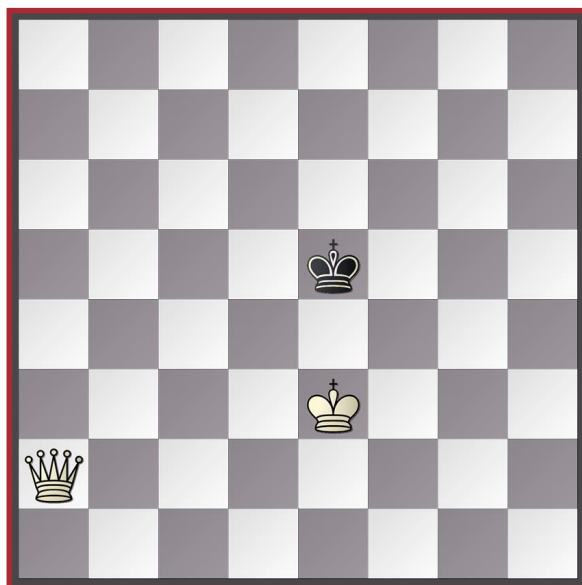
**6...g6 7.Qxg6+!** This time white sacrifices a whole Queen but it doesn't matter because it is checkmate next move.

**7...hxg6 8.Bxg6#** Look how the black King is completely blocked in by his own pieces.



# CHECKMATE WITH KING AND QUEEN

Imagine getting this position in a game as white. You are a whole Queen up – but you now need to finish the game off.

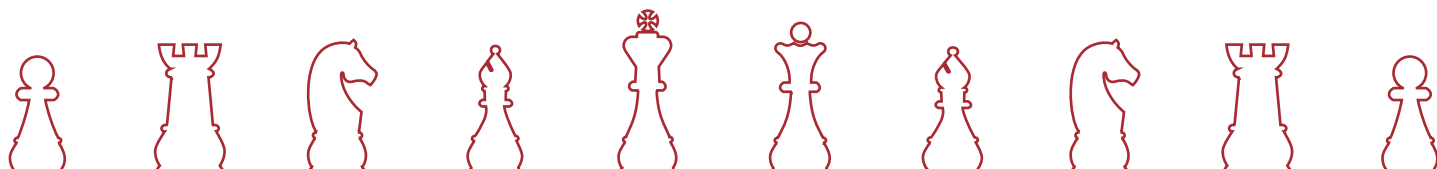


Being able to checkmate with a King and Queen against a lone King is one of the most important things to learn in chess as you are starting out.

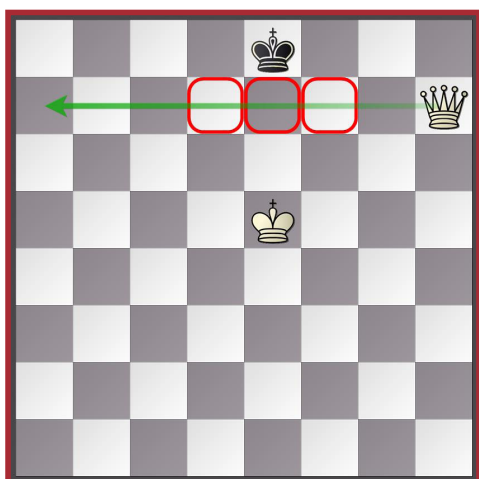
**Once you have mastered this you are on your way!**

## Things to remember:

- 1) Use both your King and Queen
- 2) Trap the enemy King on the side of the board
- 3) Use the Queen as the Attacker and the King as the Guard
- 4) Finish with “In Your Face” mate or the “Sidewinder”

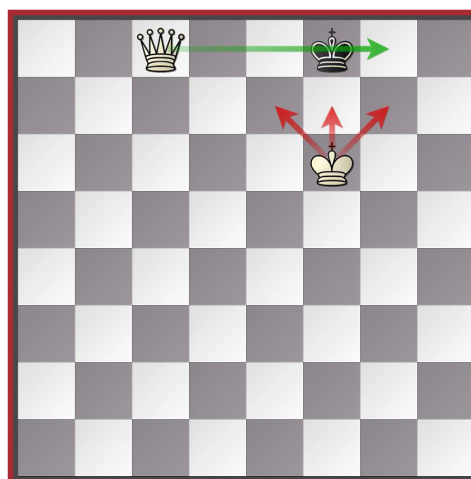


# CHECKMATE WITH KING AND QUEEN



## Trap the King on the edge

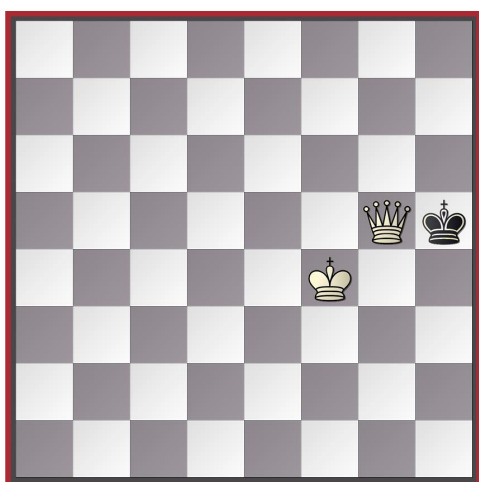
The black King is stuck on the edge of the board – look how the white Queen traps him there.



## Use both pieces

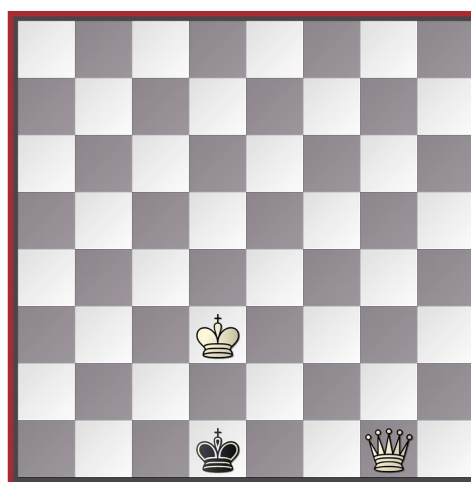
The Queen is the **Attacker** giving the check.

The white King is the **Guard** – covering the escape squares



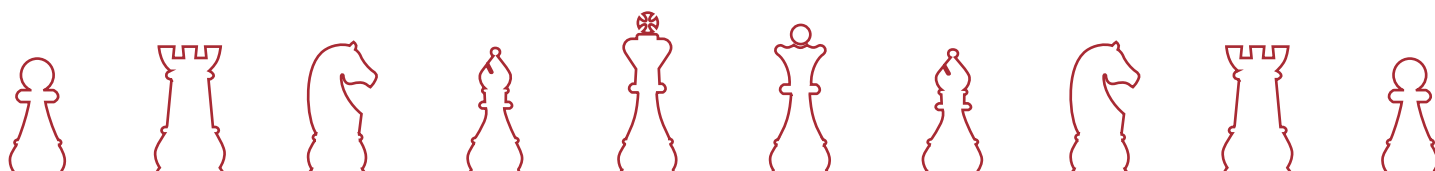
## “In Your Face” Mate

The Queen is in the black King’s face giving check covering lots of escape squares. The white King **Guards** the Queen.



## “Sidewinder” Mate

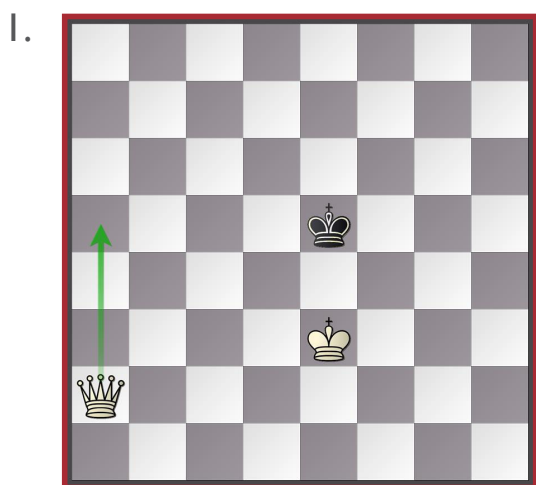
Just as effective as in your face – the **Sidewinder** sees the Queen giving a check from the side with the King **Guarding** the escape squares.





# CHECKMATE WITH KING AND QUEEN

Let's bring it all together



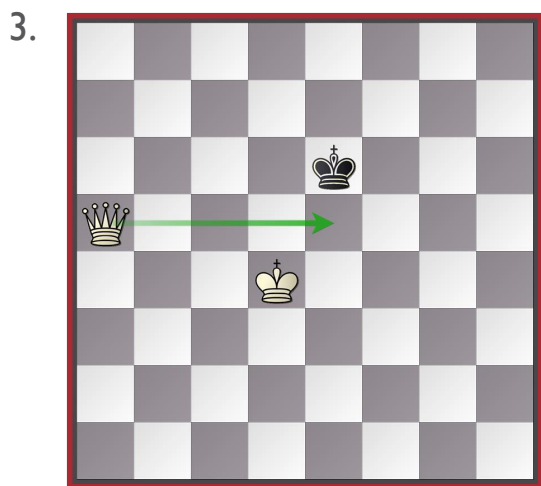
**1.Qa5+** White forces the black King back - notice how the white King prevents the black King from moving forward ("Kings Repulsion")

**1...Kd6**



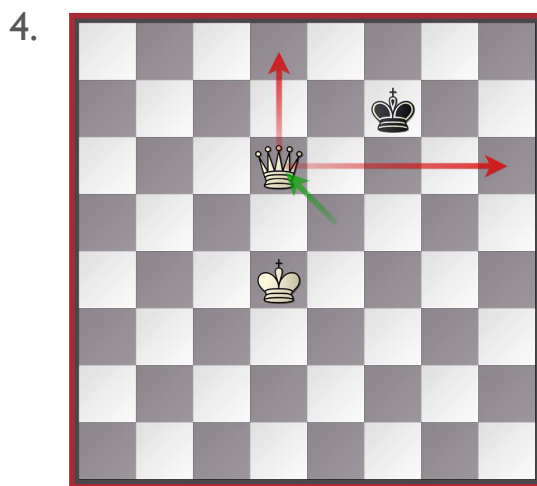
**2.Kd4** White brings forward the King. Remember to checkmate with Queen and King both pieces need to work together

**2...Ke6**



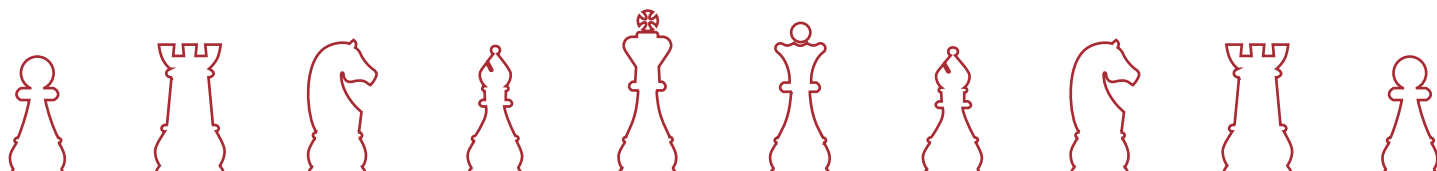
**3.Qe5+** White gets in the King's face forcing him backwards. Of course the Queen cannot be captured because the white King is protecting her

**3...Kf7**

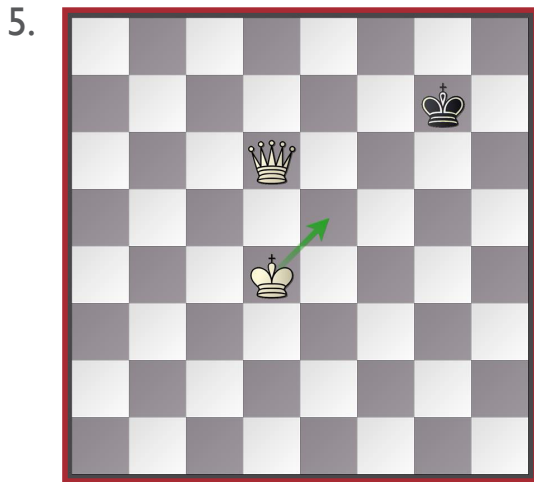


**4.Qd6** the Queen is keeping the black King in a box

**4...Kg7**

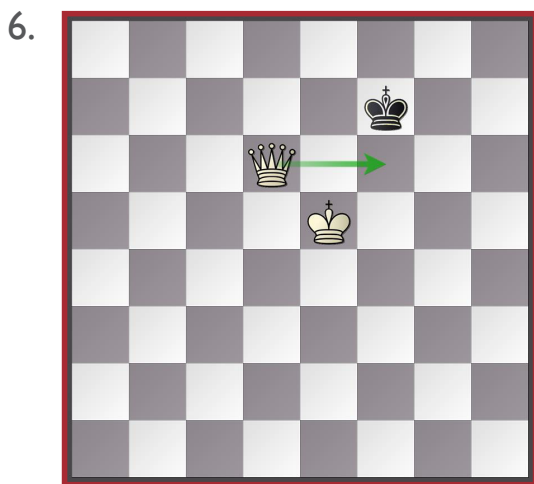


# CHECKMATE WITH KING AND QUEEN



**5.Ke5** Again we bring the King closer to the action

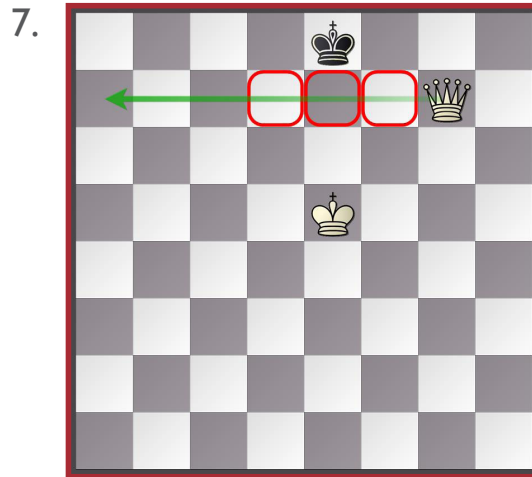
**5...Kf7**



**6.Qf6+** Forcing the black King back again

**6...Ke8** Now the King is on the edge of the board. We need to trap him on the side so that he stays there.

**7.Qg7** Nice! See how the white Queen prevents the King from leaving the edge of the board

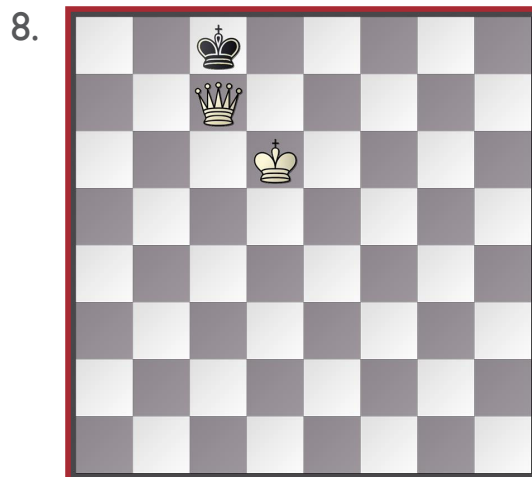


**7...Kd8**

**8.Kd6** the King approaches ready for the final attack

**8...Kc8**

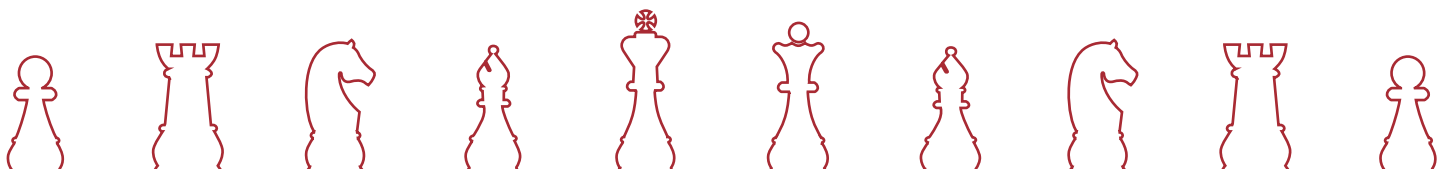
**9.Qc7#** in your face checkmate!



## NOTICE HOW WE...

- 1) Used both King and Queen.
- 2) Trapped the King on the Edge.

- 3) Used Queen as the Attacker and King as the Guard.
- 4) Delivered an "In Your Face" checkmate!

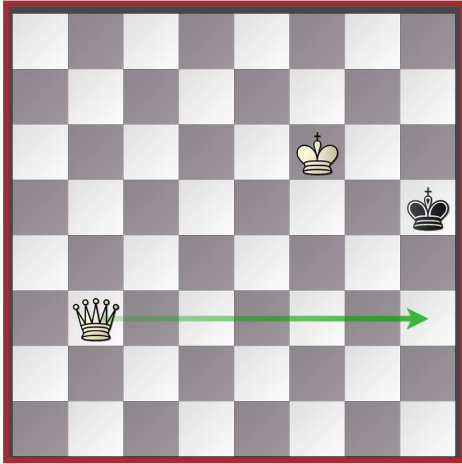


# IN YOUR FACE OR SIDEWINDER

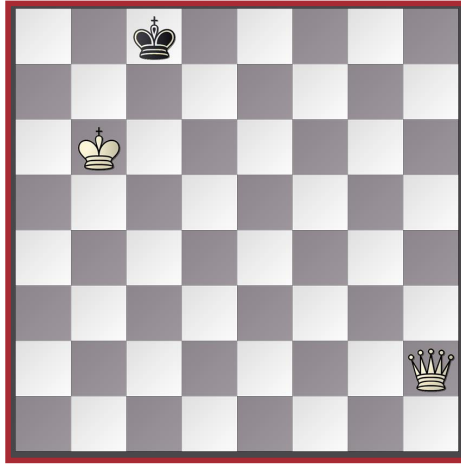
Draw the checkmating move and write whether it is an “In Your Face” checkmate or a “Sidewinder” checkmate.

*The first one has been done for you*

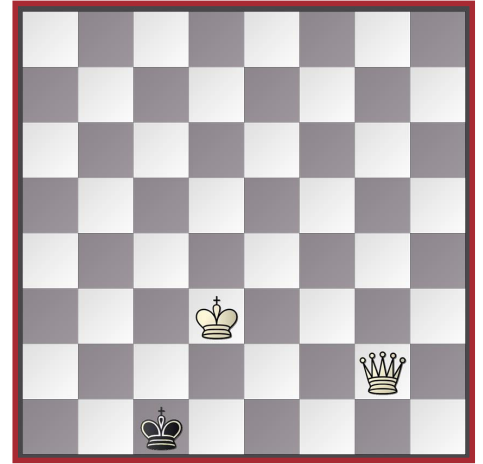
Q1.



Q2.



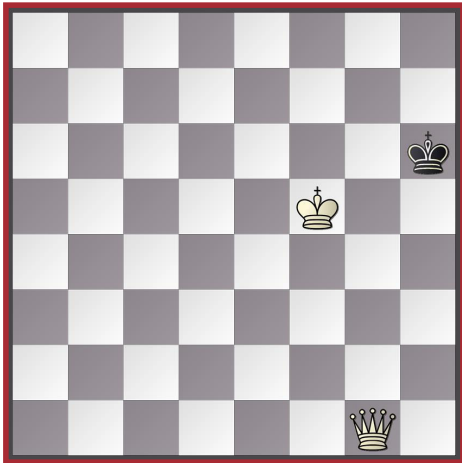
Q3.



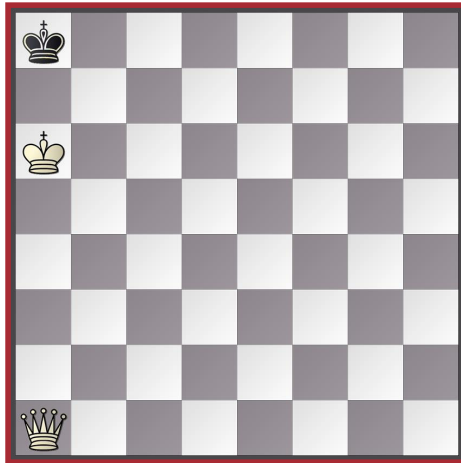
Sidewinder

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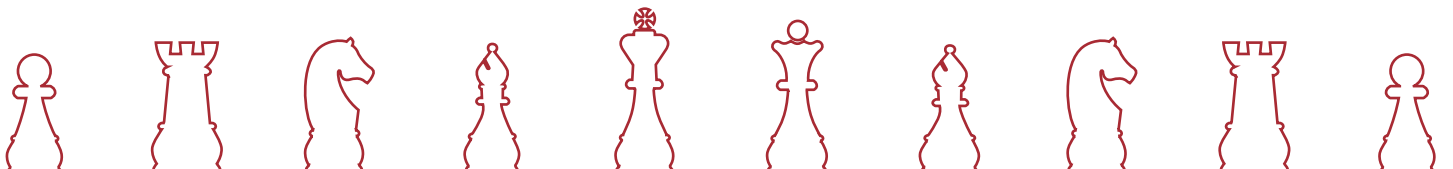
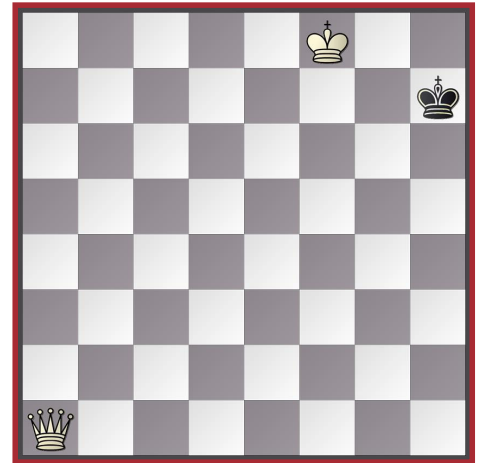
Q4.



Q5.



Q6.

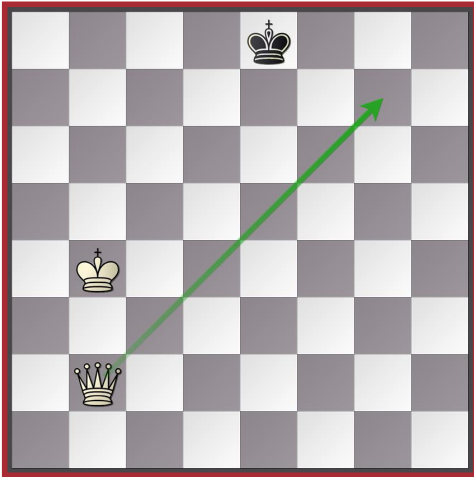


# TRAP THE KING ON THE EDGE

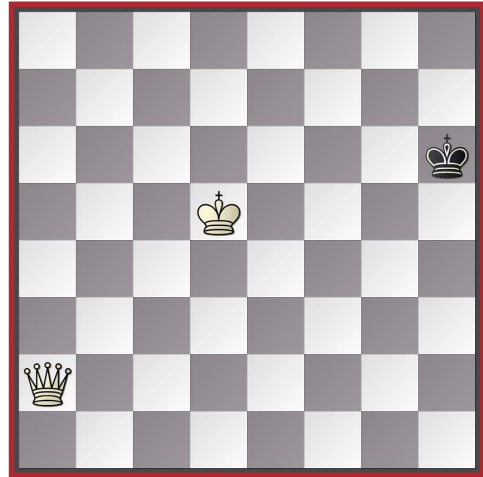
Show how to trap the Black King on the edge of the board. This isn't checkmate, but it is important preparation for checkmate. Be careful not to stalemate black!

*The first one has been done for you.*

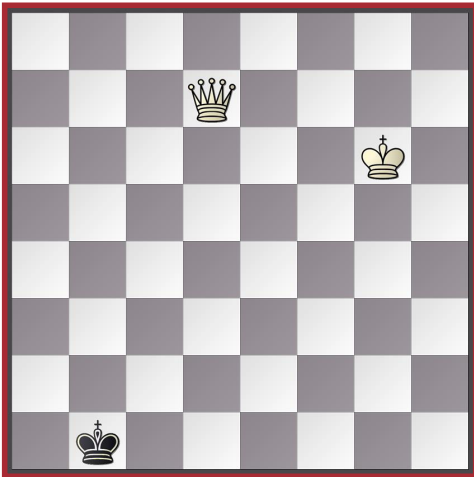
Q1.



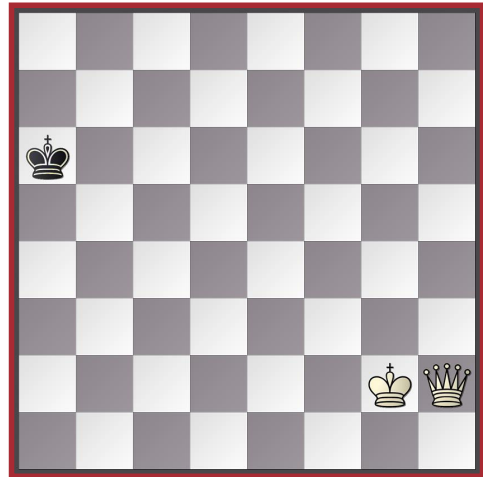
Q2.



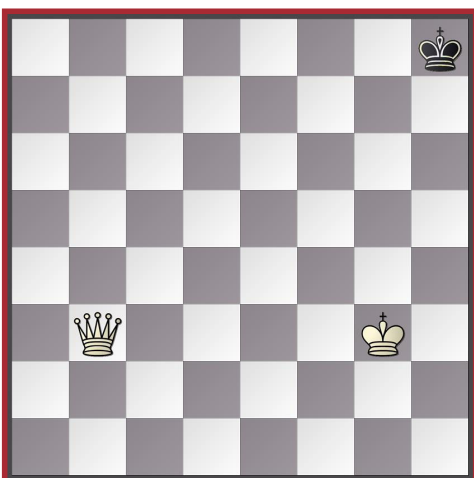
Q3.



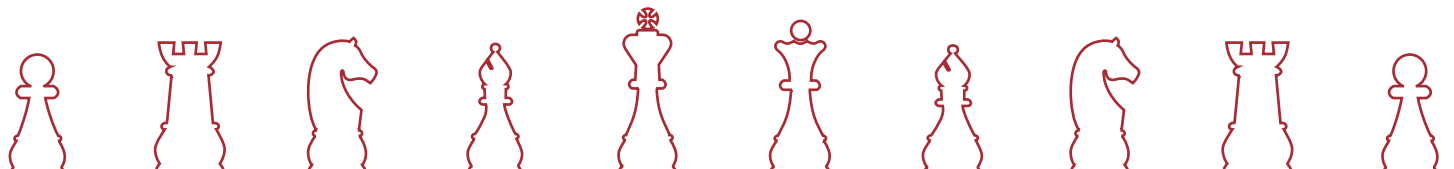
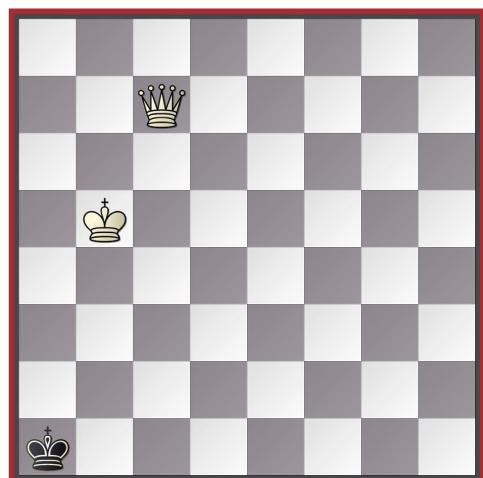
Q4.



Q5.



Q6.

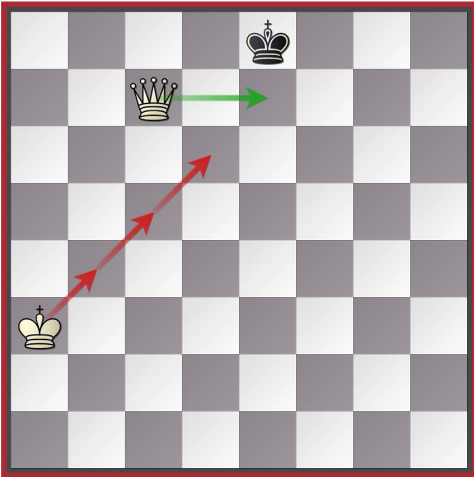


# BRING IN THE KING

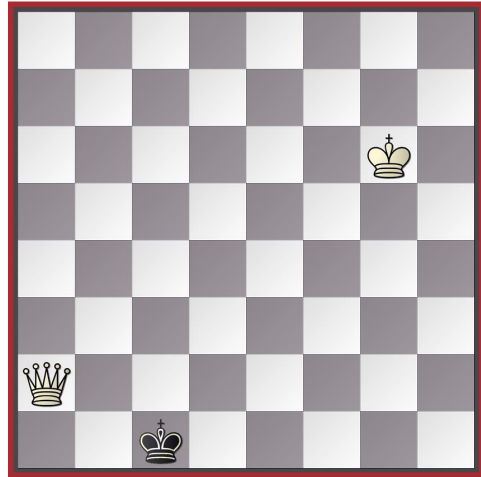
In the following positions draw the route you would use to bring in the white King so that white is ready to give checkmate next move. Then show the checkmating move. Don't worry how many moves it takes – black can only shuffle side to side anyway!

The first one has been done for you.

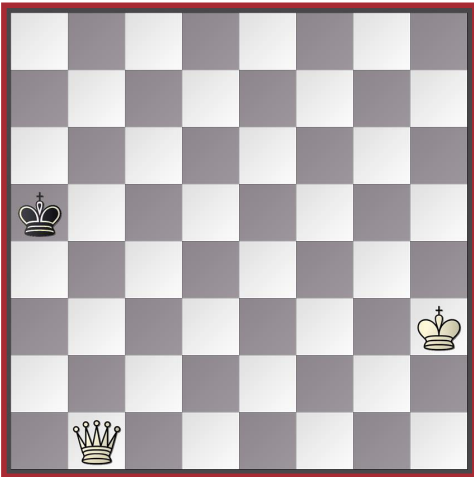
Q1.



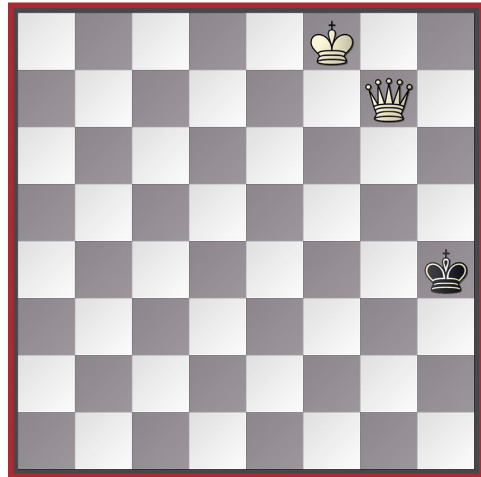
Q2.



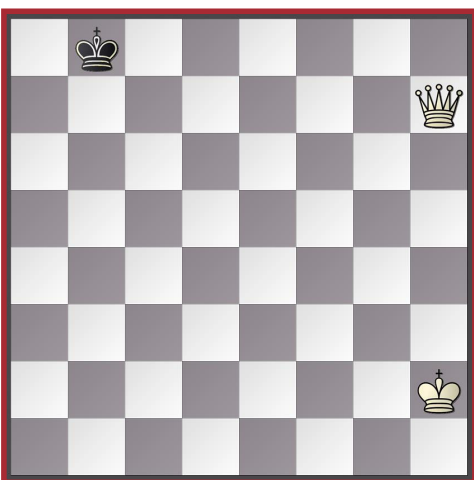
Q3.



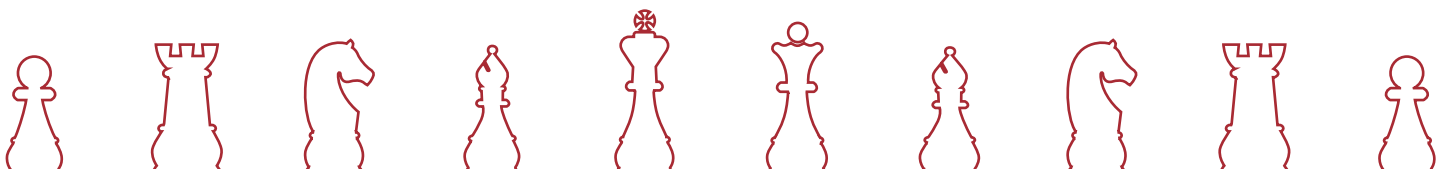
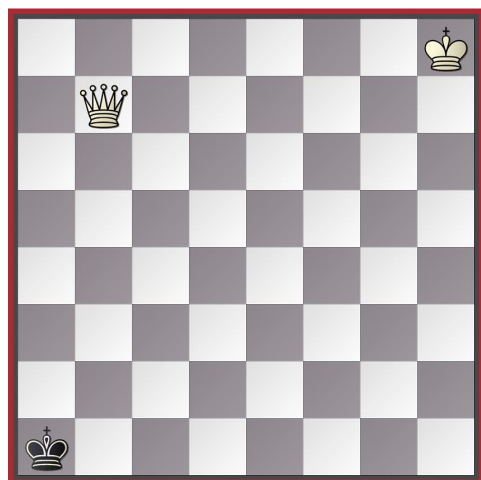
Q4.



Q5.



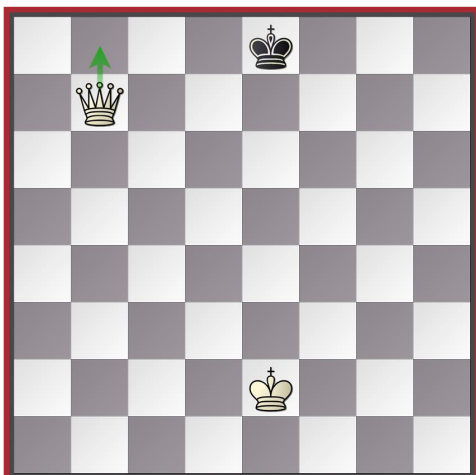
Q6.



# CHECKMATE WITH KING AND QUEEN

## What to Avoid...

1.



### 1) Random Checking

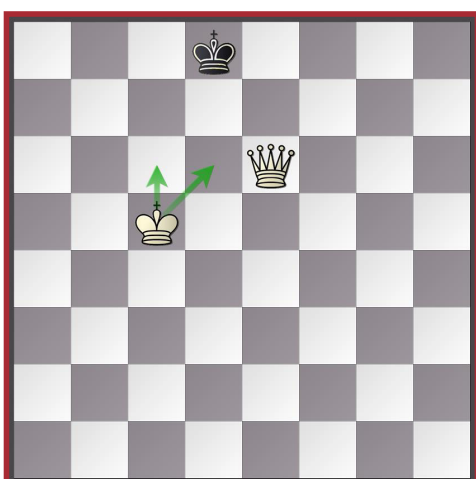
Here white has the black King nicely trapped against the edge. But giving a check is a mistake as it allows the King to escape away from the edge of the board. White should bring up their own King instead.

2.

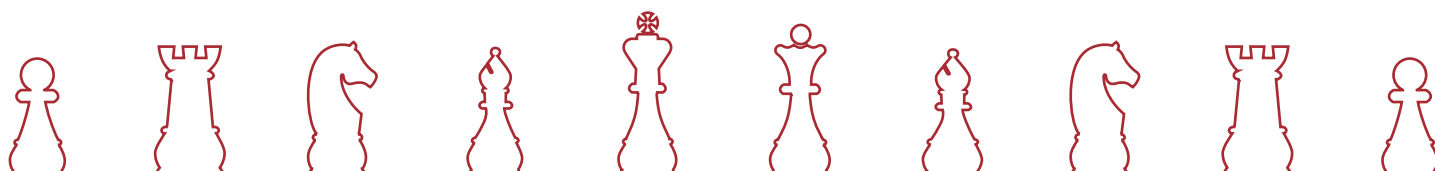


### 1) Stalemate

White wants to trap the King on the edge – but when the King is in the corner you need to be extra-careful. Both of these moves lead to Stalemate!



White is trying to bring in the King but both of these moves lead to **Stalemate!**

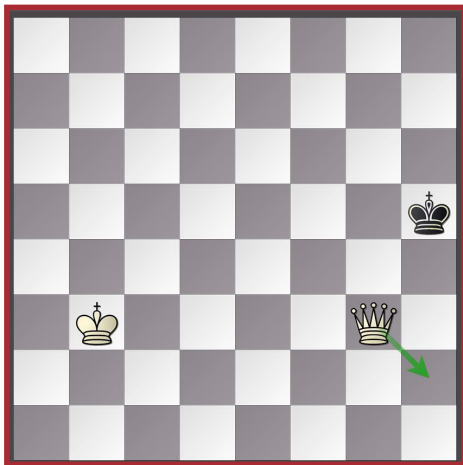


# GOOD MOVE / BAD MOVE

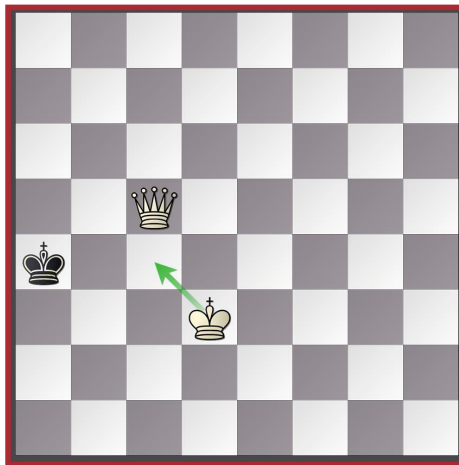
Write whether the arrowed move in each position is a good move or a bad move. Bad moves include “Random Checks” and moves which lead to stalemate. Good moves might be bringing in the King or trapping the King on the edge.

The first one has been done for you.

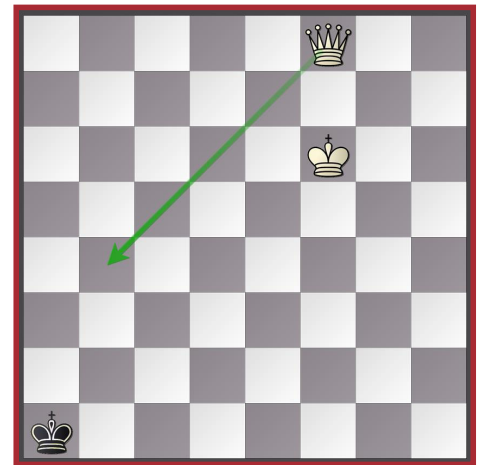
Q1.



Q2.



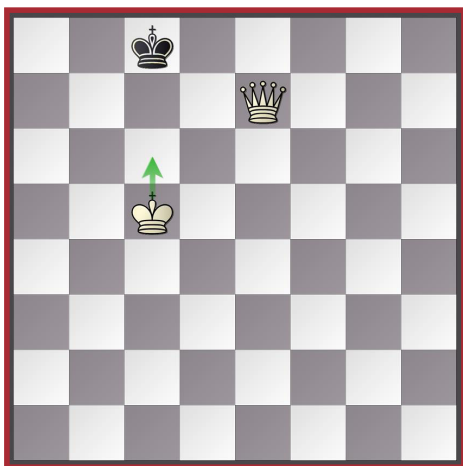
Q3.



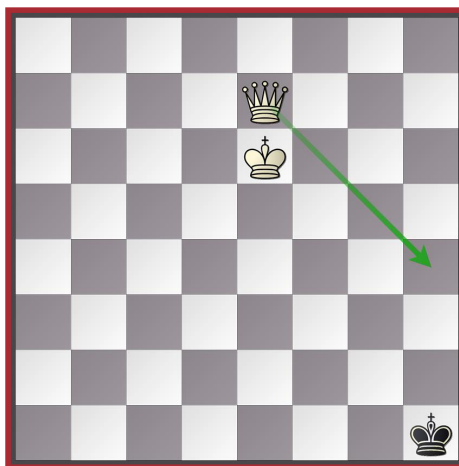
Bad move (random check)

.....

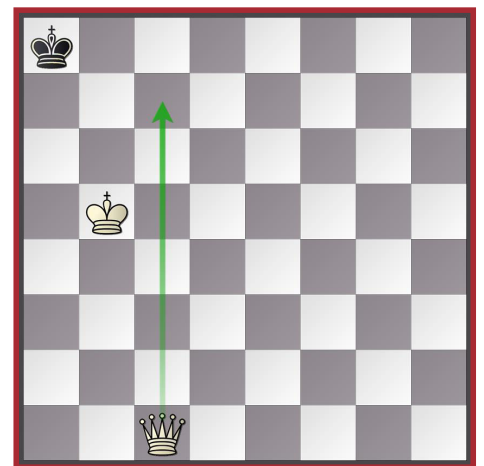
Q4.



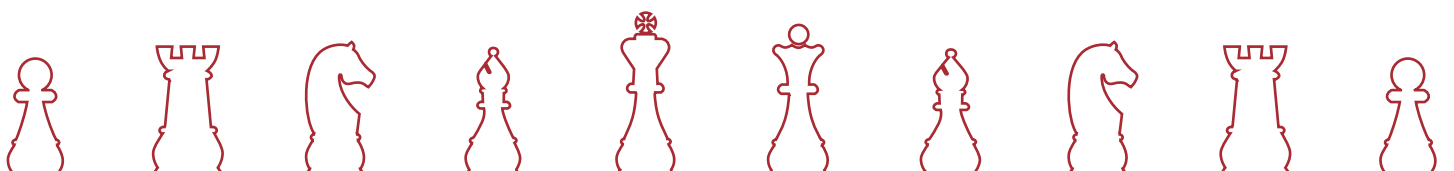
Q5.



Q6.



.....

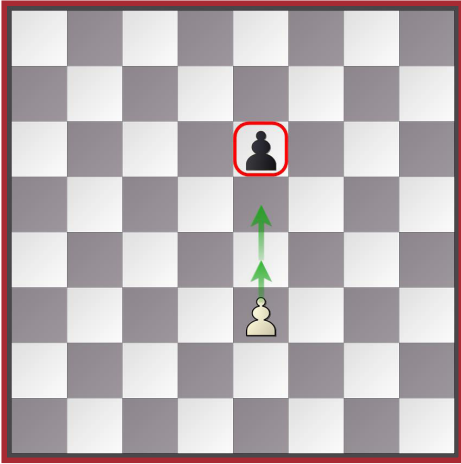


# PASSED PAWNS

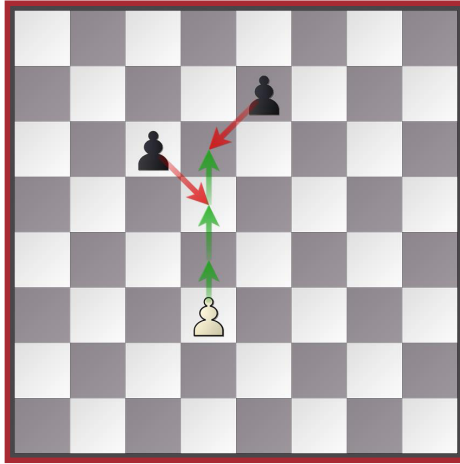
A Passed Pawn is a Pawn which has no enemy Pawn on the same file as it and no enemy Pawn on the file either side of it.

This means it can run to the end of the board without being blocked or captured by an enemy Pawn.

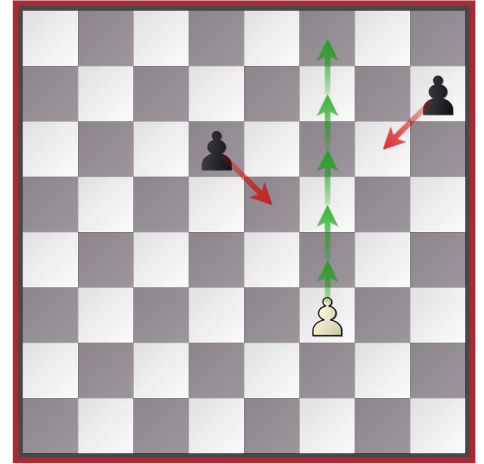
Not a Passed Pawn



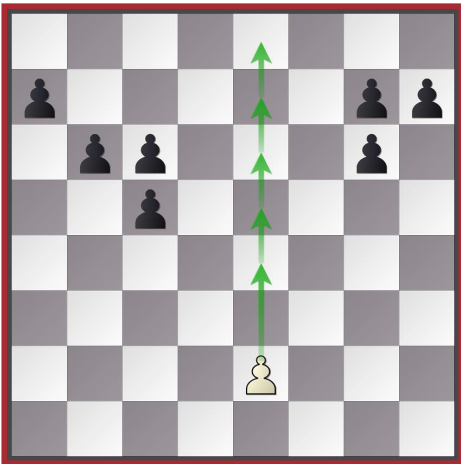
Not a Passed Pawn



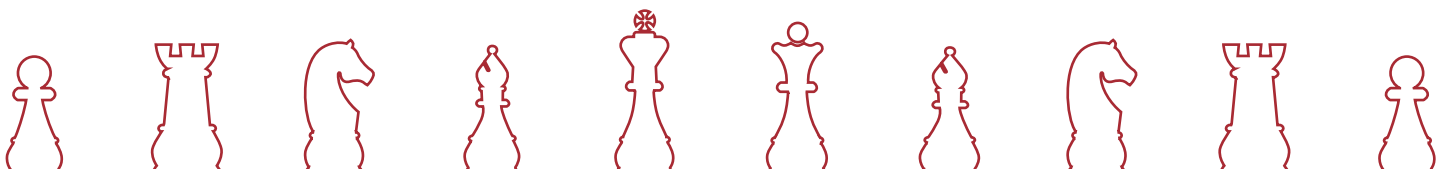
A Passed Pawn



A Passed Pawn is very dangerous because it cannot be stopped by an enemy Pawn.



**“Passed Pawns must be pushed !”**



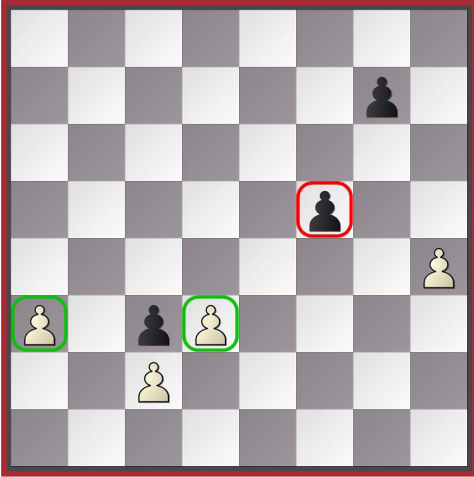


# WHERE ARE THE PASSED PAWNS?

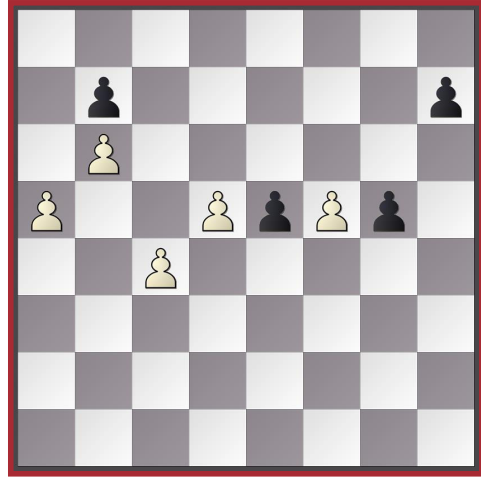
In the following positions circle the white and black Passed Pawns.

*The first one has been done for you.*

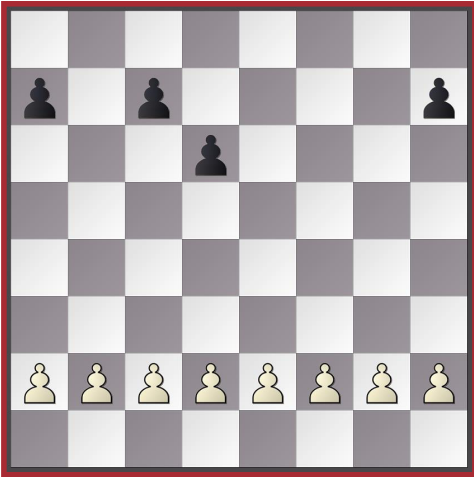
Q1.



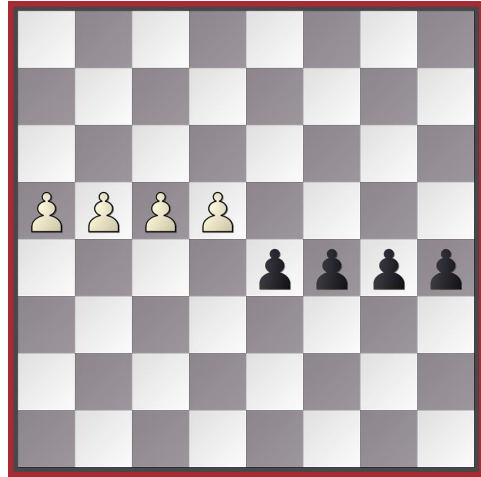
Q2.



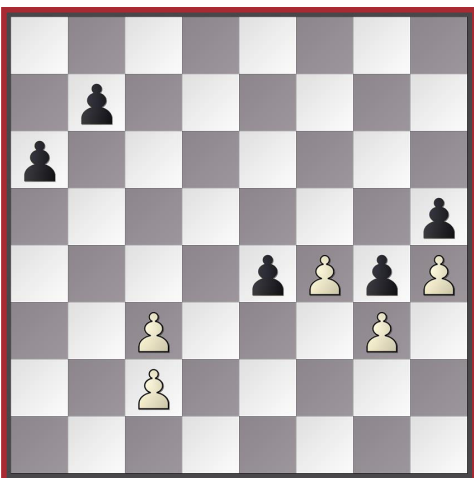
Q3.



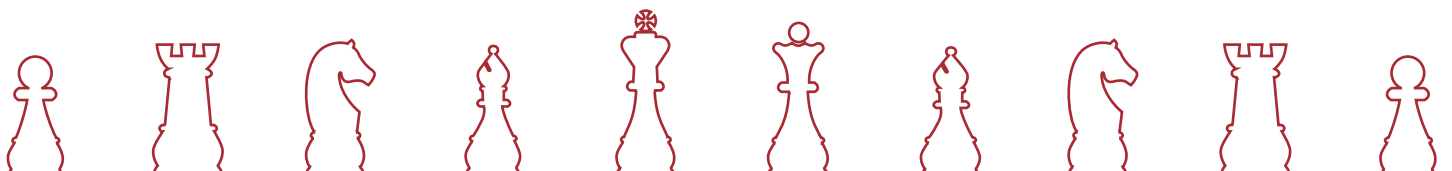
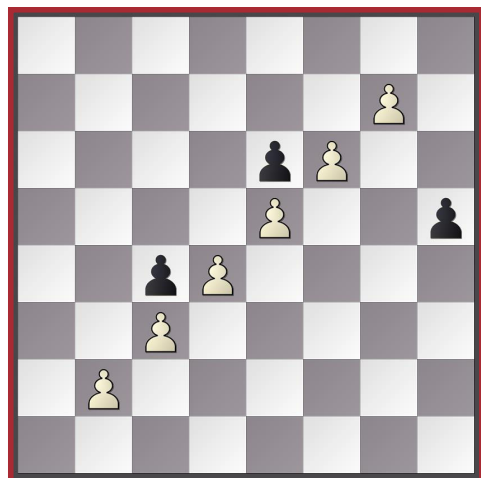
Q4.



Q5.



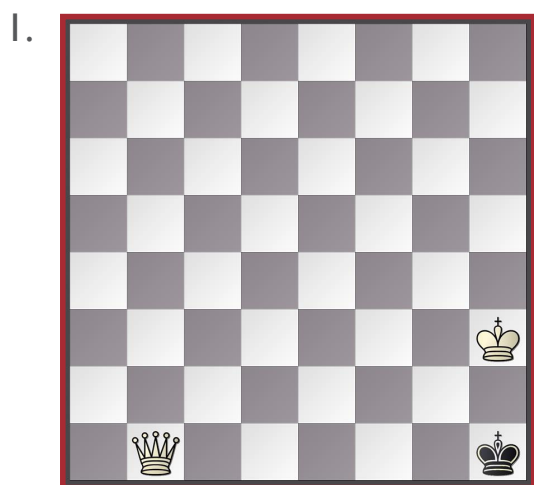
Q6.



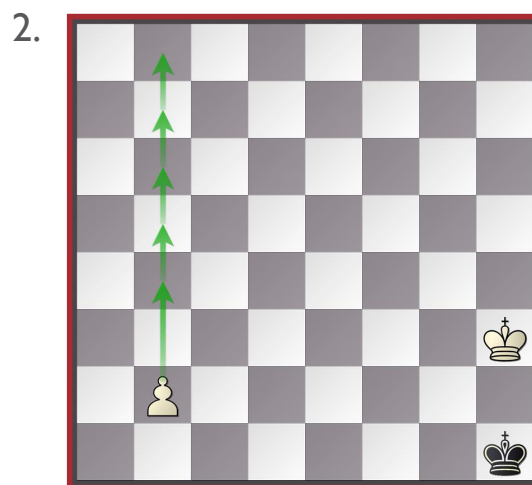
# PROMOTING A PAWN

Time to let you into a secret! All you need to win a game of chess is a measly Pawn!  
How so?

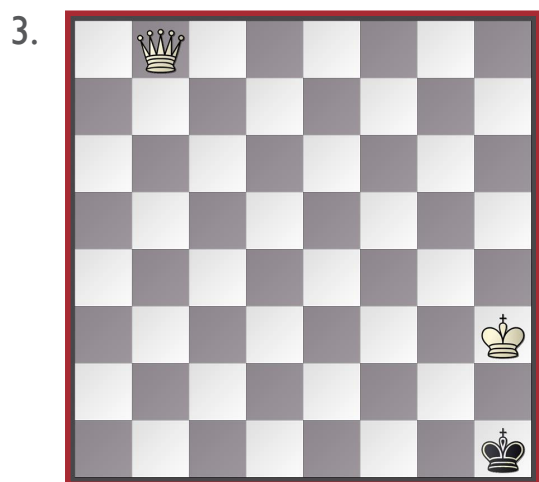
Well we have already seen that it is possible to force a checkmate with a King and Queen against a lone King. Well if we can promote a Pawn then we can get a new Queen and win the game!



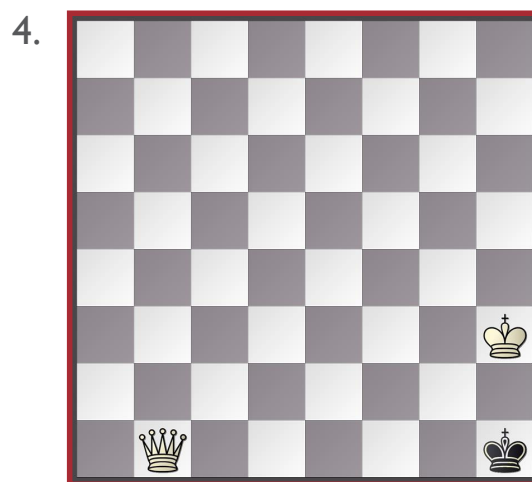
White just has a measly Pawn left...



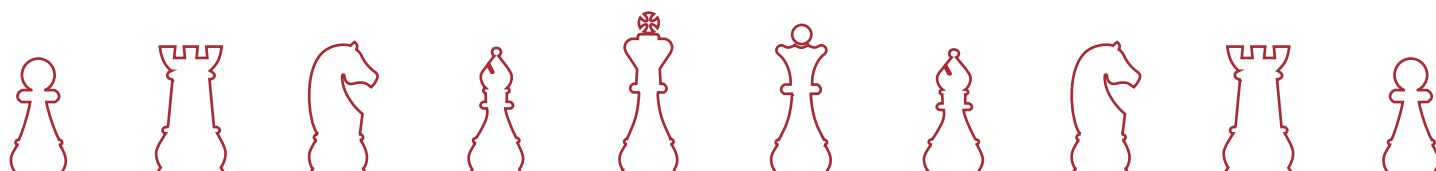
...but the Pawn could run all the way to the end...



...become a new Queen...



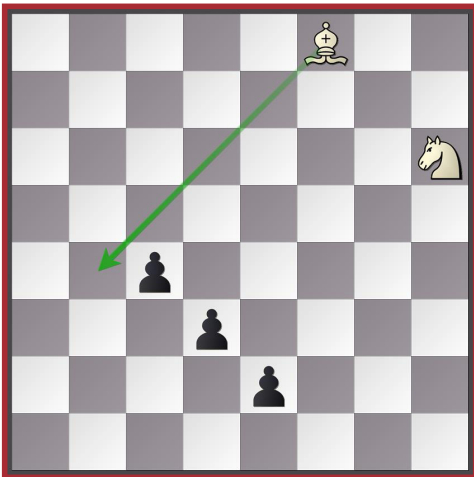
...and **BOOM** Checkmate ends the game!



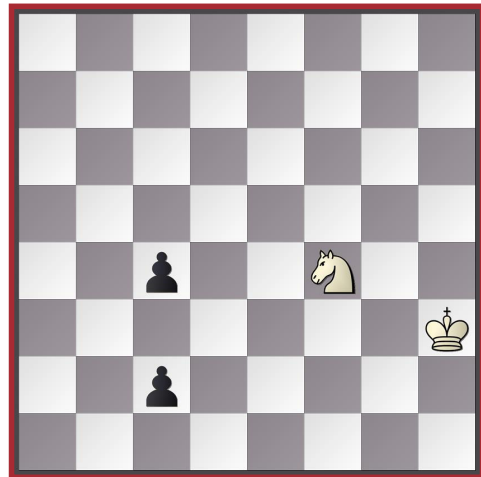
# STOPPING THE PAWN

In the following positions prevent black from promoting their Pawn – or make sure you can capture it as soon as it promotes! The first one has been done for you.

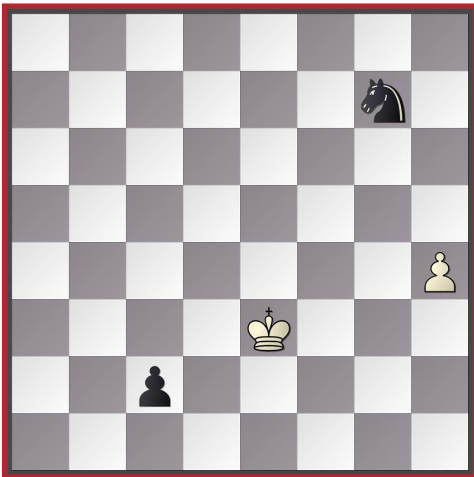
Q1.



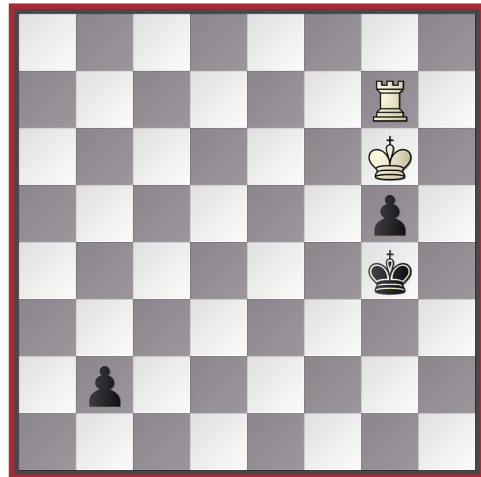
Q2.



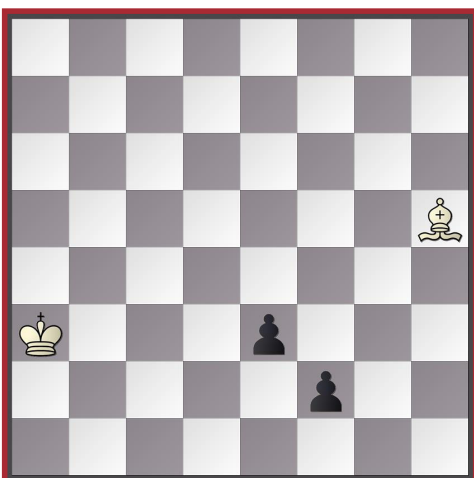
Q3.



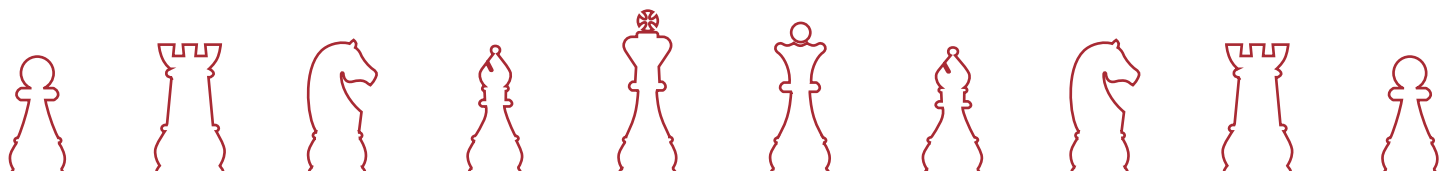
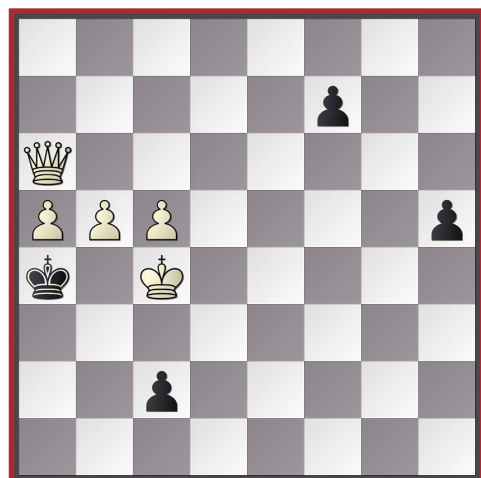
Q4.



Q5.



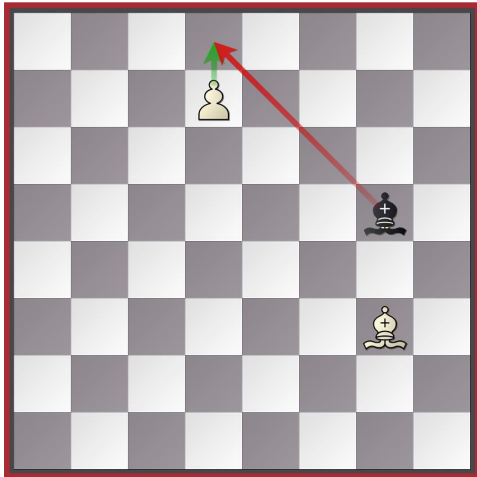
Q6.



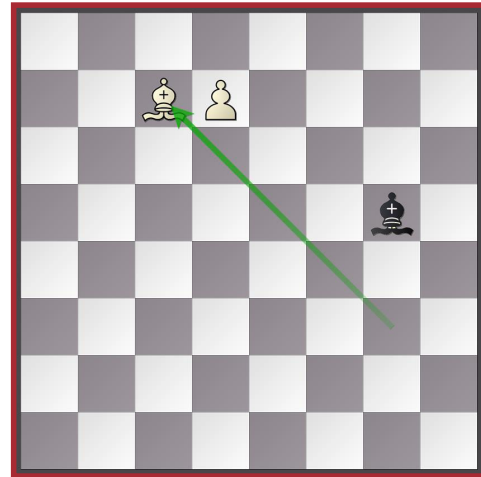
# PROMOTING A PAWN

## Supporting the Passed Pawn

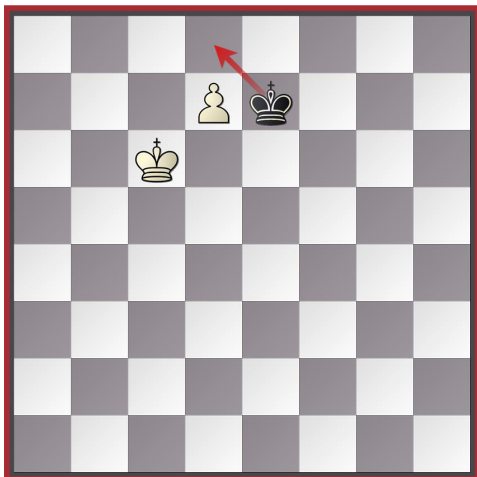
Sometimes the Passed Pawn needs some additional support to help it promote.



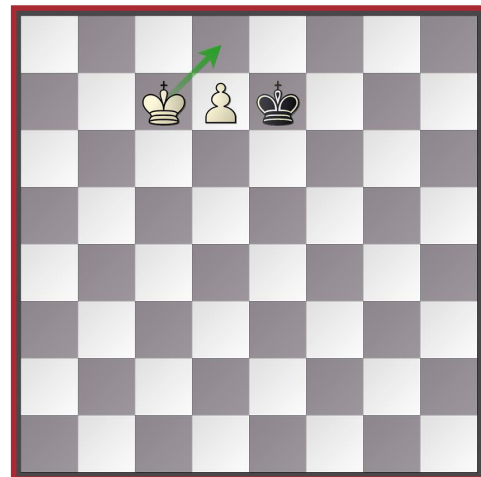
If the Pawn promotes then the black Bishop simply captures it. So we need to bring in our Bishop to support.



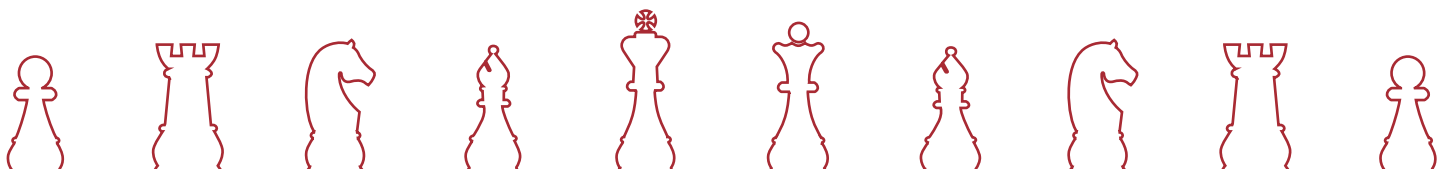
Now when we promote black will have to give up their Bishop for a Pawn – which wins us 2 points.



Here the black King is protecting the promotion square.



So the white King moves forward to support the Pawn and protect the promotion square.

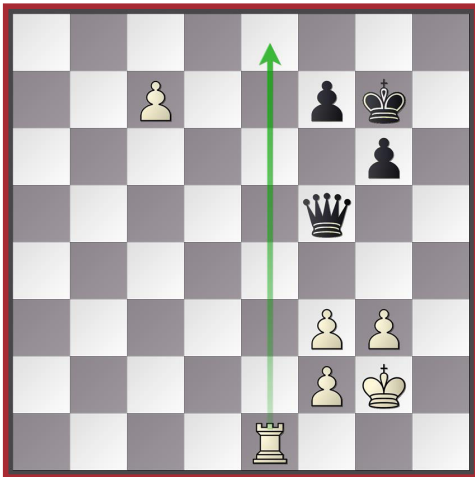


# SUPPORT THE PASSED PAWN

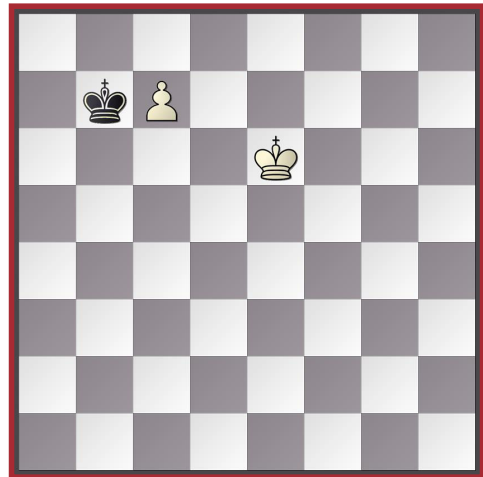
In the following positions you need to support your passed Pawn to make a new Queen or to force a gain of material.

*The first one has been done for you.*

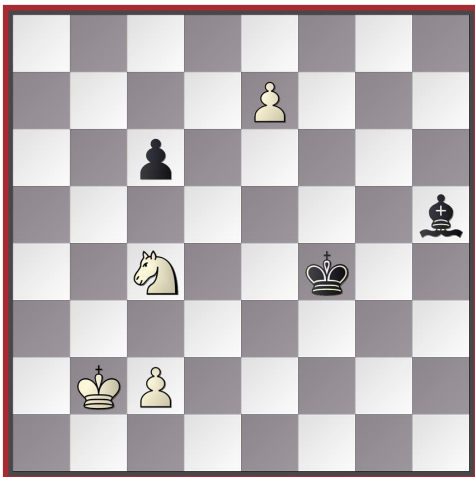
Q1.



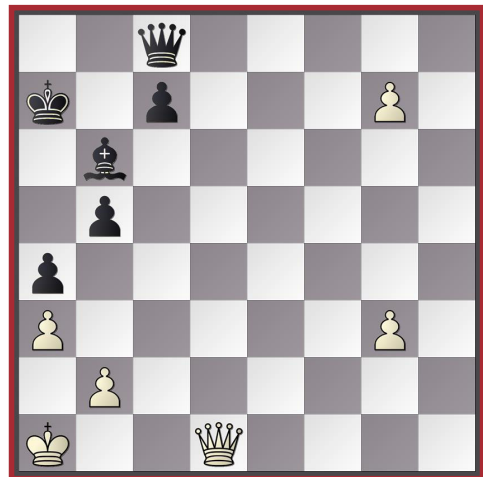
Q2.



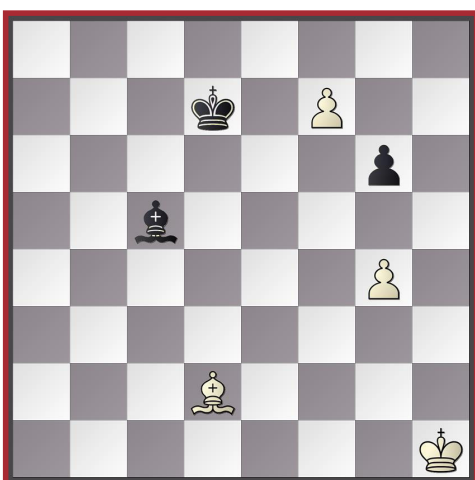
Q3.



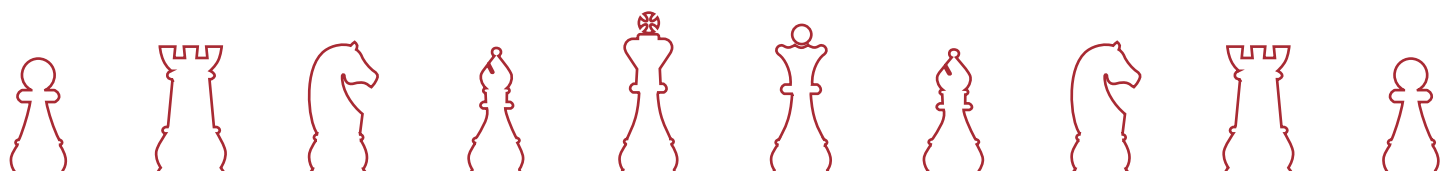
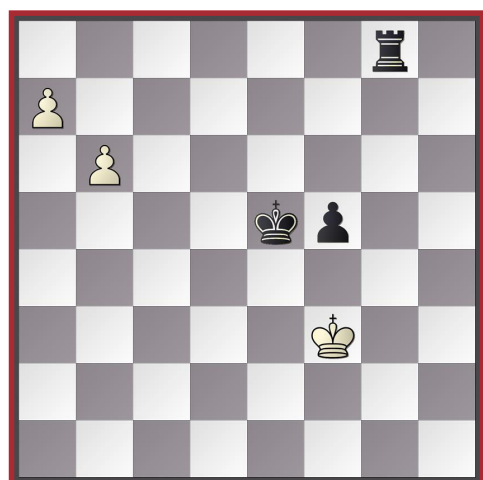
Q4.



Q5.



Q6.

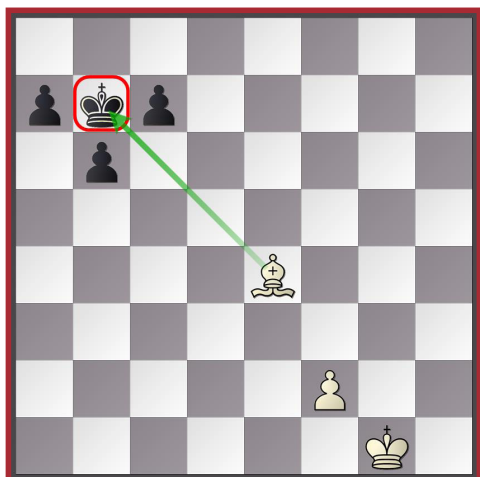


# TARGETS

We have previously looked at creating “Threats” – for example threatening to capture a piece for free or threatening a “profitable trade”.

In chess we should always be on the look out for Targets.

There are three main types of target.



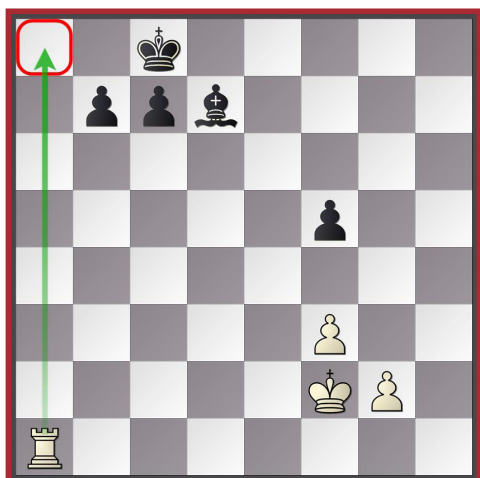
## 1) The King

Here the King is the **Target** and is being attacked by the Bishop. This, of course, is also known as **Check**.



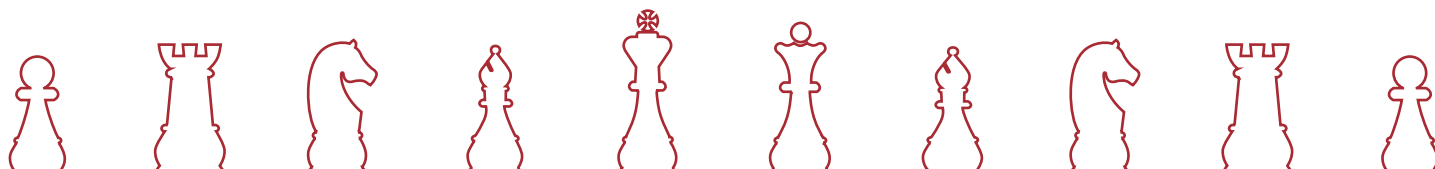
## 2) Material

Here the Bishop is the **Target** and is being attacked by the Queen. White is threatening to win 3 points.



## 3) A square

Here the square a8 is the **Target** of the Rook. Why? Because Ra8 would be **Checkmate!**

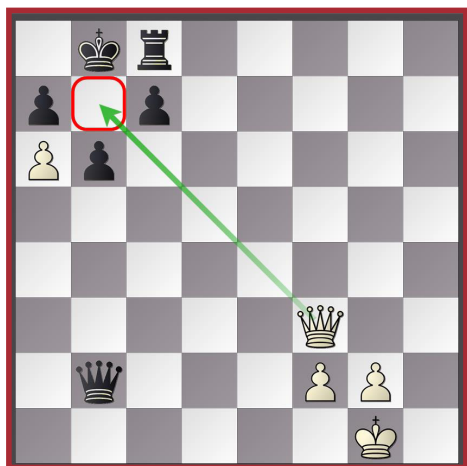


# WHAT IS THE TARGET?

In the following positions circle the Target, draw the Threat and say whether the Target is the King, material or a square.

*The first one has been done for you.*

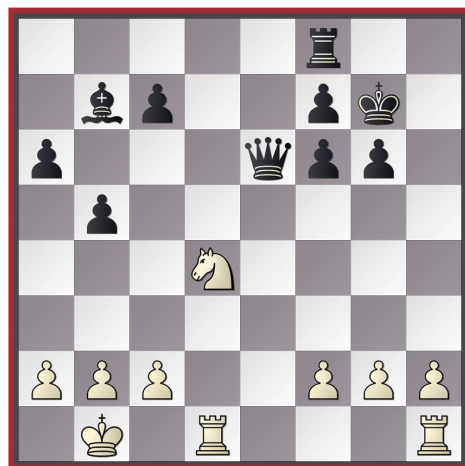
Q1.



Q2.

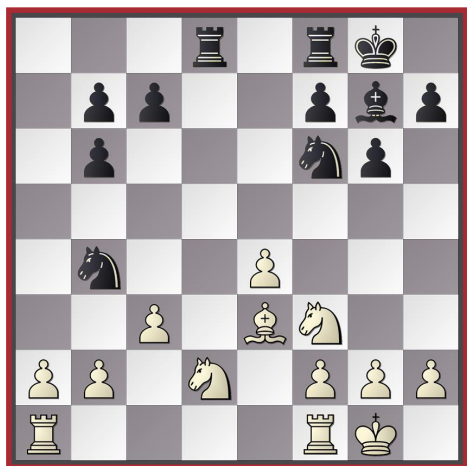


Q3.

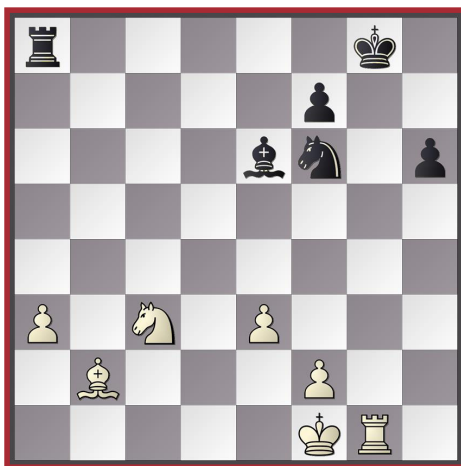


Square

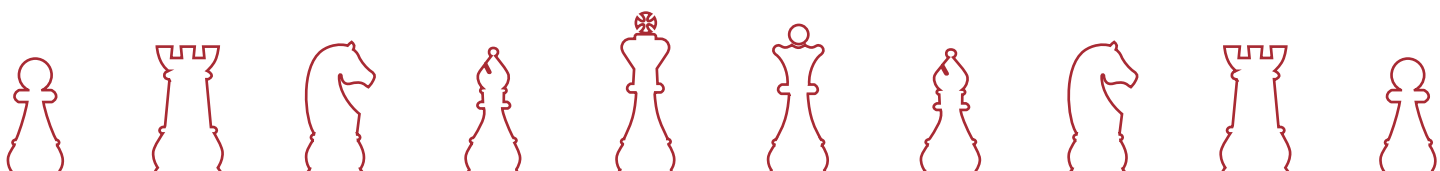
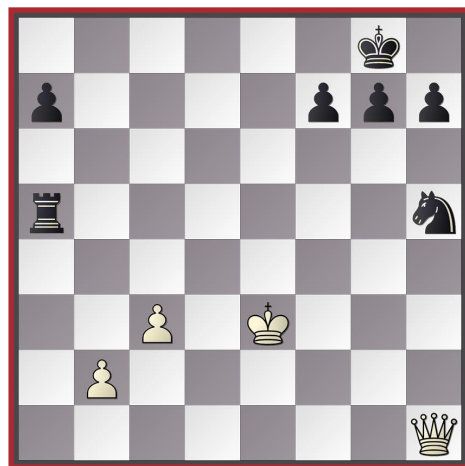
Q4.



Q5.



Q6.



# CREATE A THREAT - FIND A TARGET

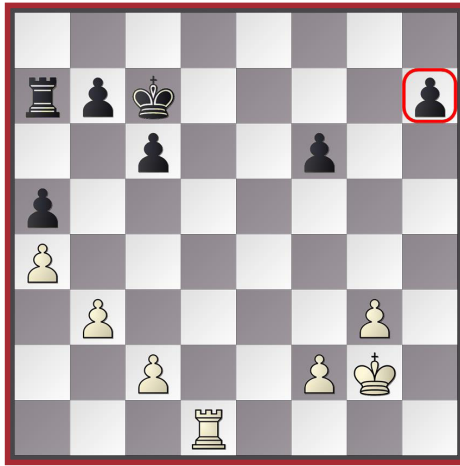
In the following positions the type of target has been told to you. You need to draw the move which creates the Threat.

The first one has been done for you.

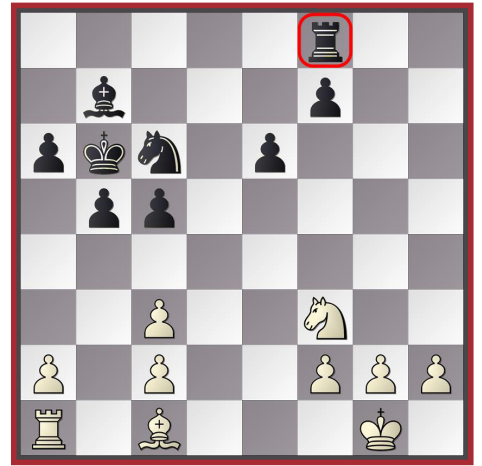
Q1.



Q2.

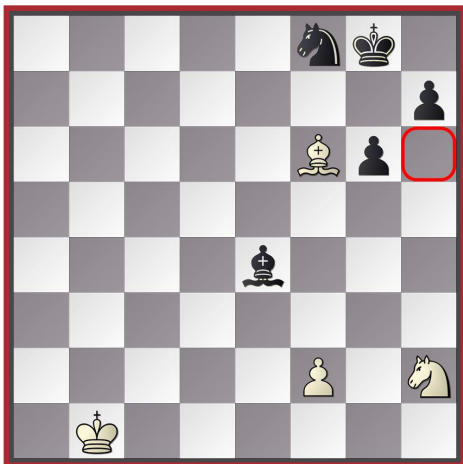


Q3.



King

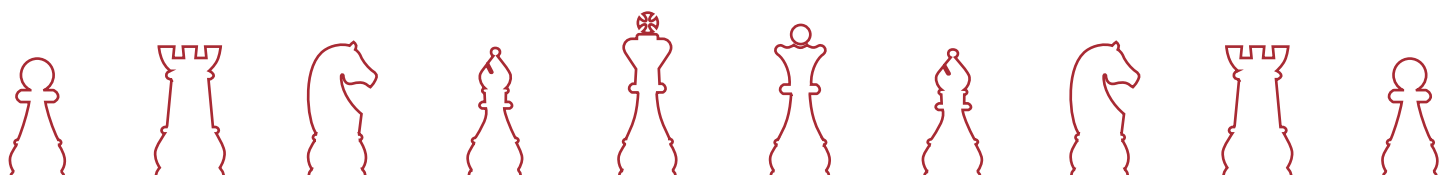
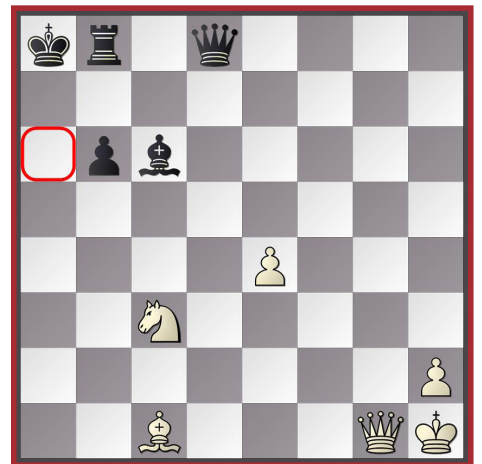
Q4.



Q5.



Q6.





# TACTICS

Tactics are a group of typical patterns and short term move combinations that lead to an advantage or even a victory. Tactics are to a chess player what a paint brush is to a painter.

There are many types of tactics and to become a very strong player eventually you will have to master them all. Below are some of the main types of tactics.

**FORKS**

**PINS**

**DESTROYING THE DEFENCE**

**SKEWER**

**DISCOVERED ATTACK**

**DOUBLE CHECK**

**X RAYS**

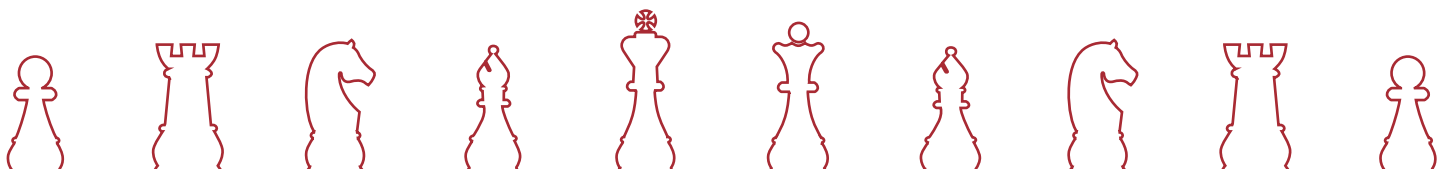
**DECOYING**

**INTERFERENCE**

**UNDER-PROMOTION**

**CLEARING**

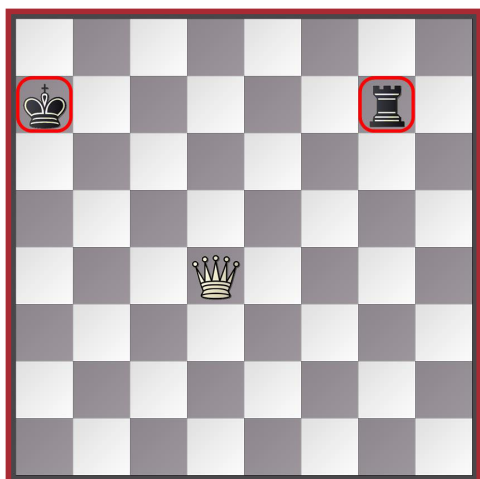
**TRAPPING**



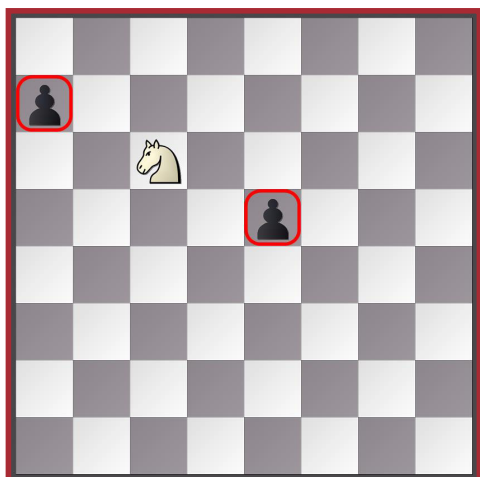
# FORKS

A Fork is a type of Tactic. Also known as a 'Double Attack', a Fork is a move which threatens two or more Targets.

Let's look at two examples below.



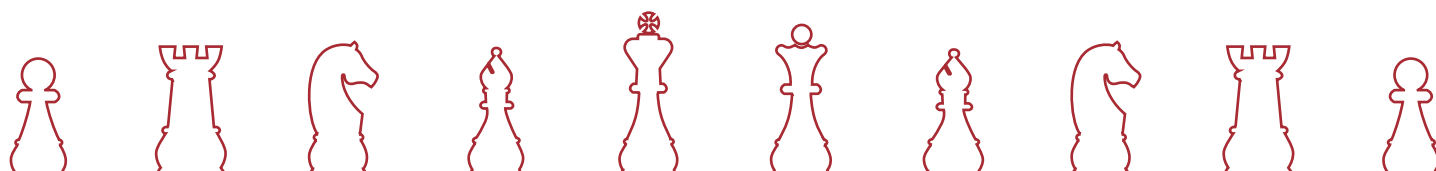
The Queen is **Forking** the King and Rook



The Knight is **Forking** the 2 Pawns

## IMPORTANT!

- A Fork is extremely powerful as it is often impossible for your opponent to defend against both threats.
- Forks are amongst the most common ways to gain a decisive advantage in chess.

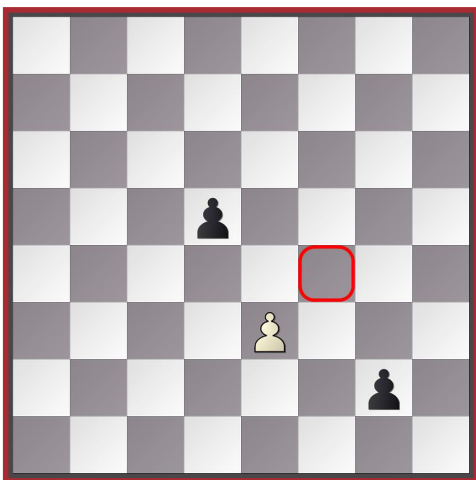


# CREATE A KNIGHT FORK

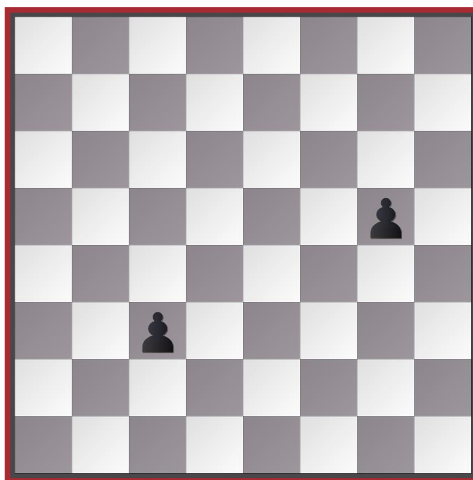
Mark on the board where you would put a white Knight to Fork the two black Pawns.

*The first one has been done for you.*

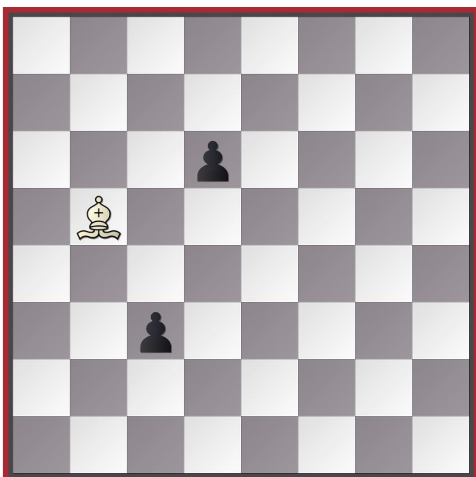
Q1.



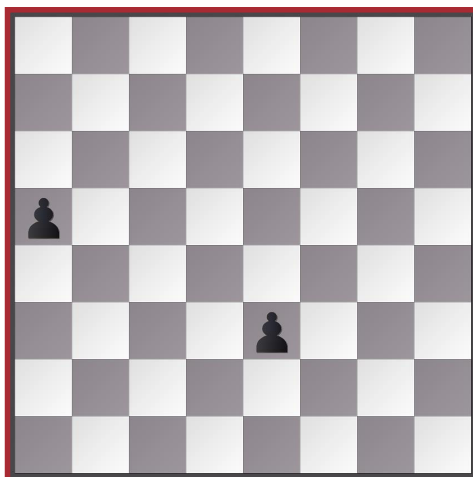
Q2.



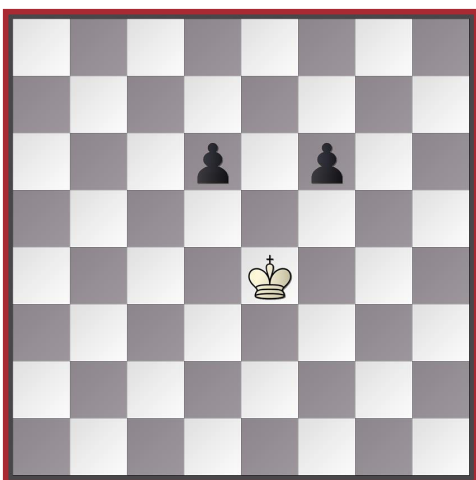
Q3.



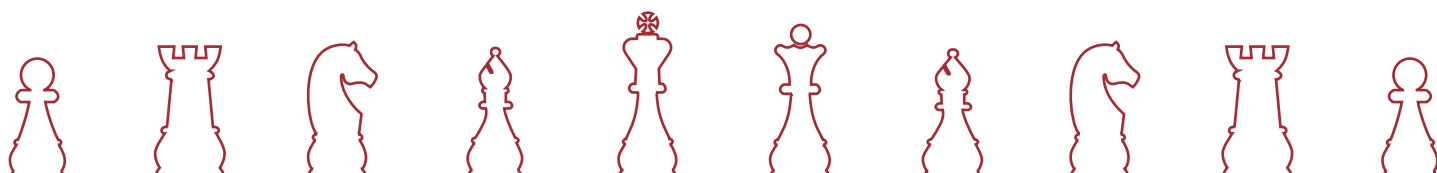
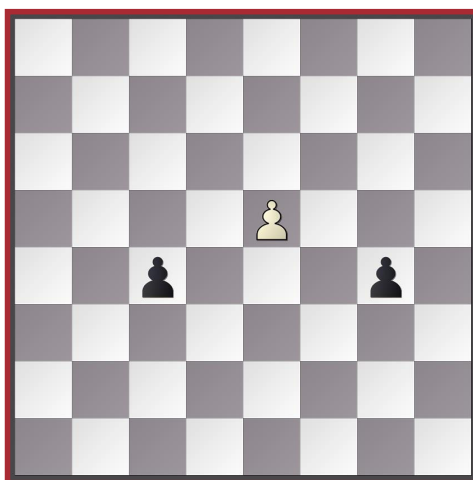
Q4.



Q5.



Q6.

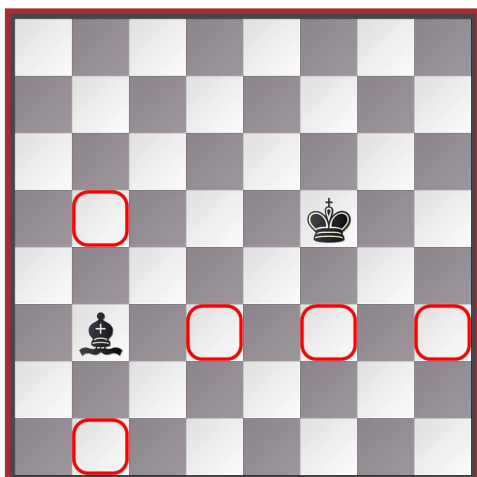


# CREATE A QUEEN FORK

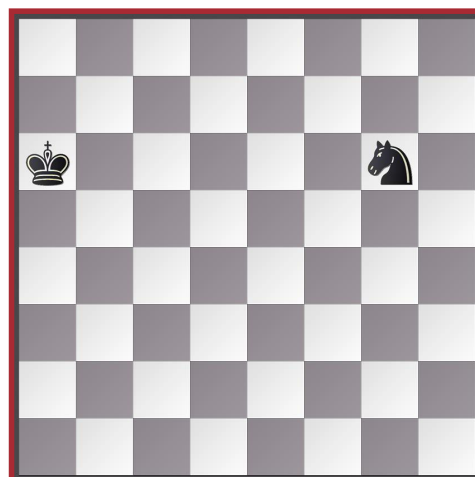
Mark all the squares on the board where you could put a white Queen to create a Fork (there may be more than one square). Make sure the Queen cannot be captured!

The first one has been done for you.

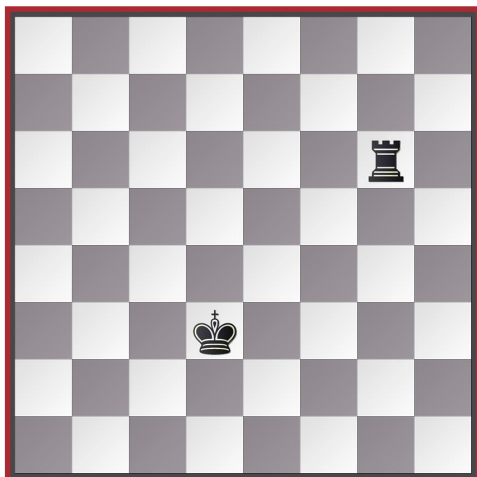
Q1.



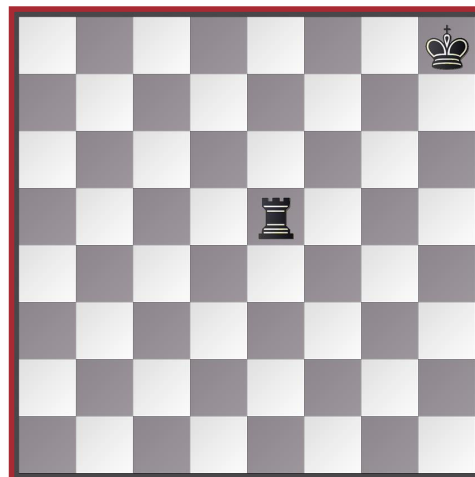
Q2.



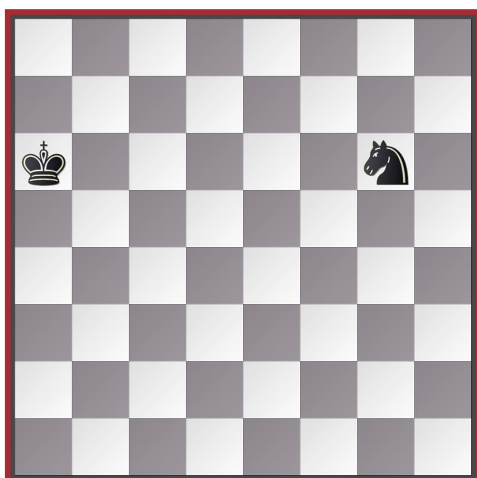
Q3.



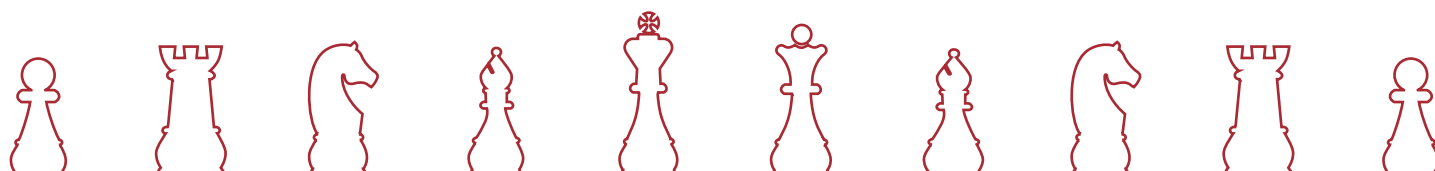
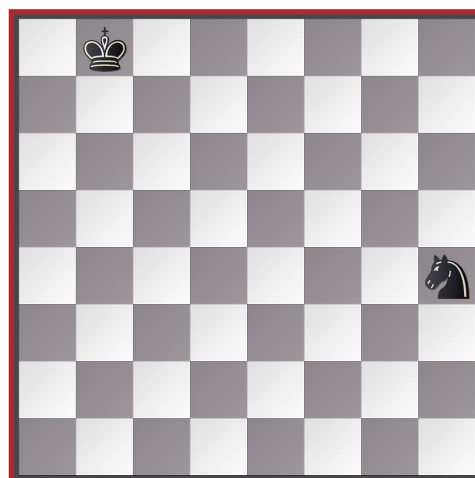
Q4.



Q5.



Q6.

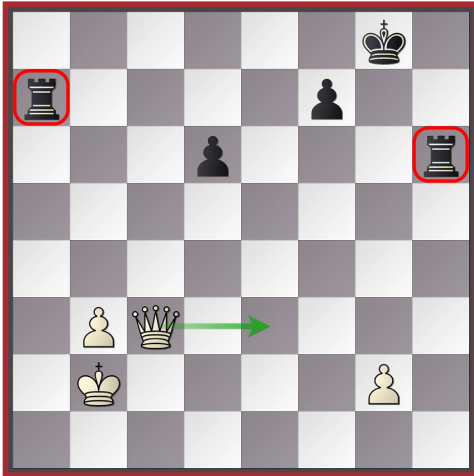


# MORE QUEEN FORKS

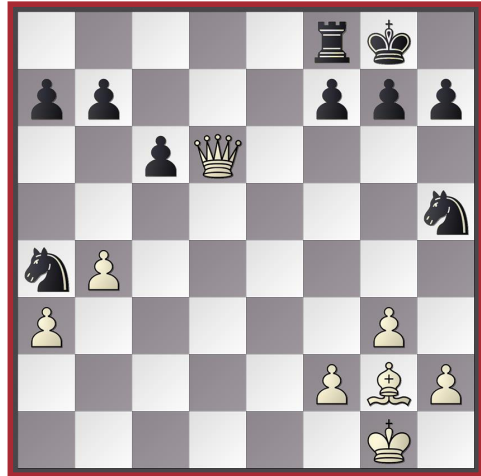
Show the move on the board which creates a Fork using the Queen. Also circle the two pieces which are attacked.

The first one has been done for you.

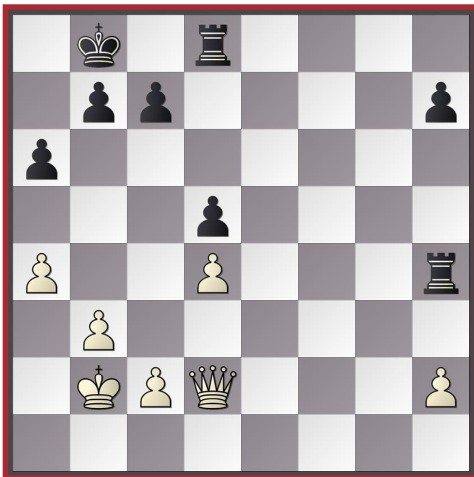
Q1.



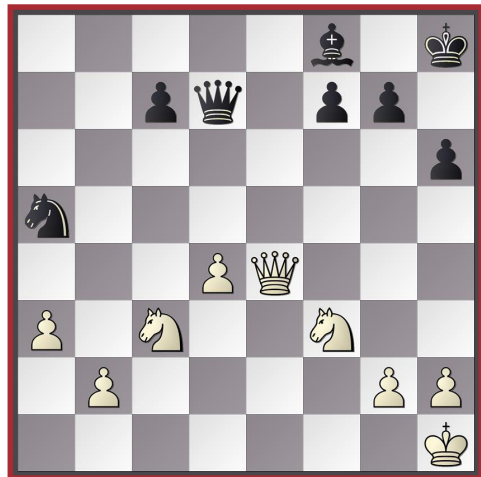
Q2.



Q3.



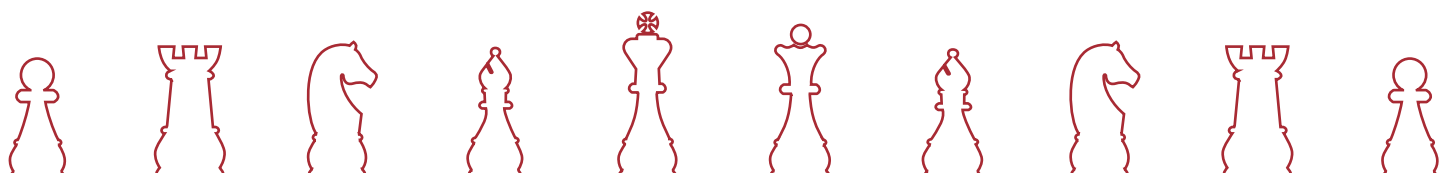
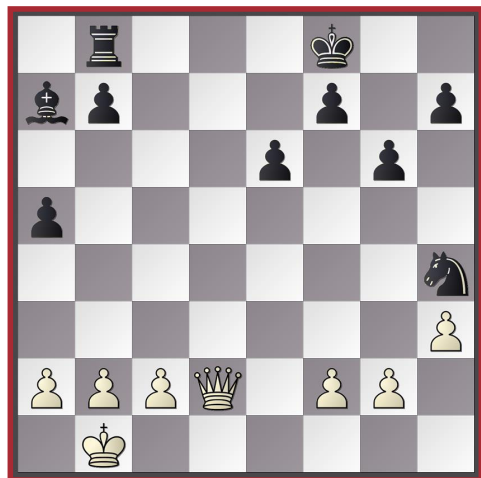
Q4.



Q5.



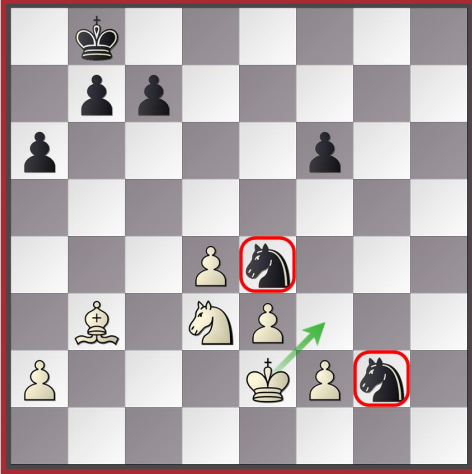
Q6.



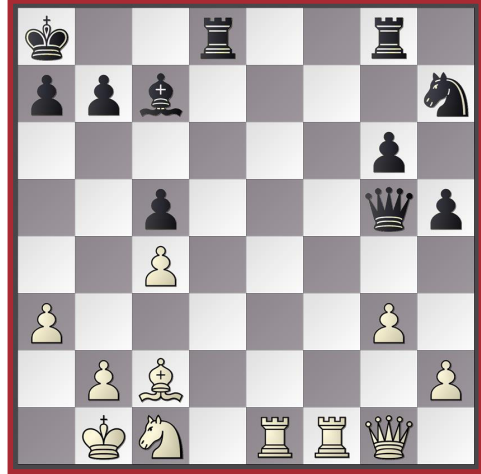
# FORKS – MIXED PIECES

Show the move on the board which creates a Fork. This time we are using other pieces other than a Queen. Also circle the two pieces which are attacked. *The first one has been done for you.*

Q1.



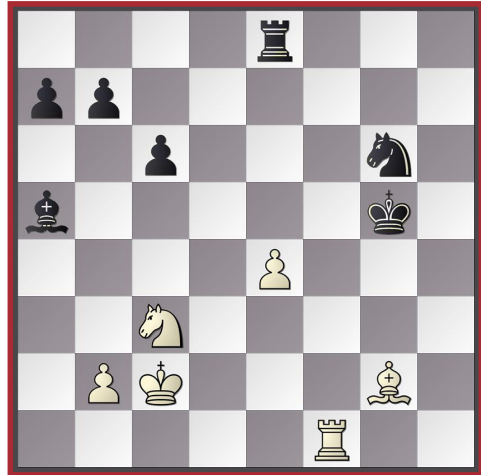
Q2.



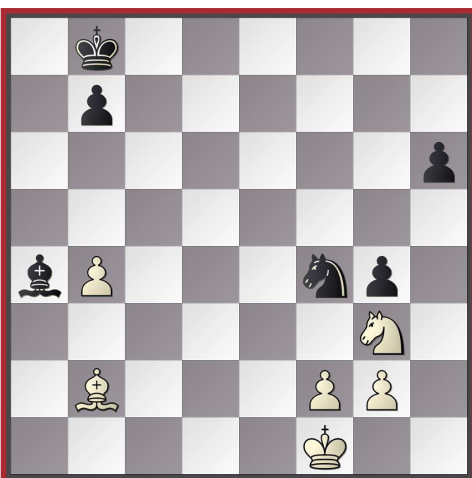
Q3.



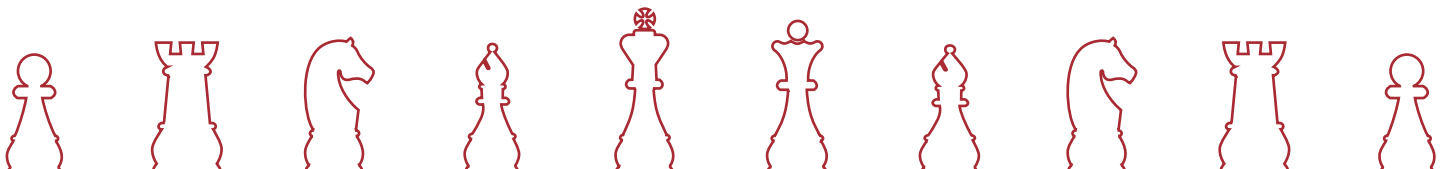
Q4.



Q5.



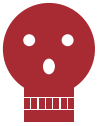
Q6.



# DRAWS

We already know that Stalemate is a draw. However, there are other ways a game of chess can end in a draw.

## How a game can end in a draw.



### 1) Stalemate

Where the side to move cannot make a legal move.



### 2) Mutual agreement

The players can simply agree to a draw at any time! We don't recommend you do this – better to play the game out to a finish.



### 3) Threefold repetition

Where the EXACT same position occurs three times in the same game (doesn't have to be three moves all in a row).



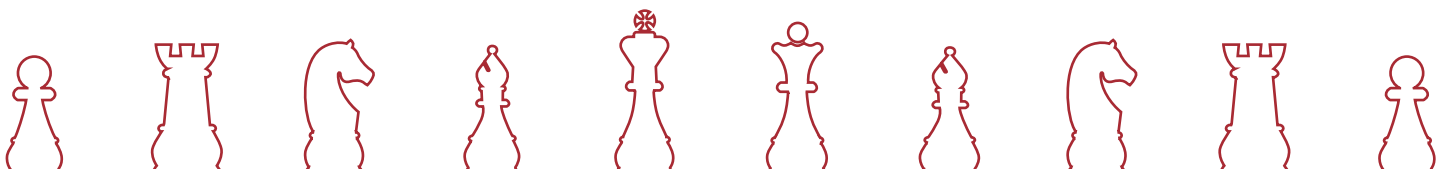
### 4) 50 move rule

This isn't simply that 50 moves have been played (many games last longer than that). This rule is where neither side has made a capture or moved a Pawn for 50 consecutive moves.



### 5) Insufficient Material

This is where neither side has enough material left to Checkmate the opponent.

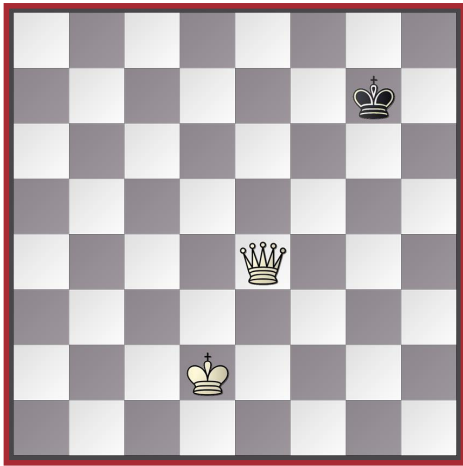


# INSUFFICIENT MATERIAL

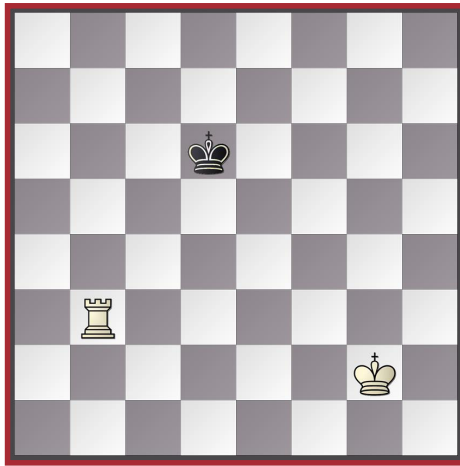
This is where neither side has enough material to checkmate the opponent. This is quite a common way a game can end in a draw – though sometimes players don't realise they can't give checkmate and continue playing for many moves!

In the following positions try and guess whether white has enough material left to checkmate black. If you are not sure –try moving the pieces around on a real board and see if you can create a checkmate with them.

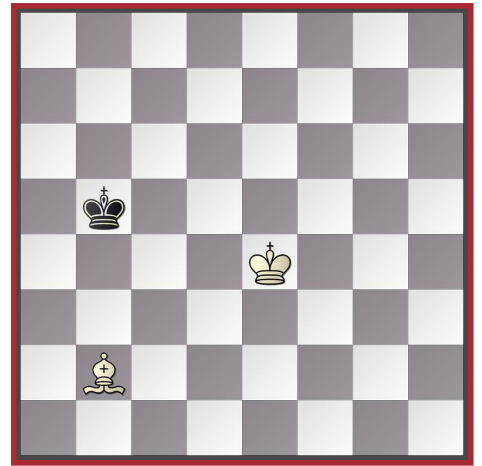
Q1.



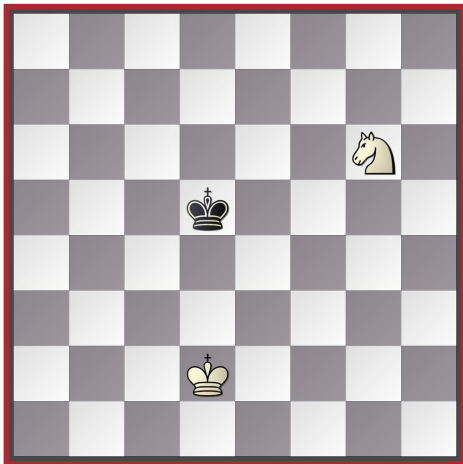
Q2.



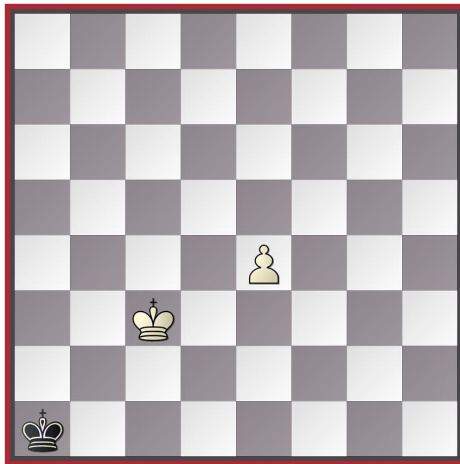
Q3.



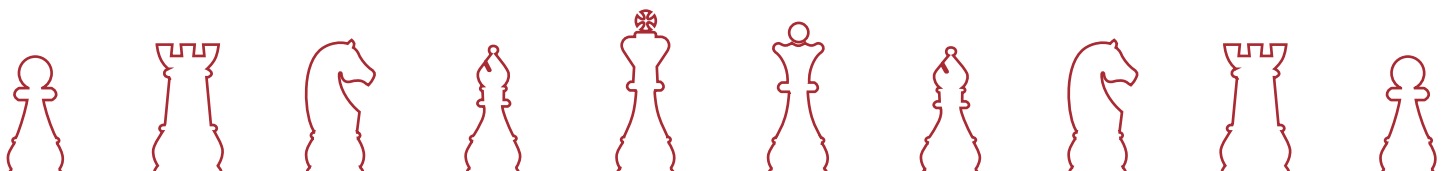
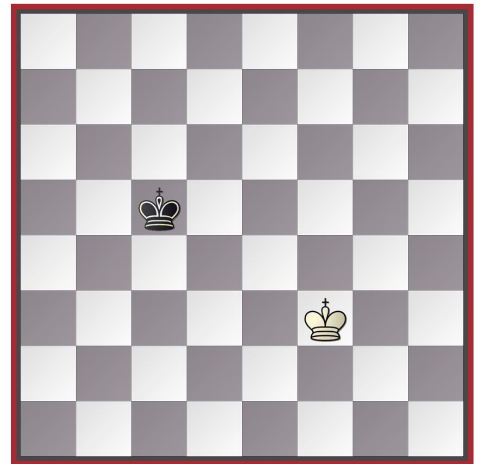
Q4.



Q5.



Q6.





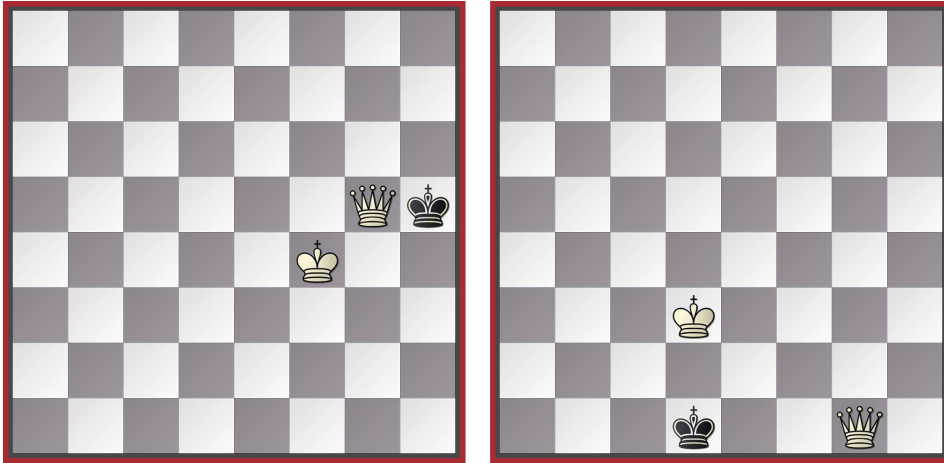
# INSUFFICIENT MATERIAL

## 1) King and Queen versus King

Yes we can give checkmate!

We already know this from earlier in the book. We know the black King has to be on the side of the board.

Here are two examples.

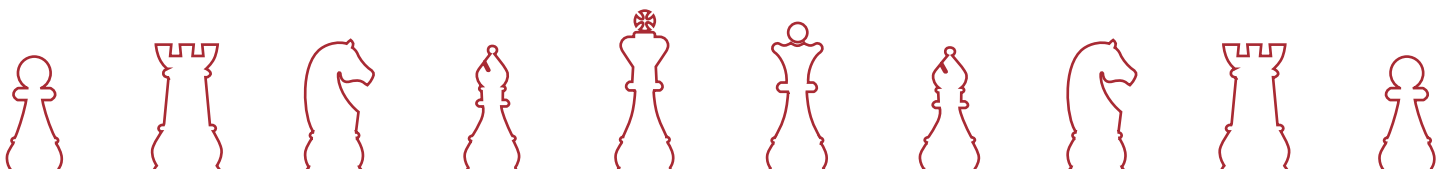
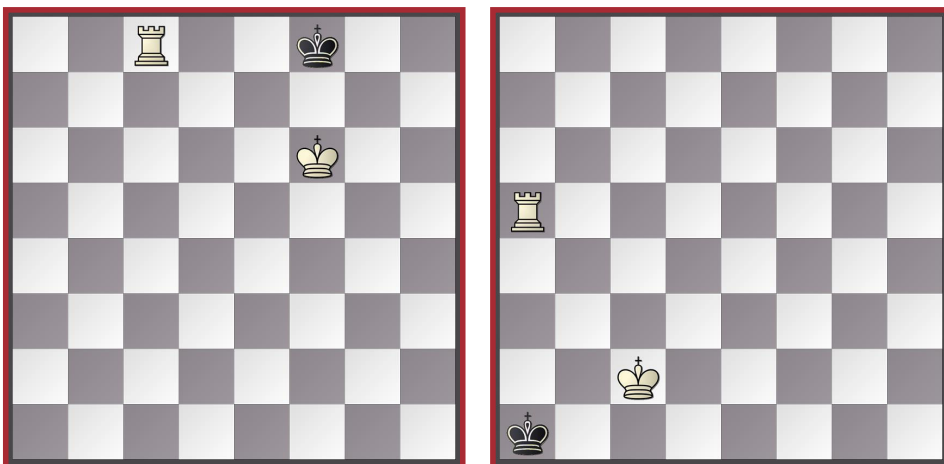


## 2) King and Rook versus King

Yes we can give checkmate!

It is a lot harder with a Rook but can be done. Again we need to force the black King to the edge of the board. We will practice this technique in a later book.

Here are two examples.

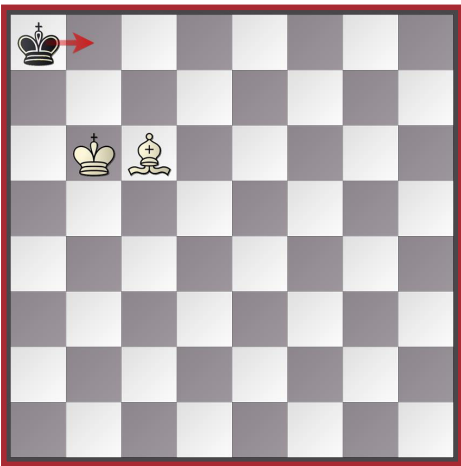


# INSUFFICIENT MATERIAL

## 3) King and Bishop versus King

No we cannot give checkmate – therefore it is a draw due to Insufficient Material.

The closest we can get is to check the King in the corner – but the King still has one escape square.



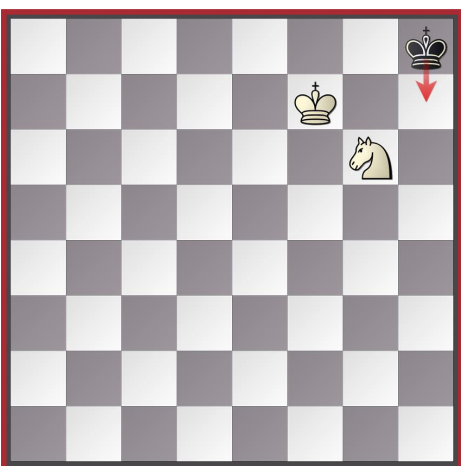
Not checkmate – the King can escape

**Note:** If you have two Bishops you can give checkmate (see if you can create a mate with two Bishops and King versus King)

## 4) King and Knight versus King

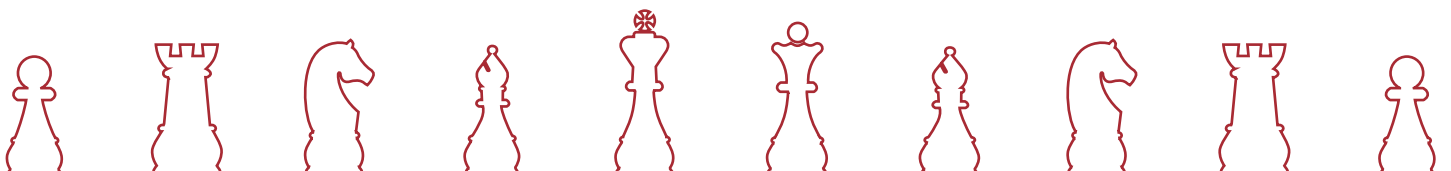
No we cannot give checkmate – therefore it is a draw due to Insufficient Material.

Like with the bishop - the closest we can get is to check the King in the corner – but the King still has one escape square.



Not checkmate – the King can escape

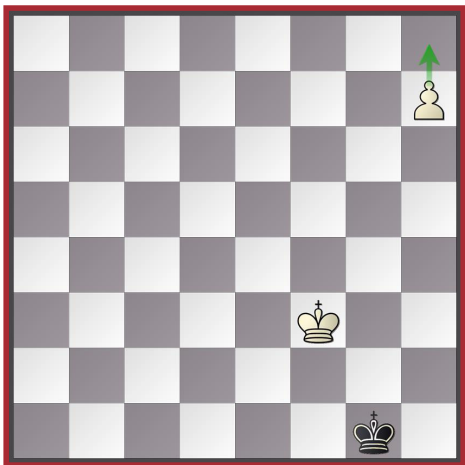
**Note:** If you have a Knight and a Bishop you can give checkmate (see if you can create a mate with Knight, Bishop and King versus King)



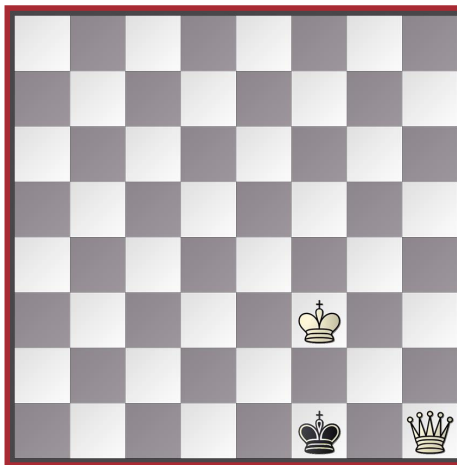
# INSUFFICIENT MATERIAL

## 5) King and Pawn versus King

Yes we can give checkmate – but first we need to promote the Pawn to a Queen (or even a Rook)! This was a bit of a trick question...



First we Promote our Pawn

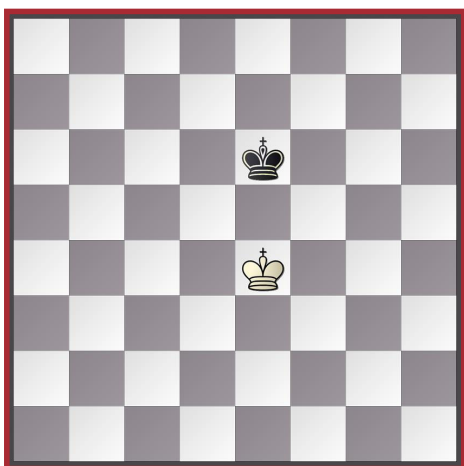


Then we give Checkmate with our new Queen

## 6) King versus King

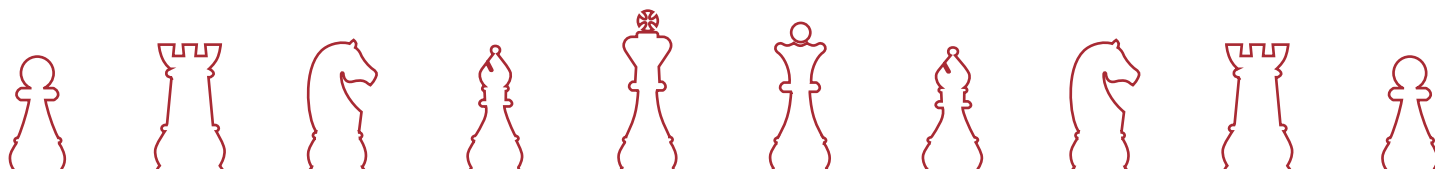
No we cannot give checkmate – therefore it is a draw due to Insufficient Material.

In fact – we cannot even give a lousy check!



No checks – no checkmate.

Draw!

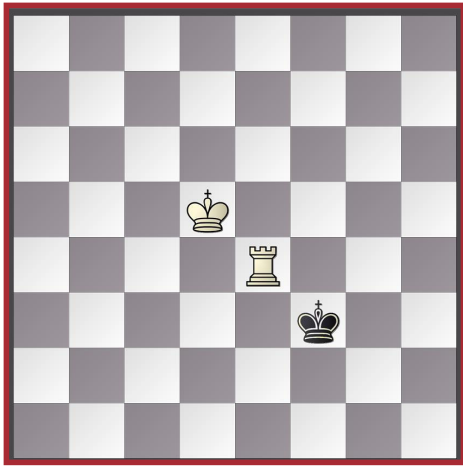


# IS IT A DRAW?

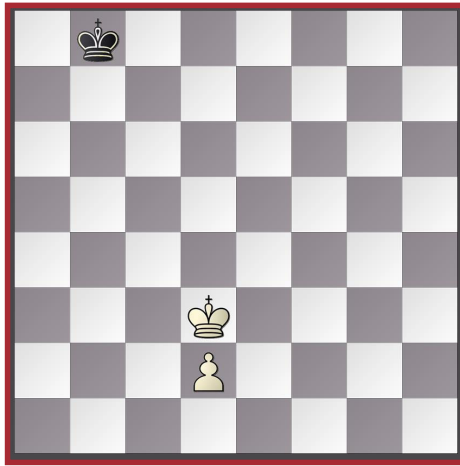
In the following positions you have to say whether it is a 'Draw' (due to insufficient material) or whether the game should 'Continue'.

The first one has been done for you.

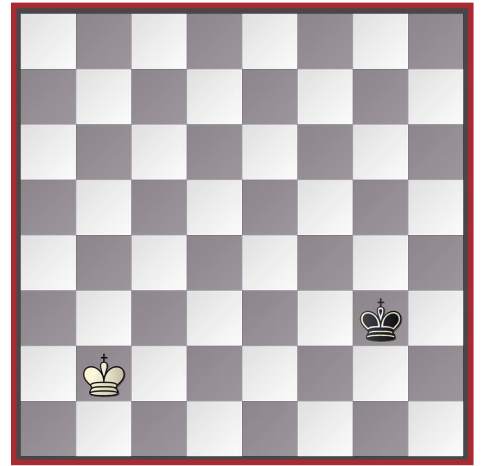
Q1.



Q2.



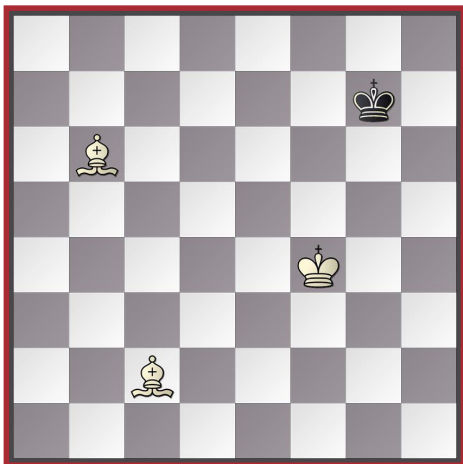
Q3.



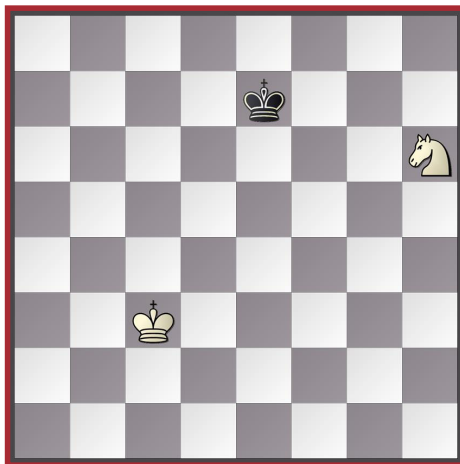
Continue

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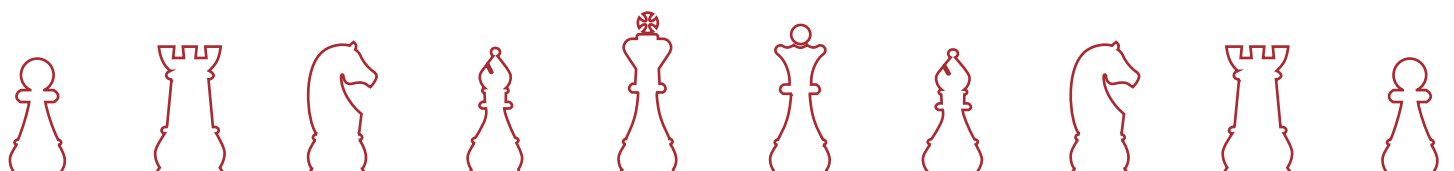
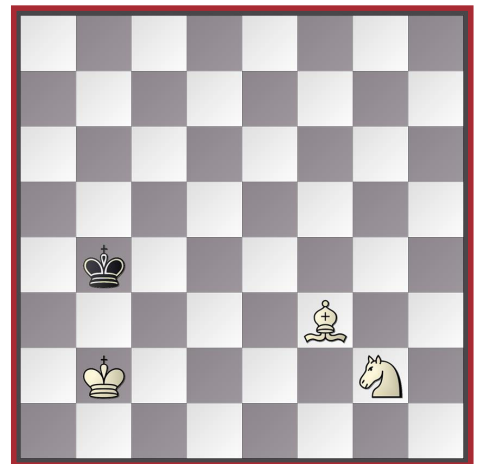
Q4.



Q5.



Q6.



# DRAW – TRUE OR FALSE

Say whether the following statements are “True” or “False”.

**1) PLAYERS CAN AGREE TO A DRAW AT ANY POINT IN THE GAME.** T / F

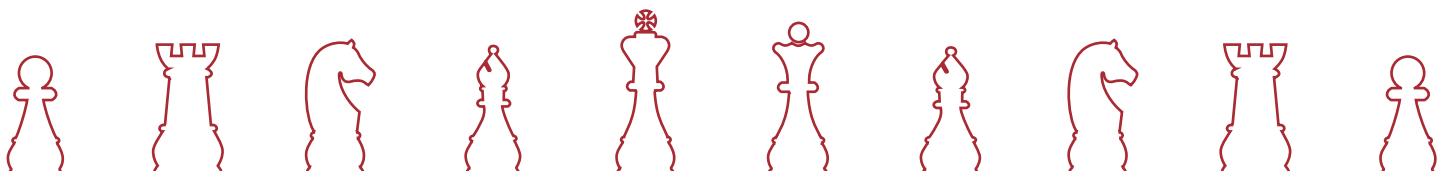
**2) THE GAME ENDS IN A DRAW IF 40 MOVES ARE MADE BY EACH PLAYER WITH NEITHER A PAWN BEING MOVED OR ANYTHING BEING CAPTURED** T / F

**3) IT IS POSSIBLE TO GIVE CHECKMATE WITH A KING AND ROOK VERSUS A KING** T / F

**4) IT IS A DRAW IF THE EXACT SAME POSITION IS REACHED THREE TIMES IN A GAME** T / F

**5) IT IS POSSIBLE TO GIVE CHECKMATE WITH A KING AND BISHOP VERSUS A KING** T / F

**6) STALEMATE IS THE ONLY WAY A GAME CAN END IN A DRAW** T / F

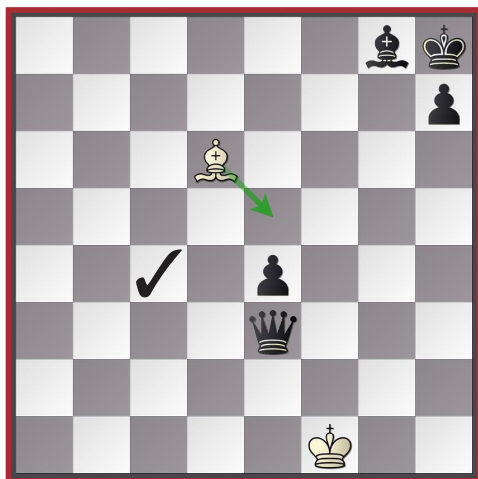


# MORE CHECKMATE PRACTICE

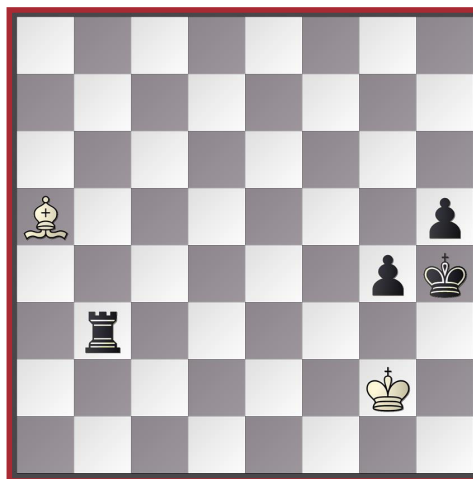
In the following positions find the checkmate.

The first one has been done for you.

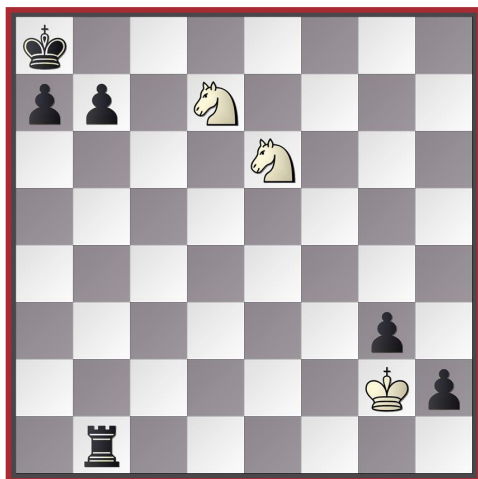
Q1.



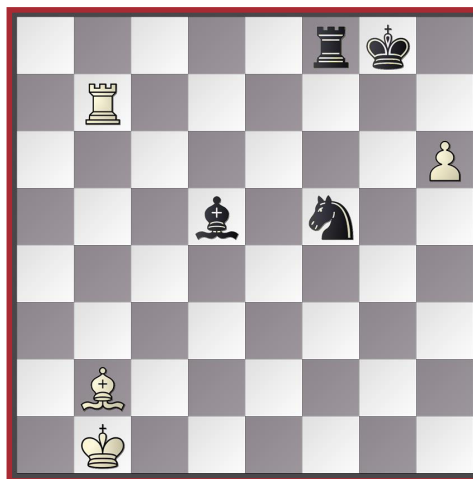
Q2.



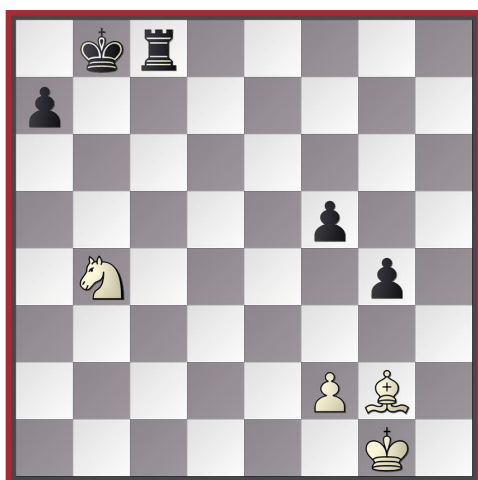
Q3.



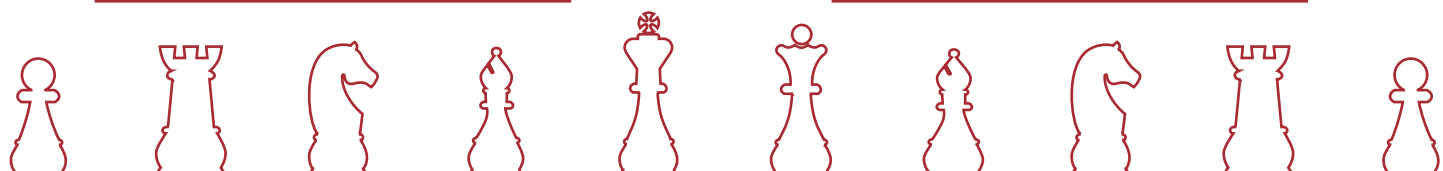
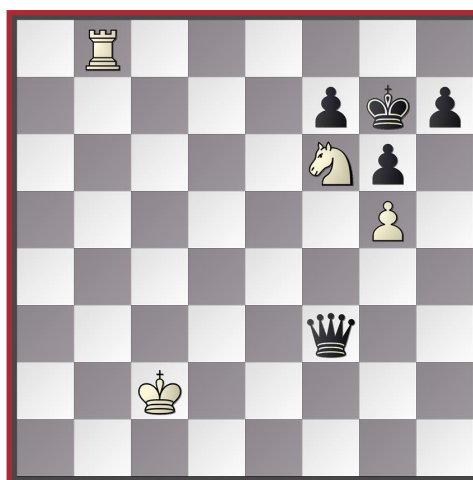
Q4.



Q5.



Q6.



# MORE CHECKMATE PRACTISE

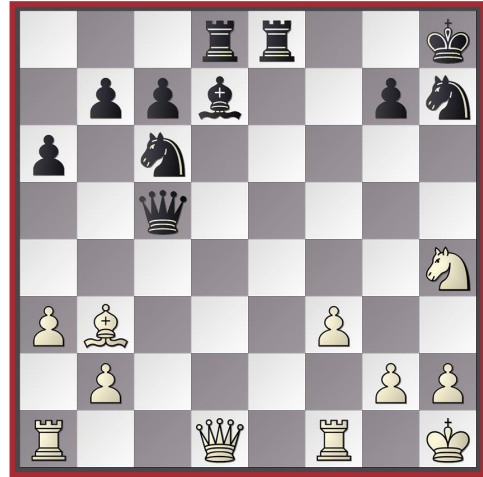
In the following positions find the checkmate.

The first one has been done for you.

Q1.



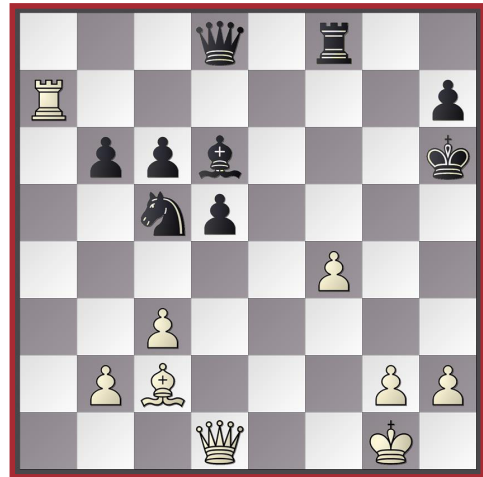
Q2.



Q3.



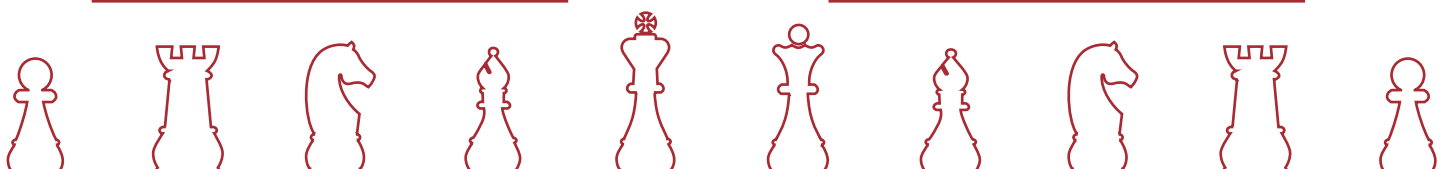
Q4.



Q5.



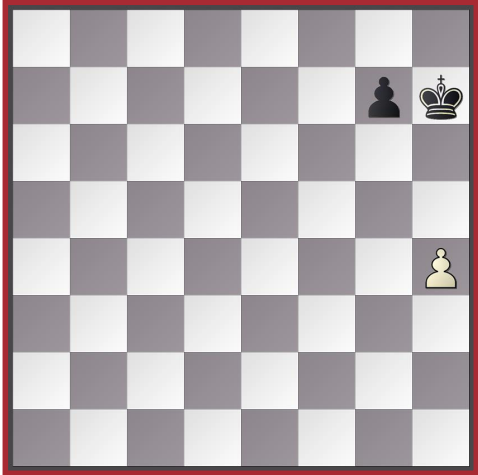


Q6.

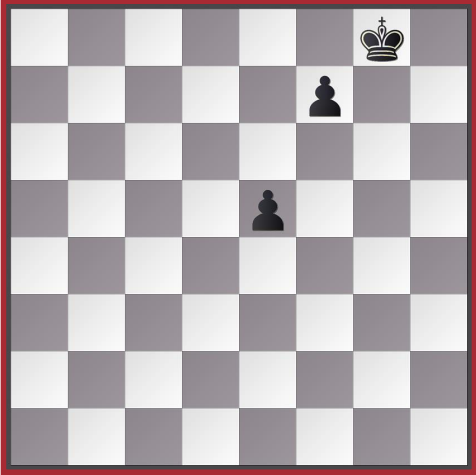




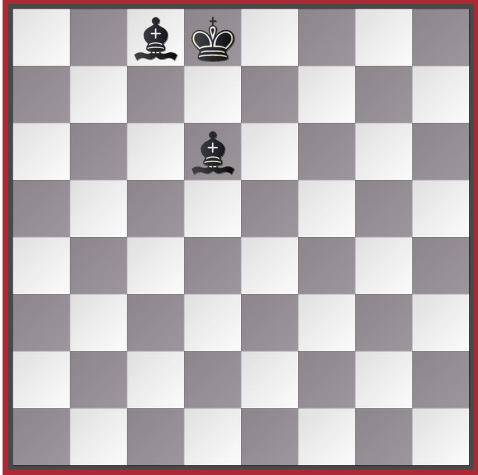


# MORE CHECKMATE PRACTISE

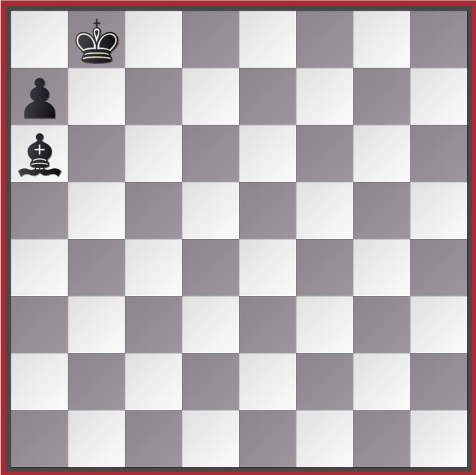


In the following positions write down the coordinates of the squares the two white pieces should be placed so to put black into checkmate. *The first one has been done for you.*

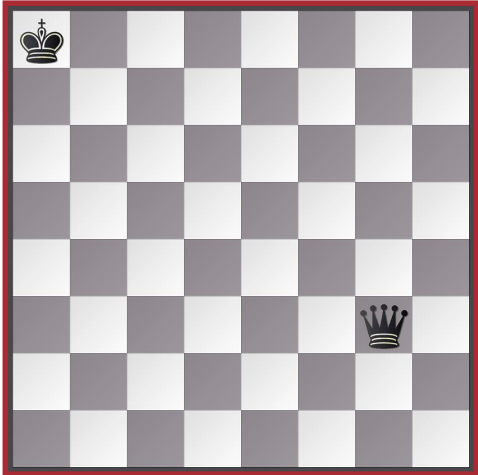


Q1.    
 G7  
  
 F6

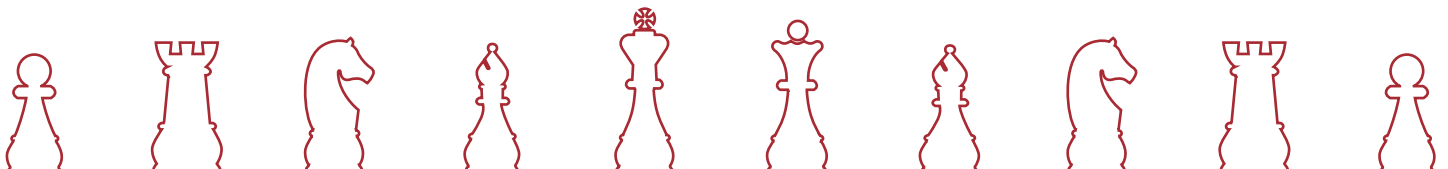
Q2.    
 .....  
  
 .....

Q3.    
 .....  
  
 .....

Q4.    
 .....  
  
 .....

Q5.    
 .....  
  
 .....

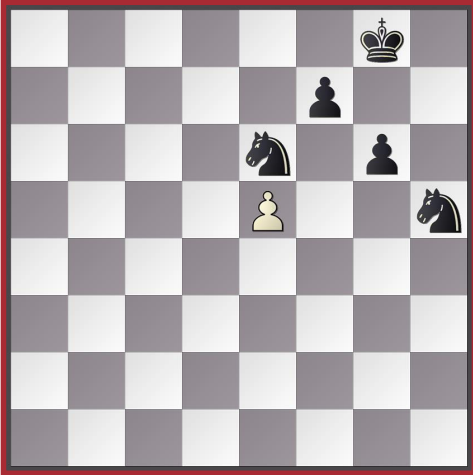
Q6.    
 .....  
  
 .....





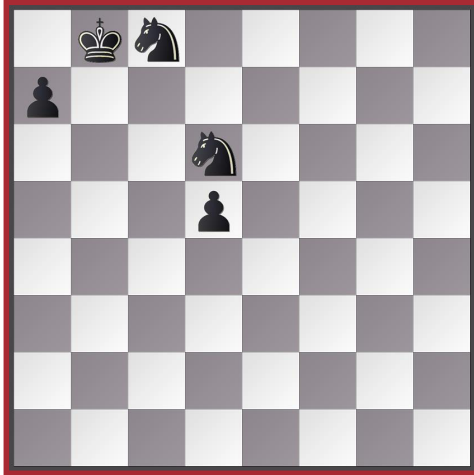
# MORE CHECKMATE PRACTISE

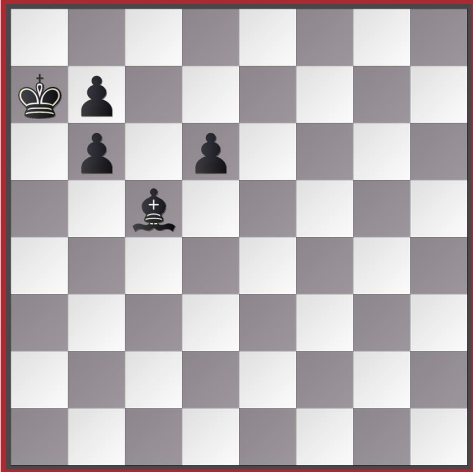
In the following positions write down the coordinates of the squares the two white pieces should be placed so to put black into checkmate. *The first one has been done for you.*

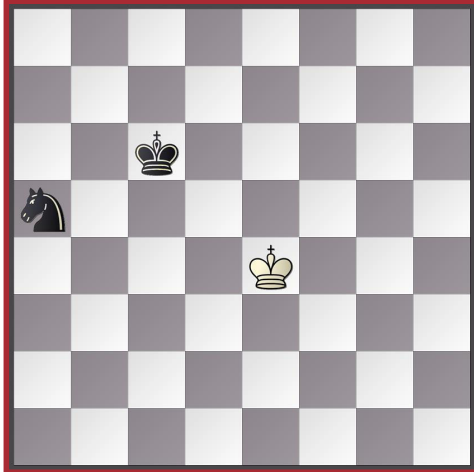
Q1. 

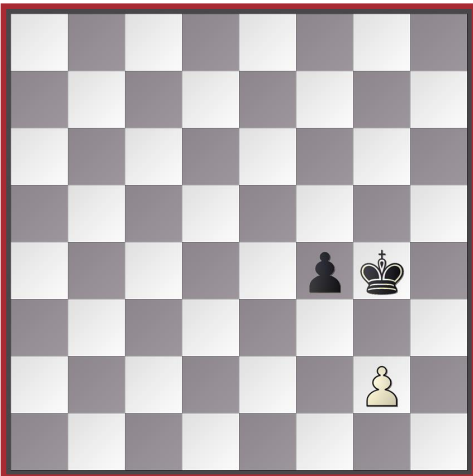
H6

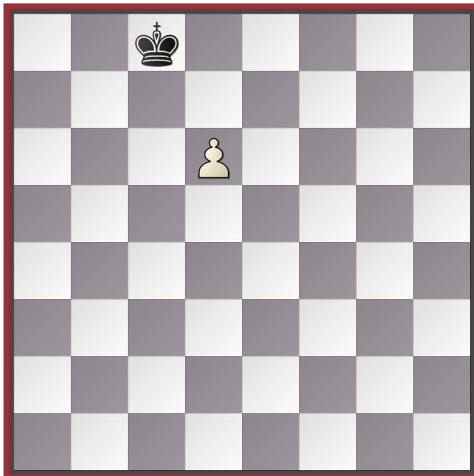
E7

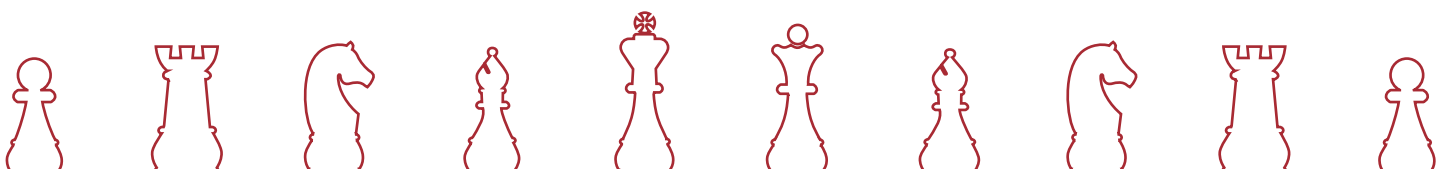
Q2. 

Q3. 

Q4. 

Q5. 

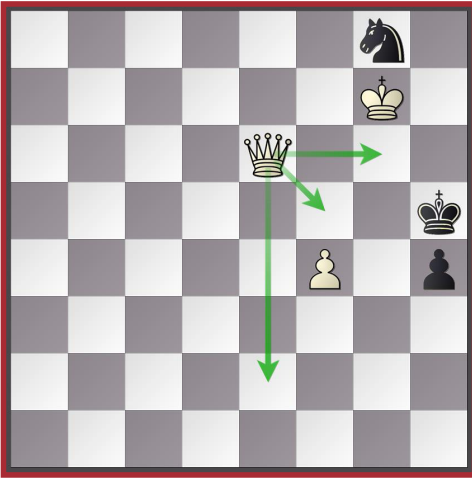
Q6. 



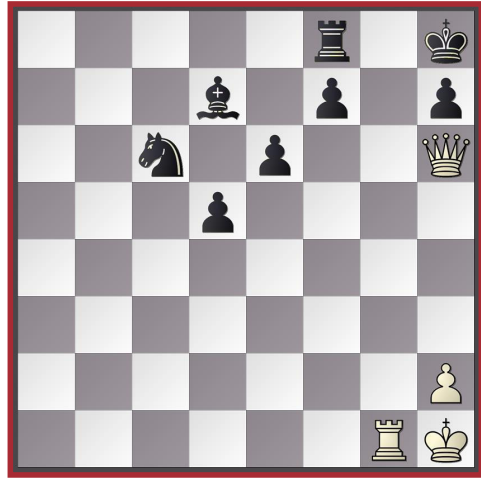
# MORE CHECKMATE PRACTISE

In the following positions find all three checkmates. *The first one has been done for you.*

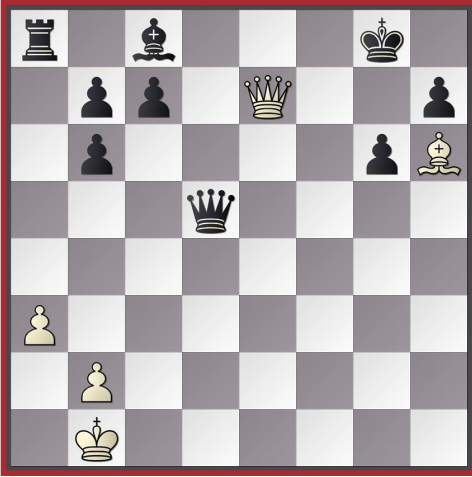
Q1.



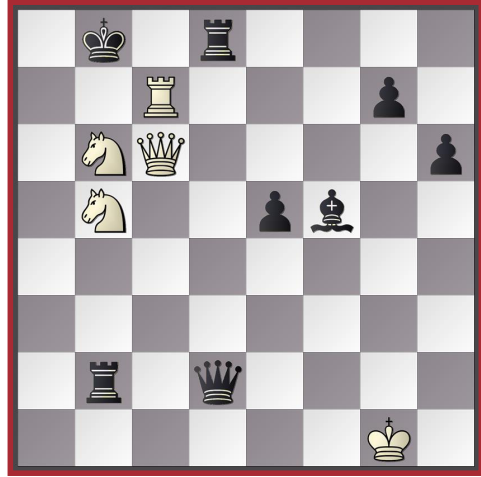
Q2.



Q3.



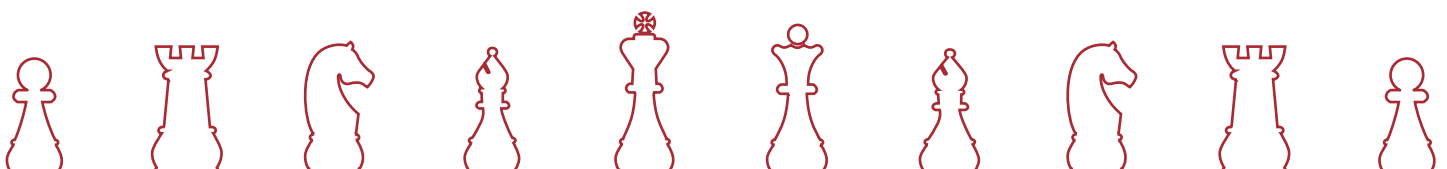
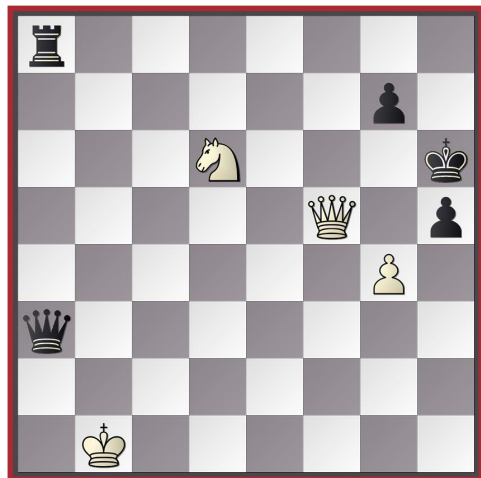
Q4.



Q5.



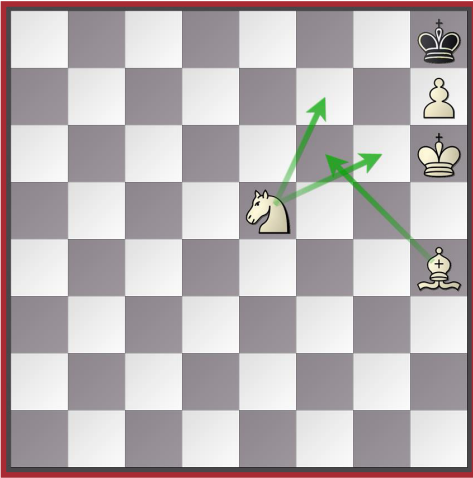
Q6.



# MORE CHECKMATE PRACTISE

In the following positions find all three checkmates. *The first one has been done for you.*

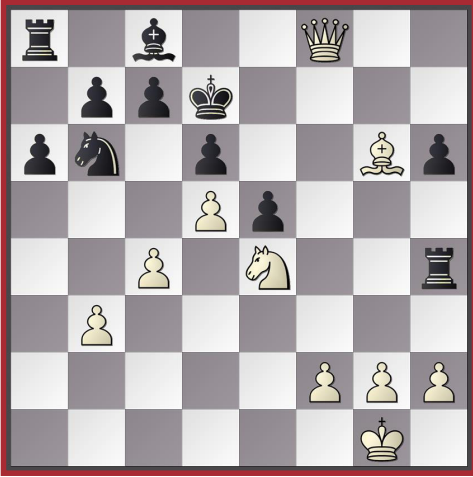
Q1.



Q2.



Q3.



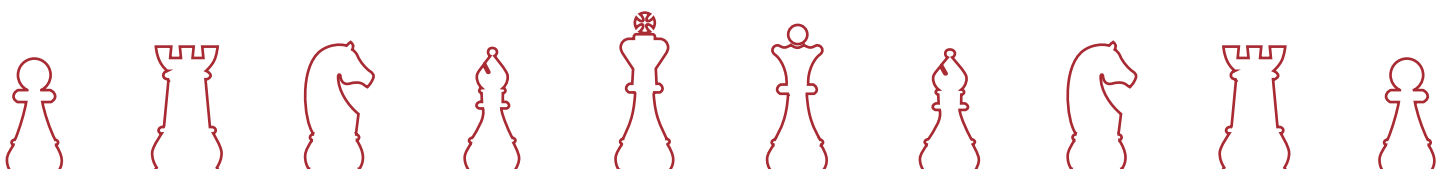
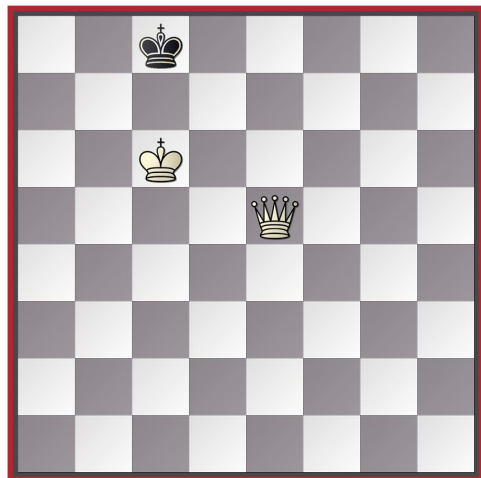
Q4.



Q5.



Q6.



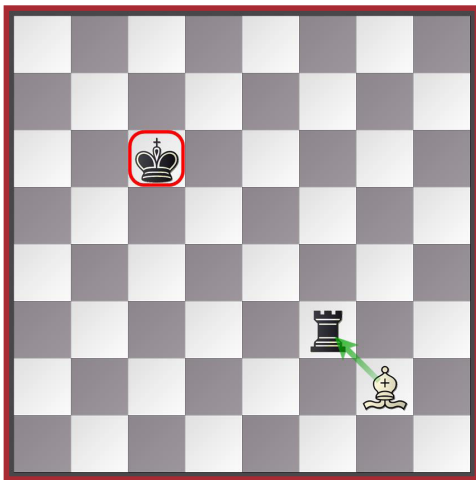
# TACTICS - PINS

It's time to learn another Tactic. We have already looked at Forks (where we attack two or more pieces at the same time). Now we will look at Pins.

A Pin is an attack on a piece which cannot move (or the player does not want to move) because of one of the following reasons.

1. Because it would place their own King in Check, or
2. Because it would result in the loss of a higher ranked piece, or
3. Because it would lead to Checkmate

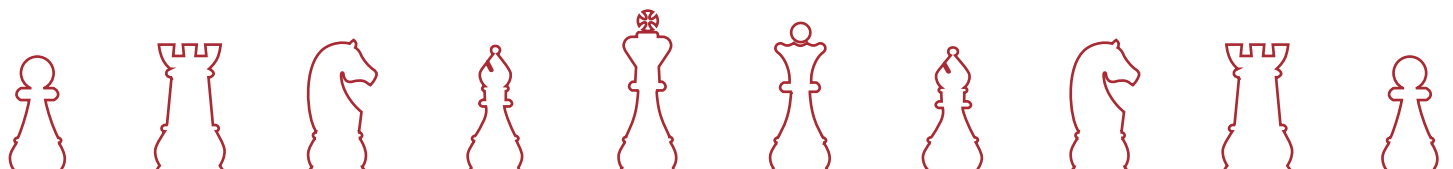
Such an attacked piece is said to be **Pinned**.



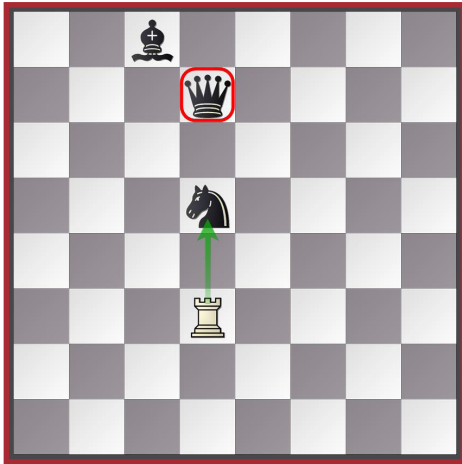
The Bishop is attacking the Rook which cannot move as it would put the black King in check (which is illegal).

We say the Bishop is **Pinning** the black Rook.

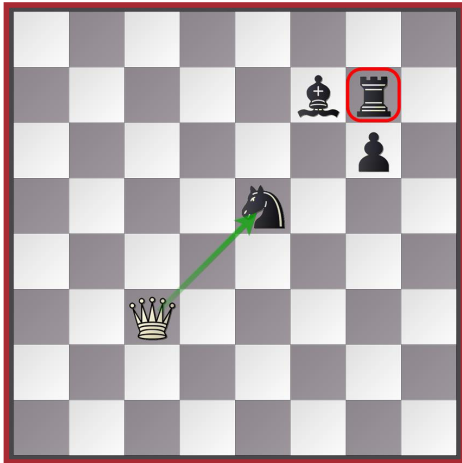
A piece **Pinned** to the King is an **Absolute Pin** because it cannot legally move.



# TACTICS - PINS



Here the Rook is **Pinning** the Knight to the Queen.  
The Knight can legally move but then white would capture the black Queen (winning 9 points to 5)

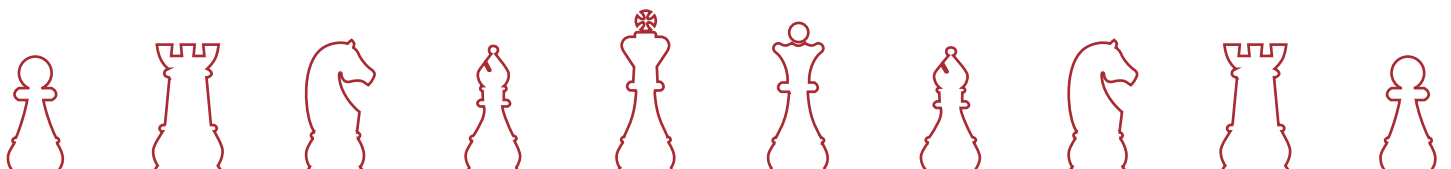


This time the Queen is **Pinning** the Knight – if the Knight moves white will capture the Rook

## TOP TIP

A Pin is a very common and very powerful tactical weapon. It can be used to win points (or material) which can help you go on and win the game.

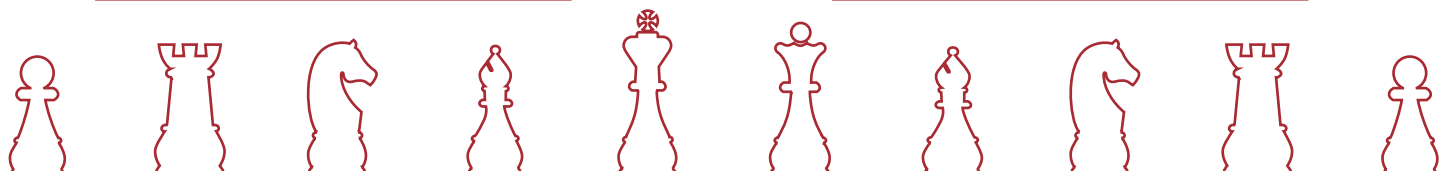
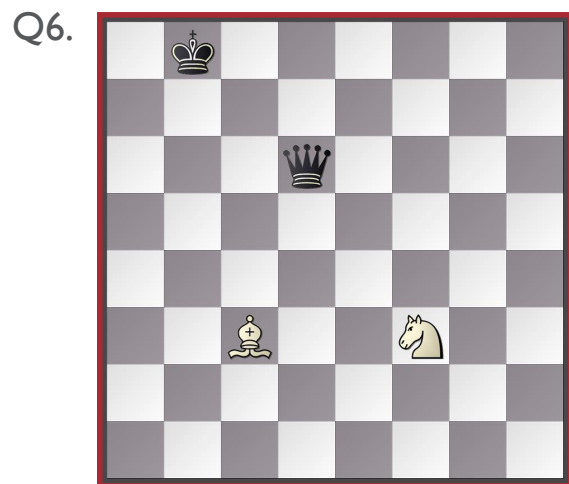
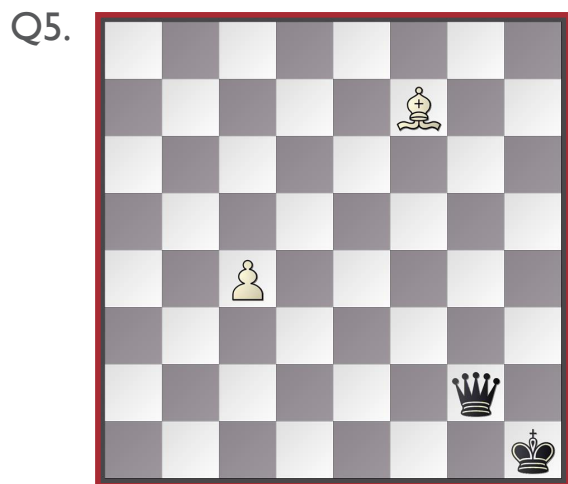
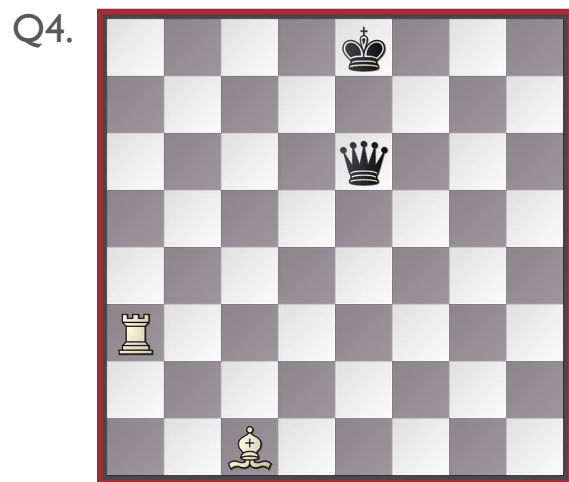
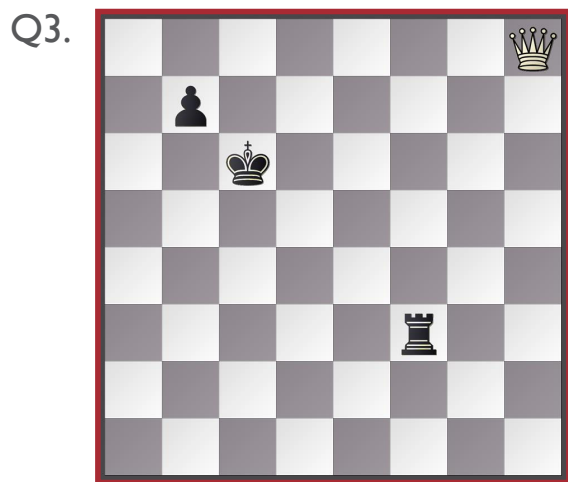
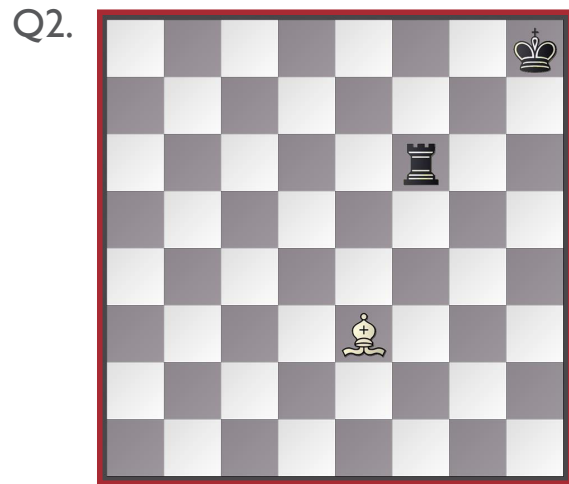
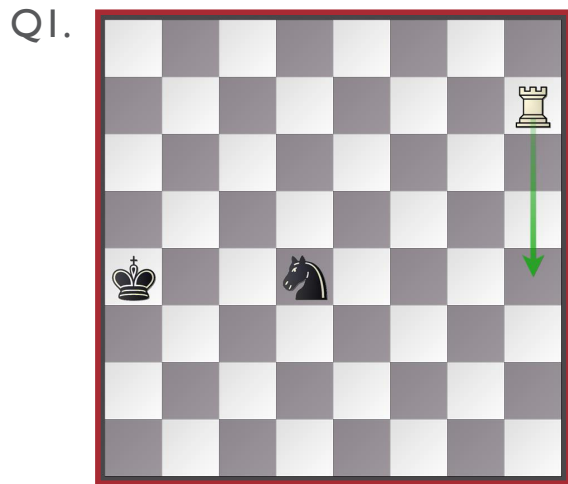
Always try and look out for Pins in your games and be wary of your opponent Pinning your pieces!



# CREATE AN ABSOLUTE PIN

In the following positions create an absolute pin by attacking a piece which cannot then escape attack as it would put the defending King in check.

*The first one has been done for you.*

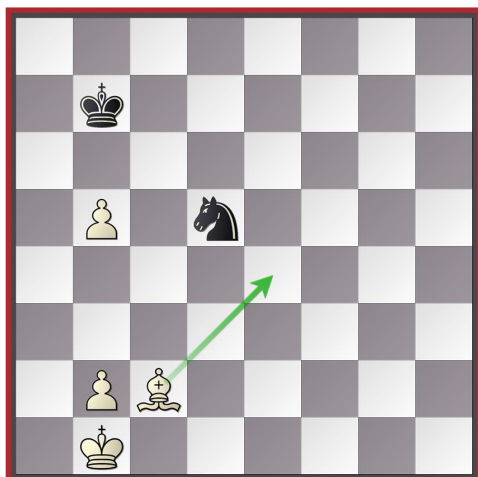


# CREATE AN ABSOLUTE PIN

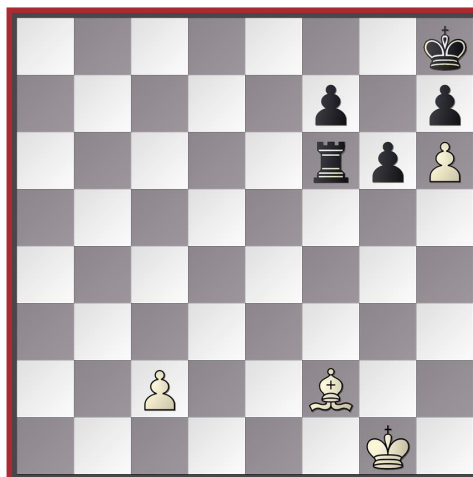
In the following positions create an absolute pin by attacking a piece which cannot then escape attack as it would put the defending King in check.

*The first one has been done for you.*

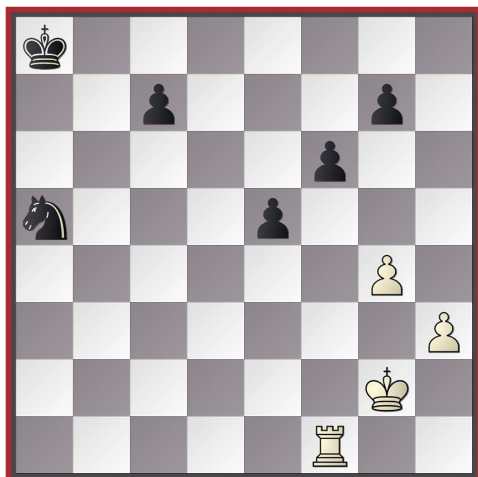
Q1.



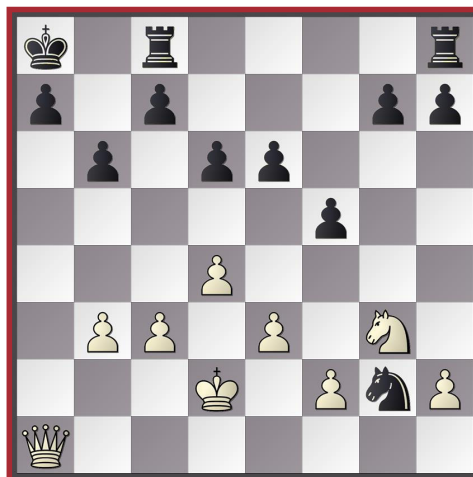
Q2.



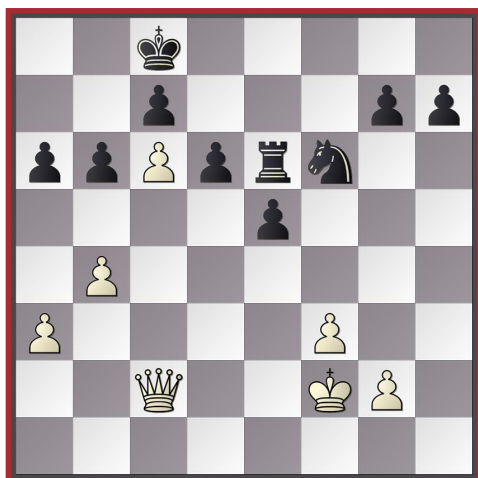
Q3.



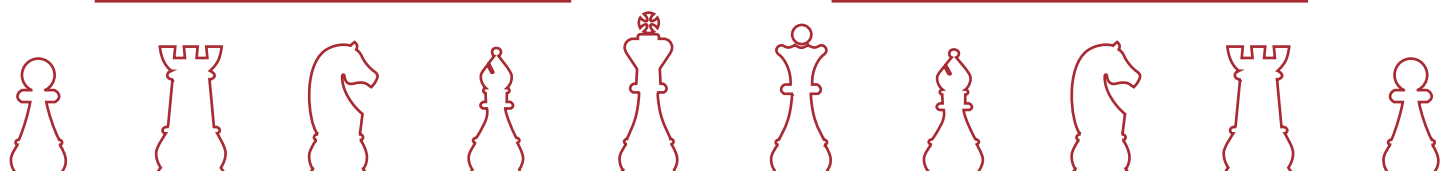
Q4.



Q5.



Q6.



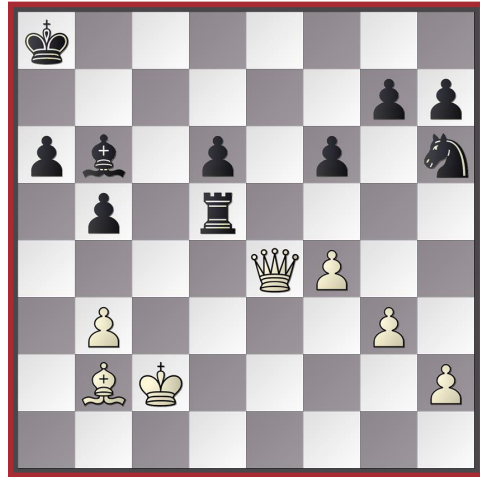
# PINS – CIRCLES AND ARROWS

In the following positions put a circle around the piece which is pinned and draw an arrow showing the attack on both the pinned piece and the piece behind the pinned piece. *The first one has been done for you.*

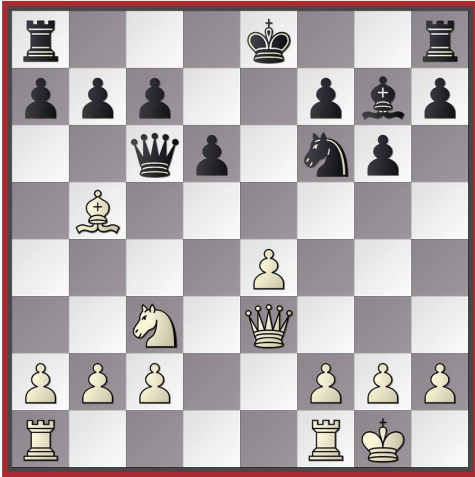
Q1.



Q2.



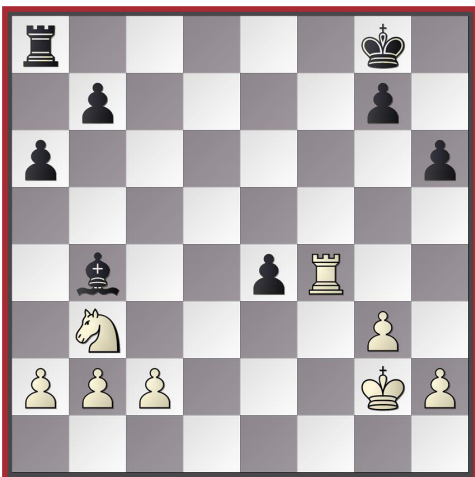
Q3.



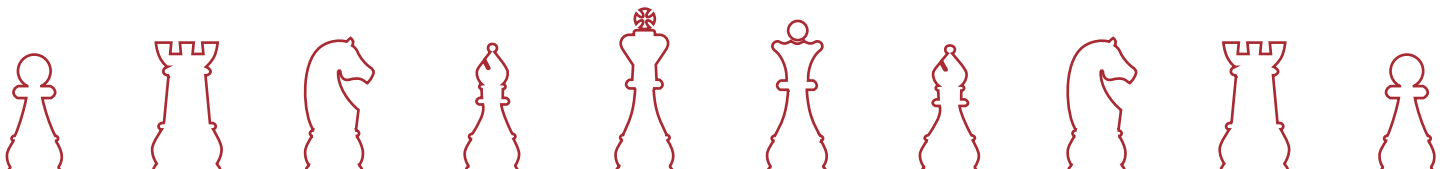
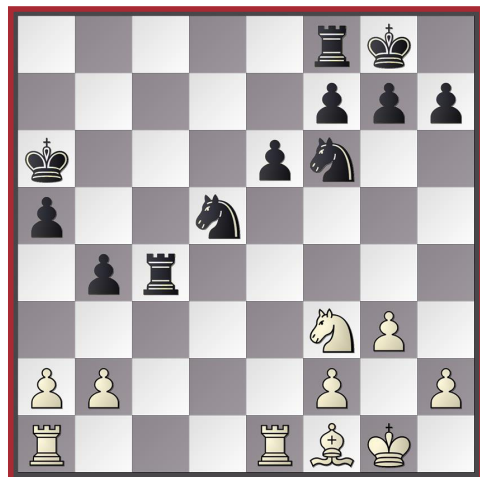
Q4.



Q5.



Q6.



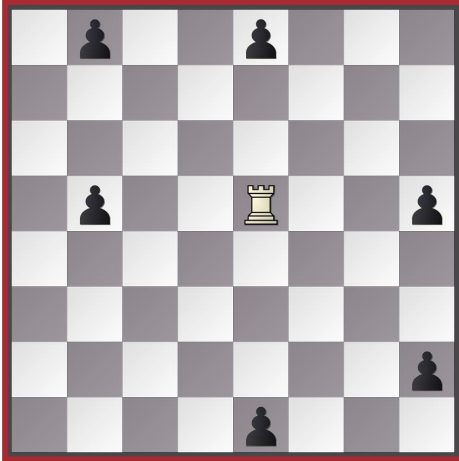


# ROOK PAWN MOWER

Capture all the Pawns with the Rook in as few moves as possible – you must make a capture on every move! It doesn't matter if the Rook can be captured.

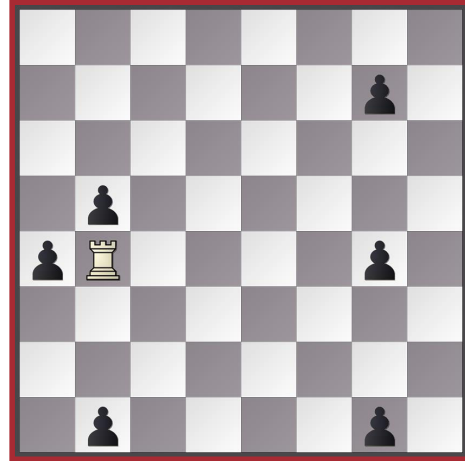
Write down the coordinates of each Pawn in the order you should capture them.

Q1.



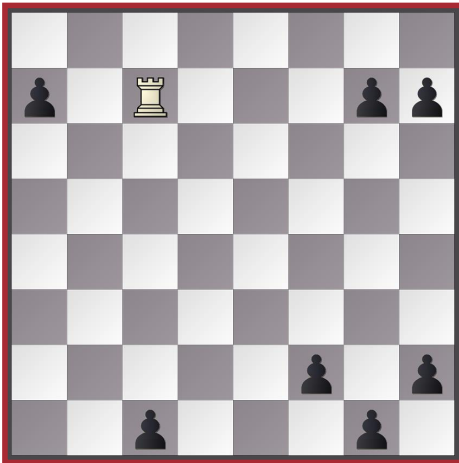
1.... 2.... 3.... 4.... 5.... 6....

Q2.



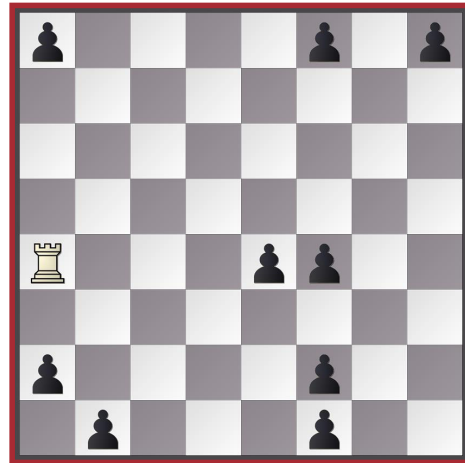
1.... 2.... 3.... 4.... 5.... 6....

Q3.

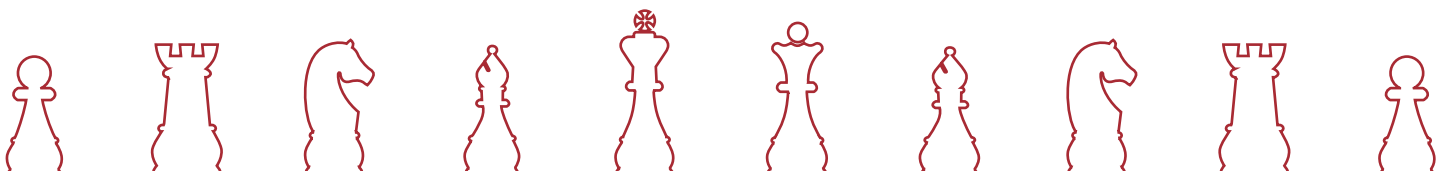


1.... 2.... 3.... 4.... 5.... 6.... 7....

Q4.



1.... 2.... 3.... 4.... 5.... 6.... 7....  
8.... 9....

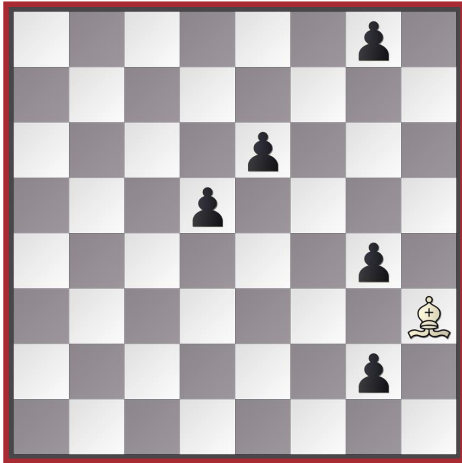


# BISHOP PAWN MOWER

Capture all the Pawns with the Bishop in as few moves as possible – you must make a capture on every move! It doesn't matter if the Bishop can be captured.

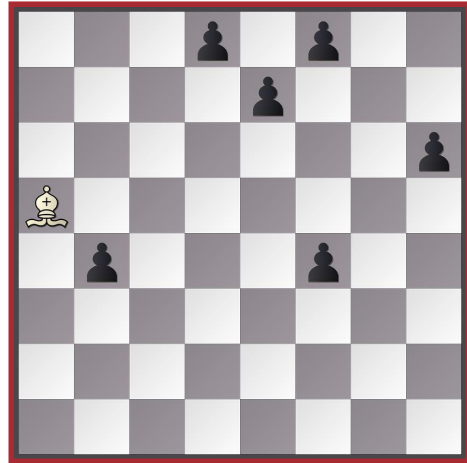
Write down the coordinates of each Pawn in the order you should capture them.

Q1.



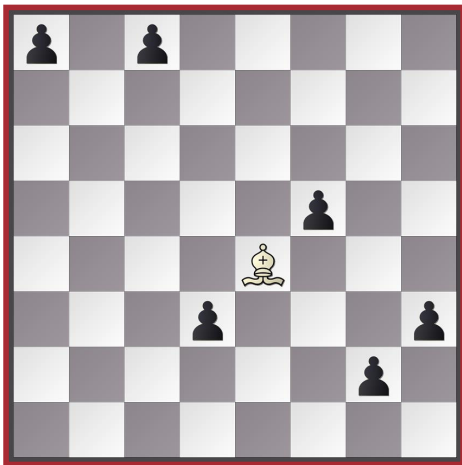
1... 2... 3... 4... 5...

Q2.



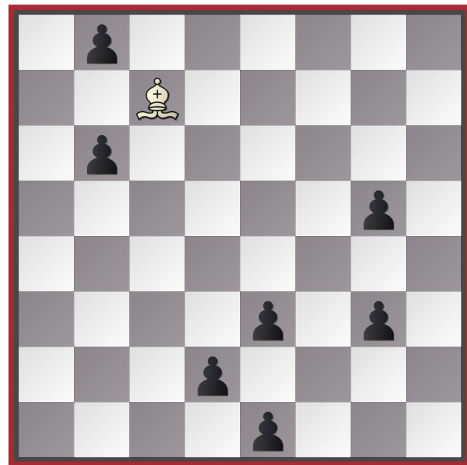
1... 2... 3... 4... 5... 6...

Q3.

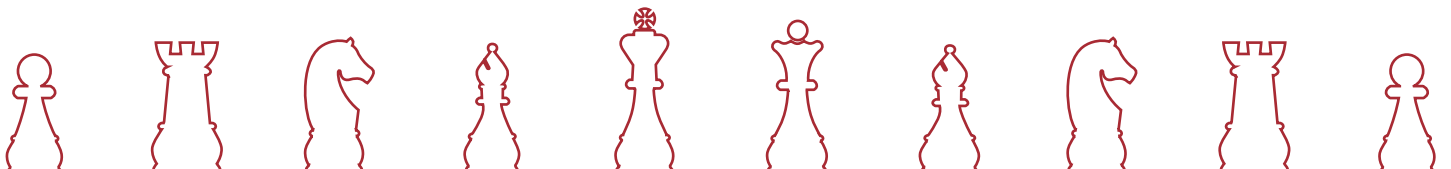


1... 2... 3... 4... 5... 6...

Q4.



1... 2... 3... 4... 5... 6... 7...

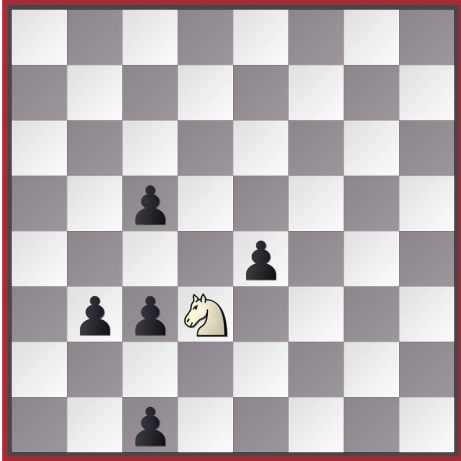


# KNIGHT PAWN MOWER

Capture all the Pawns with the Knight in as few moves as possible – you must make a capture on every move! It doesn't matter if the Knight can be captured.

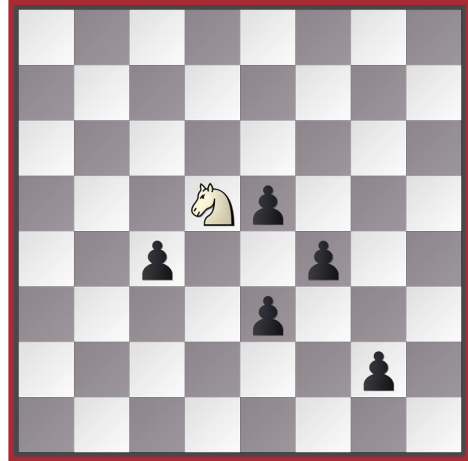
Write down the coordinates of each Pawn in the order you should capture them.

Q1.



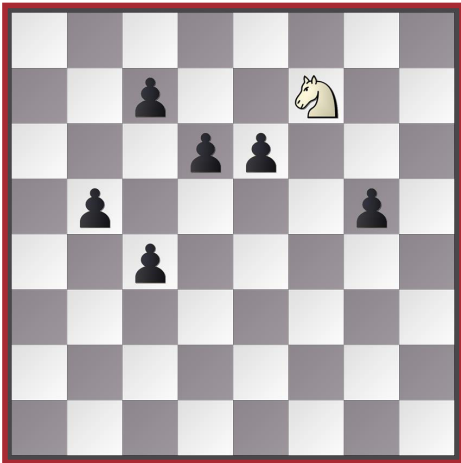
1.... 2.... 3.... 4.... 5....

Q2.



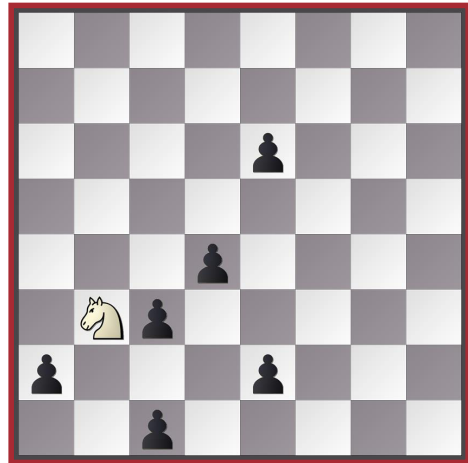
1.... 2.... 3.... 4.... 5....

Q3.

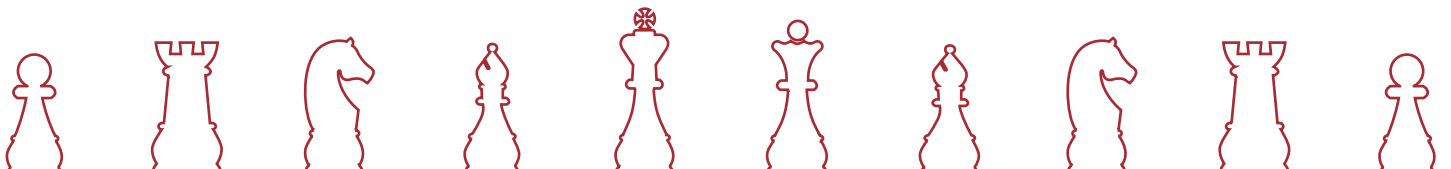


1.... 2.... 3.... 4.... 5.... 6....

Q4.



1.... 2.... 3.... 4.... 5.... 6....

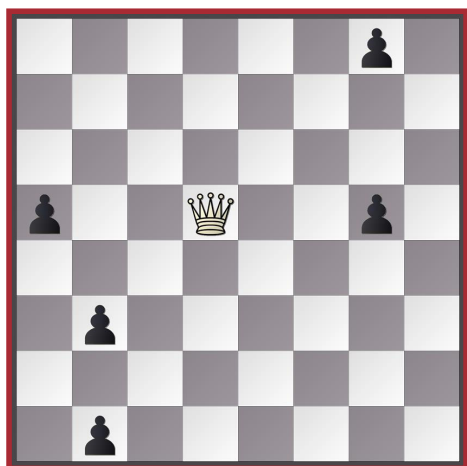


# QUEEN PAWN MOWER

Capture all the Pawns with the Queen in as few moves as possible – you must make a capture on every move! It doesn't matter if the Queen can be captured.

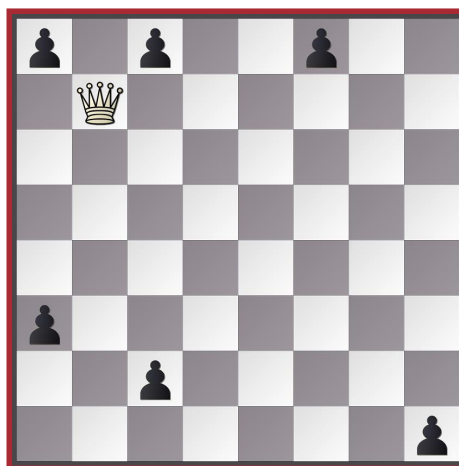
Write down the coordinates of each Pawn in the order you should capture them.

Q1.



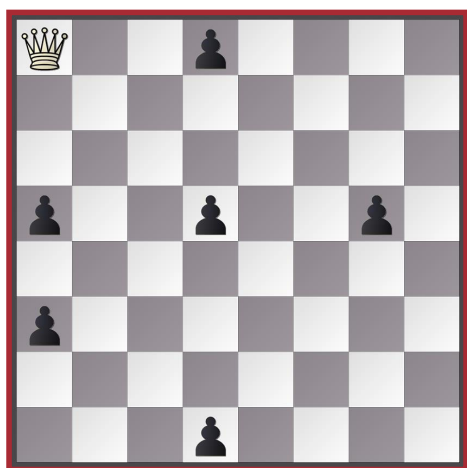
1... 2... 3... 4... 5...

Q2.



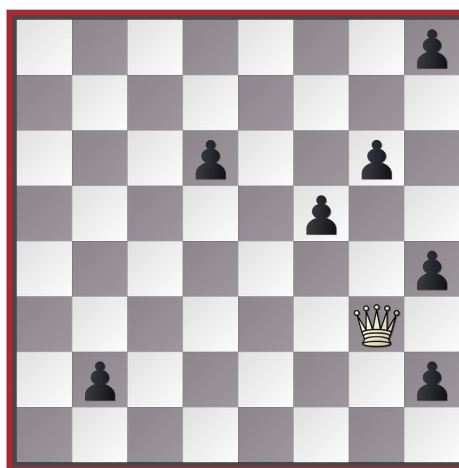
1... 2... 3... 4... 5... 6...

Q3.

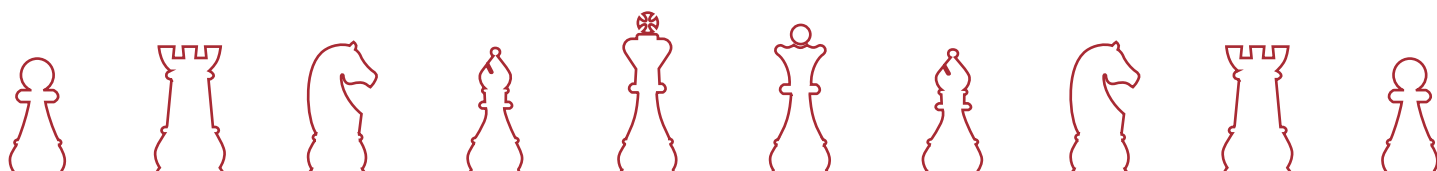


1... 2... 3... 4... 5... 6...

Q4.



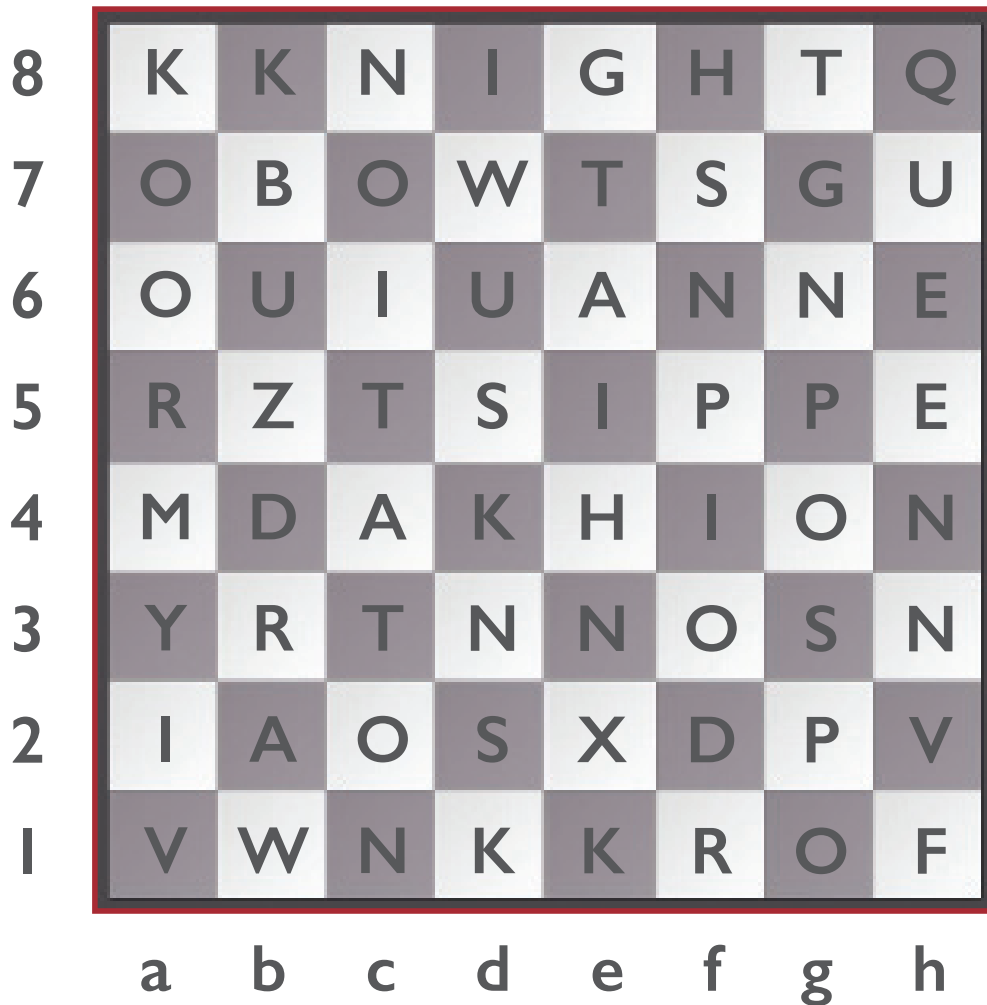
1... 2... 3... 4... 5... 6... 7...



# WORD SEARCH

Find the words in the grid below and write down the chess coordinates of the first and last letter of the word.

*“Bishop” has been done for you.*



BISHOP b7-g2

KING

PAWN

ROOK

DRAW

KNIGHT

PINS

FORKS

NOTATION

QUEEN

