



ENGLISH CHESS FEDERATION

CHESS SKILLS

**Learn a
Language**

Adapted from the Chess Skills leaflets,
produced for the British Chess Federation by JE Littlewood and RA Furness.

Developed from the Tactics for Juniors sheets
originally prepared by RG Wade, R Bott and S Morrison.

Learn a Language

Chess has a language of its own. It enables the moves of every game to be recorded so that games can be replayed.

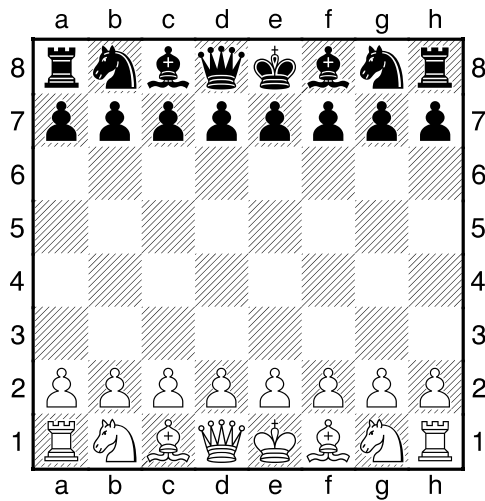
- You can enjoy seeing again the games you have won.
- You can play over the games you have lost to discover what went wrong.
- You can play through the games of famous players to learn their skills.

Each square on the board has a reference:

The lines of squares from white's side to black's side (files) have letters from a to h.

The lines of square side to side across the board (ranks) are numbered from 1 to 8.

By combining the appropriate letter and number, each square is identified.



Each piece except the pawn is represented by a letter:

- | | |
|---|--------|
| K | King |
| Q | Queen |
| R | Rook |
| B | Bishop |
| N | Knight |

At the start of the game the White pieces are always on ranks 1 and 2, the Black pieces on ranks 7 and 8.

Writing Your Moves Down

To record a move;
write the letter for the piece (a capital letter)
followed immediately by the board reference (a small letter and a number)
for the square the piece is moving to.

Bc4 means Bishop moves to square c4. Rd1 means Rook moves to square d1.

If both rooks (or both knights) can move to the same square, the file or rank of departure is also given;

If White has Rooks on a1 and f1, Rae1 means the Rook on the “a” file moves to e1.

If Black has Knights on f6 and f2, N2g4 means the Knight on f2 moves to g4.

A capture is shown by an “x” between the piece and the square;

Qxe7 means the Queen captures whatever is on square e7.

Pawn moves are not specifically indicated. Just write the square the pawn is moving to.
e4 means move a Pawn to square e4. When a Pawn makes a capture, the file of departure is given also; exf4 means the Pawn on the “e” file captures the piece on f4.

Other Notation

0-0	Castling kingside
0-0-0	Castling queenside
+	after your move means Check
++	Checkmate
??	means a very poor move
!	a good move
d8=Q	Pawn to d8, promoting to a Queen
fxg6 ep	Pawn on the f-file captures en passant on g6

Play through the games which follow. There are some poor moves so the games do not last long. When you come to a diagram, compare it with the position you have reached to see if you have done the moves correctly before continuing.

In the game you will find a few other hints about algebraic notation, the special language used by chess-players all over the world.

On scoresheets and in books, the White moves are written in the first column after the move number, the Black moves are written in the next column.

Game 1

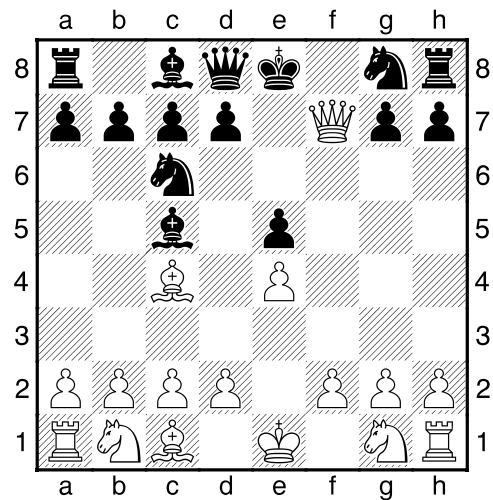
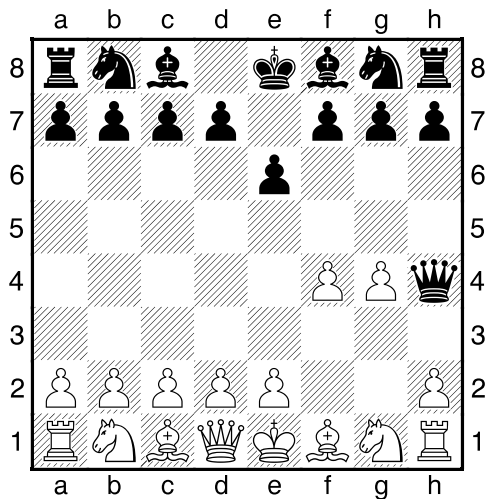
- 1 f4 e6
- 2 g4?? Qh4++

This is the shortest possible checkmate.
It is Fool's Mate

Game 2

- 1 e4 e5
- 2 Bc4 Bc5
- 3 Qh5 Nc6??
- 4 Qxf7++

This is Scholar's Mate.



Game 3

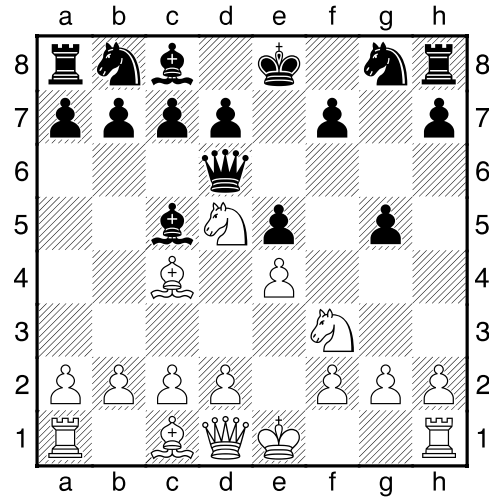
- 1 e4 e5
- 2 Nf3 Qf6
- 3 Bc4 Bc5
- 4 Nc3 g5

Black hopes to play g4 to drive the Knight away so he can then play Qxf2++

- 5 Nd5

A double attack - Queen and c7 Pawn.

- 5 Qd6



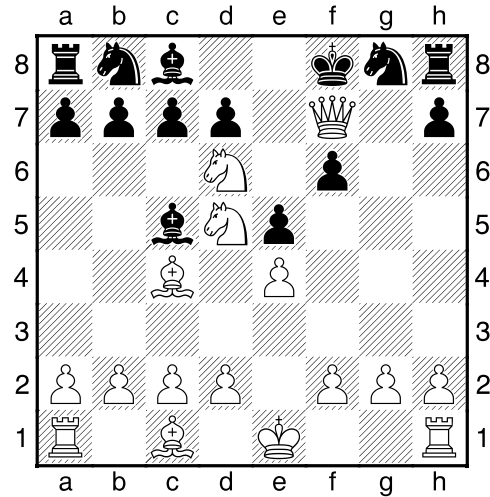
- 6 Nxc5 f6
- 7 Qb5+ Kd8
- 8 Nf7+

Attacking King, Queen and Rook, known as the family fork.

- 8 Ke8
- 9 Nxd6+

This is double check – from Knight and Queen.

- 9 Kf8
- 10 Qf7++

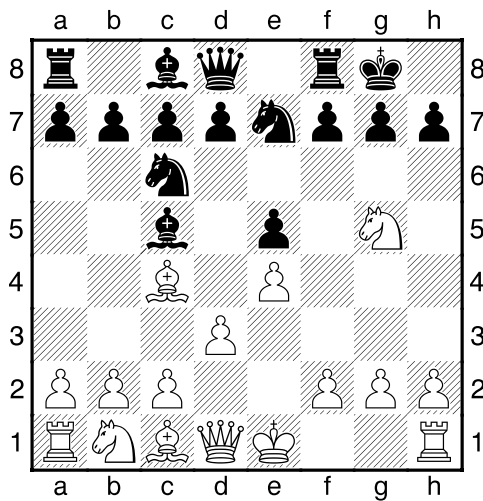


Game 4

- 1 e4 e5
- 2 Nf3 Nc6
- 3 Bc4 Bc5
- 4 d3 Nge7

The Knight on g8 moves to e7. It is necessary to say which Knight, because both could have moved to e7.

- 5 Ng5 0-0?



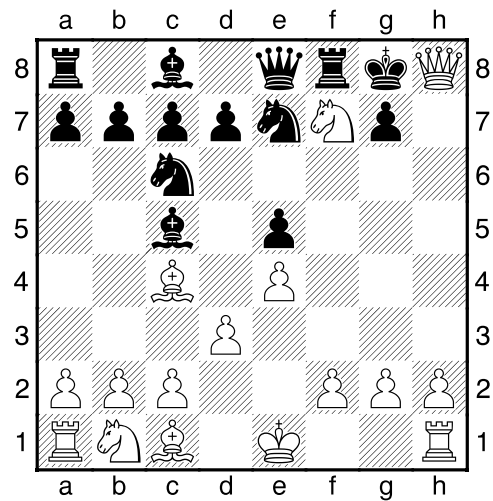
- 5 Qh5

White threatens to play Qxh7++

- 6 h6
- 7 Nxf7 Qe8?
- 8 Nxb6+

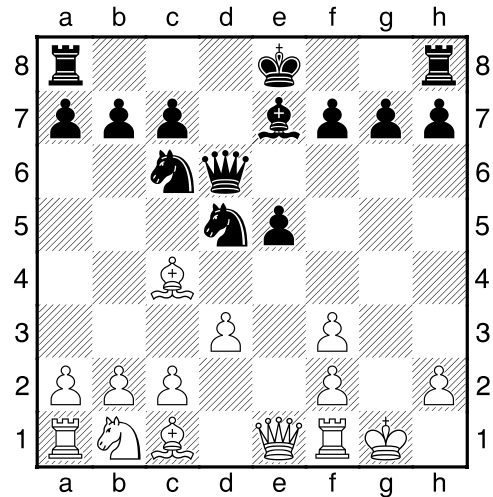
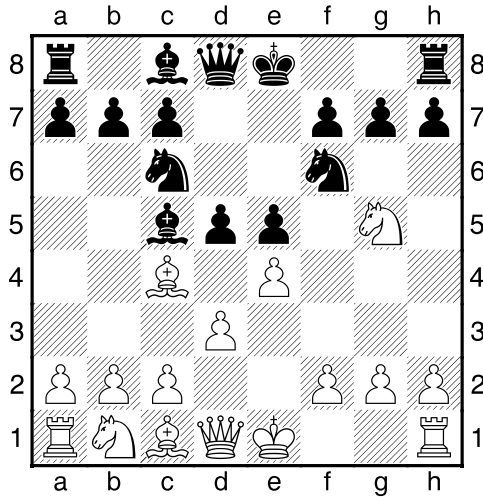
Yet another double check.

- 8 Kh8
- 9 Nf7+ Kg8
- 10 Qh8++



Game 5

- | | | |
|---|-----|-----|
| 1 | e4 | e5 |
| 2 | Nf3 | Nc6 |
| 3 | Bc4 | Bc5 |
| 4 | d3 | Nf6 |
| 5 | Ng5 | d5 |



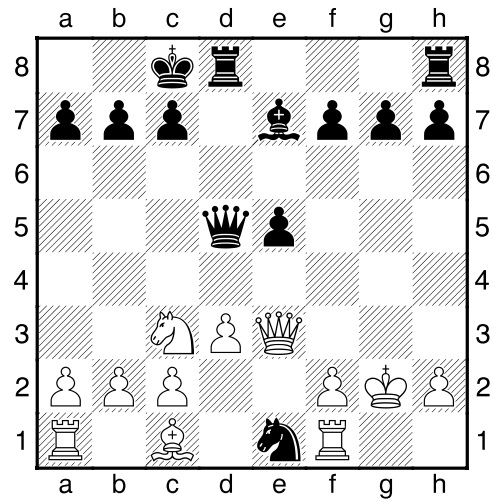
- | | | |
|----|------|-------|
| 11 | Bxd5 | Qxd5 |
| 12 | Qe2 | 0-0-0 |
| 13 | Nc3 | Nd4 |
| 14 | Qe3 | Nxf3+ |
| 15 | Kg2 | Ne1+ |

6 exd5

The White Pawn on the e-file captures on d5.

- | | | |
|----|------|------|
| 6 | | Nxd5 |
| 7 | 0-0 | Be7 |
| 8 | Nf3 | Bg4 |
| 9 | Qe1 | Bxf3 |
| 10 | gxf3 | Qd6 |

Another double check



- | | | |
|----|-----|-------|
| 16 | Kg1 | Qg2++ |
|----|-----|-------|