

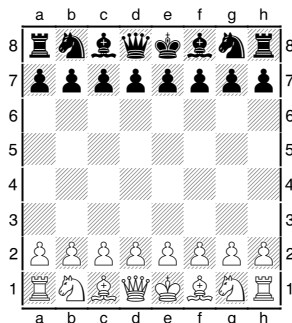
Gungahlin Junior Chess Club

Welcome

Welcome to the Gungahlin Junior Chess Club for 2007. I hope you find the chess club very enjoyable and you make lots of new friends while you are here. Every few weeks I will hand out a newsletter containing tips on how you can improve your chess abilities. This is the first newsletter.

The Chess Board

Here is a picture of a chess board with the pieces set up for the start of the game.



One thing you can see are the letters and numbers around the outside of the board. These letters and numbers help you name all the squares on the board. Each square has a name made up of the letter below it and the number beside it.

For example the square on the bottom left of the board is **a1**. This is because it has an a below it and a 1 beside it. The White King is located on the square **e1**.

Do you know what square the Black Queen is on? That's right, it is on **d8**.

Not only do the letters and numbers help us find squares on the chess board, they also help us replay games of chess, even after they are finished.

Writing a Move

To play through a game of chess recorded by someone else we use a special, but simple language. The language is made up of the names of the squares, plus symbols for the pieces.

Each piece has a letter which stands for the piece. These letters are: **K = King, Q = Queen,**

R = Rook, B = Bishop, N = Knight. As you can see, each letter matches the first letter of the name of the piece, with one exception. We use N for Knight as Knight starts with a K, and we don't want to get mixed up with the King.

When we want to describe a move we start with the piece that is moving and then the square it is moving to. For example White first move in a game might be **Nf3**. This means that a Knight moves to the f3 square. Can you work out which Knight can move to f3, and which square it started on.

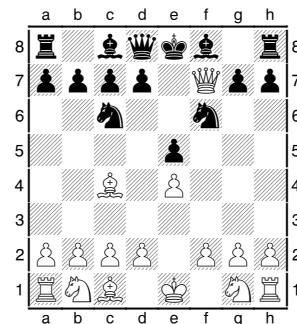
If you look carefully you will see I have left something out. That's right, the poor old Pawn. The Pawn doesn't have a letter, just a square to move to. So to move the pawn in front of the White King you would write **e4**. Every time you see just a square without a letter first, you know it is a pawn move.

Replaying a Game

If you put all those moves together you can replay an entire game of chess. Here is a short example game.

1.e4 e5 2.Bc4 Nc6 3.Qh5 Nf6 4.Qxf7#

If you played the moves correctly your board should look like this.



There were a couple of extra symbols in that game. The main ones were **x**, which means your move was a capture, and **#** which means the move ended the game with **Checkmate**.

If you want to practice this some more, look in the **Sunday Canberra Times** for the Chess Column. Usually there is a game you can play through, just like the one above.