



Vegas Chess Coach --- Oliver Hemmers

Chess for Beginners

General Information about the game

1. Two Players (one plays white, the other plays black)
2. Players shake hands
3. White always moves first – then black, then white, etc.
4. A turn consists of moving a piece from one square to another
5. You may capture a piece of the opponent by moving your piece to the square of your opponent's piece, then removing the opponent's piece from the board.
6. A player is not allowed to capture their own piece.
7. The goal of the game is to checkmate the opponent's king.

The Chess Board

1. A black and white checkered board made up of eight vertical columns = FILES
2. And eight horizontal rows = RANKS
3. Every RANK and FILE has a name. Files are assigned a letter from 'a' to 'h', and ranks are assigned a number from '1' to '8'.
4. This gives every square a name such as "a1", "e5", etc.
5. Both players have a white square on their right-hand corner – 'h1' for white and 'a8' for black.

The Chess Pieces

1. There are 6 different types of chess pieces: King, Queen, Rook, Bishop, Knight, Pawn
2. There are two different colors in a chess set. White and Black.
3. White pieces are set up on Ranks 1 and 2.
4. Black pieces are set up on Ranks 7 and 8.
5. The white Queen is on a white square 'd1'.
6. The black Queen is on a black square 'd8'.
7. The Kings are next to the Queens on 'e1' and 'e8'.
8. Next to the King and Queen are the bishops, then the Knights, and the rooks are in the corners.
9. The pawns are on rank 2 for white and rank 7 for black.



The Game

1. Pawns move directly forward, one step at a time, and never backward.
2. On their first move only, pawns can move two squares directly forward if the player wants.
3. Pawns capture an opposing piece one square diagonally forward to the left or right. This makes pawns the only pieces that capture differently from all other pieces, which capture by moving to a square with a piece of the opposing color on it.
4. Pawn Promotion occurs when a Pawn reaches the opposite side of the board (1st rank for black pawns or 8th rank for white pawns). In the same turn, the pawn is removed from the board and replaced by a piece of the same color as the pawn and of the player's choice. The choices are Queen, Rook, Bishop, or Knight, even when these pieces are already on the board, e.g., you can get a second Queen, etc.
5. En Passant is a special pawn move. If a pawn steps forward two squares, landing adjacent to an opponent's pawn, the opponent's pawn can then capture the pawn as though it only moved one square. This capture must follow immediately after the opponent moves the pawn two steps forward.
6. Castling is a special King move and involves one of the rooks, as well. The King moves two squares to either the King side or the Queen side, and the rook on either side jumps over the King to the square right next to the King.
 - a. The King cannot castle when either the King or the participating Rook has moved before.
 - b. There can be no pieces between the King and the Rook.
 - c. The King cannot castle while in check.
 - d. The King cannot castle into or through check.
 - e. The King can never un-castle.
 - f. Castling is a King move, and therefore, the King has to move first.
7. The checkmate ends the game, and the King is never removed from the board. Players shake hands and agree on the outcome of the game. A check to the King that the opponent cannot defend by taking the checking piece, moving the King out of harm's way, or placing one of their pieces between the King and the checking piece results in checkmate.
8. A game is drawn when a King is in stalemate, or if there is insufficient material on the board for either side to checkmate the opposing King, or if a draw is offered and accepted in the same turn, or a three-fold repetition of moves or if the position on the board has been reached three times, which does not need to be consecutive. The 50-move rule applies for draws when both players have played 50 moves without reaching a checkmate, without moving a pawn, and without taking a piece.