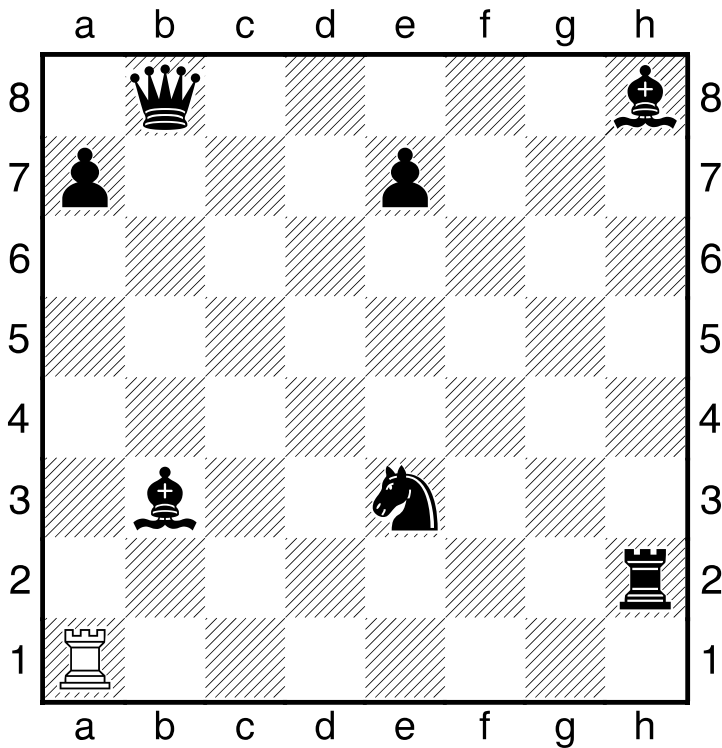
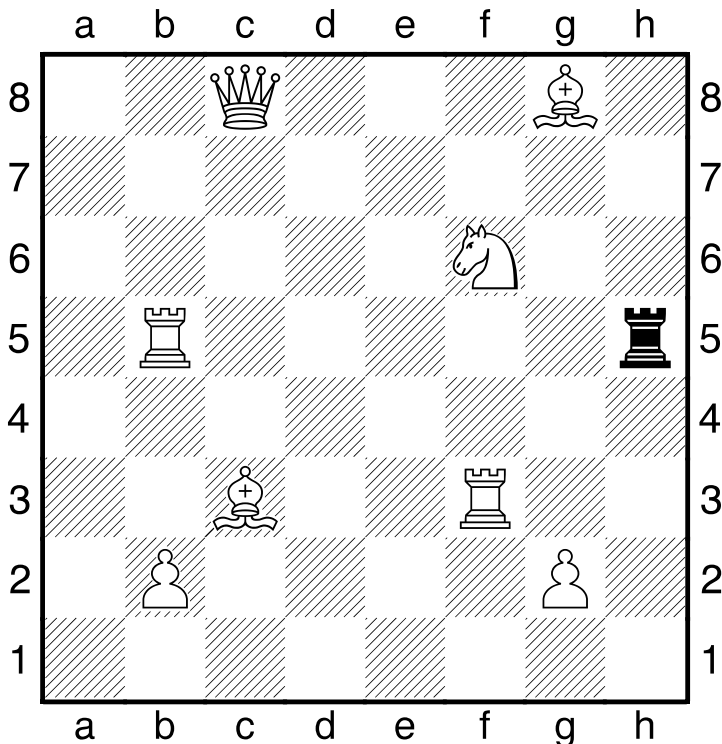


HOW THE ROOK MOVES!



SET YOUR BOARD UP WITH ONE WHITE 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. THE ROOK ON A1 (NOTE THE LETTERS AND NUMBERS ON THE EDGES OF THE BOARD) TAKES THE PAWN ON A7. THIS 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 THE ROOK AT H2.



THIS IS THE SAME AS ABOVE. WHAT CAN THE BLACK ROOK CAPTURE? WHEN WORKING WITH YOUR CHILD IT IS IMPORTANT TO GIVE HIM/HER TIME TO THINK. IT MAY SEEM OBVIOUS TO YOU: JUST BE PATIENT. THE BLACK ROOK CAN TAKE B5, B2, G2, G8, C8, C3, F3 AND FINALLY, F6. IN CHESS, ANY PIECE CAN TAKE ANY PIECE. A LOWLY PAWN CAN TAKE A QUEEN. RULES: I TEACH BLITZ. IF YOU LOSE YOUR KING TO A CAPTURE YOU LOSE THE GAME. YOUR TURN IS OVER ONCE YOU MAKE A MOVE AND LET GO. YOU NEVER HAVE TO SAY "CHECK" WHICH MEANS "YOUR KING IS BEING ATTACKED".

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HARD WORK AWLAYS PAYS OFF!!