

Programme Name	
Course Code	
Course Title	Indoor Sports – Chess

Course Outcomes:

After completion of the Course, the student should be able to –

1. Understand chess rules, notation, and tournament regulations.
2. Apply opening principles, middlegame planning, and basic endgame techniques.
3. Analyse positions and identify tactical opportunities.
4. Demonstrate discipline, sportsmanship, and effective time management.

Course Contents:

1. Fundamentals of Chess – Rules, Notation & Tournament Regulations (9 hours)

History and significance of chess; the chessboard, pieces, and their movement; official FIDE laws of chess; algebraic notation and reading/writing game scores; check, checkmate, and stalemate; touch-move and time-control rules; basics of tournament formats (Swiss, Round Robin, Knockout) and etiquette.

2. Opening Principles, Middlegame Planning & Basic Endgames (9 hours)

Principles of good opening play – centre control, development, and king safety; common opening systems (Italian Game, Ruy Lopez, Sicilian Defence); pawn structure and piece coordination in the middlegame; planning and prophylaxis; basic king-and-pawn, rook, and minor-piece endgame techniques.

3. Tactical Analysis & Position Evaluation (9 hours)

Tactical motifs – pins, forks, skewers, discovered attacks, and double attacks; combinations and calculation of variations; identifying weaknesses in opponent's position; solving tactical puzzles; introduction to using game analysis to spot missed opportunities.

4. Sportsmanship, Discipline & Competitive Play (9 hours)

Chess etiquette and code of conduct; FIDE and tournament rules on fair play, touch-move, and use of the clock; time management and handling of time-trouble; managing wins, losses, and draws with sportsmanship; reviewing and annotating one's own games; participation in a mock/in-house tournament.

Recommended Readings:

1. José Raúl Capablanca, *Chess Fundamentals*, 1st ed.
2. Irving Chernev, *Logical Chess: Move by Move*, New Algebraic ed.
3. Jeremy Silman, *Silman's Complete Endgame Course: From Beginner to Master*, 3rd ed.
4. Jeremy Silman, *How to Reassess Your Chess*, 4th ed.

Grading System:

Students will be evaluated for a total of 100 marks over the semester, distributed as follows:

Quiz 1 (after completion of Modules 1, 2)	10 Marks
Quiz 2 (after completion of Modules 3, 4)	10 Marks
Presentation 1 (On any of the topics from Modules 1, 2)	10 Marks
Presentation 2 (On any of the topics from Modules 3, 4)	10 Marks
Assignments	20 Marks (Report based on the analysis of a famous/classic chess game or tournament)
Final Test	40 Marks (MCQ)

Total: 100 Marks

Faculty Adviser

DR.Shraddha Suratkar