

JUNIOR CHESS HEROES

RICHARD JAMES

A chess course for young children

Version 2.02 January 2022

© 2014-2022 Richard James
(richard@chessheroes.uk)

ALL RIGHTS RESERVED. This book contains material protected under International and Federal Copyright Laws and Treaties. Any unauthorised reprint or use of this material is prohibited. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system without express written permission from the author.

INTRODUCTION

This is one of three beginners' chess books offered by **Chess Heroes**.

Minichess Activities is written for parents and teachers who want to use strategy games to improve young children's cognitive skills. This includes a wide variety of chess-based games and activities designed to help children's development in many ways while also providing them with the knowledge and skills to play a good game of chess should they wish to do so. It is suitable for children of junior school age: 7 to 11, but some activities may also be appropriate for younger children.

Junior Chess Heroes, the book you're reading now, is a worksheet based course for children working on chess at home with their parents, but it could also be used in schools. You might want to see it as a chess equivalent of something like Kumon Maths. It's designed mainly for younger children (in principle 7+, but slightly younger children might also benefit as long as proactive parental support is available), but, if the format appeals, it could also be used by older learners.

Chess for Heroes is an activity based course using active learning techniques suitable for learners aged 9 to 90 (or above). It could also be used by primary schools as a second year course for children who have completed the *Minichess Activities* and would like to play competitive chess, or by secondary schools as a starter course.

Choose the course that you think will work best for you, or, if you prefer, mix and match. It's your choice.

We also offer stand-alone guides to the rules of chess, and to chess notation.

Many children enjoy playing chess with their friends at school. In the spring term many schools take part in a national chess competition called the UK Chess Challenge: school chess clubs run tournaments and the best players of their age qualify for the next stage, the Megafinals, where they compete against children of their age from other schools in their area.

It's not so hard, even for young children, to learn how the pieces move, but learning to play well enough to succeed in competitions is very different. In my experience, children who have only been taught the moves at home often lose most of their games without understanding why, get frustrated and decide chess isn't for them. Many children we meet in school chess clubs have been taught the game incorrectly or incompletely by their parents, or have only half understood what they've been taught. Other parents don't teach their children at all, and expect them to pick the game up as they go along.

The more help you can give your children, the more games they will win and the more they will enjoy chess.

This book enables parents, even if they have no previous knowledge of the game, to teach their children to play well. It may look daunting, but believe me it's not. Most children enjoy solving puzzles, so they'll enjoy learning chess by solving the puzzles in this book.

As they work through the book they will learn all the rules of chess, including castling, pawn promotion and the *en passant* capture. They will gain a full understanding of the vital concepts of check, checkmate and stalemate. Unless you have a precise understanding of these terms you won't understand whether or why you've won, drawn or lost a game. They will also learn the basics of tactics and strategy: the values of the pieces, the importance of attack and defence, the idea of good, equal and bad trades, and the best way to start a game. Children will also learn how to read and write chess moves, so that they'll be able to read and understand other chess books, and, if they choose to do so, write down the moves of their own games. In some questions children will be asked to find a move. It's best if

they write the move using chess notation, but if they're not confident about this they could draw an arrow to indicate their answer instead.

Before you start you'll need a chess set, ideally a full size weighted Staunton Pattern chess set (as used in clubs and tournaments). These are best obtained from specialist chess suppliers. You'll also need to set aside some time on a regular basis to work through this book with your children.

When your children have completed this course, they have the choice if they wish, to take the game further and reach adult competitive standard.

They would probably benefit from moving onto *Chess for Heroes*, and then, if they want, to the more detailed and advanced Chess Heroes books.

CHAPTER 1

THE BOARD AND PIECES

ABOUT THE CHESSBOARD

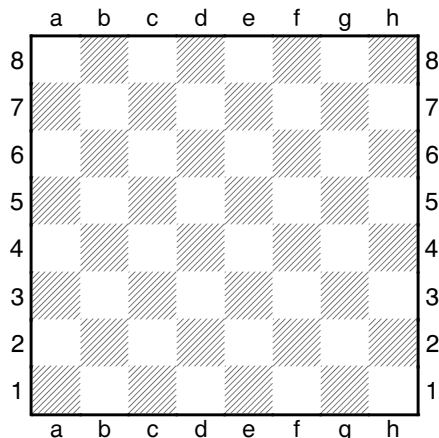
This is a chess board. It has eight rows of squares and eight columns of squares. There are 64 squares in total. The squares are dark and light. We call the dark squares BLACK SQUARES and the light squares WHITE SQUARES.

The lines of squares running from the top to the bottom of the board are called FILES.

The lines of squares running from the left to the right of the board are called RANKS.

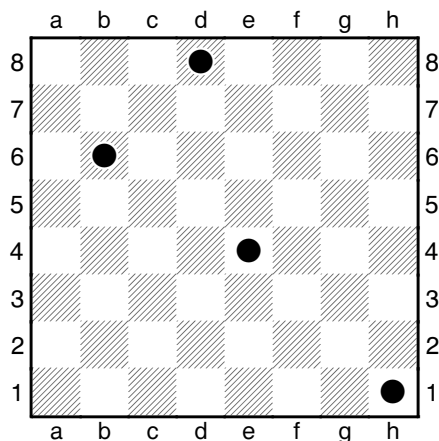
The lines of squares of the same colour running diagonally are called DIAGONALS.

You must always set up the board so that you have a WHITE SQUARE in your RIGHT HAND CORNER.



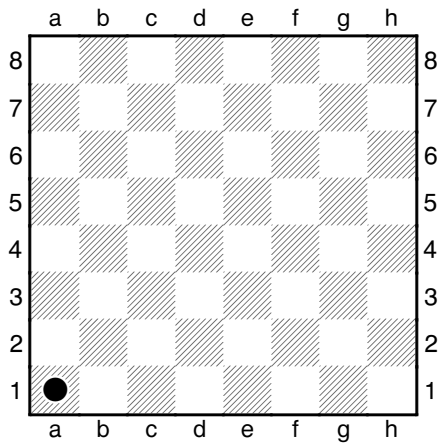
You'll see some letters and numbers round the side of the board. At the top and bottom are the letters a to h. At the left and right you'll find the numbers 1 to 8.

When you start a game of chess you start with the White pieces on the RANKS numbered 1 and 2. You start with the Black pieces on the RANKS numbered 7 and 8.

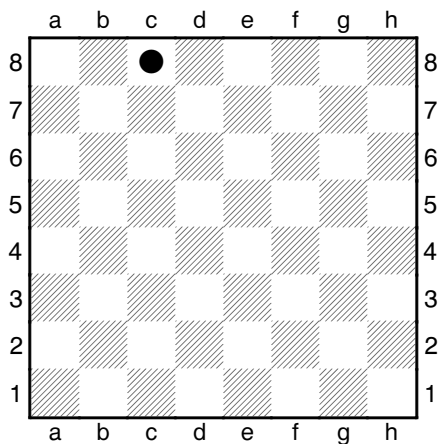


Each square on the board has a name made up of the letter of the FILE followed by the number of the RANK.

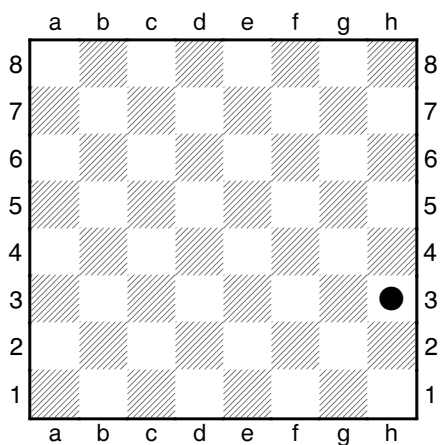
In this diagram the squares b6, d8, e4 and h1 are shown by a black circle.



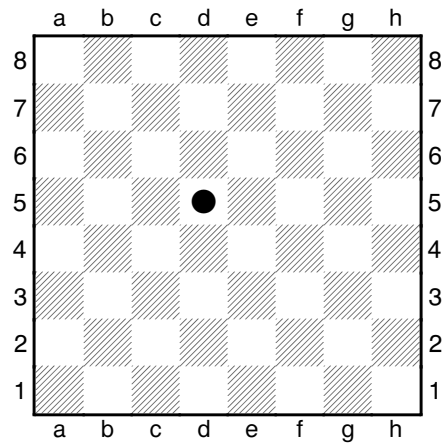
Q1. What is the name of this square?



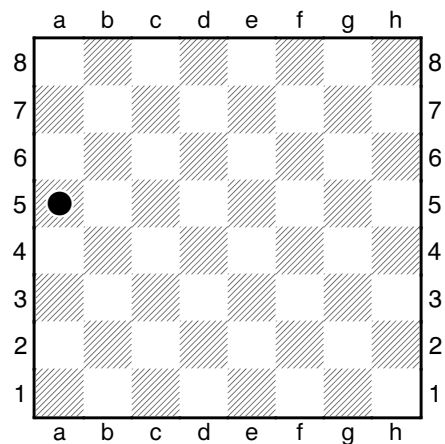
Q3. What is the name of this square?



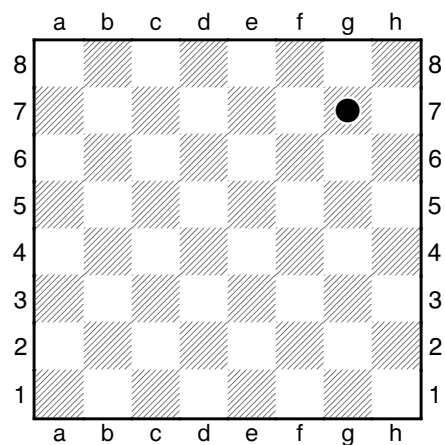
Q5. What is the name of this square?



Q2. What is the name of this square?



Q4. What is the name of this square?



Q6. What is the name of this square?

ABOUT THE PIECES

Chess is played by two players. One player has the light coloured (WHITE) pieces. The other player has the dark coloured (BLACK) pieces.

In a game of chess the players take it in turns to move one of their pieces. WHITE always makes the FIRST MOVE. If one of your pieces lands on a square occupied by an opponent's piece, you CAPTURE that piece. The captured piece is then out of the game.

Each player starts with 16 pieces. There are six different types of piece. We'll look at each of them in turn. If you want to play a game we'll tell you very quickly what they do. You'll learn much more about them later.

Each player starts with TWO ROOKS. Some people call them castles but the correct name is ROOKS. They're the pieces that look like towers.

This is what they look like in this book:



The ROOKS start in the corners: the WHITE ROOKS on a1 and h1 and the BLACK ROOKS on a8 and h8.

The ROOKS move in a straight line forwards, backwards and sideways, as far as they like as long as there's nothing in the way.

The KNIGHTS start next to the ROOKS. WHITE has two KNIGHTS starting on b1 and g1. BLACK has two KNIGHTS starting on b8 and g8.

The KNIGHTS are the pieces that look like horses' heads.

This is what they look like in this book:



The KNIGHTS move in an L shape to the opposite corner of a 3 x 2 rectangle. A knight on b1 can move to a3, c3 or d2. The KNIGHT is the only piece that can jump over other pieces.

Next to the KNIGHTS you'll find the BISHOPS. They're the pieces in your chess set with a pointy head. They are shaped like a mitre: a bishop's headdress.

The two WHITE BISHOPS start on c1 and f1. The two BLACK BISHOPS start on c8 and f8.

The BISHOPS move diagonally as far as they like as long as there's nothing in the way.

The BISHOPS in our diagrams look like this:



Next to the BISHOPS are the QUEEN and the KING.

The QUEEN is the big piece with what looks like a sort of crown on the top.

It's important to remember that the QUEENS start on their own colour square. The WHITE QUEEN starts on d1, a WHITE SQUARE. The BLACK QUEEN starts on d8, a BLACK SQUARE.

The QUEEN can move either like a ROOK or like a BISHOP.

Here's what the QUEENS look like here:

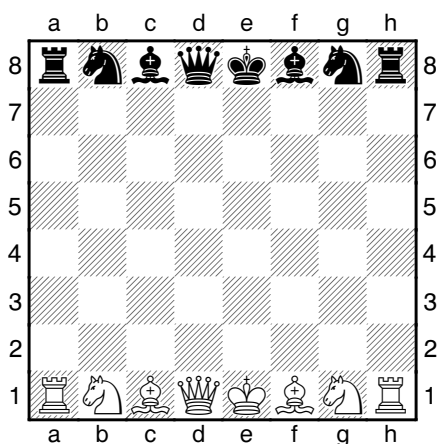


The KING is the other big piece with a cross on top. He's the most important piece in the game. You'll find out why later in the course.

Always remember that the WHITE KING starts on a BLACK SQUARE: e1. The BLACK KING starts on a WHITE SQUARE: e8.

The KINGS move just one square at a time in any direction.

In our diagrams the KINGS look like this:



This is what the board looks like with the ROOKS, KNIGHTS, BISHOPS, QUEEN and KING set up. Find the pieces in your set at home and make sure you can set them up in the right way.

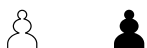
Each player also has eight PAWNS (not prawns) which start in front of the other pieces.

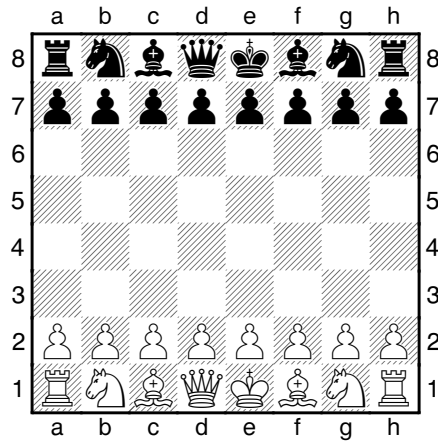
The WHITE PAWNS start on the squares from a2 to h2. The BLACK PAWNS start on the squares from a7 to h7.

The PAWNS are quite hard to understand. They move just one square forward, but on their first move they can choose to move two squares forward instead.

Unlike other pieces they don't capture in the same way that they move. A PAWN can only capture an enemy piece by moving one square DIAGONALLY FORWARDS.

Here's what the PAWNS look like in this book:



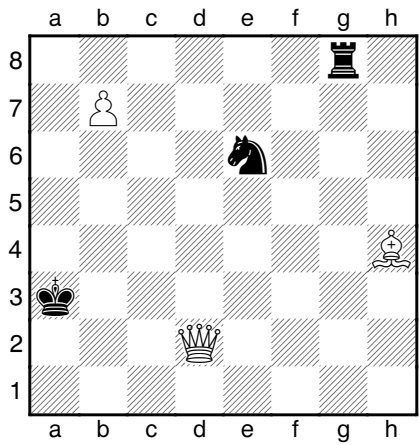


This is what the board looks like when all the pieces are set up ready for the start of the game.

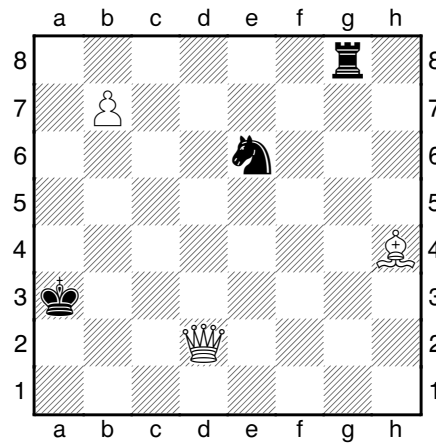
There's a lot more to learn before you can play a complete game but you know enough to move some of the pieces round the board.

If you want to watch a game of chess taking place you can watch the computer on our website play against itself.

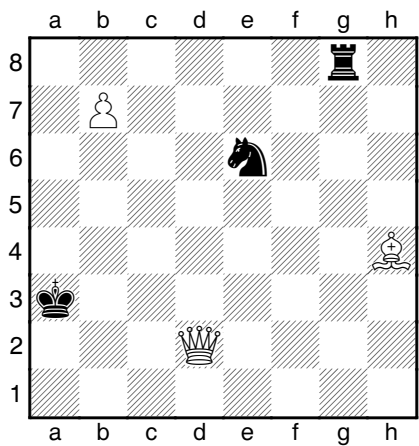
Visit www.chessheroes.uk/play.html, choose a complete game and set the computer to play both colours. Or, if you want to play some moves yourself, select a game where the computer only has a king. Whatever happens you won't lose the game!



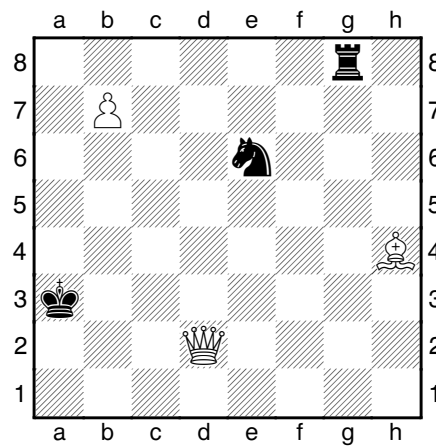
Q7. On which square is the BLACK ROOK?



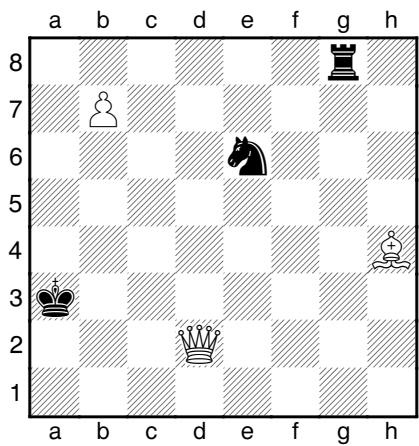
Q8. On which square is the WHITE BISHOP?



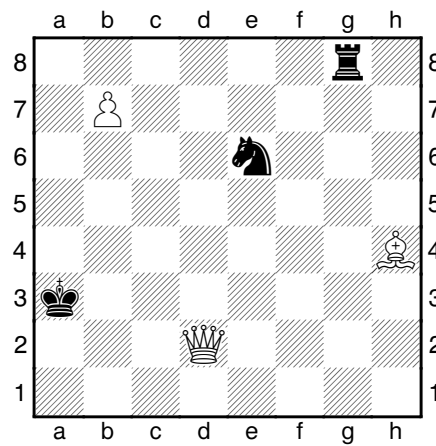
Q9. On which square is the WHITE QUEEN?



Q10. On which square is the BLACK KNIGHT?



Q11. On which square is the WHITE PAWN?



Q12. On which square is the BLACK KING?

READING AND WRITING CHESS

When you solve the puzzles in the rest of the course you're going to have to write down the move you'd play.

Here's how you do it.

Each piece except the pawn has a letter.

If you play a KING MOVE you start by writing a CAPITAL K for KING.

If you play a QUEEN MOVE you start by writing a CAPITAL Q for QUEEN.

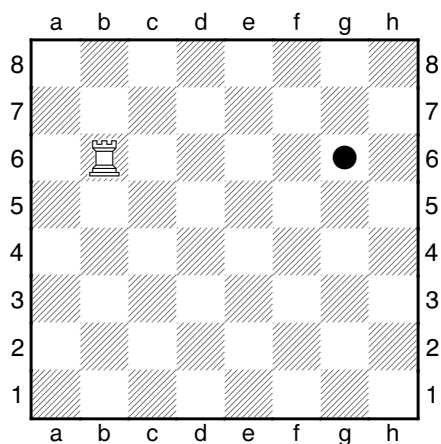
If you play a ROOK MOVE you start by writing a CAPITAL R for ROOK.

If you play a BISHOP MOVE you start by writing a CAPITAL B for BISHOP.

If you play a KNIGHT MOVE you start by writing a CAPITAL N for KNIGHT. (Not a K – we use that for the KING.)

Then you write the name of the square. A small letter for the FILE followed by a number for the RANK.

Here's an example.

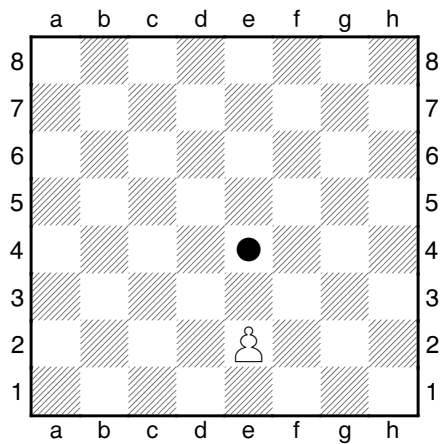


If you move your ROOK to the square marked with a black dot you write:

Rg6

The ROOK moves to the g6 square.

Here's another example.



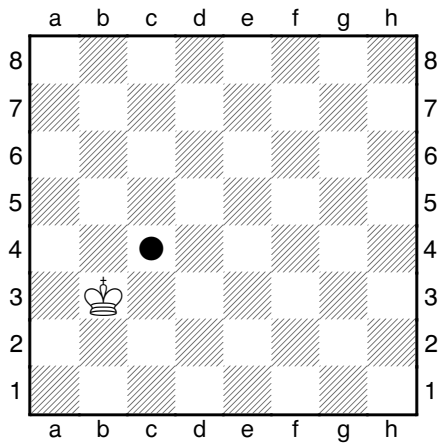
If you move your PAWN to the square marked with a black dot you just write:

e4

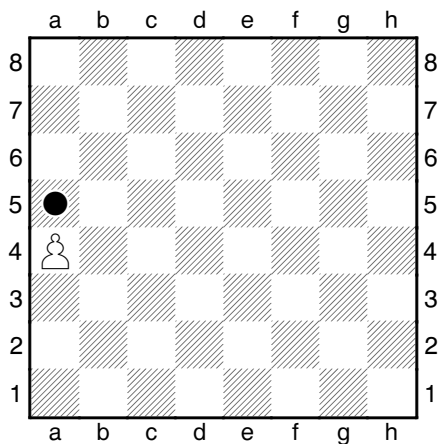
If you move a pawn all you do is write the name of the square you move to.

You'll learn more about how to read and write chess moves as you go through the course.

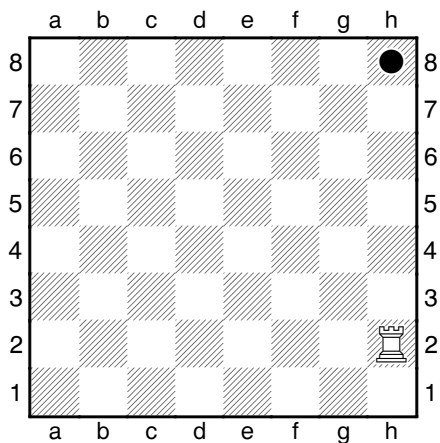
In the next puzzle sheet you have to do the same thing. How would you write it down if you moved the piece to the square marked with a black circle?



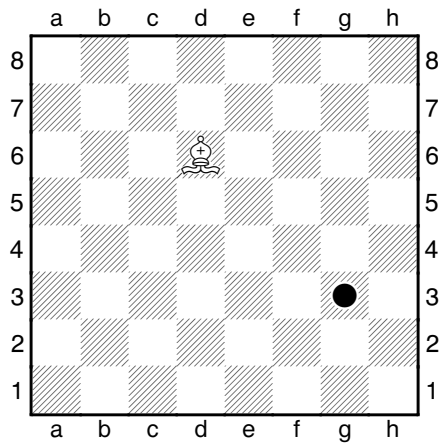
Q13. How would you write this move?



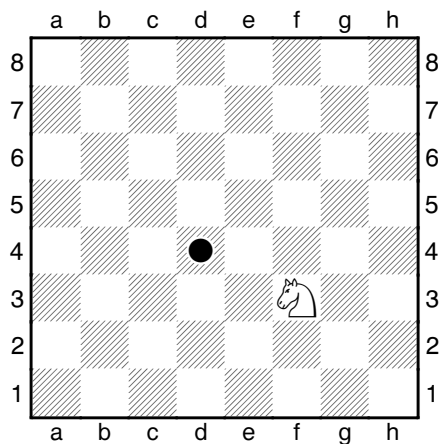
Q15. How would you write this move?



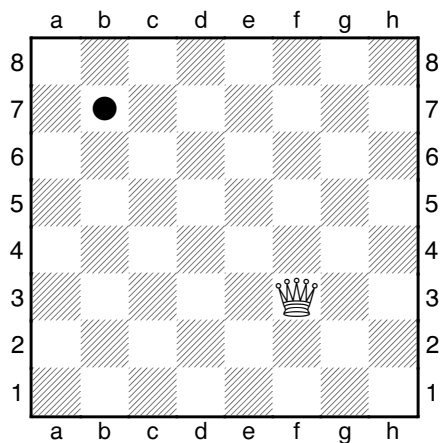
Q17. How would you write this move?



Q14. How would you write this move?



Q16. How would you write this move?



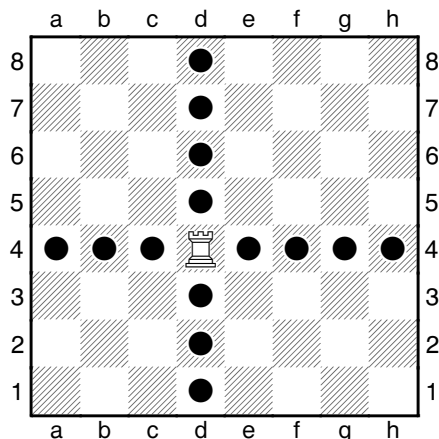
Q18. How would you write this move?

CHAPTER 2

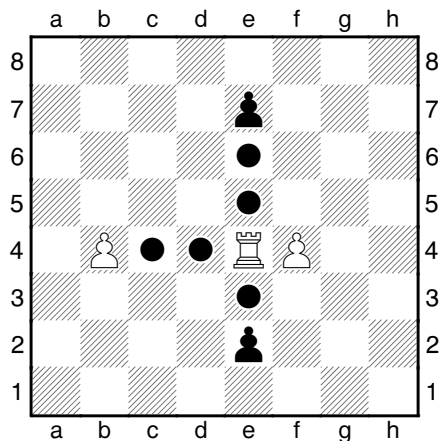
ROOKS AND BISHOPS

This is the rook move.

The rook moves horizontally or vertically in any direction. It can move as far as it likes as long as there's nothing in the way.



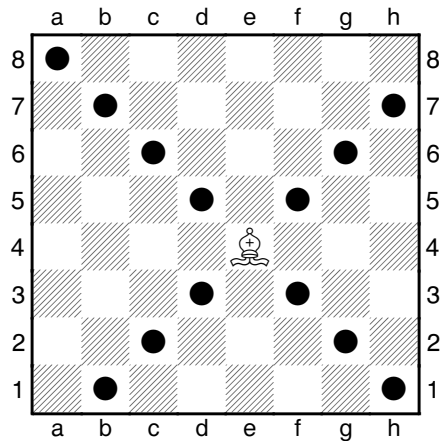
In this position the rook can move to the marked squares. It can also capture either black pawn. You make a capture by landing on the square of an enemy piece and taking it off the board.



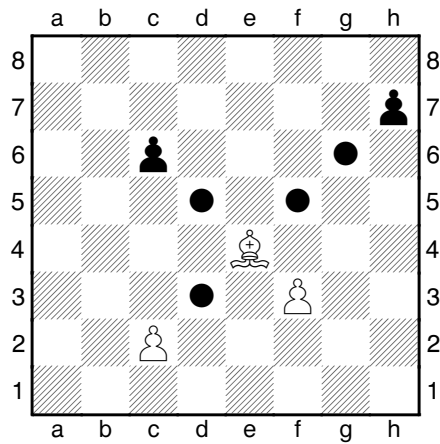
This is the bishop move.

The bishop moves diagonally in any direction.

It can also move as far as it likes as long as there's nothing in the way.



In this position the bishop can move to the marked squares. It can also capture either black pawn.



ATTACKS AND THREATS

Chess is a battle between two armies. The bigger and stronger army usually wins.

Some pieces are more powerful than others. We give the different pieces values.

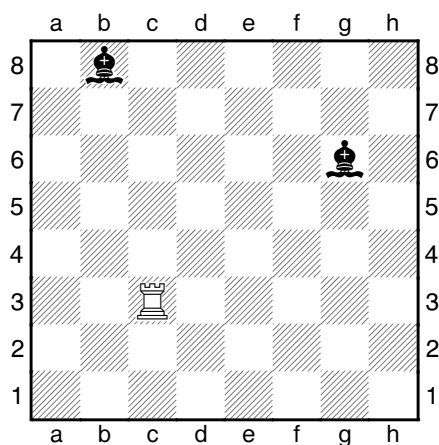
The rook is worth **5 points** and the bishop is worth **3 points**.

The rook is more powerful than the bishop because it can reach every square on the board. A bishop can only reach half the squares because it can only move on the same colour squares.

It's usually good to capture a piece for free, or to capture a more valuable piece with a less valuable piece.

So trading your bishop for an enemy rook would be a good capture, while trading your rook for an enemy bishop would be a bad capture. Trading rook for rook or bishop for bishop would be an equal capture.

If a piece could take an enemy piece next move we say it is **ATTACKING** the enemy piece.

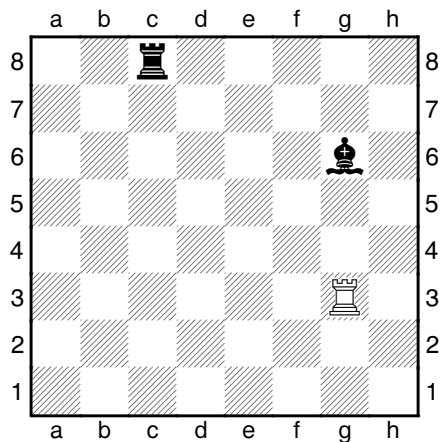


In this position White has two ways to **ATTACK** the black bishop on g6. Can you find them? You can move your rook to c6 or to g3.

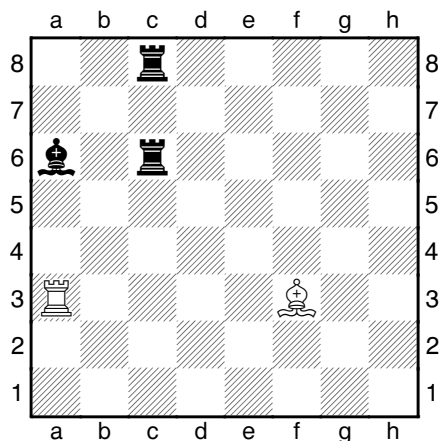
Moving to c6 would be **SAFE** because Black would not be able to capture the rook. Moving to g3 would be **UNSAFE** because Black would be able to capture the rook with his bishop.

It's important to avoid playing **UNSAFE** moves that lose points.

If you attack an enemy piece that isn't defended, or if you attack a stronger piece with a weaker piece, this is also a THREAT.

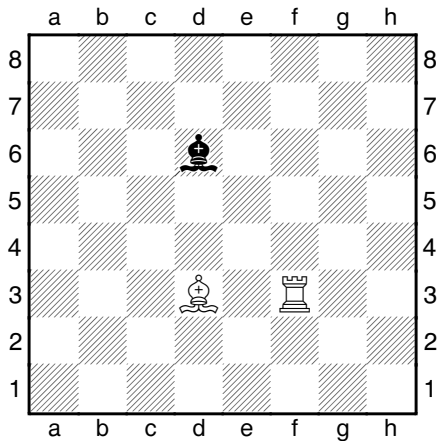


In this position the white rook is THREATENING the black bishop. Black could move the bishop away. Black could also DEFEND the bishop by moving the rook to c6 or g8.

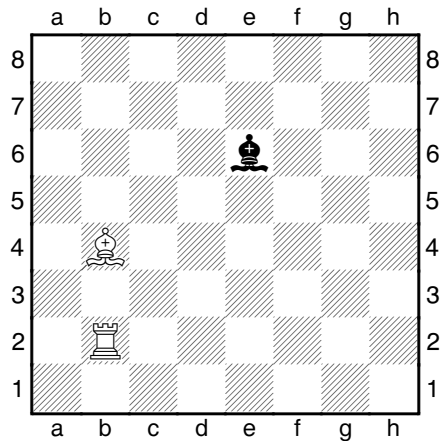


In this position the white rook is ATTACKING the black bishop on a6. It's not a THREAT as the bishop is DEFENDED by the rook on c6. White doesn't want to trade a rook (5 points) for a bishop (3 points).

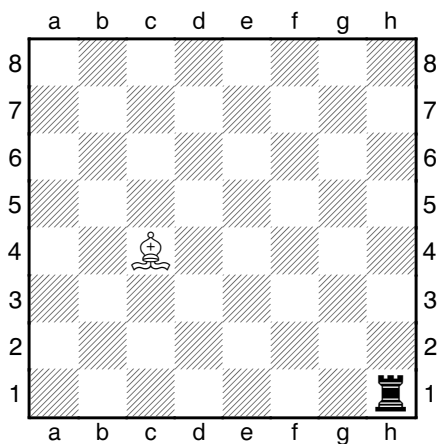
The white bishop is ATTACKING the black rook on c6. This is a THREAT as White would like to trade off the bishop (3 points) for the enemy rook (5 points).



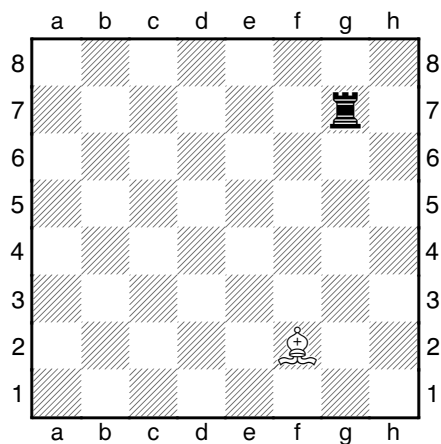
Q19. Threaten the black bishop



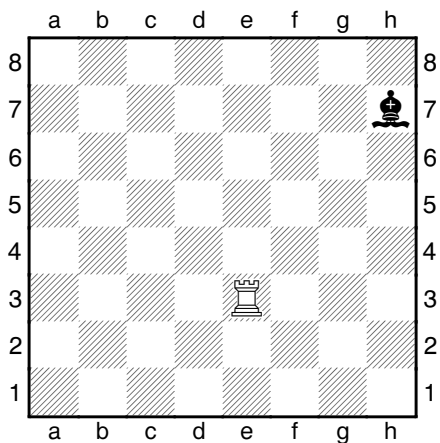
Q20. Threaten the black bishop



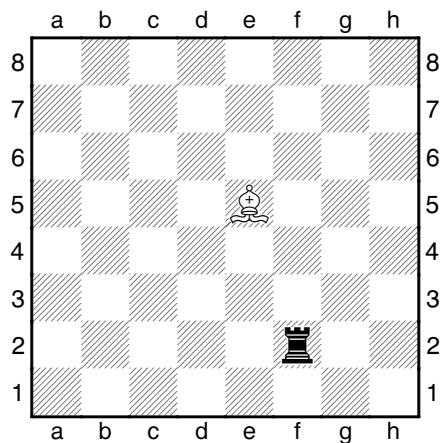
Q21. Threaten the black rook



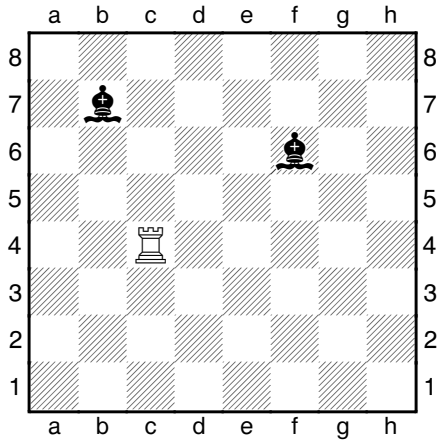
Q22. Threaten the black rook



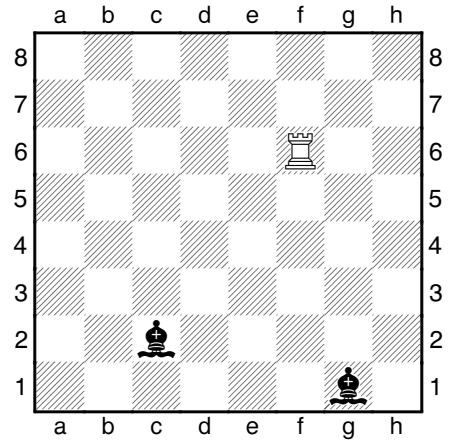
Q23. Threaten the black bishop (give 2 answers)



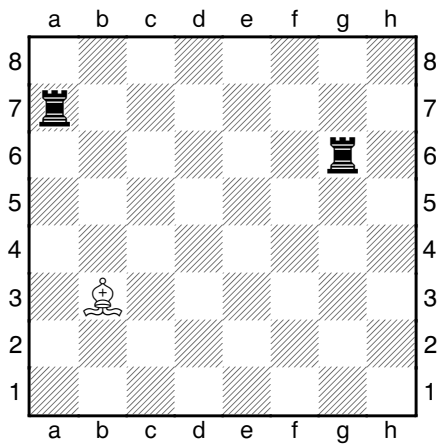
Q24. Threaten the black rook (give 2 answers)



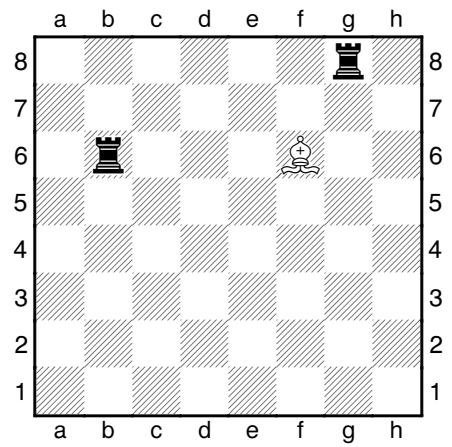
Q25. Threaten the black bishop on f6 safely



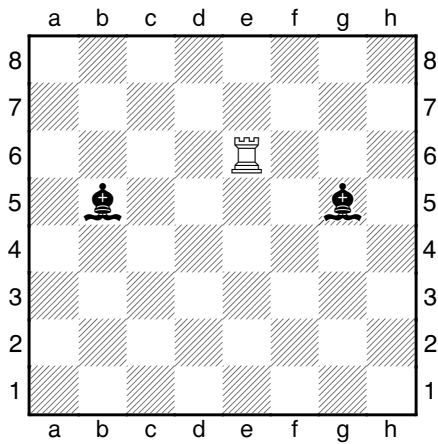
Q26. Threaten the black bishop on g1 safely



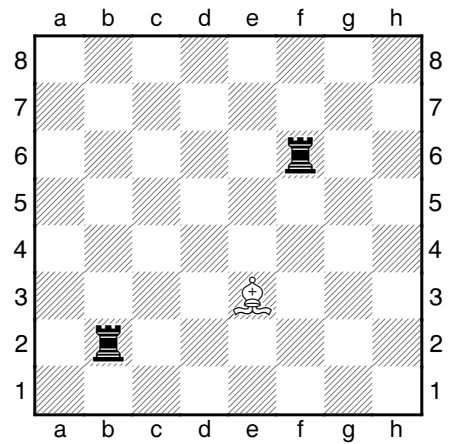
Q27. Threaten the black rook on g6 safely



Q28. Threaten the black rook on b6 safely

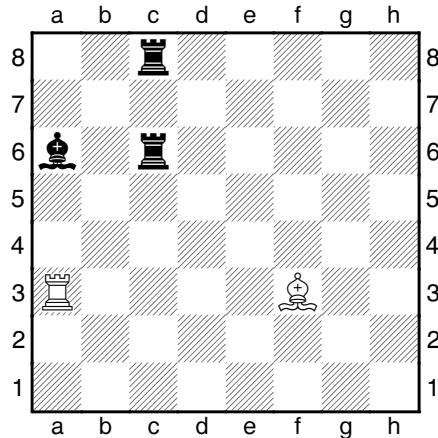


Q29. Threaten two black bishops at the same time



Q30. Threaten two black rooks at the same time

EXCHANGES AND TRADES



If you capture an enemy piece and your opponent captures you back you're making an EXCHANGE or a TRADE.

When you play chess you're trying to win points. You're also trying to make sure you don't lose points.

In this position White can use the rook on a3 to capture the bishop on a6. Black will then be able to take the rook with the rook on c6.

This is a BAD TRADE. White will win 3 points but will then lose 5 points. In total White makes a loss of 2 points.

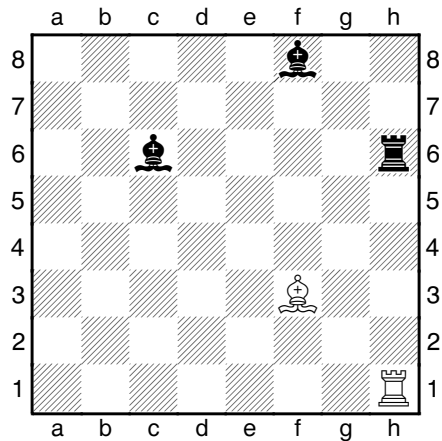
White can also use the bishop on f3 to capture the rook on c6. Black will then be able to take the bishop with the rook on c8.

This is a GOOD TRADE. White will win 5 points but will then lose 3 points. In total White makes a profit of 2 points. You don't mind losing your bishop because you get a more valuable rook in return.

If you're writing a capture you put an 'x' between the name of the piece and the name of the square.

So here, if your bishop on f3 captured the rook on c6 you'd write this as:

Bxc6

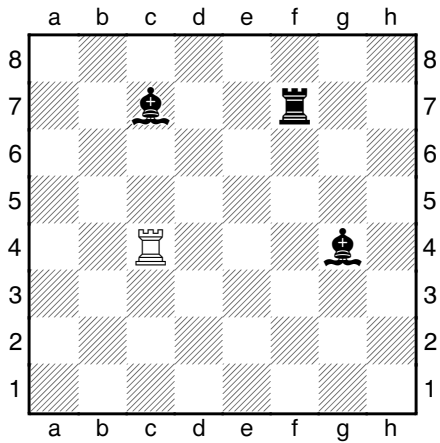


In this position White can use the bishop on f3 to capture the black bishop on c6. If you do this, Black will be able to capture the white bishop with the rook on h6. This is an EQUAL TRADE. White exchanges his bishop, worth 3 points, for the black bishop, also worth 3 points.

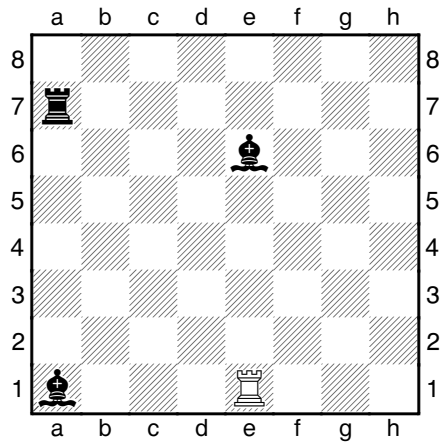
White can also use the rook on h1 to capture the black rook on h6. Black will then be able to capture the rook with the bishop on f8. This is another EQUAL TRADE. White exchanges a rook for a black rook. You wins 5 points but also loses 5 points. (You will then be able to capture the bishop on c6 for free next move so if you LOOK AHEAD you'll see that it's really a GOOD TRADE.)

If you get the chance to make a GOOD TRADE you should take it. Don't worry about losing one of your pieces if you can get a stronger piece back in return.

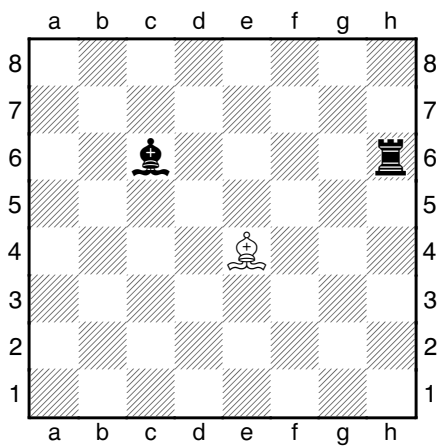
Don't worry about making an EQUAL TRADE either. You might think losing a piece will make the game harder for you, but winning a piece of equal value will make it harder for your opponent as well.



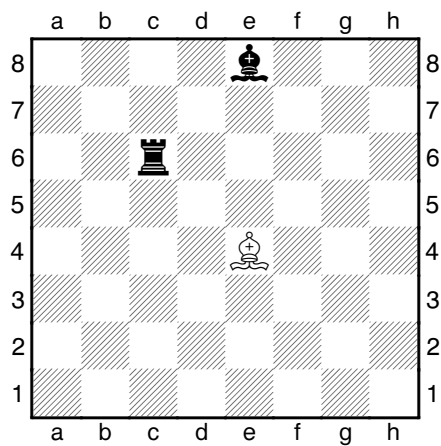
Q31 Capture a black bishop safely



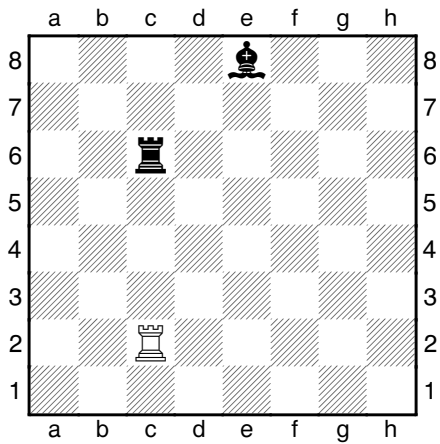
Q32 Capture a black bishop safely



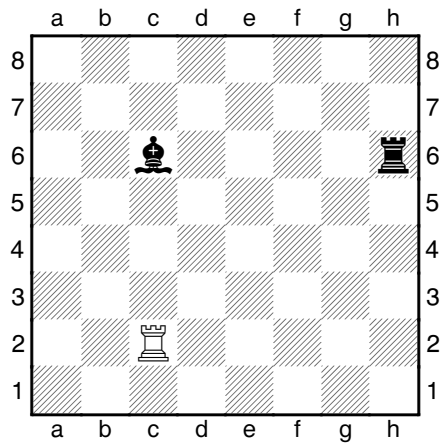
Q33 Is the trade on c6: good/equal/bad?



Q34 Is the trade on c6: good/equal/bad?



Q35 Is the trade on c6: good/equal/bad?

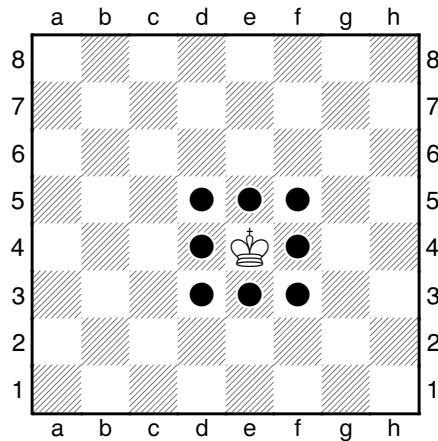


Q36 Is the trade on c6: good/equal/bad?

CHAPTER 3

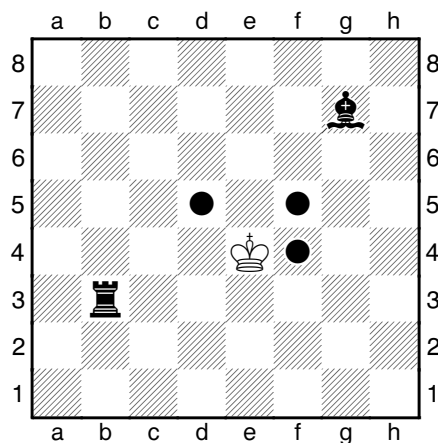
THE KING MOVE

THE KING MOVE



The king move is very simple. It can move just one square in any direction, horizontally, vertically or diagonally.

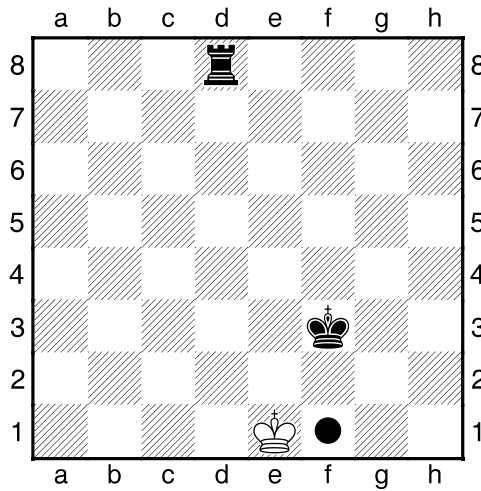
But it's not quite as easy as that. You **CANNOT** move your king to a square where it would be attacked by an enemy piece. Therefore, ***KINGS CAN NEVER STAND NEXT TO EACH OTHER.***



In this position the king can only move to the marked squares. It **CANNOT** move to d3, e3 or f3 because of the black rook. It **CANNOT** move to d4 or e5 because of the black bishop.

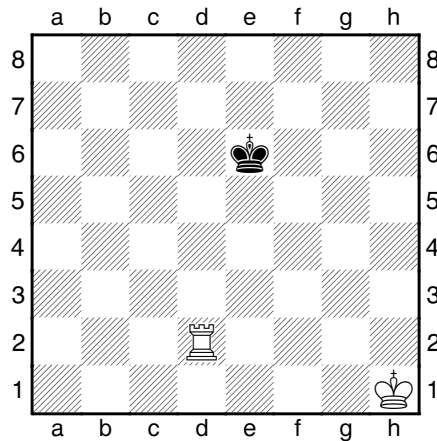
If you're playing a game and your opponent moves a king to a square where it can be taken you are **NOT** allowed to capture it.

Instead you must ask your opponent to take the move back and play a different move instead.



In this position White only has one move. You cannot move your king to d1 or d2 because of the black rook. You cannot move your king to e2 or f2 because the kings cannot stand next to each other. So the only square the king can move to is f1.

Kings can never move to a square where they can be captured, and kings can never be captured. In a real game of chess there will always be two kings on the board.

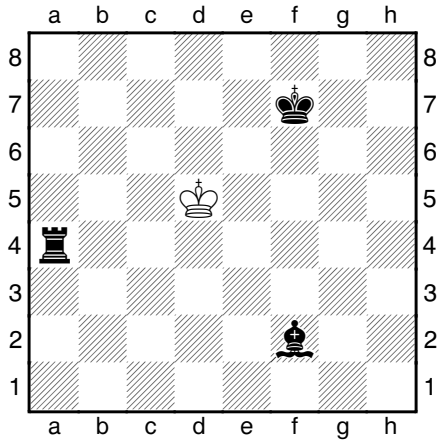


If you play a move that ATTACKS your opponent's king it's called a CHECK. You can warn your opponent by saying the word 'CHECK' when you do this.

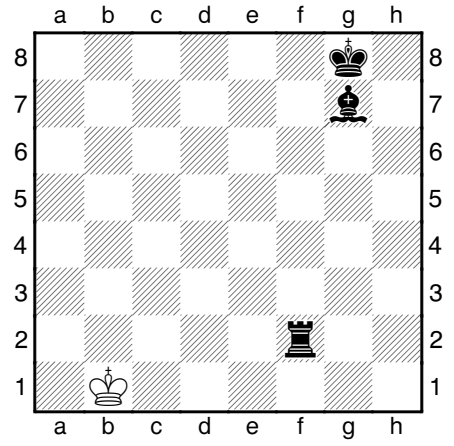
Here, White can CHECK the black king by moving the rook to d6 or to e2. But moving the rook to d6 would not be SAFE because the black king would be able to capture it. When you write down a CHECK you put a plus sign (+) after the move:

Re2+.

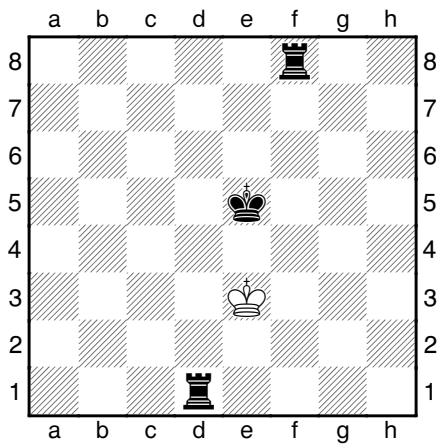
This quiz will tell you whether you really understand the king move.



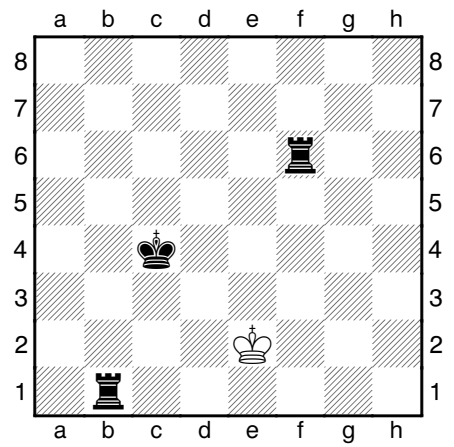
Q37. Which squares can the white king move to?



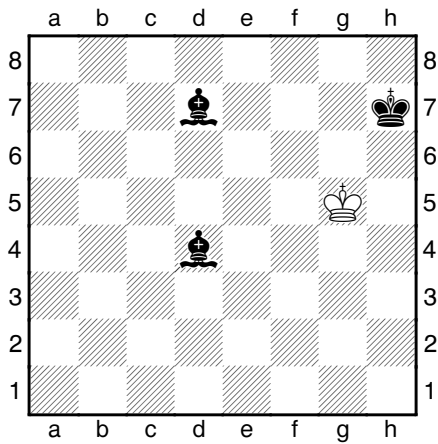
Q38. Which squares can the white king move to?



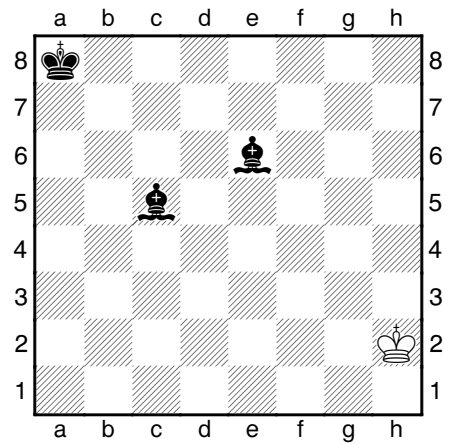
Q39. Which squares can the white king move to?



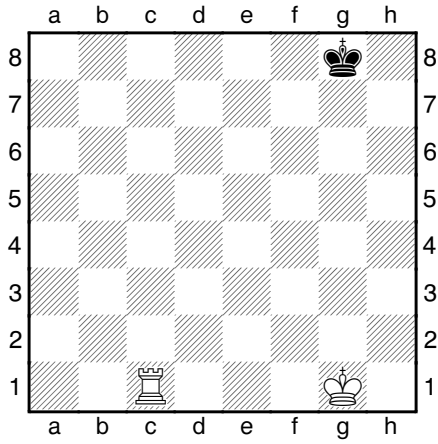
Q40. Which squares can the white king move to?



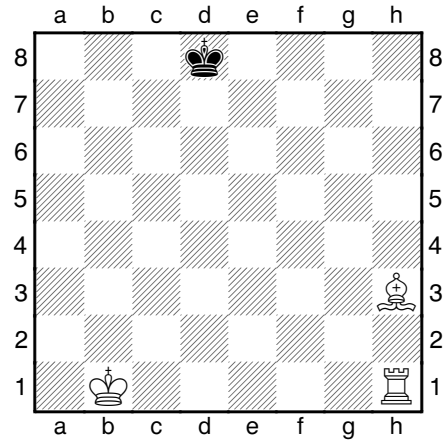
Q41. Which squares can the white king move to?



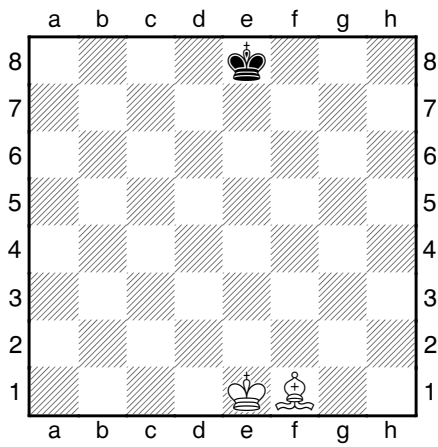
Q42. Which squares can the white king move to?



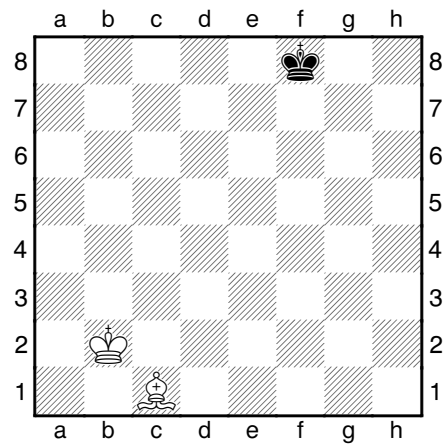
Q43. How can White check the black king?



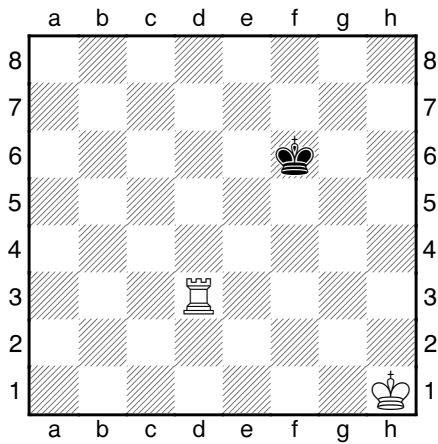
Q44. How can White check the black king?



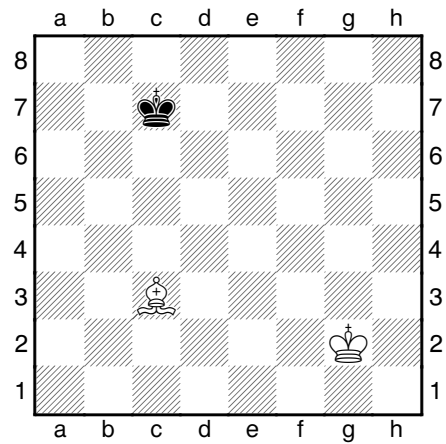
Q45. How can White check the black king?



Q46. How can White check the black king?



Q47. How can White check the black king? (2 answers)

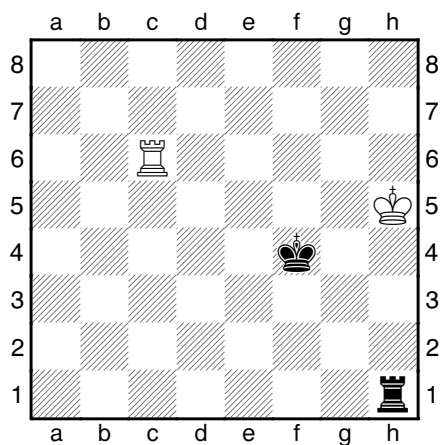


Q48. How can White check the black king? (2 answers)

GETTING OUT OF CHECK

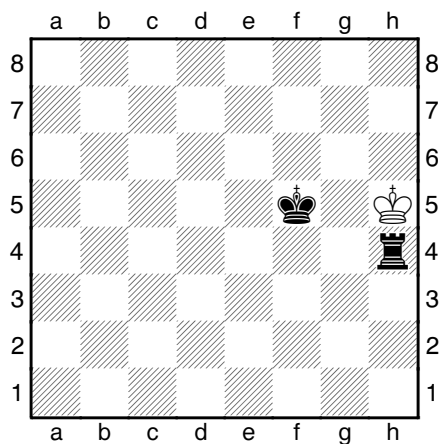
If your opponent plays a move that attacks your king you are IN CHECK.

You have to do something about it. You have to GET OUT OF CHECK.

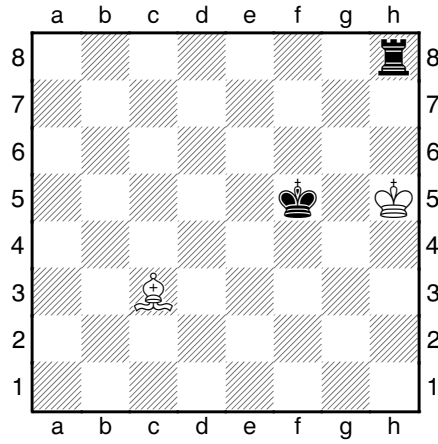


In this position Black has just moved the rook to h1, CHECKING the white king. White has only one move. You cannot move your king to h3 or h4 because you would still be in check from the rook. You cannot move to g4 or g5 because kings cannot stand next to each other. You cannot move your rook because it would leave your king IN CHECK.

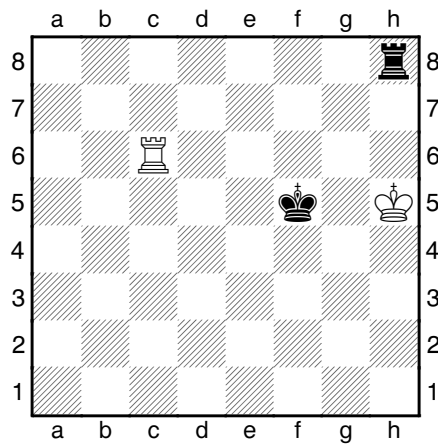
The only way to GET OUT OF CHECK is to move the king to g6.



Here, White's only way to get out of check is to CAPTURE the black rook. Kings are allowed to make captures as long as they're not moving into CHECK.



The white king is again in check, and this time has no safe squares to move to. But the bishop on c3 can CAPTURE the black rook on h8.



Another way to get out of check is to BLOCK the piece that's checking you. Here, White can get out of check by moving the rook from c6 to h6 to BLOCK the check.

Remember there are three ways to GET OUT OF CHECK.

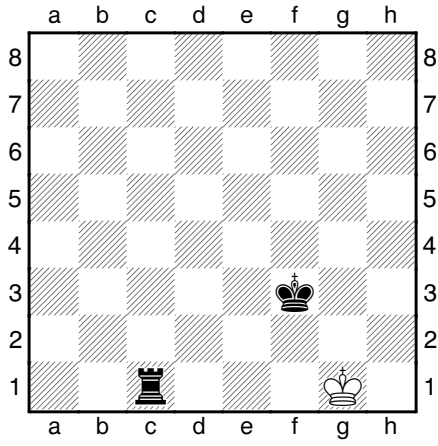
Avoid the CHECK (or move **A**way) by moving your king to a safe square (or making a capture on a safe square).

Block the CHECK by placing a piece between the checking piece and your king.

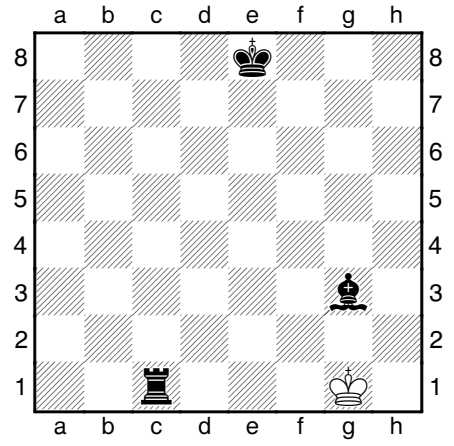
Capture the piece that is CHECKING you.

ABC – Avoid, Block or Capture.

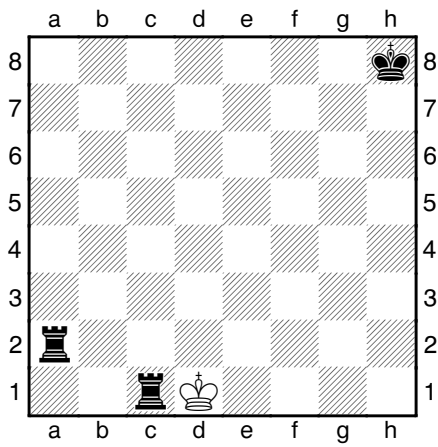
See if you can find the way to get out of CHECK in these quiz questions.



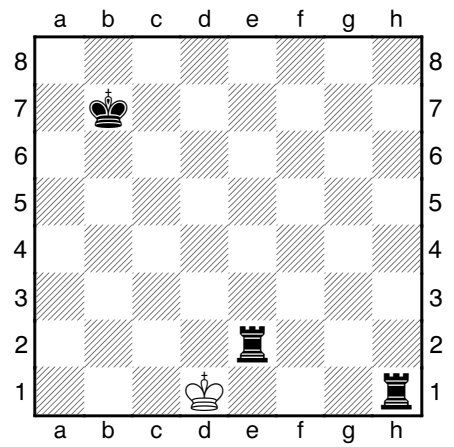
Q49. How can White get out of check?



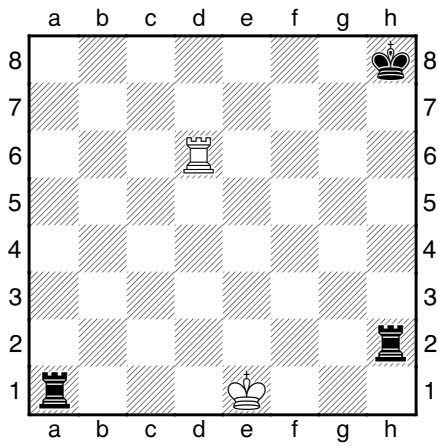
Q50. How can White get out of check?



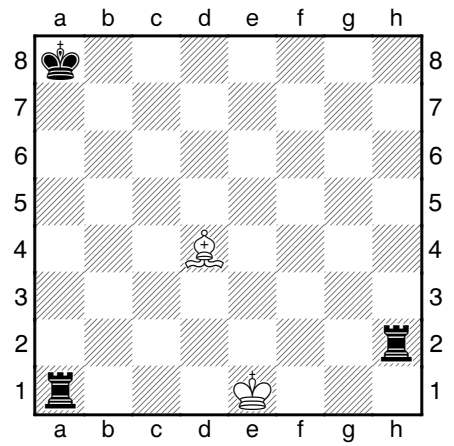
Q51. How can White get out of check?



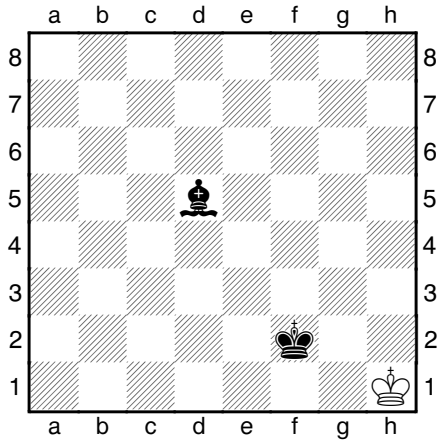
Q52. How can White get out of check?



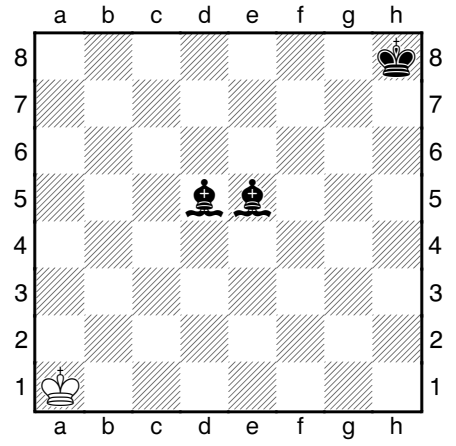
Q53. How can White get out of check?



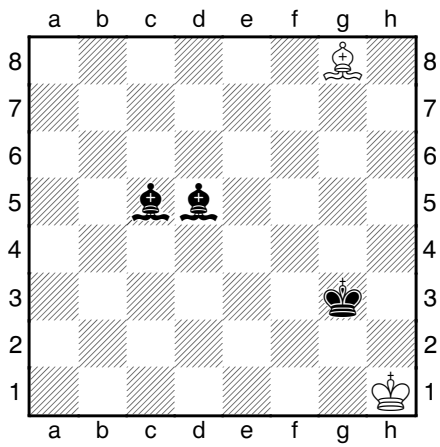
Q54. How can White get out of check?



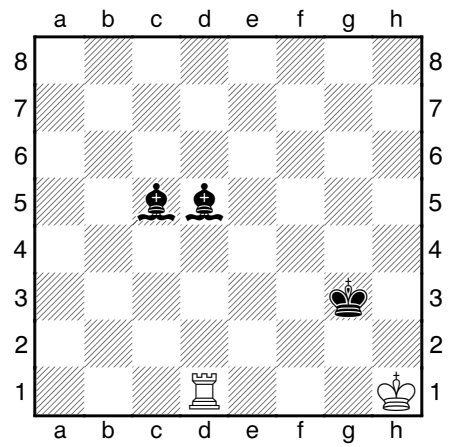
Q55. How can White get out of check?



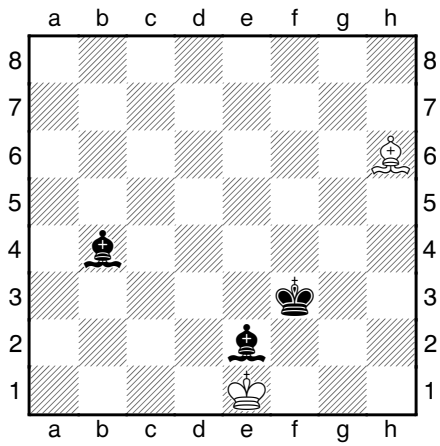
Q56. How can White get out of check?



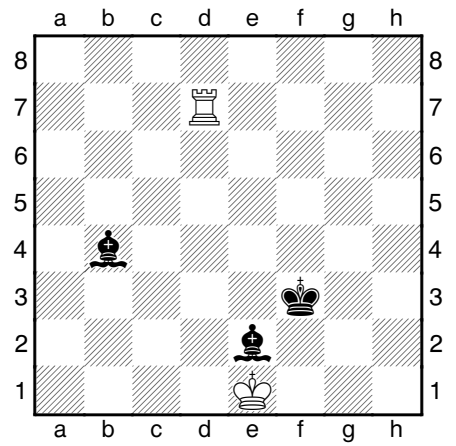
Q57. How can White get out of check?



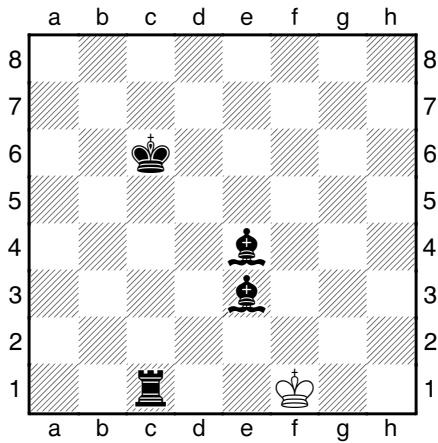
Q58. How can White get out of check?



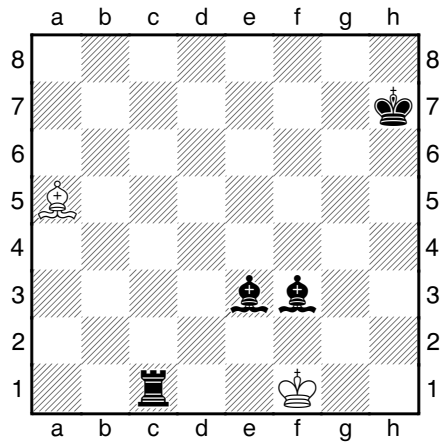
Q59. How can White get out of check?



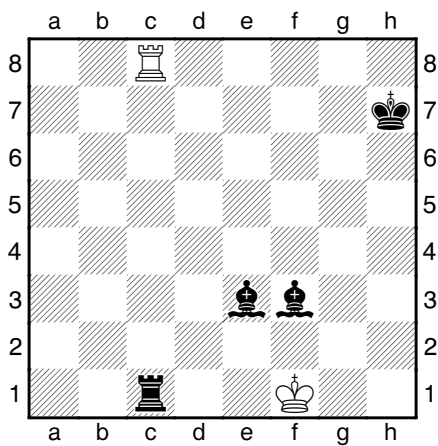
Q60. How can White get out of check?



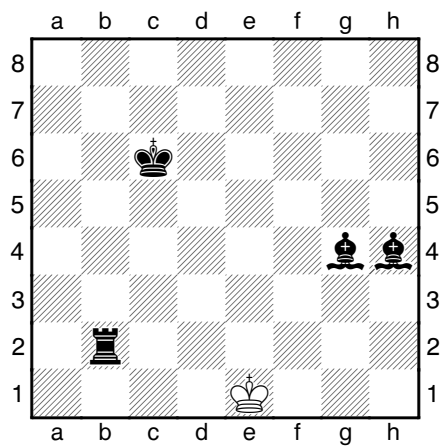
Q61. How can White get out of check?



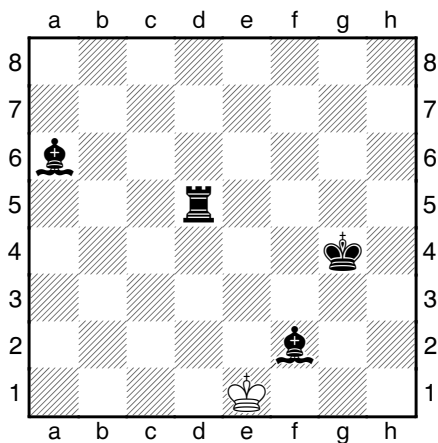
Q62. How can White get out of check?



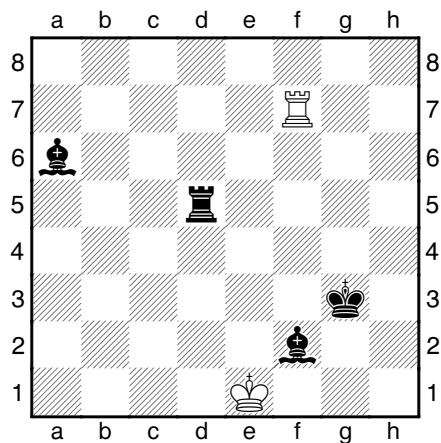
Q63. How can White get out of check?



Q64. How can White get out of check?



Q65. How can White get out of check?



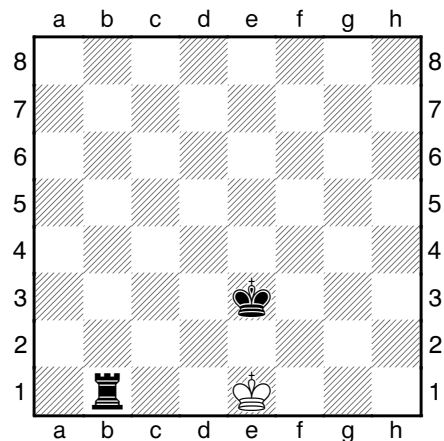
Q66. How can White get out of check?

CHAPTER 4

CHECKMATE

CHECKMATE

Look at this position.



Black has just moved the rook to b1. You are in CHECK.

You cannot **A**VOID the CHECK by moving your king to a safe square.

You cannot **B**LOCK the CHECK by putting a piece in the way.

You cannot **C**APTURE the rook that's checking you.

There's nothing you can do. You have lost the game.

This is **CHECKMATE**.

The way you win a game of chess is to get **CHECKMATE**.

CHECKMATE is a position in which one king is IN CHECK and there's no way to get out of CHECK.

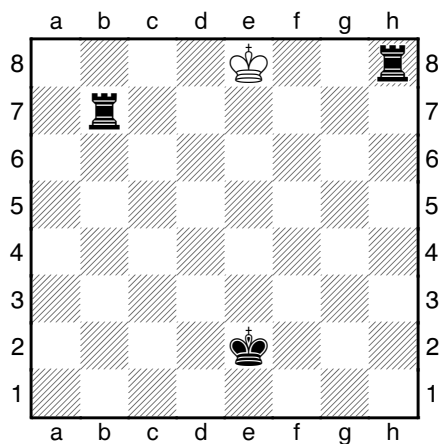
If you CHECKMATE your opponent you have WON the game.

If your opponent CHECKMATES you, you have LOST the game.

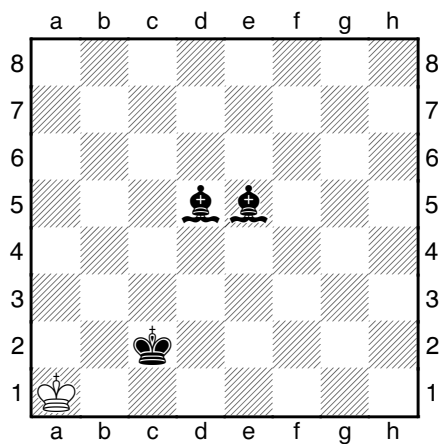
In this position Black has CHECKMATED White. White is in CHECKMATE. Black has won the game.

This is a CHECKMATE with king and rook.

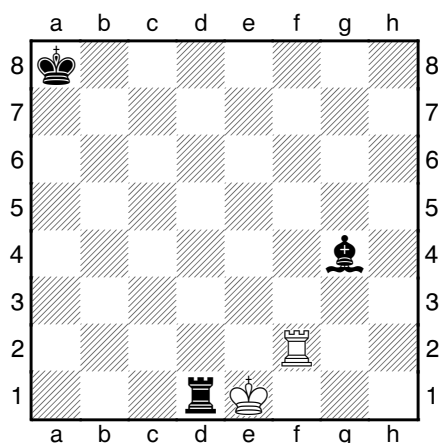
Here are some more CHECKMATE positions for you to learn.



Here Black has played a CHECKMATE with two rooks. The rook on h8 CHECKS the white king and the rook on b7 stops the white king escaping.



The black king helps the two bishops get CHECKMATE in this position.



Here the black rook and bishop make a CHECKMATE.

In the next quiz you have to find a way to CHECKMATE your opponent.

Here's how you do it.

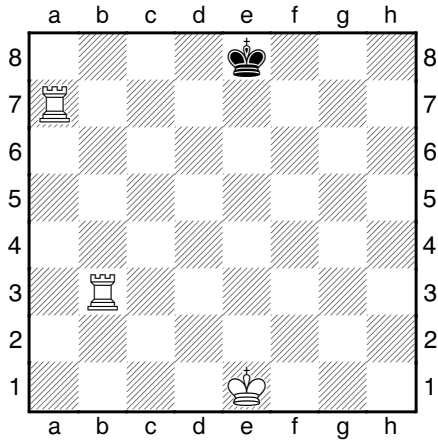
Look to see which one of your pieces can CHECK the enemy king.

Then look carefully to see whether your opponent can AVOID the check by moving the king to a safe square.

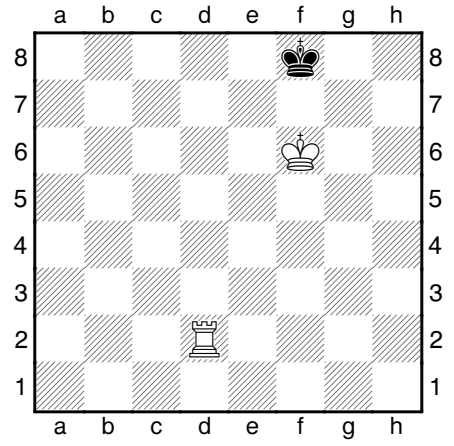
Next, look to see if your opponent can BLOCK the check by putting a piece in the way.

Finally, see whether your opponent can CAPTURE the piece that you moved to give CHECK.

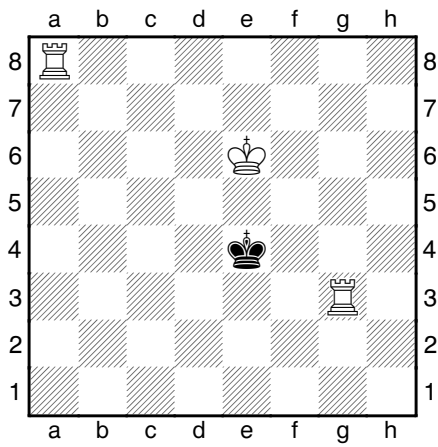
Once you're certain you've found the right answer, write it down.



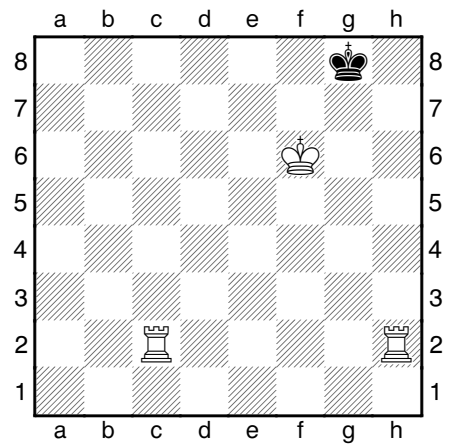
Q67. How can White get checkmate this move?



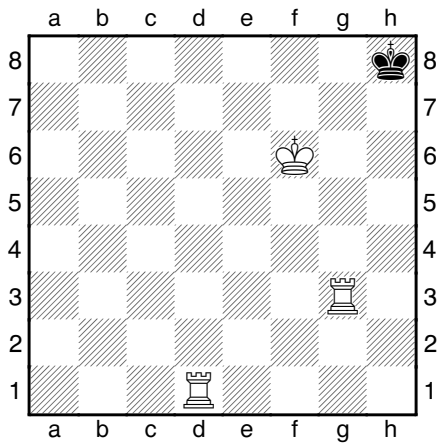
Q68. How can White get checkmate this move?



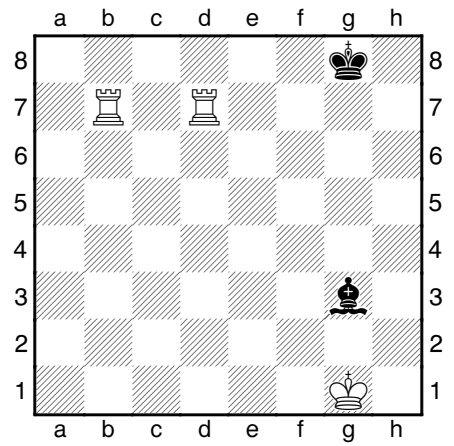
Q69. How can White get checkmate this move?



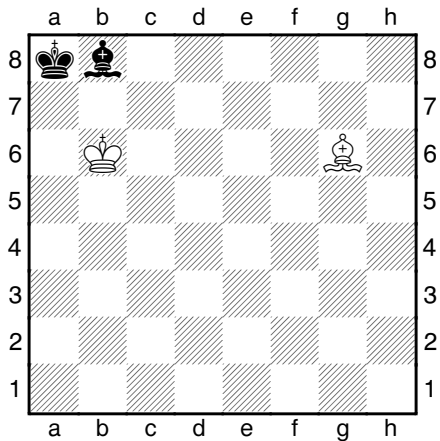
Q70. How can White get checkmate this move?



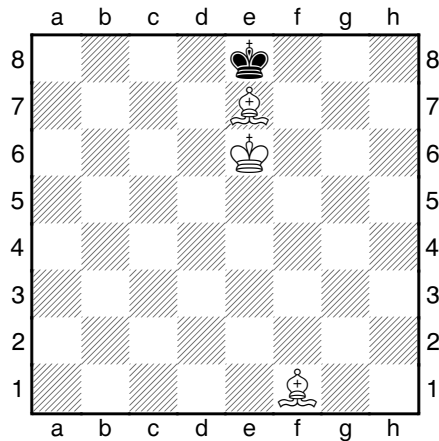
Q71. How can White get checkmate this move?



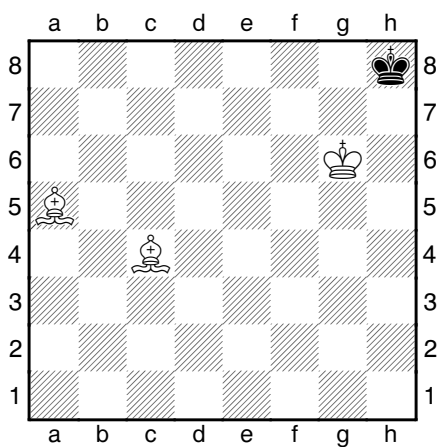
Q72. How can White get checkmate this move?



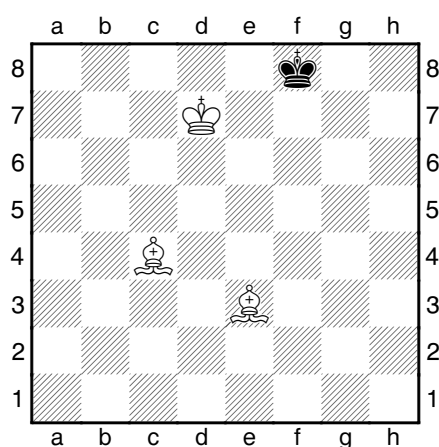
Q73. How can White get checkmate this move?



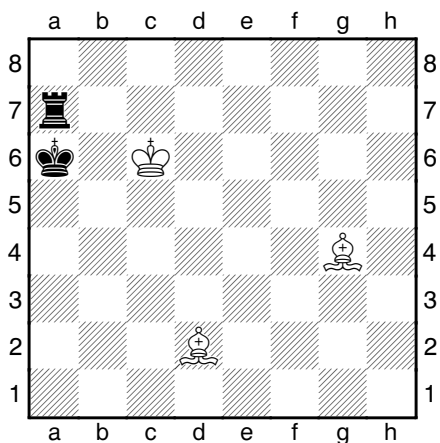
Q74. How can White get checkmate this move?



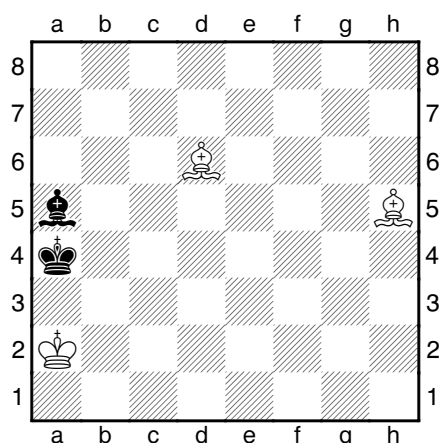
Q75. How can White get checkmate this move?



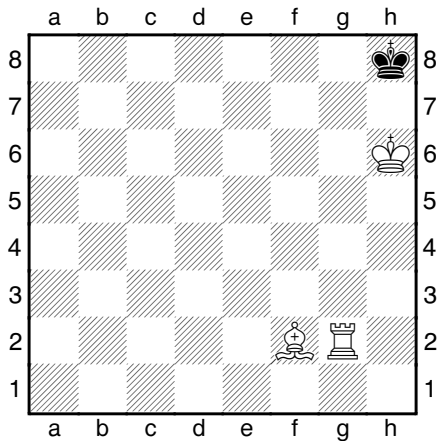
Q76. How can White get checkmate this move?



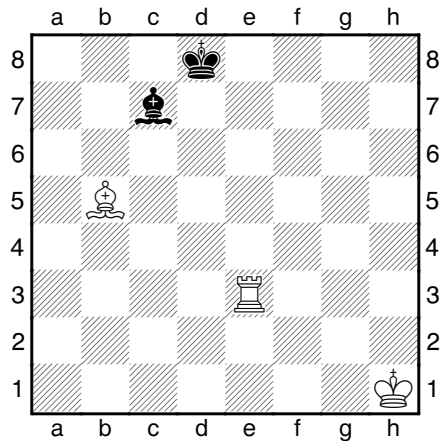
Q77. How can White get checkmate this move?



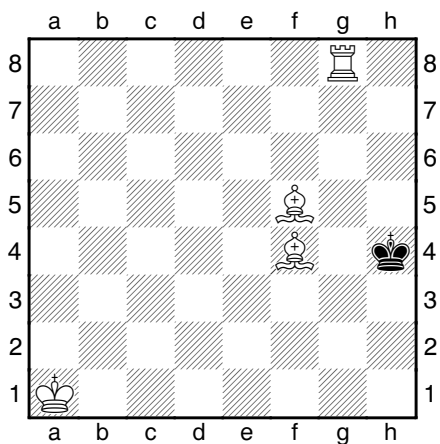
Q78. How can White get checkmate this move?



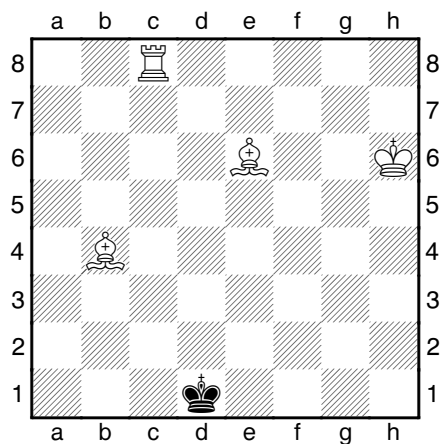
Q79. How can White get checkmate this move?



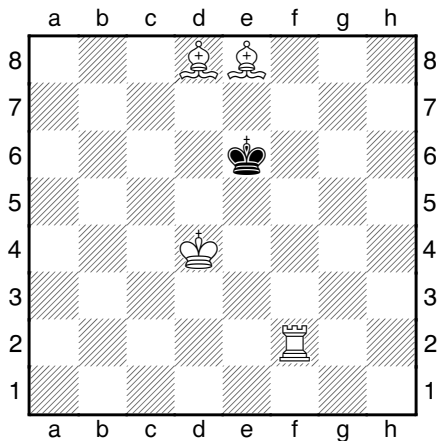
Q80. How can White get checkmate this move?



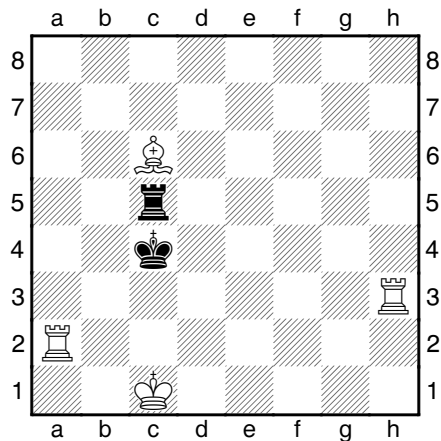
Q81. How can White get checkmate this move?



Q82. How can White get checkmate this move?



Q83. How can White get checkmate this move?



Q84. How can White get checkmate this move?

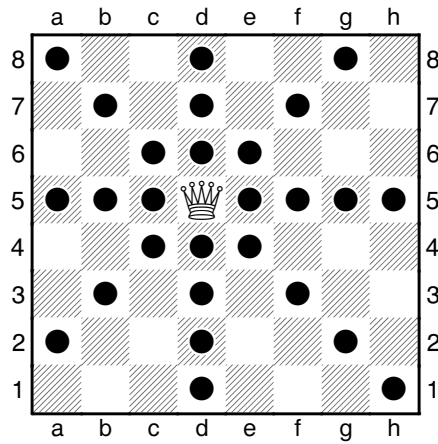
CHAPTER 5

THE QUEEN MOVE

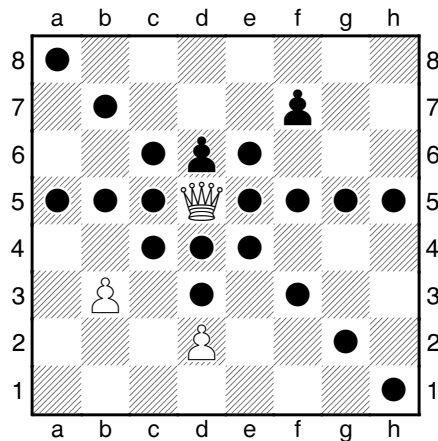
THE QUEEN MOVE

This is the queen move.

The queen moves like a rook or like a bishop. It can move horizontally, vertically or diagonally in any direction.



In this position the queen can move to the marked squares. It can also capture either black pawn.



The queen is the most powerful piece on the chessboard.

It is more powerful than either the rook or the bishop.

A bishop is worth 3 points.

A rook is worth 5 points.

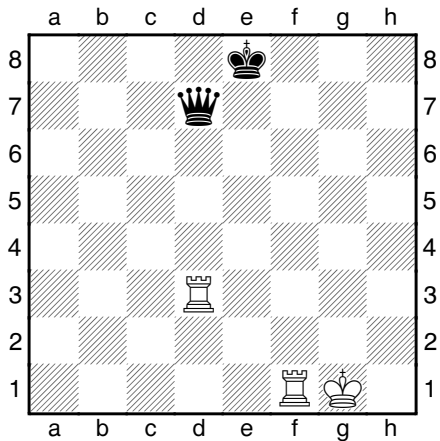
A queen is worth 9 points.

If you trade your rook for an enemy queen it's a good trade. You win 9 points and lose 5 points. You make a profit of 4 points.

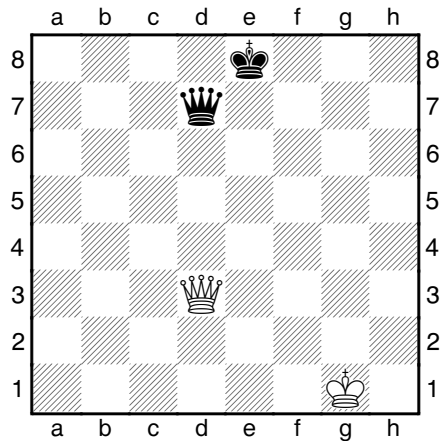
If you trade a bishop for an enemy queen it's also a good trade. You win 9 points and lose 3 points. You make a profit of 6 points.

Your next quiz questions test your understanding of QUEEN TRADES and using your queen to make THREATS.

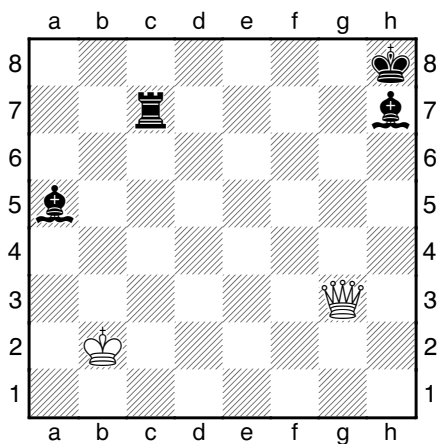
When you're ready, turn over the page.



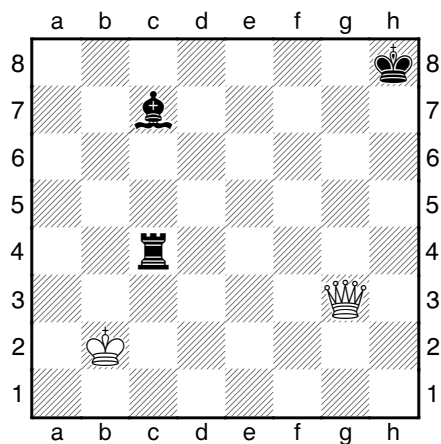
Q85. Is the trade on d7: good/equal/bad?



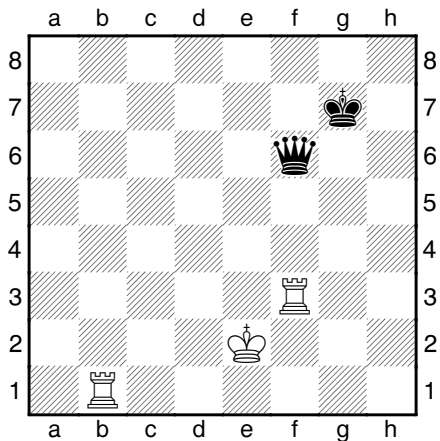
Q86. Is the trade on d7: good/equal/bad?



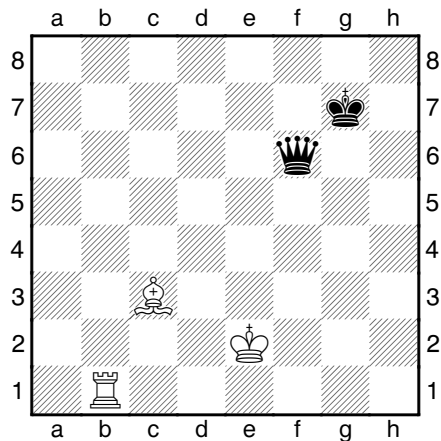
Q87. Is the trade on c7: good/equal/bad?



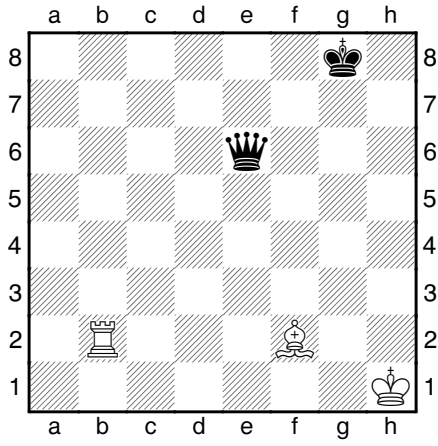
Q88. Is the trade on c7: good/equal/bad?



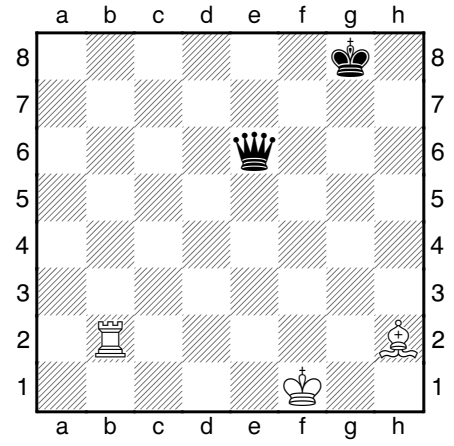
Q89. Is the trade on f6: good/equal/bad?



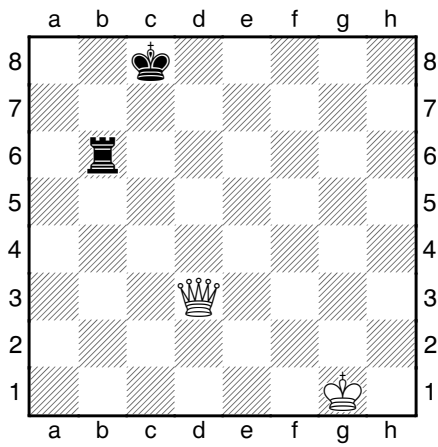
Q90. Is the trade on f6: good/equal/bad?



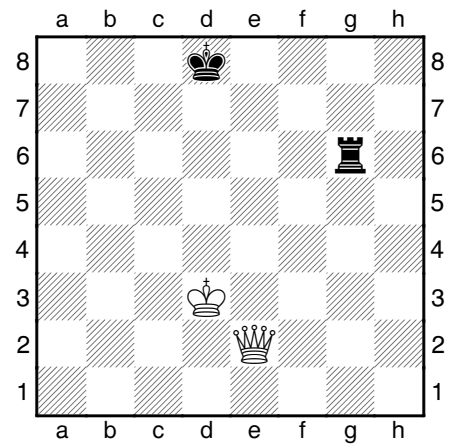
Q91. Threaten the black queen safely



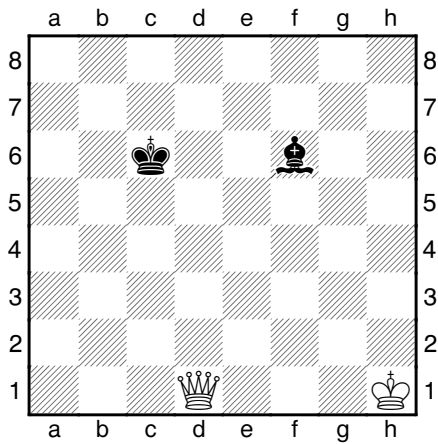
Q92. Threaten the black queen safely



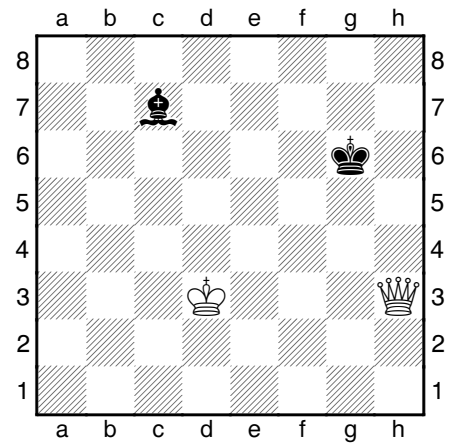
Q93. Threaten the black rook safely (2 answers)



Q94. Threaten the black rook safely (2 answers)



Q95. Threaten the black bishop safely (2 answers)



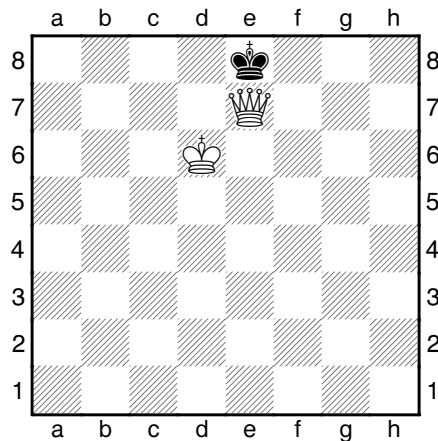
Q96. Threaten the black bishop safely (2 answers)

QUEEN CHECKMATES

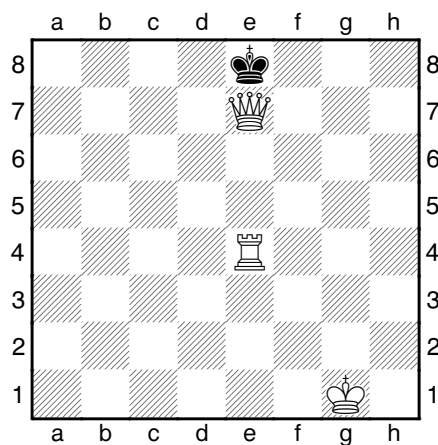
Because the queen is your most powerful piece it is the piece you will usually use to get checkmate.

The queen can get checkmate along the side of the board, just like a rook.

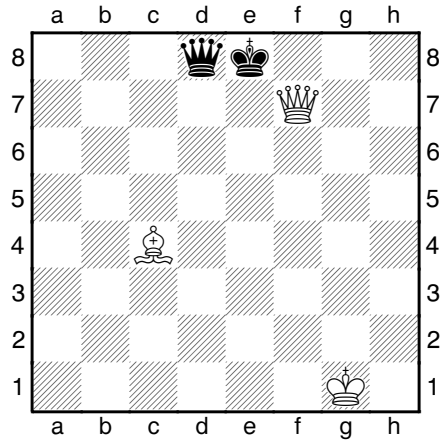
If your opponent's king is on the side of the board you can also get checkmate by moving your queen next to the king, one square horizontally or vertically towards the centre, as long as it is defended and cannot be taken by another piece.



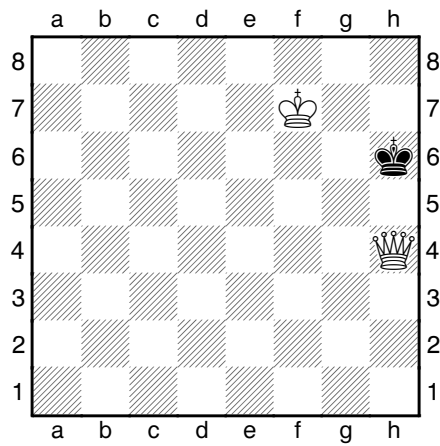
In this position Black is checkmated. Remember that two kings can never stand next to each other.



Here the white rook supports the queen and helps White get checkmate.



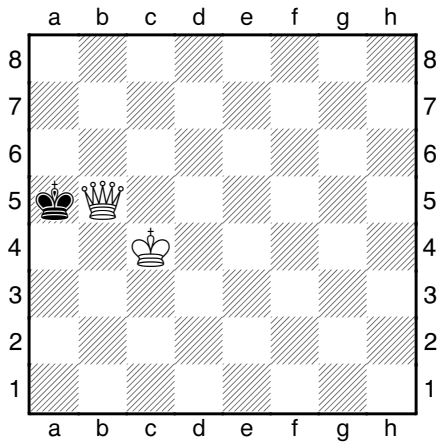
This is also checkmate. The white bishop supports the queen and the black queen prevents the king escaping to d8.



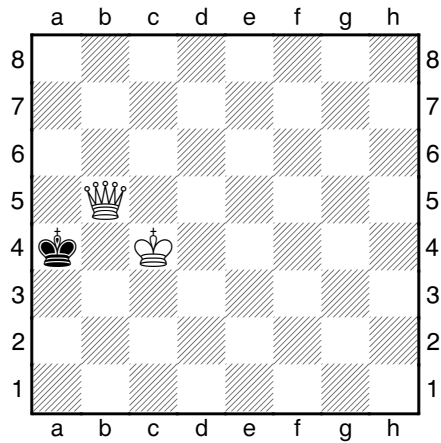
Here's another queen checkmate.

The white queen stops the black king moving to g5. The white king stops the black king moving to g6 or g7.

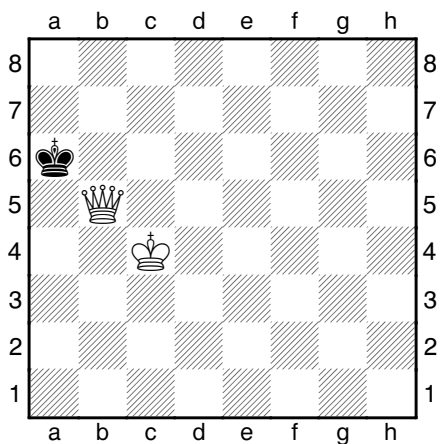
Now you can see how much you know about QUEEN CHECKMATES in the next quiz.



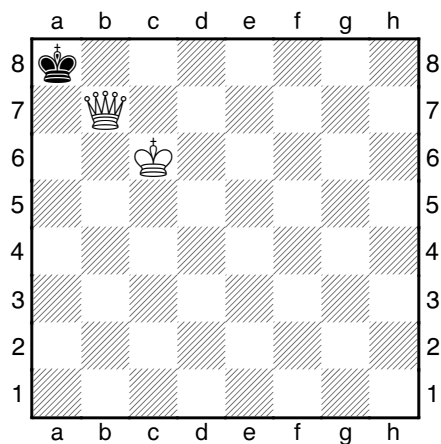
Q97. Is this checkmate? Yes/No



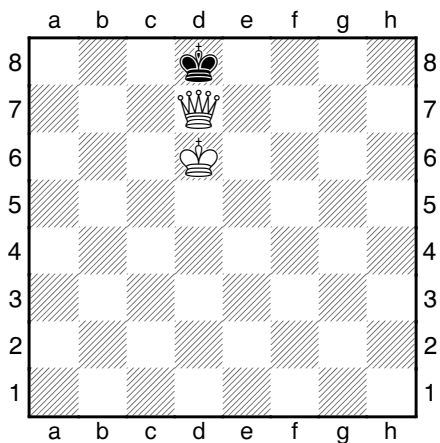
Q98. Is this checkmate? Yes/No



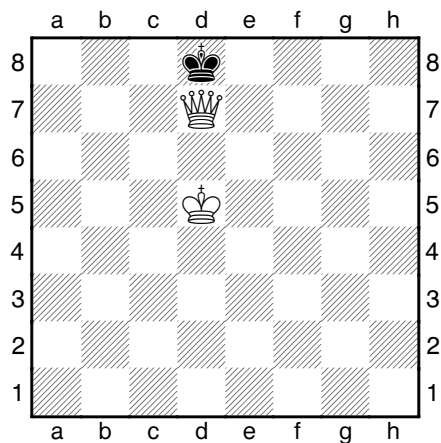
Q99. Is this checkmate? Yes/No



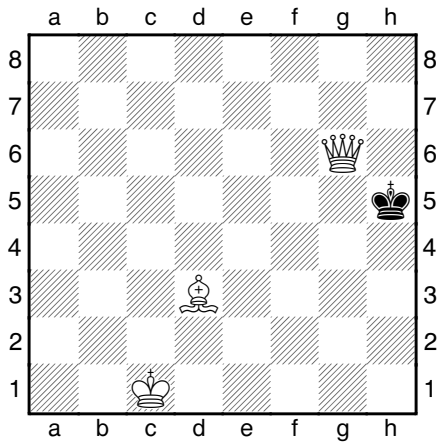
Q100. Is this checkmate? Yes/No



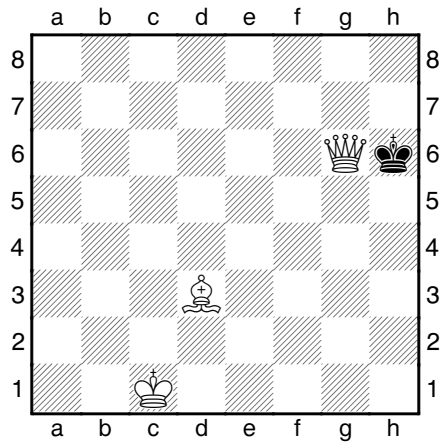
Q101. Is this checkmate? Yes/No



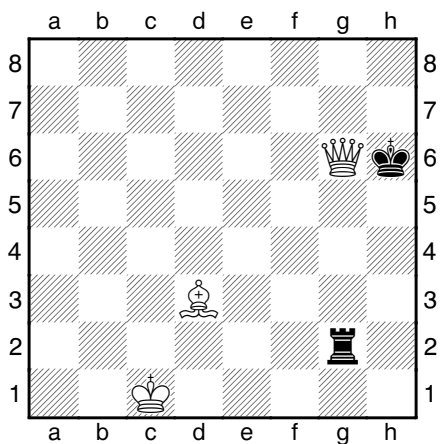
Q102. Is this checkmate? Yes/No



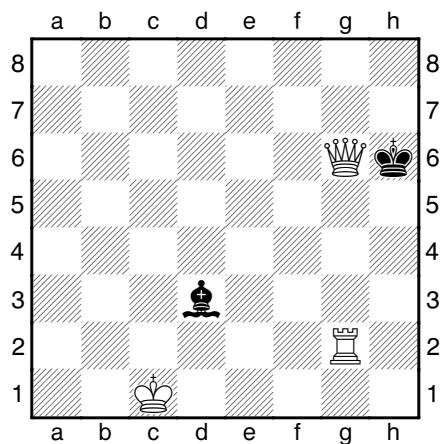
Q103. Is this checkmate? Yes/No



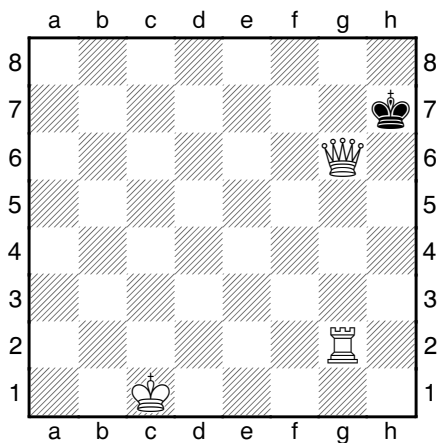
Q104. Is this checkmate? Yes/No



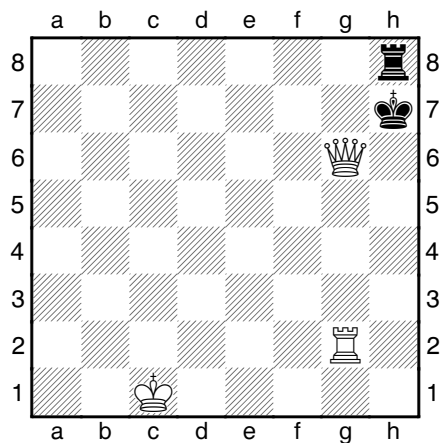
Q105. Is this checkmate? Yes/No



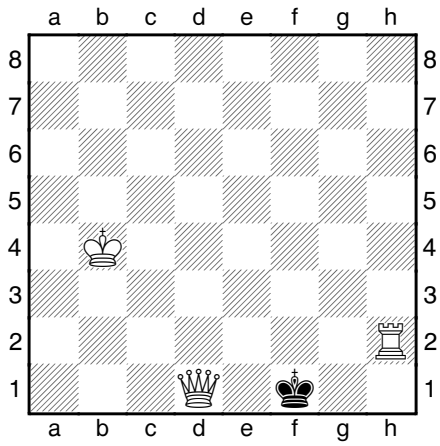
Q106. Is this checkmate? Yes/No



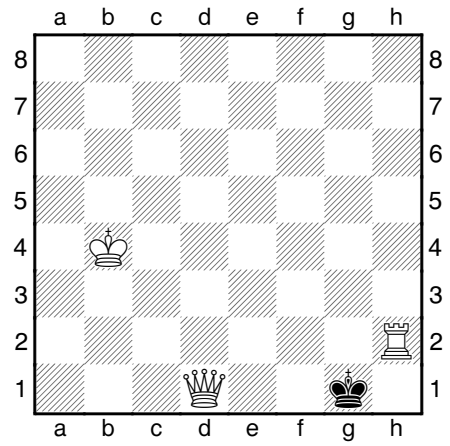
Q107. Is this checkmate? Yes/No



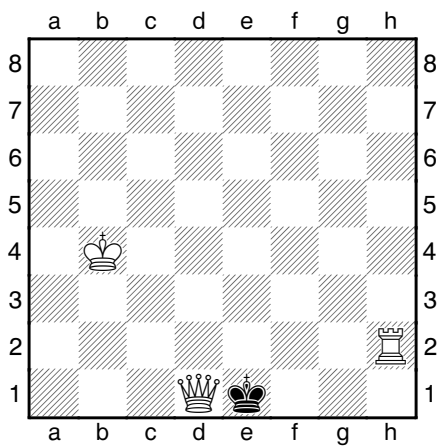
Q108. Is this checkmate? Yes/No



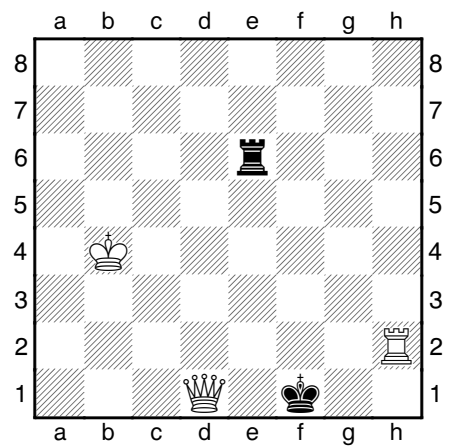
Q109. Is this checkmate? Yes/No



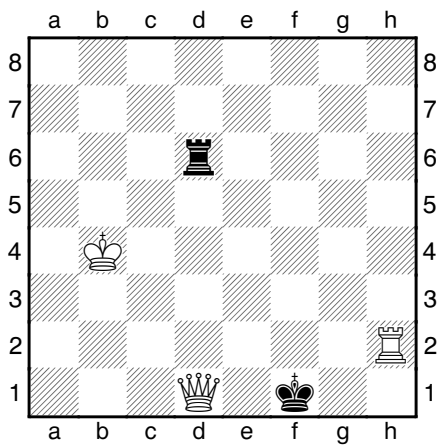
Q110. Is this checkmate? Yes/No



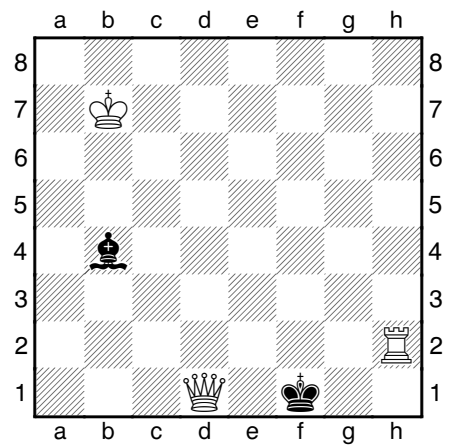
Q111. Is this checkmate? Yes/No



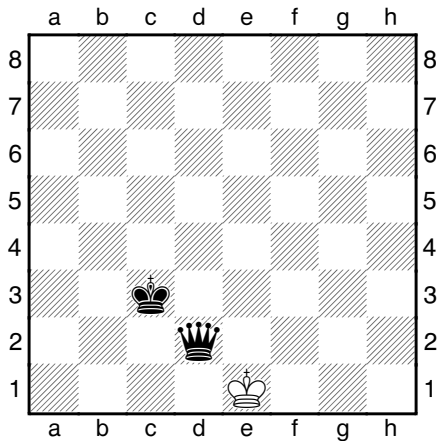
Q112. Is this checkmate? Yes/No



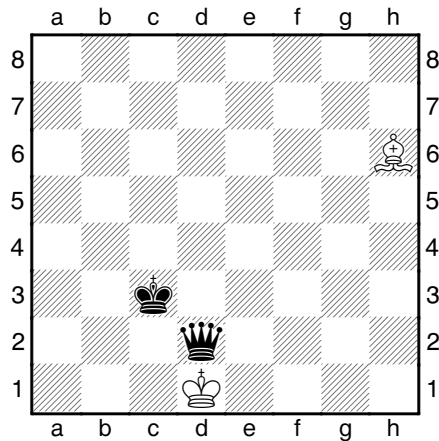
Q113. Is this checkmate? Yes/No



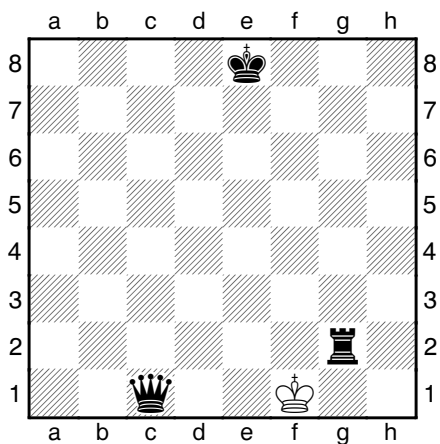
Q114. Is this checkmate? Yes/No



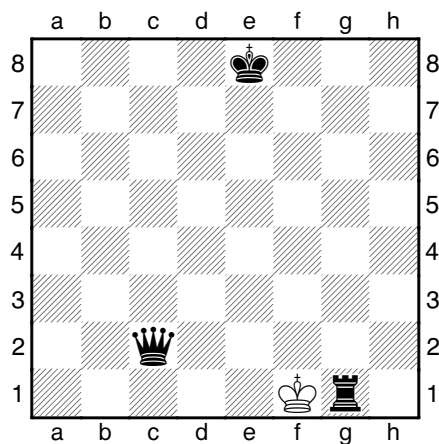
Q115. How can White get out of check?



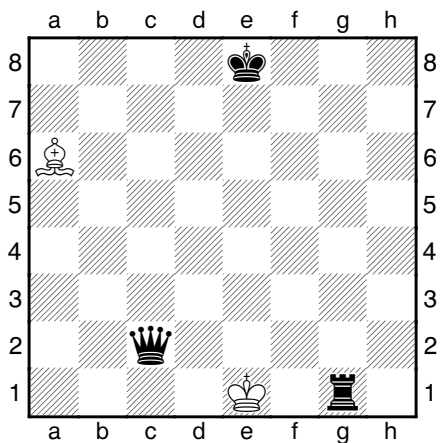
Q116. How can White get out of check?



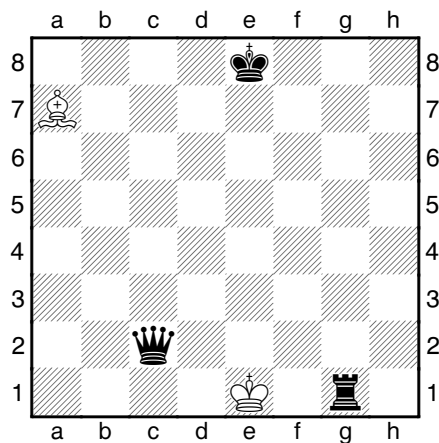
Q117. How can White get out of check?



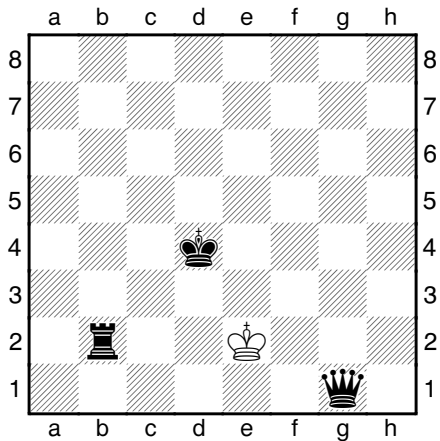
Q118. How can White get out of check?



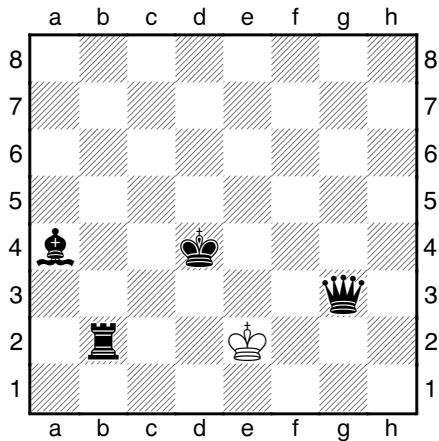
Q119. How can White get out of check?



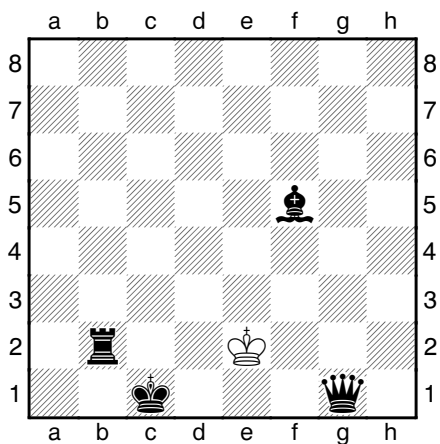
Q120. How can White get out of check?



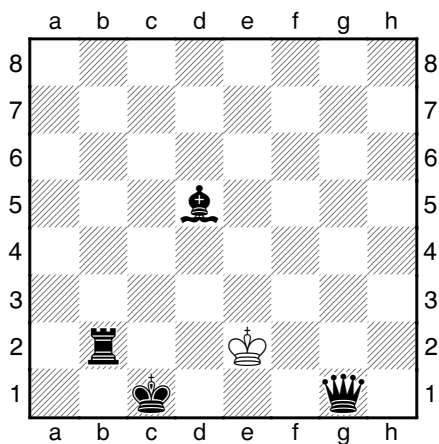
Q121. How can White get out of check?



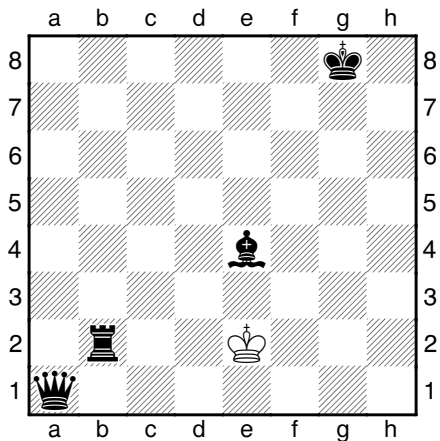
Q122. How can White get out of check?



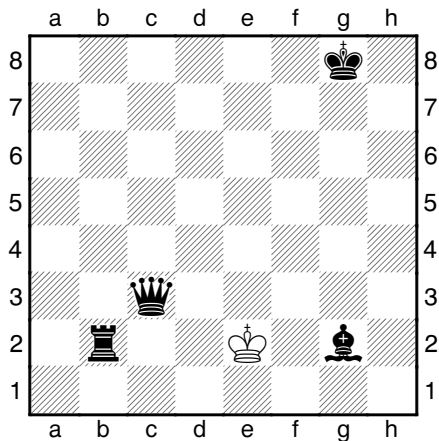
Q123. How can White get out of check?



Q124. How can White get out of check?



Q125. How can White get out of check?



Q126. How can White get out of check?

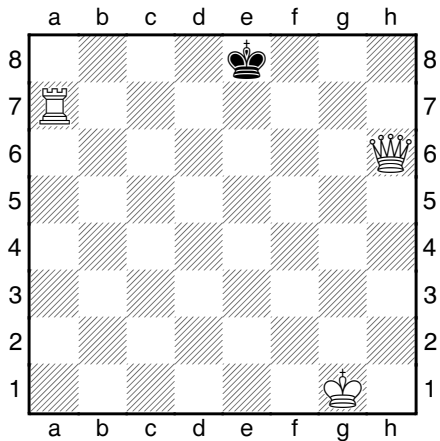
As your queen is the piece you will usually use to get CHECKMATE it's really important to learn to spot queen checkmates in your games.

Because your queen is such a powerful piece and can move to so many squares, QUEEN CHECKMATES can be quite hard to find.

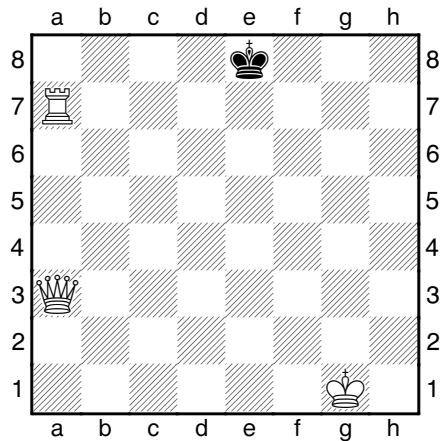
So you'll have to look very carefully to solve these puzzles.

Just to remind you how to go about it:

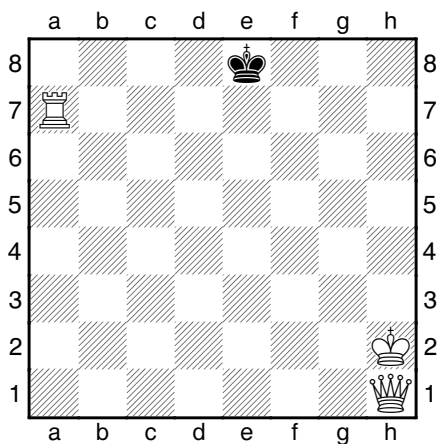
1. Look for the black king.
2. Look for the white queen.
3. Look for a CHECK.
4. See if the black king can Avoid the check by moving to a safe square.
5. See if Black can Block the check by putting something in the way.
6. See if Black can Capture your queen, either with the king or with another piece.
7. If there's no way out of CHECK then you've found the answer: it's CHECKMATE.



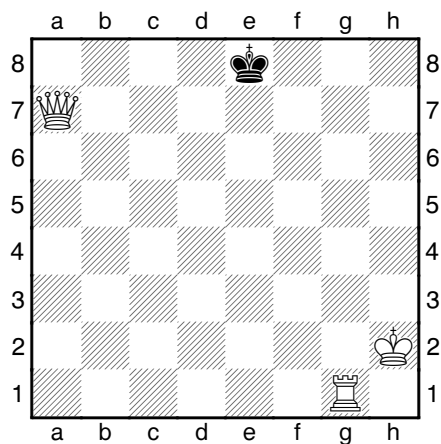
Q127. How can White get checkmate this move?



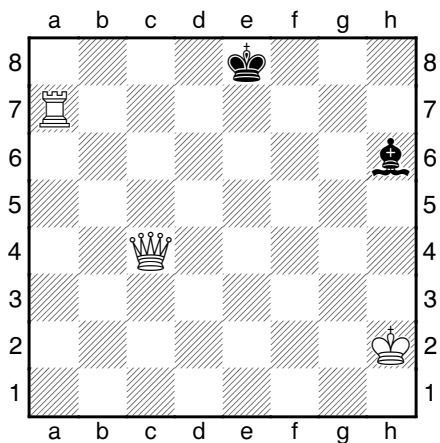
Q128. How can White get checkmate this move?



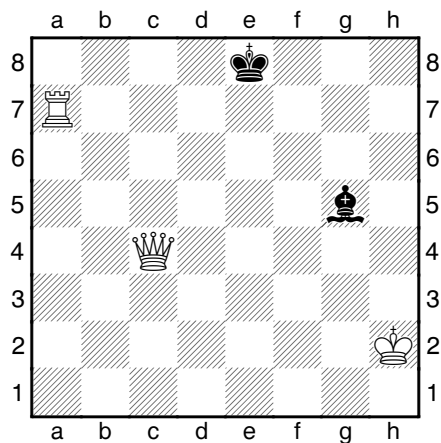
Q129. How can White get checkmate this move?



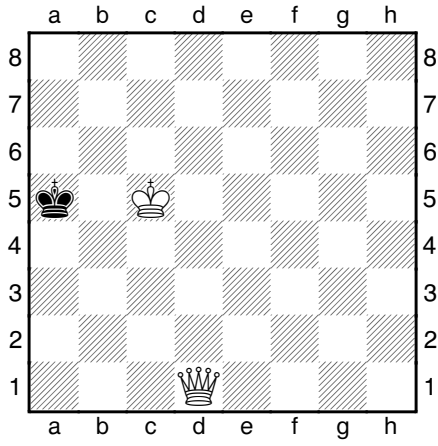
Q130. How can White get checkmate this move?



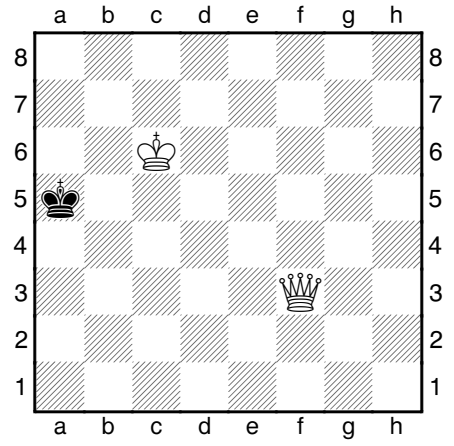
Q131. How can White get checkmate this move?



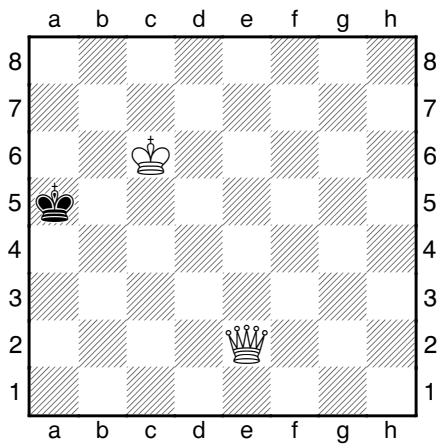
Q132. How can White get checkmate this move?



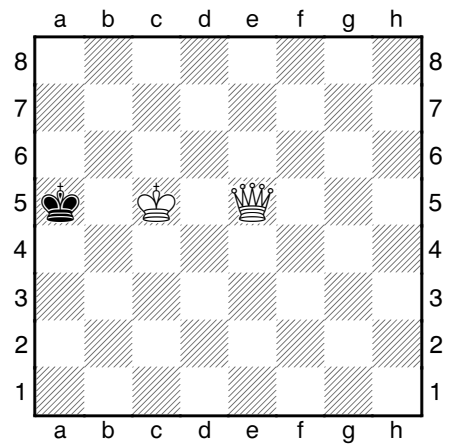
Q133. How can White get checkmate this move?



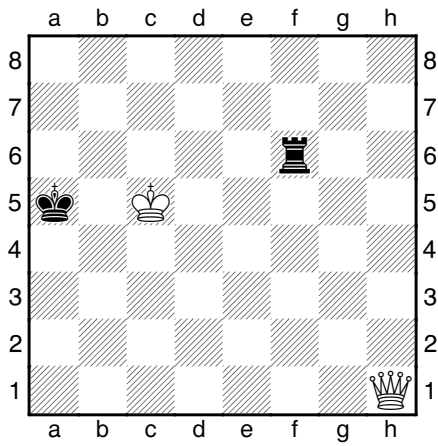
Q134. How can White get checkmate this move?



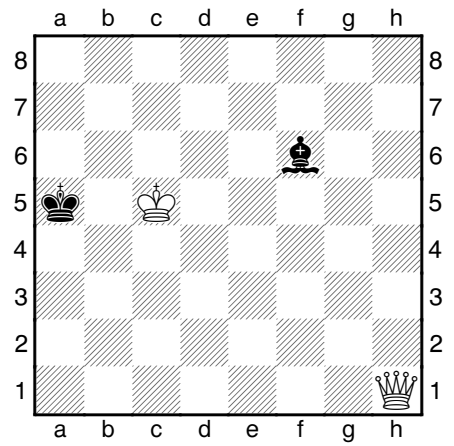
Q135. How can White get checkmate this move?



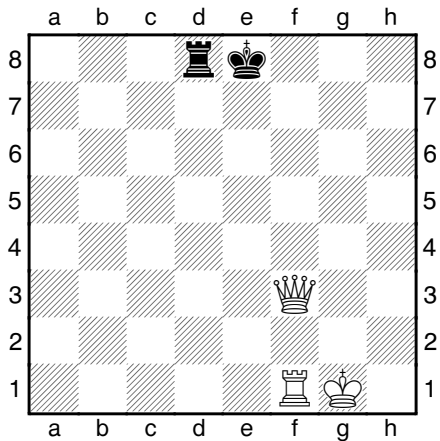
Q136. How can White get checkmate this move?



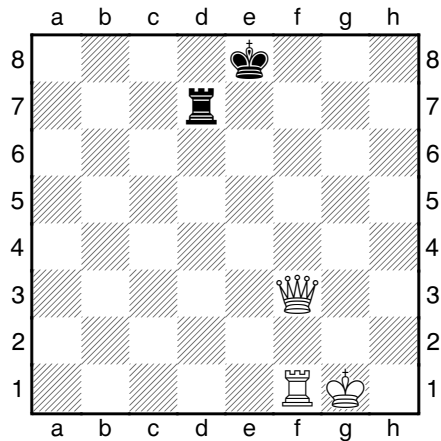
Q137. How can White get checkmate this move?



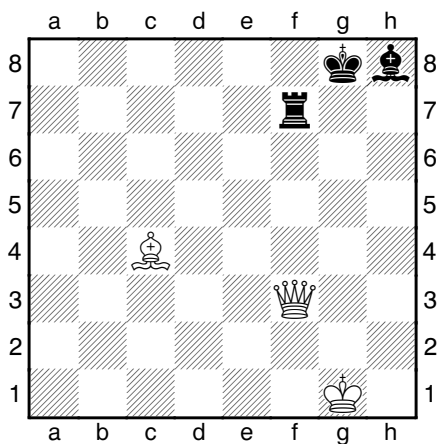
Q138. How can White get checkmate this move?



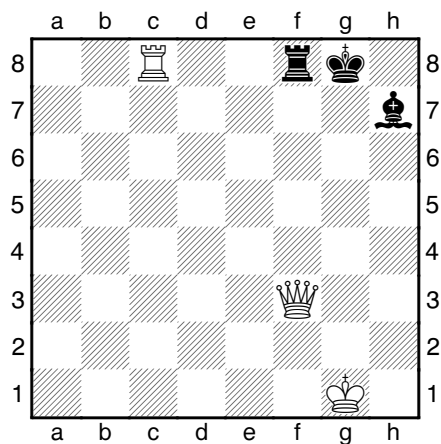
Q139. How can White get checkmate this move?



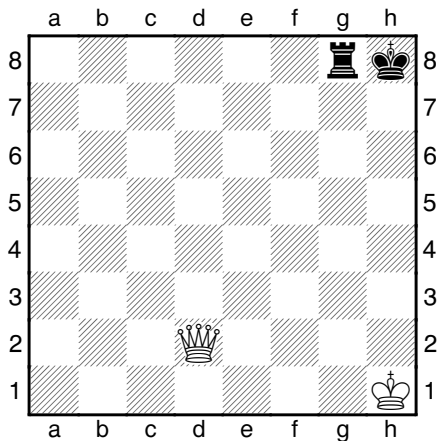
Q140. How can White get checkmate this move?



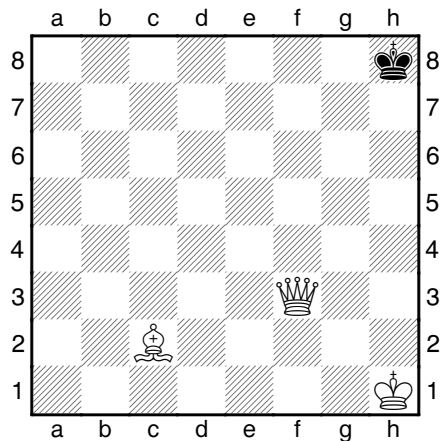
Q141. How can White get checkmate this move?



Q142. How can White get checkmate this move?



Q143. How can White get checkmate this move?



Q144. How can White get checkmate this move?

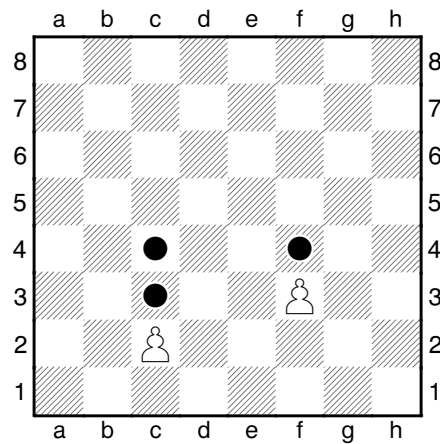
CHAPTER 6

THE PAWN MOVE

THE PAWN MOVE

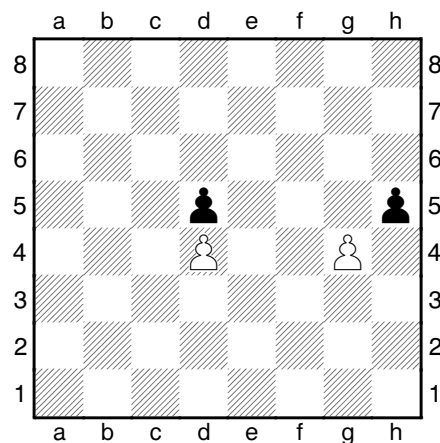
This is the pawn move. To remind you:

The pawn moves just one square forward at a time. On its first move it has a choice of moving one square forward or two squares forward.



In this position the pawn on c2 can move either to c3 or c4. The pawn on f3 has already moved so it can only move to f4.

Unlike other pieces, pawns do not capture the same way that they move. They capture **ONE SQUARE DIAGONALLY FORWARDS**.



In this diagram the pawns on d4 and d5 cannot move.

If it's White's move the pawn on g4 can capture the pawn on h5. Likewise, if it's Black's move the pawn on h5 can capture the pawn on g4.

The pawn is the weakest piece on the chessboard. It is worth only one point.

A pawn is worth 1 point.

A bishop is worth 3 points.

A rook is worth 5 points.

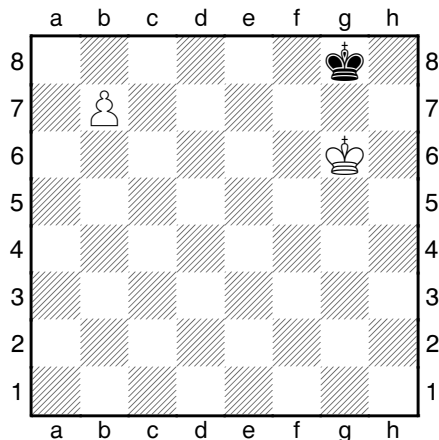
A queen is worth 9 points.

You'd be happy to give up a pawn if you can get a more valuable enemy piece in return.

However, the pawn can become very powerful. If one of your pawns reaches the end of the board you must replace it by another piece. This is called **PAWN PROMOTION** or **PROMOTING A PAWN**.

You can choose a queen, a rook, a bishop or a knight.
Usually you'll choose a queen because it's the most powerful piece.

You are allowed more than one queen on the board. In fact you can have 9 queens at the same time if you promote all your pawns to queens and still have the queen you started with. You're also allowed more than two rooks, bishops or knights.



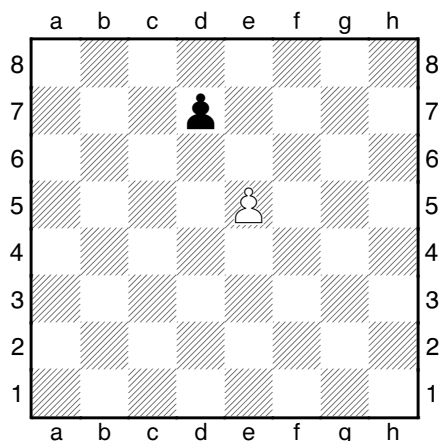
Here, White can move his pawn to the end of the board. If you promote it to a queen or a rook it will be checkmate.

If you PROMOTE a pawn you write it by adding the letter of the piece you're promoting to after the move, like this:
b8Q or **b8R**.

THE EN PASSANT CAPTURE

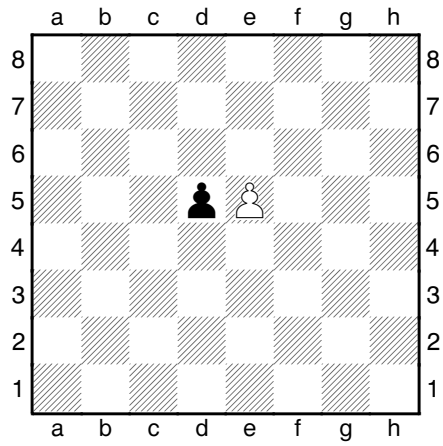
This is the hardest chess rule to understand.
It's a special sort of pawn capture.

You'll probably need to read this page every day until you remember and understand it. It's part of chess so you need to know it.



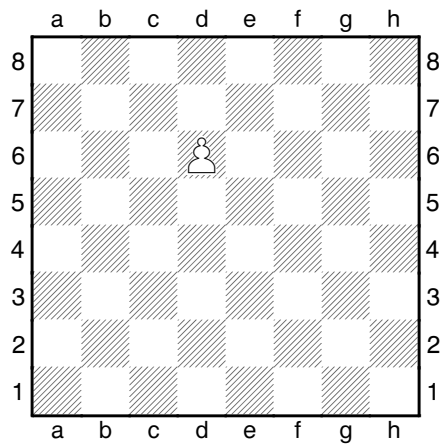
It's Black's move in this position. White has a pawn on the 5th RANK. (This is rank 5 if you're white, rank 4 if you're black.)

Black has a pawn on the NEXT FILE that hasn't moved yet.

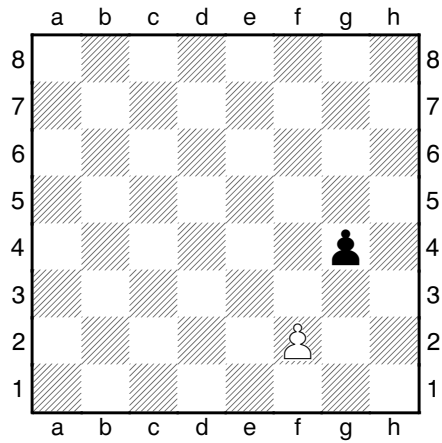


Now the black d-pawn moves two squares, from d7 to d5. If it had moved one square, to d6, the white pawn would have been able to capture it.

The EN PASSANT RULE states that if you have a pawn on your fifth rank and your opponent moves a pawn on the next file two squares you can capture it while it passes the first square. So in this position White can capture the pawn as if it had just moved to d6.



Here's the position after White has made the EN PASSANT capture.

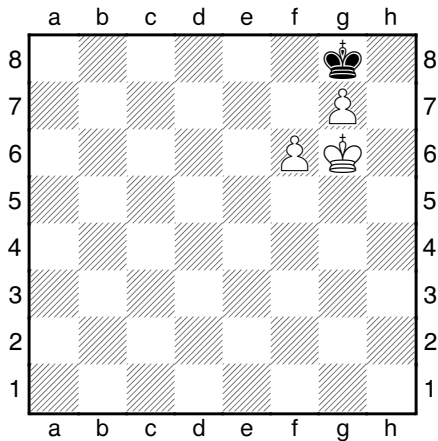


In this position it's White's move. If you move your pawn from f2 to f4 Black can make an EN PASSANT capture. The white pawn will be taken off the board and the black pawn will end up on f3.

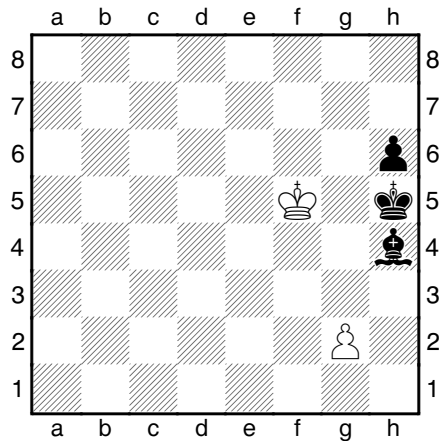
You can only capture EN PASSANT if your opponent's pawn has just moved two squares. You cannot play it if the pawn has just moved one square, has just made a capture or was there all along. You CANNOT capture a pawn on the same file EN PASSANT.

You can only play the EN PASSANT capture on the next move immediately after the pawn has moved two squares. You can only capture a pawn EN PASSANT, not any other piece, and you can only capture EN PASSANT with a pawn.

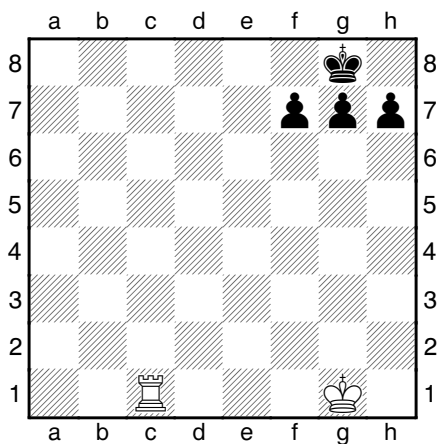
In the next set of puzzles you'll have the chance to look for some CHECKMATES involving pawns. In some positions your pawns will help you get checkmate. In other positions your opponent's pawns will prevent the king's escape.



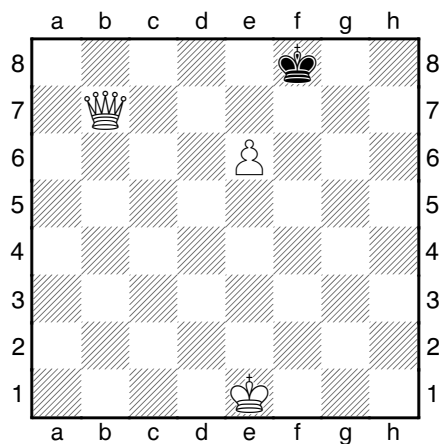
Q145. How can White get checkmate this move?



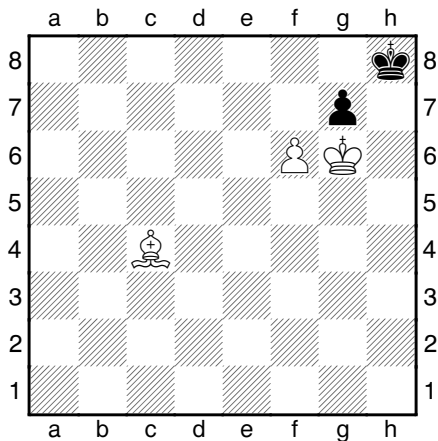
Q146. How can White get checkmate this move?



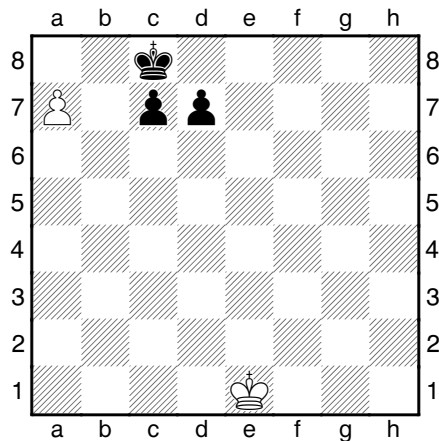
Q147. How can White get checkmate this move?



Q148. How can White get checkmate this move?



Q149. How can White get checkmate this move?



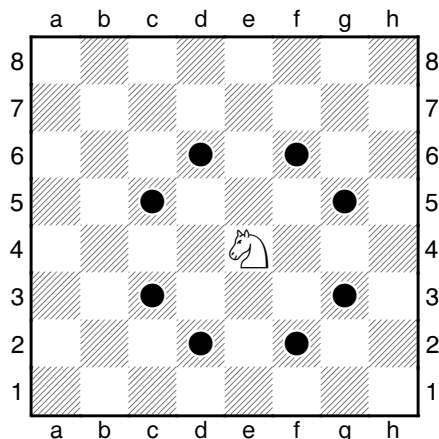
Q150. How can White get checkmate this move?

CHAPTER 7

THE KNIGHT MOVE

This is the knight move.

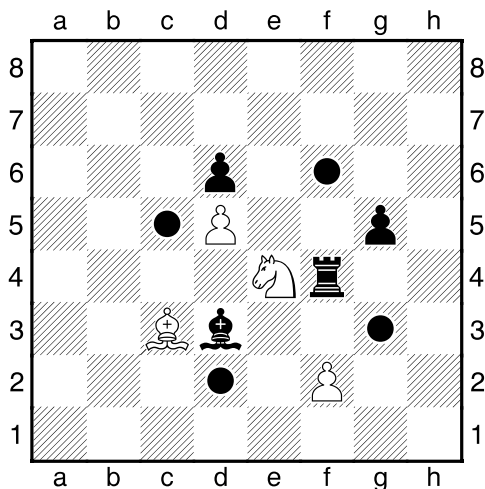
The knight moves in an L shape – two squares, then one square round the corner. The knight is the only piece that can jump over other pieces.



In this position the knight can move to any of the marked squares.

Note that a knight on a white square always moves to a black square, and a knight on a black square always moves to a white square.

Knights can jump over any pieces in their way, of either colour. They capture in the same way that they move.



In this diagram the knight can move to any of the marked squares. It can also capture either of the black pawns.

The knight is about the same strength as the bishop. Like the bishop it's worth 3 points. A trade of a knight for a bishop is an equal trade.

You now know the values of all the pieces.

A pawn is worth 1 point.

A knight is worth 3 points.

A bishop is worth 3 points.

A rook is worth 5 points.

A queen is worth 9 points.

You can work out that a knight is worth three pawns.

A rook is worth a bishop and two pawns.

A bishop and a knight are about the same as a rook and a pawn.

A queen is worth a rook, a knight and a pawn.

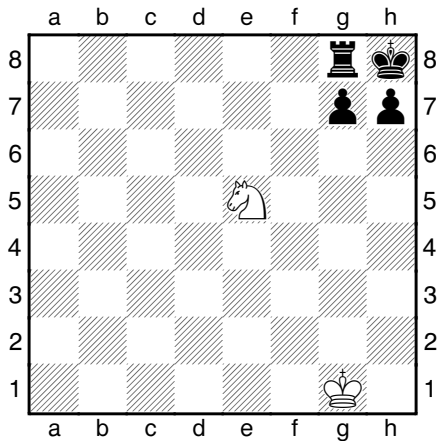
Sometimes you can capture with several pieces on the same square. You have to count the pieces and work out whether or not you will win points if you make the capture.

If your opponent is going to take you back you should start by capturing with the less valuable piece.

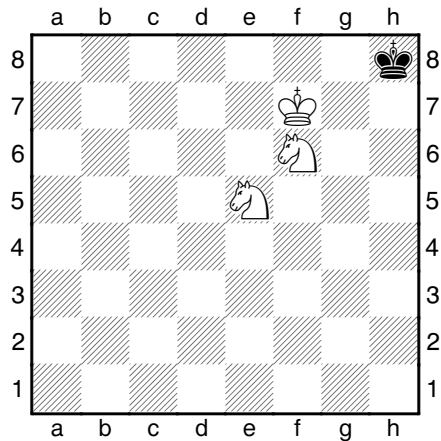
If you're not confident about the knight move here's how you can practise it.

Place a knight on the board on a random square. Place a pawn on another random square. See if you can find the quickest route for the knight to reach the pawn.

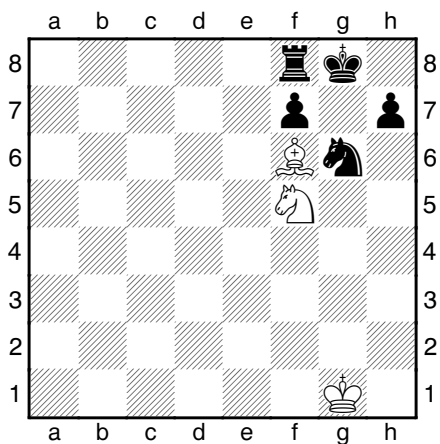
Over the page you'll find some puzzles with CHECKMATES involving knights. Can you find them all?



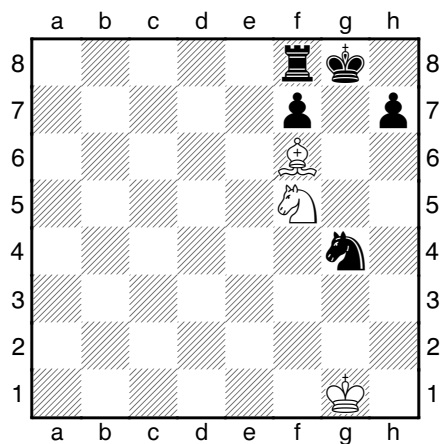
Q151. How can White get checkmate this move?



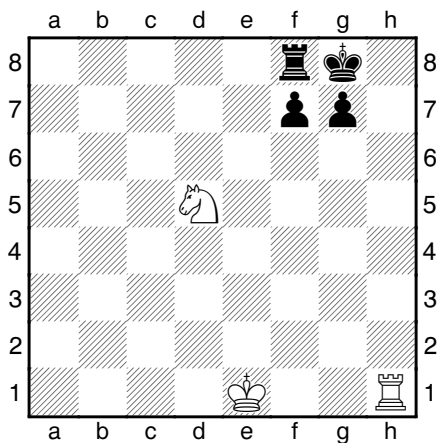
Q152. How can White get checkmate this move?



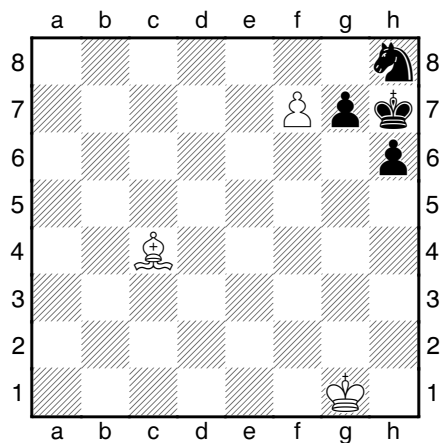
Q153. How can White get checkmate this move?



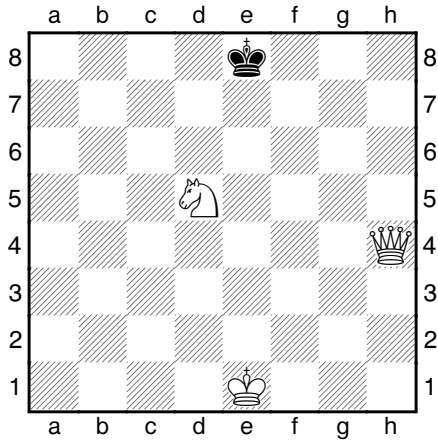
Q154. How can White get checkmate this move?



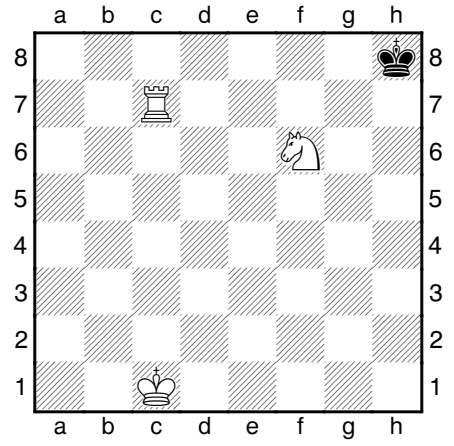
Q155. How can White get checkmate this move?



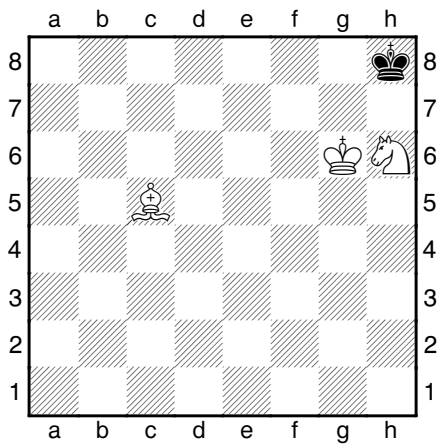
Q156. How can White get checkmate this move?



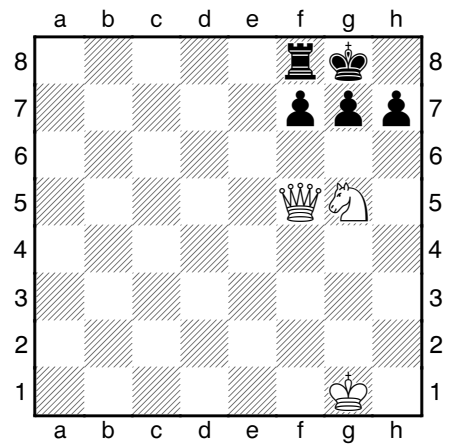
Q157. How can White get checkmate this move?



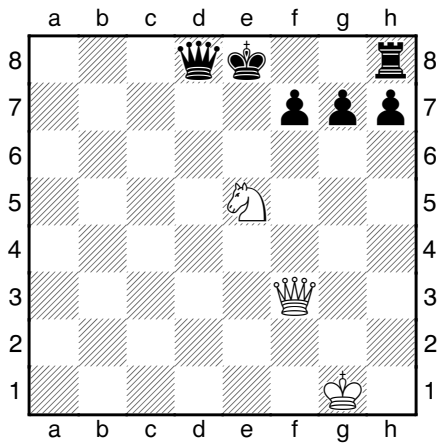
Q158. How can White get checkmate this move?



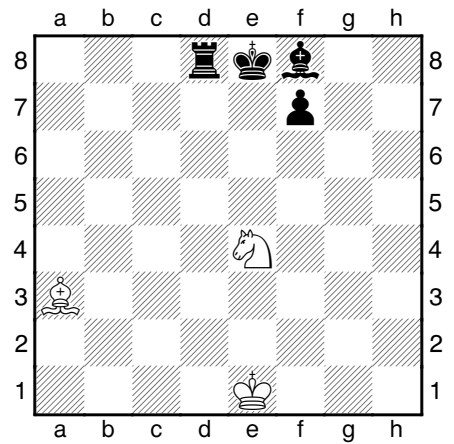
Q159. How can White get checkmate this move?



Q160. How can White get checkmate this move?



Q161. How can White get checkmate this move?



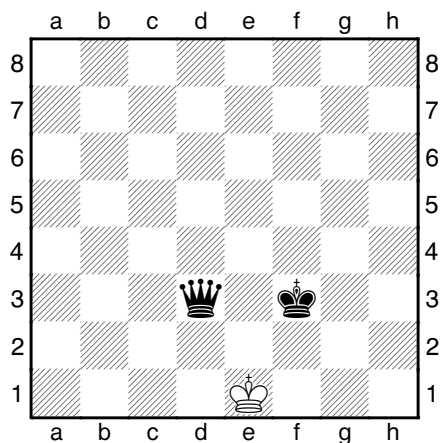
Q162. How can White get checkmate this move?

CHAPTER 8

OTHER RULES

In this chapter we look at two other chess rules.

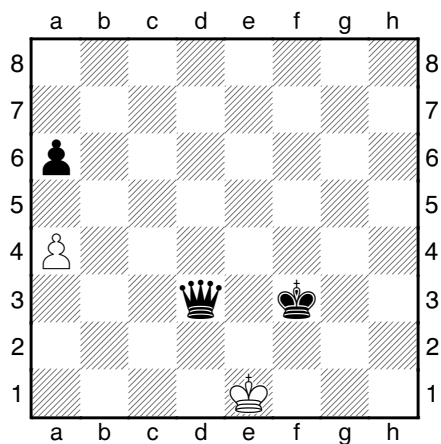
The first one is **STALEMATE**.



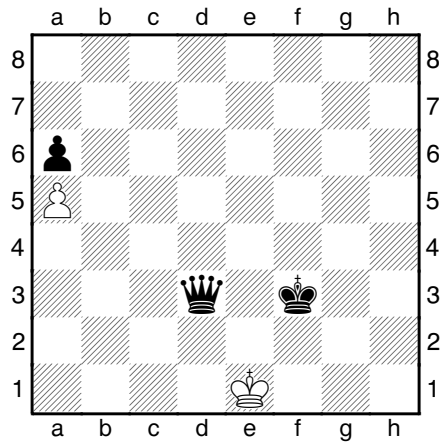
Look at this position.

It's White's move. You're not in check but you can't do anything without moving into check.

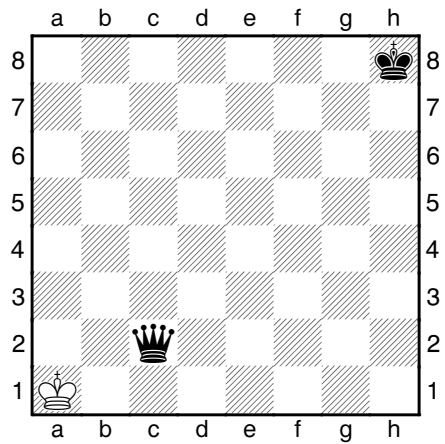
This position is **STALEMATE**. The result of the game is a **DRAW**.



This position ISN'T STALEMATE. White can move the pawn to a5. (Pawns move one square forward and capture diagonally forward, remember.)

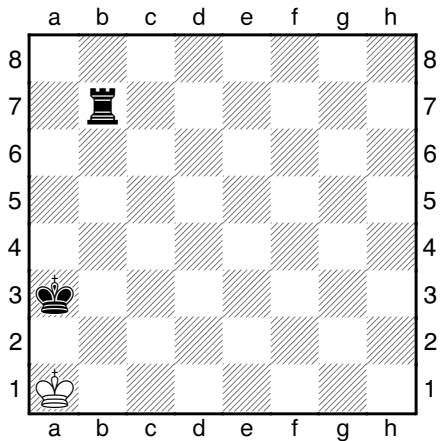


This one IS STALEMATE as White has no possible move either with the pawn or with the king.

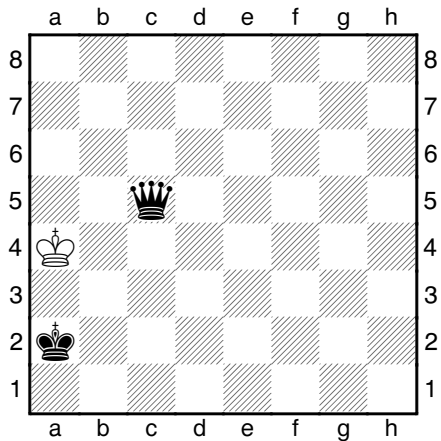


Here's another STALEMATE. In a position with king and queen against king, if the king is in the corner and the enemy queen is a knight's move away the king will have no moves.

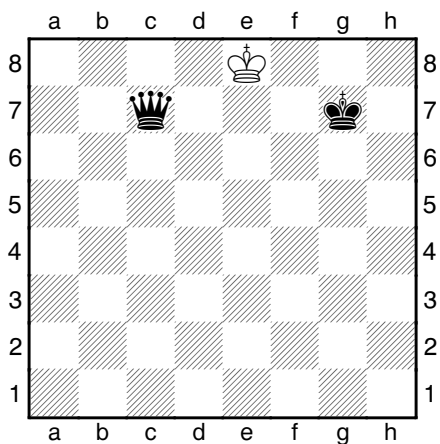
It's a good idea to remember these positions. If your opponent only has a king left it's always good to check for STALEMATE before making your move.



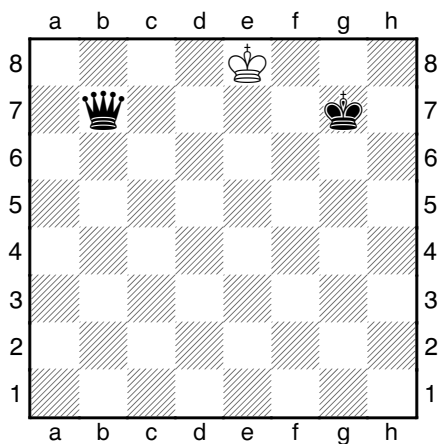
Q163. It's White's move. Is it stalemate? Yes/No



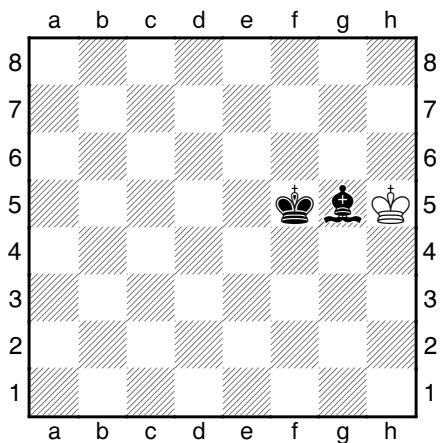
Q164. It's White's move. Is it stalemate? Yes/No



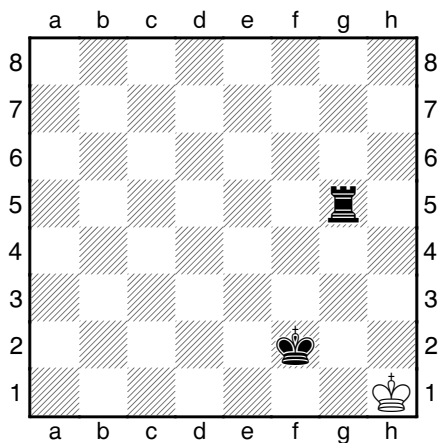
Q165. It's White's move. Is it stalemate? Yes/No



Q166. It's White's move. Is it stalemate? Yes/No



Q167. It's White's move. Is it stalemate? Yes/No

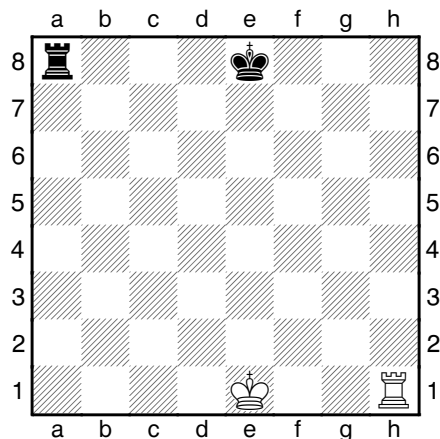


Q168. It's White's move. Is it stalemate? Yes/No

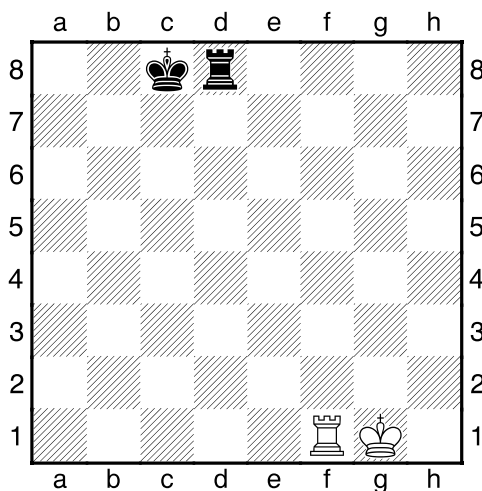
CASTLING

This is the last rule of chess you have to learn. It's also a very important rule.

CASTLING is a move in which you move two pieces at the same time. You move your king two squares towards a rook, and then, in the same move, move your rook so that it jumps over the king and lands on the next square. You can CASTLE either on the KING SIDE or the QUEEN SIDE.



Here you see the kings and two rooks on their starting squares.



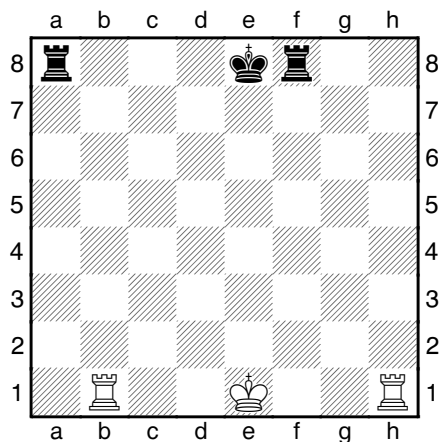
In this diagram White has CASTLED on the KING SIDE. The white king is on g1 and the white rook is on f1.

Black has CASTLED on the QUEEN SIDE. The black king is on c8 and the black rook is on d8.

If you're writing your moves you write 0-0 if you CASTLE on the KING SIDE and 0-0-0 if you CASTLE on the QUEEN SIDE.

There are some more CASTLING rules:

1. You can't CASTLE if there's any piece between your king and your rook.
2. You can't CASTLE if you've already moved your king or your rook, even if you've moved them back to their starting squares.
3. You can't CASTLE if you're in CHECK. It doesn't matter if you've been in check as long as you didn't get out of check by moving your king.
4. You can't CASTLE if your king ends up in CHECK (of course you can't play ANY move that leaves your king in CHECK).
5. (This is the hard one to understand) You can't CASTLE if your king crosses a square attacked by one of your opponent's pieces. It doesn't matter if your rook crosses an attacked square.



In this position White CANNOT castle on the king side because the black rook on f8 is ATTACKING the f1 square.

Black CAN castle on the queen side even though the white rook on b1 is ATTACKING b8.

If you castle on the king side you write it like this:

O-O.

If you castle on the queen side you write it like this:

O-O-O.

CHAPTER 9

STARTING THE GAME

You win a game by getting CHECKMATE so you need to be really good at finding checkmates.

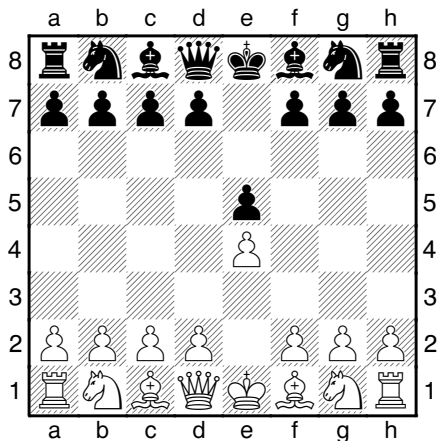
If you have more pieces or stronger pieces than your opponent you're more likely to get checkmate. So you also need to be really good at playing moves that win points, and not playing moves that lose points.

If you put your pieces on good squares you're more likely to be able to play moves that win points. So you have to learn how to put your pieces on good squares.

At the beginning of the game you're trying to do three things.

The first thing you're trying to do is CONTROL THE CENTRE. At the start of the game the middle of the board is the most important area.

It's a good idea to try to get your pawns in the CENTRE OF THE BOARD. Over the first few moves you're going to move two or three pawns in the middle. Use your e-pawn and your d-pawn. Sometimes it's also good to use your c-pawn.



In this position both players have moved their e-pawn into the middle of the board. This is an excellent way to start the game.

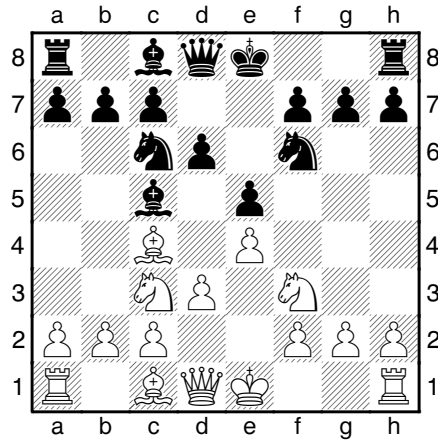
You'll see that moving the e-pawn also opens a path for your bishop and queen to move out.

The second thing you're trying to do is DEVELOP YOUR PIECES. DEVELOPING your pieces means getting the pieces on your back rank into the game. You develop your knights, bishops, rooks and queen, not your pawns or your king.

You want to get your knights and bishops out as quickly as possible. You use these pieces to attack early on. The rooks and queen are too valuable and will get chased round the board by less valuable pieces.

Knights like to be in the middle of the board, where they can attack more squares, not on the side where they can't attack so many squares.

The queen and rooks will usually stay at the back early on in the game. They will usually only come into the game as other pieces are traded off.

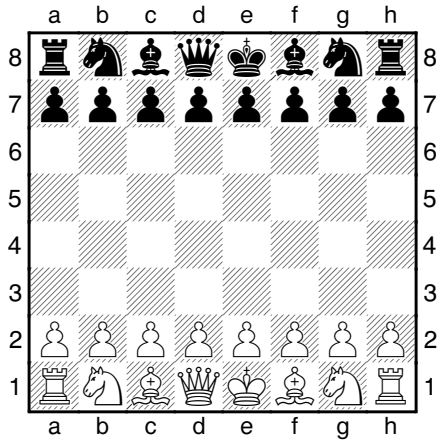


In this position both players have DEVELOPED two knights and a bishop. They have moved both their centre pawns and are ready either to DEVELOP their other bishop or to CASTLE.

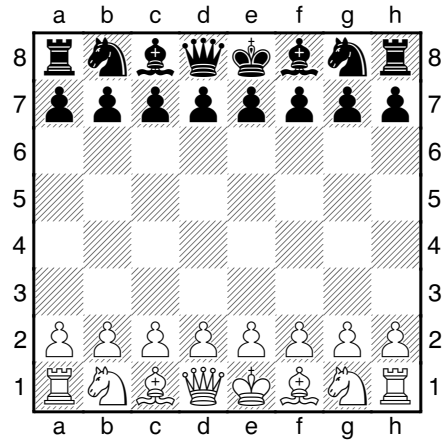
CASTLING is the third thing you're trying to do at the start of the game.

You need to make your king safe from attack. The way you do this is to CASTLE and keep your king safe behind a line of unmoved pawns, with a rook alongside to defend him.

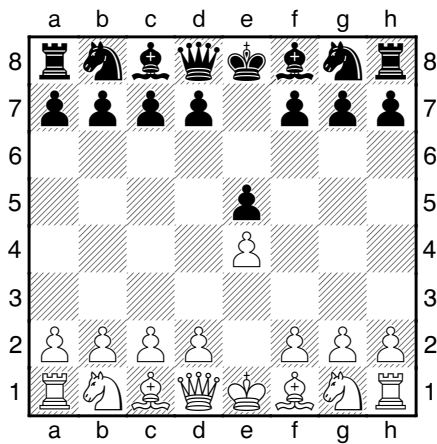
So, at the start of the game, CONTROL THE CENTRE, DEVELOP YOUR KNIGHTS AND BISHOPS, CASTLE TO MAKE YOUR KING SAFE.



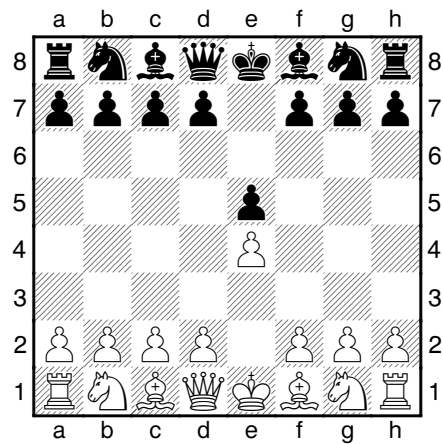
Q169. White to move: which is better: a) e4 b) h4?



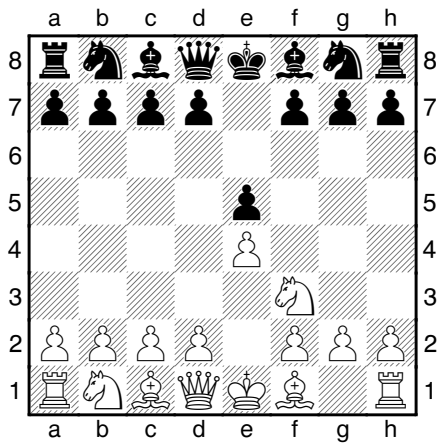
Q170. White to move: which is better: a) Na3 b) d4?



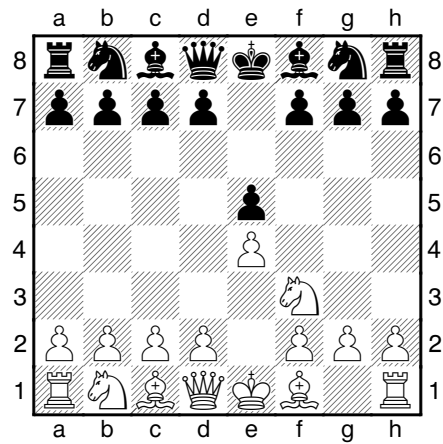
Q171. White to move: which is better: a) Nf3 b) Nh3?



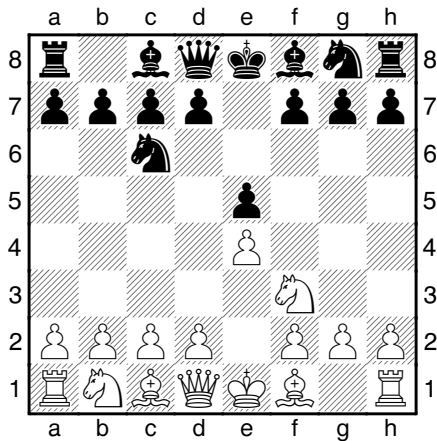
Q172. White to move: which is better: a) Bc4 b) Ba6?



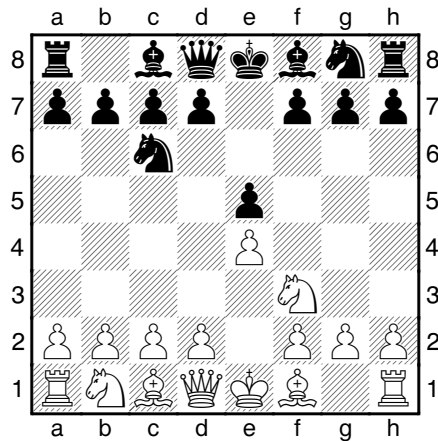
Q173. Black to move: which is better: a) Bb4 b) Nc6?



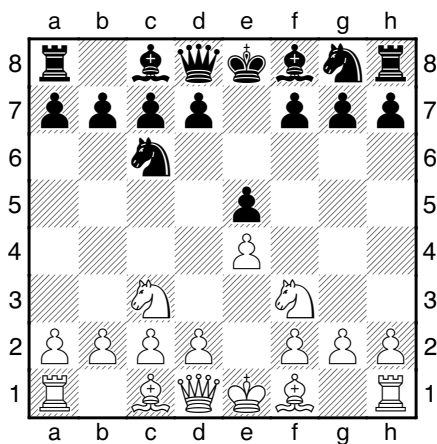
Q174. Black to move: which is better: a) d6 b) Qh4?



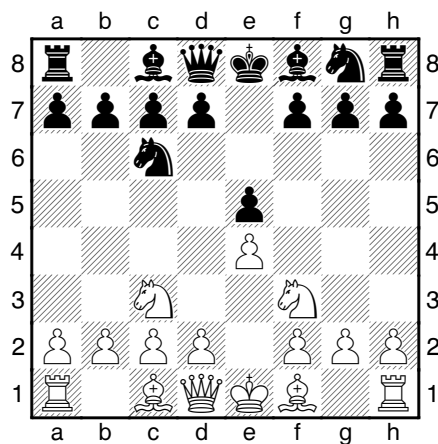
Q175. White to move: which is better: a) Nc3 b) Ng5?



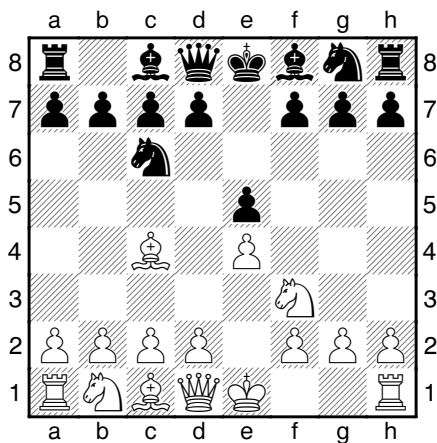
Q176. White to move: which is better: a) a4 b) Bc4?



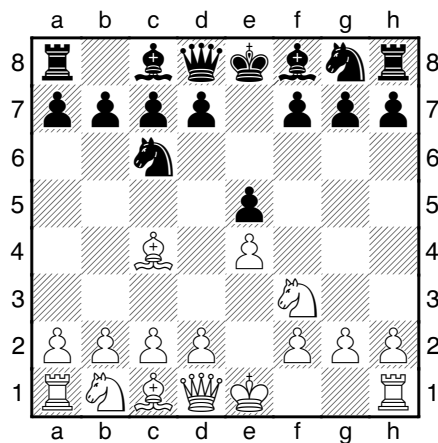
Q177. Black to move: which is better: a) Qg5 b) Nf6?



Q178. Black to move: which is better: a) d5 b) Bb4?



Q179. Black to move: which is better: a) Nf6 b) Nh6?



Q180. Black to move: which is better: a) a6 b) Bc5?

If you've solved all the puzzles in the book you now know enough about chess to enjoy playing in a school chess club. You probably won't win every game but you'll understand what's happening in the game. You'll know the basic idea of how to play good chess, and you'll understand whether and why you've won, drawn or lost.

If you want to take the game further there's a lot more to learn.

If you do well in your school chess club you might reach the UK Chess Challenge Megafinals, which will be a lot harder than your school club. You'll have to learn a lot more about chess if you want to reach the Gigafinals, and maybe even the Terafinales. You might want to play chess for your area or county. You might want to join a stronger chess club outside your school. You might want to take part in more tournaments outside the UK Chess Challenge. You might even want to play for your country, or even become an International Master or Grandmaster.

If you want to learn how to be a real Chess Hero there are other books for you to read which will teach you much more about chess. They will also be a lot harder than this book, but then becoming a hero is never easy.

ANSWERS TO QUIZ QUESTIONS

Q1. a1
Q2. d5
Q3. c8
Q4. a5
Q5. h3
Q6. g7

Q7. g8
Q8. h4
Q9. d2
Q10. e6
Q11. b7
Q12. a3

Q13. Kc4
Q14. Bg3
Q15. a5
Q16. Nd4
Q17. Rh8
Q18. Qb7

Q19. Rf6
Q20. Re2
Q21. Bd5
Q22. Bd4
Q23. Re7, Rh3
Q24. Re2, Rf5

Q25. Rf4
Q26. Rf1
Q27. Bc2
Q28. Bd4
Q29. Re5
Q30. Bd4

Q31. Rxc4
Q32. Rxe6
Q33. Equal
Q34. Good
Q35. Equal
Q36. Bad

Q37. c6,d6,e5
Q38. c1
Q39. e2
Q40. d2, e3
Q41. f4, h4, h5
Q42. g2, g3, h1

Q43. Rc8+
Q44. Rd1+
Q45. Bb5+
Q46. Bh6+
Q47. Rd6+, Rd3+
Q48. Ba5+, Be5+

Q49. Kh2
Q50. Kg2
Q51. Kxc1
Q52. Kxe2
Q53. Rd1
Q54. Bxa1

Q55. Kh2
Q56. Kb1
Q57. Bxd5
Q58. Rxd5
Q59. Nd2
Q60. Rd2

Q61. Ke2
Q62. Be1
Q63. Rxc1
Q64. Kf1
Q65. Kxf2
Q66. Rxf2

Q67. Rb8#
Q68. Rd8#
Q69. Ra4#
Q70. Rc8#
Q71. Rh1#
Q72. Rd8#

Q73. Be4#
Q74. Bb5#
Q75. Bc3#
Q76. Bh6#
Q77. Be2#
Q78. Be8#

Q79. Bd4#
Q80. Re8#
Q81. Rh8#
Q82. Bg4#
Q83. Rf6#
Q84. Ra4#

Q85. Good
Q86. Equal
Q87. Bad
Q88. Bad
Q89. Good
Q90. Good

Q91. Rb6
Q92. Re2
Q93. Qd4, Qe3
Q94. Qe4, Qh5
Q95. Qf1, Qf3
Q96. Qc8, Qd7

Q97. Yes
Q98. No (Ka3)
Q99. No (Ka7)
Q100. Yes
Q101. Yes
Q102. No (Kxd7)

Q103. No (Kh4)
Q104. Yes
Q105. No (Ryg6)
Q106. No (Bxg6)
Q107. No (Kh8)
Q108. Yes

Q109. Yes
Q110. No (Kxh2)
Q111. No (Kxd1)
Q112. No (Re1)
Q113. No (Rxd1)
Q114. No (Be1)

Q115. Kf1
Q116. Bxd2
Q117. Kxg2
Q118. Kxg1
Q119. Bf1
Q120. Bxg1

Q121. Kf3
Q122. Kf1
Q123. Kf3
Q124. Kd3
Q125. Ke3
Q126. Kd1

Q127. Qh8#
Q128. Qe7#
Q129. Qa8#
Q130. Rg8#
Q131. Qc8#
Q132. Qg8#

Q133. Qa1#
Q134. Qa3#
Q135. Qb5#
Q136. Qa1#
Q137. Qa1#
Q138. Qa8#

Q139. Qf7#
Q140. Qf8#
Q141. Qxh7#
Q142. Qxf8#
Q143. Qh6#
Q144. Qf8#

Q145. f7#
Q146. g4#
Q147. Rc8#
Q148. Qf7#
Q149. fxg7#
Q150. a8Q#

Q151. Nf7#
Q152. Ng6#
Q153. Nh6#
Q154. Ne7#
Q155. Ne7#
Q156. f8N#

Q157. Qe7#
Q158. Rh7#
Q159. Bd4#
Q160. Qxh7#
Q161. Qxf7#
Q162. Ne6#

Q163. Yes
Q164. Yes
Q165. Yes
Q166. No (Kd1)
Q167. Yes
Q168. No (Kh2)

Q169. e4
Q170. d4
Q171. Nf3
Q172. Bc4
Q173. Nc6
Q174. d6

Q175. Nc3
Q176. Bc4
Q177. Nf6
Q178. Bb4
Q179. Nf6
Q180. Bc5