



Chess Warrior Vocabulary

algebraic notation	PP	A way of writing down the position of pieces on the chessboard. Entire games can be recorded.
back rank mate	PP	The king is trapped on an edge of the board so that a queen or rook can give mate.
backward pawn	B	A pawn behind its adjoining pawns that cannot be defended by another pawn.
bad bishop	B	A bishop on the same color squares as its center pawns so that its freedom of movement is limited.
barrier	PP	A band across the board formed by a queen, rook or two bishops that the opposing king cannot cross.
bishop	PP	The piece next to the king or queen. It moves diagonally so a bishop is always on the same color square.
black	PP	Dark squares on the chessboard or the dark chess pieces.
blockade	N	To place a piece or pawn in front of a pawn so it cannot advance.
capture	PP	The opponents piece is removed and the square occupied by the capturing piece.
castling	PP	The king moves two squares and the rook moves around it.
center	N	The four squares in the center of the board.
Center Game	N	1. e4 - e5 2. d4 - . . .
check	PP	The king is under attack.
checkmate	PP	The king is in check and cannot escape.
chess	PP	A two player board game. The popular modern version evolved from an ancient Persian war game.
chess clock	R	A double clock for timing each player in a chess game.
chess pieces	PP	The figurines that are used in a chess game.



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chessboard	PP	The board that chess is played on. Eight squares by eight squares alternating black and white.
combination	R	Two or more tactics used in sequence.
councilor	N	The old Persian name for the piece that became the queen. The highest rank in the Chess Warrior Association.
counter attack	B	To defend by attacking.
Counter Center Defense	B	1. e4 - d5 2. . . .
deflection	R	Drawing a defending piece out of position.
develop	PP	To get one's pieces out into play.
diagonal	PP	The line at an angle across the chessboard, all one color.
diagrams	PP	pictures of chess positions.
discovery	B	A move by one piece that uncovers an attack by another piece.
double attacks	N	A move that attacks two pieces at the same time.
doubled pawns	R	Pawns on the same file that cannot defend each other.
draw	PP	A game ends without a winner. Each player is awarded one half point.
driving off	R	Forcing a piece that is guarding another piece to move away.
en passant	PP	If a pawn has used its double first move to pass an adjacent pawn on the fifth rank, the pawn that was passed may capture the passing pawn on the square passed over but only on its next move.
en prise	N	A piece is under attack but undefended.
End Game	N	The last part of a game when pawn promotion becomes the objective.
escort	B	The king moves beside an advancing pawn to protect it.



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Europe	N	The continent on which modern chess evolved.
fianchetto	R	To place a bishop on the long diagonal.
FIDE	PP	Fédération Internationale des Échecs, The International Chess Federation.
FIDE titles	PP	Ranks awarded by FIDE. They include Master, Grand Master, International Master and International Grand Master.
file	PP	The line of squares across the chessboard from one player to the other.
five	PP	Material advantage generally needed to force mate.
fork	N	To move a pawn or piece where it attacks two pieces.
French Defense	R	1. e4 - e6 2. d4 - d5 - . . .
gambit	B	A material sacrifice in the opening hoping to gain positional advantage.
good bishop	R	A bishop on the opposite color squares as its center pawns is mobile, free to move.
Guioco Piano	B	1. e4 - e5 2. Nf3 - Nd6 3. Bc3 - . . .
hole	R	A square that cannot be attacked or defended by a pawn.
Hypermodern style	B	A style of chess play that seeks to disrupt the oponent's positions.
in the square	N	The position where a king can reach the queening square in the same number of moves as the pawn is defined by a square of squares. A king in the square can stop the pawn.
Indian Defenses	R	Responceses to 1. d4 other than 1. . . . - D5.
intercede	PP	To place a piece or pawn between an attacking piece and the target of its attack.



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International Chess Federation	R	English for FIDE, an institution based in Paris, France established to standardize chess and to promote international chess competition.
isolated pawn	R	A pawn that has no friendly pawn on an adjoining file for support.
kibitz	PP	To discuss a game while it is in progress within hearing of the combatants.
king	PP	The is tallest piece on the chessboard, topped with a cross, starts in the middle of its home rank, moves one square at a time. Trapping your opponents king, called checkmate, is the objective of the game
king pawn openings	N	all openings where white's first move is to move the pawn in front of the king forward the double move, 1. e4.
king to safety	N	Keeping the king away from early direct attack, usually accomplishing by castling.
King's Gambit	N	1. e4 - e5 2. f4, offering the f pawn, the gambit, hoping to gain time and development for an attack.
knight	PP	The horse head piece. The chess piece with the "L" move, the "funny move" that jumps over other pieces.
Late Middle Ages	N	The time when Western Europe was reorganizing itself and rising to meet the Arabian threat. Europeans adopted the Persian game that became chess from the invading Arabs.
Mad Queen Chess	N	The Europeans made changes to the Persian. The Persian councilor became the European queen and gained so much power that she seemed "Mad".
Magnus Carlsen	R	The current FIDE World Chess Champion.
major pieces	PP	The queen and rooks, pieces that can force mate with help from only their king.
material value	PP	The offensive power of a chess piece measured in pawn units.
Middle Game	N	After pieces are developed a fight occurs.



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minor pieces	PP	Knights and bishops, one alone with its king cannot force mate.
mobility	N	A measure of how easily pieces can move around their own pawns.
move	PP	To pick up a piece and place it on a different square.
open file	R	A file with both pawns removed.
Opening	N	The first few moves of a game. They should develop pieces and castel the king.
opposition	R	One king can force the other king to move away from a crucial square when it does not have to move.
passed Pawn	PP	A pawn with no opposing pawn in front or on an adjacent file. No pawn can stop it from queening.
pawn	PP	The weakest chess piece. Eight pawns start on the second rank. They move one square, only ahead, capture diagonally. They promote when they reach the eighth rank.
Persia	PP	The mountainous region north of the Persian Gulf. The people and culture of the area are Persian. In the ancient world the Persian Empire was a world power. Present day Iran.
Petrov's Defence	B	1. e4 - e5 2. N f3 - N f6, an immediate counter attack.
piling on	B	Bringing other pieces to attack a pinned or trapped piece.
pin	B	To attack a piece that has another more valuable piece behind it.
player ratings	R	A numerical rating system used by FIDE to compare player strength.
promote	PP	When a pawn reaches its eighth rank it is promoted to any other piece, usually a queen.
queen	PP	The most powerful piece. Only one, starts in the center next to the king, moves and captures staight any direction.



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queen pawn openings	B	1. d4 - d5
Queen's Gambit	B	1. d4 - d5, 2. c4 - . . .
ranks	PP	The row of squares going across the chessboard from side to side.
Renaissance	N	The rebirth of Western Europe as a high culture. The Persian war game is transformed into the European corting device.
rolling barrier	N	The queen and rooks form barriers that the king cannot cross. Two barriers can be used to roll the opposing king into mate.
Romantic Style	B	A style if chess play that emphasises tactics and attack.
rook	PP	The second most powerful piece, worth five material points. Moves rank and file. One Rook and a king can force mate.
Ruy Lopez	B	1. e4 - e5 2. Nf3 - Nc6 3. Bb5 - . . .
Scientific Style	B	The style of chess that emphasis position. It became popular in the late 19th and early 20th centuries.
score	PP	A written record of a chess game.
Scotch Game	N	1. e4 - e5 2. Nf3 - Nc6 3. d4
see	PP	To anticipate or visualize what a position will be look like before the move is made.
Sicilian Defense	R	1. e4 - c5
Simi open file	R	A file with one pawn gone.
simplify	B	To exchange pieces of equal value. When ahead in material simplifying increases the advantage.
skewer	B	To attadk an undefended piece by attacking a more valuable piece in front.



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spar	PP	To practice set positions with a partner.
squares	PP	The sections of a chessboard.
squeeze	B	To force a defending king off the queening square.
stalemate	PP	If on the turn a player has no legal move, the game is declared a draw by stalemate.
strategy	PP	The overall plan a player follows to win a game.
symbol	PP	An icon that represents a chess piece. Used to diagram chess positions.
tactics	PP	Moves that create double threats. Used to gain material.
tempo	B	A turn. Tempi (turns) are needed to accomplish a goal.
time limit	R	Each player is allotted a specific amount of time to make moves. When a player finishes a move he/she turns off their clock and turns on the opponents. A player who runs out of time loses the game.
triangulation	R	Moving the king two moves to go one square in order to gain a tempo, or the opposition.
turn	PP	Players alternate single moves. The player who must move to continue the game.
undermining	R	Attacking pieces that are defending important pieces.
white	PP	The lighter colored squares or pieces.
zugwang	-	Having to choose between bad moves.