

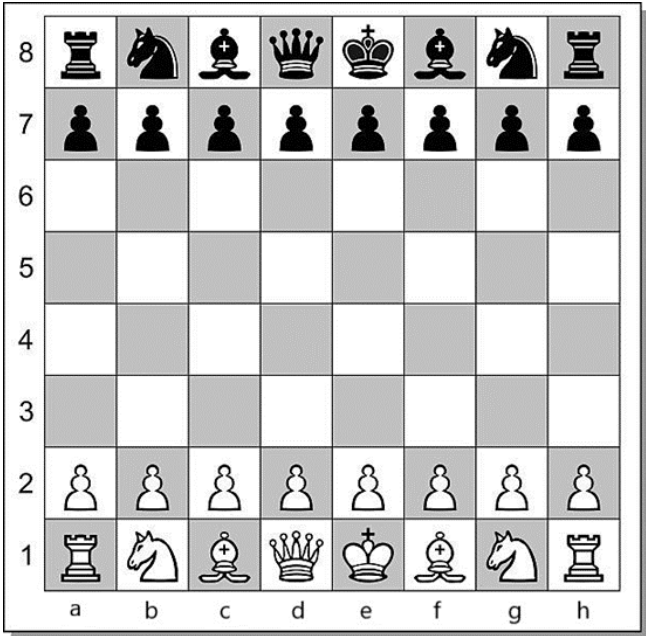
Board square names: Every square on the chess board has a unique name. The name is determined by finding the **file**/column letter (a-h) and the **rank**/row number (1-8) of the square.

The white rooks start on squares a1 and h1.

The black knights start on b8 and g8.

The white queen starts on d1 and black queen on d8.

Note: The square names use lower case letters.



Chess Notation: The method used is: (Who) (Does What) (Where). For example: P→f4 means pawn moves to the f4 square. Advanced players leave off the P for pawn and the →/— for move. (Called ‘short notation’).

Example game:

Black won. Score recorded as: 0-1.

(If a Draw/Tie: ½ - ½)

When needed for clarity, include the pieces starting file or rank (or both).

Note: ‘long notation’ always includes the pieces starting square.

	White moves	Black moves
1.	P→e4	e5
2.	P→f4	b6
3.	B→b5	Bb7
4.	N→e2	Na6
5.	Nb1→c3	Qg5
6.	Pfxe5 (x for capture)	0-0-0 (Q side castle)
7.	0-0 (K side castle)	d5
8.	Pexd6 ep(en passant)	Nb4
9.	P→d7+ (+ for Check)	Kb8(=) (Draw offer)
10.	P→e5	Bc5+
11.	R→f2	Rc8
12.	P =Q d8 (promotion)	Qg2# (Checkmate!)

Source: FIDE LAWS of CHESS

Chess Rules

Chess is a two-player game. It has 32 pieces and a board of 64 squares. The board layout is an 8x8 grid of alternating black and white squares.

Proper **board orientation** has a white square on each player’s lower right corner (white on right). The 32 **Chess pieces** are split into two armies of 16 ‘black’ and 16 ‘white’ pieces. Each player gets one army.

Name	Initial	Value	Symbol	Per Army
King	K	∞/4*	♔♚	1
Queen	Q	9	♕♖	1
Rook	R	5	♖♗	2
Bishop	B	3	♗♘	2
Knight	N**	3	♘♙	2
Pawn	P	1	♙♚	8

*King is infinite value as the game ends if checkmated. Worth from battle strength: 4
** N for Knight because K is already used.

Movement & Capture: One piece per square. You cannot capture your own pieces. When capturing, your piece takes the place of the opponent’s piece, and the opponent’s piece is removed from the board.

King – Moves one step (or square) in any direction (Up, down, left, right, & diagonally). Captures the same. Cannot stay in or move into ‘check’.

Queen – Can move any distance in a straight line in any direction (Up, down, left, right, & diagonally) and captures the same. Cannot move through pieces. Moves and captures like a rook and bishop combined.

Rook – Can move any distance in a straight line only up, down, left, & right (orthogonal) and captures the same. Cannot move through pieces.

Bishop – Can move any distance only along the diagonals and captures the same. Cannot move through pieces. (Stays on the color it starts on)

Knight – Moves in a patten of two steps (or squares) up, down, left, or right, and then one step to the left or right from the direction just traveled. Captures the same. **Moves through** (jumps over) all pieces.

Pawn – Moves only one step forward. Captures only one step diagonally to their front (*towards the enemy side*). Can only move OR capture.

Special Moves:

Sprint – Pawn may move 2 steps forward but only on its first move.
Cannot move through pieces. Cannot move and capture in the same turn.

En passant “in passing” (Sprint Intercept) – If an opposing pawn sprints, but one of your pawns could have captured it if it had not sprinted, then you may have your pawn capture the opposing pawn as if it hadn’t sprinted, but only on the turn immediately after the opponent’s ‘sprint’.

Promotion – Pawns promote to Queen (or, if desired, to a Rook, Bishop, or Knight) as soon as they reach the back rank(row) of the enemy’s side.

Castle – The King takes two steps towards the Rook (either the ‘King side’ or ‘Queen side’ rook) and the Rook ‘hops’ to the opposite side of the King. Can only occur if the King and Rook have not yet moved, the squares between them are clear, and the move is not: out of, through, or into, check. The Rook may move through or out of an attacked square.

Set up and Play: Each turn you move only one of your pieces (unless castling). A square is ‘attacked’ if a piece is able to capture on that square. White moves first and then turns alternate. Beginning board setup:

Check: When an opposing piece threatens capture of the king, the king is ‘under attack’ or ‘In Check’. You must get the king out of check by moving it, blocking, or capturing. (Kings cannot stay/move into check)

Checkmate: Occurs When there is no move available to get the king out of check.

Winning: (Victory!) When one player ‘Checkmates’ their foe. Do not actually capture the king. (Optional: Saying “Check”/“Checkmate”)



Ending the game without checkmate:

Resigning – Either player may ‘retreat’ or ‘surrender’ at any time by simply saying, “I resign” and offering a handshake to end the game with their defeat. (Optional: laying the king on its side)

Time Loss – Also known as ‘Flag Fall’. Chess clocks can be used in tournaments as well as casual games and have a variety of settings for time controls. When a player runs out of time, they lose.

Draw (Tie)– When the end of the game only has the two opposing kings and no other pieces, or it is otherwise impossible for either player to checkmate their opponent, the game is ‘drawn’. Can also happen from a 3-time position repetition or from 50 moves with no game progress.

Offered Draw (Tie)– Either player can propose a draw to their adversary by offering their hand and asking: “Draw?”. The draw offer can be accepted, and the game ends in a tie, or refused, and the game continues.

Stalemate (Tie)– This occurs when the player to move is not in check and has no other possible/legal moves (moving into check is not allowed).

Player etiquette and conduct: Following these rules in competitions and most friendly games will build your reputation as an honest player who is trustworthy and practices good sportsmanship.

Shake hands at the *beginning* and at the *end* of the game. (Shows respect)

Touch-Move Rule: Once you touch a piece you must move or capture that piece; unless you say “Adjusting” and are just straightening it. (Politeness)

One-hand move: Use only one hand to make your move and the same hand to stop your time on the chess clock. (Demonstrates fair play)

Be Civil and do not taunt, bother, or irritate your competitor. When the game is over do not gloat, pout, or have a tantrum. (Exhibits self-control)

Limit distractions such as side conversations and eating. (Good manners)

Remember: Every game is an opportunity to learn!