

A simple guide to king happiness and safety...

# Build a Castle for Your King's Sake!

## What is Castling?

Castling is the only time your king can move more than one square...its the only time you get to move 2 pieces in one move...its the only time your rook can jump over another piece...

castling is the best way to make sure your king is safe and Happy!



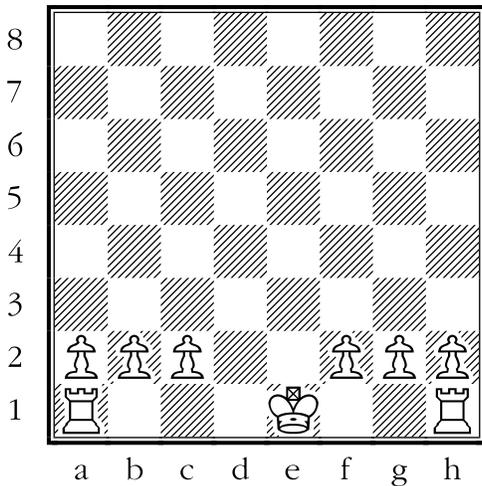
## How do you castle?

make sure your king and rook don't move until you are ready to castle!

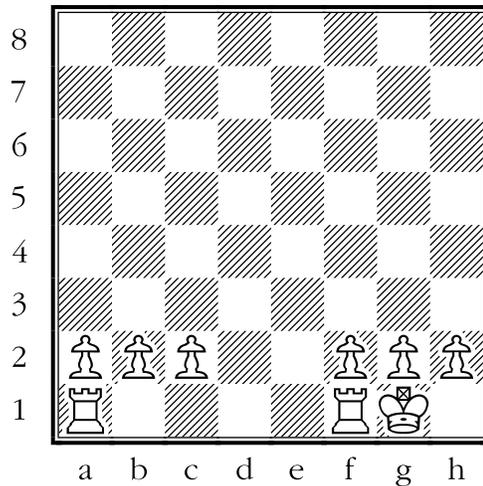
You can castle on the Kings side of the board, or the queen's side!

Do the king walk-Rook Jump.  
King walks over two squares toward the rook, then the rook jumps over the King and lands on the other side!

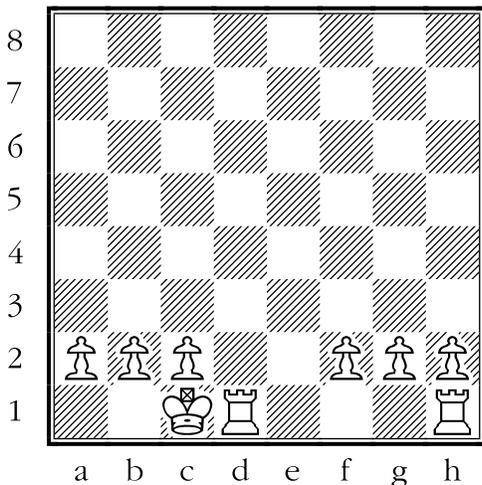
# Castling - Brick-by-Brick !



**A.** This king is ready to castle on either side. He has cleared out his pieces between his king and both rooks, and he has not moved his king or Rook on either side.



**B.** Here is a king that castled kingside. Even if the rook on a1 had moved, White could still castle kingside. Castling kingside is “shorter” than castling Queenside because you do not have to



**C.** Here is a king that castled Queenside. Notice the king is not as safe as castling Kingside because of the unguarded pawn on a2. White may have to move his king to b1 to guard the hole!

## When do you castle?

Ex-World Champion Alexander Alekhine (1908-1923) once said, “Castle often, castle early!” Castle in your games and castle quickly!

**Why do you castle?** Safety. Your king is the only king you have so you'd best take care of him. Your King is safer when it is castled especially with a pawn shield!

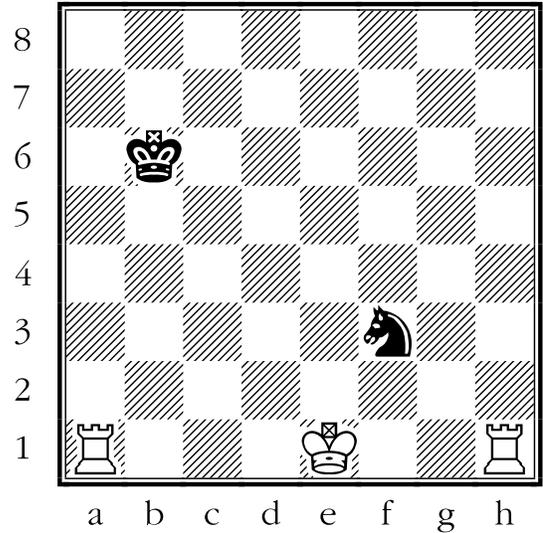
# Castling No-Nos...

## When can't you castle?

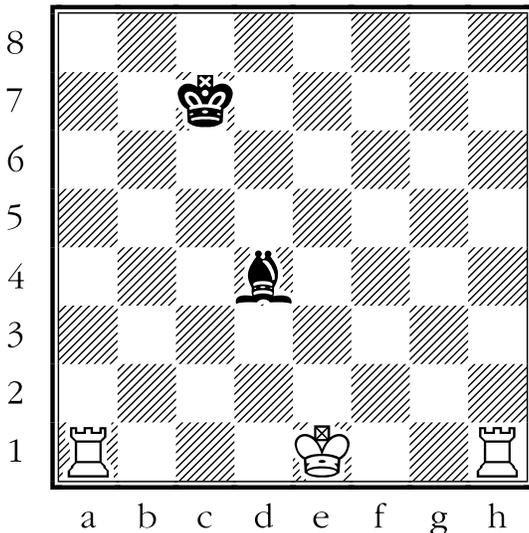
You cannot castle to get out of check.

You cannot castle if your king lands in check.

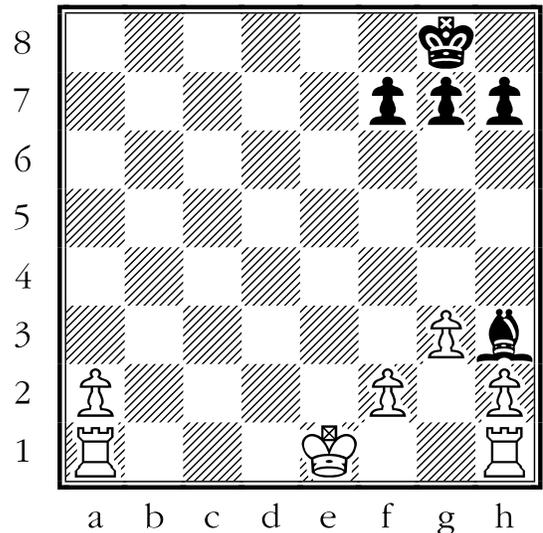
And (very important) you cannot castle if your king passes through a poisoned square (Position E Queenside)



**D.** White cannot castle on either side because the King is in Check. You can't castle **out of** check.



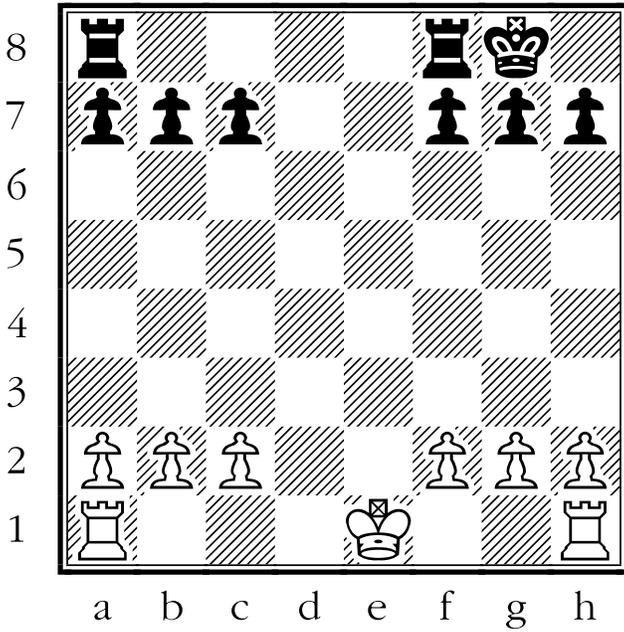
**E.** White can castle on the queenside, but can't castle on the kingside because you can't castle **into** check.



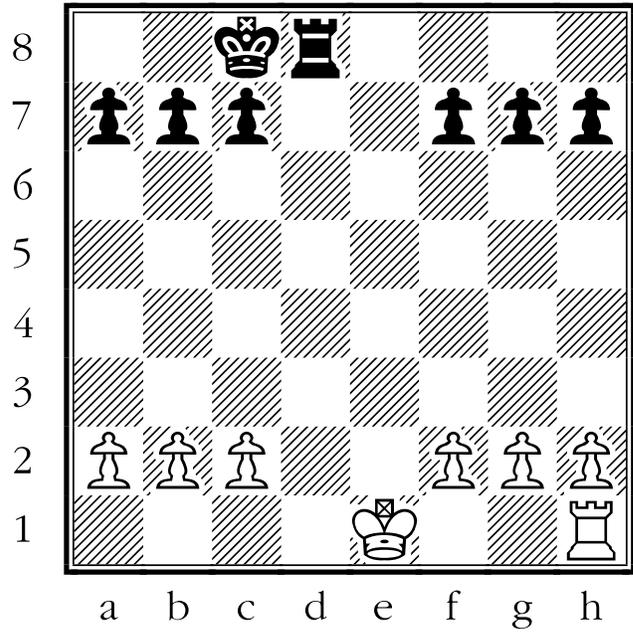
**F.** White can not castle kingside because the bishop poisons the f1 square and the King can't castle through check.

In the following worksheets, follow the directions at the top of the page. In some of the problems, there is more than one possible answer. Consider material loss or gain in these positions to pick the very best solution.

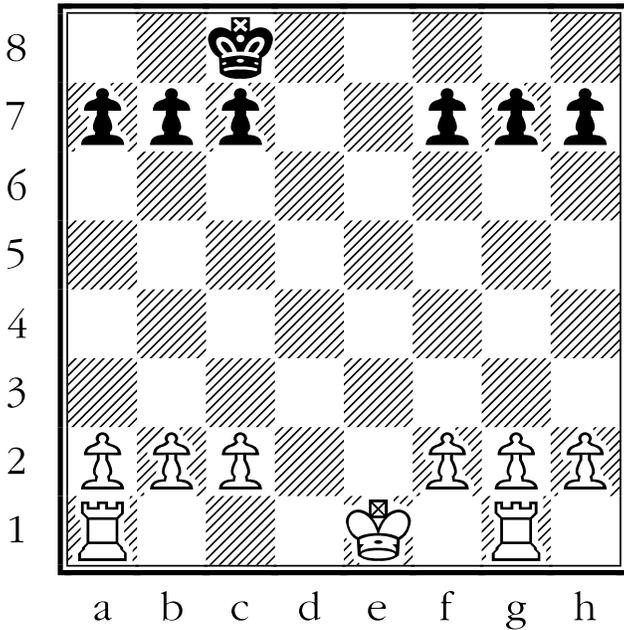
Can you Castle Kingside, Queenside, Both Sides or Neither?



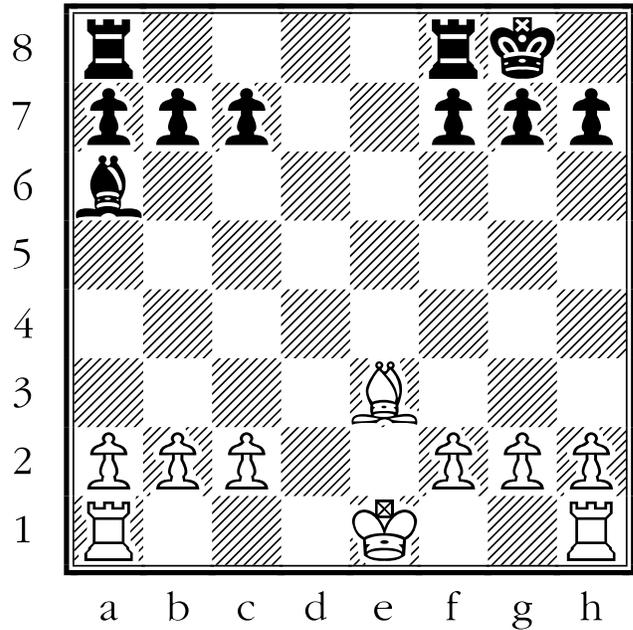
#1 K/Q/B/N



#2 K/Q/B/N

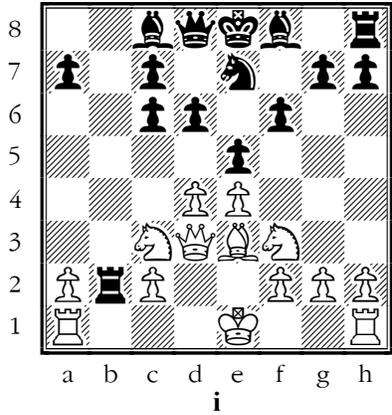


#3 K/Q/B/N



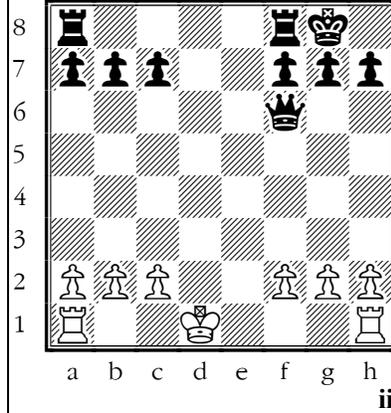
#4 K/Q/B/N

Can you Castle Kingside, Queenside, Both Sides or Neither?



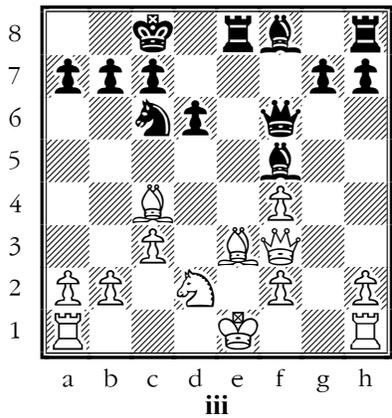
**Q / K / B / N**  
?

#1 White's Move? \_\_\_\_\_



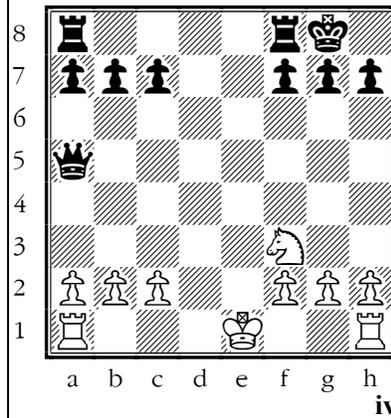
**Q / K / B / N**  
?

#2 White's Move? \_\_\_\_\_



**Q / K / B / N**  
?

#3 White's Move? \_\_\_\_\_



**Q / K / B / N**  
?

#4 White's Move? \_\_\_\_\_

