

BSAN 179 – CHESS

Homework #1

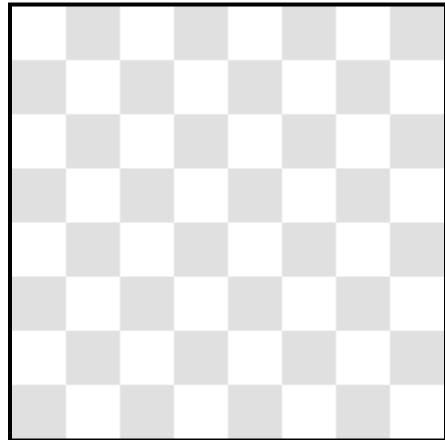
There is a homework assignment each week in this course. The assignments reinforce the material covered in the class (and often review previous classes as well). They should not take long (perhaps an hour a week). They are due at the beginning of the following class.

Doing these assignments will help you be a better chess player. Yes, you could just give the problems to a computer chess program and have it spit out a solution – but that wouldn't help you play chess any better. Rather, invest the time to complete these problems on your own. You are allowed, and even encouraged, to work with others in the class on these assignments. (After all, interaction with others can be a good learning tool.) However, if you find that your only contribution to your study group is to write down the answers that others are providing ... well, you're not going to learn chess that way, either, and it's time to find another study group.

Homework is not graded. It is simply checked for reasonable effort. So don't worry if there are one or two problems you just can't solve. Give things a good shot, and at least write down your partial or incomplete efforts.

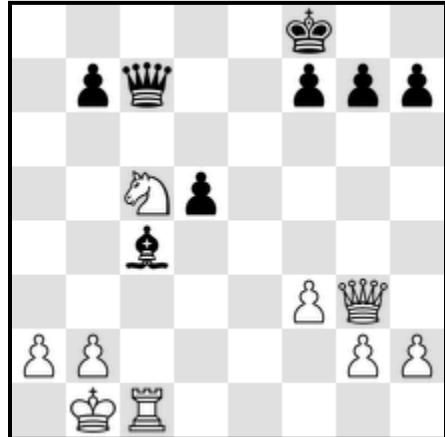
Enjoy!!

- 1) Here's a blank chess board. Write down where the pieces go at the start of the game. Use a "K" for the King, "Q" for Queen, "R" for Rook, "N" for kNight, "B" for Bishop, and "P" for Pawn. Use letters only for the White pieces; circle the letters for Black.

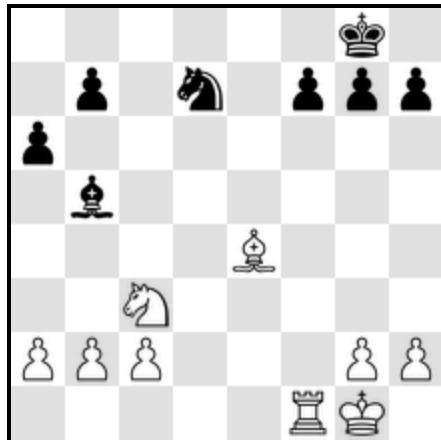


- 2) Two rules for setting up the board at the beginning of the game are "white on right" and "queen on color." What do these rules mean?

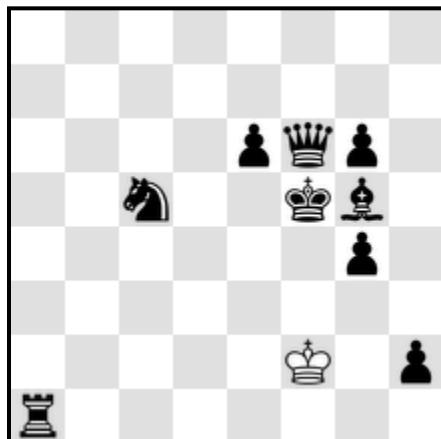
- 3) In the diagram at right, place an "X" on all the squares to which Black's Queen can move. Circle all the squares to which White's Rook can move.



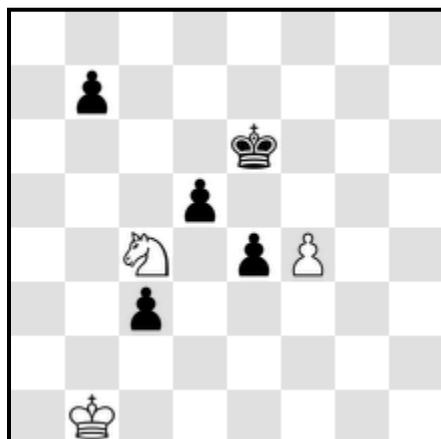
4) In the diagram at right, place an “X” on all the squares to which White’s Knight can move. Circle all the squares to which Black’s Bishop can move.



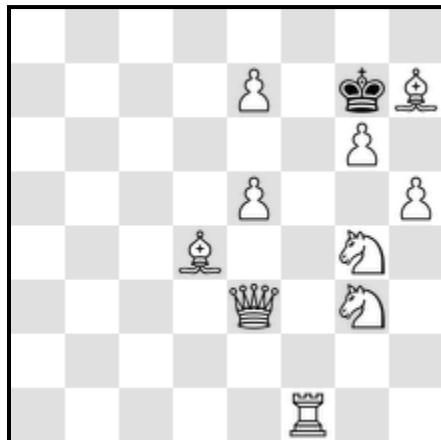
5) In the diagram at right, there are twelve different moves Black can make to put White in check. What are these moves? Indicate them by drawing arrows on the diagram. Are any of these moves checkmate? Explain.



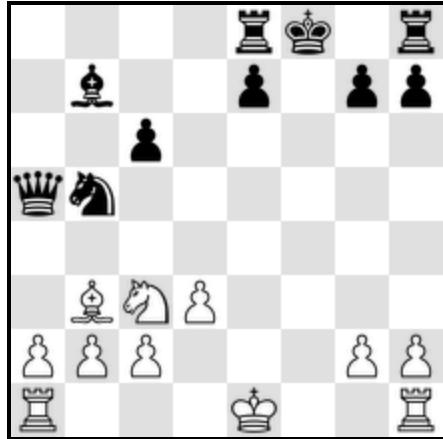
6) In the diagram at right, White has just moved its only pawn forward two squares. What pawn moves does Black have? (There are seven of them; indicate them with arrows on the diagram.) Are any of them check? Also: to what squares could Black move the King? (There are five of them; put X's on them.)



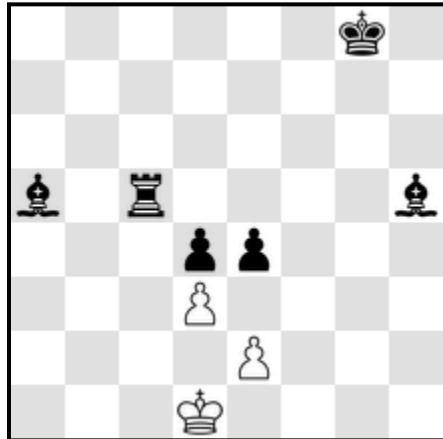
7) In the diagram at right, it's White's turn to move. There are a lot of ways in which White can put Black in check. In fact, there are six of them. Indicate them on the diagram (draw arrows). Are any of them checkmate? Explain.



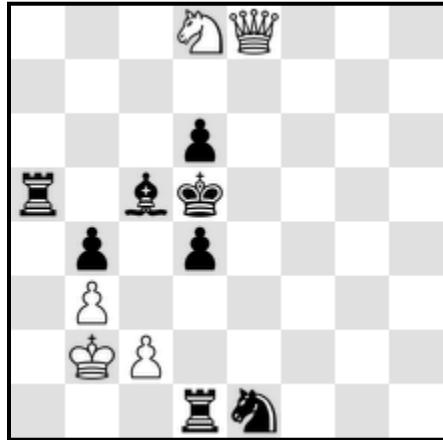
8) Consider the diagram at right. On the previous turn, White moved the Knight to its present position from its original square, to block check. Black responded by moving the Knight into position to attack White's Knight. It's now White's turn. May White castle? Explain. In this particular situation, is it better to castle Queenside or Kingside? Why?



9) In the diagram at right, it's Black's turn to move. What two moves could Black make, that would leave White in stalemate? (And why would these moves be rather *stupid*, er, 'suboptimal' things to do?)



10) White moves the pawn directly to the right of the King forward two squares, putting Black in check. Is this checkmate? Explain.



11) White moves the pawn (the one near the Queen) one square forward, and promotes it to a second Queen. Black responds by using the Rook to capture White's pawn (the one next to the White King), thereby putting White in check. Is this a good move? (Hint: what happens if White's King takes the Rook? And what happens if White's King doesn't take the Rook but instead moves to the corner, the only other legal move?)

