So You Want to Play Chess?

A beginner's guide to chess basics.

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Produced by the Chess Federation of Canada

So you want to play chess?

This pamphlet is designed for players just starting out and for those wanting to brush up on the basics.

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INTRODUCTION

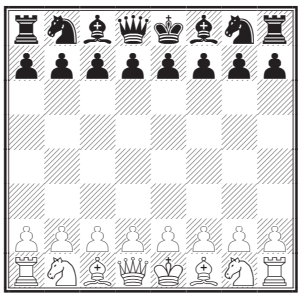
Welcome to chess! Chess is a game played by two players. Each player has an army of pieces with which he or she will try to defeat their opponent's army. The object of the game is to deliver "checkmate" to the opponent and thereby win the game. The game is played on a 64-square board with a white army and a black army of men.

Each army consists of:

- One (1) King 
- One (1) Queen 
- Two (2) Rooks 
- Two (2) Knights 
- Two (2) Bishops 
- Eight (8) Pawns 

SETTING UP THE BOARD

The players sit facing each other with a white square of the board at each player's right ("white on right" is a simple way to remember). The pieces are placed like this at the start of a game.



If one were to divide the board into two equal halves, White's left-hand side would be the "queenside", his right-hand side would be the "kingside".

HOW THE PIECES MOVE AND CAPTURE

The player with the white pieces - known simply as "White" - always moves first. "Black" responds and the game continues with the two players moving alternately. Only one piece may be moved per turn, except for castling, which involves two pieces.

There are two types of moves. The first is a simple transfer of one piece from one square to another. The second is a capture.

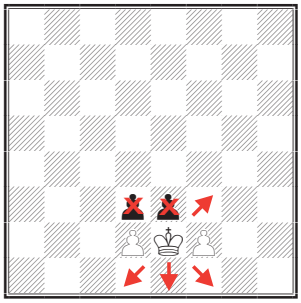
To capture an opponent's piece, move your piece to a square occupied by one of your opponent's pieces and remove it from the board. In chess, you do not have to capture a piece just because it is possible to do so. You cannot capture your own men, nor can you capture your opponent's king.

In the following diagrams, moves are indicated by an arrow (e.g.), while captures are indicated by an "X" located on top of the captured piece (e.g.). If a piece moves through a square but does not land on that square the move is indicated by a straight line (e.g.).

KING

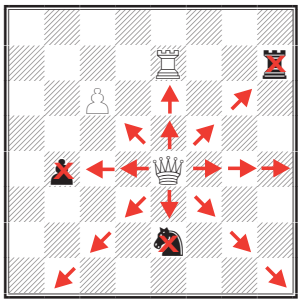
The king can move or capture one square in any direction. In the diagram below, the white king can capture either of the black pawns, or

move to any of the unoccupied squares. He is not allowed to capture either of the white pawns, however.



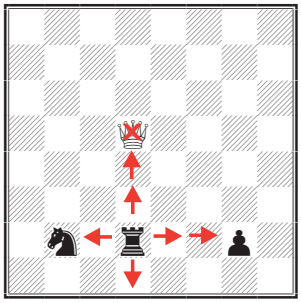
QUEEN

The queen can move or capture any number of squares horizontally, vertically, or diagonally if the path is unobstructed. In the diagram below, the white queen can capture any one of the black pawn, black knight, or black rook. It cannot capture either the white rook or white pawn. The queen cannot jump over any of the pieces, neither White's nor Black's.



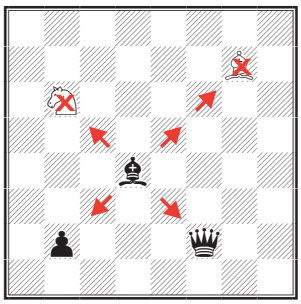
ROOK

The rook can move or capture any number of squares vertically or horizontally, if the path is unobstructed. In the diagram below, the black rook can capture the white queen, but cannot capture either the black knight or black pawn. Nor can the rook jump over any of the pieces.



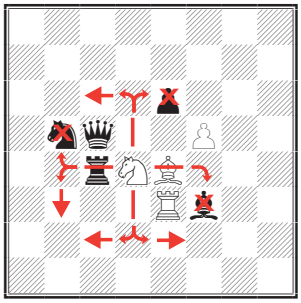
BISHOP

The bishop can move or capture any number of squares diagonally, if the path is unobstructed. A bishop always travels on the same coloured squares. In the diagram below, the black bishop can capture the white bishop or the white knight, but can not capture either the black queen or the black pawn. Nor can the bishop jump over any of the pieces.



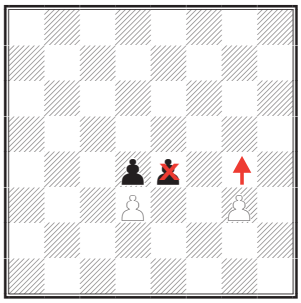
KNIGHT

The knight moves in the capital "L" pattern indicated below. The knight is the only piece that can jump over other pieces, both its own and enemy ones. In the diagram below, the white knight can capture the black pawn. It can also capture the black bishop, even though it must leap over the white bishop to do so. It can also capture the black knight, even though it must leap over the black rook to do so. It cannot capture its own White pawn. A simple test to help see if you have moved the knight correctly is to note that the knight always moves from a dark square to a light square and vice-versa.

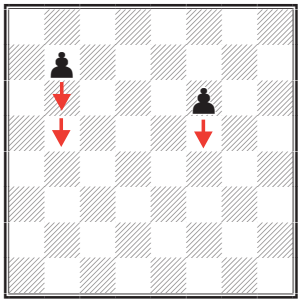


♙ PAWN ♙

The pawn moves only straight ahead (never backward), but captures diagonally. In the diagram below, the white pawn on the black square can move forward one square. The white pawn on the white square can capture the black pawn on the white square, but cannot capture the black pawn on the black square, nor jump over either pawn.

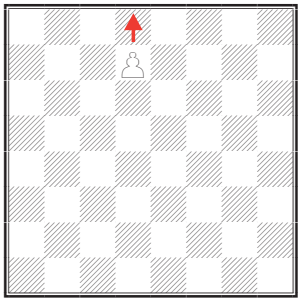


When a pawn is in its starting position, it can advance one or two squares the first time it moves. After that, it can advance only one square per move.



In the preceding diagram, the black pawn on the white square can move forward one or two squares. The black pawn on the black square can move forward one square. It cannot move two squares because it has already moved or captured once. We know this because it is no longer on the row (in chess known as "the rank") on which it started.

If a pawn advances all the way to the opposite side of the board it must be promoted to another piece (except a king) of the same colour, usually a queen. This means that it is possible to have more than one queen or more than two rooks, knights, or bishops per player on the board. In the diagram below, the white pawn can move forward one square. The pawn would then be removed from the board and a new piece (either queen, rook, bishop, or knight) of White's choice would be placed on that square.



READING NOTATION

The squares on a chessboard are named as shown on the following grid pattern.

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

The pattern is the same as reading a map, or playing Battleship.

For example, if we move a knight from the g1-square to the f3-square the move is written "♘f3". Moving a bishop from the f1-square to the c4-square: "♗c4".

There are some tricks to this notation (algebraic notation), particularly with the pawns. If you were to move a pawn from e2 to e4, the move is written simply as "e4", the arrival square, as there is no figurine symbol for pawns. And what happens when you take the other player's piece? For example, if a Queen on the c3-square were to take a piece on the f6-square, then we would write "♕xf6". The "x" signifies a capture. If the piece were taken by a pawn on e5, we would write "exf6" - the "e" represents a pawn on the "e"-file (i.e. all of the squares arrayed in the line e1 through e8).

Sometimes more than one piece of the same type can move to the same square. For example, suppose White has a knight on g1 and another knight on c3; both can reach e2. In such a case, moving the first named knight would be written as ♘ge2, while moving the second named knight would be written as ♘ce2. In each case the file that the knight is on distinguishes it from the other.

Sometimes more than one piece of the same type *on the same file* can move to the same square. This is especially common with rooks. Suppose, for example, White has a rook on e1 and another rook on e5. Both rooks have access to e4. If White were to move the first named rook to e4 it would be written as ♖1e4, if the second named rook were moved there it would be written as ♖5e4.

Some of the symbols that are used:

INDEX OF CHESS SYMBOLS

0-0	**Castling kingside**
0-0-0	**Castling queenside**
+	**Check**
#	**Checkmate**
1-0	**White wins**
0-1	**Black wins**
1/2-1/2	**Draw**

!	**A good move**
!!	**An excellent move**
?	**A bad move**
??	**A blunder**
!?	**Deserves attention / interesting**
?!	**A dubious move**

CHECK AND CHECKMATE

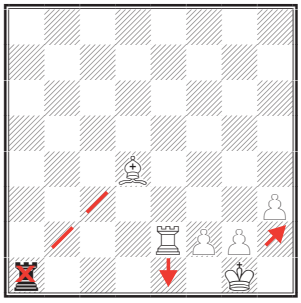
CHECK

Any move that attacks a king is called a "check". There are three ways to get out of check. They are:

1) Moving the king so that it is no longer under attack.
2) Moving a piece so that it interposes itself between the king and the attacking piece.
3) Capturing the attacking piece with the king or some other piece.

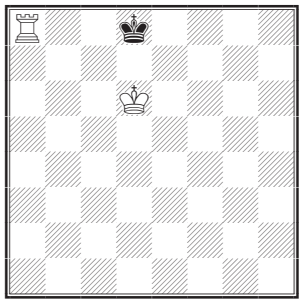
The object of chess is to attack the opponent's king so that no matter how he replies, his king will still be in check (i.e. under attack). This is called "checkmate" and wins the game. In the diagram below, the white king is in "check" from the black rook. In response, White could do one of the following:

1) Move the white king to h2 (♔h2), removing itself from attack.
2) Move the white rook to e1 (♖e1), interposing the rook between the white king and the attacking rook.
3) Capture the black rook with the white bishop on d4 (♗xa1).



CHECKMATE

The next diagram gives an example of checkmate. The black king is attacked by the white rook. The black king cannot move to c8 or e8, since those squares are attacked by the white rook. The black king cannot move to c7, d7, or e7 as those squares are attacked by the white king. There is no black piece to interpose between the rook and the king, nor is there a way to capture the white rook.

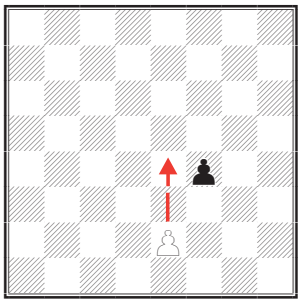


SPECIAL RULES: "EN PASSANT" AND CASTLING

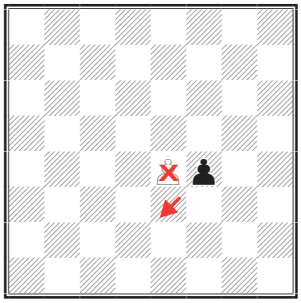
THE "EN PASSANT" RULE

This rule only applies to situations where pawns are capturing other pawns.

When your opponent moves a pawn two squares on its initial move and your pawn sits beside it, you may move your pawn to the square over which your opponent's pawn has just moved (i.e. the square between where it was and where it is now), and remove your opponent's pawn from the board. This option may be exercised on the very next move only. Another way of looking at it is that you may capture an opponent's pawn that has *just* made a two square initial move as if it had only made a one square move. The next two diagrams will make this clear. In the diagram below, White moves his pawn from e2 to e4 (two squares). It now rests beside the black pawn on f4.

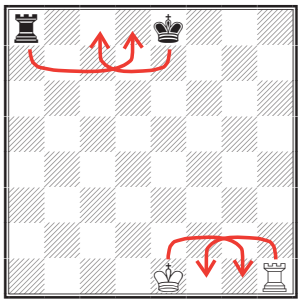


It is now Black's turn. She could now capture the white pawn "en passant" on this turn, and this turn only. If she chose to do so, the white pawn would be removed from the board and the black pawn would move from f4 to e3.



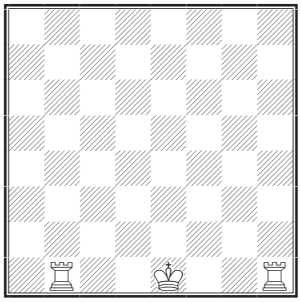
CASTLING

Castling is the only time in which a player may move two pieces on the same turn. To castle, move your king two squares either right or left, and then place your rook on the square right next to the king, but on the other side. In the diagram below, Black could castle "long" (queenside), while White could castle "short" (kingside).

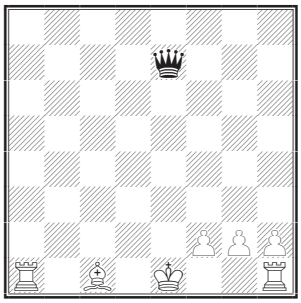


Castling is only possible if **all** of the following conditions are met:
1) Neither the king, nor the rook that will be used for castling, have moved before in the game.
2) The king is not under attack from an enemy piece (i.e. in check).
3) No piece (friendly or unfriendly) stands between the king and the rook that is to be used.
4) The king does not pass through a square under attack (i.e. through check).

In the next diagram, White could castle "short" (kingside) because neither the king nor the rook have moved before in the game, but could not castle "long" (queenside) because the white rook has moved from its original square of a1 to b1 at some point. Even if White were to move his rook back to a1, he could not castle "long".

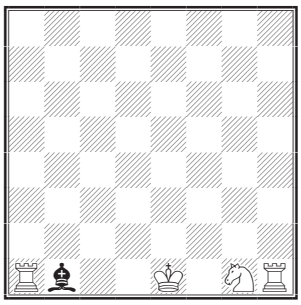


In the next diagram, White could not castle either "long" or "short" because he is presently in check from the black queen. If White were to now move his king, he would permanently lose his right to castle on either side.

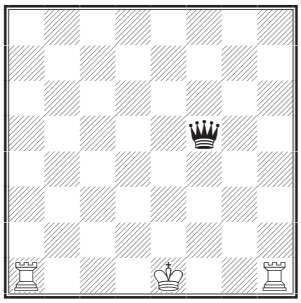


If, however, he were to move his bishop to e3 (♗e3), blocking the line between the queen and king, he would still keep the right to castle in either direction.

In the diagram below, White could not castle either "short" because the white knight on g1 is in the way, nor could he castle "long" because the black bishop on b1 is in the way.



In the next diagram White could not castle "short" because the white king would pass over the f1 square, which is attacked by the black queen. White could, however, castle queenside despite the fact that the black queen attacks b1, since the white king does not cross over that square. Incidentally, it is legal to castle even if the rook being used to castle is attacked.

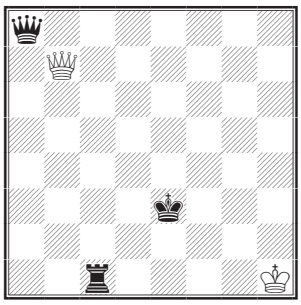


The symbol for castling "long" is 0-0-0, while the symbol for castling "short" is 0-0. An easy way to remember is that the number of "0"s is the same as the number of squares between the king and the rook that is being used to castle.

ILLEGAL MOVES

It is illegal to take the opposing king. If during a game someone plays a move which does not defend against the opponent's check, then the player in check must take back his last move, and play a move which defends against the check.

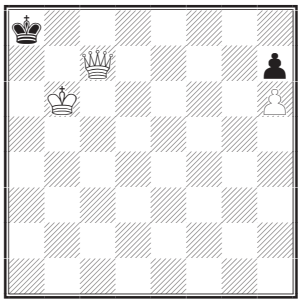
In the next diagram, Black has just played **1...♖c1+**. White responded with **2.♕xa8**. Black correctly pointed out that this was illegal, as the white king was in check. White was then compelled to take back his last move, and play a move which removed his king from check.



STALEMATE AND OTHER DRAWS

STALEMATE

If the player to move is not in check, but has no legal move - a kind of checkmate, without the check - the game is a draw. Neither player wins. This is called stalemate.

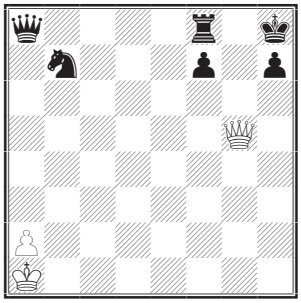


In the preceding diagram, it is Black's move. He is not in check. He cannot move his king without moving into check, nor is it legal to move the pawn on h7 as it is blocked by the white pawn on h6. This is an example of a stalemate. The game is a draw.

OTHER TYPES OF DRAWS

Another way to make a draw occurs if there isn't enough material on the board to force a checkmate. For example, put a white knight, a white king, and a black king on the board. There is no checkmate possible, so the game is a draw.

Another type of draw is "perpetual check". As the name suggests, it is literally a situation where one player could check his opponent forever. In the situation below, White is down a great deal of material and in the normal course of events would almost certainly lose, but he can save himself by checking the black king repeatedly. White plays **1.**♕**f6+**, after **1...**♔**g8** (the only move) **2.**♕**g5+** ♔**h8** (again, the only move) we have reached the diagram position once again. This could go on forever if White chooses, so the game is declared a draw.



BASIC STRATEGY

VALUE OF MATERIAL

Practice has shown that the average value of the pieces is as follows:

Queen	=	9 points
Rook	=	5 points
Bishop	=	3 points
Knight	=	3 points
Pawn	=	1 point

For example, if faced with a situation where a player has a chance to win a bishop and knight for a rook, is it a good idea?

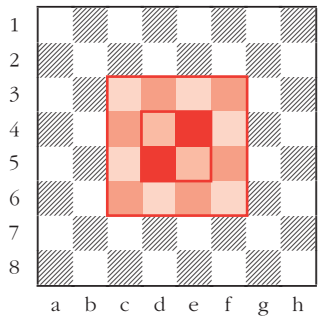
Well, a bishop (3 points) and knight (3 points) are worth a total of six points, while a rook is worth only five pointss, so the player would net the equivalent of one extra pawn (1 point). Generally speaking this would appear to be a good exchange, but only a specific analysis of the position could determine for sure whether this is true.

DEVELOPMENT

It is not enough to have more pieces than your opponent, you must develop them - bring them into the game. This involves moving pawns to open up lines for your pieces and bringing your pieces themselves to more active positions. In general, you should move either your e- or d- pawn (the ones in front of your king and queen), develop your knights, then develop your bishops, castle, move your queen once, bring your rooks to e1 and d1 (or e8 and d8, if you're Black), and only then attack.

THE CENTRE

Most of the action in a chess game takes place in the centre.

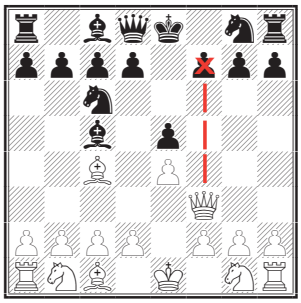


Therefore it is a good idea to develop your pieces so that they control or occupy the centre. But if your king is near the action, he is likely to get checkmated. That's why castling is such a useful move. It brings the king away from the centre and a rook towards the centre.

SCHOLAR'S MATE

When people first start playing chess, they often fall in love with the power of the queen, as

she swoops around gobbling material, and delivering checkmate virtually unassisted. The most common type of quick checkmate between near beginners is the so-called Scholar's Mate, shown below. The moves leading to this position are: **1.e4 e5 2.♗c4 ♘c6 3.♕f3**.



Black has just played **3...♗c5??**, which is good in principle (developing a piece) but does not defend against **4.♕xf7#** (note that 4...♔xf7 is illegal as the bishop on c4 is attacking that square). Black should have played 3...♘f6, which both develops a piece and also defends against the threat by blocking the queen's attack on f7. Black will attempt to gain time later by attacking the exposed white queen with his less valuable pieces. This brings us to...

Two Play Chess

When your opponent moves, you should ask yourself: "Why did she move there?" or "What is he planning?" Remember not to become so engrossed in your own plans that you forget that your opponent has plans too!

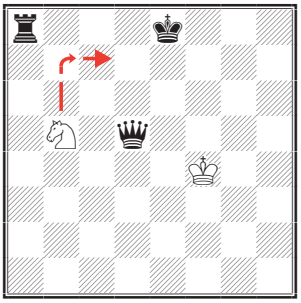
BASIC TACTICS

Early on, many games will be decided when one person leaves valuable pieces "en prise" (in a position where they will be captured). However, against a more experienced opponent a little subtlety may be called for. The following are examples of basic tactics which will win you a lot of games!

The Fork

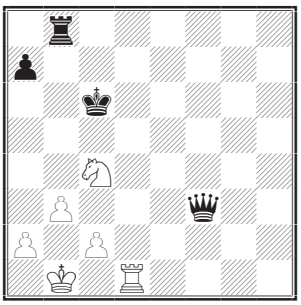
This occurs when one piece moves to a square where it attacks two or more pieces at the same time. Knights in particular are very

good at making forks. In the following example, White plays **1.**♘**c7+** which forks her opponent's king, queen, and rook.



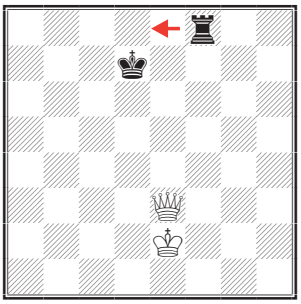
After Black moves his king, she will then have the opportunity to take either the queen or the rook.

In our next example, White can also fork the black king and queen using the knight. Can you find the move? (For solution #1, see end of pamphlet.)



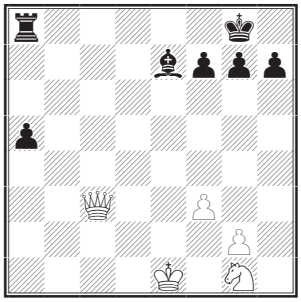
The Pin

A pin occurs when a piece attacks an opponent's piece and that piece can't move because there is an even more valuable piece behind it. The attacked piece is said to "be pinned".



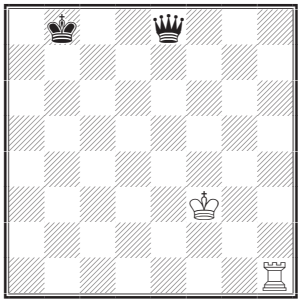
Above, White has allowed Black to "pin" his queen to his king with the move **1...♖e8**. White cannot run his queen to, say, f2, because that would put White in check. White has no choice but to lose his queen for the rook (after, say, 2.♕xe8+ ♔xe8).

In the next example, White has unwisely left his king and queen on the same diagonal. This allows Black to take advantage of it by "pinning" the white queen to its king. Do you see the move? (For solution #2, see end of pamphlet.)



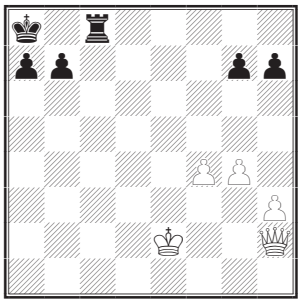
THE SKEWER

This is basically a reversed pin. Whereas in the pin, the more valuable piece is behind the less valuable one, here the opposite is true. In this example, Black can "skewer" the white king against the rook with **1...♕c6+**. After White moves his king out of check, Black could play 2...♕xh1.



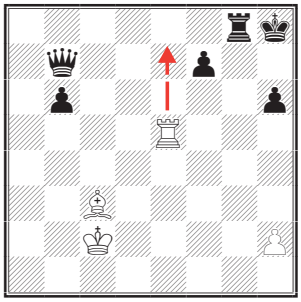
In the next diagram, Black has a chance to attack (i.e. check) the white king with his rook, "skewering" it against the white queen. Do you

see how? (For solution #3, see end of pamphlet).

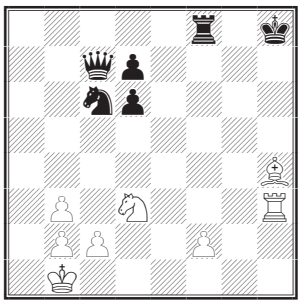


DISCOVERED CHECK

This could be more accurately referred to as an "uncovered" check. In cases of discovered check, a piece moves, opening a line between another friendly piece and the opponent's king. In the example, White plays **1.**♖**e7+**, opening a line between White's bishop on b2, and the black king. No matter how Black gets out of check (there are three different moves, can you find them?) on his next move White will play 2.♖xb7, winning a free queen.



As we have seen, discovered checks are very powerful because they allow a player to place a piece where it would normally be captured. In the next example White can place his bishop on a square where it is attacked three times, but because it unleashes a discovered check, it can't be taken. As a result, White wins the black queen. Do you see the move? (See solution #4 at end of pamphlet).



TOURNAMENT CHESS

Chess tournaments are a lot of fun, but it isn't like playing a casual game with your friend. There are certain rules that have to be adhered to, and they often cause confusion and apprehension amongst first-time tournament players. Below are some of those rules specific to tournament chess.

Touch Move Rule

In tournaments, if you touch a piece, you must move it. This is called "touch move". You should try to follow this rule even in casual games, as it teaches you to think with your brain, not with your hands!

Talking

It is okay to talk quietly away from the board with your pal about last night's hockey game, or the weather. It is not okay to seek advice, or even discuss a game in progress. It is also poor etiquette to talk to your opponent during the game.

Writing Down Moves (Notation)

In most tournaments, players must record their moves. Recording moves is very similar to the figurine algebraic notation used in the pamphlet. The only difference is that you write letters rather than figures to represent the pieces.

King	=	K
Queen	=	Q
Rook	=	R

Bishop = B
Knight = N
There is no symbol for the pawn.

For example, if you wished to play **1.♘f3**, you would write **1.Nf3** on the scoresheet provided by the organizers.

THE CHESS CLOCK

Before the invention of the chess clock, games sometimes dragged on for days as a player in a poor position would hope to "out sit" his opponent. Chess clocks were designed to set an upper limit on the time a game may take.

Each chess clock is really two clocks connected by a lever. During a game, a player makes a move, and then presses a button on his side of the clock. This causes the button on the other side to rise, and the clock on the opponent's side begins ticking. Each player alternately moves, then presses the clock. At all times the player on the move is slowly using up thinking time.

When playing in a tournament, each player is restricted in how much time she has for the game. A typical time allotment is 40 moves in two hours, then one hour sudden death. This means that each player gets two hours to make forty moves, and if the game goes over forty moves, they get an hour more thinking time each. Failure to complete the set number of moves in the allotted time will result in the loss of the game by the player who exceeds the time limit.

COMMONLY ASKED QUESTIONS

WHAT ARE OPENINGS, MIDDLEGAMES, AND ENDGAMES?

These are the three stages that a long game will

pass through. The opening is the stage where the players mobilize their pieces into action, and get their kings to safety. The middlegame is when the forces clash. At this point pins, forks, etc. often occur and attacks are common. The endgame is defined as the point in the game when there is so little material on the board that the kings can (and should) come out to help their sides do battle. At this point the side with a small material advantage will try to convert it, usually by promoting one of his pawns to a queen.

I LIKE CHESS, AND WOULD LIKE TO GET BETTER. WHAT DO YOU RECOMMEND?

There are basically three things one can do to get better: play, study one's own games, and read books. When just starting out, playing is the most important. A good way to find opposition (especially if you live in a large city) is to join a chess club. The Chess Federation of Canada has a list of clubs in Canada. A one year membership at a chess club generally runs about $30, and the typical club meets once a week, usually on a weeknight, from 7-11 p.m. For those who don't have a club near by, or who can't devote a night per week because of other commitments, there is always your personal computer. A typical computer program costs about $40-$50, and can provide a convenient opponent who never gets tired!

Once you have got a hang of how the pieces move, and are comfortable with the basic strategy outlined earlier in this pamphlet, it is a good idea to record (i.e. write down) your games and go over them, preferably with someone a little better than you. This will help you to avoid making the same errors over and over, as well as giving you insight into how someone a little better plays.

If you are really keen, and you have some spare time, you should consider buying a few chess books. To start off, we recommend the following books which are available from the Chess Federation of Canada (CFC).

Winning Chess Tactics by GM Yasser Seirawan and IM Jeremy Silman
From common themes, such as the pin and the skewer, to exotic fare such as "X-Rays" and "Windmills", this book provides comprehensive explanations of a wide range of tactics. Also short biographies and illustrative games of the great tacticians in chess history are presented.

Winning Chess Strategies by GM Yasser Seirawan and IM Jeremy Silman
Tactics is defined as, "What you do when there is something to do." Strategy is defined as, "What you do when there is nothing to do." Learn such strategies as "The Creation of Targets" and "Territorial Domination", from a three-time U.S. Champion and one of the best American chess writers.

Essential Chess Endings Explained Move by Move by IM Jeremy Silman
Paradoxically, the first part of the game the serious student should turn her attention to is the endgame. The reason for this is that when studying positions with few pieces, one will begin to understand how to get pieces to act in unison. The author understands this, and also understands that many players find this phase of the game boring. As a result he has produced a book which not only gives the readers the basic mates plus slightly more advanced concepts, but also does it in an entertaining way.

A Primer of Chess by former World Champion Jose Capablanca
Written by one of the greatest players in the history of chess. This book clearly spells out the most basic aspects of strategy in a very readable way. Covers openings, middlegame and endgame, with 12 illustrative games from the author's distinguished career. A bit of effort is required to understand this book, but the reward is well worth it. Get inside the mind of a chess genius.

Winning Chess Tactics for Juniors by Lou Hays

The author gives short introductions to tactical themes which might be new, like overloading and attraction, as well as those which should be familiar, like pins and forks. With over 500 positions for the reader to solve one could see how this book could literally provide the reader with hundreds of hours of problem-solving.

WHAT IS A RATING?

After playing in a CFC tournament, every player is assigned a rating. The purpose is to give the person some idea of how skilled he is. Ratings range from about 700 for an absolute novice to about 2800 for the best player in the world. The average tournament player is about 1700. A talented non-tournament player who easily beats all the people in her family is probably about 1000 - 1200.

As you get better, your performances improve, and your rating goes up. If it goes up enough, you might find yourself in a new "class". Classes are defined as follows:

Class "E"	below 1200
Class "D"	1200-1399
Class "C"	1400-1599
Class "B"	1600-1799
Class "A"	1800-1999
Candidate Master	2000-2199
Master	2200-2399
Senior Master	2400 and above

There are also titles awarded by the world chess body, Fédération International des Echecs (FIDE), these are:

FM	FIDE Master
IM	International Master
GM	Grandmaster

SHOULD I PLAY IN TOURNAMENTS?

Chess tournaments are often long and could easily eat up most of a weekend. Some people

also don't like having to wait so long for their opponent to move. Remember, if your opponent has, say, an hour left on his clock, he might spend 20 minutes on his next move. Twenty minutes of waiting around drives some people nuts! If you are an impatient person, tournaments probably aren't for you. You could still join a chess club, where "blitz" (five minutes per player) is common.

The advantages to playing in tournaments are many. First, it's a chance to meet new people with at least one common interest. There is the chance you could meet a new sparring partner for fun games whose chess skill is fairly even with your own. There is also the satisfaction of creating something with the "help" of your opponent. Something unique. Not to mention the satisfaction of increasing your understanding and appreciation of chess.

MY SON/DAUGHTER WANTS TO PLAY. ARE THERE ANY AGE LIMITS? HOW YOUNG SHOULD SOMEONE BE TO PLAY IN A TOURNAMENT?

This is a difficult question. You wouldn't put a ten-year-old on a hockey team full of adults, no matter how talented the child is. But chess is different. Like music, youth is no impediment to playing good chess - in fact, it helps. Assuming that the child can move legally 100% of the time, knows how to castle and what en passant is, and has mastered most of the tactical and strategic information given earlier in this pamphlet, the main consideration is maturity. Can the child sit reasonably still for two or three hours with short breaks to talk quietly to the other players? You could try by first taking him to a chess club. If (s)he likes it and can sit still quietly, then by all means take him (her) to a tournament if (s)he seems interested. In major cities, there are also tournaments solely for children. These are usually faster-paced, and of course somewhat more lenient with respect to noise.

I'M DEFINITELY INTERESTED IN TOURNAMENTS, BUT THE IDEA OF FACING A MASTER SEEMS RATHER DAUNTING, AND I DON'T RELISH THE IDEA OF PAYING MY MEMBERSHIP FEE AND TOURNAMENT ENTRY FEE ONLY TO GET WIPED OUT IN 15 MOVES.

Because of the rating system, and the way tournaments are arranged, that is extremely unlikely to happen. Here's why. First, most large tournaments are divided into sections with respect to rating. Unrated players (i.e. you) would be placed in a section with players with ratings under, for example, 1600. You would never play anyone higher than that, even if you won every game.

In tournaments with only one section, there is a remote chance that you would play someone against whom you would have virtually no chance. But this would probably only happen in the first round of the tournament. The way that opponents in a tournament are "paired" with each other is that you play people with the same score as you. This means that you shouldn't get discouraged if you lose, say, three games in a row. Your next opponent will have also lost three in a row, so you can be certain that you have at least a decent chance to beat him.

CHESS FEDERATION OF CANADA

The Chess Federation of Canada (CFC) is a charitable organization whose mandate is to promote and encourage the knowledge, study and play of the game of chess in Canada. The CFC organizes National Championships, and provides funding for the winners to go on to the World Championships. In addition, the CFC has sent a team to the World Chess Olympiad each time it has been held (every second year) since 1964. Membership entitles you to

discounts on books and equipment, our bi-monthly magazine *En Passant*, and the right to enter CFC rated tournaments and get a national rating. If you would like to join, or simply to learn about tournaments or clubs in your area, or if you would like a catalogue of chess books and equipment, please contact us at:

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QUIZ SOLUTIONS

#1 The winning move is **1.♘e5+**. After Black moves his king out of check (with **1...♔b7**, for example), White could then take the take the black queen with **2.♘xf3.**

#2 The winning move is **1...♗b4**. The queen cannot move off of the e1-a5 diagonal (for example, to c6) because this would expose her king to check from the black bishop. Therefore, White's best move is **2.♕xb4** but after **2...axb4,** Black wins White's queen for his bishop.

#3 The winning move is **1...♖c2+**. After White moves his king out of the way (for example, **2.♔d3**), Black can take White's queen for free with **2...♖xh2.**

#4 The winning move is **1.♗d8+**. Black cannot take the bishop with the queen, rook, or knight because the black king is in check from the white rook. Therefore, after Black moves his king out of check (with **1...♔g8**, for example), White takes the queen for free with **2.♗xc7.**