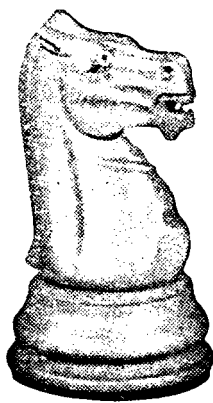


Drueke's
Chess
Primer



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Chess
Primer



PUBLISHED BY

WM. F. DRUEKE

GRAND RAPIDS, MICH.

FOREWORD

In compiling "The Chess Primer" we have endeavored to produce a book that will be at once brief, readable and authoritative. It is not intended that this little volume should take the place of the many excellent works on chess now available, nor is it expected that it will prove of great value to the more advanced student of the Royal Game. Rather it is hoped that it will find a niche for itself, namely: for the instruction of the beginner.

In the arrangement of the text, first will be given a description of the game and the pieces; second, the moves of the men and the object of the game; third, the rules of chess notation, abbreviations and technical terms; fourth, the laws of chess and fifth, the illustrative games and problems.

The reader will find included several diagrams which it is believed will be very helpful to the beginner in aiding him to understand the moves of the various pieces.

In the interests of accuracy we have drawn freely from "The Laws of Chess" as passed by the council of the Federation Internationale Des Echecs at Venice in July 1929, and as translated by the British Chess Federation in 1931.

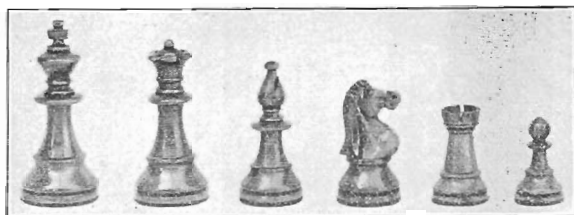
WM. F. DRUEKE.

Grand Rapids, Mich.

CHESS

Chess is a game in the play of which there is no element of chance. It is played on a square called the chess board and divided into 64 squares colored light and dark alternately.

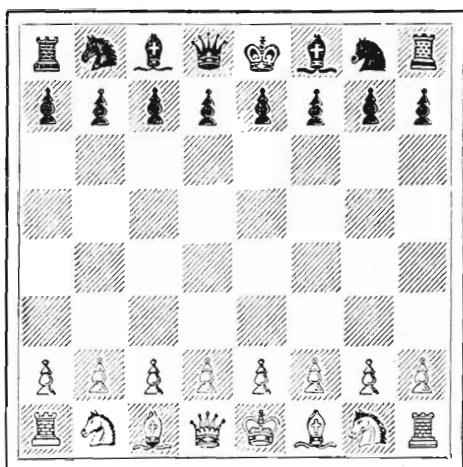
Each player shall play with a series of sixteen men, one series to be light colored and called white, and the other to be dark colored and called black. The men in each series consist of



1 King 1 Queen 2 Bishops 2 Knights 2 Rooks 8 Pawns

32 Total

The men shall be arranged on the chess board at the opening of the game as shown in diagram No. 1.



No. 1

The symbols used on this and following diagrams represent the different pieces respectively as follows:

	White King		Black King
	“ Queen		“ Queen
	“ Rook		“ Rook
	“ Bishop		“ Bishop
	“ Knight		“ Knight
	“ Pawn		“ Pawn

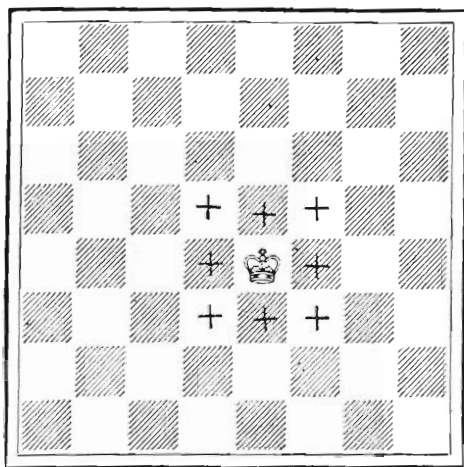
The men move to unoccupied squares excepting in making a capture. Then they take the square vacated by the captured man. The Knight is the only piece having the power to move over an occupied square. The two exceptions to these rules, taking a pawn en passant, and castling, will be taken up later in paragraphs explaining the moves of the King and the Pawn.

The board shall be so arranged that each Player shall have a white square in his right hand corner. The Player and the Opponent shall play alternately one move at a time. The person whose turn it is to move is termed the Player and the other is termed the Opponent.

A capture is effected by removing the Opponent's man from the board and replacing it with the capturing man. All captures are optional except when necessary to avoid checkmate. The condition of checkmate or mate occurs when the King, being at the time in check, (attacked by a hostile piece or Pawn), cannot be relieved from that condition.

THE KING

The King can be moved to any square adjoining the square he occupies, and captures in the same manner any unprotected opposing man. In the following diagram (2) the spaces marked with a cross indicate the squares to which the King may move.



No. 2

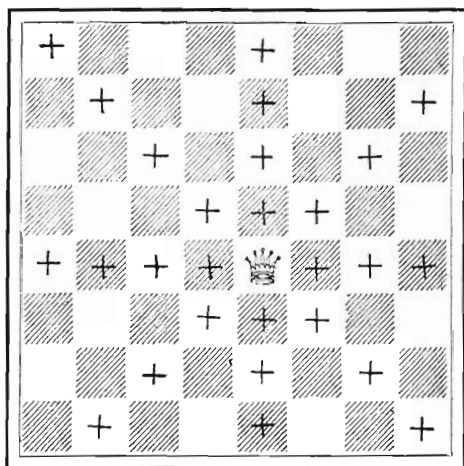
Once during each game both the Player and the Opponent have the privilege of castling, that is moving the King two squares either to the right or left and placing the Rook toward which he moved on the square over which the King has passed. Castling can be consummated only when there are no intervening pieces, when the King is not in check, (that is, being attacked by a hostile man,) and only when

neither the King nor the Rook have previously moved. The King must never move over a square commanded by an opposing man.

The King is the most important piece as the loss of the King means the loss of the game. In the opening and middle game the King has but little offensive power due in part to the circumscribed nature of his move, and also to the risk of involving him in unnecessary danger. In the end game, however, the King becomes a potent force for both offense and defense. The novice should always remember that while the opening moves are primarily for the development of the pieces, and though he should avoid premature attacks, he must constantly be on guard against such strategy directed against his own King. Except in cases of necessity it is seldom advisable to move the King early in the game. If for no other reason, this is true because it abrogates his right to castle.

THE QUEEN

The Queen moves and captures on the rank, the file and the diagonal in any direction and over any distance over unoccupied squares. In the following diagram (3) the spaces marked with a cross indicate the squares to which the Queen may move.



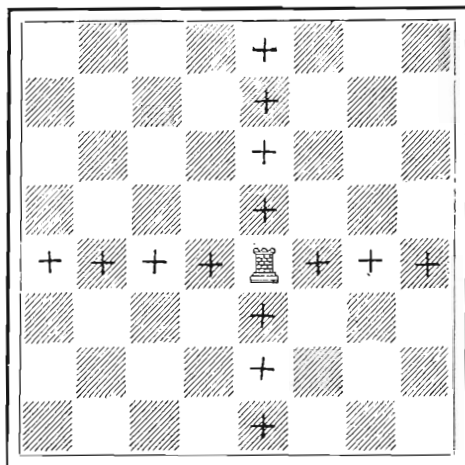
No. 3

The Queen is the most powerful of the pieces, possessing the combined powers of the Rook and Bishop. While the mobility of the Queen makes it a very useful and powerful piece at any stage of the game, still the player should guard against allowing it to be drawn out unnecessarily into positions from which it cannot be readily retracted.

The player should also always guard against allowing his Queen to be pinned, that is, caught between his own King and an inferior attacking piece in such manner that his Queen may not move and escape capture.

THE ROOK

The Rook moves and captures on the rank and file only, over unoccupied squares. In the following diagram (4) the spaces marked with a cross indicate the squares to which the Rook may move.



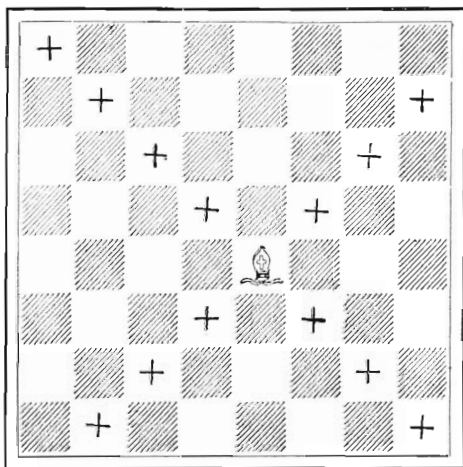
No. 4

The Rook is next to the Queen in power and due to its original position hemmed in by its own pieces is seldom brought into play in the early stages of the game. Since the Rook in conjunction with the King takes part in the joint move known as castling, it is well not to move the Rook until the player is sure he does not want to castle on that side.

When through the exchange of Pawns a file becomes "open" that is not obstructed by Pawns, it is often well to take command of the file with one of the Rooks.

THE BISHOP

The Bishop moves and captures diagonally in any direction over unoccupied squares. In the following diagram (5) the spaces marked with a cross indicate the squares to which the Bishop may move.

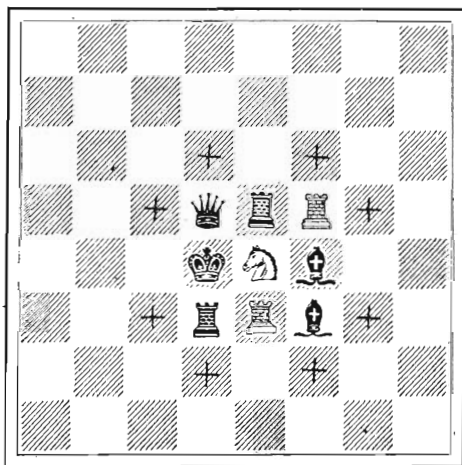


No. 5

The Bishop is next to the Rook in power. The two Bishops are originally placed on squares of different colors, and throughout the game move over and to squares of the same color.

THE KNIGHT

The Knight moves and captures in any direction by a movement combining the moves of the Rook and the Bishop, that is, it moves one square like a Rook, then like a Bishop one square, which final square must not adjoin the square from which the Knight is moved, such movements constituting one move. Thus it will be seen that the Knight moves to the farthest corner of a rectangle composed of six squares, and always moves to a square of the opposite color to the one on which it started. In the following diagram (6) the spaces marked with a cross indicate the squares to which the Knight may move.



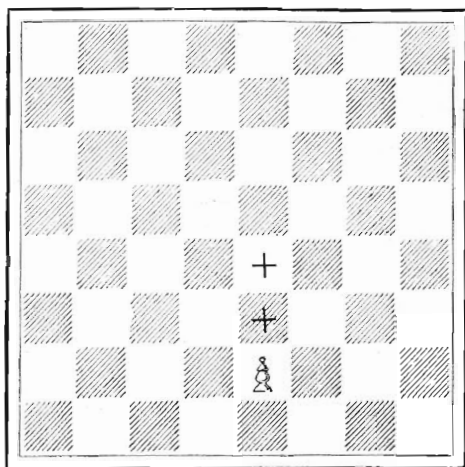
No. 6

The Knight is next to the Bishop in power. The difference, however, is very slight and some players prefer a single Knight to a single Bishop. Two Bishops, however, are much stronger than two Knights if only for the reason that two Bishops and a King constitute a mating force.

THE PAWN

The Pawn moves forward only, and excepting for its first move, only one square at a time. Each Pawn for its first move has the privilege of moving two squares at the option of the player. The Pawn is the only man that does not capture as it moves. It captures on either of the two diagonal squares adjoining it in front. Each Pawn that is moved to a square on the eighth rank must be exchanged for a Queen, Rook, Bishop or Knight of the same series without regard to the number of such pieces already on the board.

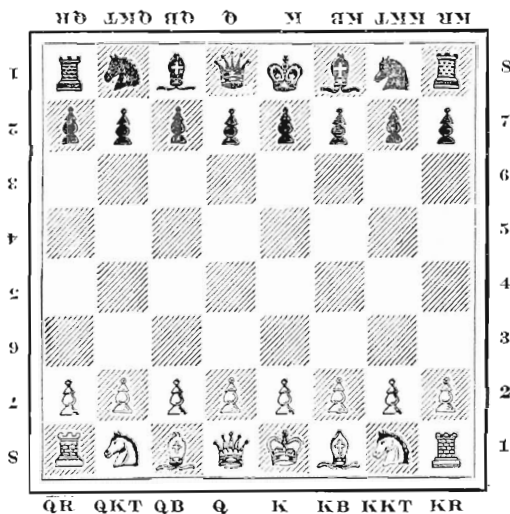
A Pawn which has been moved two squares on its first move is liable to be captured on the following move by a Pawn that could have captured it, if it had moved only one square, precisely as though it had so moved. In the following diagram (7) the spaces marked with a cross indicate the squares to which the Pawn may move.



No. 7

THE NOTATION

Both of the two most widely used systems of notation are recognized by the F. I. D. E.,* The Descriptive and the Algebraic. Because of the almost universal usage of the descriptive system in books published in the English language we will confine ourselves to that system. The men except the Knight are designated by their initials, and the Knight by Kt, or by N, if preferred. The Bishop, Knight and Rook on the King's side of the board are if necessary further designated by prefixing the letter K, and the corresponding men on the Queen's side by prefixing the letter Q. The Pawns are designated by prefixing the initial of the piece on whose file they stand.



No. 8

* Federation Internationale Des Echecs

The eight files counting consecutively left to right on the side of the chess board initially occupied by the white men are designated the QR, QKt, QB, Q, K, KB, Kkt, and KR files respectively.

The eight ranks are numbered for the white men 1 to 8 from the side of the chess board initially occupied by them, and inversely for the black 1 to 8 from the side of the chess board initially occupied by them. Thus referring to diagram 8, the black Rook in the upper right hand corner is on the King's Rook's eighth square, or on KR8 reading from the white side of the chess board and is on the King's Rook's first square or on KR1 reading from the black side.

A move shall be recorded by the letter designating the man moved followed by the letter or letters and number designating the file and rank respectively of the square to which the man has been removed. For instance, QKB4 means the Q is moved to the fourth square of the file of the King's Bishop. When two men of the same series and denomination can be moved legally to the same square, the letter or letters and number designating the file and number of the square which the moved man occupied shall be added in brackets to the letter designating the man moved. For instance R (Kkt2) Kt4 means the R on the second square of the Kkt file is moved to the fourth square of the same file.

If an opposing man occupy the square to which a man is moved, the designation of such opposing man shall be substituted for the designation of the square, preceded by the symbol for capture, but the latter designation, stated as from the Player's side of the Chess board, shall be added in brackets if otherwise the record could be interpreted as applying to more than one opposing man.

The following abbreviations will be found in common usage in Chess literature and should be memorized by the student:

Castles KR or O--O—Castles with the KR (Short Castling).

Castles QR or O--O--O—Castles with the QR (Long Castling).

X—Captures.

Ch—Check.

Mate—Check and Mate.

TECHNICAL TERMS

EN PRISE—A piece is said to be en prise when it can be taken by a hostile piece or Pawn.

J'ADOUBE or **I ADJUST**—Used to inform the opponent that a piece is being touched for the purpose of adjustment and not with the intention of moving it.

FORCED MOVE—When a player has only one move at his disposal it is termed a forced move.

ILLEGAL MOVE or **FALSE MOVE**—Any move which can not be legally made, such as castling after the King has been moved or moving a Knight like a Rook.

MINOR PIECES—The Bishops and Knights are termed minor pieces to distinguish them from the Queen and the Rooks.

RANKS AND FILES—The rows of horizontal squares are called ranks and the rows of vertical square are called files.

GAMBIT—A word derived from the Italian, meaning to trip up in wrestling. The word as used in chess phraseology signifies a sacrifice, usually a Pawn sacrifice, for the purpose of obtaining an attack. The Pawn thus sacrificed is called the "gambit" Pawn.

DOUBLED PAWN—Pawns of the same color on the same file are called doubled Pawns.

ISOLATED PAWN—A Pawn which cannot be supported by other Pawns and stands alone on a file is called an isolated Pawn.

PASSED PAWN—A Pawn is called “passed” when there is no hostile Pawn to prevent its march to the eighth square.

MAN—A term applicable to each King, Queen, Rook, Bishop, Knight and Pawn.

PIECE—A term applicable to each man except a Pawn.

PINNED MAN—A man that occupies a square between the King of the same color and an opposing piece that would otherwise be giving check to the King.

DISCOVERED CHECK—Check given to the Opponent’s King when the line of action of the checking piece is opened by the movement of another man of the same color.

DOUBLE CHECK—Check given by the man moved in addition to the discovered check from another piece.

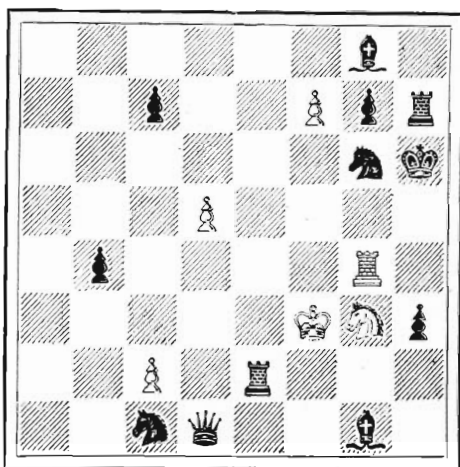
AN EXCHANGE—The exchange by capture of identical men, or of men of practically the same theoretical value.

WINNING OR LOSING THE EXCHANGE—To exchange by capture a Bishop or Knight for a Rook is winning, and of a Rook for Bishop or Knight is losing the Exchange.

CHECK—The King is in check when he is attacked by a hostile piece or Pawn and his capture is not permissible according to the laws of Chess. One of three things must then be done: 1. The King must move out of check. 2. The hostile man that checks must be taken. 3. A piece or Pawn

must be interposed between the King and the attacking hostile piece. If none of these things can be done the game is lost, the King being checkmated.

In diagram 9, if black were first to move 1. Q x P at Q4 would attack the white King thus administering check. In this instance white could not move his King to a square that is not guarded by the black men or already occupied by one of his own men, nor could the black Queen that gives the check be captured, but white can prevent the immediate checkmate by playing either his Rook or Knight to K4 between the checking Queen and his own King.



No. 9

PERPETUAL CHECK occurs when the attacked King cannot escape from one check without rendering himself liable to another—as in diagram 9, white with the move can if he so wish bring about perpetual check by Kt, KB5 Ch. and black is forced to play KR4 white plays Kt, K. Kt. 3 and black is forced to play KR3 white continuing Kt. KB5 Ch. Black cannot prevent this perpetual check of the Knight at KB5 and KKts 3.

STALE MATE is brought about when the King although not at the moment in check, is so situated that he cannot be moved without going into check and when no other piece or Pawn can be moved.

SMOTHERED MATE or Philidor's Legacy, occurs when the King is so hemmed in by his own men that he cannot move out of check from a hostile Knight which is the only piece that can administer this mate.

CHECKMATE—This word is derived from the Persian Shah mat, literally: the King is dead. This occurs when the King at the time in check is unable to relieve himself from this condition.

TO TAKE "EN PASSANT" ON IN PASSING. When a Pawn exercises his privilege of moving two squares on his initial move, an opponent's Pawn situated on the fifth square of an adjoining file may capture it by moving on to the square over which the Pawn has moved, just as if he had stopped there.

DRAWN GAME—When neither Player can checkmate his adversary the game is drawn. The following are the instances in which this occurs: a. When the player cannot

make a legal move and the King is not in check, the King is then said to be stalemated. b. If the Player prove he can subject the Opponent's King to an endless series of checks. c. By reoccurrence of position when the same position occurs three times in the game, and the same person is Player on each occasion, and if such Player claim the draw before the position is altered by further play, otherwise no claim can be sustained. (For the purpose of this Clause there shall be no distinction between the King and Queen's Rooks and Knights, or between the original pieces and pieces of the same denomination and color obtained through the promotion of Pawns.) d. By mutual agreement, but only after 30 moves have been made with the Black men. e. The game shall be declared drawn if the Player prove that 50 moves have been made on each side without checkmate having been given and without any man having been captured or Pawn moved. f. Either the Player or the Opponent may at any period of the game demand that the other checkmate him in 50 moves, (subject to the conditions attached in (e).) If checkmate is not given in 50 moves, the game shall be declared drawn. Nevertheless, the count of 50 moves shall begin again after each capture of any man and after each movement of a Pawn. Exception shall be made for certain positions where theoretically more than 50 moves are necessary to force a checkmate and in this case a number of moves double the number established by theory as being necessary for this object shall be allowed in lieu of the 50. The draw must be claimed by either the Player or the Opponent immediately the stipulated number of moves in Conditions (e) and/or (f) of the particular case is completed without checkmate being given. and not at any later period.

THE LAWS OF CHESS

These laws were passed by the F. I. D. E. (Federation Internationale Des Echecs) during a meeting of the council at Venice in July 1929. They are from the authorized edition of the official code as translated by the British Chess Federation in 1931.

I. THE POSITION OF THE CHESS BOARD AND THE MEN.

The chess board shall be so placed between the two persons that the nearest corner square at their respective right hands shall be light colored. If in the course of or immediately after a game it be proved that the initial position of the men on the board was incorrect, or the chess board wrongly placed initially, the game shall be annulled.

If in the course of a game the number or position of the men be altered illegally the position immediately before the alteration occurred must be reinstated and the game resumed therefrom. If this position cannot be ascertained the game shall be annulled and there shall be a re-play.

II. THE MOVE.

The choice of playing the first game with the white men or the black men shall be determined by lot, or by agreement, and in a match of two or more games the two persons shall play with the two series alternately, irrespective of the results of the games, but games annulled according to the above law shall not be reckoned in applying this rule.

The first move shall be with the white men, and thereafter the players shall move alternately, one move at a time.

III. TOUCHING MEN.

I. If the player touch:

1. one of his own men he must move it,
2. one of his opponent's men he must take it,

3. one of his own men and one of his Opponent's men, he must take the latter with the former, if such capture be a legal move. If not the Opponent may require either that the player shall move the man touched, or take with any one of his men at the Player's option with which the capture can be effected legally, the Opponent's man touched. If none of the moves indicated in this paragraph can be made legally, no penalty can be exacted.

IV. ILLEGAL MOVES.

If a Player makes an illegal move and the Opponent draw his attention to the fact before touching any of his own men, the illegal move must be retracted and the game shall be continued as follows:

(a) When a capture has not been made, the Player shall make a legal move with the man he has moved illegally, but if no such legal move can be made no penalty can be exacted.

(b) If a capture has been made, the Player must either take the Opponent's man by a legal move, or make a legal move with his own man touched at the option of the Opponent, but if no such legal move can be made no penalty can be exacted.

(c) If in the course of a game it is proved that an illegal move has been made and not retracted, the position existing immediately before the illegal move was made shall

be reinstated and the game shall be continued from that position. If the position cannot be reinstated the game shall be annulled.

V. PENALTIES.

The Opponent can exact a penalty for an infraction of these laws only if he has not touched one of his own men after the infraction occurred. Castling cannot be exacted as a penalty move. If the Opponent names as penalty a move which is illegal, his right to exact a penalty for the illegality committed by the Player shall be abrogated. Before enforcing any penalty the position which existed before the illegality occurred shall be reinstated.

VI. CASTLING.

The person who gives the odds of a Rook may castle as though this Rook were on the board, on the side from which the Rook has been removed, subject to the condition that this Rook's square is not occupied by any other man of either series.

VII. PAWN TAKING "EN PASSANT".

If a Player be left with no other move than to take a Pawn in passing, he must make that move.

VIII. GAMES FORFEITED.

The game shall be declared forfeited by the Player or the opponent who:

- (a) Wilfully upsets the board or disarranges the men.
- (b) Refuses to comply with a legal requirement under these laws.

(c) In the course of a game refuses to conform to the arrangements and to obey the rules made for the conduct of the game.

(d) Whether present or absent exceeds any time limit fixed for the consideration of his moves.

IX. THE UMPIRE OR BYSTANDERS.

A dispute on a question of fact may be submitted by agreement of the Player and Opponent to the decision of a disinterested bystander, in which case his decision shall be binding without right of appeal.

X. CHECK.

When putting the Opponent's King in check, it is customary but NOT obligatory, for the Player to advise the opponent of this fact by saying "check".

XI. COMPLETION OF MOVE.

A move is complete:

(a) In moving from one square to another, when the Player has quitted the man.

(b) In capturing, when the captured man has been removed from the board and the Player has quitted the man making the capture.

(c) In Castling, when the Player has quitted the Rook.

(d) In promoting a Pawn, when the Player has replaced the Pawn by the selected piece and quitted the latter.

OPENINGS

In a book of these proportions, we have not the space to present an exhaustive analysis of the many openings in current use. We do, however, desire to give an example of a few of the more common opening moves.

The only pieces available on the first move are the Knights. In order to develop the other pieces it is necessary to move the Pawns first. Since quick development is of prime importance, it is well first to move such Pawns as will give outlet to the greatest number of pieces. There are not many developing Pawn moves to choose from, and for the purpose of this book we shall confine ourselves to a few of the openings that start with moving either the King's or the Queen's Pawns.

I.—THE CENTER GAMBIT

WHITE	BLACK
1. P—K4	P—K4
2. P—Q4	P x P
3. Q x P	Kt—QB3
4. Q—K3	Kt—B3
5. Kt—QB3	B—K2
6. B—Q2	P—Q4

THE KING'S-BISHOP'S OPENING

1. P—K4	P—K4
2. P—Q4	P x P
3. B—QB4	Kt—KB3
4. P—K5	P—Q4

III—THE SCOTCH GAMBIT

- | | | |
|----|--------|--------|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—QB3 |
| 3. | P—Q4 | P x P |
| 4. | B—B4 | Kt—B3 |
| 5. | P—K5 | P—Q4 |

IV—THE SCOTCH GAME

- | | | |
|----|---------|----------|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—QB3 |
| 3. | P—Q4 | P x P |
| 4. | Kt x P | Kt—B3 |
| 5. | Kt—QB3 | B—Kt5 |
| 6. | Kt x Kt | KtP x Kt |
| 7. | B—Q3 | P—Q4 |

V—GIUOCO PIANO

- | | | |
|----|--------------|--------|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—QB3 |
| 3. | B—B4 | B—B4 |
| 4. | P—B3 or P-Q3 | |

VI—THE RUY LOPEZ

- | | | |
|----|--------|--------|
| 1. | P—K4 | P—K4 |
| 2. | Kt—KB3 | Kt—QB3 |
| 3. | B—Kt5 | |

VII—THE FRENCH DEFENCE

- | | |
|-----------|--------|
| 1. P—K4 | P—K3 |
| 2. P—Q4 | P—Q4 |
| 3. Kt—QB3 | Kt—KB3 |
| 4. B—Kt5 | P x P |
| 5. B x Kt | P x B |

VIII—QUEEN'S GAMBIT

- | | |
|-----------|--------|
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | P—K3 |
| 3. P—B4 | P x P |
| 4. Kt—B3 | Kt—KB3 |
| 5. B—Kt5 | B—K2 |
| 6. P—K4 | P—KR3 |

IX—QUEEN'S GAMBIT DECLINED

- | | |
|-----------|---------|
| 1. P—Q4 | P—Q4 |
| 2. Kt—KB3 | P—K3 |
| 3. P—K3 | P—QB4 |
| 4. P—B4 | Kt—QB3 |
| 5. Kt—B3 | Kt—B3 |
| 6. QP x P | B x P |
| 7. P—QR3 | P—QR3 |
| 8. P—QKt4 | B—Q3 |
| 9. B—Kt2 | Castles |

ILLUSTRATIVE GAME

As an illustrative game we present the following famous masterpiece which was played by Morphy against the Duke Karl of Brunswick and Count Isouard in the Royal box at the Paris opera house.

WHITE	BLACK
1. P—K4	1. P—K4
2. Kt—KB3	2. P—Q3
3. P—Q4	3. B—Kt5
4. P x P	4. B x Kt
5. Q x B	5. P x P
6. B—QB4	6. Kt—KB3
7. Q—QKt3	7. Q—K2
8. Kt—B3	8. P—B3
9. B—KKt5	9. P—Kt4
10. Kt x P	10. P x Kt
11. B x KtP ch	11. QKt—Q2
12. O—O—O	12. R—Q1
13. R x Kt	13. R x R
14. R—Q1	14. Q—K3
15. B x R ch	15. Kt x B
16. Q—Kt8 ch	16. Kt x Q
17. R—Q8 mate	

PROBLEMS

There is one branch of the art of chess that while not as popular as the cross board game, is still worthy of our consideration. That is the chess problem. A chess problem consists of a position on the board somewhat like an end game. The pieces are arranged in such a way that a checkmate is possible in a given number of moves. Usually the white men are to checkmate the black.

There may be many variations due to the lines of defense adopted by the black men, but if it be a good problem there can be but one first move that will bring about the desired results.

The illustrative problem that we have selected is not a difficult one to solve, but will serve as an example of what constitutes a chess problem, and may give the reader an evening's enjoyment.

WHITE

K on KR8

Rs on KKt7 and Q2

B on QR7

Kt on KKt1

BLACK

K on KR7

Q on KKt7

B on KR8

P on KR5

White to move and mate in two moves.

Composed by Wm. A. Shinkmann
Grand Rapids, Michigan

Answer to problem on page twenty-nine

R—R2