

NEW SOUTH WALES JUNIOR CHESS LEAGUE

Incorporated

CHESS COMPETITION - ARE YOU READY?

The following questions and discussion points can be used to help determine whether a player is ready to compete in the inter-school competition. The questions cover most aspects of the rules, though are not completely comprehensive - some of the most complicated rules such as threefold repetition are dealt with, but not in depth.

There is no "pass mark" envisaged for this test, but it should help you to gain an impression of a player's competence. If your player can answer most of the questions, then he should be ready to play in the competition (at least from the point of view of his understanding of the rules).

All answers are provided, except that the moves of the pieces are not given (question 3). Please find those in a basic chess text, if you are not sure yourself.

Supervisors may also find the quiz helpful in increasing their understanding of the rules and conditions that they are expected to administer.

With apologies to girls, and according to convention, I have referred to the player as "he" throughout. I am fully aware that there are many girls playing chess (and rightly so!), but for the sake of space, and to avoid cumbersome language, I have not employed "he/she", etc.

Compiled by Margaret Cuckson,
Richard Gastineau-Hills and Steven Hemsley

for the

NSW Junior Chess League Schools Chess Competitions

New South Wales Junior Chess League

DO YOU UNDERSTAND THE RULES OF CHESS?

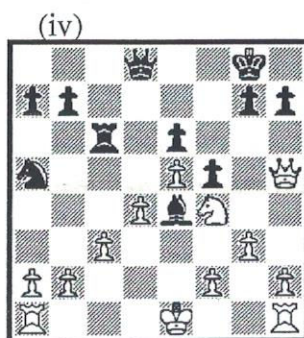
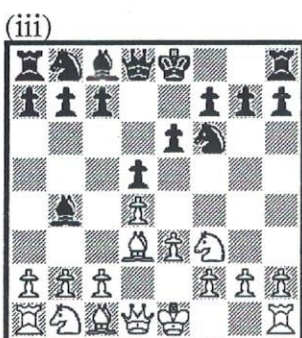
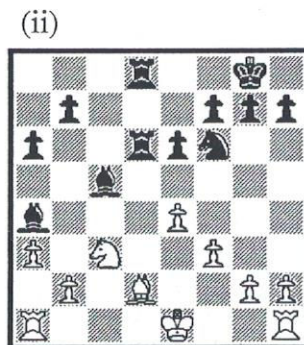
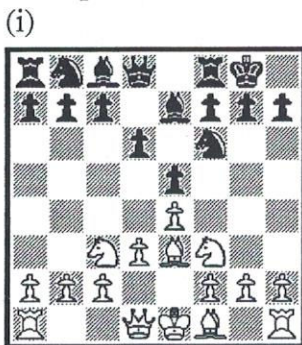
1. How is the chessboard placed before setting up the pieces?
2. What colour square does the queen sit on?
3. How do each of the pieces move?
4. Which player moves first?

5. Castling

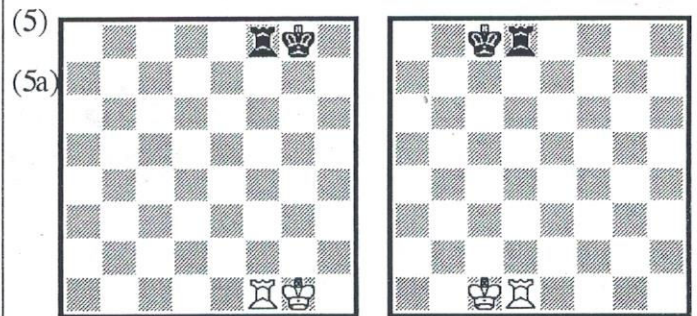
- (a) Demonstrate castling - kingside and queenside.

Kingside: the half of the board in which the kings stand at the start of the game (i.e. White's right hand side and Black's left).
Queenside: the other half!

- (b) Which piece should you touch first when you castle, the king or the rook?
- (c) Can you castle if the king has moved, but then moves back to its original square?
- (d) Can you castle if the rook has moved, but then moves back to its original square?
- (e) Can you castle if your king was in check earlier in the game, but has not moved, and is no longer in check?
- (f) Can white castle (either kingside or queenside) in these positions?



- (1) Light square on the right hand near corner.
- (2) Queen on her own colour.
- (3) (Demonstrate on a chess board.)
- (4) The one with the white pieces.



Kingside castling

Queenside castling

- (5b) Always the king. If you touch the rook first, your opponent can claim touch-move and force you to move the rook on its own.
- (5c) No.
- (5d) No.
- (5e) Yes (as long as other rules are complied with).

(5f)(i) No, not yet. There are pieces in the way both on the kingside and on the queenside!

(5f)(ii) No. If the king castles kingside it would be moving into check; and if it castles queenside it would be crossing a square that is attacked.

(5f)(iii) No. The king is in check, and therefore may not castle this move.

(5f)(iv) White can castle either side. The rook is not restricted as the king is, and may move from, or over, an attacked square when castling.

6. Check

(a) If your king is checked (i.e. attacked by one of your opponent's pieces) is that the end of the game?

(b) Name the three ways of getting out of check.

(c) Do you have to say "check" when you check your opponent's king?

7. En passant

(a) Have you heard of the "en passant" rule? Do you know which pieces it involves?

(b) Can you explain or demonstrate how the "en passant" rule works?

(6a) Not if you can get out of check.

(6b) Run: move the king; Block: put a piece in the way; or Take: capture the attacking piece.

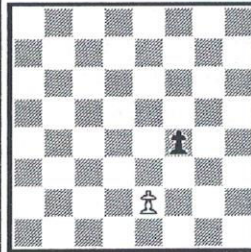
(6c) No. However, if your opponent doesn't notice the check and makes a move that does not get his king out of check, you must tell him straight away. His move must be taken back, and a correct move made to get the king out of check.

(7a) It involves pawns.

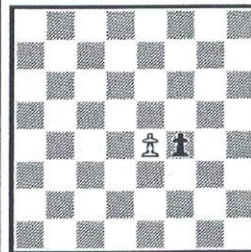
(7b) If a player moves one of his pawns two squares on its first move, and if his opponent has a pawn that could have captured it if it had moved forward only one square, then on his next turn, but ONLY his next turn, the second player may take the advanced pawn as if it had indeed advanced only one square. The "en passant" (e.p.) capture occurs on the square diagonally forward of the capturing pawn.

(Note: This rule is quite complex, but all players should understand how it works. It is one of the rules of chess, and it can come as a nasty shock if your opponent uses it on you and you don't know about it.)

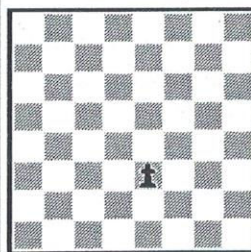
1. Before ...



2. The white pawn advances two squares ...



3. The black pawn captures en passant, finishing on the square over which the white pawn had passed



For your information ...

En Passant (French for "in passing") is best understood by recalling the historical development of chess. At one time, pawns could only move one square at a time even on their first move. Thus a pawn on the 5th rank could capture pawns on adjacent files if they moved from their original squares:

To speed up the game, pawns were eventually allowed to move two squares on their first move. This enabled battles to commence very quickly. However, it was soon realised that, by allowing pawns to move two squares in one move, they could bypass the capture square of the opposing pawn on its fifth rank. In order to restore the power of this pawn, and avoid positions from becoming too blocked, the "en passant" rule was introduced.

8. Pawn promotion

(a) What happens if your pawn gets to the other end of the board?

(b) If your pawn reaches the other end of the board and is promoted, does it have to become a queen?

(c) If your pawn reaches the other end of the board and is promoted, and your queen has not been taken, can you have another queen?

(d) If you have chosen and named the piece to which your pawn is promoted, can you change it to something else later?

(e) Can you leave your pawn on the last rank and choose later what it is going to become?

(f) When your pawn reaches the eighth rank and you promote it, can it have another move before your opponent moves?

9. Touch-move rule

(a) If you touch a piece, do you have to move it?

(b) If you touch an opponent's piece, do you have to take it?

10. Illegal moves

(a) What do you do if your opponent moves a piece incorrectly, for example makes a mistake and moves the knight to the wrong square, or takes with a pawn the wrong way?

(b) If your opponent moves his king into check and doesn't notice, can you win by taking his king?

(c) What should you do if you check your opponent's king and he does not notice, and moves another piece which does not get him out of check?

11. The end of the game

(a) What is checkmate?

(b) Your opponent just said checkmate, and you shook hands. You then realised that it was not really checkmate! Can you make your opponent play on?

(8a) If a pawn reaches the eighth rank, it becomes another piece.

(8b) No, it can be any piece (except for king or pawn).

(8c) Yes. In theory a player can have nine queens on the board (or multiples of other pieces)!

(8d) No.

(8e) No. You have to say immediately what your piece is, before your opponent makes his next move.

(8f) No. Your opponent gets to move before you move again.

(9a) Yes, if it has a legal move.*

(9b) Yes, if you can capture it legally.*

*If you knocked it accidentally, for example when reaching for another piece, then you don't have to move or take it, but if you clearly reached for and touched the piece, then you do.

(10a) This is an illegal move, and you should tell him to take his move back and play a correct move. He should move (or capture) the piece he touched, if he can do so legally.

(10b) No. He is not allowed to move his king into check - it is an illegal move, and he must put the king back and make a different move. This move must be with the king if the king has a legal move, because of the touch-move rule.

(10c) Tell him the move is illegal. The king must NEVER be left in check. The player must take back the illegal move, and play a legal move, if possible with the same piece. (A different piece can only be moved if the first piece has no legal move.)

(11a) The king is in check and cannot escape. You have to checkmate your opponent to win the game (unless your opponent resigns before this happens).

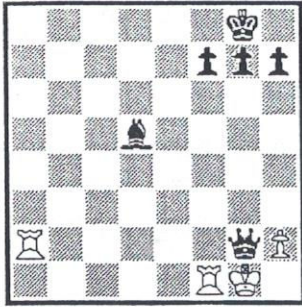
(11b) No. Once you have agreed to a result, either verbally or by shaking hands, then the game is over.

(c) Your opponent just said checkmate, and you are not sure whether he is right. Your king is attacked, and the position is complicated, so it is hard for you to see whether he has really won. Can you ask the supervisor (or someone else) if it is checkmate?

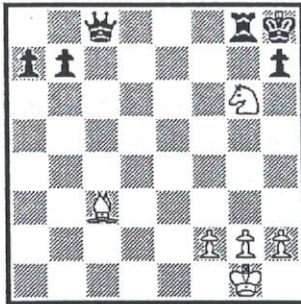
(d) What is stalemate?

(e) Are these checkmate, stalemate or neither?

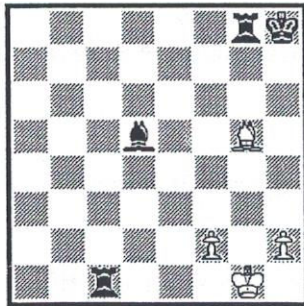
(i) (White to move)



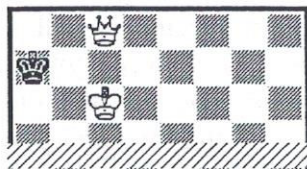
(ii) (Black to move)



(iii) (White to move)



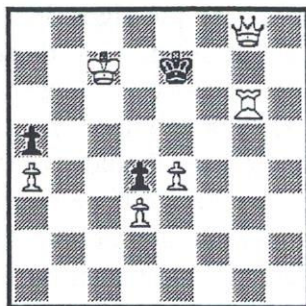
(iv) a. (Black to move)



(iv) b. (White to move)



(v) (Black to move)



(11c) No. You must decide for yourself.

(11d) The king is NOT in check, and no legal move can be made (with any piece) by the player whose turn it is. A stalemate is a draw.

(11e)(i) This is not checkmate, because White can take Black's queen with the rook on the second rank.

(11e)(ii) This is checkmate. The black king is in check from two pieces at once. If Black takes the knight (with the rook or the pawn) the bishop still gives check. If he takes the bishop (with the queen), the knight still gives check. He cannot block the check, since knights cannot be blocked. He cannot move the king, since it is hemmed in by his own pieces. As there is no way out, it is checkmate.

(11e)(iii) This is checkmate. The White king is in check and cannot move as its escape squares are all covered by Black's pieces. No piece can be put in the way to block the check. The White bishop cannot save the day by taking the black rook that is giving the check, as it is pinned by Black's other rook (if it moves it exposes the White king to check from that rook).

(11e)(iv) a. Stalemate. Black is not in check and has no legal moves.

b. This is not stalemate or checkmate. The White king can move "up" the board and sit opposite the Black king. (Notice, however, that after this move, Black will be able to checkmate by moving his rook to the corner square!)

(11e)(v) Stalemate. Black has no legal move and is not in check.

(f) What happens if both players end up with only their kings left?

(g) What happens if one player has only the king left, and the other player has several pieces?

(h) What do you do if you want to use the fifty move rule to claim a draw?

(i) Your opponent offers you a draw and you are not sure what to do. Can you ask someone to look at the position and help you to decide what to do?

(j) You and your opponent are about equal, with just a few pieces left, and you have been pushing the pieces around the board for ages. Neither of you seems to know what to do to win, and neither seems likely to make a mistake and lose a piece either. Do you have to keep playing until someone stops you?

12. Draw by threefold repetition

(a) If your opponent checks you three times in a row, is it a draw?

(b) To achieve a draw by threefold repetition, do the moves have to involve checks?

(c) If I move one of my pieces backwards and forwards between the same squares, and my opponent also moves backwards and forwards, can I claim a draw.

13. Problems with the rules

(a) What do you do if you and your opponent do not agree about the chess rules?

(b) What do you do if you realise that a mistake was made earlier in the game with one of the moves (e.g. castling illegally) and nothing was done about it at the time?

(c) What should you do if you discover that a king has been left in check for several moves and neither player noticed it?

(11f) The game is a draw.

(11g) To win, the player with the pieces has to checkmate the other according to the fifty move rule (that is, 50 moves *each*).

(11h) If you are not writing down the moves of the game, call the supervisor to count the moves. (Note: Players should be aware that the fifty move count starts again if a pawn is moved or if a pawn or piece is captured.)

(11i) No, you must make up your own mind.

(11j) No. When it is your move, you can offer your opponent a draw, and if he agrees, the game will finish immediately with half a point each.

(12a) No, but if he continues to check and the same position recurs three times a draw may be claimed.

(12b) No.

(12c) Yes, but only when the exact same position has occurred three times.

(We suggest that you refer back to the rules to clarify this very complicated situation.)

(13a) Call the supervisor immediately.

(13b) If the game has already finished and a result agreed upon, then nothing can be done and the result stands. If the game is still in progress, you should call the supervisor. If you know the moves since it happened, you can restore the position to exactly as it was at the time and play on; if not, you have to play on from the position reached.

(13c) Call the supervisor. You cannot play on with the king in check. With the supervisor's guidance, try to remember and take back the moves so that the illegal position can be put right. If you cannot agree on the original position, and there is time, you should start a new game. If there is not time, the player whose king is in check must move it out of check and the game should continue, either by taking back his last move if he has just moved, and then getting the king out of check instead, or by getting out of check on his next move.

DO YOU KNOW YOUR RIGHTS AND OBLIGATIONS?

This section is not intended as a quiz - but rather to give points for discussion that may be valuable in helping your players to cope with the competition (or to explain to them what is expected of them).

- | | |
|---|--|
| <p>1. During the game your opponent is pulling faces at you, making noises that upset you, saying rude things about you or the way you are playing. What should you do?</p> | <p>(1) Report to the supervisor immediately. Never just put up with it! You have the right to play in peace. Tell the supervisor. The supervisor should warn the player that his behaviour is not acceptable, and that if he continues, he may have to forfeit the game. If the behaviour (or similar) continues, report it again.</p> |
| <p>2. Your opponent has been hassling you during the game. You are upset, and you have made some mistakes because he distracted you. You lose the game, probably because of his behaviour. Can the supervisor do anything about it now?</p> | <p>(2) No. If there are problems you must report them immediately. Your opponent is not allowed to distract you like this, but if you keep playing while he is upsetting you, it is like accepting his behaviour, and it is too late to do anything when the game has already gone wrong for you.</p> |
| <p>3. What should you do if another player or someone watching the game tells your opponent a move?</p> | <p>(3) Tell the supervisor immediately. No-one is allowed to tell a player moves.</p> |
| <p>4. Someone told your opponent a move. You didn't do anything at the time, but now you think you have lost the game because of it. What can you do?</p> | <p>(4) Nothing, really. You should have reported the problem IMMEDIATELY. You should still tell the supervisor, so that he can warn the people involved not to do it again, but if something is to be done about the game, you have to complain as soon as you become aware of the problem!</p> |
| <p>5. What should you do if an adult is telling your opponent moves?</p> | <p>(5) Tell the supervisor. It doesn't matter who it is, they are not allowed to tell your opponent how to play during your match. Telling the supervisor about an adult may be difficult, and if you are not playing at your own school, you may prefer to ask the adult who brought you to the match to see the supervisor with you.</p> |
| <p>6. What do you do if your team-mate is watching your game, and you think he might be trying to tell you a good move?</p> | <p>(6) Tell him to go away immediately!!! You may have to forfeit your game if he says anything!</p> |
| <p>7. What should you do if there is someone, or a group of people, standing very close to your game and it is putting you off?</p> | <p>(7) Ask them (politely) to move. If they do not, then ask the supervisor to move them. Even adults are not allowed to stand too close to the games! The minimum distance given in the rules is 1.5 metres.</p> |
| <p>8. Can you do anything if someone, or a group of people, are standing watching your game from more than 1.5 metres away, and it is putting you off?</p> | <p>(8) Yes. You can ask them to move away (or ask the supervisor). Even though they are far enough away according to the rules, you as the player are entitled to ask for more "space" if you feel threatened, and particularly if they are being noisy.</p> |
| <p>9. There are some players next to you who are being noisy, banging their pieces, shuffling, even talking, during their match. It is putting you off. Can you do anything?</p> | <p>(9) Yes, but it may be better to call the supervisor, rather than talking to them yourself.</p> |

10. It is a nasty feeling, but you really think that your opponent is cheating (getting advice, moving pieces to the wrong squares, etc.) What should you do?

11. Time has run out and your game has been stopped. What should you do in the following situations?

(a) You feel very sure that you are in a losing position, with no hope of saving the situation.

(b) You feel very sure that you are in a winning position, but your opponent is suggesting a draw (or that he has won).

(c) The position is even - that is, no one seems to have any great advantage. You think the game could go either way.

(d) You really don't know whether you are winning or losing, but your opponent does not want to ask for the game to be sent for adjudication. You might feel as though your opponent and his team are trying to pressure you into accepting a loss or draw.

12. The game has finished. What should you do?

(10) Call the supervisor and tell him of your worries (in private if possible). Be very careful - it is a serious matter to call someone a cheat.

(11a) You should resign. If you were able to play on, you might be lucky to fluke a draw. However, an adjudication is based on the final position, and a really lost position will be adjudicated as a loss.

(11b) Discuss the position with your opponent. He may have some points you did not think of. If you still feel that you have won, be polite, but insist that you would like the position to be sent for adjudication.

(11c) You may suggest or agree to a draw, or you may choose to have it adjudicated

(11d) Try to get your supervisor or the adult who brought you to the match to give you moral support (without giving you advice about the actual position). You are entitled to ask for the game to be adjudicated.

(12) * Shake hands with your opponent (after being sure that the result is correct.)

* Make sure that the result has been accurately entered on the result card. (You would be surprised how often scores are written down the wrong way!)

* Set up the pieces on your board (quietly, if there are still other games going on) - it helps to check that all the pieces are there, and it is a standard part of chess etiquette (good manners). Put the pieces away if the supervisor wishes you to do so.

* Follow whatever instructions have been given to you by the supervisor.