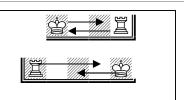
# Castling



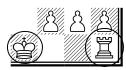


Castling is a special type of move where you can move both the King and a rook in the same move.

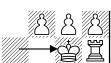
There are two types of castling:

- 1) King-side castling
- 2) Queen-side castling

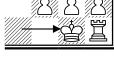
## A King-side castle involves the King and the rook on the King-



side of the board. 1) the King moves to



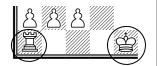
the two squares toward the rook



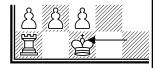
2) The rook moves to the square on the other side of the King



A Queen-side castle involves the King and the rook on the Queen-side of the board.



1) the King moves to the two squares toward the rook



2) The rook moves to the square on the other side of the King



## You cannot castle if:

- 1) There are any pieces between your rook and king
- 2) Your king has already made a move
- 3) The rook to be used has made a move
- 4) Your King is in check
- 5) Your king would pass through check or end up in check

### Notation;

- A King-side castle is recorded as
- A queen-side castle is recorded as 0-0-0

#### Why castle?

Castling tends to secure the king safely behind pawns and activates the rook.

Novices are often encouraged to castle "early-ish" in a game.