

CHESS

HISTORY :

Chess was played many centuries ago In China, India and Persia, but theories vary about its specific country of origin. Through a series of invasions, chess quickly spread throughout all of Europe. Europeans-gave chess pieces the names we know today, 'to- reflect the way they lived. The names represent the way in which both ordinary people and persons of rank lived their lives.

The pawns on the chess board represent serfs or laborers. There are more of them than, any ether piece on the board, and often they are sacrificed to save the more valuable pieces. In medieval times, serfs were considered no more than property of landowners, or chattel. Life was brutally hard for serfs during this era of history. They worked hard and died young. They were often left unprotected while wars raged around them. They could be traded, used as diversion, or even sacrificed to allow landowners to escape harm.

The castle piece on a chess board is the home, or the refuge, just as it was a home in medieval times. In chess, each side has two castles, or rooks as they are sometimes called.

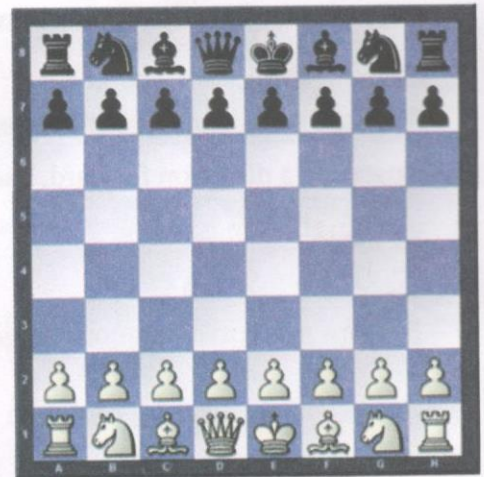
LATEST RULES

1. Setup, Turns and Taking Pieces

Setup : The board is setup as shown. There should always be a white square at the closest right-hand side for both players. Remember that the queen must be on a square that matches her colour.

Turns : White always moves first, and players alternate turns. Players can only move one piece at a time, except when castling (explained later).

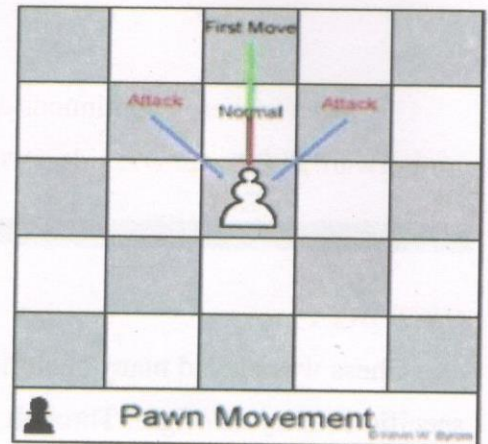
Taking Pieces : Players take pieces when they encounter an opponent in their movement path. Only pawns take differently than they move (explained later). Players cannot take or move through their own pieces.



2. Pawn Movement

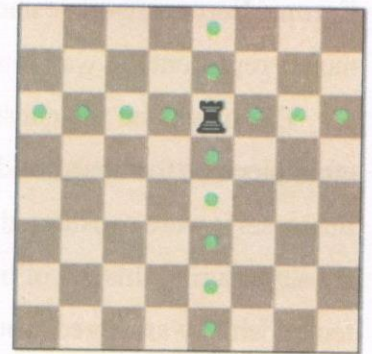
Pawns only move forward. On the first move a pawn can move one or two spaces, every subsequent move can only be one space. Pawns move diagonally to take opponents.

Pawn Promotion; If a pawn reaches the opposite side of the board, it is promoted to a higher piece (except king). There is no limit to how many pawns can be promoted.



3. Rook

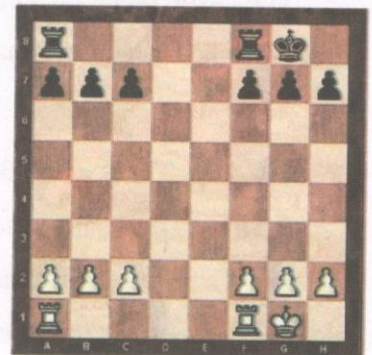
Rooks move in a continuous line forwards, backwards and side-to-side.



4. Knight

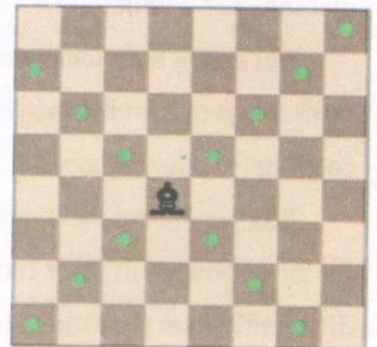
Knights are the only pieces that "jump" off the board. Unlike other pieces they are not blocked if there are pieces between them and their destination square.

To make it easier to remember how a knight moves think of an L. Two spaces in a direction forward, backward or side-to-side, and one space at a right turn.



5. Bishop

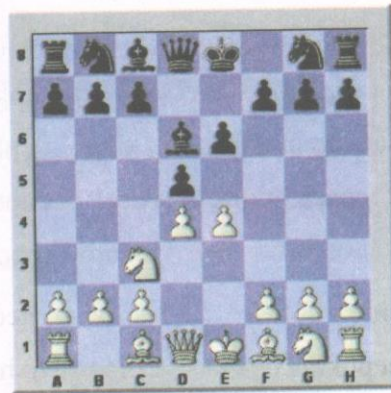
Bishops move in continuous diagonal lines in any direction.



6. Queen

The queen moves in continuous diagonal and straight lines.

Forward, backward and side-to-side.



7. King

The king can move in any direction, one square at a time

A king cannot move to a square that is under attack by the opponent.



8. Special Move :

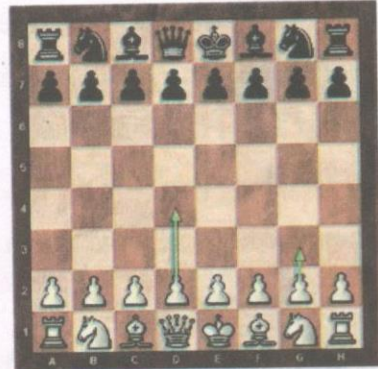
Castling is the only move that allows two pieces to move during the same turn. During castling a king moves two spaces towards the rook that it will castle with, and the rook jumps to the other side. The king can castle to either side as long as :

- (i) The king has not moved.
- (ii) The king is not in check.
- (iii) The king does not move through or into check.
- (iv) There are no pieces between the king and castling-side rook.

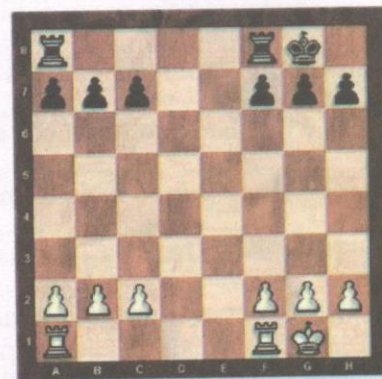
rock.

- (v) The castling-side rook has not moved. It does not matter :

- (i) If the king was in check, but is no longer.
- (ii) If the rook can be attacked by an opponent's piece before castling.

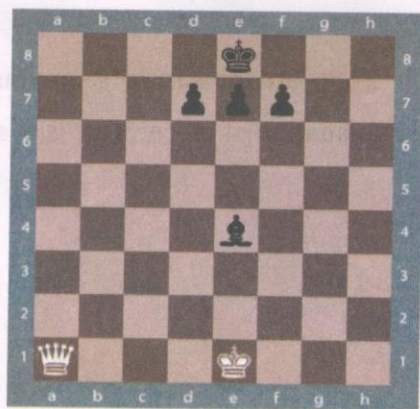


9. Special Move : En Passant En passant is a special movement for pawns attacking pawns. It only applies if your opponent moves a pawn two spaces, and its destination space is next to your pawn. You can take the opposing piece by moving forward diagonal to your pawn's attacked square.



10. Check :

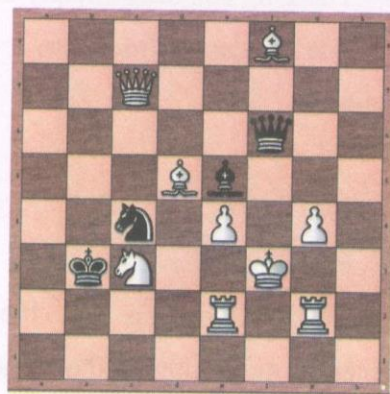
A king is in check when an opponent's piece is in a position that can attack the king. A player must move their king out of check, block the check or capture the attacking piece. A player cannot move their king into check.



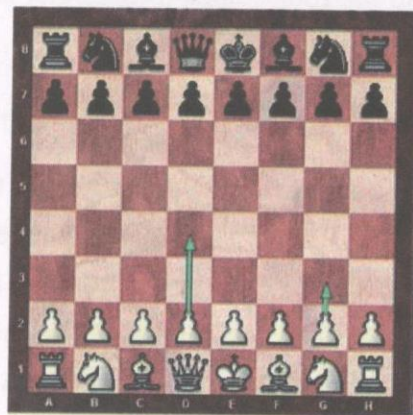
11. Checkmate :

Putting an opponent's king in "checkmate" is the only way to win the game. A king is in checkmate if it is in check, the opponent's piece that has the king in check cannot be captured, the check cannot be blocked, and the king cannot move to a square that is not under attack.

In the illustration the white queen has the black king in check, and all of the spaces where the king can move can be attacked by the queen. The king cannot take the queen, because the knight is protecting the queen. The black bishop cannot block the queen. This is checkmate.



12. Stalemate : Simply put, a "Stalemate" is a tie. It is achieved if there are no legal moves for a player to make. In this illustration it is white's turn. All spaces around the king are being attacked, but the king is not in check, therefore it cannot move. The only other white piece, the pawn, is blocked by the king. Because movement is impossible, the game is a stalemate.



If white had another piece somewhere on the board that was not blocked, it would have to move. The game would continue.

13. Basic Strategy : Chess is an incredibly complex strategic game, and it is impossible to go into all of the possible tactics one could use to win.. However, I wanted to leave the new player with a few hints that will hopefully aid in victory.

Piece Value : Obviously you want to protect your pieces from capture, but it helps to know which pieces are the strongest so you can decide who to save if you must choose between two. A good explanation of piece value is available on Wikipedia.

Queen : Strongest = Most Value

Rook

Bishop, Knight

Pawn: Weakest = Least Value

The bishop and the knight are commonly considered equal on the value scale, however many feel (myself included) that the bishop has a slight edge over the knight.

Pawns become more valuable as they near promotion.

Pawn Promotion : Although a pawn can be promoted to a variety of pieces, the strongest choice is almost always to promote to queen.

Board Control : When building defenses, remember to look at the board and gauge how strong you are in certain areas of the board. Try and keep power distributed fairly evenly, and bring pieces over to add strength if you see an attack coming.

When attacking, it's a bad idea to let any of your pieces become cut off from your main force. I find it helpful to have a support piece in mind when making an attack.

FUNDAMENTAL SKILLS

Visualization : Visualization is the ability to see in your mind the positions reached when certain moves are made - without making them on the board - and seeing them so clearly you can accurately consider the implications of each new position. Imagine how it must be to visualize any combination of moves in your mind and being able to "see" the outcome of it.

The skill to visualize moves long before they actually appear on the board gives you a serious advantage over any opponent who can't do it. VISUALIZE is a revolutionary visualization training software that can dramatically improve your visualization skill in a matter of weeks.

Calculation : Calculation refers to your ability to calculate the consequences of your opponent's move, as well as the consequences of your intended move.

A well-developed calculation skill can have a big positive impact on your confidence. It is humanly impossible to calculate all the moves in every position - you will quickly become fatigued and start making blunders due to oversights. This means you need an effective and efficient method to help you calculate the right moves.

4 Important Elements of an Effective Chess Calculation Technique :

Tactics : A chess tactic is a move (or a forced combination of moves) whereby you achieve an objective. Such objectives mostly refer to winning material or giving checkmate, but can also refer to strategic objectives, i.e. using a tactic to secure a good square for your piece.

Many players train tactics by simply trying to solve hundreds of chess tactics puzzles. This is not the best way to improve your chess tactics skill. On this site you will find the tools and methods to really make a big difference in your results.

Evaluation/Analysis : Evaluation refers to your ability to tell who has a better position and to specify which aspects of the position favours you, which aspect favours your opponent, and make a call to say which side has favourable winning chances, drawing chances, or whether the position is dynamic (evaluation can easily change) or unbalanced (factors are difficult to compare) or unclear.

Strategy : If you cannot reach superior positions you won't get the opportunity to demonstrate your tactical powers. The purpose of your strategy is to achieve a superior position.

The plan you finally decide on, reflects the level of your positional understanding. Thus the first step in deciding on your chess strategy, is to evaluate the position and find a suitable plan based on your understanding of the relevant elements in the position.

Openings : All serious chess players have their favorite openings which they know in-depth. Beginner or amateur players shouldn't spend much time memorizing opening variations. This is only partly true, because even though you can do fairly well by applying the basic strategic principles to your opening moves, you will get significant benefit from knowing a few good openings. A good start to the game will have a huge impact on your overall performance.

Endgames : The endgame starts when most of the pieces have been exchanged and it is safe for the kings to join the action. The endgame is very different to the opening and middle-game mainly because the issue of king-safety totally changes, pawns increase in value, weaknesses in the pawn-structure become much more vulnerable.

TERMINOLOGIES

Action Chess : A game where each player only has 30 minutes to make all his moves.

Attack : When you move a piece to a square where you could capture an opponent's piece NEXT move.

Bughouse : A variant of chess with two players on each side a player gets the pieces his partner captures.

Castle : To move your unmoved King, 2 squares toward an unmoved Rook and to move the Rook on the other side of the King is the castling move.

Check : An attack on the King. You do not have to announce "check".

Checkmate : An attack on the King where there is no way for your opponent to finish his turn and no longer have the King attacked. To be checkmated.

Double Attack : An attack on two (or more) pieces by a single move

Draw : Any game that ends without either player winning, e.g. Stalemate, Lack of Mating Material, 50-Move Rule, etc. The word "tie" s not used.

Endgame : The part of the game where the King should come out and fight (with fewer pieces left on the board). The ending phase of chess.

Exchange : Trading pieces, usually of equal value. Also trading ("winning") a Rook for a Knight or Bishop is to be "up the Exchange".

Grandmaster : Someone with the highest International Chess Title.

Sudden Death : A final time control period where the game must be completed within a certain amount of time, say 20 minutes on each player's clock.

Tempo : The "time" invested in developing the pieces harmoniously. A pawn is said to be worth 3 tempi, or 3 turns.

Touch Move : The rule that says if you touch a piece you have to move it. If you let go of a piece you have to leave it there, and if you purposely displace an opponent's piece, you have to take it. Woodpusher: A duffer or weak chess player.

1961	Manuel Aaron
1983	Dibyendu Barua
1985	Vishwanathan Ahand
1990	Anupama Gokbsle
2002	Krishnan Sasikiran

2005	Surya Shekhar Ganguly
2008	Dronavaili Harika
2010	Parimarjan Negi
1980-81	Rohini Khadilkar
1984	PravinThipsay
1987	D. V. Prasad, Bhagyashree Thipsay
2000	Subbararnan Vijayalakshmi
2003	Koneru Humpy
2006	Pentyala Harikrishna
2009	Tania Sachdev
2013	Abhijeet Gupta

TOURNAMENTS

1. Russian Chess Championship
2. U.S. Chess Championship
3. SInquefiefd Cup
4. Zurich Chess Chgllenge
5. London Chess Classic

VENUES

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|------------------------|----------------------------|
| 1. Havana, Cuba | 2. St. Petersburg, Russia |
| 3. Tromso, Norway | 4. London Engiand |
| 5. Reykjavik, Iceland | 6. Baku Azerbaijan |
| 7. New York, NewYork | 8. Khanty-Mansiysk, Russia |
| 9. St. Louis, Missouri | 10. Moscow, Russia |