



**Sandip Institute of Technology and
Research Centre, Nashik
Department of Automation & Robotics**



Activity Report Of Sports (Chess) (2022-2023)



**Sandip Institute of Technology and
Research Centre, Nashik
Department of Automation & Robotics**



Name of Programme: Chess

Date: 20 October 2022

Event Coordinator: Prof. Pratap Garudkar

Participants: Students of Automation & Robotics

Venue: D-Building First Floor

Aim: Chess is a board game for two players, called White and Black, each controlling an army of chess pieces, with the aim to checkmate the opponent's king.

Objective: Chess is an abstract strategy game that involves no hidden information and no elements of chance. It is played on a chessboard with 64 squares arranged in an 8×8 grid. At the start, each player controls sixteen pieces: one king, one queen, two rooks, two bishops, two knights, and eight pawns. White moves first, followed by Black. The game is won by checkmating the opponent's king, i.e. threatening it with inescapable capture. There are also several ways a game can end in a draw. The object of the game is to checkmate the opponent; this occurs when the opponent's king is in check, and there is no legal way to get it out of check. It is never legal for a player to make a move that puts or leaves the player's own king in check.

Outcomes: Chess is a most popular game. It is an inexpensive game, played in almost all the countries with much interest. Players, who practice it regularly, get benefited in many ways. It provides lots of benefits to the mental intelligence.



Photograph



Figure 1: Students playing chess game



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Summary Report of Sports

Chess is an indoor game and also a national level Sport hosted by the A & R Students Association, SITRC, Sandip Foundation, Nashik, on the 2022- 2023.

Rules of Playing Chess

Each type of chess piece has its own method of movement. A piece moves to a vacant square except when capturing an opponent's piece.

Except for any move of the knight and castling, pieces cannot jump over other pieces. A piece is captured (or taken) when an attacking enemy piece replaces it on its square. The captured piece is thereby permanently removed from the game. The king can be put in check but cannot be captured (see below).

- The king moves exactly one square horizontally, vertically, or diagonally. A special move with the king known as castling is allowed only once per player, per game (see below).
- A rook moves any number of vacant squares horizontally or vertically. It also is moved when castling.
- A bishop moves any number of vacant squares diagonally. (Thus a bishop can move to only light or dark squares, not both.)
- The queen moves any number of vacant squares horizontally, vertically, or diagonally.
- A knight moves to one of the nearest squares not on the same rank, file, or diagonal. (This can be thought of as moving two squares horizontally then one square vertically, or moving one square horizontally then two squares vertically—i.e. in an "L" pattern.) The knight is not blocked by other pieces; it jumps to the new location.


Event Coordinator


HOD


Principal

