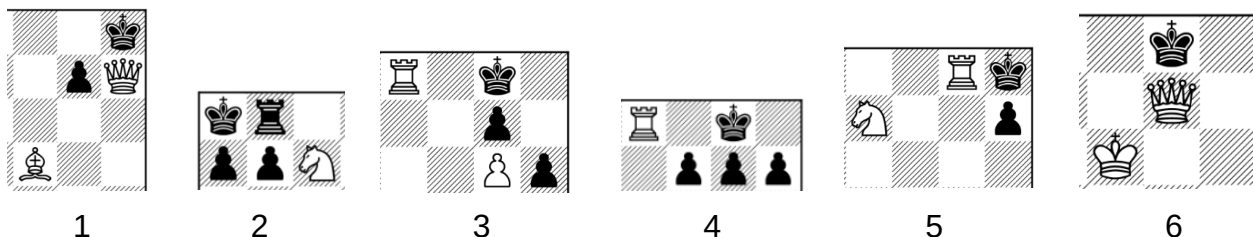
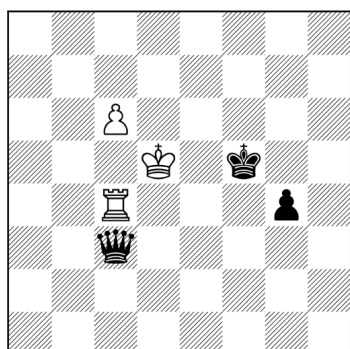


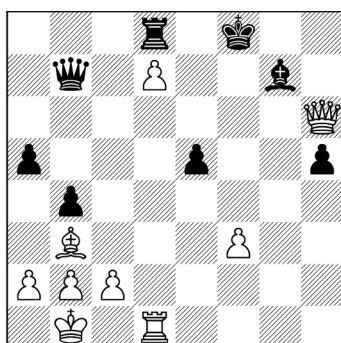
The object of chess is to checkmate your opponent's King. Examples of Checkmate:



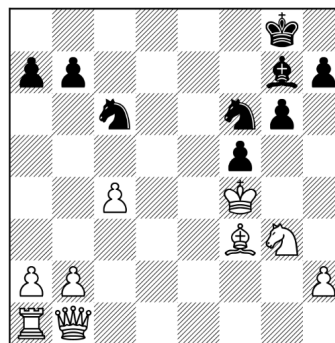
Remember: the King is NEVER captured or removed from the board!



Black mates in one move.

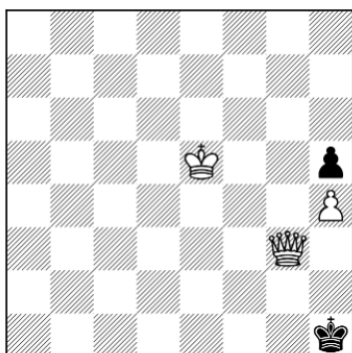


White mates in one move.



Black mates in one move.

Stalemate!



Black is not in check and has no legal move! The result is stalemate! In chess, stalemate results in a drawn game (tie).

Other reasons for a draw:

1. Lack of material
2. Threefold repetition
3. 50-move rule
4. Players agree

Notation

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

K=King != good move
 Q=Queen ? = bad move
 R=Rook O-O = castles (K)
 B=Bishop O-O-O = castles (Q)
 N=Knight + = check
 x = captures # = mate

If there is no piece specified it means a Pawn moves to the indicated square!!

- Fool's mate: 1. f4 e6 2. g4? Qh4#
 Scholar's mate: 1. e4 e5 2. Bf4 Nc6 3. Qh5 Nf6? 4. Qxf7#
 Legal's mate: 1. e4 e5 2. Nf3 d6 3. Bc4 Bg4 4. Nc3 Nc6
 5. Nxe5 Bxd1? 6. Bxf7+ Ke7 7. Nd5#

Chess Resources:

Bill Wall's Chess Page: <http://www.billwallchess.com>
More on chess than any website in the world!

Coach's Corner:

<http://www.billwallchess.com/articles/coach.php>
Here you'll find opening principles, miniature games, endgame practice, recommended books, and more!