



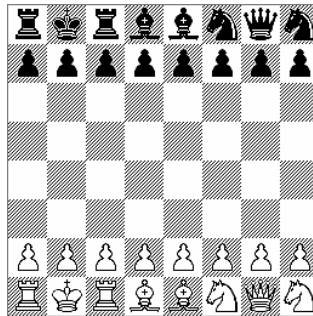
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CHESS 960 EVENTS



Chess 960 changes the initial position of the pieces at the start of a game. This chess variant was created by GM Bobby Fischer. It was originally announced on 1996 in Buenos Aires. Fischer's goal was to create a chess variant in which chess creativity and talent would be more important than memorization and analysis of opening moves. His approach was to create a randomized initial chess position, which would thus make memorizing chess opening move sequence far less helpful.

The starting position for Fischer random chess must meet the following rules:

- White pawns are placed on their orthodox home squares.
- All remaining white pieces are placed on the first rank.
- The white king is placed somewhere between the two white rooks (never on “a1” or “h1”).
- The white bishops are placed on opposite-colored squares.
- The black pieces are placed equal-and-opposite to the white pieces. For example, if white's king is placed on b1, then black's king is placed on b8.

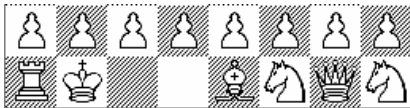
There are 960 initial positions of Fischer Random Chess with an equal chance. Note that one of these initial positions is the standard chess position but not played in this case.

Once the starting position is set up, the rules for play are the same as standard chess. In particular, pieces and pawns have their normal moves, and each player's objective is to checkmate their opponent's king.

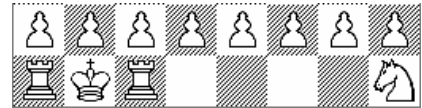
Castling may only occur under the following conditions, which are extensions of the standard rules for castling:

1. Unmoved: The king and the castling rook must not have moved before in the game, including castling.
2. Unattacked: All of the squares between the king's initial and final squares (including the initial and final squares) must not be under attack by any opposing piece.
3. Vacant: All the squares between the king's initial and final squares (including the final square), and all of the squares between the rook's initial and final squares (including the final square), must be vacant except for the king and castling rook.

After castling, the rook and king's final positions are exactly the same positions as they would be in standard chess. Thus, after queen-side castling, the King is on “c” (c1 for White and c8 for Black) and the Rook is on “d” (d1 for White and d8 for Black). After king-side castling, the King is on “g” and the Rook is on “f”.



white ready for queen-side castling;
castling is performed by moving the
King to c1 and the a1 Rook to d1



white ready for king-side castling;
castling is performed by moving the
King to g1 and the c1 Rook to f1