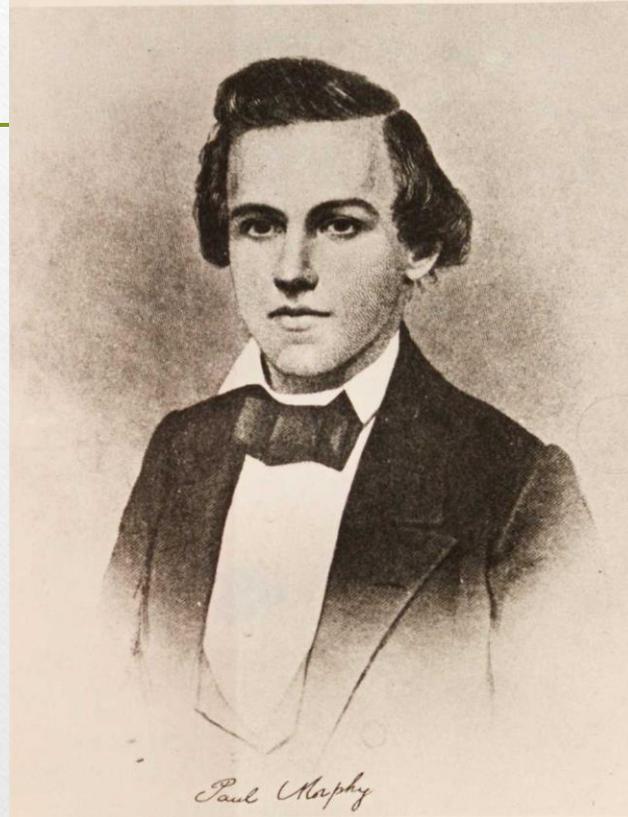


The Historic New Orleans Collection presents
Play Chess with Paul Morphy



Lesson 1, Instruction

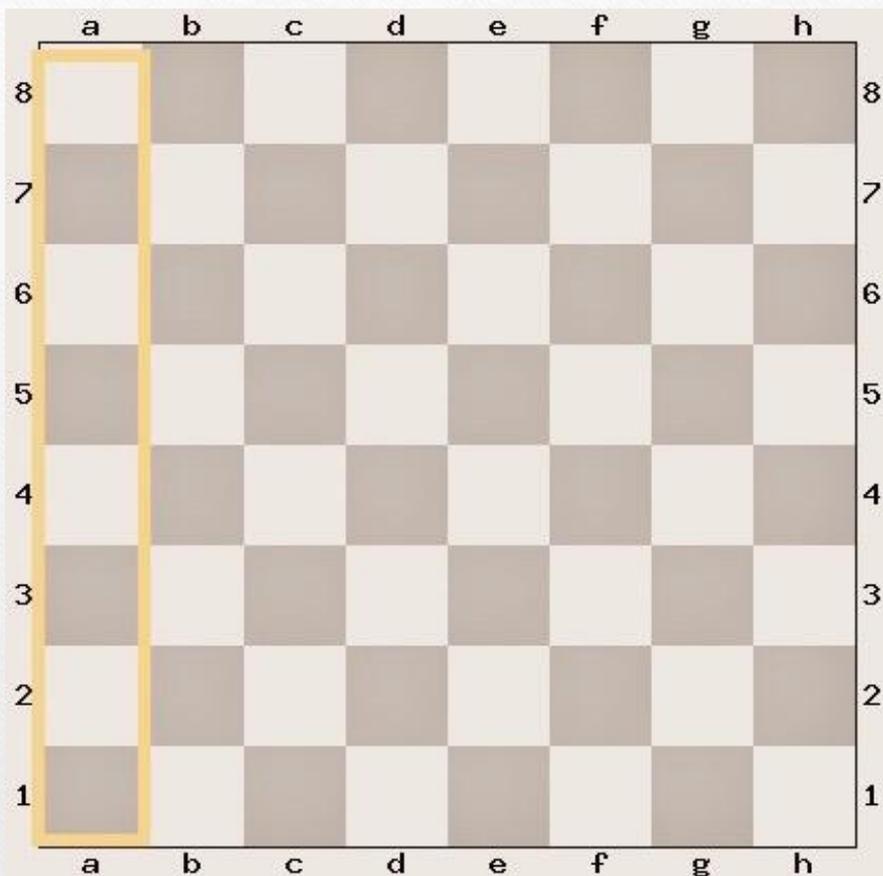
The Chess Board



Paul Morphy's chess set and board, 1850 or 1851
(THNOC, 1983.51.1)

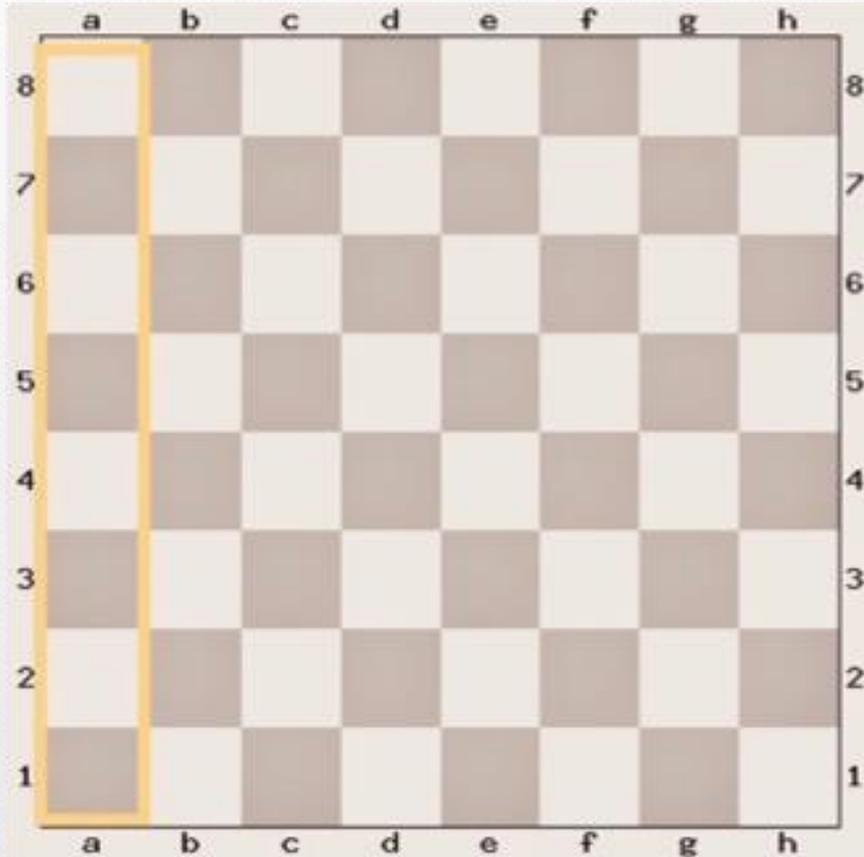
- ♟ Chess is a game of battle played out over 64 squares.
- ♟ 32 warriors are divided into two opposing armies, each led by a king.
- ♟ The victor is the army that traps and prevents the escape of the opposing king.

The Chess Board: Files, Ranks, and Squares



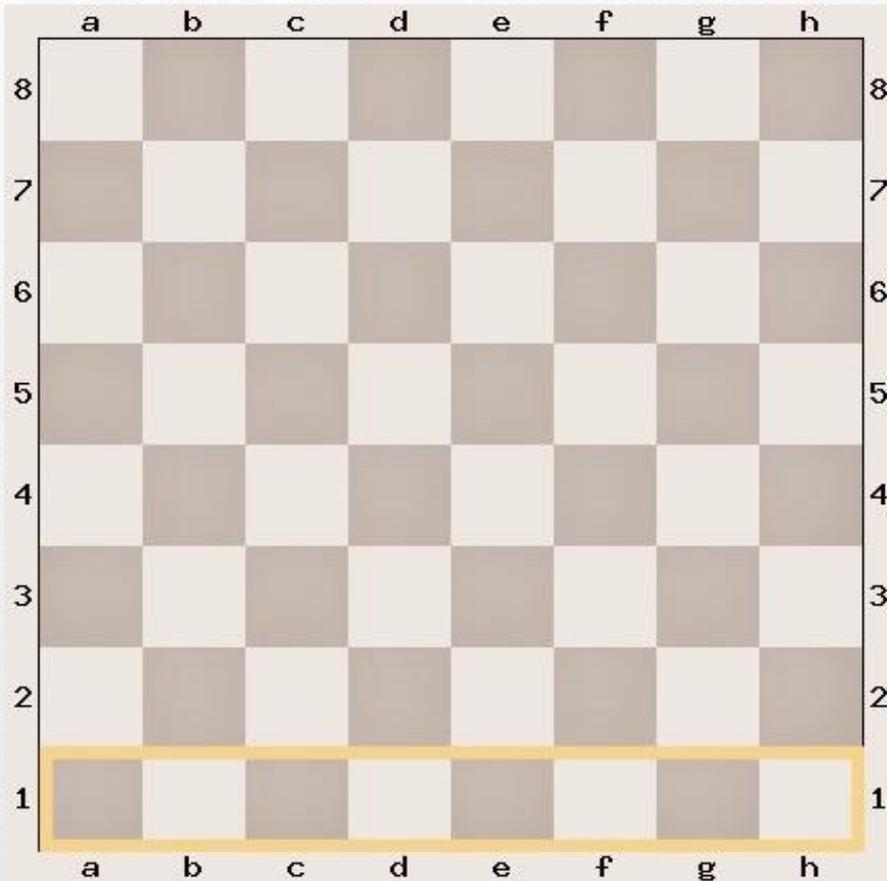
- ♟ All 64 squares on the chessboard can be named and recorded.
- ♟ Knowing how to identify and record squares can help chess players replay games from the past.
- ♟ To identify a square, a player first needs to understand files and ranks.

Files on the Chess Board



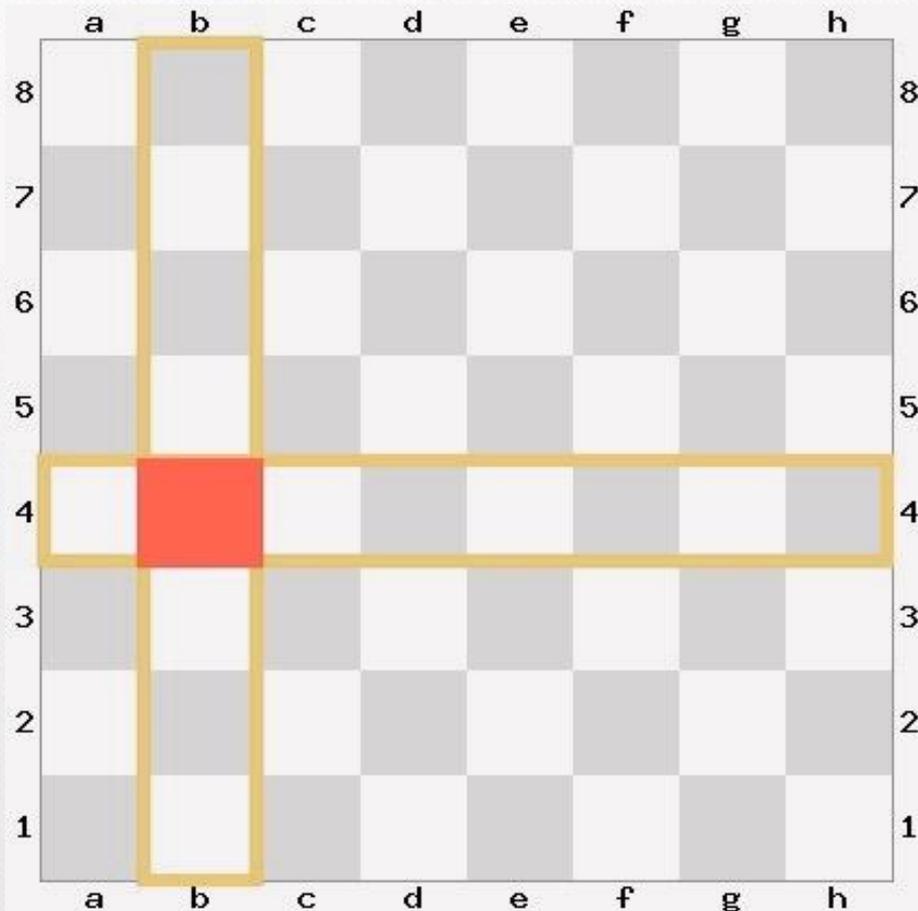
- ♟ Files are **vertical** columns of the chessboard.
- ♟ Each chessboard has **eight files**, which are indicated by the letters a–h.
- ♟ The “a” file is highlighted on the chessboard to the left.

Ranks on the Chess Board



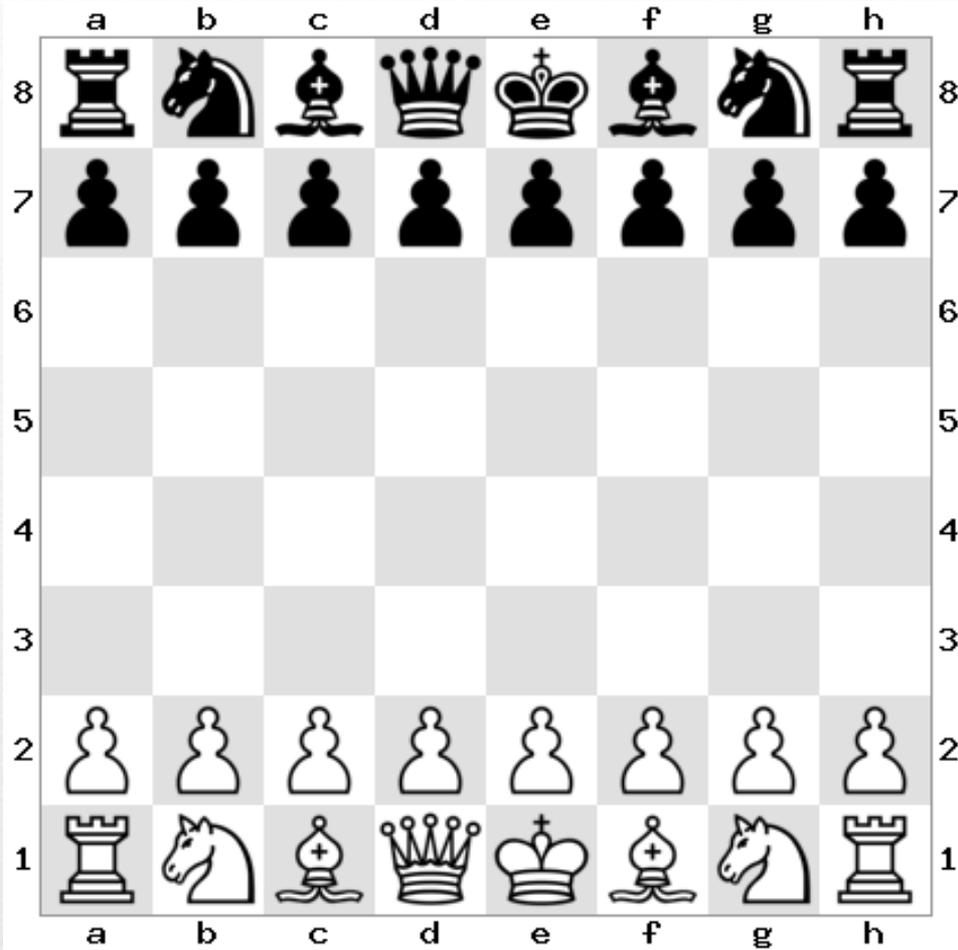
- ♟ Ranks are **horizontal** rows on the chessboard.
- ♟ Each chessboard has **eight ranks**, indicated by the numbers 1–8 on the board.
- ♟ The 1st rank is highlighted on the chessboard to the left.

Squares and Algebraic Notation



- ♟ Squares are identified and recorded by locating where the file and rank meet.
- ♟ On the chessboard to the left, the highlighted square should be identified as **b4**, because the “b” file and 4th rank meet at this point.
- ♟ The letter should always be placed before the number: b4.
- ♟ Keeping a record of a chess game is known as **algebraic notation**.

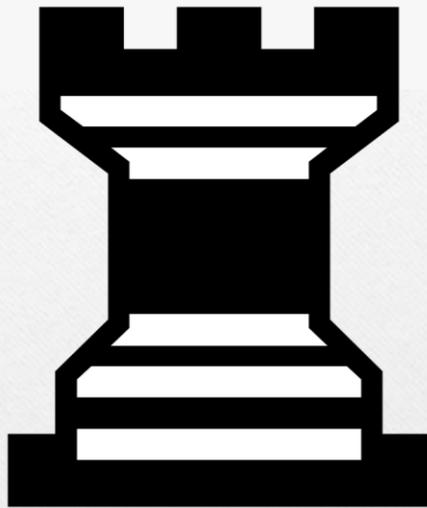
The Chess Board and Pieces



Name and Value of Pieces

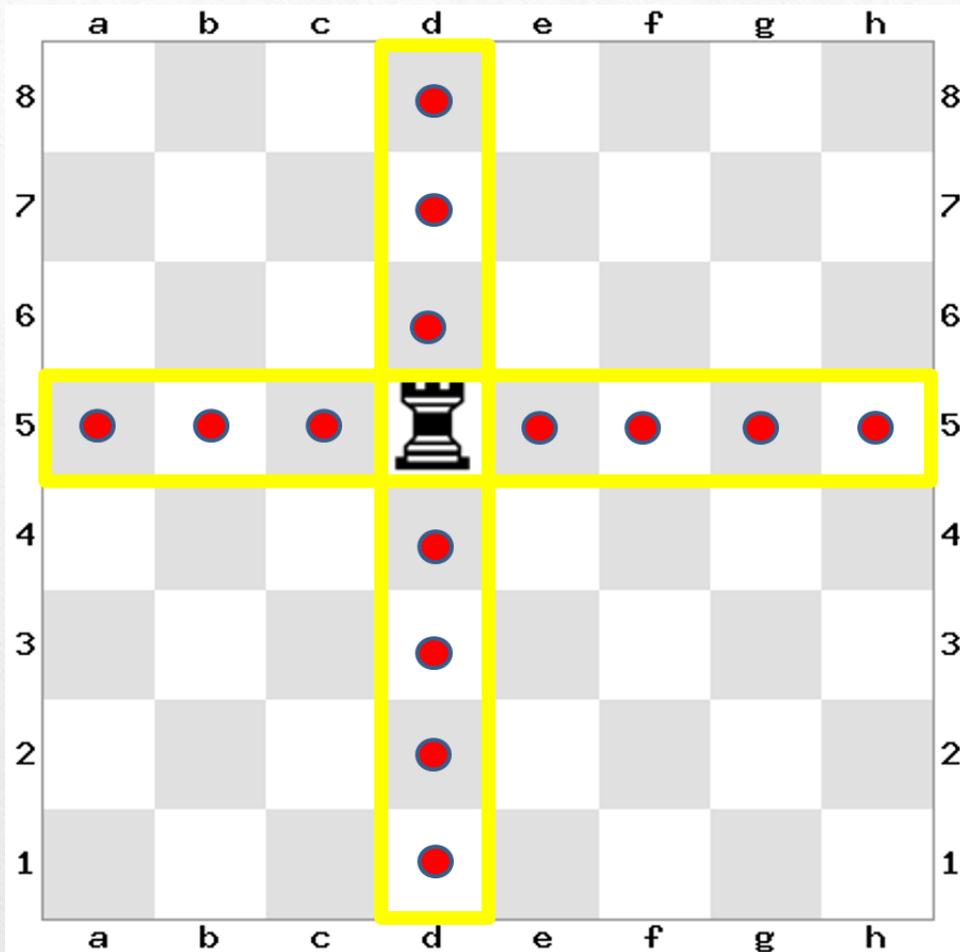
	King	=	Infinity
	Queen	=	9 points
	Rook	=	5 points
	Bishop	=	3 points
	Knight	=	3 points
	Pawn	=	1 point

The Rook



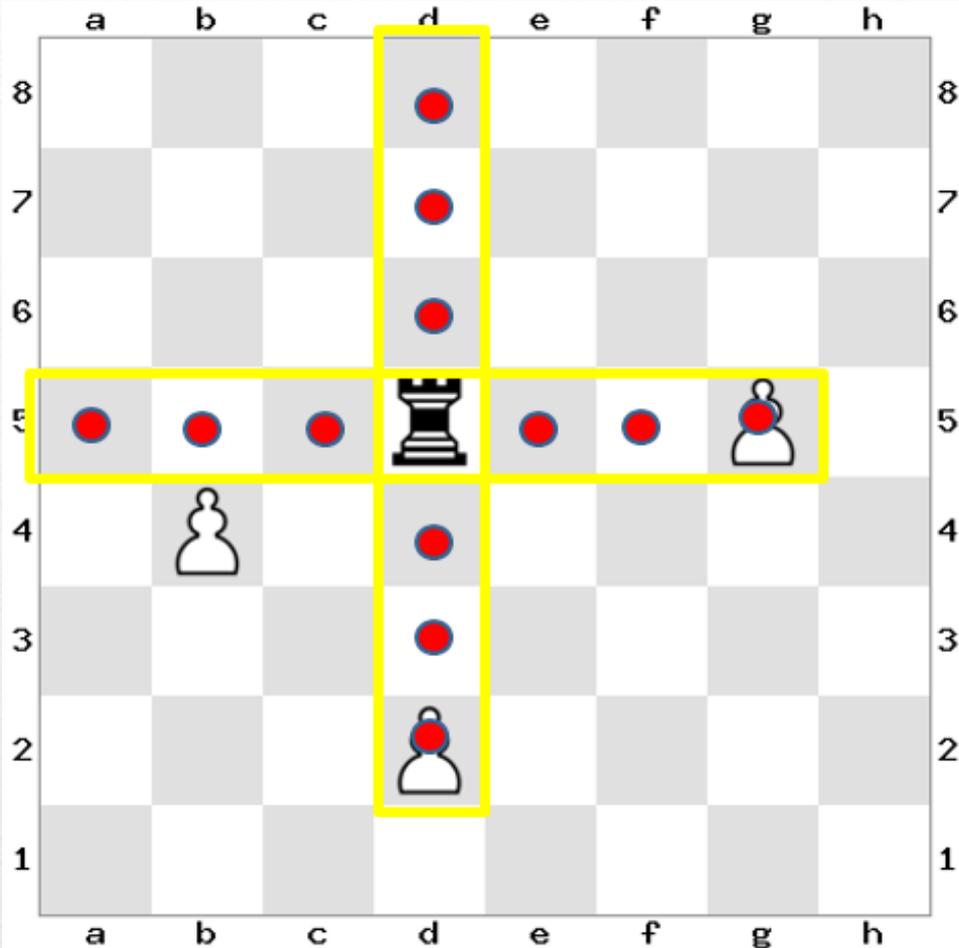
- ⌚ Over the next six lessons we will learn the game of chess by discussing each piece separately.
- ⌚ As you begin to understand algebraic notation, you will gain an appreciation for the historic chess games mentioned throughout the course.
- ⌚ In this lesson, we will go over the rook piece.
- ⌚ The rook moves both **vertically** and **horizontally** along the chessboard.
- ⌚ It can be used to attack opponent pieces and protect its own pieces depending on the manner in which it moves.
- ⌚ Its value is usually considered to be 5 points.

Rook Movement



- ♖ From d5 (left), the rook can move vertically along the “d” file and horizontally along the 5th rank.
- ♖ The 14 red dots represent each legal square that the rook can move while placed on the d5 square.

Rook Movement



♖ In this example, if it was the black rook's (d5) turn, it would be able to move to any square with a red dot.

♖ Note: there are two pawns of the opposing army located on squares where the rook can capture them.

♖ A rook can capture enemy pieces that lie in its path.

Rook Attack

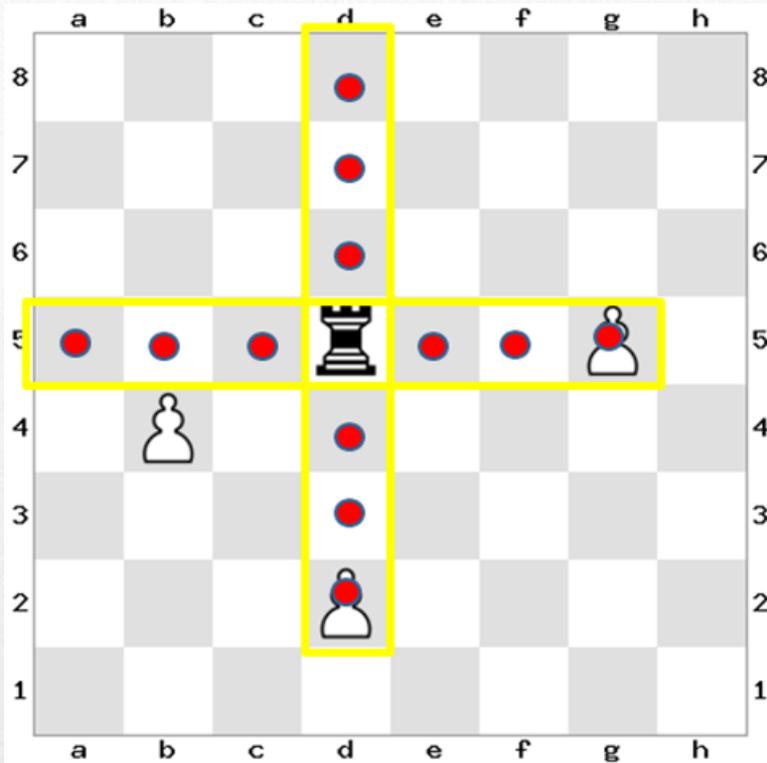


Figure 1

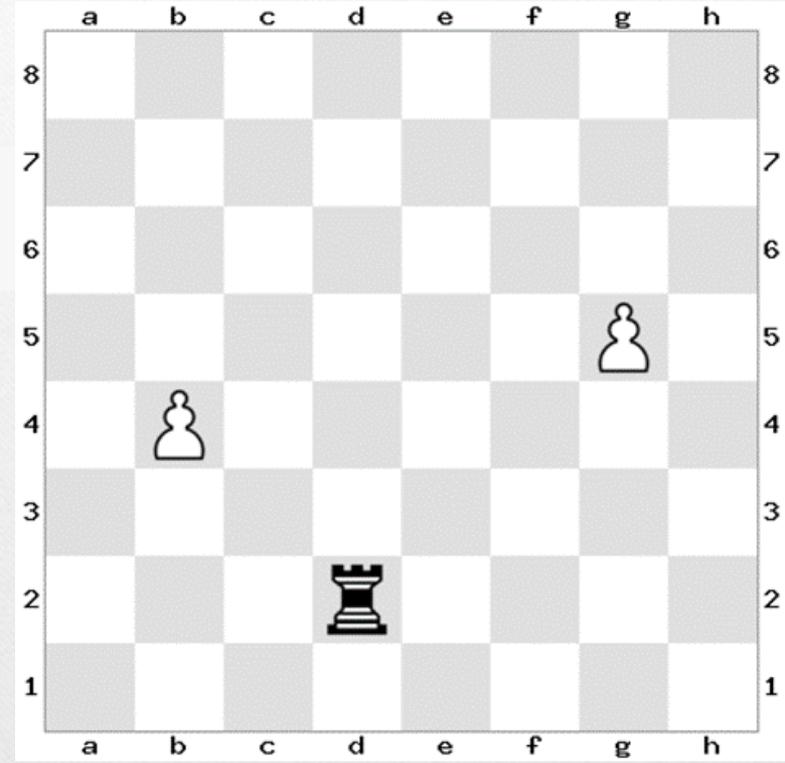


Figure 2

The rook on d5 (fig. 1) captures the pawn on d2 (fig. 2).

Rook Attack

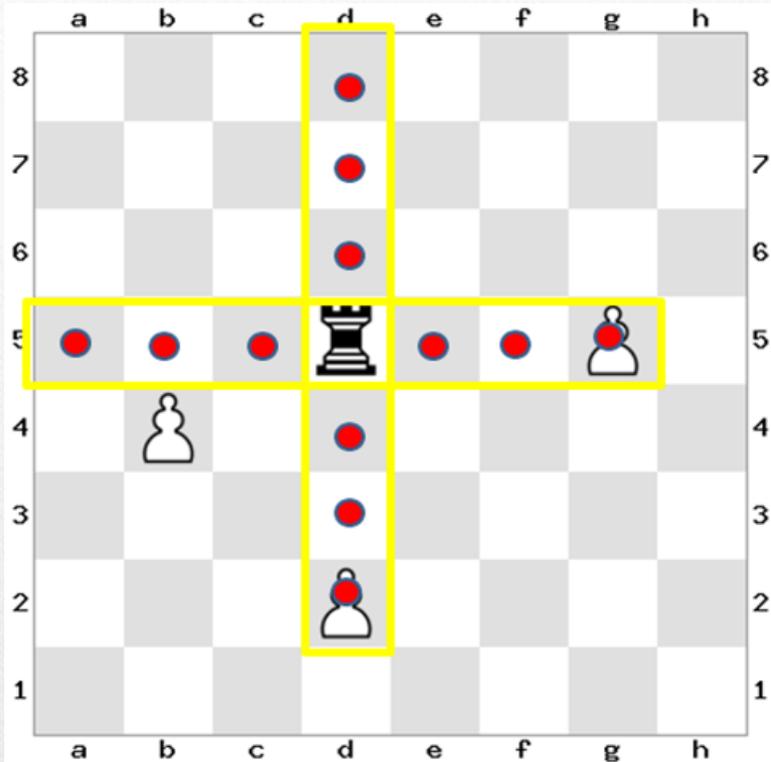


Figure 1

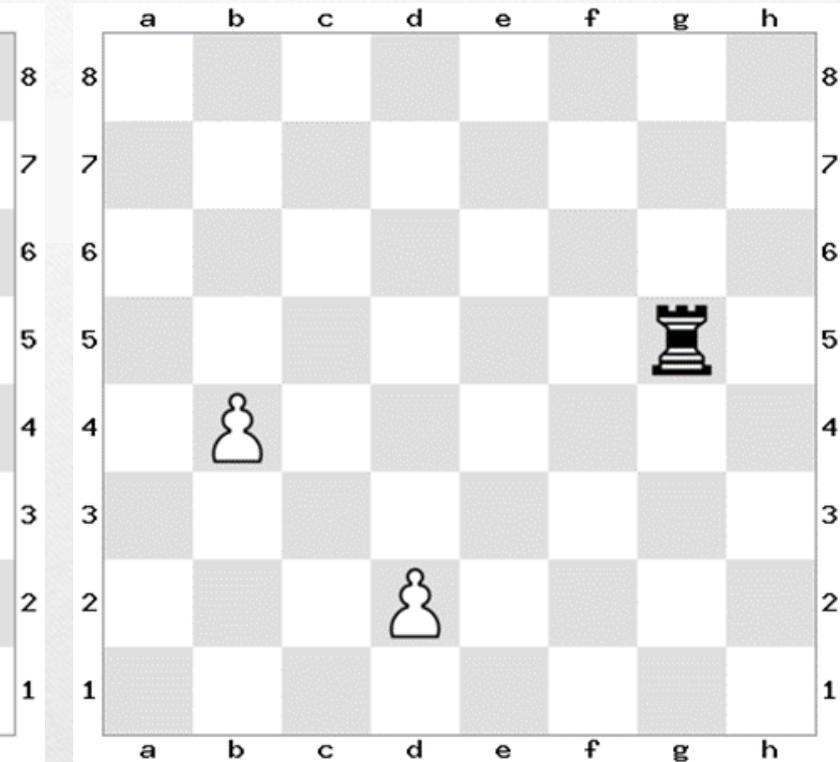
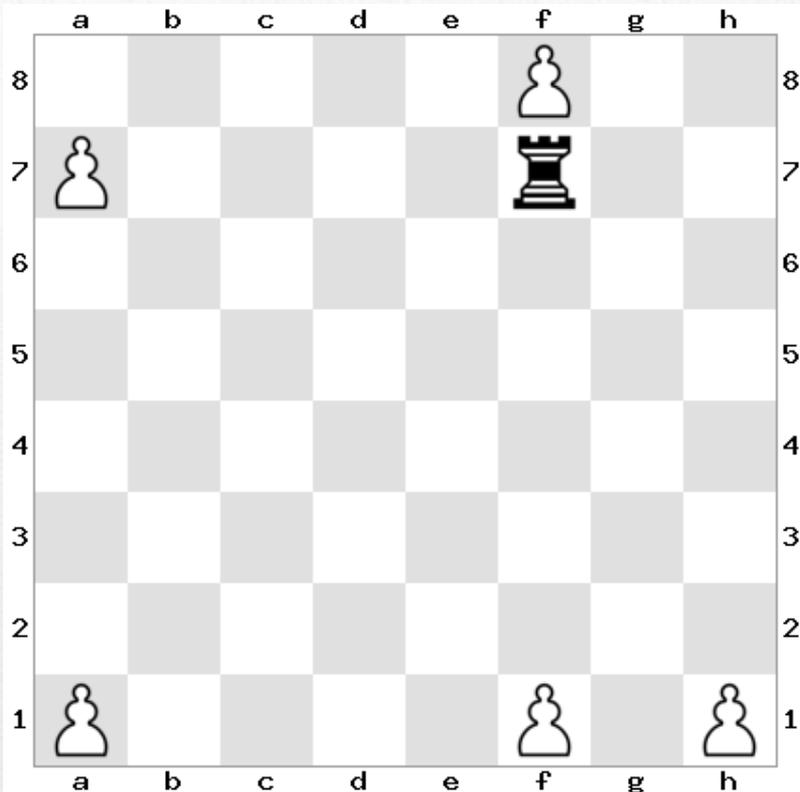


Figure 2

The rook on d5 (fig. 1) captures the pawn on g5 (fig. 2).

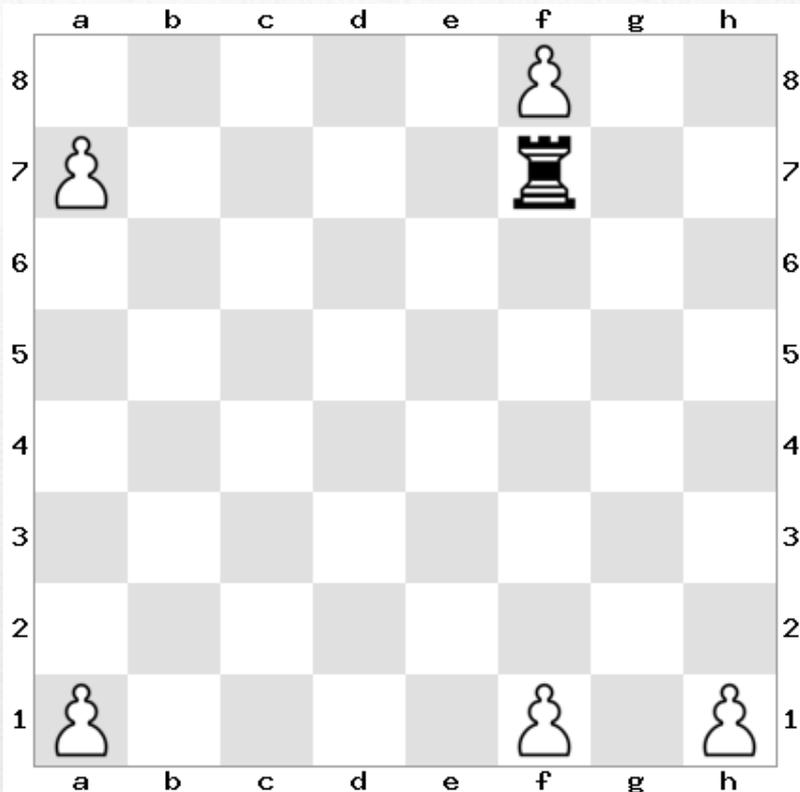
The Game of Pawn Mower



Rules:

- ♟ Can you use the rook on f7 to mow (capture) all five pawns in just five moves?
- ♟ Remember, a rook moves up and down. It can only capture one piece at a time.
- ♟ If you need to take two moves to capture a pawn, you have the wrong path; start over.

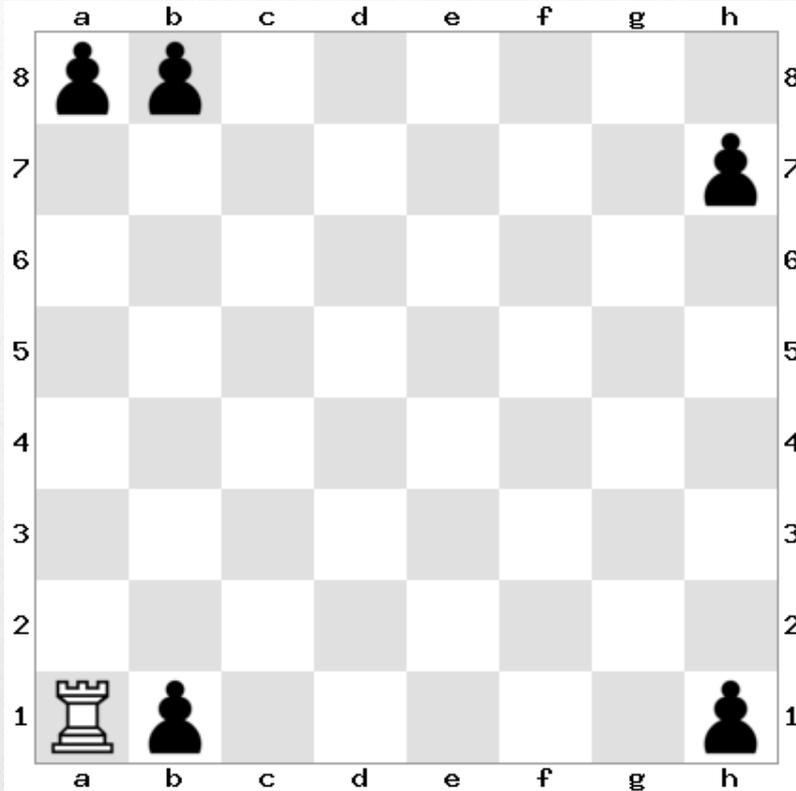
The Game of Pawn Mower



Answer Key:

- ♟ You can capture each pawn by moving up, then down, then right, then left, and finally, up.
- ♟ Five pawns, five moves. Using algebraic notation, the sequence of moves is f8, f1, h1, a1, a7.

More Pawn Mower (Rook) Exercises



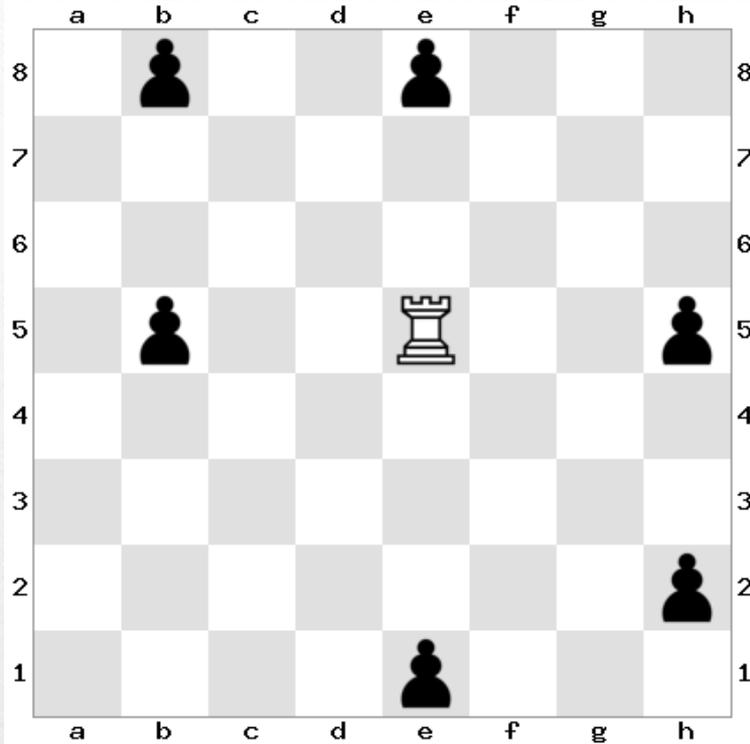
♟ Try solving this pawn mower problem. Five pawns, five moves.

♟ If possible, use algebraic notation to fill in the answer below.

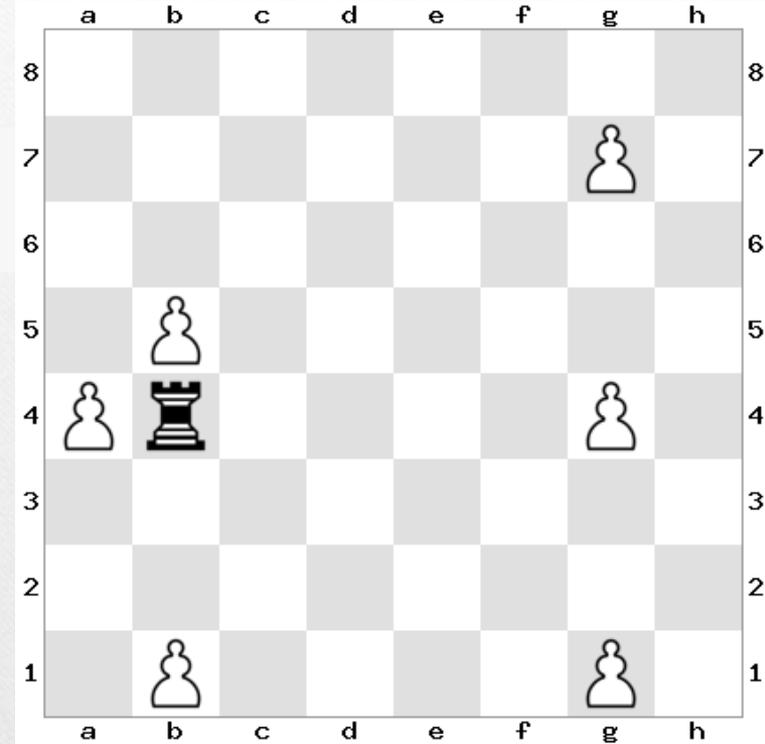
♟ Clue: the third move has already been filled in for you.

1.____, 2.____, 3._b1, 4.____, 5.____

More Pawn Mower (Rook) Exercises

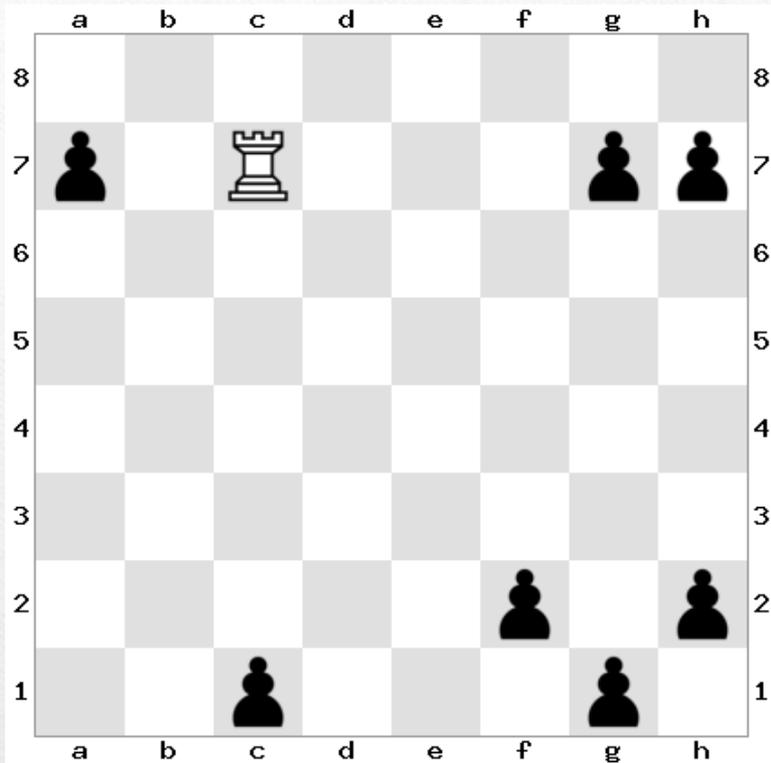


1) __, 2) __, 3) __, 4) b5, 5) __, 6) __

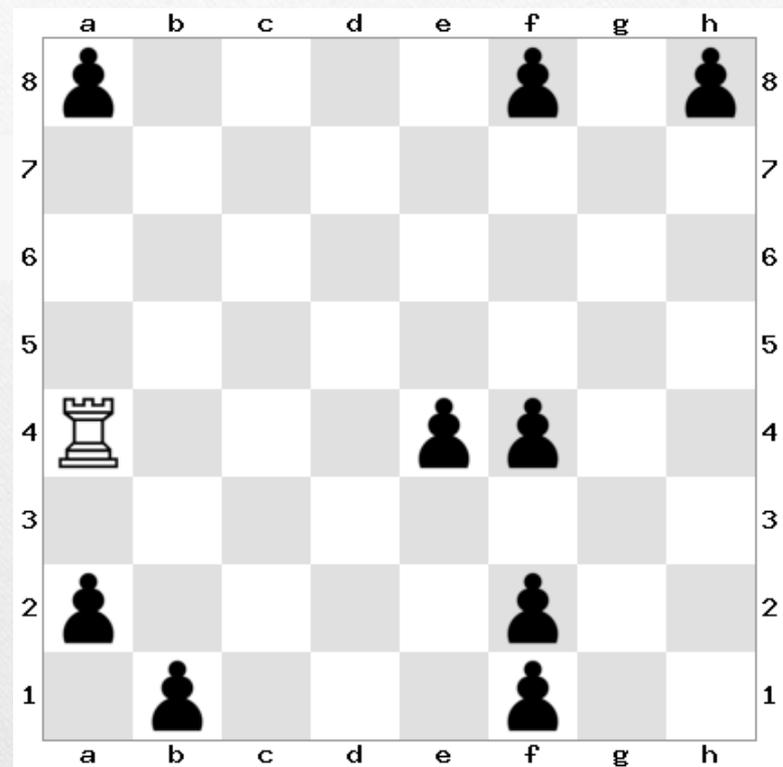


1) __, 2) __, 3) g7, 4) __, 5) __, 6) __

More Pawn Mower (Rook) Exercises



1) __, 2) __, 3) __, 4) __, 5) __,
6) __, 7) __



1) __, 2) __, 3) __, 4) __, 5) __,
6) __, 7) __, 8) __, 9) __

Answer Key

Slide 21

a8, b8, b1, h1, h7

Slide 23, Left

c1, g1, g7, a7, h7, h2, f2

Slide 22, Left

e1, e8, b8, b5, h5, h2

Slide 23, Right

e4, f4, f8, h8, a8, a2, f2, f1, b1

Slide 22, Right

a4, g4, g7, g1, b1, b5

Congratulations! You've finished lesson 1.

In lesson 2, we'll look at the origin of chess in India and follow its spread to Europe. For the instruction portion, we'll be focusing on the Bishop.

In future lessons, we will go over games from centuries ago by reading their notation. If you'd like more resources and exercises to continue on your own, please feel free to contact me!



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