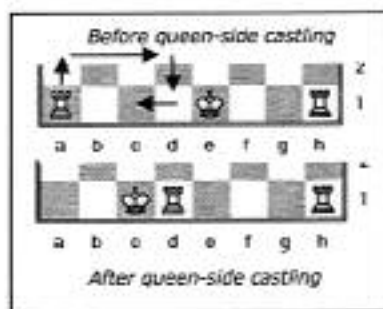
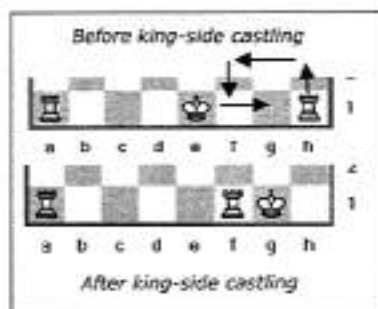


Castling

Castling is the only time in chess where you can move two of your own pieces at one time. In the first diagram, the white king is clear to castle on either side of the board.

To castle, the king is moved two squares towards the rook, and then the rook is moved to the square immediately on the other side of the king. When castling, you really should move the king before the rook.



Check

When the king is under attack, it is in CHECK, and must get out of check. (This means that the square on which the king stands is attacked by an enemy piece.) There are 3 ways of getting out of check: TAKE (capture the piece that's checking the king), BLOCK (the piece that's checking the king) or MOVE (the king to a square that IS NOT attacked by an enemy piece). A player cannot move their king into check (that is, to a square attacked by an enemy piece); that would be an *illegal* move.

Pawn promotion

As pawns can't move backwards, when a pawn reaches its eighth rank (the other end of the board) it MUST immediately promote. It may promote to a queen, rook, bishop, or knight. The pawn is then removed from the board and replaced by the promotion piece chosen. It doesn't matter which pieces have already been taken, so you may have more than one queen.

En passant*

If a player has a pawn on their fifth rank, and the opponent makes a double move with a pawn that is on an adjacent file, then that pawn may be taken as though it has moved only one square. If a player wants to do this, they must do it straight away. (They can't do it on a later move).

Before white's e pawn takes black's d pawn en passant. (Black has just moved the pawn from d7 to d5)

After white's e pawn takes black's d pawn en passant. (Note that white's pawn is now on d6, not d5)



*En passant is a French term meaning 'in passing'

Castling can only happen if:

1. the king or rook has not been moved during the game;
2. the king is not under attack—you cannot castle to get out of check;
3. the king is not passing through a square controlled by the opponent (the king cannot pass through check or into check);
4. all the squares between the king and the rook are vacant.



Checkmate

If a player is in CHECK and they can't get out of check at all (by taking, blocking or moving), then they are in CHECKMATE and have lost, and their opponent has therefore won the game.

Draws

A game can be drawn by any of the following ways:

1. **Stalemate.** If a player is NOT in check, but they can't make any legal move at all, then they are in Stalemate, and the game is a draw.
2. **Three Position Repetition.** If the exact same position, with the same player to move, occurs three times at any time during the game, and a player can prove it, then they can claim a draw.
3. **The Fifty-Move Rule.** If there are 50 moves without a capture or a pawn move, and a player can prove it, then they can claim a draw.
4. **Draw by Lack of Material.** If neither player has sufficient material to force a checkmate (such as a king and bishop versus a king), then the game is immediately declared a draw.
5. **An Agreed Draw.** A player can offer a draw after making their move. If the opponent accepts, then the game is declared a draw.

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