

Queens Gambit

Empowering communities, one move at a time.

Main Office: 4716 Ellsworth Ave, Pittsburgh, PA 15213

Media Contact: Ashley Lynn Priore, ashleylynnpriore@tgchess.institute, 412-354-0996

PIECES:

Pawn:

8 pawns for white, 8 pawns for black (16 pawns total)

Worth 1 point each (8 points in total)

Move 2 squares forward on their first move and 1 move forward the rest of the game

Only piece that doesn't capture the way they move! Pawns capture diagonally

Special Moves:

- When a pawn gets to the other side of the board, they are sacrificed for a queen, rook, knight, and bishop only.
- En passant: When a pawn uses the two-square advance to pass the opponent's adjacent pawn. Adjacent pawn gets to capture opponent's pawn.

Restrictions: Can only move up 1, can't go backwards

Attributes: Typically start of the game to achieve the center, quantity over quality

Knight:

2 knights for white, 2 knights for black (4 knights total)

Worth 3 points each

Move 2 squares up, 1 square over or move 1 square up, 2 squares over ("L" shape)

Capture the way they move, can go backwards

Attributes: Only piece that can jump over other pieces

Bishop:

2 bishops for white, 2 bishops for black (4 bishops total)

Worth 3 points each

Can move anywhere between 2 and 8 squares diagonally

Capture the way they move, can go backwards

Restrictions: Can't jump over other pieces

Rook:

2 rooks for white, 2 rooks for black (4 rooks total)

Worth 5 points each

Move forward, side to side anywhere between 2 and 8 squares

Capture the way they move, can go backwards

Special Moves:

- Queen-side, King-side castle: way to protect the king; king moves 2 squares vertically, rook moves 3 squares; king moves 2 squares vertically, rook moves 2 squares vertically ("the switch").

Attributes: Second most powerful attacking piece

Restrictions: Can't jump over other pieces

Queen:

1 queen for white, 1 queen for black (2 queens total)

Worth 9 points each

Move forward, side to side, and diagonally anywhere between 2 and 8 squares

Capture the way they move, can go backwards

Attributes: Most powerful piece on the board

Restrictions: Can't move like a knight

King:

1 king for white, 1 king for black (2 kings total)

Worth the game

Move forward, side to side 1 square

Capture the way they move, can go backwards

Special Moves:

- Queen-side, King-side castle: way to protect the king; king moves 2 squares vertically, rook moves 3 squares; king moves 2 squares vertically, rook moves 2 squares vertically ("the switch").

Attributes: Reason for the game

Restrictions: Very limited mobility

Minor Pieces: Pawn, Knight, Bishop

Heavy Pieces: Rook, Queen, King

HISTORY:

Chess is a board game, typically played by two people, where one competes to checkmate their opponent's king.

It was invented before the 6th century AD in India but spread and became exceedingly popular in England by the 1500s. While there are various versions of the game, the classic game is a board with 64-labeled coordinates and 16 pieces for white as well as 16 pieces for black (a total of 32). The game includes protecting, attacking, and checking opponents leading to a checkmate.

Playing chess is similar to ruling your own world on a chess board. It is a miniature version of life.

BOARD SET-UP:

White has 16 pieces and black has 16 pieces. In total, there are 32 pieces.

Each square or coordinate on the board has its own unique name.

To record the name, we say the LETTER then the NUMBER.

There are 64 squares.

Black's side of the board is 7,8.

White's side of the board is 1,2.

To set up a chess board, the pawns line up on rank 2 for white or rank 7 for black. In chess history, pawns represent the peasantry or soldiers.

The queen always goes on her color. Another way to remember this is the queen always goes on square d while the king always goes on square e.

e to h represents the king's side (this includes the king, bishop, knight, and rook)

d to a represents the queen's side (this includes the king, bishop, knight, and rook)

CHECKMATING:

Check: When the king is under attack

Checkmate: When the king is under attack and cannot get out

There are three ways to get out of check; CPR

Capture

Protect

Run

Illegal Move: When a move goes against the rules of chess

Castling out of check

Castling when the king has moved

Moving a piece wrong

Checking a piece other than the king

Capturing the king

Stalemate: When the king is not in check, but he can't move

Mate-In-One: A checkmate in one move (mate-in () indicates a checkmate in a certain number of moves)

Draw For Color: An opponent puts a white pawn in one hand and a black pawn in the other and mixes them up behind their back. The other opponent chooses one of the hands, and whatever pawn color is in the hand they picked, that is the color they will have for the game.

Touch Rule: If a piece is touched, that piece has to move.

"Let Go" Rule: The player can touch multiple pieces, but if the player lets go of a piece, they must move to that square.

PLAYING:

Before you play, shake hands with your opponent and say "good luck." This shows mutual respect and should also be done at the end of the game with "good game."

Ensure your board is set up correctly with rooks on each of the four corners and queen's on their own colors.

To “adjust” your pieces, say “adjust.”

OPENING:

Opening: a series of strategies or moves used to get to a certain position

Get your pieces out in this order: pawns→ knights→ bishops→ castle

Don't move the same piece more than once

The most important opening principle is to control the center.

e4 (king's pawn), d4 (queen's pawn)

Don't move the queen out too early

Balance development (link the rooks) and attacking (think ahead/goal!)

GOAL-SETTING:

Before You Move:

LOOK AROUND THE WHOLE BOARD!

Is anything attacking/threatening me?

Am I in check? Is my king safe?

What's my opponents next move/goal?

Process of Moving:

Can I threaten/attack anything?

Thinking ahead (about 10 moves) ...what's my goal?

Why am I moving here? What do I hope to gain?

If you can't answer the question about your goal, you shouldn't move there. It is a failed/wasted move. Think about the chess scale.

TACTICS:

Skewer: A skewer, a reversed pin, is an attack upon two pieces on the same file, rank, or diagonal. The main difference between a pin and a skewer is that the piece of more value is in front of the lesser value piece unlike a pin.

Absolute Skewer: When the piece of more value under attack is the king, like in the first example above.

Relative Skewer: When the piece of more value under attack is not the king but another piece, like the second example above.

Pins: A pin is when a piece is attacking another piece that can't move without exposing a piece of more value. The piece of more value is defending the piece under attack.

Absolute pins are when a piece is pinned to its king and can't move because it would be checked, an illegal move.

Relative pins are when a piece is pinned to another piece, usually of higher value but not always.

Fork: Similar to the "fork" we eat dinner with, a fork in chess is an attack on two or more pieces at the same time. Just as a "fork" has four major tines, this tactic is remembered for its attack on several pieces simultaneously.

The most common forks are done by knights to kings and rooks, kings and queens, and rooks and queens.

Tactic: a specific strategic used by white or black to gain advantage against their opponent. There are several tactics in chess, but we will focus on three major beginner's strategies.

MATE-IN-ONES:

A mate-in-one is a checkmate in one move. We can do this with a...

King and Queen

King and Rook

King and two Rooks

King and Pawn

King, Queen and Bishop or Knight

King and two Bishops

King and two Knights

King with a Bishop or Knight

Can we checkmate with just a bishop or just a knight? Why or why not?

NOTATION:

Piece Symbols:

King=K

Queen=Q
Rook=R
Knight=N (Why not K?)
Bishop=B
Pawn=no letter, just coordinates

Other Symbols:

+ check
++ double check
checkmate
x capture
1-0 kingside checkmate
1-1-0 queenside checkmate
!! brilliant move
! good move
!? interesting move
?! risky, dubious move
? bad move
?? blunder, mistake
2-0 white wins
1-1 black wins
½ - ½ or 1-1 draw

As you become more advanced, notation is really what you make of it. It is simply your notes on your game. Make notation how it will best benefit you.