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LECTURE-19: B.A. I, II & III (Course code: 785; 885; 985)

History of Chess




The history of chess spans 1500 years.




The earliest predecessor of the game probably originated in India, before the 6th century AD.




From India the game spread to Persia, Arab and southern Europe.




In Europe chess evolved roughly its current form in 15th century.



In the second half of the 19th century Modern chess tournament play began.







And the first World Chess Championship was held in 1886.








The 20th century saw great leaps forward in chess theory and the establishment of the World Chess Federation (FIDE).



-  Its early form in the 6th century was known as “**chaturanga**”, which translates as four divisions (of the military): infantry, cavalry, elephantry, and chariotry.
-  These forms are represented by the pieces that would evolved into the modern pawn, knight, bishop, and rook respectively.
-  The game chaturanga was a battle simulation game which rendered Indian military strategy of time.
-  Chess was used by Indian tool for military strategy, mathematics, gambling, and

Objectives of Chess

-  The objective in chess is to checkmate your opponents king, and there are four potential ways the game can end:
-  First, you can **checkmate** your opponent.
-  Second, you and your opponent can reach **stalemate**/draw.
-  In timed games, each player has a specific amount of **time** to make their moves.
-  Either player may **resign** at any time and their opponent wins the game.

The Rules of Chess

Act of moving the pieces

- The movement of pieces is to be done with one hand.
- When castling, the player should first move the king with one hand and then move the rook with the same hand.

Touch-move rule

In serious play, if a player having the move touches one of their pieces as if having the intention of moving it, then the player must move it if it can be legally moved.



Timing

Tournament games are played under time constraints, called time controls, using a game clock.



Recording moves

In formal competition, each player is obliged to record each move as it is played in a chess notation in order to settle disputes about illegal positions, overstepping time control, and making claims of draws by the fifty-move rule or repetition of position.

Irregularities

Illegal move

A player who makes an illegal move must retract that move and make a legal move.

Illegal position

If it is discovered during the game that the starting position was incorrect, the game is restarted.




Conduct




Players may not use any notes, outside sources of information (including computers), or advice from other people. Players may not leave the competition area without permission of the arbiter.















Set-Up

 Chess is played on a chessboard, a square board divided into 64 squares (eight-by-eight) of alternating color, which is similar to that used in draughts (checkers) (FIDE 2008).

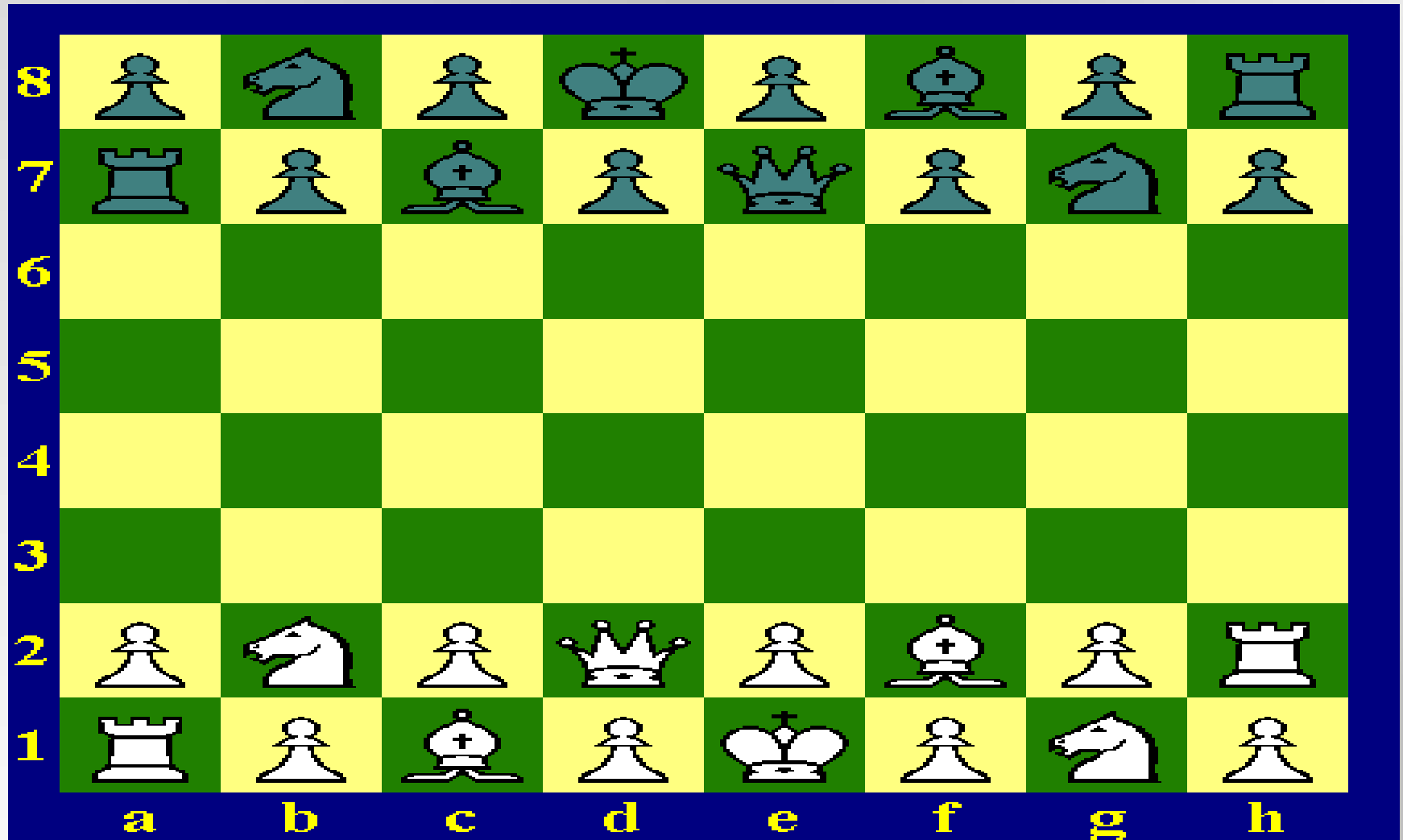
 No matter what the actual colors of the board, the lighter-colored squares are called "light" or "white", and the darker-colored squares are called "dark" or "black".



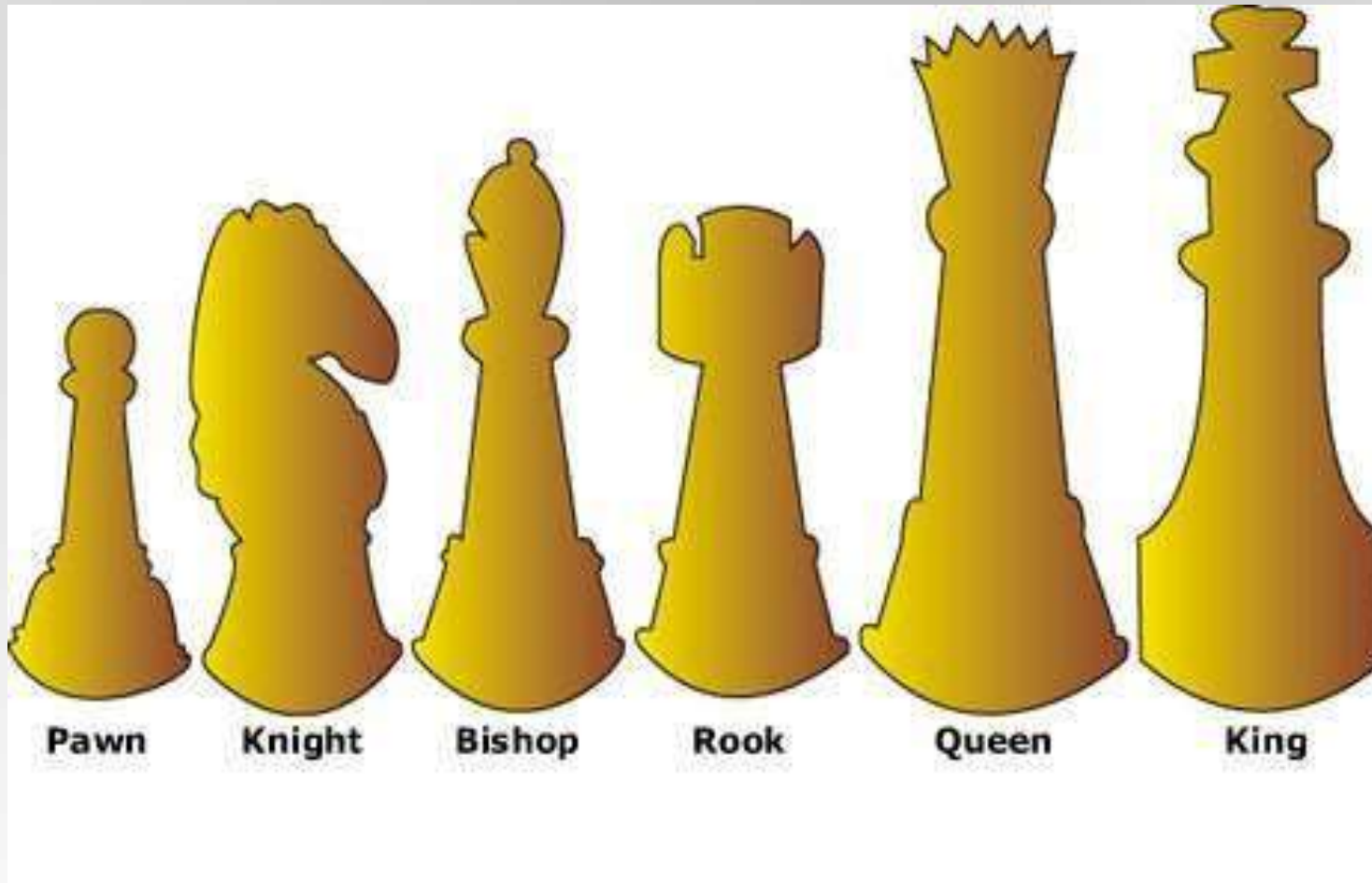
Sixteen "white" and sixteen "black" pieces are placed on the board at the beginning of the game. Horizontal rows are called **ranks** and vertical rows are called **files**.

Piece	King	Queen	Rook	Bishop	Knight	Pawn
Number	1	1	2	2	2	8
Symbols	 	 	 	 	 	 

Chess Set-Up



Pieces of Chess



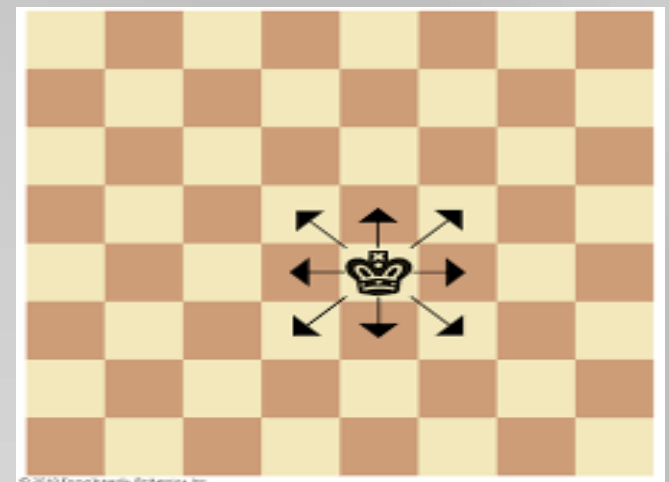
Pieces of Chess and Movements

- King

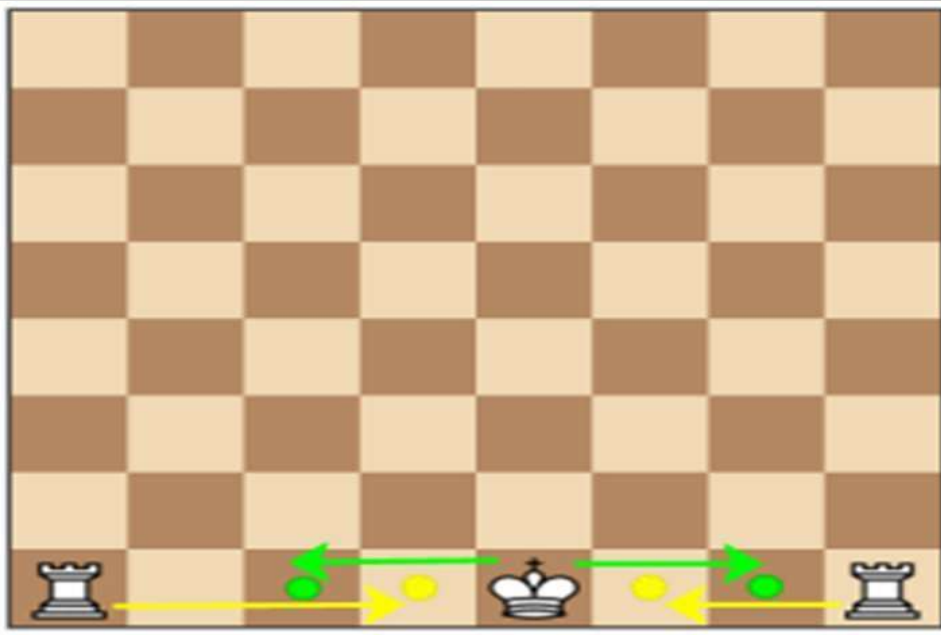
The king is the most important chess piece on the chessboard.

If he is checkmated the game is over!

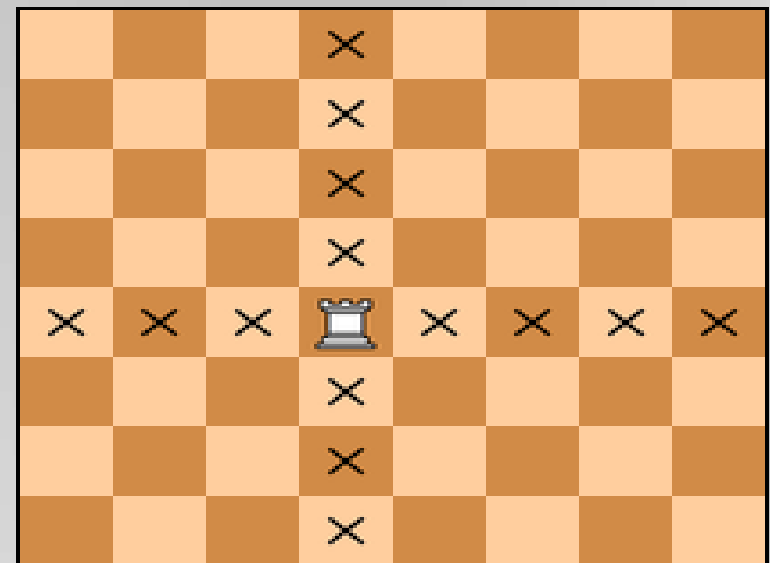
- The **king** moves exactly one square horizontally, vertically, or diagonally.



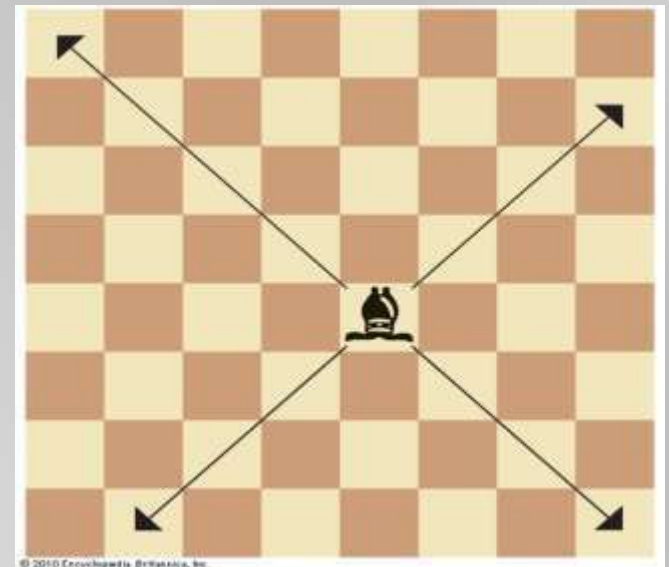
- **Castling** consists of moving the king two squares towards a rook, then placing the rook on the other side of the king, adjacent to it.



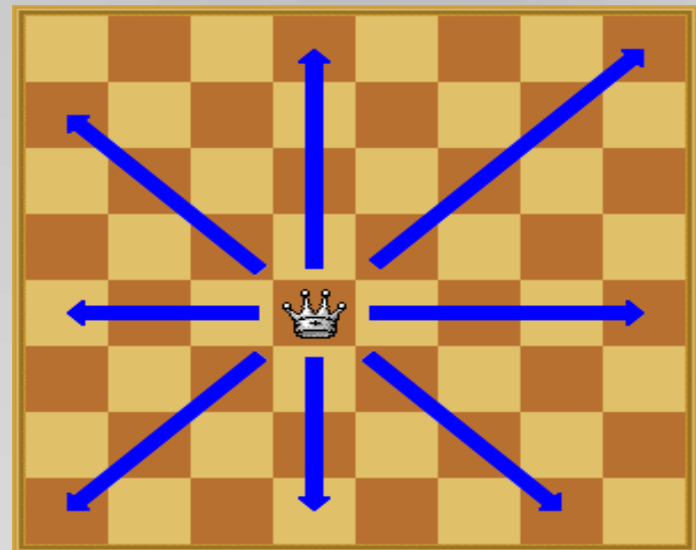
- There are two rook for each player on the chessboard, situated on the corners, next to the knight.
- A **rook** moves any number of vacant squares in a horizontal or vertical direction. It also is moved when castling.



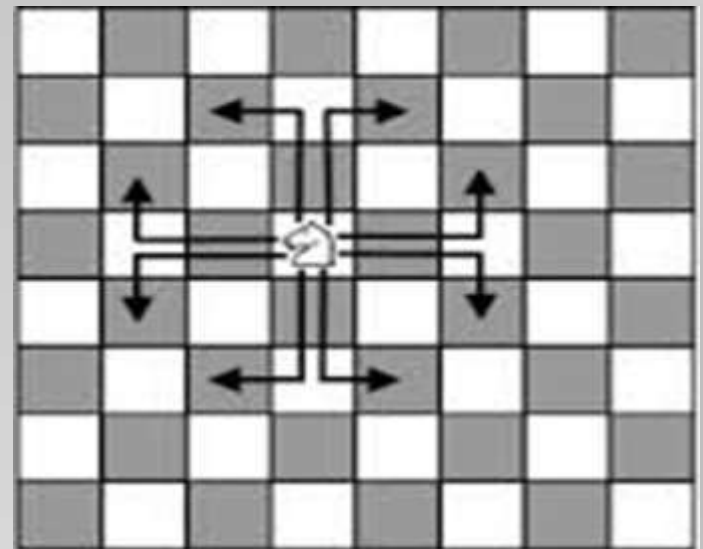
- Bishop is situated next to the queen and king, respectively. The bishop is bound to the color where it starts on. One bishop starts on white square and the other starts on a black square.
- A **bishop** moves any number of vacant squares in any diagonal direction.



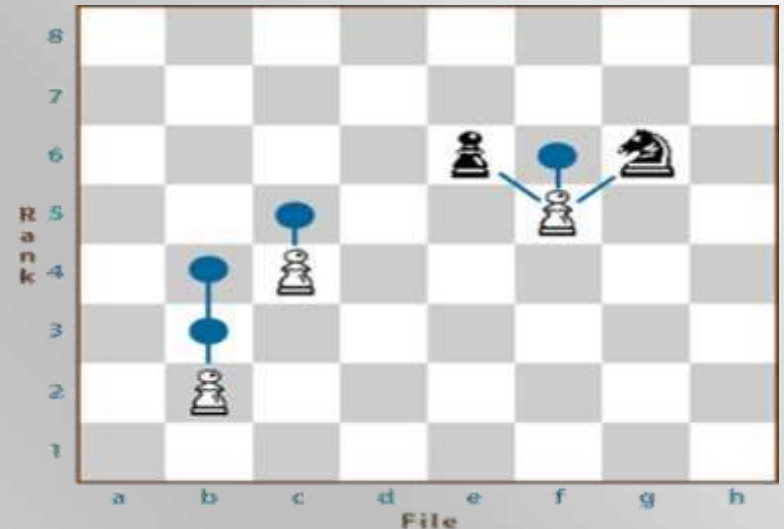
- The **queen** is considered the most powerful chess piece on the chessboard, she is placed next to the king on her own color.
- The **queen** moves any number of vacant squares in a horizontal, vertical, or diagonal direction



- The **knight** is situated between the bishop and the rook. These chess pieces have the unique trait of being able to 'leap' over other chess pieces. They move "L" shape.
- A **knight** moves to the nearest square not on the same rank, file, or diagonal.

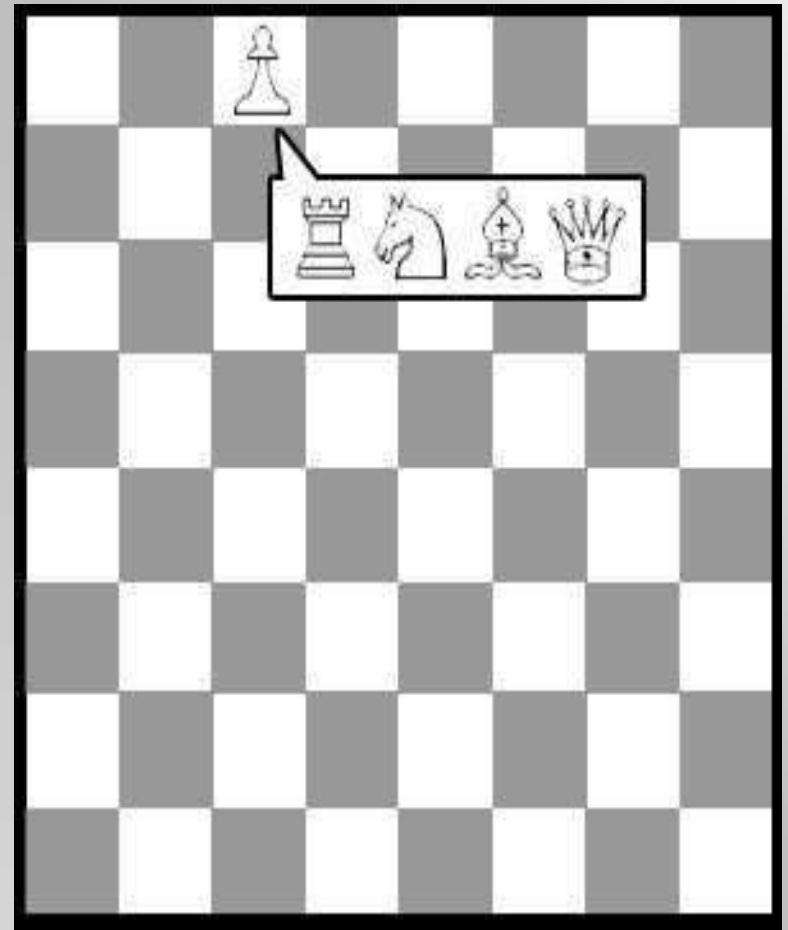


■ Pawn



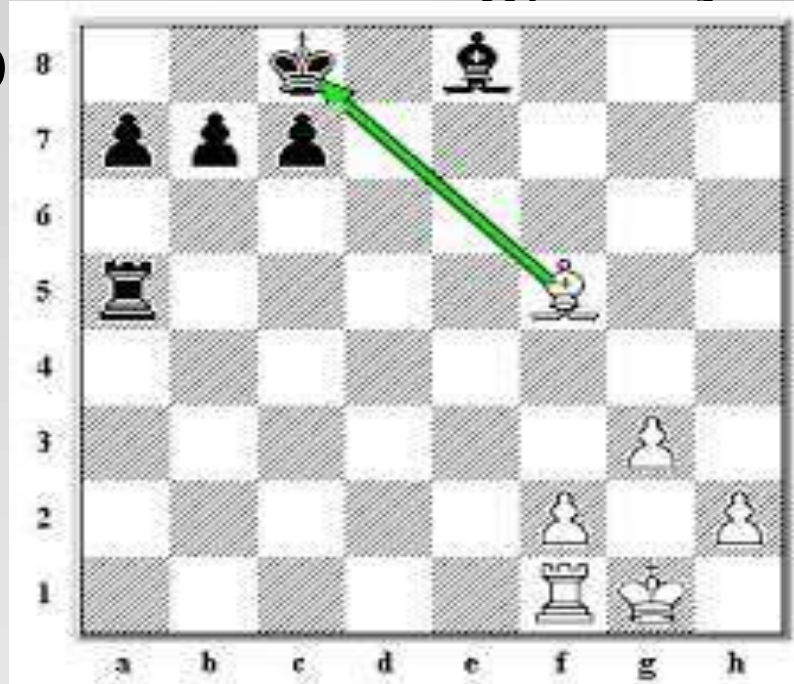
- Each player has eight pawns, providing the first line of defense for their king.
- In their first move, each pawn has the option to move one or two spaces. After this move they can only move one space forward. To capture, the pawn moves diagonally one space.
- Pawn can never move backwards.

- **Pawn promotion**
- If a player advances a pawn to its eighth rank, the pawn is then *promoted* (converted) to a queen, rook, bishop, or knight of the same color at the choice of the player (a queen is usually chosen).



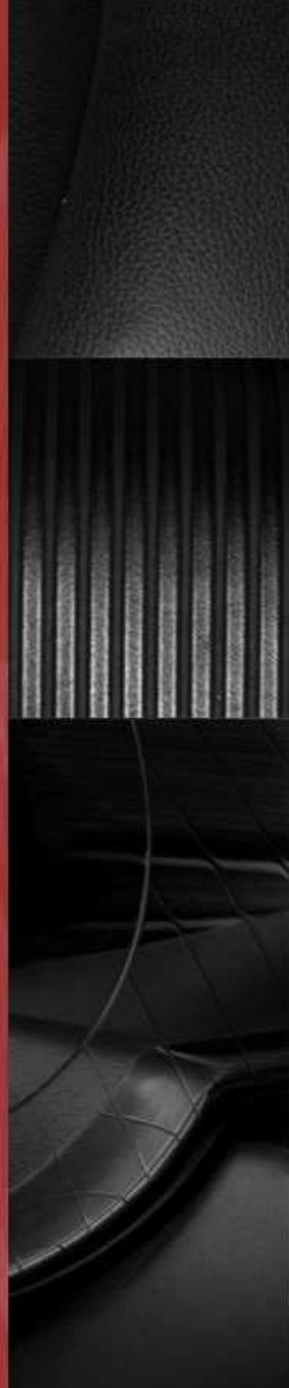
Check

A king is *in check* when it is under attack by at least one enemy piece. A piece unable to move because it would place its own king in check (it is pinned against its own king) may still deliver check to



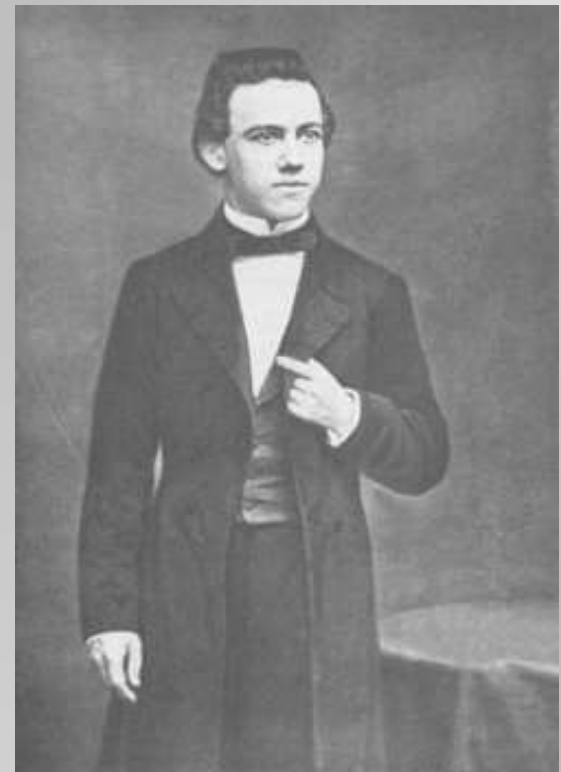
A player may not make any move which places or leaves his king in check. The possible ways to get out of check are:

- **Move** the king to a square where it is not threatened.
- **Capture** the threatening piece (possibly with the king).
- **Block** the check by placing a piece between the king and the opponent's threatening piece



Famous Chess Players

- Paul Morphy
- USA (1837-1884)
- Many have claimed that Paul Morphy was the greatest chess player in history, and those claims could have been proven true had he actually pursued a career in chess. After teaching himself the game as a child by watching family members play, he was considered one of the best players in New Orleans by age 9.




- Mikhail Botvinnik
- Russia (1911-1995)
- A lifelong Communist, Mikhail Botvinnik held the World Championship on and off for 15 years, from 1948 to 1963 when he was eventually defeated. Not only a great player, he made significant contributions to developing the World Chess Championship after WW2.



- Bobby Fischer USA (1943-2008)
- Another player who has claims to the greatest of all time, Bobby Fischer's worst opponent was usually himself. Beginning at age 14, Fischer won 8 US Championships, including the 1963-64 Tournament 11-0, the only perfect score in its history. By 15, he was the youngest ever Grandmaster (GM) and the youngest ever candidate for the World Championship.



The End!

Thank You! 

listverse.com/2009/09/06/top-10-**greatest-chess**-players-in-history

http://en.wikipedia.org/wiki/Rules_of_chess#Competition_rules