GD GOENKA SCHOOL | PURNEA
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CIR-291-GEN-2026-27 Date: 25-04-2026

INTER-HOUSE CHESS TOURNAMENT

Dear Students,

It is time for yet another exciting competition for our bright GOENKAN stars: The Inter - House Chess Tournament. This event aims to promote strategic thinking, patience, and sportsmanship among our students. We invite all interested students to participate and showcase their skills in this intellectually stimulating game.

Event Details:

- **Event:** Inter-House Chess Tournament
- **Date:** 29/04/2026
- **Time:** Regular School Time
- **Venue:** School Indoor Play Area
- **Participant:** *Group-A* (Class VI – VIII)

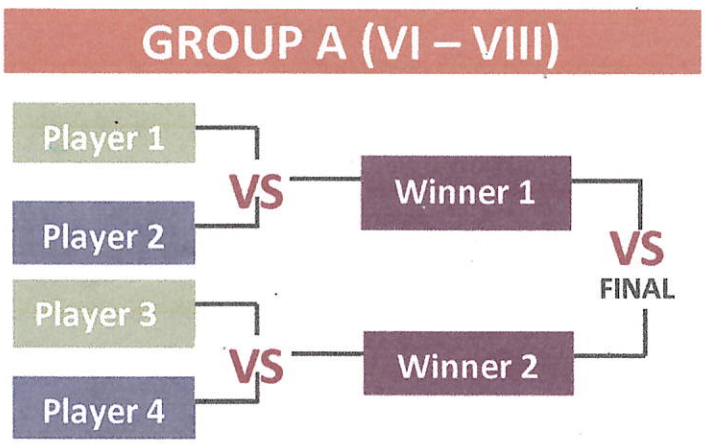
articipation Guidelines:

- Please note that this competition is NOT mandatory. Students who are not interested in participating will not be obliged to play.
- Students interested in participating should give their names to their respective House In-charge on or before 25th April 2026.
- The first round for this competition will be conducted during the PE classes by the PE teachers. Single Elimination or Knockout game will be used.
- Second round will be Inter-class. Single Elimination or Knockout game will be used.
- The final round will be in Inter-House. Round Robin will be used.
- Please note that one boy and one girl will be selected from each house in Preliminary/first round.
- Winners will be awarded certificates and trophies for representing the house.

'e encourage all students to actively participate and showcase their talent. Let us make this event a grand success!

For any queries, contact the Sports Department.

FIXTURE OF THE MATCH



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BASIC RULES OF CHESS

- ✓ For each game between two players the maximum time will be given 10 minutes.
- ✓ The game of chess is played between two opponents who move their pieces on a square board called a 'chessboard'.
- ✓ The player with the light-colored pieces (White) makes the first move, then the players move alternately, with the player with the dark-colored pieces (Black) making the next move.
- ✓ A player is said to 'have the move' when his/her opponent's move has been 'made'.
- ✓ The opponent whose king has been checkmated has lost the game.
- ✓ If the position is such that neither player can possibly checkmate the opponent's king, the game is drawn
- ✓ Piece Movements: Each piece has a distinct way of moving:
- ✓ King: Moves one square in any direction, but cannot move into check.
- ✓ Queen: Moves any number of squares in any direction, diagonally or vertically.
- ✓ Rook: Moves any number of squares in any direction, vertically or horizontally.
- ✓ Bishop: Moves any number of squares diagonally, capturing on the opposite side of the board.
- ✓ Knight: Moves one square forward, then turns around to move one square perpendicular to that.
- ✓ Winning Conditions: A player wins by checkmating the opponent's king or by resigning.

Sports Department	*Co-coordinator's* **Ms. Richa Anand**	*Vice-Principal* **Mr. Raj Kumar Das**	*Director Principal* **Ms. Puloma Nandi**
20.4.26	20.4.26		