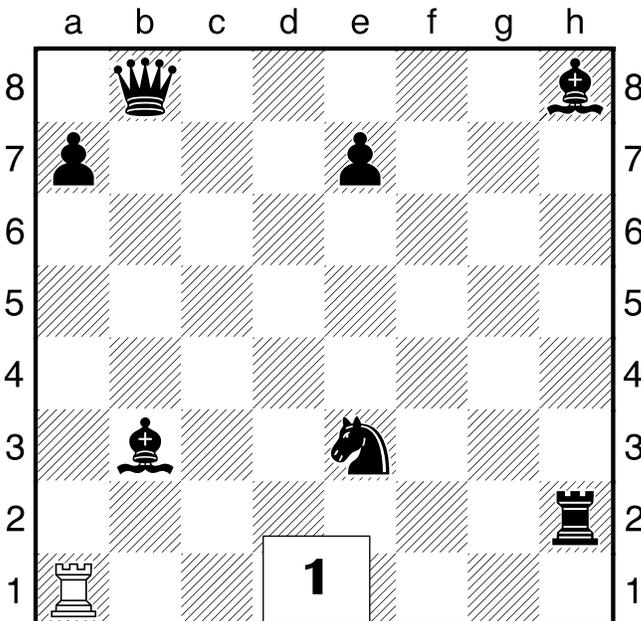


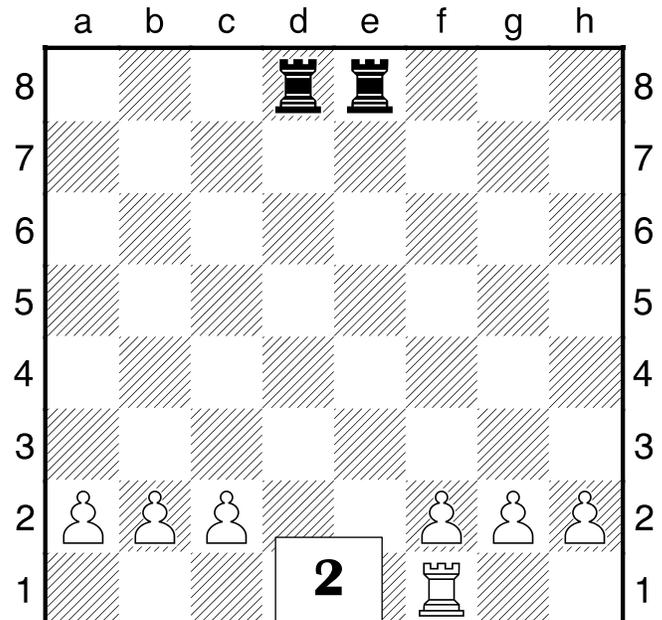
## ROOKS VS PAWNS!!

**THIS IS HOW TO BEGIN LEARNING CHESS: A SIMPLE GAME WITH ONLY TWO OF THE SIX PIECES IN THE GAME. WE WILL LEARN HOW THE ROOKS AND PAWNS MOVE AND CAPTURE, THE RULES OF THIS GAME AND THEN GOOD IDEAS (OR STRATEGIES) FOR EACH SIDE. FIRST, WE MUST LEARN HOW THE ROOK MOVES. SET YOUR BOARD UP WITH ONE ROOK AND THEN VARIOUS PIECES OF THE OTHER COLOR. ROOKS MOVE EITHER UP OR DOWN, LEFT OR RIGHT, IN A STRAIGHT LINE, AS FAR OR AS LITTLE AS YOU WOULD LIKE. THEY ONLY MOVE IN ONE DIRECTION PER TURN: NO MOVING ONE DIRECTION, TURNING, THEN MOVING SOME MORE. THEY CAN'T JUMP OVER PIECES OR CAPTURE PIECES OF THE SAME COLOR. BOX 1: THE ROOK ON A1 COULD MOVE ANYWHERE A2-A6 AND B1-H1 (NOTE THE LETTERS AND NUMBERS ON THE EDGES OF THE BOARD). MOVING TO A7 IS A CAPTURE: THE ROOK NOW OCCUPIES A7 AND THE PAWN IS REMOVED FROM THE BOARD. WHAT CAN THE ROOK TAKE NEXT? ONLY THE PAWN AT E7. THEN THE KNIGHT AT E3, THE BISHOP AT B3, THE QUEEN AT B8, THE BISHOP AT H8 AND FINALLY THE ROOK AT H2. WHEN WORKING WITH YOUR CHILD IT IS IMPORTANT TO GIVE HIM/HER TIME TO THINK. IT MAY SEEM OBVIOUS TO YOU: JUST BE PATIENT. IN CHESS, ANY PIECE CAN TAKE ANY PIECE. A LOWLY PAWN CAN TAKE A QUEEN.**



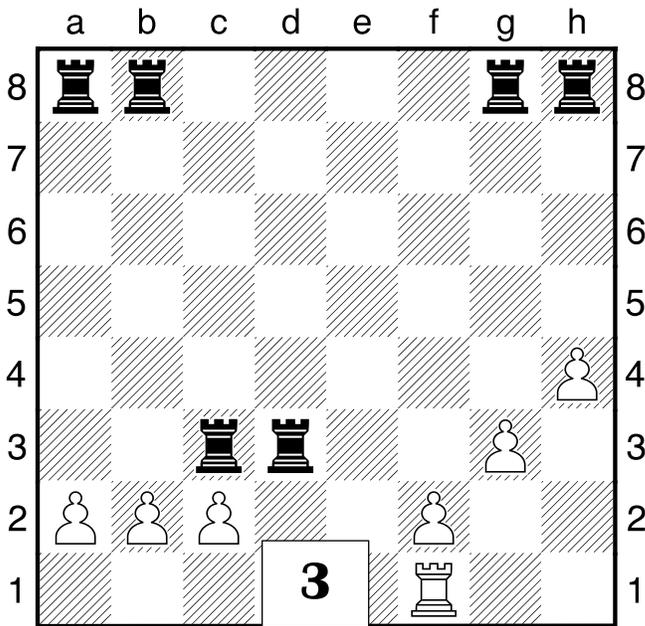
**ROOKS ARE EASY. NEXT WE HAVE TO LEARN PAWNS. PAWNS ARE THE HARDEST PIECE TO LEARN, SO HAVE PATIENCE. PAWNS CAN ONLY MOVE STRAIGHT**

**FORWARD. THEY ARE THE ONLY PIECE THAT CAN'T GO BACKWARDS OR TOWARDS THE SIDES OF THE BOARD. WHEN A PAWN IS ON IT'S STARTING SQUARE IT CAN MOVE ONE OR TWO SQUARES FORWARD: THE RUNNING START. IF A PAWN IS NOT ON THE SQUARE IT STARTED ON IT CAN ONLY MOVE ONE SQUARE FORWARD. IN A FULL GAME OF CHESS WHITE WOULD START WITH A PAWN ON EVERY SQUARE ON THE 2<sup>ND</sup> ROW (A2, B2, C2, D2, E2, F2, G2 AND H2). IN ROOKS VS PAWNS WHITE STARTS WITH SIX PAWNS, ON THE SAME SQUARES AS IN A REGULAR GAME, BUT NOT THE MIDDLE TWO (D2 & E2). SEE BOX 2 FOR HOW ROOKS VS PAWNS STARTS. WHITE ALWAYS GOES FIRST. THE PERSON PLAYING WHITE SITS WITH HIS PIECES DIRECTLY IN FRONT OF HIM. WHITE COULD MOVE HIS PAWN ON A2 TO EITHER A3 OR A4. LIKewise, HE COULD MOVE EACH OF HIS OTHER PAWNS TWO SQUARES BECAUSE THEY ARE ON THEIR STARTING SQUARE. IF WHITE GETS A PAWN TO THE OTHER SIDE OF THE BOARD HE WINS THE GAME: IT IS LIKE TAG: TOUCH TO WIN AND STOP THE GAME.**



**SOME OF THE PAWNS IN BOX 3 HAVE MOVED: THE PAWN ON H4 MOVED TWO SQUARES FROM H2, THE SQUARE WHERE IT STARTED. THE PAWN ON G3 MOVED ONE SQUARE FORWARD FROM G2, THE SQUARE WHERE IT STARTED. THERE ARE FOUR EXTRA ROOKS IN THIS EXAMPLE. THE PAWN ON C2 IS BLOCKED BY THE ROOK ON C3: IT CAN NOT MOVE. THE PAWN ON C2 CAN CAPTURE THE ROOK ON D3; PAWNS CAPTURE BY MOVING DIAGONALLY**

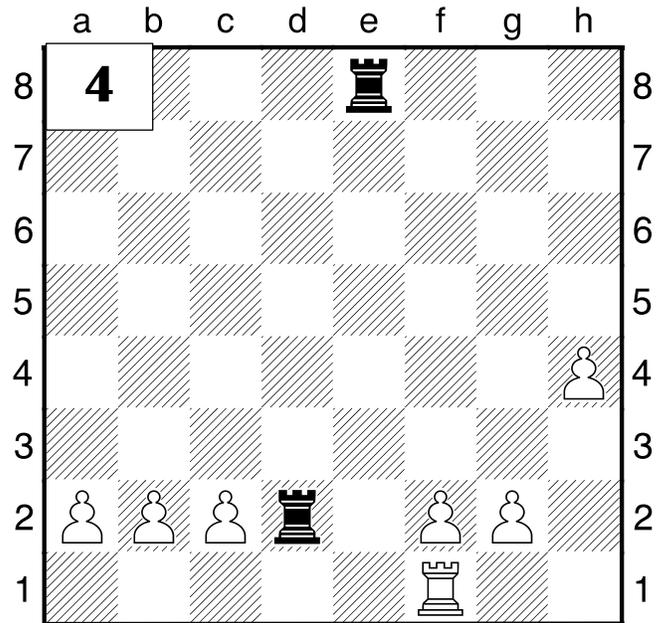
**(KITTY CORNER) ONE SQUARE IN THE FORWARD DIRECTION. WHEN CAPTURING PAWNS MUST STAY ON THE SAME COLOR SQUARE THEY START ON.**



**NOTE THAT C2 IS A WHITE SQUARE: D3 IS ALSO WHITE. PAWNS ARE THE ONLY PIECE THAT CAN NOT CAPTURE IN THE DIRECTION THEY MOVE. IF YOU'RE MOVING YOUR ROOK AND IT RUNS INTO AN OPPONENT'S PIECE YOU CAN CAPTURE IT. IF YOU'RE MOVING YOUR PAWN AND IT RUNS INTO AN OPPONENT'S PIECE, YOU ARE BLOCKED. YOU CAN'T MOVE OVER THE BLOCKING PIECE OR CAPTURE IT.**

**LET'S WORK ON STRATEGY. IF BLACK TAKES ALL OF WHITE'S PAWNS BLACK WINS THE GAME. IF WHITE TAKES BOTH OF BLACK'S ROOKS WHITE WINS THE GAME. HENCE, BLACK'S JOB IS TO TAKE WHITE'S PAWNS AS QUICKLY AS POSSIBLE. CAN THE ROOK AT A8 TAKE THE PAWN AT A2? SURELY THE ANSWER IS YES. IS THIS SAFE? CAN WHITE TAKE BLACK'S ROOK IF IT IS ON A2? NO. A2 IS A WEAK AND UNPROTECTED PAWN. WHAT ABOUT THE PAWN AT B2: IS IT WEAK? YES. THE C2 PAWN IS WEAK TOO, AND IF BLACK HAD SIX ROOKS THIS WOULD BE HIS BEST MOVE, PREVENTING WHITE FROM USING THE C2 ROOK FROM TAKING HIS ROOK AT D3! WHAT ABOUT THE H4 PAWN: IS IT WEAK OR STRONG? IF BLACK'S ROOK AT H8 TAKES THE H4 PAWN WHAT COULD WHITE DO? CAPTURE WITH HIS G3 PAWN! REMEMBER HOW PAWNS CAPTURE? WHITE HAS THE PAWNS ON THE RIGHT SIDE OF THE BOARD IN A FORMATION CALLED A "PAWN CHAIN". CHAIN**

**BECAUSE THEY ARE STRONG: PAWNS CAPTURE DIAGONALLY, SO H4 IS PROTECTED BY G3 AND G3 IS PROTECTED BY F2. NOTE THERE IS NO PAWN TO PROTECT F2: HENCE, WHITE IS USING HIS ROOK TO PROTECT F2. WHITE'S JOB IS TO MOVE HIS PAWNS UP THE BOARD IN FORMATION AND PROTECT THEM AS BEST HE CAN WITH HIS ROOK. LOOK AT BOX 2, THE STARTING POSITION. CLEARLY WHITE IS GOING TO HAVE AN EASIER TIME PROTECTING THE ROOKS ON THE RIGHT SIDE ON THE BOARD THAN THOSE ON THE LEFT: HENCE HE SHOULD FOCUS HIS EFFORTS ON THE RIGHT SIDE OF THE BOARD.**



**IN BOX 4 WHITE MADE HIS BEST MOVE: HE IS WORKING ON A PAWN CHAIN ON THE RIGHT SIDE OF THE BOARD. IF BLACK PLAYS ROOK TO H8, A SINGLE ATTACK THAT WHITE CAN SEE, WHITE PLAYS PAWN TO G3 TO PROTECT HIS H4 PAWN AND MAKE A CHAIN. BLACK NEEDS A BETTER STRATEGY THAN A SINGLE ATTACK. WHERE CAN BLACK MOVE SO HE CAN ATTACK TWO PAWNS? THIS MOVE, ROOK TO D2 IN BOX 4, IS THE MOST IMPORTANT CONCEPT IN CHESS: THE DOUBLE ATTACK! BLACK'S ROOK ATTACKS TWO PAWNS: C2 AND F2. IF THE C PAWN MOVES BLACK ATTACKS THE B2 PAWN. IF IT WAS BLACK'S TURN CLEARLY HE SHOULD TAKE THE C2 PAWN: TAKING THE F2 PAWN WOULD COST HIM IS ROOK! SO THERE IT IS: HOW ROOKS & PAWNS MOVE AND CAPTURE, THE RULES AND IDEAS FOR BOTH SIDES! WE PLAYED THIS GAME IN CLASS: LET YOUR CHILD TEACH YOU HOW TO PLAY!  
BruceHaffner@gmail.com**