



Tamil Nadu State Chess Association

**Course Material for Examination
Level I Chess Coaches 2026**

**Organised by
Tamil Nadu State Chess Association**

Study Material

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CHESS

Introduction: The game of chess was invented about two thousand years ago in India. It is a game that is played between two sides. All parents want their children to grow up physically, emotionally and mentally. Sports activity has an important role to improve these faculties.

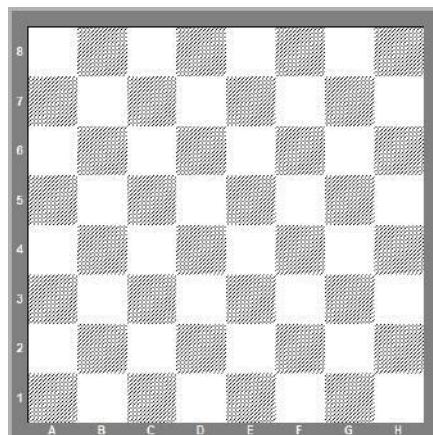
Advantages: Playing the game of chess gives many advantages to children. Especially, by playing chess the children can improve their cognitive skill like concentration, memory, decision making, self-control, analytical thinking, time management, planning, hard work, competitive spirit etc., These characteristic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

FIDE (World Chess Federation): FIDE (Federation Internationale des Echecs) is a French word which means World Chess Federation. It is in charge of all the chess activities around the world. FIDE has laid down the rules (the laws of chess) for playing the game of chess.

Rules of the game: In order to play chess, you will need a chess board and two sets of chess pieces of light and dark colours. 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 the pieces alternately.

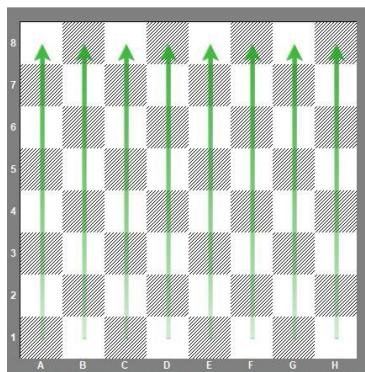
Object of the game: King is the most important piece in a chess game. The object of chess is to checkmate the opponent's king.

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.



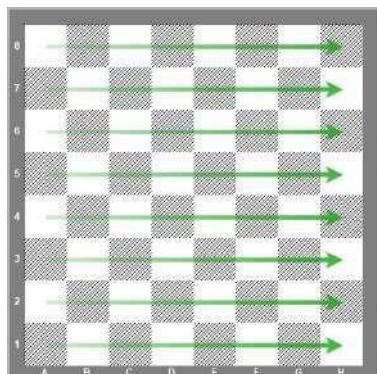
On the chessboard, there are up and down squares (vertical), which are called **files** (e.g. e1 to e8). There are 8 files on the chess board.

8 vertical lines are Files



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

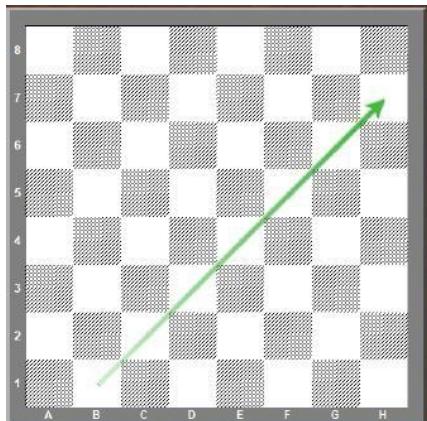
8 Horizontal lines are Ranks



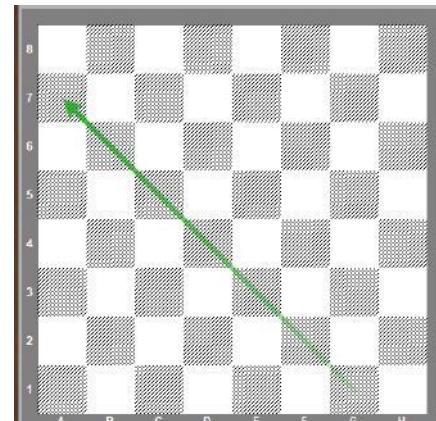
A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a '**diagonal**'. While squares on files or ranks always have alternating colours, the squares of the diagonal are always either light or dark colour.

Diagonals

Light Square Diagonal

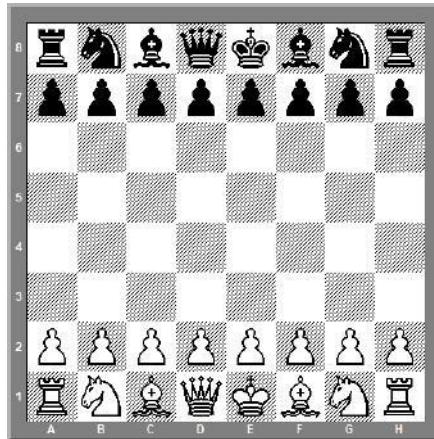


Dark Square Diagonal



Chessmen (Chess pieces): Total number of chessmen are 32 with 16 light (white) and 16 dark colour chess pieces (1King (K),1 Queen (Q), 2 Rooks (R), 2 Bishops (B), 2 Knights (N) and 8 Pawns). Initially we are arraigning in the following manner.

Arrangement of the chessmen



Notation:

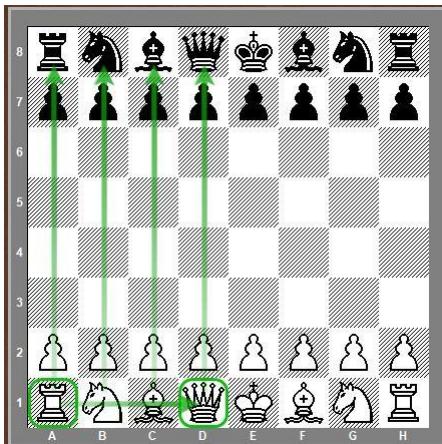
There is a system to denote the squares in the chess board. The files from left to right side is denoted by **a, b, c, d, e, f, g, h** and the ranks are numbered as **1, 2, 3, 4, 5, 6, 7, 8**. By this way each square has its own letter and number. To mention the square, the letter should always come before the number. For example: e4,c5,h3 etc for pawn movements and Kg1,Rc8,Ng6 for piece movements.

The names of the squares are shown in the diagram.

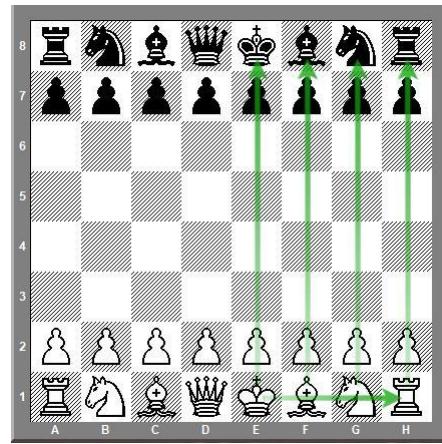
	a	b	c	d	e	f	g	h	
8	a8	b8	c8	d8	e8	f8	g8	h8	8
7	a7	b7	c7	d7	e7	f7	g7	h7	7
6	a6	b6	c6	d6	e6	f6	g6	h6	6
5	a5	b5	c5	d5	e5	f5	g5	h5	5
4	a4	b4	c4	d4	e4	f4	g4	h4	4
3	a3	b3	c3	d3	e3	f3	g3	h3	3
2	a2	b2	c2	d2	e2	f2	g2	h2	2
1	a1	b1	c1	d1	e1	f1	g1	h1	1
	a	b	c	d	e	f	g	h	

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



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

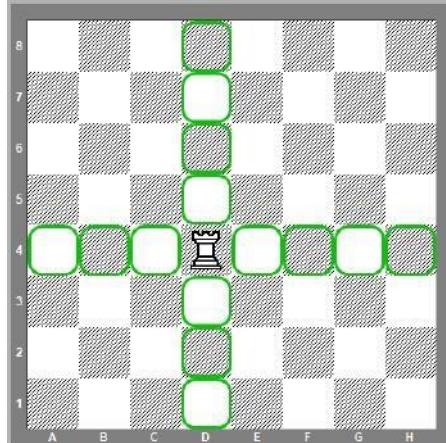
The move is not made until the piece or pawn is released on a square. You cannot move a piece or pawn to a square occupied by your own piece or pawn. The knight is the only piece that can leap over a square occupied by another piece or pawn.

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.

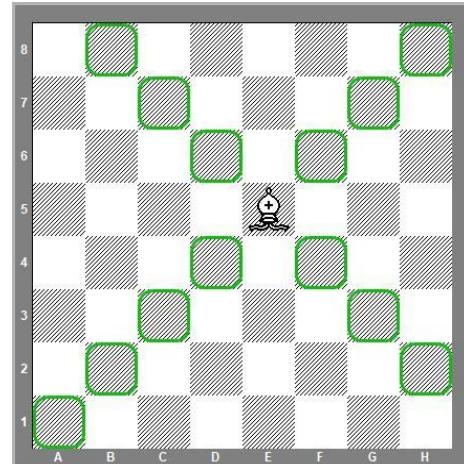
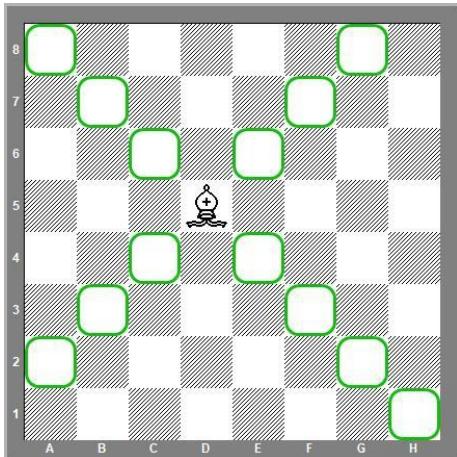
Capture: One player's pieces can be captured by the other player's pieces but the player is not allowed to capture his own pieces.

King should not be captured: King is the most important piece in a chess game. So if you are not able to safe guard the king from opponent's check mate threat, the game is lost.

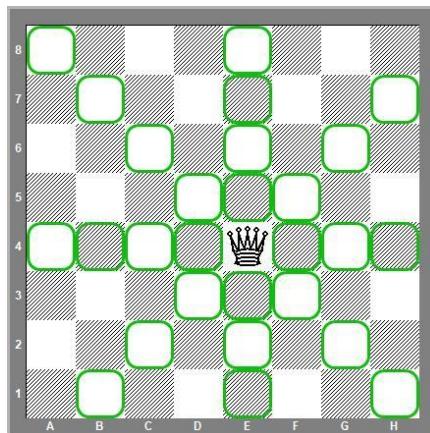
Rook: The rook may move to any square along the file or the rank on which it stands.



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

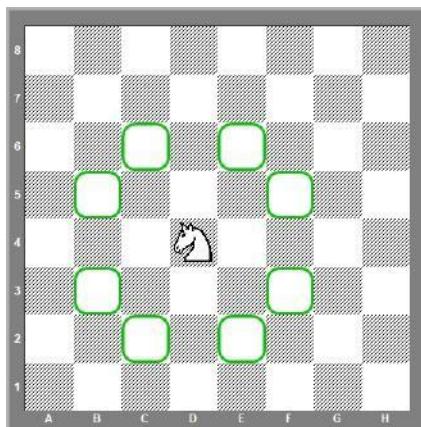


Queen: The queen may move to any square along the file, the rank or a diagonal on which it stands.



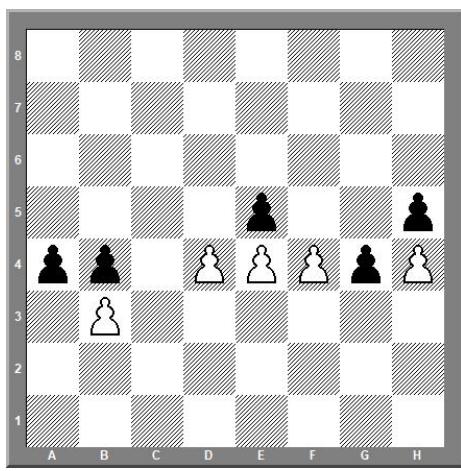
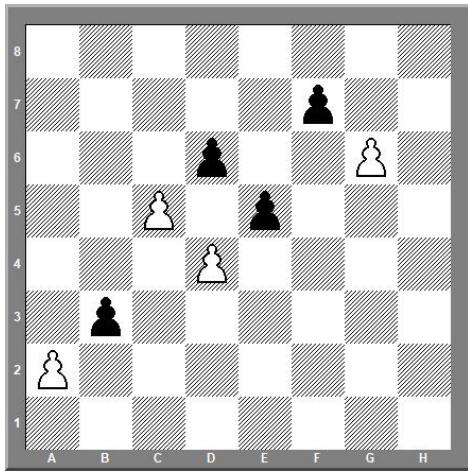
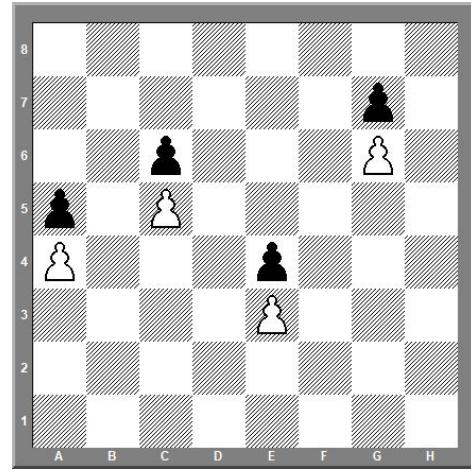
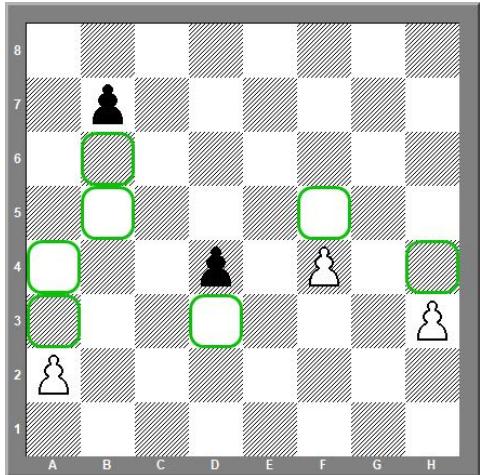
When making these moves, the bishop, rook or queen may not move over any intervening pieces.

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.



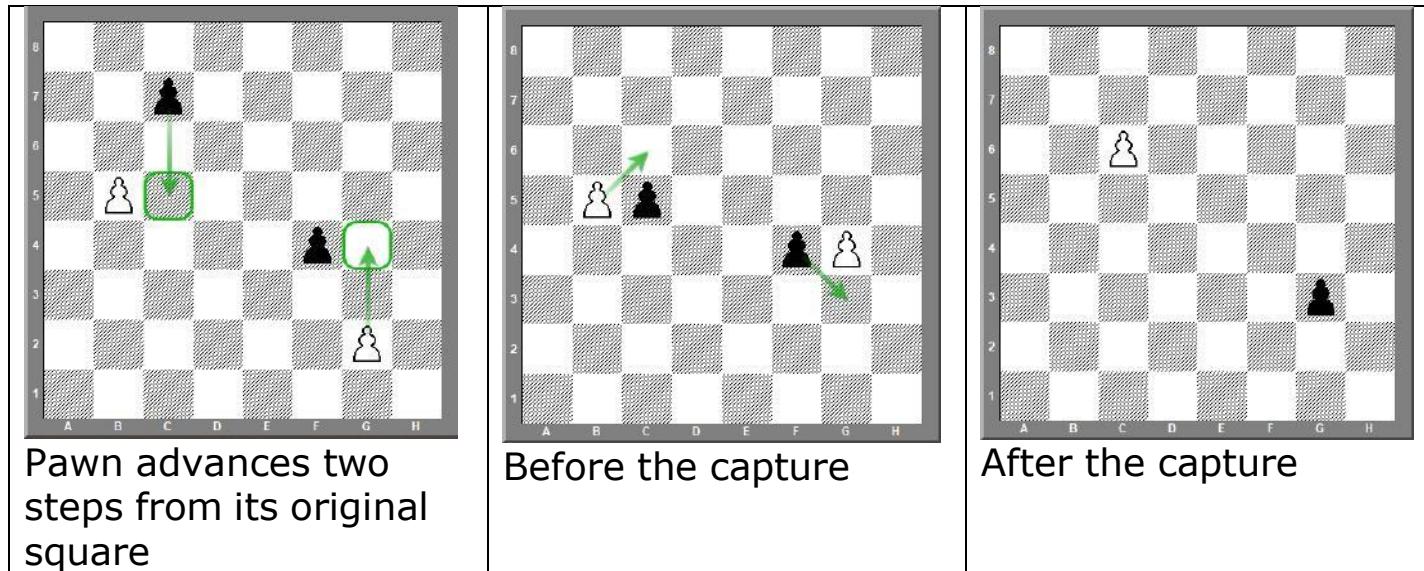
En passant rule:

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 define 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”.

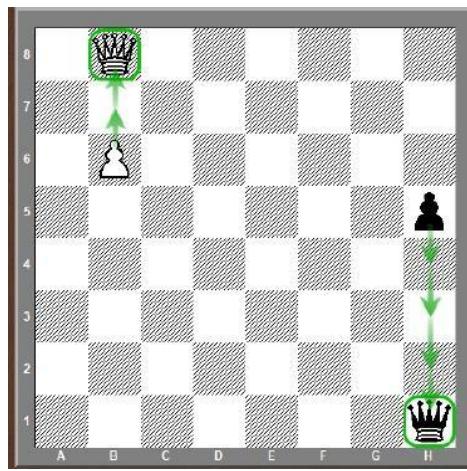
For example: In the following diagrams if Black plays its pawn from the basic square c7 to c5, then white can capture the crossed black’s pawn immediately by playing its pawn from b5 to c6 (bxc6). In the same way if the white pawn on g2 moves to g4 in one move, then Black can capture the crossed white’s pawn immediately by playing its pawn from f4 to g3. In notation we mention it as fxg3



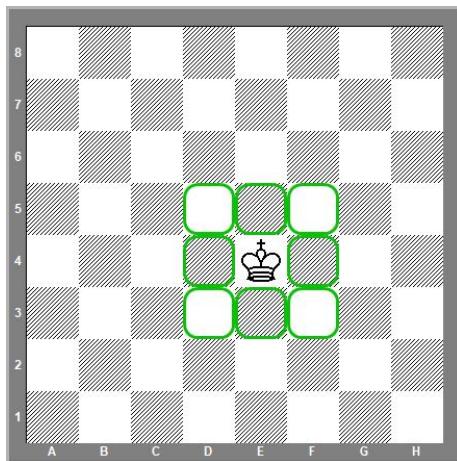
Promotion of pawn: When a player, having the move, plays a pawn to the rank furthest from its starting position, he must exchange that pawn as part of the same move for a new queen, rook, bishop or knight of the same colour on the intended square of arrival. This is called the square of 'promotion'.

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.



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.

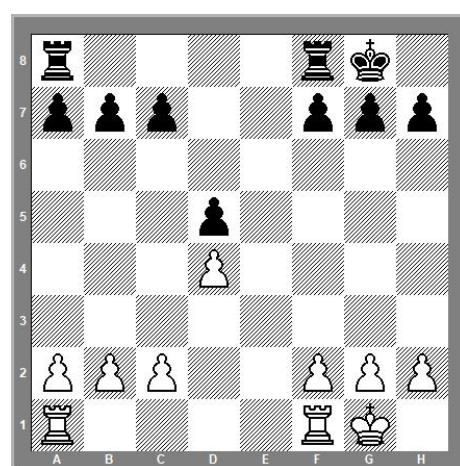
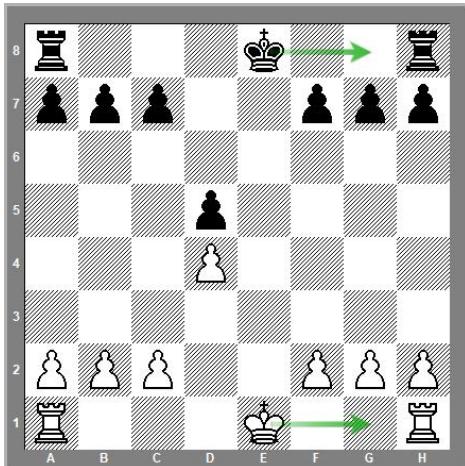


There are two ways of moving the king. The king can move one square in any direction or by castling.

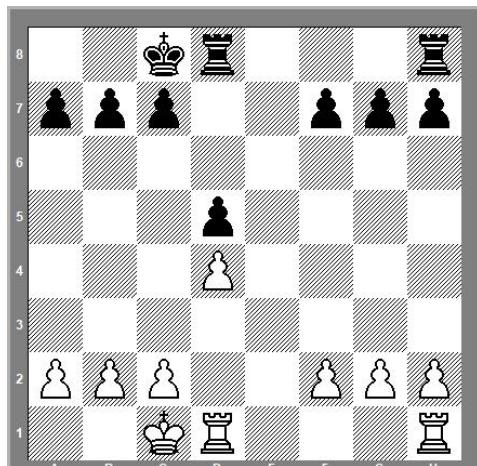
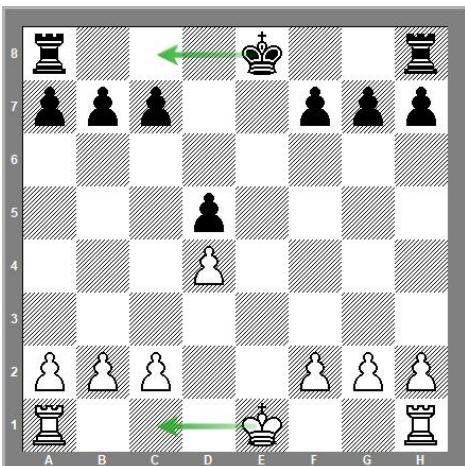
Castling rule: Once during the course of the game, the King is allowed to make a joint move with one of its Rook during which they pass over each other. Castling is a combined move of the King and either Rook, counting as a single move and executed as follows:

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.

We have to touch the King first and then the Rook while attempting to castle. 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.

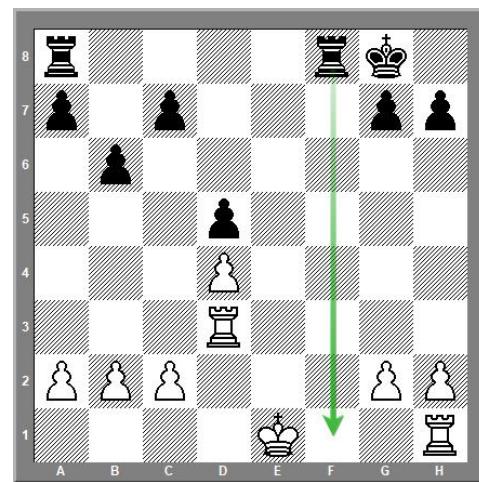
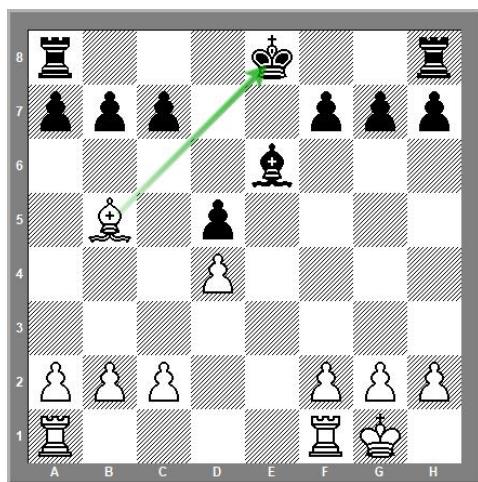


When castling on the queen-side, the white king moves from e1 to c1 square and his rook from a1 to d1 square. The Black king from e8 to c8 square and his rook from a8 to d8 square.

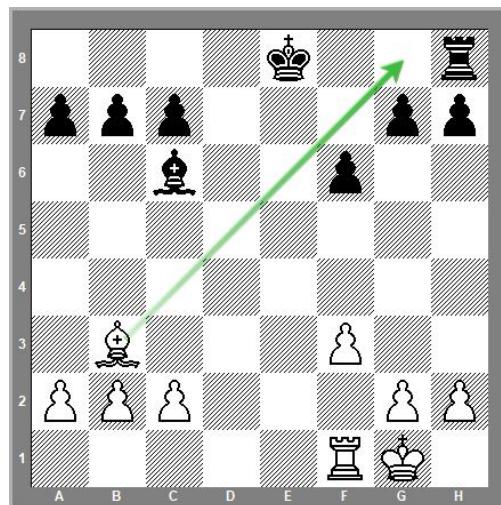


A player can castle only if the following conditions are satisfied:

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.



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.

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 the king in check.

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.

With the clock

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. (only if the clock is introduced)

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 square, 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.

The Completion of the Game:

Checkmate: If the king cannot get 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.

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. (Recording of moves is needed to claim this draw.)
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. (Recording of moves is needed to claim this draw.)

Chess Clock: In chess competitions, digital chess clocks are used for playing the game of chess. The clock indicates the thinking time of both the players. Players have to complete their moves within the prescribed time allotted to him which is announced in the tournament rules. As per the laws of chess, if a player cannot complete his moves or the game within that time limit, the game will be lost on time for the first player who has exhausted all his thinking time.

Player has to play the move first and then only press the clock with the hand that he made his move.

To play the game: A chess game can end in three ways: A player can win, lose or draw. It is a battle of tactical ideas and strategically planning over the chess board. The important element in order to understand the dynamics of a chess game is learning the concept of attack and defence.

For easy understanding the chess game is divided into three phases: **Opening, Middle game and Endgame.**

Value of the pieces: The Queen and Rooks are known as the 'Major Pieces'. Bishops and knights are known as 'Minor Pieces'.

The approximate value of the pieces:

Queen----9 points

Rook---5 points

Bishop----3 points

Knight----3 points

Pawn-----1 point

King-----None

Opening: The purpose of opening moves is to make a good start. Each player would like to complete the opening successfully since it can give an advantage to the player in the next phase of the game.

Some of the opening principles are:

1. Develop all your pieces.
2. Develop the pieces to control the center.
3. Castle early (King safety).
4. Play with a plan (an idea).
5. Must see the opponent's threats and plan.
6. Start the game with the movement of the center pawn.
7. Do not move a piece twice unnecessarily.
8. Do not follow the principles blindly.

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.

Tactics: Tactics are at the heart of chess and the command of tactical ideas in games between the beginners usually decides who wins the game.

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

Skewer: One piece attacks two pieces on the same line (file/rank/diagonal) with one behind the other. This can be done only by queen or rook or bishop.

Double Attack (Fork): One piece which attacks two of the opponent's men or two threats at same time. Attacking two pieces (or two threats) 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 Middle game Strategies:

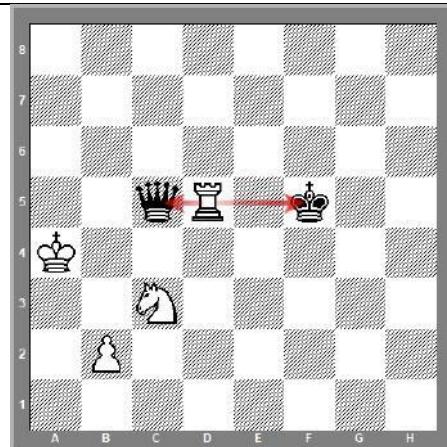
1. Attack against the king
2. Open file
3. Pawn majority
4. Weak pawn
5. Centre
6. Pawn Structure
7. Weak squares
8. Passed pawn
9. Outpost
10. Badly placed pieces

End game:

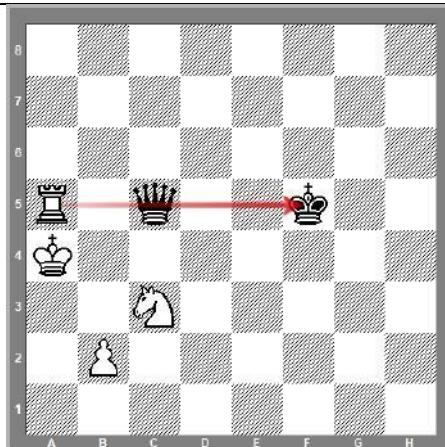
Some of the Endgame principles:

- 1. Activating the king.**
- 2. Creating a passed pawn.**
- 3. Opposition.**
- 4. Active and Passive pieces.**
- 5. Rook behind the Passed pawn.**
- 6. Stalemate.**
- 7. Zugzwang**

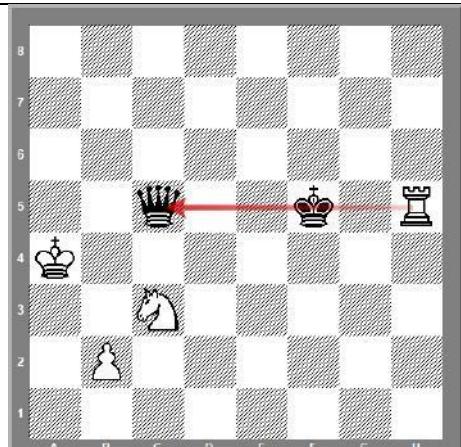
Tactics



Double Attack



Pin

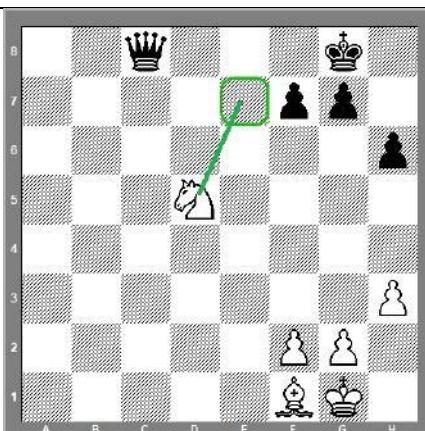


Skewer

Double Attack (fork)

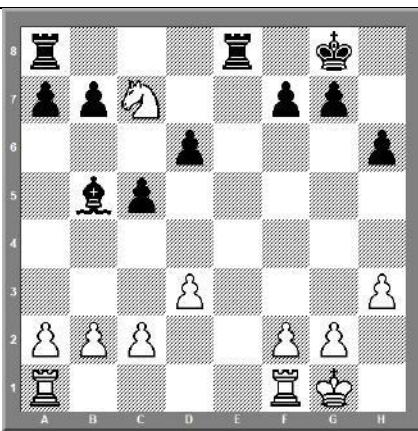
A double attack is an attack in which one piece attacks two targets. The targets in chess are

1. The king
2. a piece
3. an important square



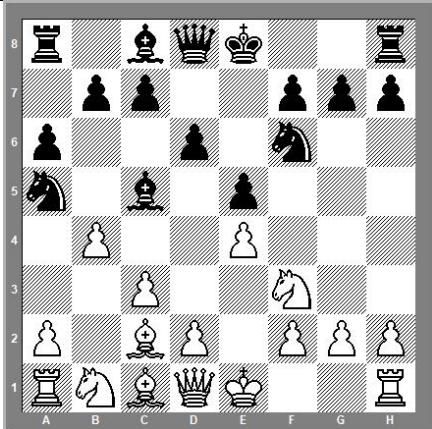
KNIGHT FORK

After Ne7+, white knight attacks king and queen.



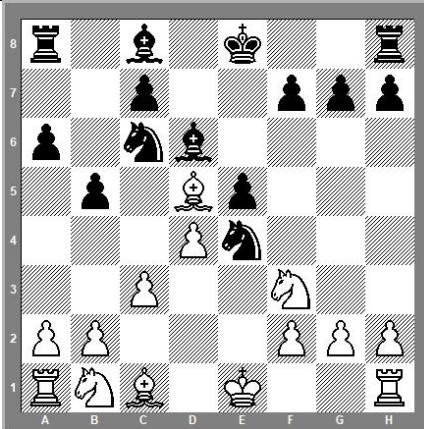
KNIGHT FORK

White knight on c7 attacks two rooks and the bishop.



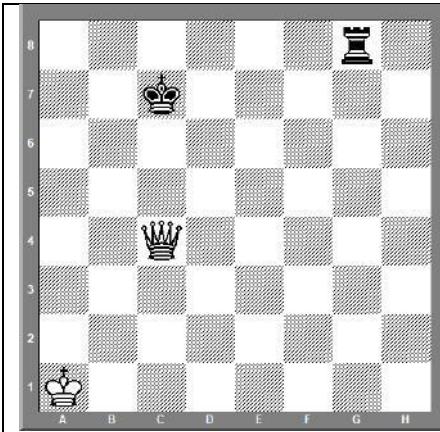
PAWN FORK

White pawn on b4 attacks the bishop and knight.



BISHOP FORK

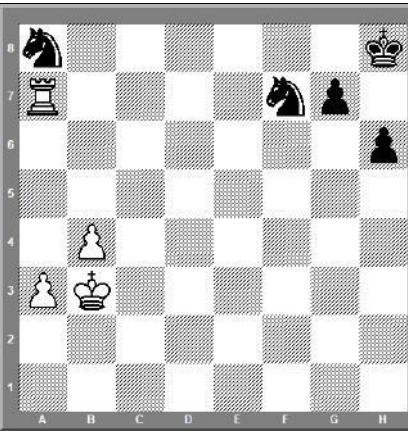
WHITE Bishop on d5 attacks the e4 knight and c6 knight.



DOUBLE ATTACK

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

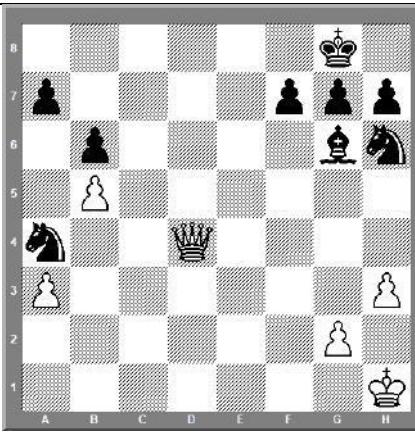
Check+ Piece



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 checkmate on d8.

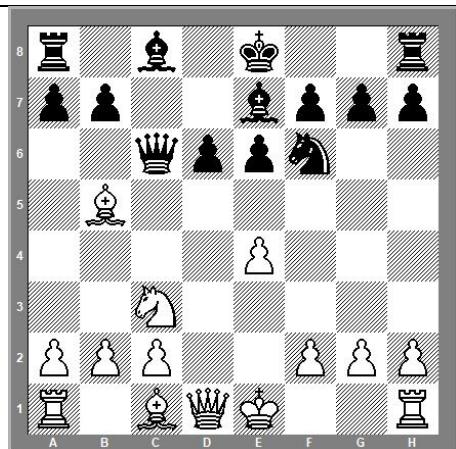
Piece + Checkmate threat

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.

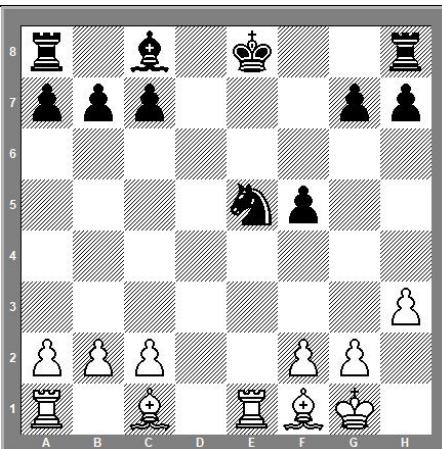
*A pin can take place: along a rank, along a file or along a diagonal.

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



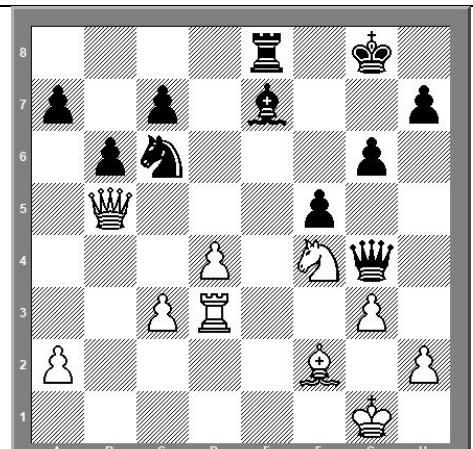
PIN

White bishop on b5 pins the black queen on c6.



PIN

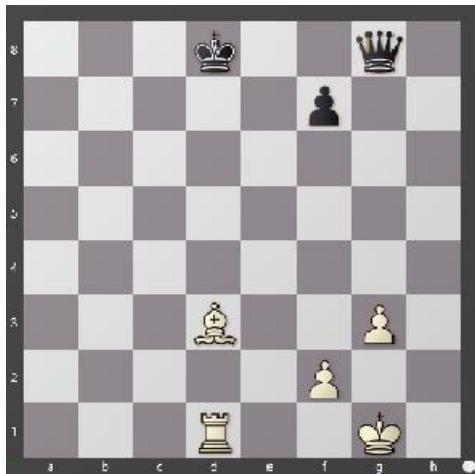
White rook on e1 pins the black knight on e5.



PIN

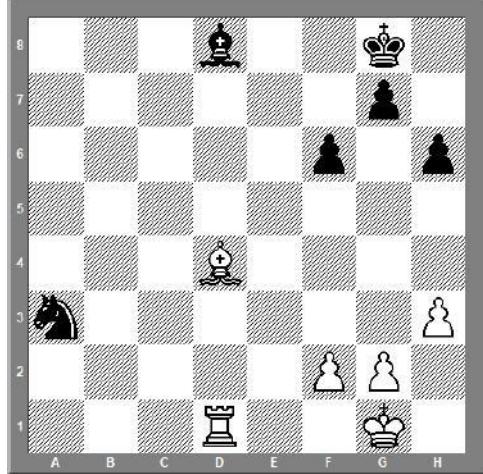
White queen on b5 pins the black knight on c6.

DISCOVERED CHECK



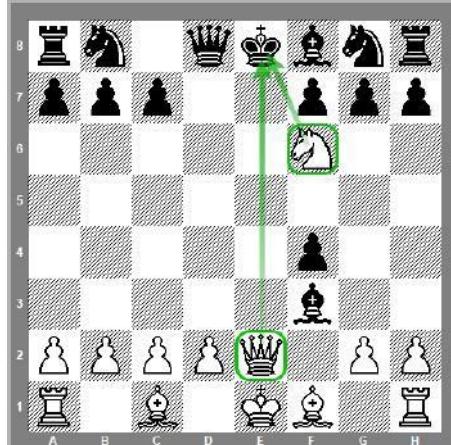
In a discovered check, two pieces attacking simultaneously, one on the king(check) and the other one on the piece. After $Bh7+$, the rook attacks the king and the bishop attacks the queen.

DISCOVERED ATTACK

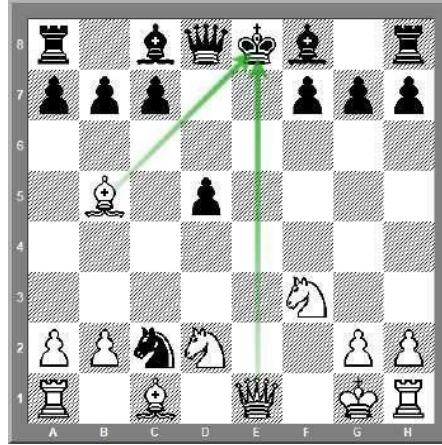


In a discovered attack, two pieces attacking simultaneously two of the opponent pieces. By playing $Bd4-c5$, the bishop attacks the knight and the rook attacks the bishop.

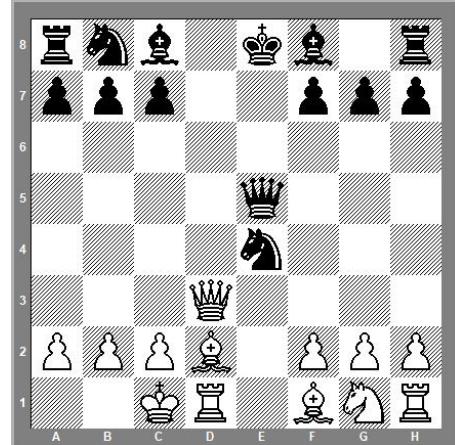
DOUBLE CHECK



White queen and knight gives check resulting in checkmate

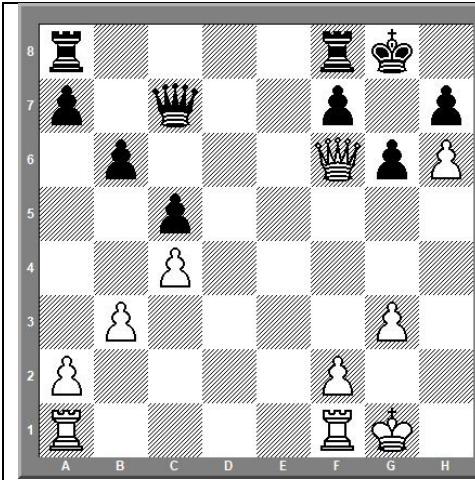


White queen and bishop gives check resulting in checkmate

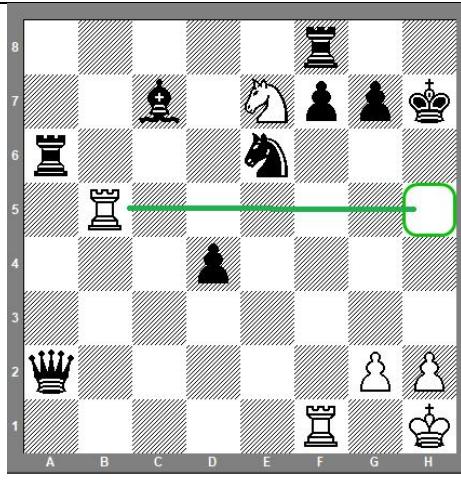


White plays 1. $Qd8+$ $Kxd8$ 2. $Bg5+$ (Double check- white rook on d1 and bishop on g5 gives check) 2... $Ke8$ 3. $Rd8\#$

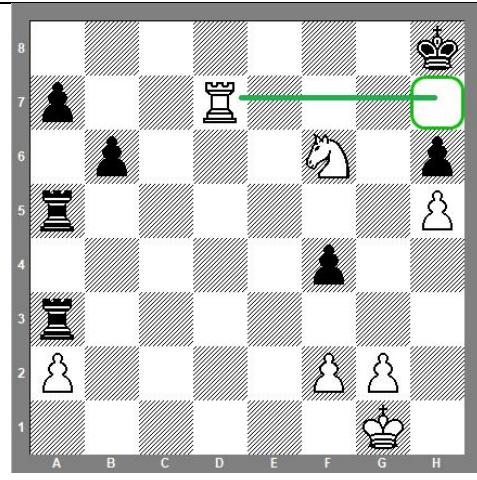
MATE IN 1



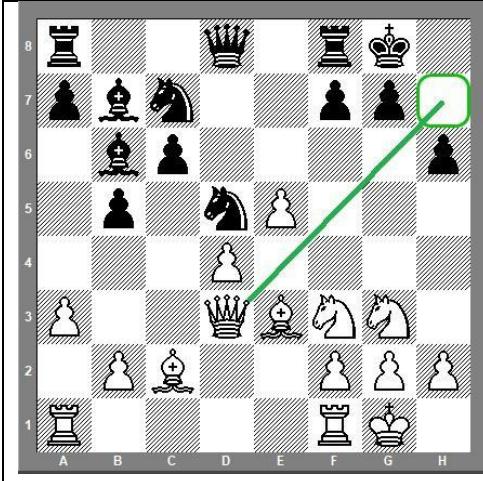
White plays 1. Qg7#



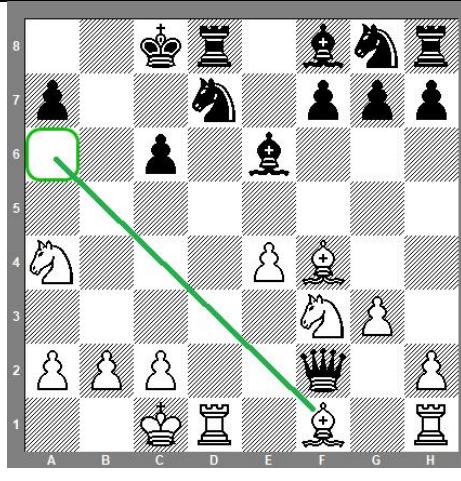
White plays 1. Rh5#



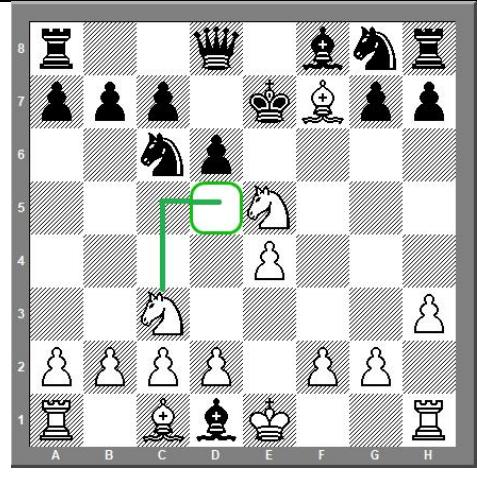
White plays 1. Rh7#



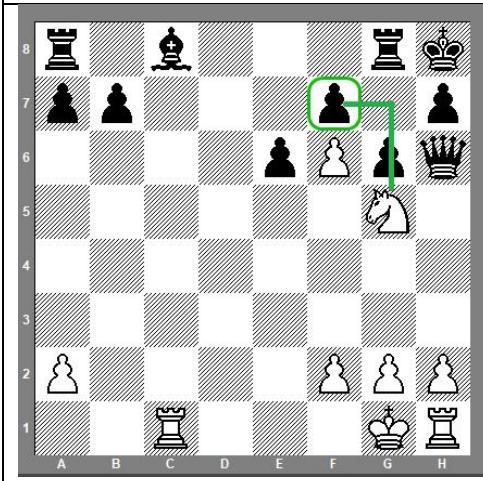
White plays 1. Qh7#



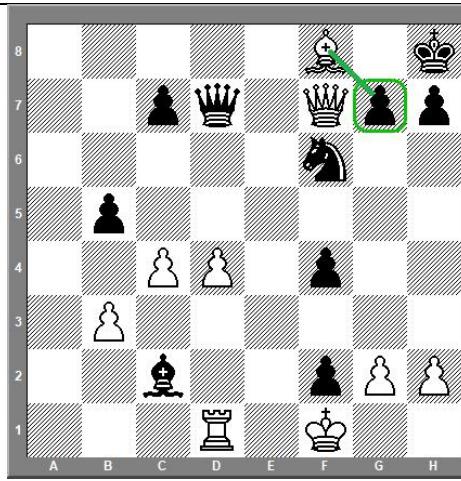
White plays 1. Ba6#



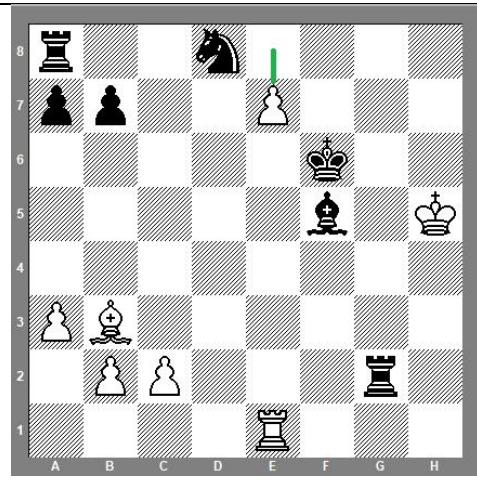
White plays 1. Nd5#



White plays 1. Nxf7#

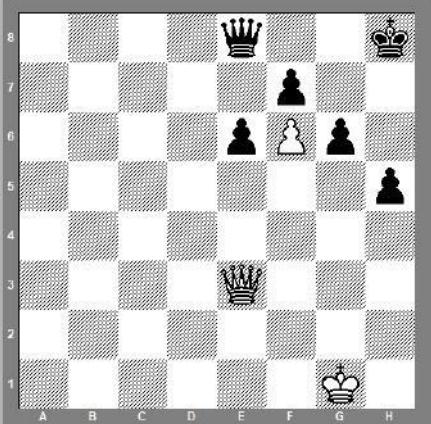


White plays 1. Bxg7#

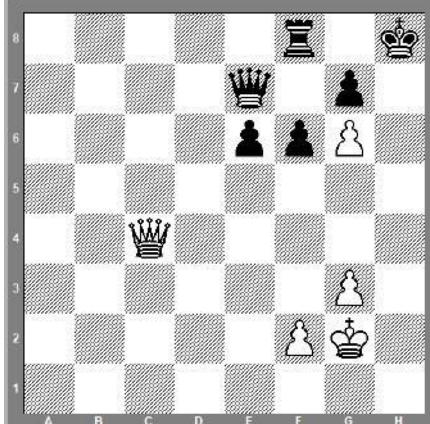


White plays 1. e8 = N#

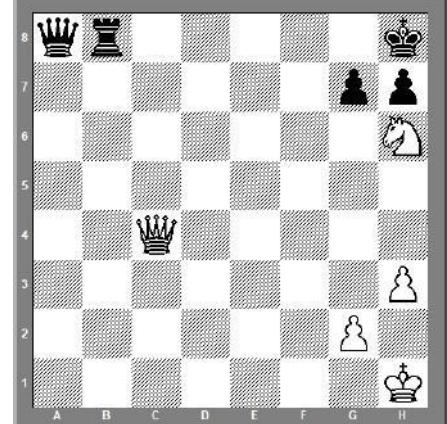
MATE IN 2



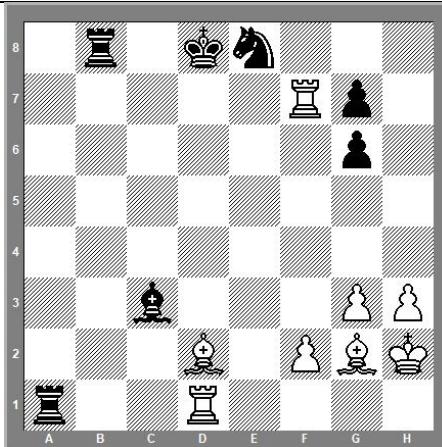
1.Qh6+ Kg8 2. Qg7#



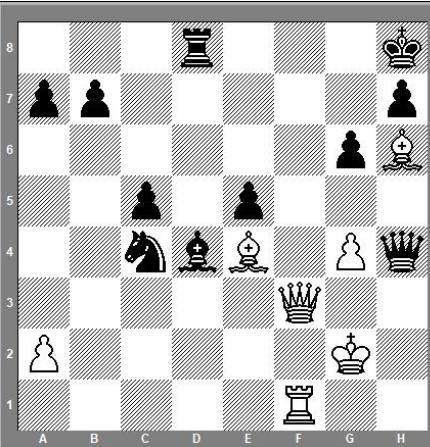
1.Qh4+ Kg8 2. Qh7#



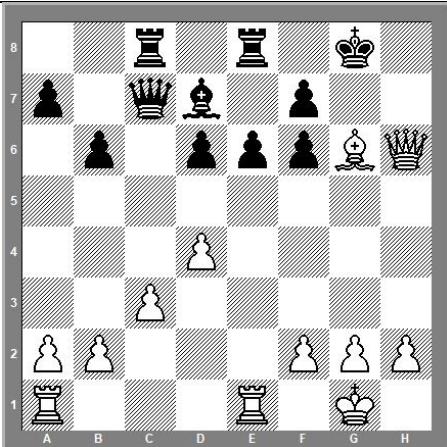
1.Qg8+ Rxf8 2. Nf7#



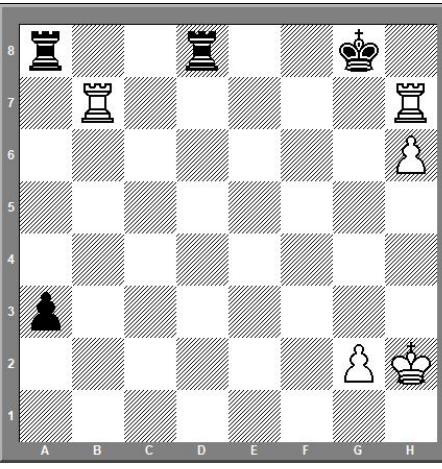
1.Bg5+ Kc8 2. Rd8#



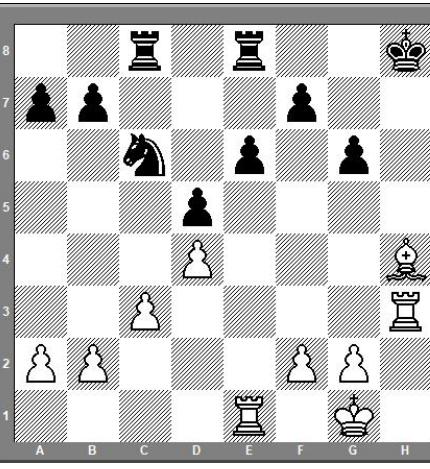
1.Qf8+ Rxf8 2. Rxf8#



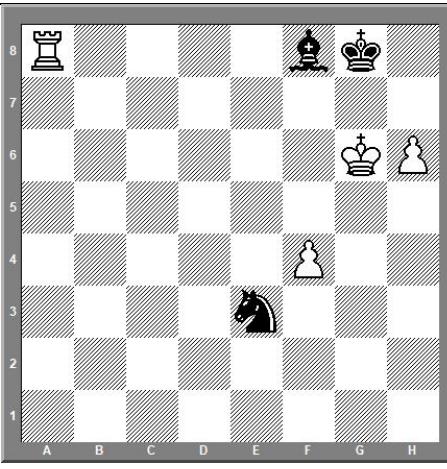
1.Qh7+ Kf8 2.Qxf7#



1.Rbg7+ Kf8 2. Rh8#



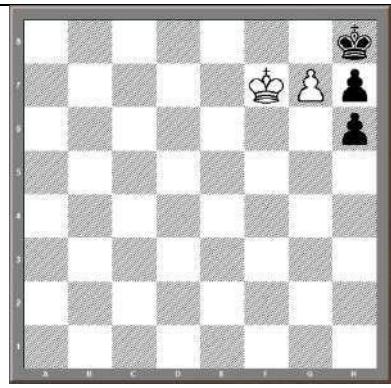
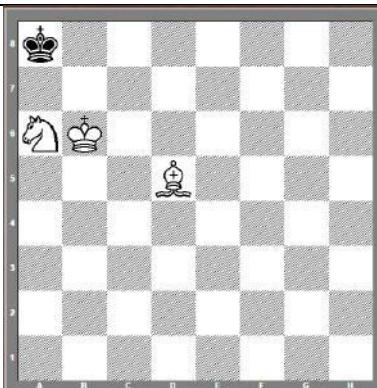
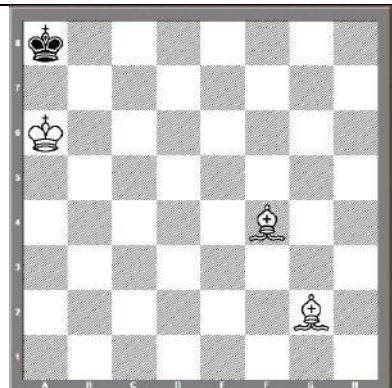
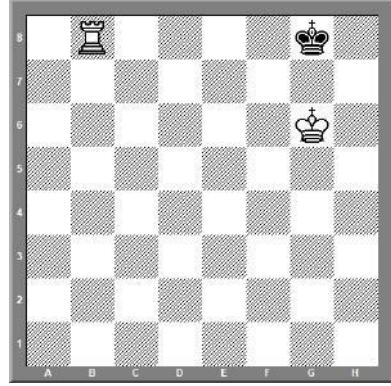
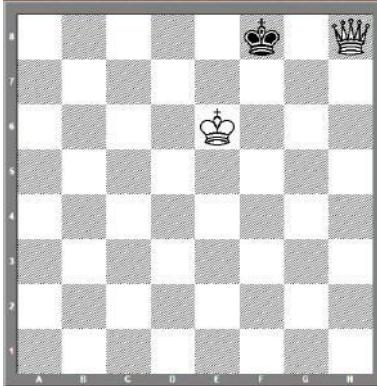
1.Bf6+ Kg8 2. Rh8#



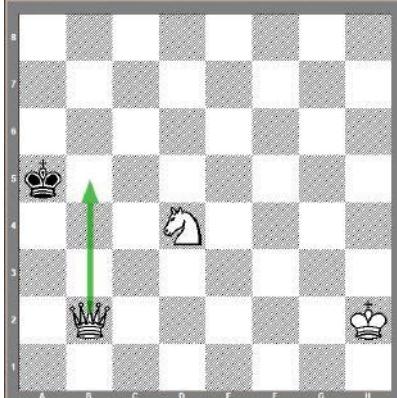
1.h7+ Kh8 2. Rxf8#

Mating Patterns:

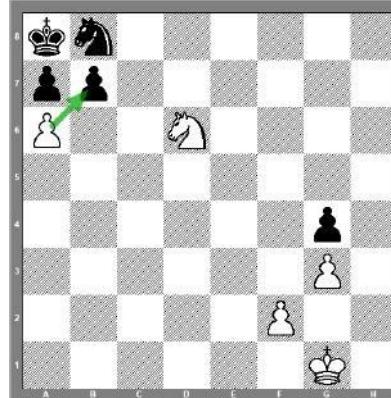
Checkmate Patterns Basics



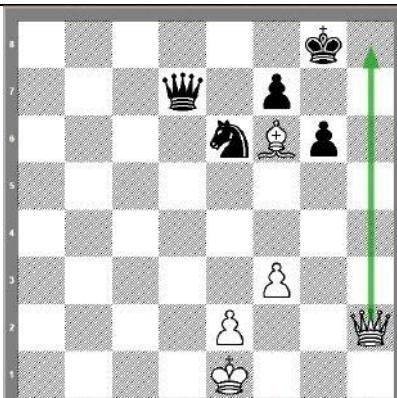
Few Checkmate Patterns.



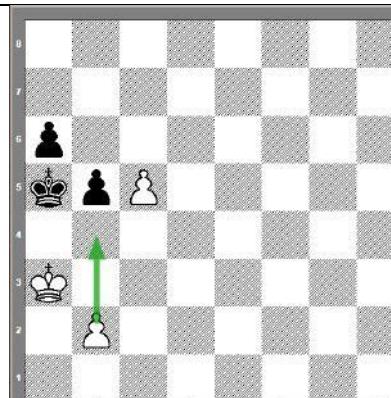
1. Qb5#



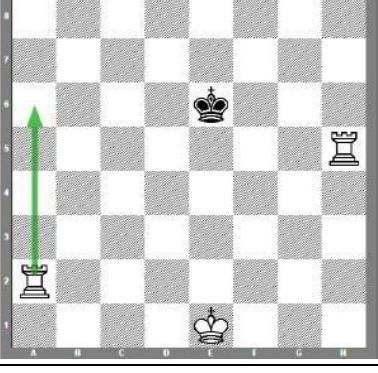
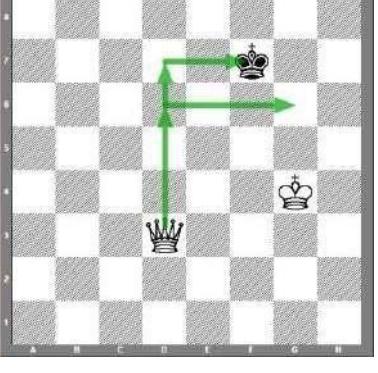
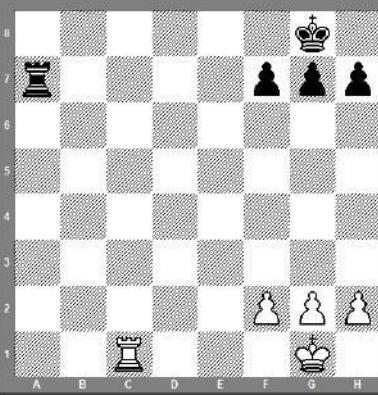
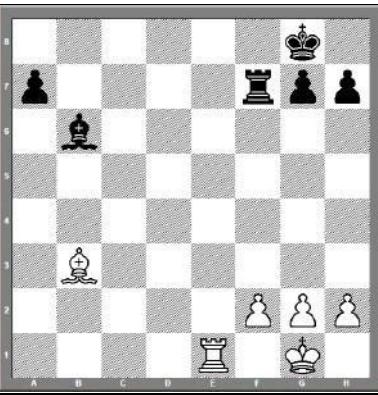
1. axb7 #



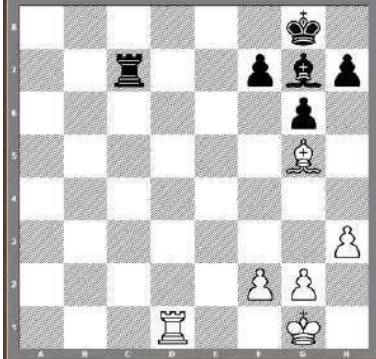
1. Qh8#



1. b4#

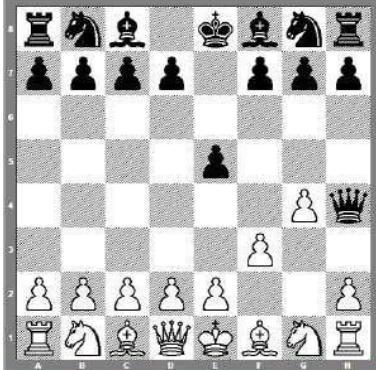
<p>Staircase Mate</p>		<p>1. Ra6 + Kf7 2. Rh7 + Kg8 3. Rb7 Kf8 4. Ra8 #</p>
<p>Queen's Mate</p> <ul style="list-style-type: none"> * Queen to Knights Jump. * Cornering. * Avoid Stalemate. * Using King as support. 		<p>1. Qd6 Ke8 2. Qc7 Kf8 3. Kg5 Kg8 4. Kg6 Kf8 5.Qf7#</p>
<p>Back rank mate – 1</p>		<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



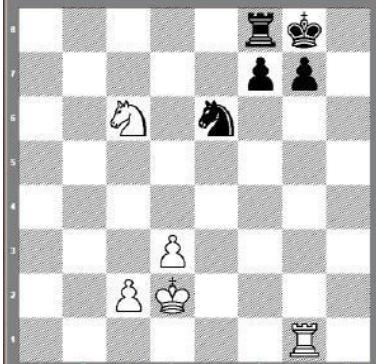
1. f3? e5 2. g4?? Qh4 #

Scholars Mate

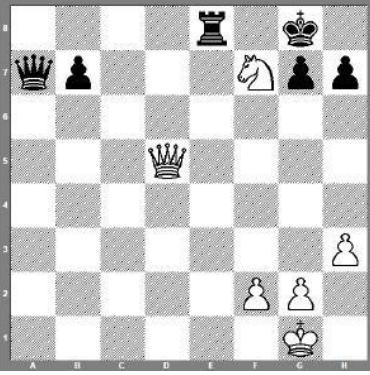
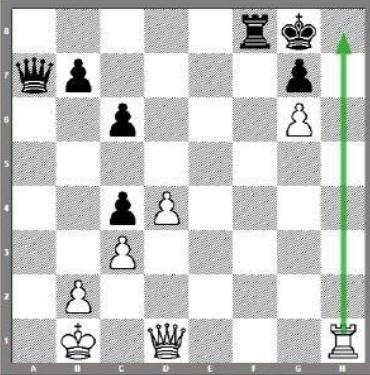
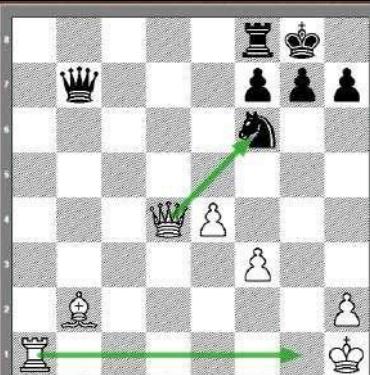
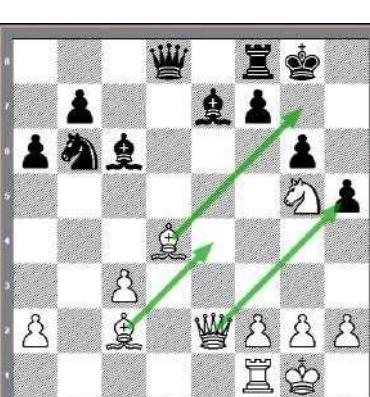


1. e4 e5 2. Qh5 Nc6
3.Bc4 Nf6 4. Qxf7#

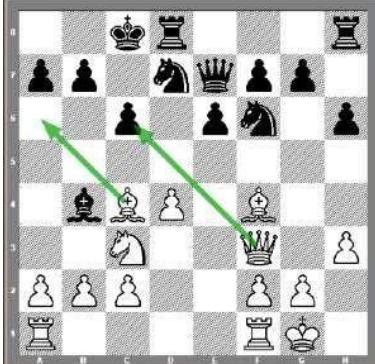
Anastasia's Mate



1. Ne7 + Kh7 2. Rh1 #

Smothered Mate	 A chessboard diagram showing a variation of Smothered Mate. The board is in an endgame with a white king at h1, a white rook at g1, a black knight at h6, and black pawns at g8, f7, e6, d5, c4, b3, and a2. The white king is in check, and the black knight is a pawn away from promotion.	1. Nh6+ Kh8 2. Qg8+Rg8 3.Nf7# 1. Nh6 + Kf8 2 Qf7#
Damiano's Mate	 A chessboard diagram showing Damiano's Mate. The board is in an endgame with a white king at h1, a white rook at g1, a black knight at h6, and black pawns at g8, f7, e6, d5, c4, b3, and a2. A green arrow points from the black knight to the white king, indicating the mate.	1. Rh8+ Kxh8 2. Qh5 +Kg8 3. Qh7#
Pillsbury Mate	 A chessboard diagram showing Pillsbury Mate. The board is in an endgame with a white king at h1, a white rook at g1, a black knight at h6, and black pawns at g8, f7, e6, d5, c4, b3, and a2. Green arrows point from the black knight to the white king and from the white rook to the white king, indicating the mate.	1. Qxf6, gxf6 2. Rg1+Kh8 3. Bxf6#
Blackburne's Mate	 A chessboard diagram showing Blackburne's Mate. The board is in an endgame with a white king at h1, a white rook at g1, a black knight at h6, and black pawns at g8, f7, e6, d5, c4, b3, and a2. Green arrows point from the black knight to the white king and from the white rook to the white king, indicating the mate.	1. Qxh5 gxh5 2. Bh7#

Boden Mate



1. Qxc6+ bxc6 2. Ba6 #

Windmill



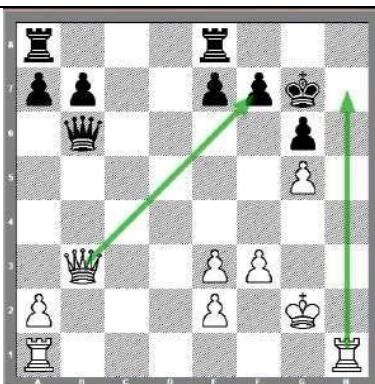
1...Kh8 2. Rxe7+ Kg8
3.Rg7+Kh8 4. Rxd7 +

Rook Sacrifice on g7 square



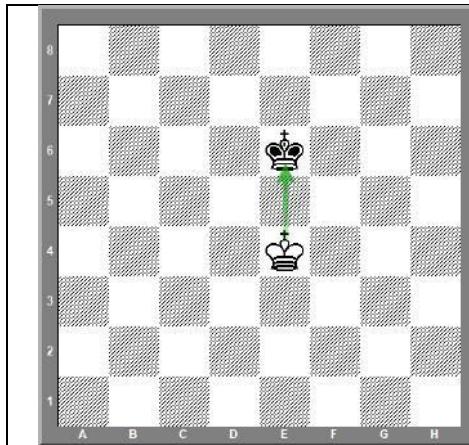
1. Rxg7+ Kxg7 2. Qg5+ Kh8
3.Qf6+ Kg8 4. Rg1#

Rook sacrifice on h7 square

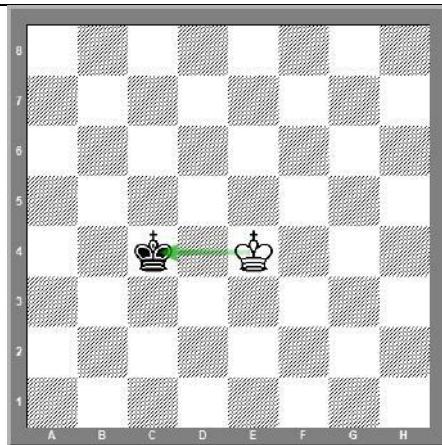


1.Rh7+ Kxh7 2. Qxf7+Kh8
3. Rh1#

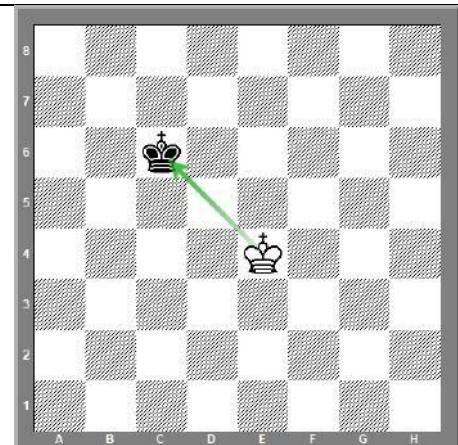
Pawn endgame



**VERTICAL
OPPOSITION**



**HORIZONTAL
OPPOSITION**

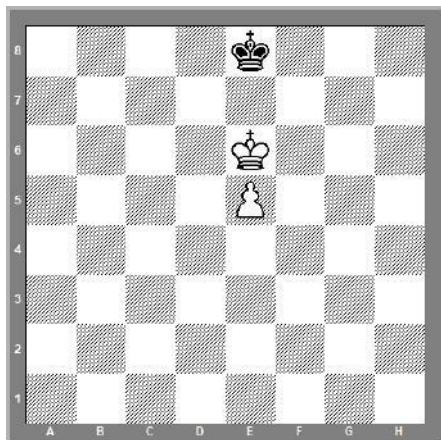


**DIAGONAL
OPPOSITION**

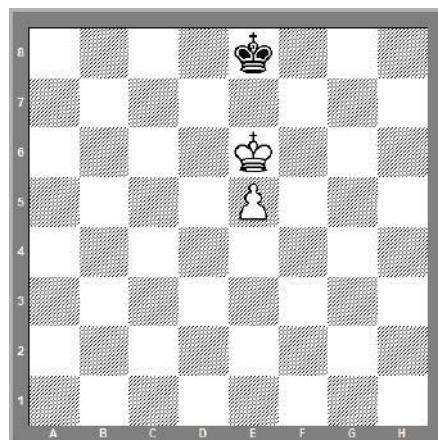
Sixth rank King in front of the pawn

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

Position –1



Position –2



Black to move

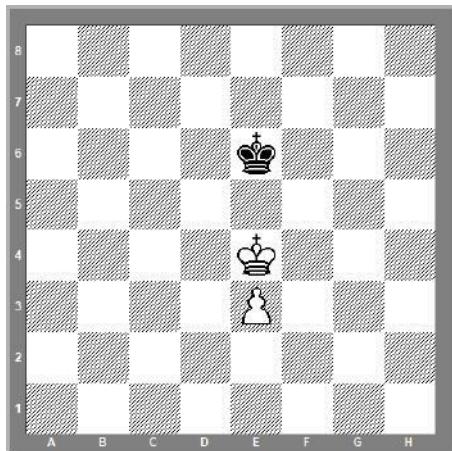
After 1...Kd8 2. Kf7 Kd7
3.e6+ Kd8 4.e7+ Kd7
5.e8Q+

White to move

1.Kd6 Kd8 2. e6 Ke8 3.e7
Kf7 4.Kd7 Kf6 5.e8Q

The King is in front of the pawn

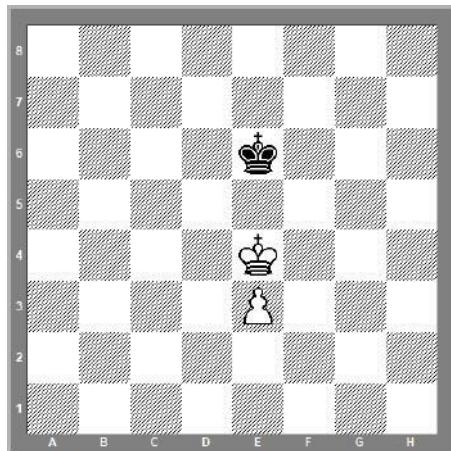
Position-3



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

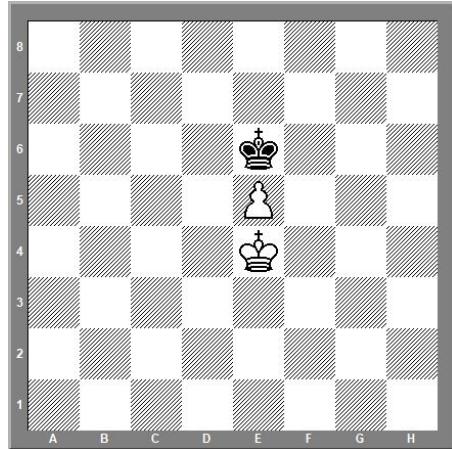


White to move

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(Stalemate)

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

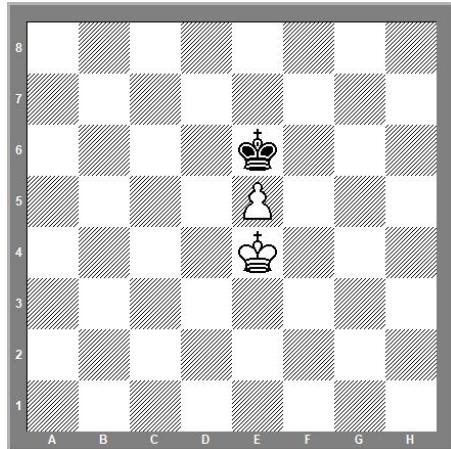
Position-5



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

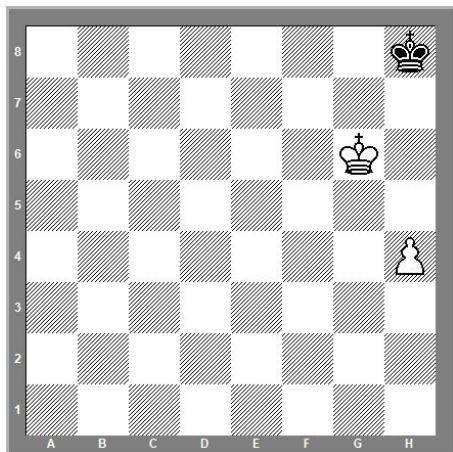


Black to move

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

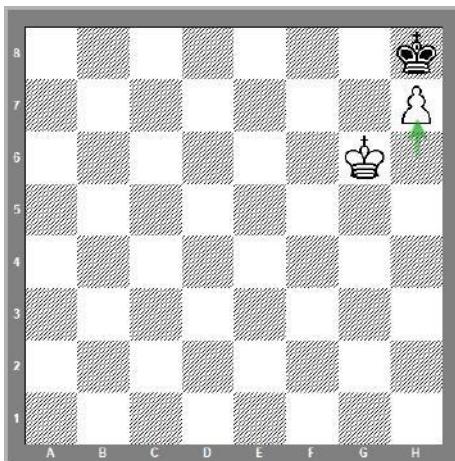
Position-7



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.

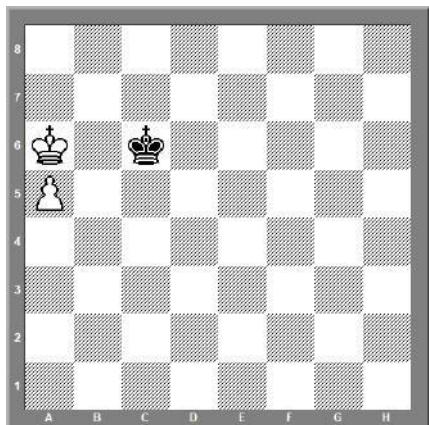
Position-8



The final position will be like this.

Defending by imprisoning the opposing King on the rook file

Position -9

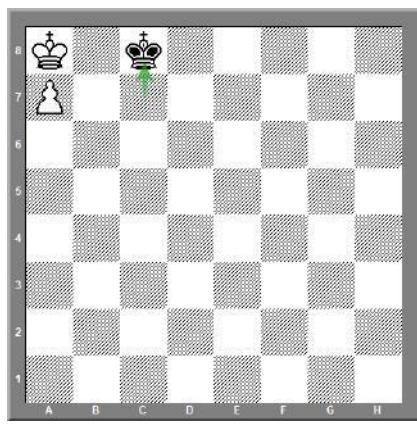


White to move

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.

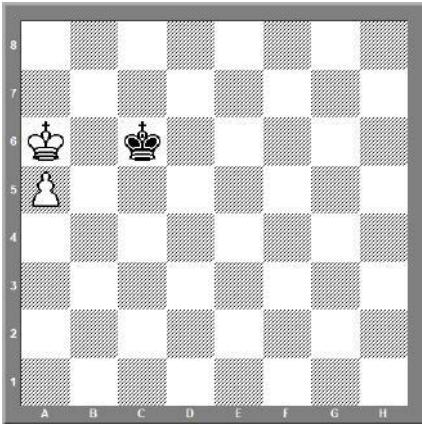
For example: **1.Ka7 Kc7 2.a6 Kc8 3.Ka8** [3.Kb6 Kb8 4.a7+ Ka8 5.Ka6] **3...Kc7 4.a7 Kc8**

Position-10



Final position (stalemate)

(See the White King is in prison)

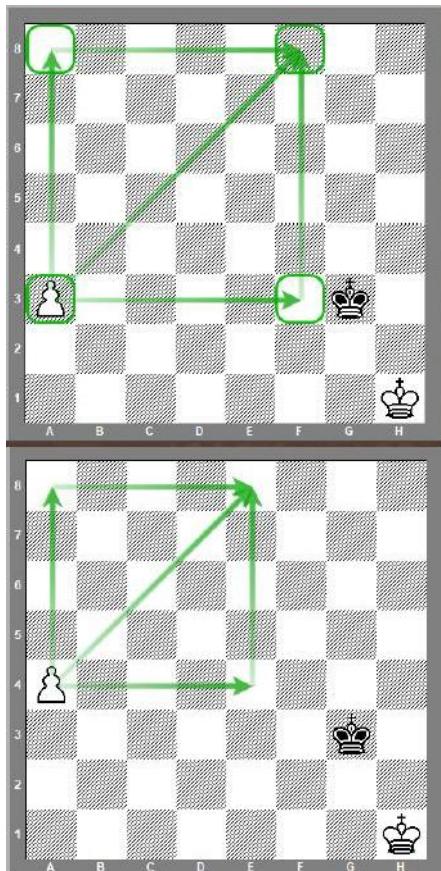


With Black on move: **1 Kc7
2. Ka7** (If 2. Kb5, 2. ... Kb7.) **2. ... Kc8 3. a6 Kc7 4. Ka8 Kc8 5. a7 Kc7** also stalemate.

Black to move

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.

GENERAL:

Other topics related to training the beginner.

Calculation: Calculating variations in chess requires a blend of strategic thinking and tactical precision. It is better to be good at tactical vision and calculation, rather than to learn other parts of the game at beginner level. Forcing moves are powerful tools in chess that can simplify calculations and lead to decisive advantages. Here are three important types of forcing moves:

1. **Check:** Moves that put the opponent's king in check. These force the opponent to respond immediately, often limiting their options and making it easier to calculate subsequent moves.

2. **Captures:** Moves that capture an opponent's piece. These can force the opponent to recapture or deal with the loss of material, simplifying the position and making it easier to foresee the consequences.

3. **Threats:** Moves that create immediate threats, such as attacking a valuable piece or threatening a checkmate. These force the opponent to respond to the threat, narrowing down their possible responses and making it easier to plan your next moves.

Visualization: Visualizing the board several moves ahead without moving the pieces is necessary for the planning. This skill is crucial for deep calculation. Familiarize yourself with common tactical motifs and strategic themes. Recognizing these patterns can speed up the calculation process.

Time management: Generally, chess competitions are held in three types of time controls; Standard, Rapid and Blitz. Players should be given practice according to that.

Practical: Apart from theoretical knowledge players should be given the tasks to solve chess puzzles, chess exercises for home work and playing games. And then the games will be analyzed and advise them to correct the mistakes. This will help them to play better in the competitions.

Psychology: It is important for the coaches to train the players to improve their cognitive skills and mental strength so that they can play a better game. By teach them the game discipline, positive thoughts, confidence and good characters like meditation we can make them a good chess player. It is better to make them understand the psychological aspects of chess, such as handling pressure, maintaining focus, managing time effectively.

Tournaments: There are various chess competitions like school tournaments, district tournaments, state tournaments, national tournaments and international tournaments are being held throughout the year at various places. These tournaments will be played under Swiss system. This system is neither a knock out tournament nor a league tournament. Large number of players can take part in this tournament at the same time and play the game with various players till the end of that competition.

Current World Champion-Men : GM D Gukesh, India (Tamil Nadu).

Current World Champion-Women : GM Ju Wenjun, China.

Current World Olympiad Winner open: India.

Current World Olympiad Winner Women: India.

Chess federations and chess associations:

World: FIDE – World Chess Federation

India: AICF – All India Chess Federation is a member in FIDE.

Tamilnadu – TNSCA – Tamil Nadu State Chess Association is a member in AICF.

District Chess Associations – Each district association in the State will be the member of the respective States.

Taluk/Panchayat Chess Associations – Each taluk or panchayat chess association will be the member of the respective Districts.

1. ***Candidate Moves***: Identify all possible moves in a given position. This helps in exploring different lines of play.

4. ***Elimination***: Rule out moves that are clearly bad or lead to a disadvantage. This narrows down the options and focuses your calculation.

7. **Intermediate Moves (Zwischenzug)***: Look for unexpected intermediate moves that can disrupt the opponent's plans.

Free piece

Unprotected

piece Value of

the pieces

Forcing moves-Checks, threats, captures,

By focusing on these types of forcing moves, you can streamline your calculations and increase the accuracy of your attacks.

Move Order: Consider the sequence of moves carefully. Sometimes the order in which you play moves can make a significant difference. These methods can significantly enhance your ability to calculate variations and improve your overall chess performance.

Courtesy: FIDE, AICF & TNSCA