

Opposite Side Castling “Intermediate-Advanced” Help Guide

Castling: A player Castles by moving his King and Rook simultaneously. Castling is the only move in which a player can deploy two pieces in one move. Castling allows a player to move his King out of the center to the flank, where the King can be protected by Pawns. Additionally, Castling develops a Rook. When White Castles on the Kingside of the board, he moves his King from e1 to g1 and his Rook from h1 to f1. When Black Castles Kingside, he moves his King from e8 to g8 and his Rook from h8 to f8. When White Castles Queenside, he moves his King from the e1 square to c1 and his Rook from a1 to d1. And when Black Castles on the Queenside, he moves his King from e8 to c8 and his Rook from a8 to d8.

Diagram 1: White’s Perspective

If Black Castles on the Kingside then you should try to attack the corner squares. You want to concentrate on the square the King is on and all of the squares surrounding the King.

The second part of the question asks you what Pawns should you push to break down Blacks defenses. Well if the Black King is stuck in the corner then you want to push your Pawns on the corresponding side of the board.

White can move his Bishop up the diagonal to lure the Black Bishop off of g7. You will be able to trade Bishops with Black and the end result will work out with your Queen on the h6 square.

If you are trying to attack the Black King with a storm of your Pawns then you don’t want to Castle on the same side that Black Castled on.

Diagram 2: Black’s Perspective

If White Castle on the Queenside then Black will have to move his Rook to the same file that the White King is on.

The second part of the question is how does Black strike out at d4, c3, and b2? You will notice that all three squares are on the same diagonal line. So move one of your minor pieces that can attack that diagonal line.

The last part of the question asks you where would Black like to place his light-squared Bishop and why? Well Blacks light-squared Bishop should be on a square that attacks the Queenside of the board yet is protected at the same time.