

# **CHESS**

All parents want their children to grow up physically, emotionally and mentally. Sports activity has an important role to improve these faculties.

**Chess and Advantages:** Playing the game of chess gives many advantages to children. Especially, by playing chess the children can improve their concentration, memory, decision making, self-control, analytical thinking, time management, planning, hard work, competitive spirit etc., These characteristic features will be very much useful for their life and studies.

It is a game that is played between two players. It is a battle of tactical ideas and strategical planning over the chess board. This game was invented some centuries ago in India. Then it travelled to Persia and then to Europe later.

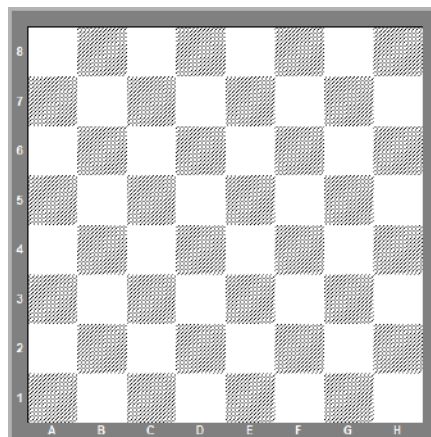
In order to play chess, you will need a chess board and two sets of chess pieces of light and dark colour.

**FIDE:** FIDE (Federation Internationale des Echecs) is a French word which means World Chess Federation. FIDE has laid down the rules (the laws of chess) for playing the game of chess.

## **Rules of the game**

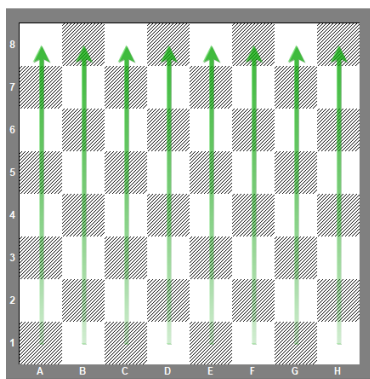
**Object of the game:** King is the most important piece in a chess game. The object of chess is to checkmate the opponent's king.

**Chess Board:** The chess board has 64 squares with alternating light (white colour) and dark (black colour) squares. The chess board should be placed between the two players in such a way that the corner square on each player's right hand side should be white.



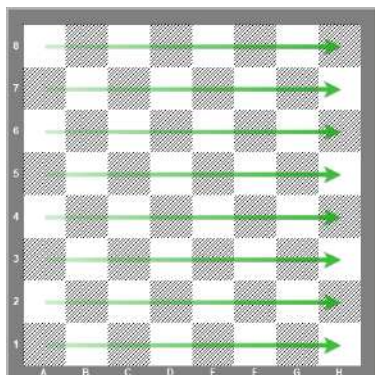
On the chessboard, there are up and down squares (vertical), which are called **files** (e.g. e1 to e8). There are 8 files on the chess board.

8 vertical lines are **Files**



The squares that go sideways (horizontal) are called **ranks** (eg.a1 to h1). So there are 8 ranks on the chess board.

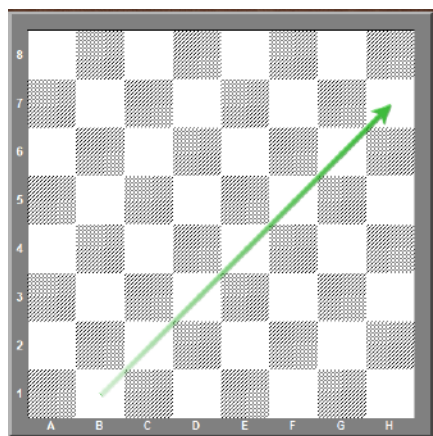
8 Horizontal lines are **Ranks**



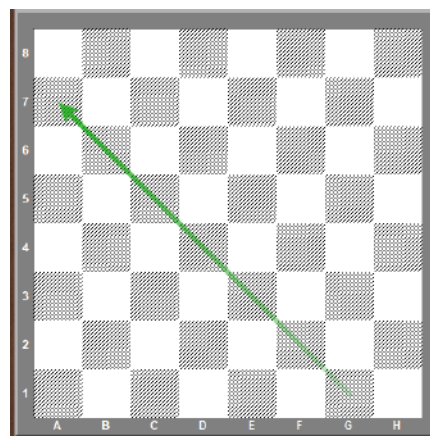
A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a '**diagonal**'. While squares on files or ranks always have alternating colours, the squares of the diagonal are always either light or dark colour.

Diagonals:

**Light Square Diagonal**



**Dark Square Diagonal**



## Notation:

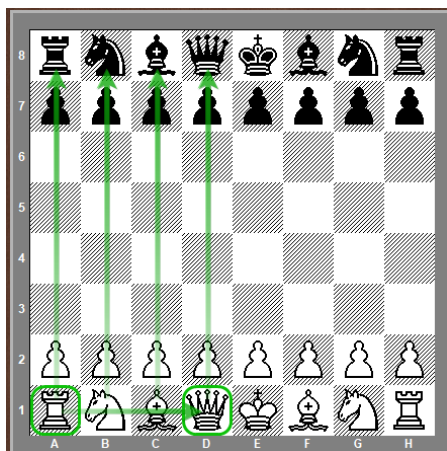
There is a system to denote the squares in the chess board. The files from left to right side is denoted by **a, b, c, d, e, f, g, h** and the ranks are numbered as **1, 2, 3, 4, 5, 6, 7, 8**. By this way each square has its own letter and number. To mention the square, the letter should always come before the number.

The names of the squares are shown in the diagram.

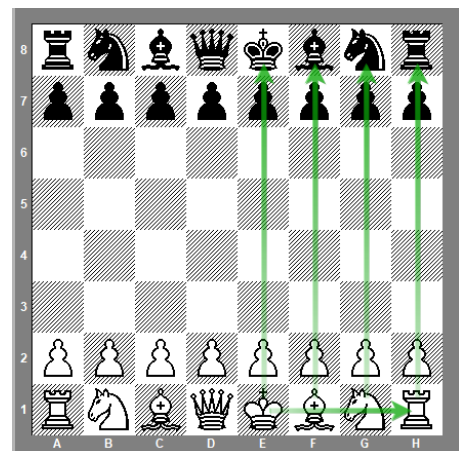
	a	b	c	d	e	f	g	h	
8	a8	b8	c8	d8	e8	f8	g8	h8	8
7	a7	b7	c7	d7	e7	f7	g7	h7	7
6	a6	b6	c6	d6	e6	f6	g6	h6	6
5	a5	b5	c5	d5	e5	f5	g5	h5	5
4	a4	b4	c4	d4	e4	f4	g4	h4	4
3	a3	b3	c3	d3	e3	f3	g3	h3	3
2	a2	b2	c2	d2	e2	f2	g2	h2	2
1	a1	b1	c1	d1	e1	f1	g1	h1	1
	a	b	c	d	e	f	g	h	

For easy reference, we divide the chessboard into two halves from a to d (files) as **Queen side** and e to h (files) as **King side**.

### Queen side

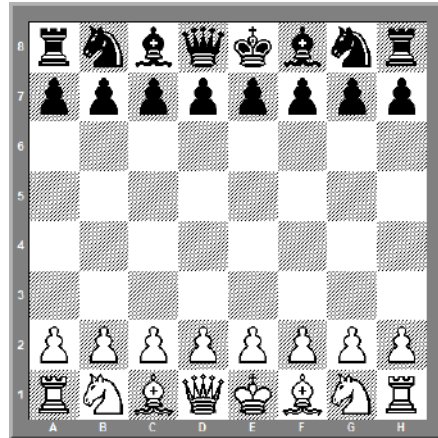


### King side



**Chessmen (Chess pieces):** Total number of chessmen are 32 with 16 light (white) and 16 dark colour chess pieces (1♔ King (K), 1♚ Queen (Q), 2 ♖ Rooks (R), 2 ♗ Bishops (B), 2 ♘ Knights (N) and 8 ♙ Pawns).

**Arrangement of the chessmen:**

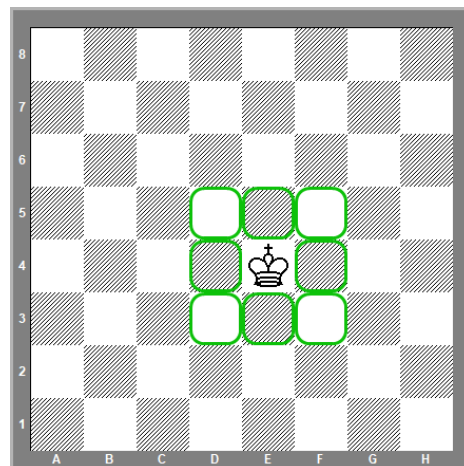


**Movements of the pieces:** It is not permitted to move a piece to a square occupied by a piece of the same colour.

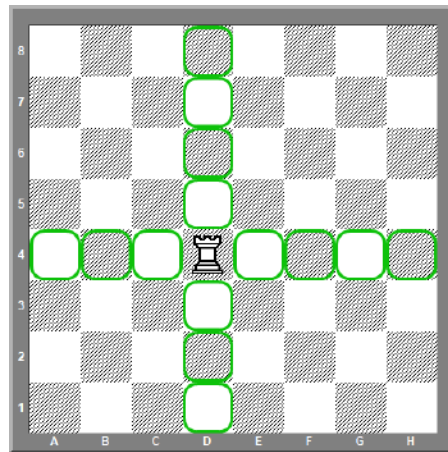
If a piece moves to a square occupied by an opponent's piece the latter is captured and removed from the chessboard as part of the same move.

King is the most important Piece in a chess game. Because if you are not able to safe guard the king from opponent's check mate threat, the game is lost. One player's pieces can be captured by the other player's pieces but the player is not allowed to capture his own pieces.

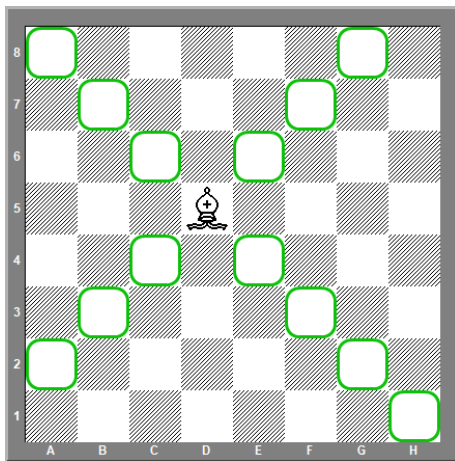
**King:** The King can move in every direction horizontally, vertically and diagonally. However, the king is limited to move only one square at a time.



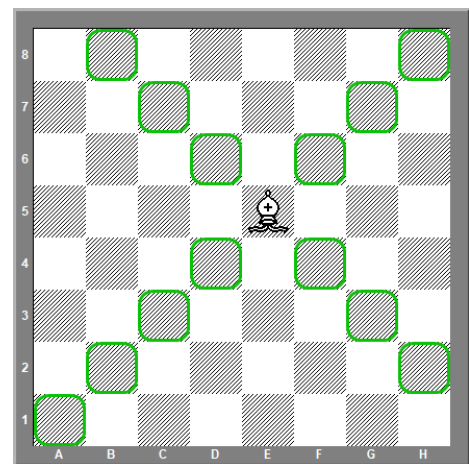
**Rook:** The rook may move to any square along the file or the rank on which it stands.



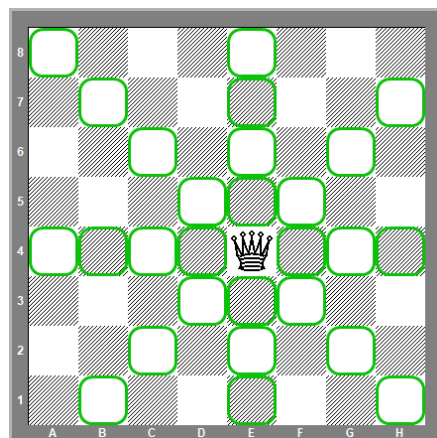
**Bishop:** The bishop may move to any square along a diagonal on which it stands.



X



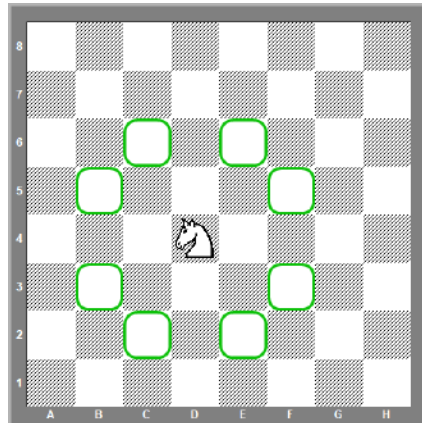
**Queen:** The queen may move to any square along the file, the rank or a diagonal on which it stands.





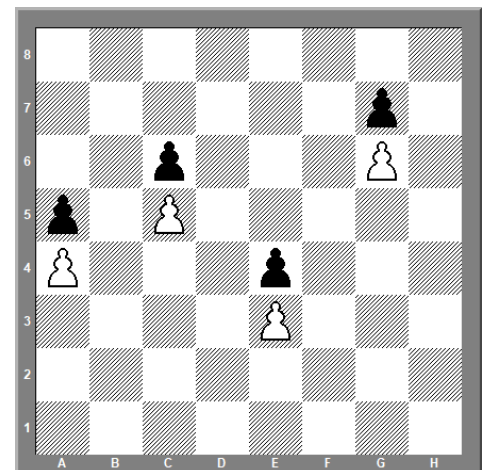
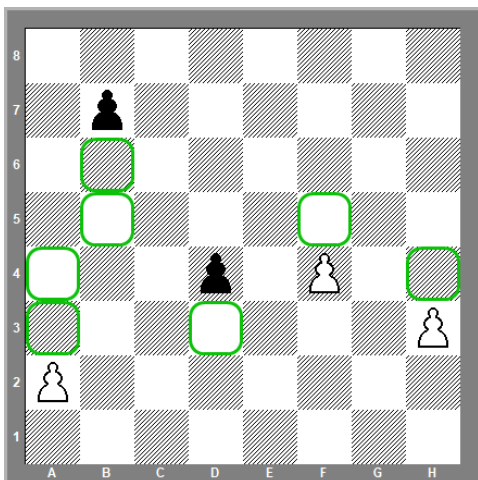
When making these moves, the bishop, rook or queen may not move over any intervening pieces.

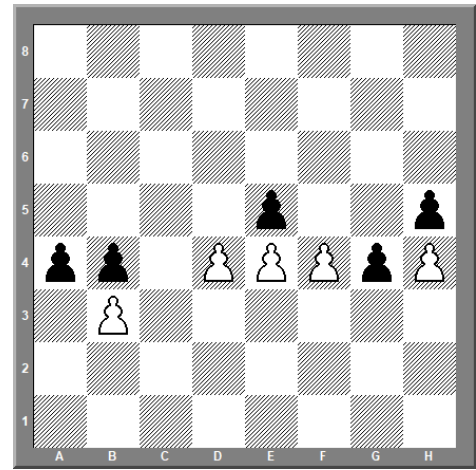
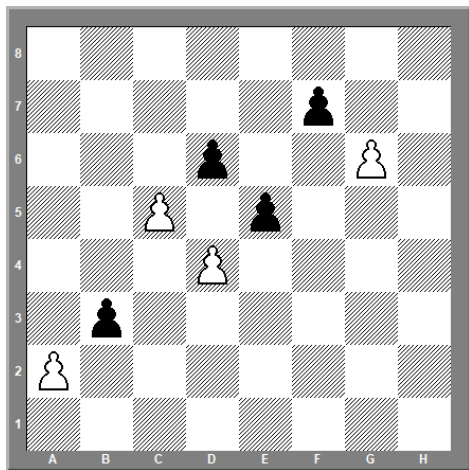
**Knight:** The Knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal. The knight alone hops (jump) over other pieces.



**Pawn:** The pawn may move forward to the square immediately in front of it on the same file, provided that this square is unoccupied, or on its first move from the initial square, the pawn may move as above or alternatively it may advance two squares along the same file, provided that both squares are unoccupied, or the pawn may move to a square occupied by an opponent's piece diagonally in front of it on an adjacent file, capturing that piece.

The Pawn moves forward only and they cannot move backwards at any stage of the game.





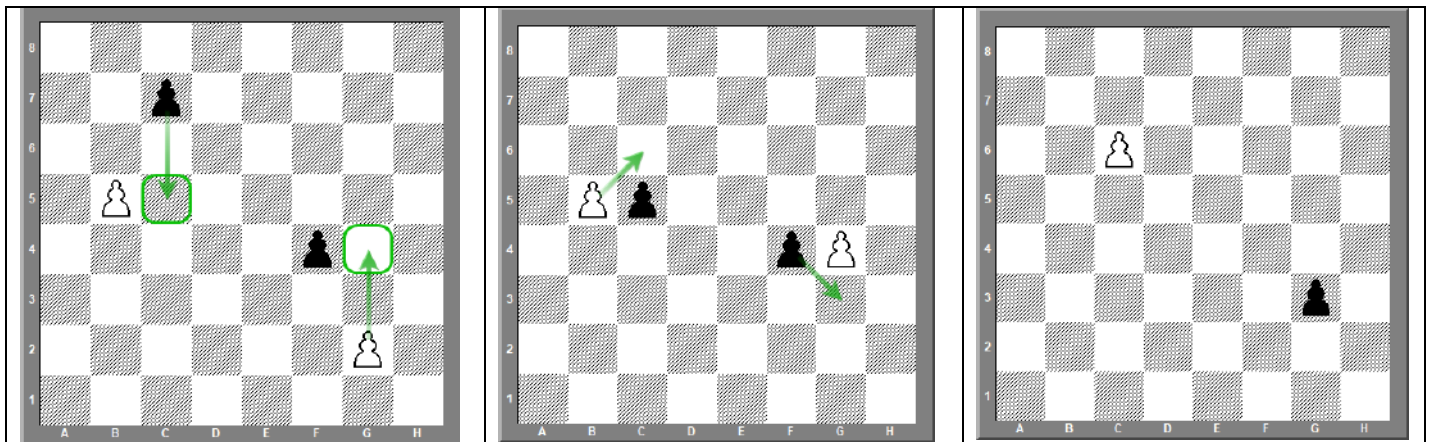
### En passant rule:

The word "En-Passant" is a French expression, which means "in passing". For simplicity, it is simply referred to as e.p.

The FIDE laws of chess defines the En-Passant Pawn capture as follows:

A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an "en passant capture".

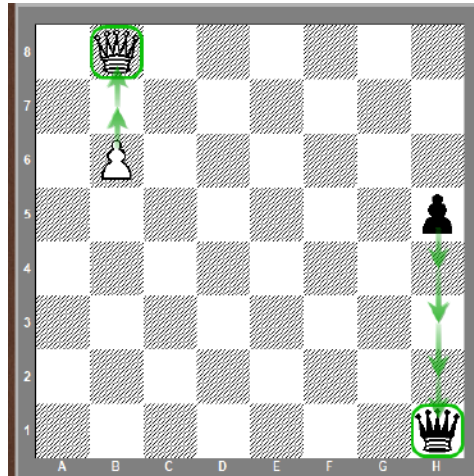
For example: In the following diagrams if Black plays its pawn from the basic square c5 to c7, then white can capture the crossed black's pawn immediately by playing its pawn from b5 to c6. In the same way if the white pawn on g2 moves to g4 in one move, then Black can capture the crossed white's pawn immediately by playing its pawn from f4 to g3.



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**Promotion of pawn:** When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival. This is called the square of 'promotion'.

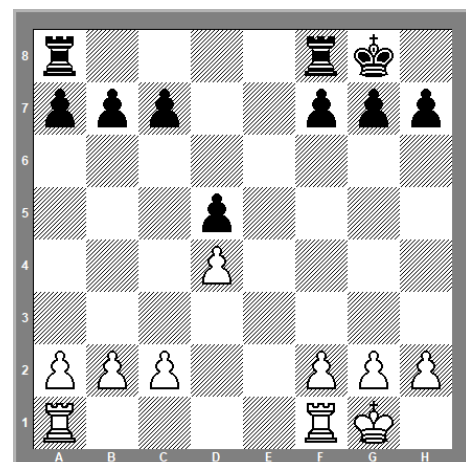
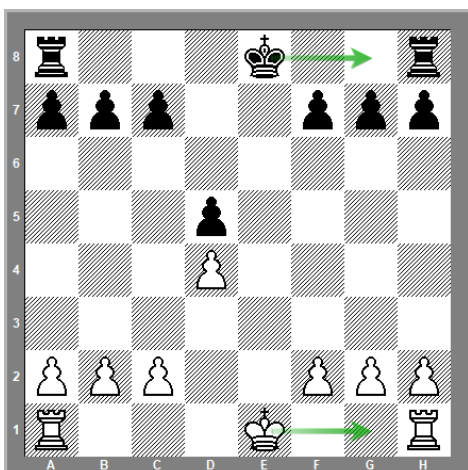
The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called promotion, and the effect of the new piece is immediate.



**Castling rule:** Once during the course of the game, the King is allowed to make a joint move with one of its Rook during which they pass over each other. Castling is a combined move of the King and either Rook, counting as a single move and executed as follows:

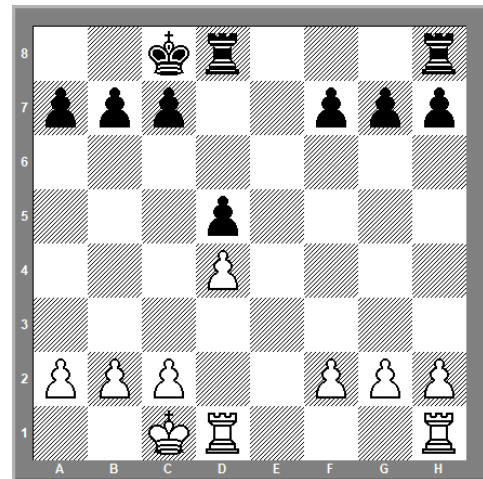
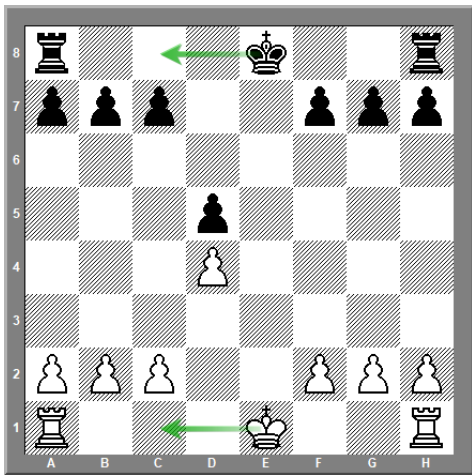
The king is transferred from its original square; two squares towards either Rook on the same rank, then the rook concerned is transferred over the king to the square that the king has just crossed.

Accordingly, when castling on the king-side, the white king moves from e1 to g1 square and his rook from h1 to f1 square. The Black king from e8 to g8 square and his rook from h8 to f8 square.



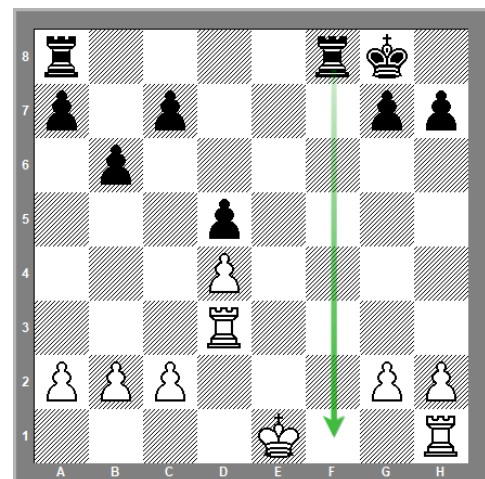
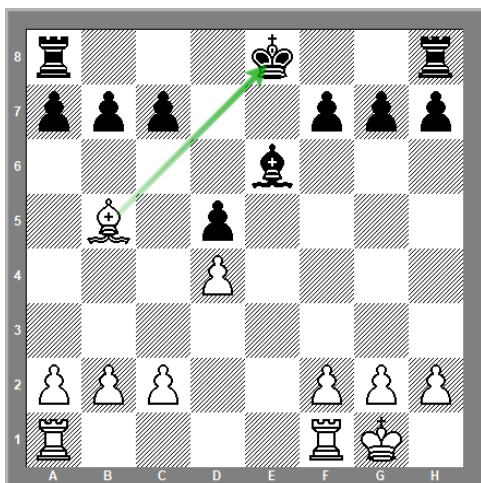


When castling on the queen-side, the white king moves from e1 to c1 square and his rook from a1 to d1 square. The Black king from e8 to c8 square and his rook from a8 to d8 square.

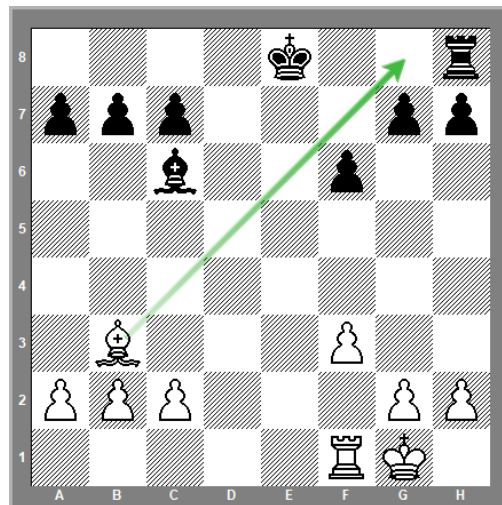


A player can castle only if the following conditions are satisfied:

1. Castling is permitted only if the King or the rook concerned have not moved previously.
2. All the squares between the King and the rook with which you want to castle must be empty.
3. The king should not be in check. Castling is not allowed for the purpose of getting the king out of check.



4. The square, which the king is going to jump over, should not be under attack by the opponent.
5. The square on which the king would land after castling should not be under attack.



The king is said to be 'in check' if it is attacked by one or more of the opponent's pieces, even if such pieces are constrained from moving to the square occupied by the king because they would then leave or place their own king in check.

No piece can be moved that will either expose the king of the same colour to check or leave that king in check.

In chess the player with the white pieces always moves first and makes the first move. Then Black makes his first move and the game proceeds with the players moving alternately.

The move is not made until the piece or pawn is released on a square. You cannot move a piece or pawn to a square occupied by your own piece or pawn. The knight is the only piece that can leap over a square occupied by another piece or pawn.

**Touch Piece play:** The laws of chess states that:

Each move must be played with one hand only.

If the player having the move deliberately touches on the chessboard one or more of his pieces, he must move the first piece touched that can be moved or,

If the player having the move deliberately touches on the chessboard one or more of opponent's pieces, he must capture the first piece touched, which can be captured.

**Adjusting the chessmen:** If you are having the move and you desire to adjust one or more pieces on their squares, you must express your intention to your opponent by saying **"I adjust"** (before touching the chessman to be adjusted). Such adjustment can be made only in the presence of your opponent.

**Illegal move:** A move is illegal when it fails to meet the relevant requirement of the movement of the piece's rules laid down in the laws of chess by the World Chess Federation (FIDE).

i) If a player makes a move with a chessman, which is not in accordance with the rules of the game, he must retract it and make a different move with the same chessman, provided that is legal. If it is not, the player is free to make a legal move with any other chessman. If a player leaves his king in check and makes some other move, that move is illegal and according to the Laws of Chess should be retracted and another move made.

ii) If the player has moved a pawn to the furthest distant rank, pressed the clock, but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.

iii) If the player presses the clock without making a move, it shall be considered and penalized as if an illegal move.

iv) If a player uses two hands to make a single move (for example in case of castling, capturing or promotion) and pressed the clock, it shall be considered and penalized as if an illegal move.

If a player has made an illegal move and has not completed the move (pressed the clock), he can retract the illegal move and make another legal move with the same piece (if possible). That is; there is no penalty for an illegal move made. The penalty is only for a completed illegal move.

As per FIDE Laws of Chess, for the first completed illegal move by a player, the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

**Recording of moves:** To record the movement of the pieces from one square to another, each of the pieces is indicated by its first letter (except knight: for knight-N) followed by its square of arrival. The movement of a pawn is recorded by simply indicating the square of its arrival. Captures are indicated by a small 'x', inserted between the chessmen doing the capturing and the square on which the capture is being made. The king side castling is recorded as O-O and the Queen side castling is recorded as O-O-O.

Chess is the only game which can be recorded on a piece of paper (score sheet) and played through even after many days and years.

**Check:** When the king is attacked by an enemy pawn or piece, it is said to be under check. When a king is under check, it should be either moved away or the attacking piece should be captured or the king should be shielded from attack by interposing some piece. And this has to be done in the next move itself because the king cannot be left 'to capture' at any time.

**Checkmate:** If the king cannot be got out of check, it is said to be 'checkmated' and the game ends immediately. The player who has checkmated his opponent's king is declared as the winner.

### **The Completion of the Game:**

You have **won** a game:

- i) if you have checkmated your opponent with the legal move.
- ii) If your opponent declares that he has resigned when he realizes that his position is hopeless and that he has no chances of even drawing the game.

**Drawn game:** As per the FIDE Laws of Chess a game is considered drawn:

1. When the player on move has no legal move and his king is not in check. The game is said to end in '**Stalemate**'.
2. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was legal.
3. The game is drawn upon agreement between the two players during the game. This immediately ends the game.
4. The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times.
5. The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture.

### **Value of the pieces:**

The Queen and Rooks are known as the 'Major Pieces'. Bishops and knights are known as 'Minor Pieces'.

Queen --- Q---- 9 points  
Rook----- R-----5 pts  
Bishop----B-----3 pts  
Knight----N-----3 pts  
Pawn-----1 pt.

**Opening :** The main idea of opening strategy is fast development of the pieces, castling to secure the position of the king and the fight for the center. The game plan starts from the beginning of the game itself.



The purpose of opening moves is to make a good start. Each player would like to complete the opening successfully since it can give a big advantage to the player in the next phases.

Some of the opening principles to be followed for the beginners.

1. Develop all your pieces
2. Develop them rapidly
3. Develop the pieces to control the centre
4. Develop with initiative
5. Develop with a plan
6. Castle early
7. Avoid too much of Pawn play
8. Avoid early Queen moves
9. Do not move a piece twice unless you moved each piece once

**Middle game:** The Middle game constitutes that part of the game, where there is direct clash between the developed forces of both the players. The strategical planning with tactical ideas has to be used in this phase to outplay the opponents. Attack and defense are the common themes here in the middle game. Some of the tactical ideas are given below:

### **Some of the Tactical ideas:**

**Pin:** A piece standing between an attacker and a piece of higher value or the king is in a pin.

**Skewer:** One piece attacks two pieces (generally, a piece of higher value in the front) on the same line, one behind the other. Therefore, this move is peculiar to queen, rook and bishop.

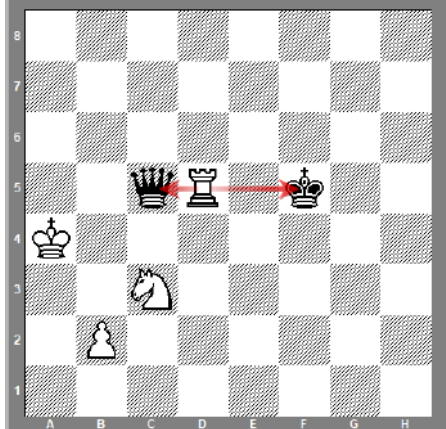
**Double Attack (Fork):** This means to attack two of the opponent's men at the same time. Attacking two pieces with one move like this is called double attack. It is one of the most effective ways of attacking. Every chessman can fork. The importance of a fork move depends on the value of attacked piece. The effect of fork moves increases if attacked pieces are more valuable.

**Discovered Check:** In some positions, giving check may be blocked by a player's own piece. Giving check by moving the blocking piece is called discovered check.

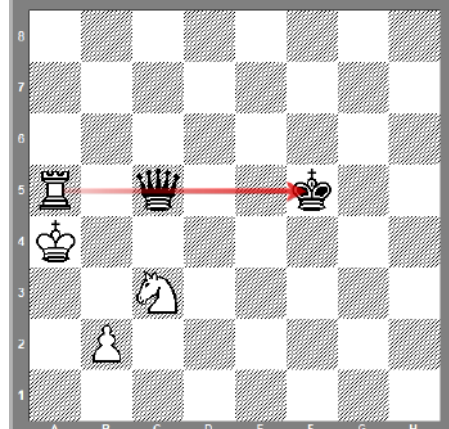
**Double Check:** Double check is a kind of discovered check, when a piece which moves and discovers a check, also gives check by itself, to the enemy king. Double check means to give check with two pieces and it is also very effective. The king has no option but to move, which makes this a powerful weapon.

### **Some of the Middlegame Strategies:**

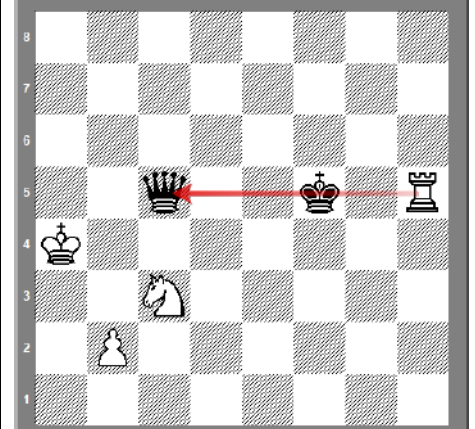
1. Attack against the king
2. Open file
3. Queen side pawn majority
4. Weak pawn
5. Centre
6. Pawn Structure
7. Weak squares
8. Queen side attack



**Double Attack**



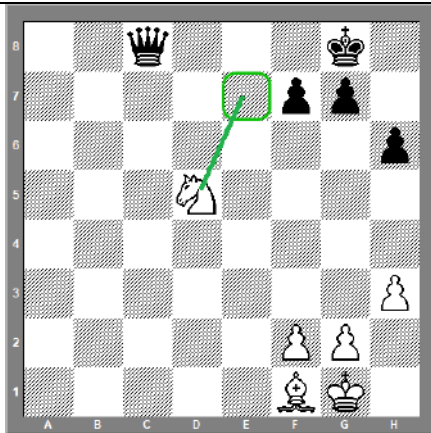
**Pin**



**Skewer**

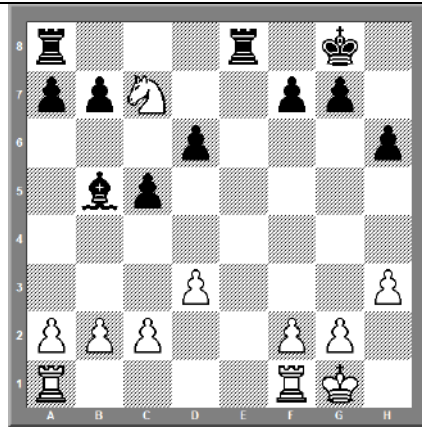
**Double Attack (fork)**

A double attack is an attack in which one piece attacks two targets. The targets in chess are  
 1. The king 2. a piece 3. an important square



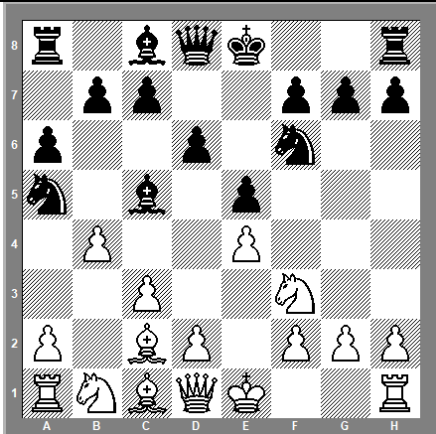
### **KNIGHT FORK**

After Ne7+, white knight attacks king and queen.



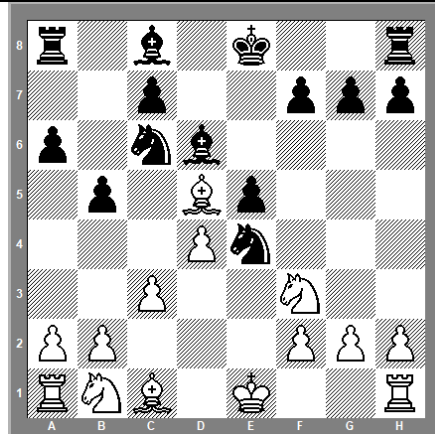
### **KNIGHT FORK**

White knight on c7 attacks two rooks and the bishop.



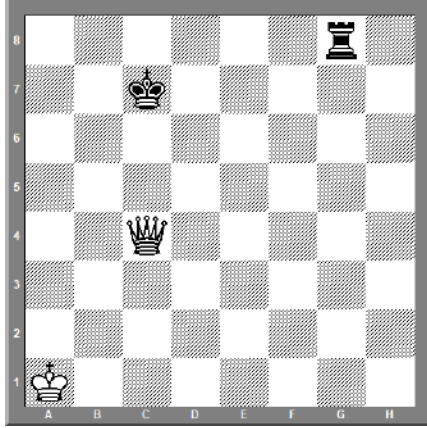
### **PAWN FORK**

White pawn on b4 attacks the bishop and knight.



### **BISHOP FORK**

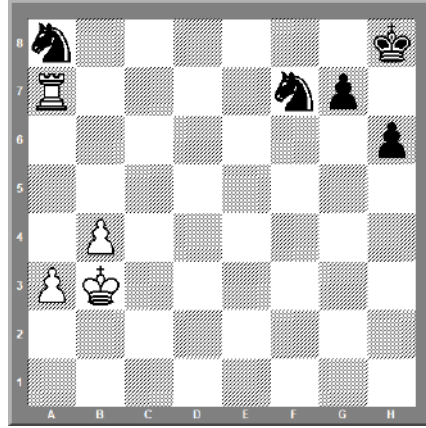
WHITE Bishop on d5 attacks the e4 knight and c6 knight.



### DOUBLE ATTACK

The white queen attacks the king and rook. The king must move away and the rook will be lost.

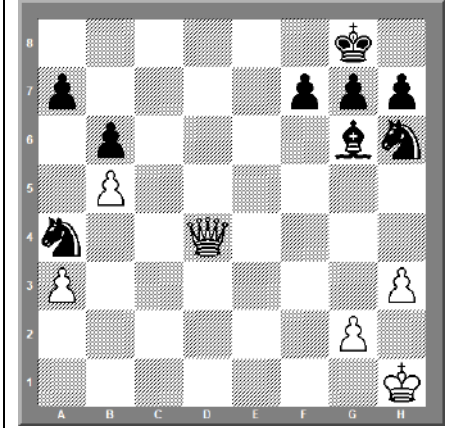
**Check+ Piece**



### DOUBLE ATTACK

The white rook attacks both the knights. One of them can escape, but the other is lost.

**Piece + Piece**



### DOUBLE ATTACK

The white queen attacks the knight and an important square d8. This square is important because the queen can give mate on d8.

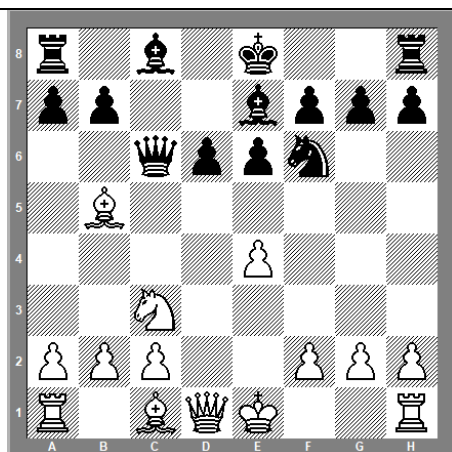
**Piece + Checkmate threat**

### PIN

\*A pin is an attack on a piece that cannot be moved. In some cases, the piece can be moved, but it will result in the loss of material.

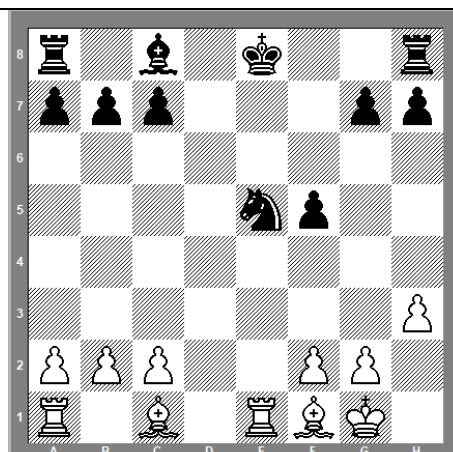
\*A pin can take place: along a rank, along a file and along a diagonal.

\*Only the queen, the rook and the bishop can pin other pieces.



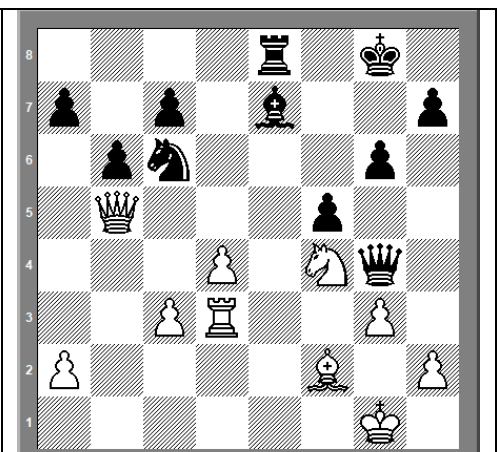
### PIN

White bishop on b5 pins the black queen on c6.



### PIN

White rook on e1 pins the black knight on e5.

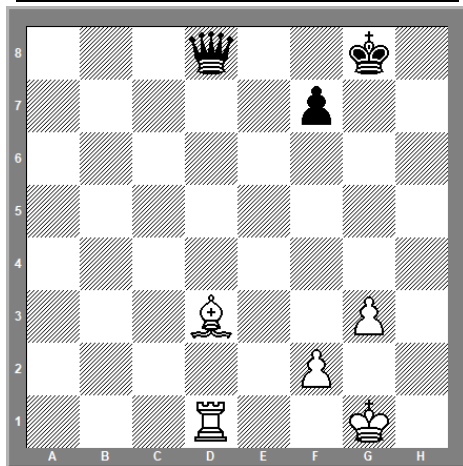


### PIN

White queen on b5 pins the black knight on c6.

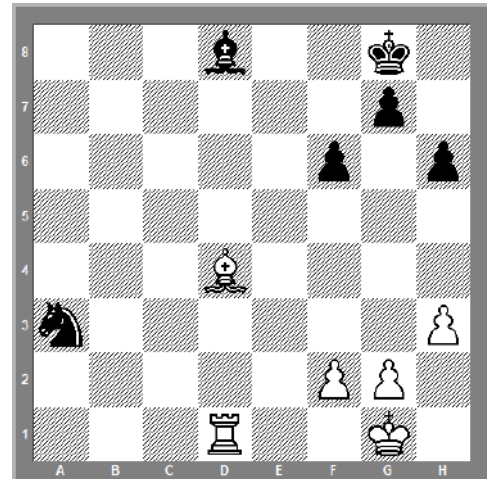


## DISCOVERED CHECK



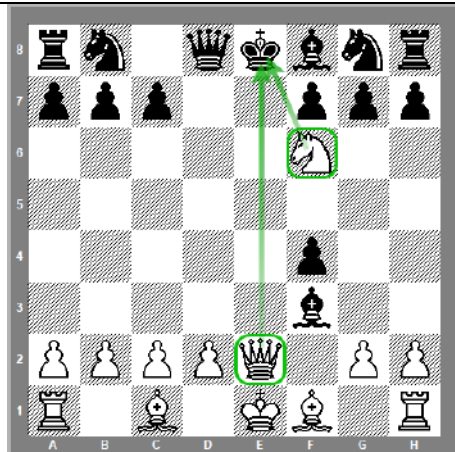
In a discovered check, two pieces attacking simultaneously, one on the king(check) and the other one on the piece. After Bh7+, the bishop attacks the king and the rook attacks the queen.

## DISCOVERED ATTACK

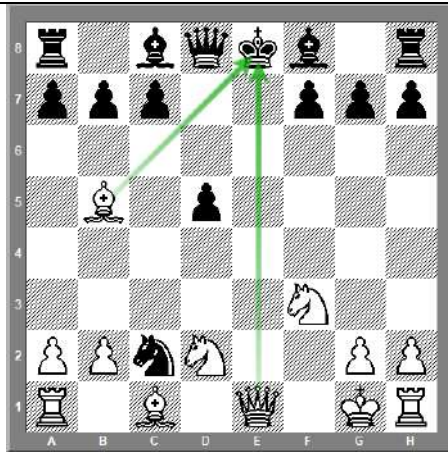


In a discovered attack, two pieces attacking simultaneously two of the opponent pieces. By playing Bd4-c5, the bishop attacks the knight and the rook attacks the bishop.

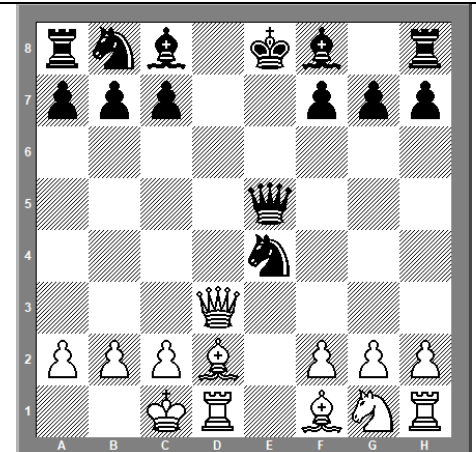
## DOUBLE CHECK



White queen and knight gives check resulting in checkmate

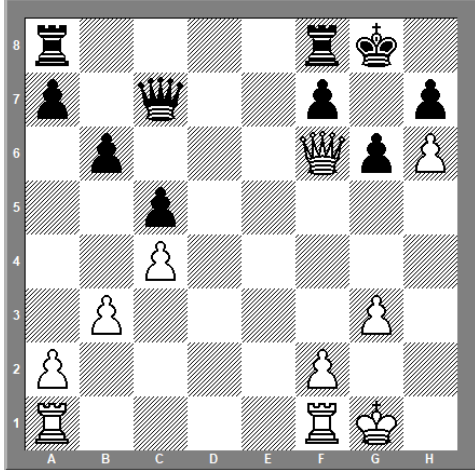


White queen and bishop gives check resulting in checkmate

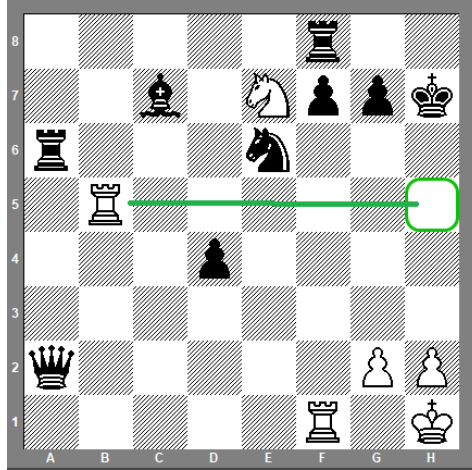


White plays 1. Qd8+ Kxd8 2. Bg5+ (Double check- white rook on d1 and bishop on g5 gives check) 2...Ke8 3. Rd8#

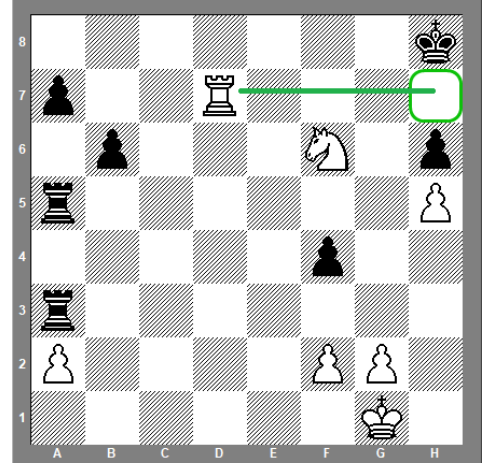
# MATE IN 1



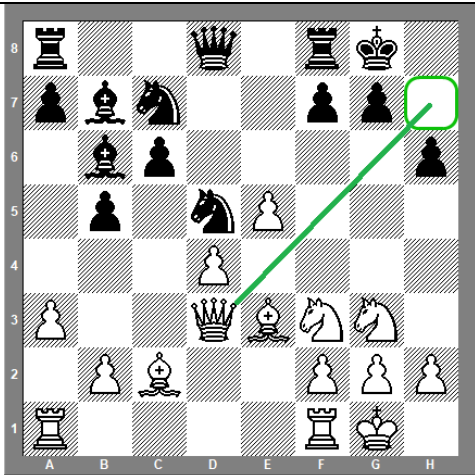
White plays 1. Qg7#



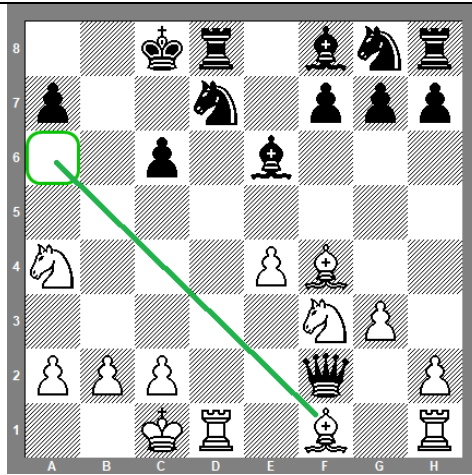
White plays 1. Rh5#



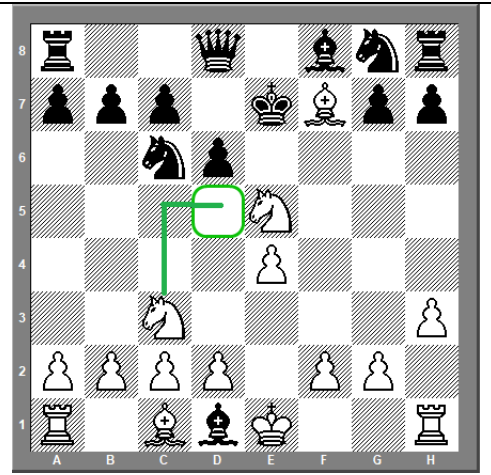
White plays 1. Rh7#



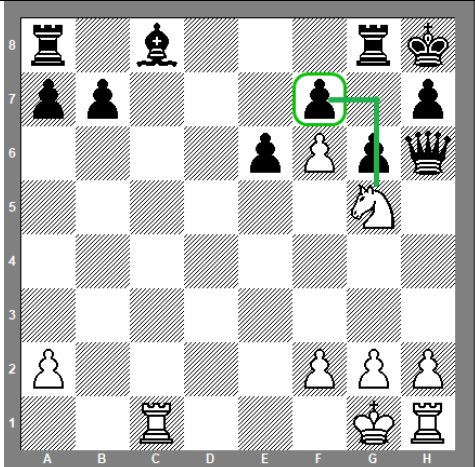
White plays 1. Qh7#



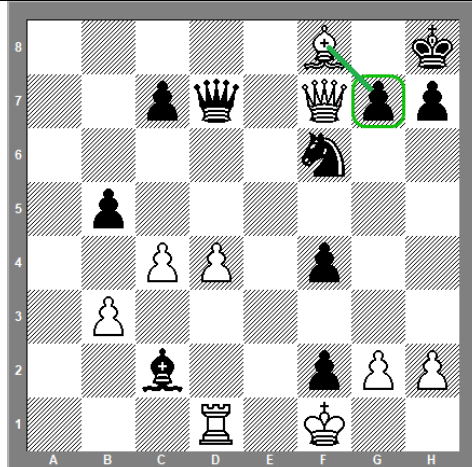
White plays 1. Ba6#



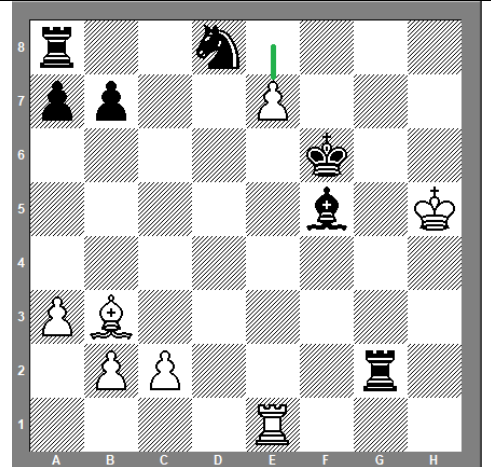
White plays 1. Nd5#



White plays 1. Nxf7#



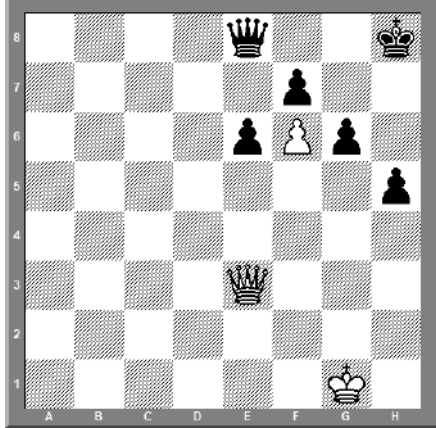
White plays 1. Bxg7#



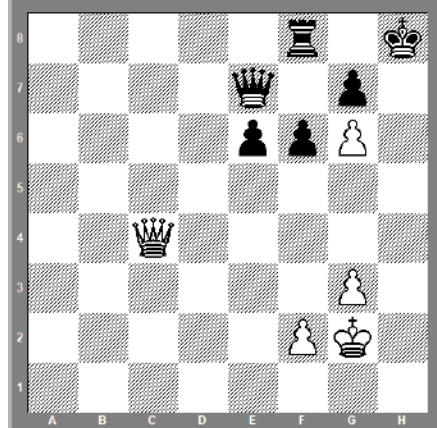
White plays 1. e8 = N#



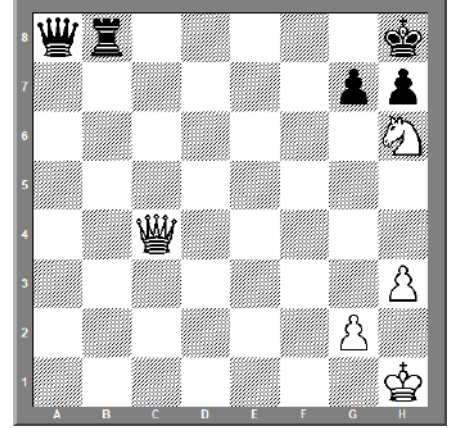
## MATE IN 2



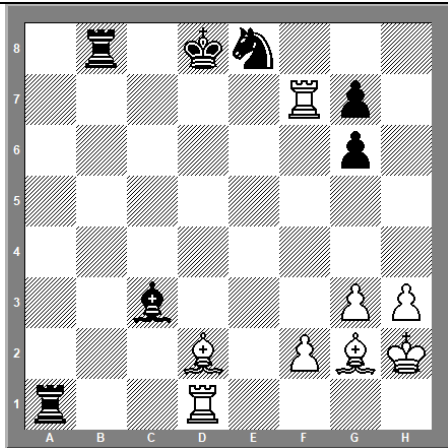
1.Qh6+ Kg8 2. Qg7#



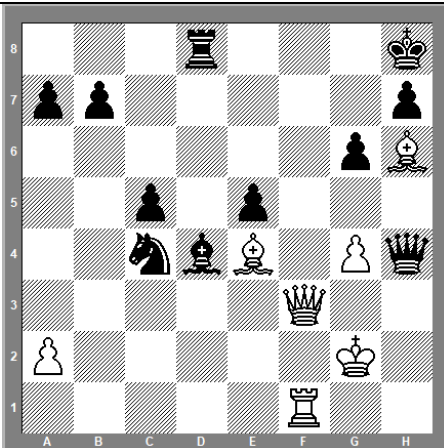
1.Qh4+ Kg8 2. Qh7#



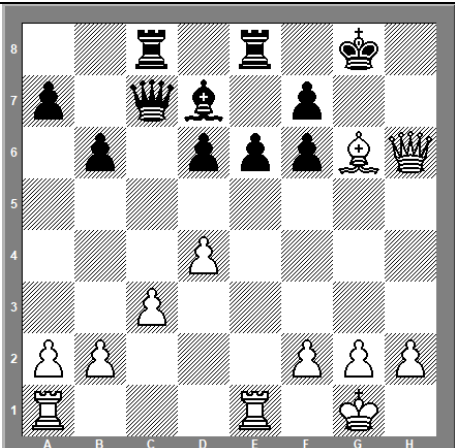
1.Qg8+ Rxg8 2. Nf7#



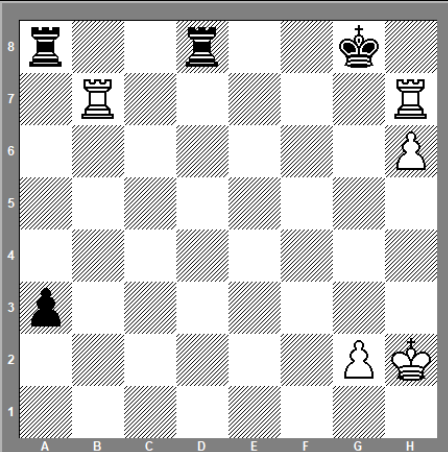
1.Bg5+ Kc8 2. Rd8#



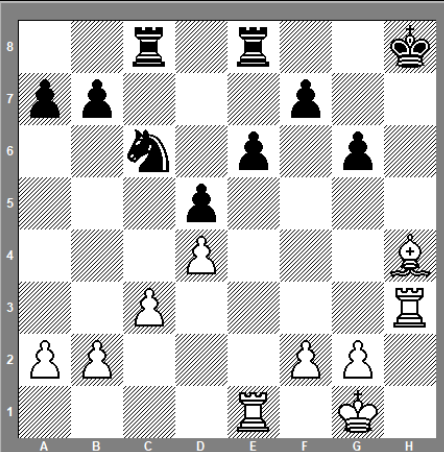
1.Qf8+ Rxf8 2. Rxf8#



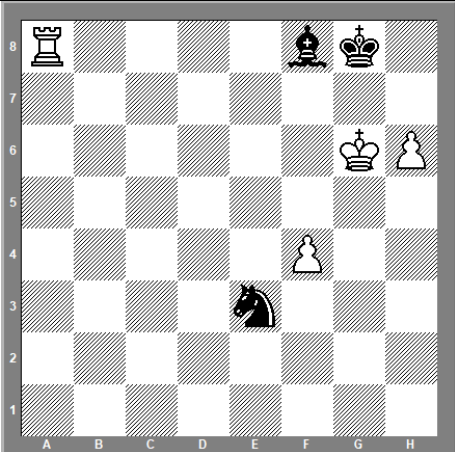
1.Qh7+ Kf8 2.Qxf7#



1.Rbg7+ Kf8 2. Rh8#



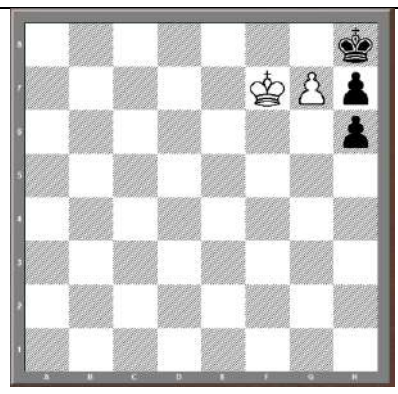
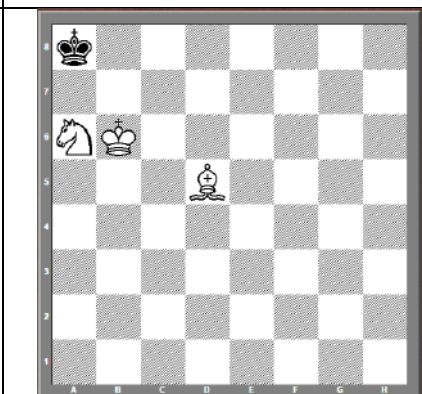
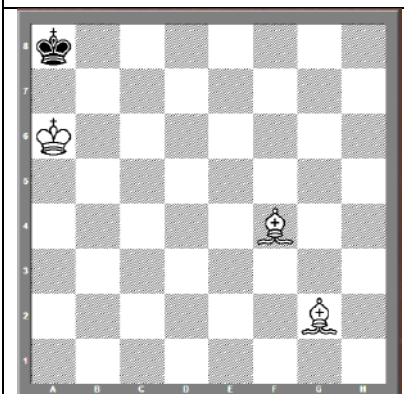
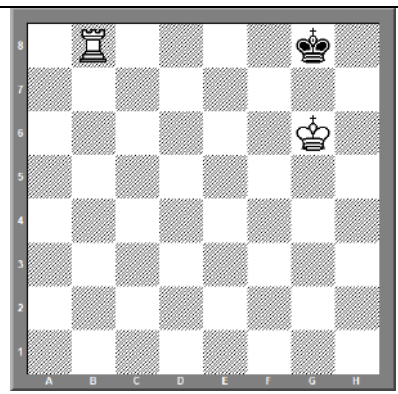
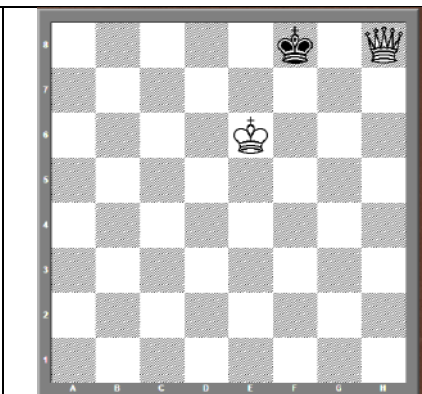
1.Bf6+ Kg8 2. Rh8#



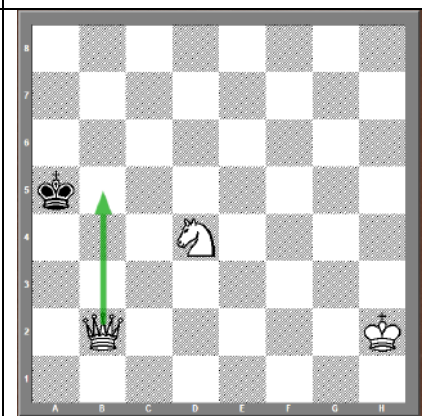
1.h7+ Kh8 2. Rxf8#

Mating Patterns:

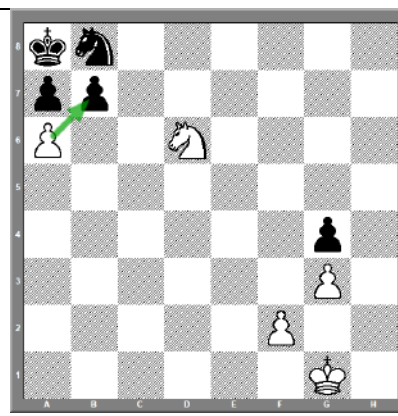
Checkmate Patterns  
Basics



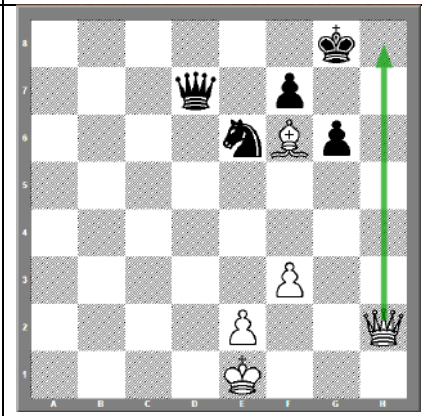
Few Checkmate  
Patterns.



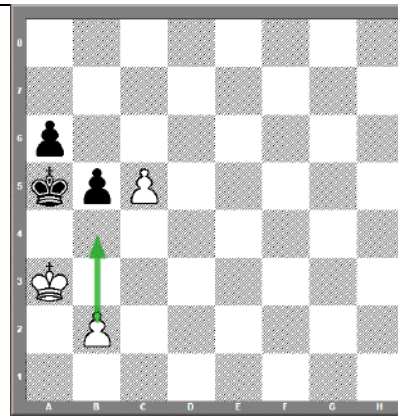
1. Qb5#



1. axb7 #

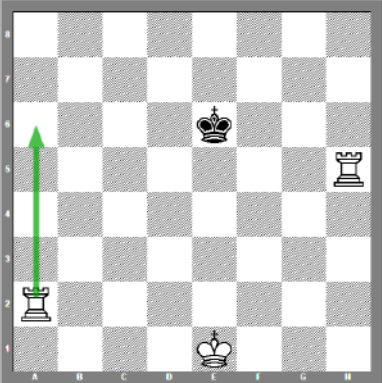
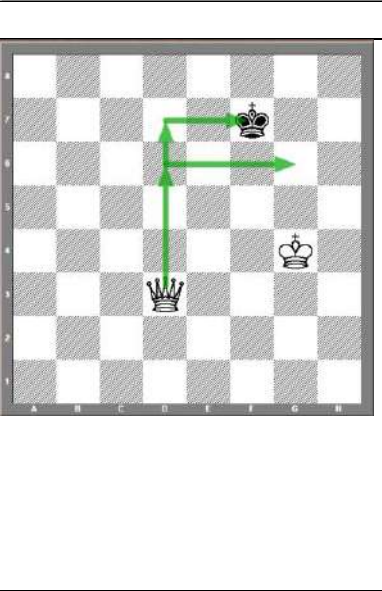
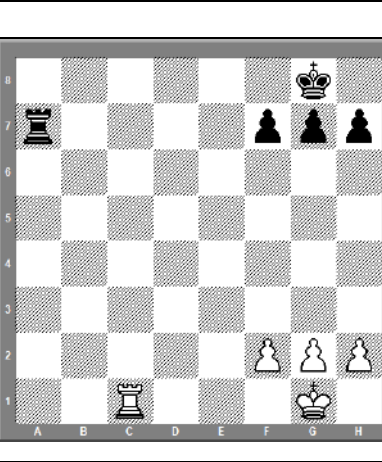
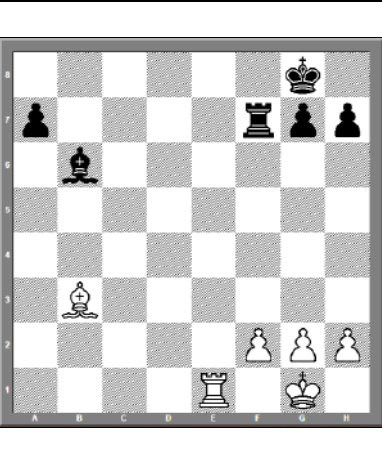


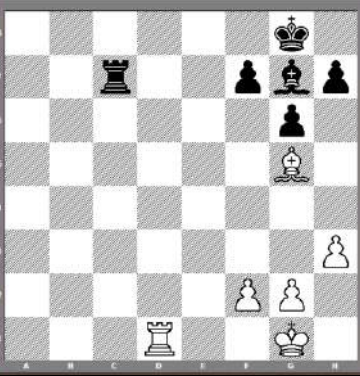
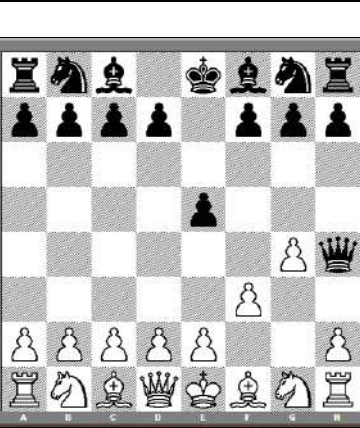
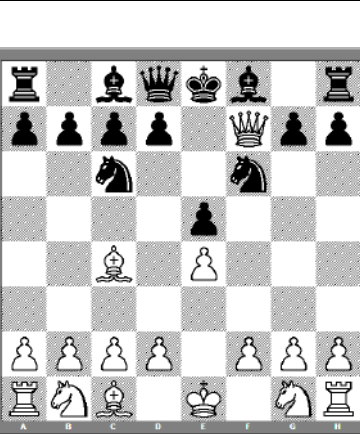
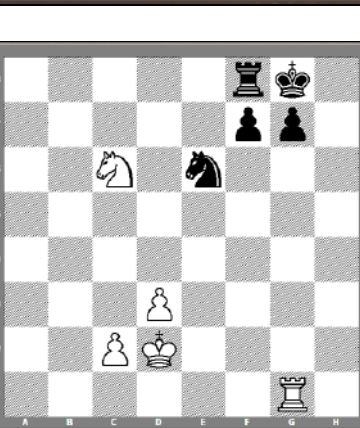
1. Qh8#

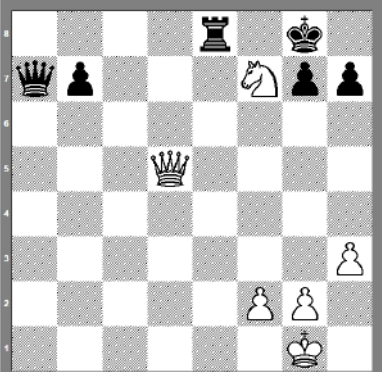
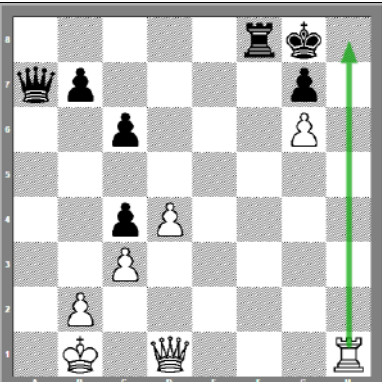
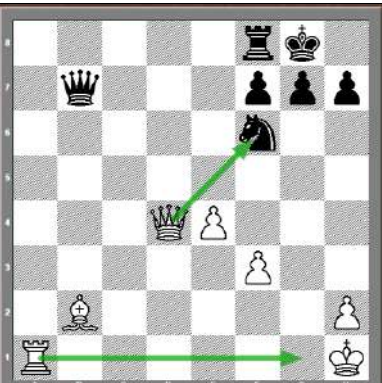
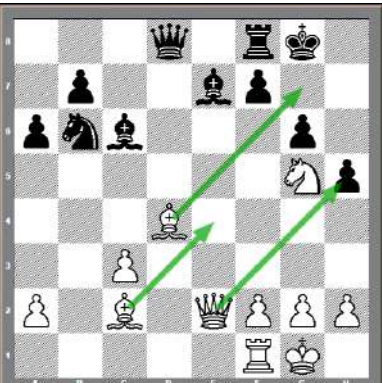




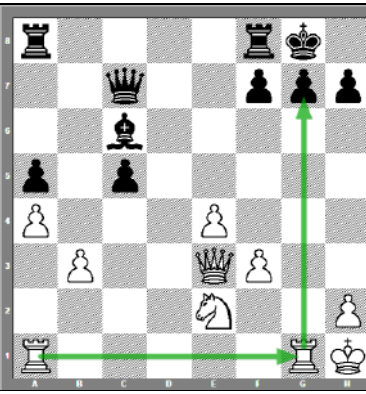
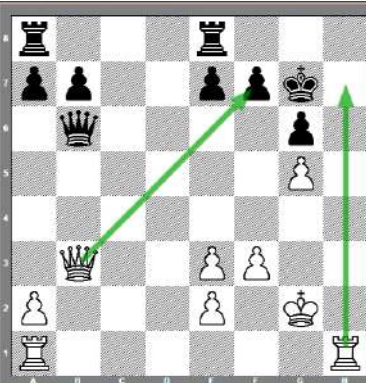
1.b4#



<p>Staircase Mate</p>		<p>1. Ra6 + Kf7 2. Rh7 + Kg8 3. Rb7 Kf8 4. Ra8 #</p>
<p><b>Queen's Mate</b></p> <p>Queen to Knights Jump</p> <p>Cornering</p> <p>Avoid Stalemate</p> <p>Using King as support</p>		<p>1. Qd6 Ke8 2. Qc7 Kf8 3. Kg5 Kg8 4. Kg6 Kf8 5. Qf7#</p>
<p>Back rank mate – 1</p>		<p>1.Rc8#</p>
<p>Back rank mate - 2</p>		<p>1. Re8#</p>

Back rank mate - 3		1.Rd8+ Bf8 2. Bh6 f5 3.Rxf8#
Fools Mate		1. f3? e5 2. g4?? Qh4 #
Scholars Mate		1.e4 e5 2. Qh5 Nc6 3. Bc4 Nf6 4. Qxf7#
Anastasia's Mate		1. Ne7 + Kh7 2. Rh1 #

Smothered Mate		<p>1. Nh6+ Kh8 2. Qg8+ Rxf6 3. Nf7#</p> <p>1. Nh6 + Kf8 2 Qf7#</p>
Damiano's Mate		<p>1. Rh8+ Kxh8 2. Qh5 + Kg8 3. Qh7#</p>
Pillsbury Mate		<p>1. Qxf6, gxf6 2. Rg1+ Kh8 3. Qxf6#</p>
Blackburne's Mate		<p>1. Qxh5 gxh5 2. Bh7#</p>

Boden Mate		1. Qxc6+ bxc6 2. Ba6 #
Windmill		1...Kh8 2. Rxe7+ Kg8 3. Rg7+Kh8 4. Rxd7 +
Rook Sacrifice on g7 square		1. Rxg7+ Kxg7 2. Qg5+ Kh8 3.Qf6+ Kg8 4. Rg1#
Rook sacrifice on h7 square		1.Rh7+ Kxh7 2. Qxf7+ Kh8 3. Rh1#

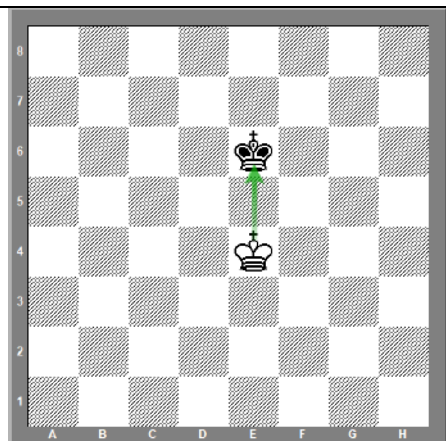


## End game:

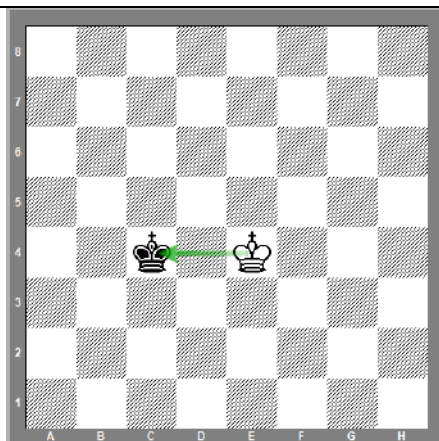
### Some of the Endgame principles:

1. Bring the king to the centre
2. Create a passed pawn
3. Opposition
4. Active and Passive pieces
5. Rook behind the Passed pawn
6. Stalemate possibilities

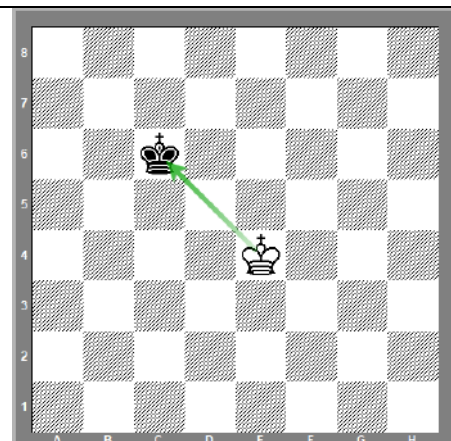
### Pawn endgame



**VERTICAL OPPOSITION**



**HORIZONTAL OPPOSITION**

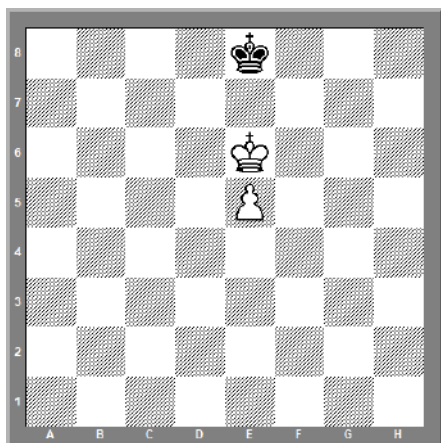


**DIAGONAL OPPOSITION**

### **Sixth rank King in front of the pawn**

With your King on the sixth rank in front of your pawn, you'll always win, regardless of whose move it is

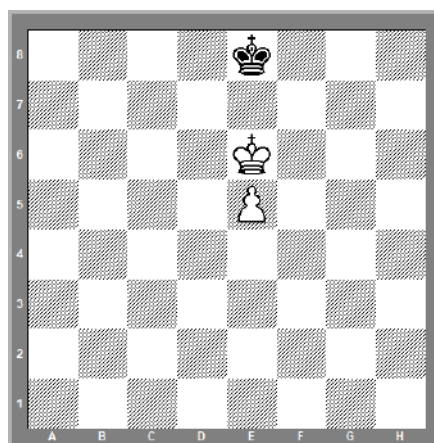
#### **Position –1**



Black to move

After 1...Kd8 2. Kf7 Kd7  
3.e6+ Kd8 4.e7+ Kd7  
5.e8O+

#### **Position –2**

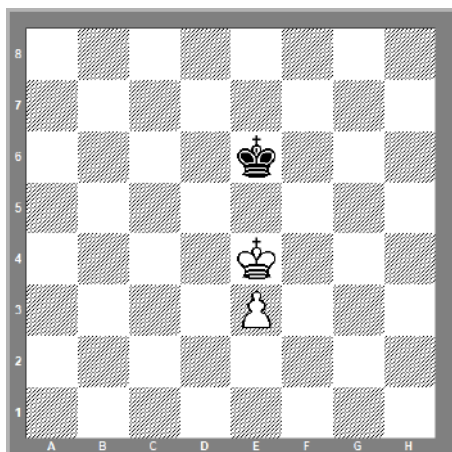


White to move

1.Kd6 Kd8 2. e6 Ke8 3.e7  
Kf7 4.Kd7 Kf6 5.e8O

## The King is in front of his pawn

### Position-3

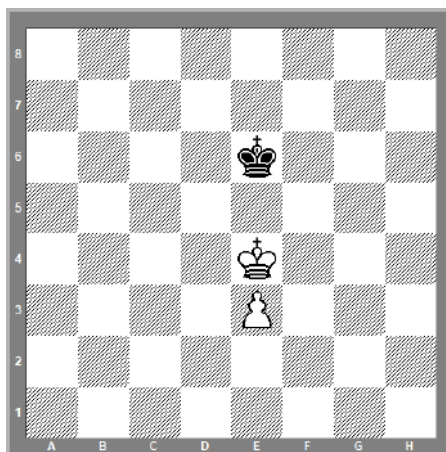


Black to move

With Black to move,  
White has the opposition  
and wins.

1...Kd6 2. Kf5 Ke7 3.Ke5  
Kf7 4.Kd6 Kf6 5.e4 Kf7  
6.e5 Ke8 7.Ke6

### Position-4



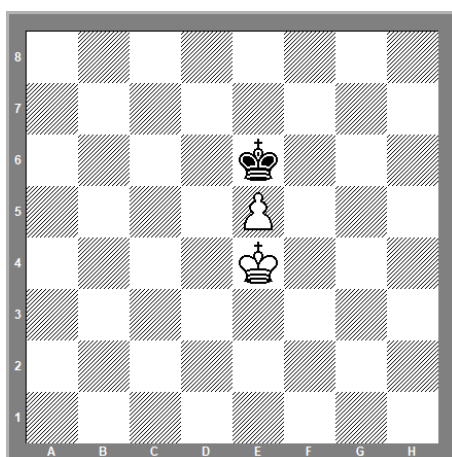
White to move

If it is White to move it is only a draw  
as black gets the opposition.

1.Kf4 Kf6 2. Ke4 Ke6 3.Kd4 Kd6 4.e4  
Ke6 5.e5 Ke7 6.Kd5 Kd7 7.e6+ Ke7  
8.Ke5 Ke8 only move to draw 9.Kd6  
Kd8 10.e7+ Ke8 11.Ke6 -1/2-1/2

**White or Black to move the King is not in front of his pawn- draw!**

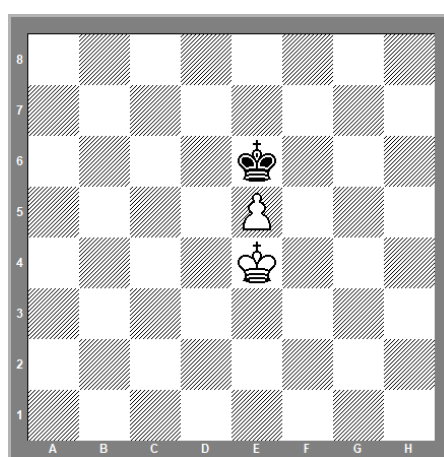
### Position-5



White to move

1.Kd4 Ke7 2.Kd5 Kd7 3.e6+  
Ke7 4.Ke5 Ke8 5.Kd6 Kd8  
6.e7+ Ke8 7.Ke6 1/2-1/2  
Black got opposition.

### Position-6

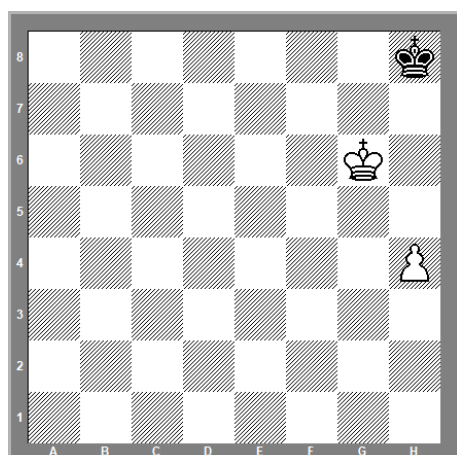


Black to move

1...Ke7 2.Kd5 Kd7 3.e6+  
Ke7 4.Ke5 Ke8 5.Kd6 Kd8  
6.e7+ Ke8 7.Ke6 1/2-1/2  
Black got opposition.

## Rook Pawn

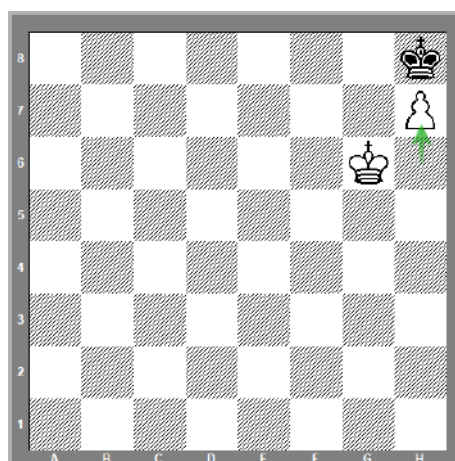
### Position-7



This is a draw because White can't move the opponent's king from the corner. Pushing the pawn to h7 leads to stalemate. Black will move his King only g8 and h8 squares.

The game goes like this, **1.h5 Kg8 2.h6 Kh8 3.h7** stalemate.

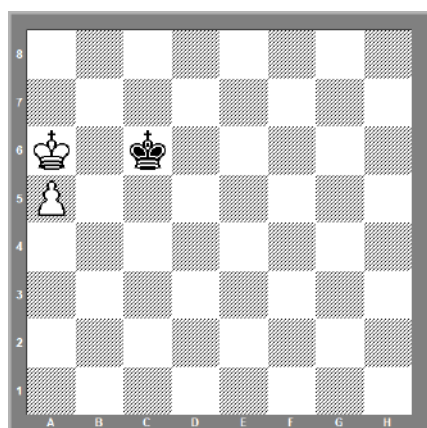
### Position-8



The final position will be like this.

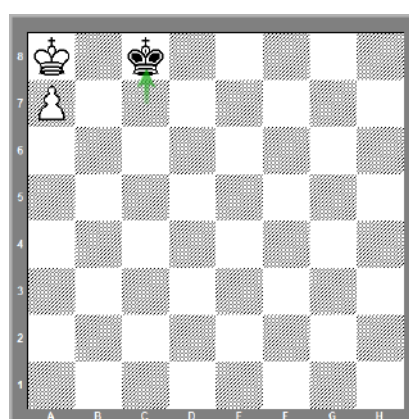
## Defending by imprisoning the opposing King on the rook file

### Position -9



White to move

### Position-10



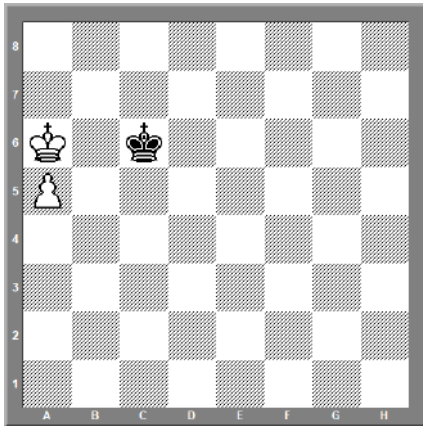
Final position (stalemate)

.(See the White King is in prison)

This is a draw, not considering of who is on move. A blockade is successful thanks to Black's access to the c7 and c8 squares.

For example: **1.Ka7 Kc7 2.a6 Kc8 3.Ka8** [3.Kb6 Kb8 4.a7+ Ka8 5.Ka6] **3...Kc7 4.a7 Kc8**



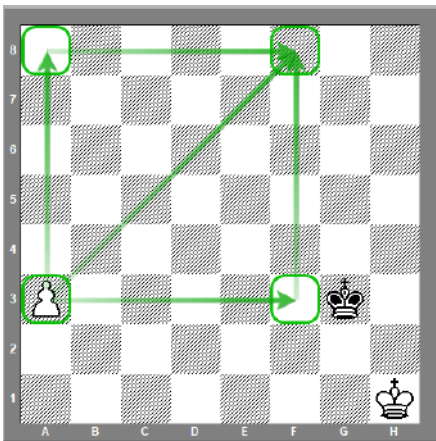


Black to move

With Black on move: **1. ... Kc7**  
**2. Ka7** (If 2. Kb5, 2. ... Kb7.) **2. ... Kc8**  
**3. a6 Kc7** **4. Ka8 Kc8** **5. a7 Kc7** also stalemate.

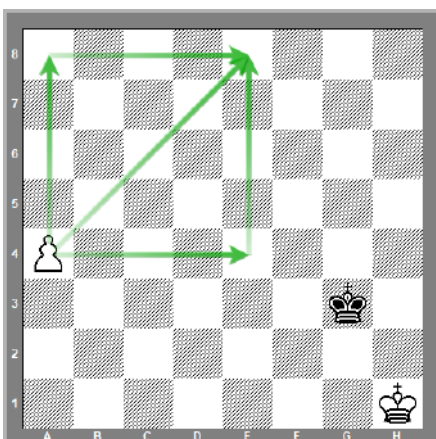
### The Rule of the square

If the king is too far away from his own pawn, promotion of the pawn is only possible if the enemy king cannot enter the square. The square is an imaginary box which is defined by a diagonal from the passed pawn to the back rank at the other end of the board.



Black to play draws as the black king reaches the box in time and will

White to play wins as the white pawn can advance one square and the new box can no longer be entered by the black king. **1.a4 Kf4** **2.a5 Ke5** **3.a6 Kd6** **4.a7 Kc7** **5.a8Q**



Position After 1.a4.

**Others:**

**\*Chess Clock:** In chess tournaments, chess clocks are used. The clock indicates the thinking time of the players. Players have to complete their moves within the prescribed time announced in the tournament rules. If a player cannot complete his moves or the game within that time limit, as per law of chess the game will be lost on time for the first player who has exhausted all his thinking time.

Courtesy: FIDE & AICF