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ENGLISH-UZBEK
PHRASE-BOOK IN CHESS

INGLIZCHA-O'ZBEKCHA
SHAXMAT BO'YICHA
SO'ZLASHGICH



O'ZBEKISTON RESPUBLIKASI
OLIV VA O'RTA MAXSUS TA'LIM VAZIRLIGI

SAMARQAND DAVLAT CHET TILLAR INSTITUTI

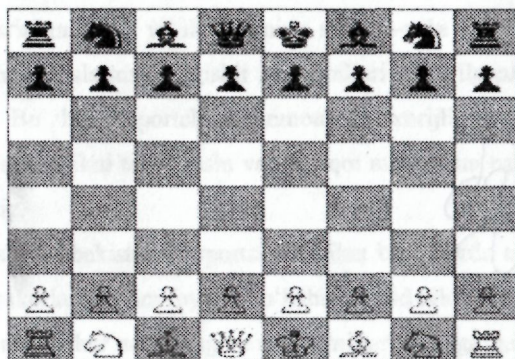
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*O'zbekiston Respublikasi
mustaqilligining 26 yilligiga
bag'ishlanadi*

ENGLISH – UZBEK CHESS PHRASE-BOOK

INGLIZCHA – O'ZBEKCHA SHAXMAT BO'YICHA
SO'ZLASHGICH

BE HONEST AND STRONG, STAY HEALTHY AND WORK HARD



Samarqand - 2017

Shaxmat bo'yicha ikki tilli ushbu so'zlashgich barcha yoshdagi bolalar va shaxmatga qiziquvchilarga mo'ljallangan bo'lib, inglizcha iboralar o'zbek lotin alifbosida berilgan. So'zlashgich tarkibiga kirgan barcha so'z va so'z birikmalariga, dialoglar sportning shaxmat sohasi vakillariga xalqaro musobaqa qatnashchilari bilan aloqa o'rnatishda foydalanish imkonini beradi.

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KIRISH

Ushbu ikki tildagi soʻzlashgichni yaratish gʻoyasi Oʻzbekiston Respublikasi Prezidenti I.A.Karimovning 2012 yil 10 dekabrda “Chet tillarni oʻrganish tizimini yanada takomillashtirish chora-tadbirlari toʻgʻrisida”gi 1875-sonli qarori eʼlon qilinganidan soʻng paydo boʻldi.

Bugungi kunda ingliz tili mamlakatimizda eng keng tarqalgan xorijiy tillardan biri boʻlib, uni oʻzaro muloqot va xizmatda foydalanish doirasiga bosqichma-bosqich kiritib borish, ayniqsa sport sohasida keng qoʻllanishini taʼminlash alohida ahamiyat kasb etadi.

Mazkur ikki tilli soʻzlashgich ayni mana shu muammoni hal etishga qaratilgan boʻlib, u ingliz tilida soʻzlasha oladigan, ammo sport faoliyatiga xos boʻlgan tilning rasmiy va norasmiy shakllarini bir-biridan farq qiladigan soʻzlarni ishlatishda qiynaladigan, rasmiy yigʻilish va musobaqalarda ishtirok etish uchun maxsus ingliz tilini yetarli darajada oʻzlashtirmagan mutaxassislar uchun moʻljallangan.

Qoʻlingizdagi ushbu soʻzlashgich ingliz va oʻzbek tillarida tayyorlangan boʻlib, unga kiritilgan soʻz va iboralarning soʻzma-soʻz yoki aynan lugʻaviy tarjimai berilmay, ularning tegishli muqobillari keltirilganligi bilan ham ahamiyatlidir. Bu ham sportchilar tomonidan xorijliklar bilan muloqot yuritishda samaradorlikni taʼminlashi va muloqot mahoratini oshirishga xizmat qilishi shubhasiz.

Ushbu nashr oʻzbekistonlik sportchilar bilan bir qatorda ularning xorijlik raqiblari va hamkorlariga ham foydali boʻlishiga umid bildirib qolamiz.

Tuzuvchilar mazkur soʻzlashgichni takomillashtirishga qaratilgan barcha taklif va mulohazalarni mamnuniyat bilan qabul qiladilar.

FOREWORD

The idea of writing this English-Uzbek phrase book came after the promulgation of the Decree "On the Measures of Further Improvement of Learning Foreign Languages" signed by the President of the Republic of Uzbekistan, dated December 10, 2012.

English is now one of the most widespread foreign languages in our country. This bilingual chess phrase-book is intended for sportsmen who speak English but who have some unanswered questions about what is generally accepted chess English and are uncertain how they should conduct meetings, and how to differentiate formal and informal English and slang. In general it is written to communicate effectively.






The main objective of this book is to provide a basis for everyone to use the language confidently in various situations. It is equally important for Uzbek and English speakers who want to communicate with their Uzbek colleagues in sport and vice-versa.





We hope that this conversation book will help our Uzbek sportsmen and their foreign rivals and colleagues to develop their business language fluently and accurately.



And, finally the compilers will appreciate any suggestions by the colleagues and users that will help to further improve the book.

**THE GENERAL INFORMATION ABOUT CHESS PIECES AND
THEIR FUNCTIONS**

**SHAXMAT DONALARI VA ULARNING VAZIFALARI HAQIDA UMUMIY
MA'LUMOT**





No	Name / Nomi	Picture / Surati	Symbol / Belgisi	Description / Tavsifi	How it moves / Yurish tartibi
1	1 King			The King is the most important piece in the army. If he is captured, the game is lost.	1 square in any direction (forward, back, across or diagonally).
	1 Shoh			Shoh shaxmatdagi eng muhim dona hisoblanadi. Agar u asir olinsa o'yin tugaydi.	Istalgan tarafga 1 katak (oldinga, orqaga, yonboshga va diagonal bo'ylab).
2	1 Queen			The Queen is the most powerful piece.	Any number of squares in any direction.
	1 Farzin			Farzin eng kuchli dona sanaladi.	Istalgan tarafga istalgan sondagi katakka.
3	2 Castles			Castles are strong pieces which are good both at attacking the enemy and defending the King. Sometimes the Castle is called a 'Rook'.	Any number of squares forward, back or across (but not diagonally).
	2 To'ra			To'ralar Shohni himoya qilish hamda raqiblarga hujum qilishda kuchli donalar hisoblanadi.	Istalgan katakka oldinga, orqaga, yonga (biroq diagonal yo'nalishga emas).




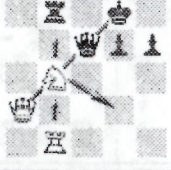

	2 Bishops			Bishops are good at attacking late on in the game. Because they move diagonally, they always stay on the same colour square that they started on.	Any number of square diagonally.
4	2 Fil			Fillar o'yin o'rtalarida va so'nggida hujum qilishda qulay. Chunki, ular diagonal harakatlanadi va doim taxtdagi o'z rangidagi katagda qoladi.	Diagonal yo'nalishda istalgancha katakka.
	2 Knights			Knights are at their best when there are lots of pieces on the board, and they can use their ability to jump over other pieces.	'L shaped' – two squares forward (or back) and one square across; or two squares across and one square forward (or back). The Knight can jump over other pieces while doing this.
5	2 Ot			Otlar taxtda ko'plab boshqa donalar bo'lganda kuchli sanaladi hamda ular boshqa donalar ustidan sakrash qobiliyatidan unumli foydalana olishadi.	"L shaklida" - 2 ta katak oldinga (yoki orqaga) va bir katak yonga; yoki 2 katak yonga va bir katak oldinga (yoki orqaga). Otlar bu tarzda harakatlanayotganda boshqa donalar ustidan sakrab

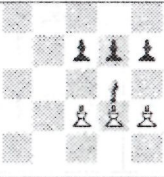


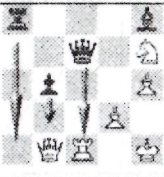
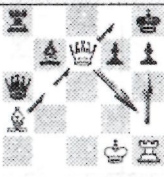
				o'ta oladilar.
8 Pawns			Pawns are the foot soldiers in the army. They gradually advance on the opposing army, but also need to defend the King.	Usually one square forward. Any pawn may move two squares forward the first time it moves. If it does, it cannot capture in the same move. Pawns can never move backwards.
6 8 Piyodalar			Piyodalar o'yinda piyoda askar hisoblanadi. Ular astalik bilan raqibga qarshi harakatlanadi va shu bilan birga Shohni himoya qilishi lozim.	Odatda 1 katak oldinga. Istalgan bir piyoda dastlabki yurishda 2 ta katak oldinga harakatlanishi mumkin. U oldinga yurib sipoh urib ololmaydi. Agar u shu tarzda harakatlansa. Piyodalar hech qachon orqaga yurish qila olmaydilar.

MOVE POSITIONS OF CHESS PIECES

SHAXMAT DONALARINING YURISH HOLATLARI

№	English	Positions / Holat	O'zbek
1	Lock		Qamal
1...Kpg8-h8 2.Ke5-f7+ Kph8-g8 3.Kf7-h6++ Kpg8-h8 4.Φd5-g8+! Jle8xg 8 5.Kh6-f7#			
2	Perpetual		Doimiy shoh
1.Kpg1-h2 Φe1-h4+ 2.Kph2-g1 Φh4-e1+			
3	Autopsy Line		Qatorni ochish
1...Φh4xh2+ 2.Kph1xh2 Jle5-h5#			
4	Double Impact		Qo'sh zarba

10	Distraction		Chalg'itish
1.Jh4-h8+ Kpg8xh8 3.Φd5xf7			
11	Open Attack		Ochiq hujum
1.Cd5xf7 2.Kpg8xf7 3.Jd4xd8			
12	Pat		Pot
1.Ke6-g5 Φf7xd5 2.Je4xe8#			
13	Overload		Kuchli bosim
1.Ke6-g5 Φf7xd5 2.Je4xe8#			
14	Overlapping		Yo'lni to'sish
1.Kd5-e7 Cd6-e7 2.Φg6xg7#			

15	Pawn Breakthrough		Piyodali yorib o'tish
1.g5-g6! f7xg6 (n/n 1...h7xg6 2.f5-f6! g7xf6 3.h5-h6) 2.h5-h6! g7xh6 3.f5-f6			
16	Chase		Ta'qib
1.Φg6-f5 Ch5-g4 2.Φf5-g6 Cg4-h5 =			
17	Intermediate Move		Oraliq yurish
1.f5-f6 Φd7xg4 2.f6xe7+ Kpf8xe7 Kh6xg4			
18	Passing Pawn		Yo'li ochiq (biror sipohga aylana oladigan)
1...Φe4xe1+ 2.Φd1xe1 d3-d2 3.Φe1-e2(d1) Jlc5-c1+			
19	The Destruction of the King's Pawn Cover		Shohning piyodali himoyasini yo'q qilish
1..Jlh4xh7+ Kph8xh7 2.Φf7-h5#			

ENGLISH – UZBEK PHRASE-BOOK IN CHESS

INGLIZCHA – O‘ZBEKCHA SHAXMAT BO‘YICHA SO‘ZLASHGICH

№	English	O‘zbek
1.	Do you know how to play chess?	Shaxmat o‘ynashni bilasizmi?
2.	Yes, I do.	Ha, bilaman.
3.	How often do you play chess?	Shaxmatni tez-tez o‘ynab turasizmi?
4.	Twice a week.	Xaftada ikki marta.
5.	How many pieces are there on the chess board?	Shaxmat taxtasida nechta donalar bor?
6.	There are 32 pieces on the chess board.	Shaxmat taxtasida 32 dona bor.
7.	What is “mate”?	Mot nima?
8.	It is when one side loses or wins game.	Bir taraf yutsa yoki yutqizsa.
9.	Are you interested in chess?	Shaxmat o‘ynashga qiziqasizmi?
10.	Yes I am.	Ha, qiziqaman.
11.	Let’s play a game of chess.	Keling, shaxmat o‘ynaymiz
12.	Which famous grandmasters do you know?	Qaysi mashhur grossmeysterlarni bilasiz?
13.	Is It difficult to play chess?	Shaxmat o‘ynash qiyinmi?
14.	Who usually starts the game?	Kim odatda o‘yinni boshlaydi?
15.	Whites start.	Oqlar boshlaydi.
16.	Which piece is the strongest one?	Qaysi dona eng kuchli hisoblanadi?
17.	It is the queen.	Farzin.
18.	Which piece do like in chess?	Qaysi donani yoqtirasiz?
19.	I like the queen.	Men farzinni yoqtiraman.
20.	How many squares are there on	Shaxmat taxtasida nechta katak

	the board?	bor?
21.	There are 64 squares on the board.	Shaxmat taxtasida 64 katak bor.
22.	Now, move the queen forward!	Endi, Farzinni olg'a sur!
23.	How long does the chess game last?	Shaxmat o'yini qancha vaqt davom etadi?
24.	It lasts for two hours.	Shaxmat ikki soat davom etadi.
25.	What is pat in chess?	Shaxmatda "pot" nimani anglatadi?
26.	It is draw.	Bu durang.
27.	Do you like anti positional game?	O'yinda maqsadsiz yurishni yoqtirasizmi?
28.	Yes, I do.	Ha, yoqtiraman.
29.	Who is the most popular grandmaster in Uzbekistan?	O'zbekistonda eng mashhur grossmeyster kim?
30.	It is Rustam Kasimjanov.	Rustam Qosimjonov.
31.	How does the knight move?	Ot qanday harakatlanadi?
32.	The knight moves like "L".	Ot "L" shaklida harakatlanadi.
33.	Which is the weakest piece on the board?	Qaysi dona shaxmatda eng kuchsiz hisoblanadi?
34.	It is the pawn.	Piyoda.
35.	Which piece can jump over other ones?	Qaysi dona boshqa donalar ustidan sakrab o'ta oladi?
36.	The knight can.	Ot.
37.	Board set up.	Shaxmat donalarining joylashish tartibi.
38.	The pieces are arranged on the board.	Donalar shaxmat taxtasiga teriladi
39.	Each player has a white square on the corner to his or her right.	Shaxmat taxtasining oq katagi o'yinchining o'ng tomoniga joylashadi.

40.	The queen is always placed on a square of her own color.	Farzin har doim o'z rangidagi katakka joylashadi.
41.	The pawn is the weakest piece on the board.	Piyoda shaxmat taxtasidagi eng kuchsiz dona hisoblanadi.
42.	The pawn moves one square at a time.	Piyoda 1 katak oldinga yuradi.
43.	Each pawn can be advanced by two squares the first time it's moved.	Har bir piyoda harakat boshida 2 katak oldinga yurishi mumkin.
44.	Pawns can only move in the forward direction.	Piyodalar faqatgina oldinga harakatlanadi.
45.	The bishop has the strength of about three pawns.	Fil uch piyodaga teng kuchga ega.
46.	The bishop moves diagonally.	Fil diagonal yo'nalishi bo'ylab harakatlanadi.
47.	Unlike the pawn the bishop can move backwards or forwards.	Piyodadan farqli o'laroq fil orqa yoki oldinga harakatlana oladi.
48.	A bishop can move across the entire board.	Fil butun shaxmat taxtasi bo'ylab harakatlana oladi.
49. •	A bishop cannot jump over pieces.	Fil boshqa donalar ustidan sakrab o'ta olmaydi.
50.	A bishop can also never move to a different-colored square.	Fil hech qachon turli rangdagi kataklarda harakatlanmaydi.
51.	The square occupied by an opponent's piece.	Katak raqib donasi tomonidan egallanadi.
52.	Knights have about the same strength as three pawns.	Ot taxminan uchta piyoda kuchiga ega.
53.	Knights are moved in a rather unique manner.	Otlar o'ziga xos usulda harakatlanadi.

54.	Knights can move forwards or backwards.	Otlar oldinga va ortga harakatlana oladilar.
55.	Knights jump over other pieces.	Otlar boshqa donalar ustidan sakraydi.
56.	Knights move two square laterally and one square forward or back.	Otlar ikki katak yon tomonga va bir katak oldinga yoki orqaga harakatlana oladilar.
57.	The rook, or castle, has the strength of about five pawns.	Rux yoki to'ra - taxminan besh piyoda kuchiga ega
58.	Rooks are moved forwards or sideways in a lateral manner.	Ruxlar oldinga va orqaga hamda yon tomonlarga harakatlanadi.
59.	...in one direction along a straight lineto'g'ri chiziq bo'ylab bir yo'nalishda
60.	...they replace the captured piece.	...ular yutib olingan donaning o'rni egallaydi.
61.	A castle can only move in one direction along a straight line.	To'ra faqatgina to'g'ri yo'nalish bo'ylab harakatlanadi.
62.	The queen is the most powerful piece on the board.	Farzin shaxmat taxtasidagi eng kuchli dona.
63.	The queen is the equivalent of about nine pawns.	Farzin taxminan to'qqiz piyoda kuchiga teng.
64.	A queen can move diagonally like a bishop or laterally like a castle.	Farzin fil kabi diagonal va to'ra kabi yon yo'nalishga harakatlana oladi.
65.	A queen cannot turn corners in a single move.	Farzin bir harakat bilan burchak burilishi qila olmaydi.
66.	A queen captures in the same manner as either a castle or a bishop.	Farzin xuddi to'ra yoki fildek donalarni ishg'ol qiladi.
67.	The king is only slightly more	Shoh piyodadan faqatgina biroz

	powerful than a pawn.	kuchli hisoblanadi.
68.	The king is the most important piece on the board.	Shoh shaxmat taxtasidagi eng muhim dona hisoblanadi.
69.	The king can move backwards or forwards.	Shoh ortga yoki oldinga harakatлана oladi.
70.	The king can also move laterally or diagonally just like a queen.	Shoh yana farzin kabi yon va diagonal yo'nalishlarda harakatлана oladi.
71.	The king can only do so one square at a time.	Shoh bir vaqtning o'zida faqatgina 1 ta kattakka harakatлана oladi.
72.	A king cannot move to a square where it would be captured.	Shoh ishg'ol bo'lishi mumkin bo'lgan katakka harakatлана olmaydi.
73.	A king can capture a piece on any square where it can legally move.	Shoh qoidaga ko'ra harakatlanishi mumkin bo'lgan har qanday katakdagi donani ishg'ol eta oladi.
74.	Threatening a king with capture.	Shohga kish berish
75.	The king is not only royal on the board.	Shoh shaxmat taxtasidagi yagona qirolik vakili emas
76.	The king is the objective of the entire game.	Shohni yutib olish shaxmat o'yinining asosiy maqsadidir.
77.	A player declares «check».	O'yinchi "shoh" e'lon qiladi.
78.	The opponent must get the king out of check immediately.	Raqib darhol Shohni "kish berilgan" katakdan olib chiqishi shart.
79.	Capture the attacking piece.	Hujum qilayotgan donani urib olish.
80.	Move a piece so that it blocks the attack.	Hujumni to'sish uchun dona surish.
81.	Checkmate: The game is won.	"Shoh-Mot": O'yinda g'alaba

		qozonildi.
82.	An opponent's king is inescapably placed in a position.	Raqibning Shohi qochib bo'lmas holatda joylashgan.
83.	An opponent's king will be captured on the next turn.	Raqibning Shohi navbatdagi yurishda urib olinadi.
84.	Winner says the word "checkmate".	G'olib "Shoh-mot" so'zini aytadi.
85.	Every type of piece moves differently.	Har bir donaning harakatlanishi turli xil.
86.	The most basic piece in the game.	O'yindagi asosiy dona.
87.	The rook looks like a castle tower.	Rux qal'aga o'xshaydi.
88.	The rook can move horizontally and vertically as many spaces as are available.	Rux bo'sh kataklarda vertical va gorizontal yo'nalishlar bo'ylab harakatlanadi.
89.	The knight is represented by a horse and is the most complicated unit.	Ot juda mukammal harakatlanish xususiyatiga ega.
90.	The knight is the only piece that can jump other pieces.	Faqat ot boshqa donalar ustidan sakray oladi.
91.	The knight attacks only the pieces that are in the spaces he settles.	Ot harakatlanganda yo'lidagi donalarni emas, o'zi joylashadigan katakdagi donalarga hujum qiladi.
92.	The king is invaluable and must be protected.	Shohning bahosi yo'q va u himoyalaniishi shartdir.
93.	The queen is the most versatile piece.	Farzin ko'p qirrali va eng katta kuchga ega donadir.
94.	The queen combines the power of a bishop and a rook in one piece.	Farzin fil va ruxning kuchini o'zida aks ettiradi.
95.	Knights are excellent for surprise	Otlar kutilmagan zarbalarga va bir

	attacks and forks.	vaqtning o'zida ikki yoki undan ortiq hujum uyishtirish xususiyatiga ega.
96.	Bishops tend to be an excellent in an open position.	Fillar yo'li ochiq holatlarda juda ajoyib dona hisoblanadi.
97.	Rooks are strong and have a long range of movement.	Ruxlar o'ta kuchli va uzoq harakatlanish xususiyatiga ega.
98.	If played right, a pawn can even checkmate the King!	Agar yaxshi o'ynalsa hatto piyoda ham Shohni mot qilishi mumkin
99.	If your king is in check, he is under attack from your opponent's pieces.	Agar sizning shoh donangizga kishit berilsa, demak shoh raqibingiz donalari hujumi ostida.
100.	When your king is in check, you must move out of check on your very next turn.	Sizning shoh donangiz kishit holatida bo'lsa, siz birinchi yurishingizdayoq shohni kishit holatidan olib chiqishingiz kerak.
101.	A safe square is one, where your king will not be in check.	Shohga kishit berilmaydigan katak - xavfsiz katakdir.
102.	In chess, you are trying to capture your opponent's king and they yours.	Shaxmatda siz raqibingiz shoh donasini yoki ular sizning shoh donangizni urib olishga harakat qilinadi.
103.	Chess is a game of intelligence and strategy.	Shaxmat zehn va idrok o'yinidir.
104.	Each square on the board has a corresponding letter and number.	Shaxmat doskasida har bir katak o'ziga mutanosib belgisi va raqamlarga ega.
105.	The opening is one of the most important parts of the game.	O'yinning boshlanish qismi eng muhim qismlardan biridir.

106.	There's no real "right" way to do it - everyone has their own style and you'll find yours.	Hech qanday haqiqiy to'g'ri yo'l mavjud emas. Har bir o'yinchi o'z uslubiga ega. Siz ham o'z uslubingizni topasiz.
107.	Make only 1 or 2 moves with your pawns.	Sizning piyodangiz faqatgina 1 yoki 2 ta katak harakatlanadi.
108.	A lot of your opening moves depend on your opponent - you'll just have to feel out the game.	Sizning ko'pchilik ochiq yurishlaringiz raqibingiz harakatlariga bog'liq – faqatgina siz o'zingizni o'yin jarayonini his qilishingiz kerak.
109.	Normally, pawns can only attack one square diagonally.	Piyoda donasi faqatgina diagonal yo'nalishidagi bir katakka hujum qila oladi.
110.	Always think a step or two in advance.	Har doim bir yoki ikki yurishni oldindan o'ylang.
111.	If you move your knight there, what happens?	Agar siz ot donasini u yerga sursangiz nima sodir bo'ladi?
112.	Do you have time to play offense or does your king (or maybe even queen) need protecting?	Hujumkorona o'ynashga vaqtingiz bormi yoki sizning shoh donangiz (yoki ehtimol hatto farziningiz) himoyaga muhtojmi?
113.	Where do you see the game going in the next few moves?	Navbatdagi bir necha yurishlarda o'yinning davom etayotganini qayerda ko'rasiz?
114.	This isn't a game where you can mindlessly move pieces around.	Shaxmat o'yini - donalarni o'ylamasdan har tarafga harakatlantiradigan o'yin emas!
115.	To win, you must be tactful and	G'alaba qilish uchun siz mohir va

	strategic!	maqsadli bo'lishingiz shart
116.	Sometimes well-planned sacrifices must be made.	Gohida yaxshi rejalashtirilgan qurbonlar qilinishi shart
117.	There is a special move involving both the rook and the King.	O'yinda shoh va rux bilan bog'liq bo'lgan maxsus harakatlanish mavjud

THE COLLECTION OF ENGLISH – UZBEK DEFINITIONS

INGLIZCHA – O'ZBEKCHA IZOHLI SO'ZLAR TO'PLAMI

English	O'zbek
<p>Attack – when you move a piece to a square where you could capture an opponent's piece next move.</p>	<p>Hujum – raqib donasini urib olish uchun qilingan yurish.</p>
<p>Amateur - somebody in chess non-master and they play game for pleasure instead of as a job.</p>	<p>Havaskor – shaxmat tajribasiz (havaskor) o'yinchi.</p>
<p>Pawn – the most common chess piece, in chess each side has eight; moves are only forward, attacks are only forward diagonally.</p>	<p>Piyoda – shaxmatdagi eng oddiy, ikkala tomonda ham 8 tadan bo'ladigan dona. O'yinda piyoda faqat oldinga va diagonal yo'nalishida oldinga hujum qila oladi.</p>
<p>Capture – to take control of an opponent's piece in a game (e.g. He captured his opponent's queen on the 15th move).</p>	<p>Yutib olish – o'yin davomida raqib donalarni urib olish. Masalan, “U 15- donasini yurishda raqibning Farzinini yulib olish”.</p>
<p>Bishop – a piece that may be moved only diagonally.</p>	<p>Fil – faqatgina diagonal yo'nalishda harakatlanadigan dona.</p>
<p>Knight – a chess piece, often in the shape of a horse's head, that is moved to two squares in one at right angles to that direction in a single move, leaping over any</p>	<p>Ot – shaxmatdagi otning kallasi shaklidagi dona bo'lib, u to'g'ri burchakdan bir yurish bilan 2 ta katakka siljiy oladi va istalgan donalar ustidan sakray oladi.</p>

	intervening pieces	
	Rook – a piece shaped like a castle tower, that can be moved only up, down, left or right but not diagonally	Rux – qasr minorasi shakldagi dona bo`lib, u faqat oldinga, orqaga yoki o`ngga, chapga harakatlana oladi, ammo diagonal yo`nalishda harakatlanmaydi.
	Queen – the most powerful piece, able to move any number of spaces horizontally, vertically, or diagonally.	Farzin – o`yindagi eng kuchli dona bo`lib, istalgan katakda vertikal, gorizontal yoki diagonal yo`nalishda harakatlana oladi.
	King – the most important piece in the game, the player who stops the other player`s king from being able to move wins the game.	Shoh – o`yindagi eng muhim dona bo`lib, o`yinda Shohni mot qilish orqali g`alaba qozoniladi.
	Checkmate – in chess, an attack that opponent`s king cannot escape from, so that you win the game.	Shoh-Mot – raqib shoh donasini mag`lub qiladigan hujum.
	Double attack – an attack on two (or more) pieces by a single move.	Ikkiyoqlama hujum – ikki yoki undan ortiq donaga bir urinishda hujum qilish.
	Zugzwang - a situation in which a player is forced to make a move.	“Zugzwang” holati- o`yinchini yurishga majbur qiladigan holat.
	Skewer - to attack a piece which has a less valuable piece behind it.	“Skewer” holati - orqa tomonida kam ahamiyatli donasi bo`lgan donaga hujum
	Doubled pawns - two pawns of the same color on the same file as a result of a capture.	“Qo`sh piyoda” holati - dona olinishi natijasida ikki piyodaning yutib bir xil rang va bir xil qatorda bo`lishi

<p>Battery - two or more major pieces on the same rank, file, or diagonal.</p>	<p>“Battery” holati ikki yoki undan ortiq donalarning bir xil qator, bir xil saf yoki bir xil diagonalda bo'lishi</p>
<p>Bughouse - a variant of chess with two players on each side - a player gets the pieces his partner captures.</p>	<p>“Bughouse” holati ikkala tarafdagi ham ikkita dan o'yinchiga ega bo'lgan shaxmat turi bo'lib, unda o'yinchi sherigi olgan donalarga ham egalik qila oladi.</p>
<p>Check - an attack on the king, you do not have to announce "check"</p>	<p>“Check” (shoh berish) holati Shohga hujum qilish, bunda “shoh” deb aytish shartmas.</p>
<p>Discovery - an attack by a piece that was opened up via another piece's move.</p>	<p>“Discovery” holati bir dona bilan boshqa bir dona surish yordamida hujum qilish.</p>
<p>Grandmaster (English) - someone with the highest International Chess Title.</p>	<p>Grandmaster (ingliz) – eng yuqori xalqaro shaxmat unvonini olgan shaxs.</p>
<p>Grossmaster (German) - someone with the highest International Chess Title.</p>	<p>Grossmeister (nemis) – eng yuqori xalqaro shaxmat unvonini olgan shaxs.</p>

INGLIZCHA – O‘ZBEKCHA SHAXMAT TERMINLARI LUG‘ATI

ENGLISH – UZBEK CHESS TERMINOLOGICAL DICTIONARY

№	English	O‘zbek
1.	Absolute pin	Mutloq ochmas
2.	Active	Faol
3.	Advanced pawn	Oldinga surilgan piyoda
4.	Advantage	Ustunlik
5.	Analysis	O‘yin tahlili
6.	Antipositional	Qarshi pozitsion vaziyat
7.	Attraction	Jalb qilish.
8.	Back rank	O‘yinning boshlanish holati
9.	Backward pawn	Sherigini himoya qiluvchi piyoda
10.	Bad bishop	Yomon fil (Filaing o‘zini piyodalari tomonidan to‘silib qolishi)
11.	Basque system	Bir o‘yinchining bir paytda ikkita taxtada shahmat o‘ynashi.
12.	Bishop pawn	Fil piyodasi
13.	Bishops on opposite colors (or bishops of opposite colors)	O‘yinchilarni birida faqat oq katakda yuradigan fili qolganda boshqasini faqat qora katakda yuradigan fili qolish holati
14.	Blunder	Qo‘pol xato
15.	Book draw	Kitobga asoslangan durang
16.	Break	Tanaffus
17.	Breakthrough	Donalardan voz kechish evaziga kuchli himoyani yorib o‘tish
18.	Brilliancy	Yorqin o‘yin
19.	Brilliancy prize	Yorqin o‘yinga beriladigan mukofot

20.	Calculate	Hisoblash
21.	Castling	Rakirovka (Shoh bilan rux o'rnini almashtirib yonma-yon qo'yish)
22.	Centralisation (or centralization)	Dona (donalarni) markazlashtirish
23.	Central pawn	Markaziy piyoda
24.	Centre (or center)	Markaz
25.	Dark squares	Qora kataklar
26.	Dark-square bishop	Qora katakda yuradigan fil
27.	Decoy	Tuzoq
28.	Defence (or defense)	Shaxmatdagi himoya
29.	Diagonal	Diagonal (Fil yoki farzini burchakdan burchakka harkatlanadigan kataklar chiziqg'i)
30.	Endgame	Endshpil (Dokada kam donalar qolish holatidagi o'yin)
31.	Epaulette mate	Shohni o'zining fillari tomonidan ikki tomonlama yopib qo'yilishi natijasidagi mot holati
32.	Equalise (or equalize)	Tenglashtirmoq (Ikki o'yinchida ham bir xil yutish imkoniyatiga ega bo'lish)
33.	Exchange	1) Almashish; (2) Sifat.)
34.	Exchange variation	Almashish variantlari (usullari)
35.	Family fork (or family check)	Ikki sipohning bir sipoh hamlasi ostida bo'lgan holati
36.	File	Shaxmat taxtasi chizig'i
37.	First player	O'yinni boshlab beruvchi o'yinchi, odatda oq rangdagi donalar
38.	Flight square	Hujumdan qochish imkoniyatiga ega

		bo'lgan katak
39.	Gambit	Gambit (Donadan voz kechish)
40.	Game score	O'yindagi ball
41.	Grandmaster (GM)	Grossmeister
42.	Grandmaster draw	Grossmeisterlar durangi
43.	Half-open file	Yarim ochiq liniya
44.	Hanging pawns	Hujum ostida qolgan piyodalar
45.	Illegal move	Noqonuniy yurish
46.	Illegal position	Noqonuniy pozitsiya / holat
47.	Imbalance	Nomutanosiblik
48.	Inaccuracy	Xato yurish / Yurishda xatolikka yo'l qo'yish
49.	J'adoube (Touch-move rule)	Jadob "qo'l tekkizdingmi yur" qoidasi
50.	K	Shoh uchun ishlatiladigan belgi
51.	Keizer system	Kaytser tizimi
52.	Key square	Muhim katak
53.	Kick	Hujum
54.	Kingside (or king's side)	Shoh flanggi / maydoni
55.	Knight	Ot
56.	Lady	Farzin
57.	Laws of chess	Shaxmat qoidalari
58.	Light squares	Oq kataklar
59.	Line	Qator
60.	Line-piece	Qator donasi
61.	Loose piece	Himoyasiz dona
62.	Loose position	Himoyasiz vaziyat
63.	Loser	Mag'lub
64.	Loss	Mag'lubiyat

65.	Main line	Asosiy qator
66.	Major piece	Asosiy dona
67.	Majority	Aksariyat
68.	Match	Musobaqa
69.	Mate	Mot
70.	Minor exchange	Kichik almashtirish
71.	Minor piece	Yengil dona
72.	Minority attack	Kam dona bilan hujum
73.	Move	Yurish
74.	Move order	Yurish tartibi
75.	N	Ot uchun belgi
76.	Novelty	Yangilik
77.	Olympiad	Olimpiada
78.	Open file	Ochiq liniya / yo'l / qator
79.	Open game (or Open Game)	Ochiq o'yin
80.	Open tournament	Ochiq musobaqa
81.	Opening	Debyut (o'yinning boshlanish qismi)
82.	Opening system	Debyut tizimi
83.	Pairing	Juftlik
84.	Passive	Passiv
85.	Patzer	Kuchsiz o'yinchi
86.	Pawn	Piyoda
87.	Pawn and move	Piyoda va yurish
88.	Pawn centre (or Pawn center)	Piyoda markazi
89.	Pawn island	Piyodalar qanoti
90.	Pawn race	Piyodalar musobaqasi
91.	Pawn storm	Piyodalar hujumi

92.	Pawn structure	Piyoda tuzilishi
93.	Piece	Shaxmat donasi
94.	Pin	Ochmas
95.	Plan	Reja, maqsad
96.	Poisoned pawn	Himoyasiz piyoda
97.	Positional play	Pozitsion / vaziyatli o'yin
98.	Push	Dona surish
99.	Q	Farzin uchun belgi
100.	Queen	Farzin
101.	Queen bishop	Farzin fili
102.	Queen pawn	Farzin piyodasi
103.	Queenside	Farzin maydoni, flanggi
104.	Quickplay finish	Mot
105.	Quiet move	Vazmin / sekin yurish
106.	R	To'ra uchun belgi
107.	Rank	Shaxmat doskasidagi qator
108.	Relative pin	Nisbiy ochmas
109.	Resign	Mag'lubiyat, taslim bo'lish
110.	Rook	To'ra
111.	Rook pawn	To'ra piyodasi
112.	Royal fork	Shoh qatori
113.	Royal piece	Shoh donasi
114.	Sacrifice	Qurbonlik berish
115.	Scholar's mate	Oddiy mot qilish
116.	Score	Hisob
117.	Score sheet	Hisob uchun varoq
118.	Symmetry	Simmetriya / mutanosib
119.	Tactician	Taktik o'yinchi
120.	Tactics	Taktik o'yin (tezkor o'yin)

121.	Takeback	Orqaga qaytish, yurilgan donani ortqa qaytarish
122.	Tarrasch rule	Tarrash qonuni
123.	TD (tournament director)	Musobaqa direktori
124.	Underpromotion	Piyodani farzindan boshqa har qanday donaga aylantirish
125.	United states chess federation (uscf)	AQSH Shaxmat federatsiyasi
126.	Unpinning	Ochmasdan qutilish
127.	Vacating sacrifice	Vakant qurbonlik berish
128.	Valve	Klapan
129.	Variant	Variant
130.	Variation	O'zgarish
131.	Vertical line	Vertikal liniya
132.	Waiting move	Undovchi yurish
133.	WCC	Jahon shaxmat chempionati
134.	Weak square	Himoyasiz katak
135.	WFM	Jahon fide ustasi / JFU
136.	WGM	Ayollar grossmeysteri
137.	X-ray	Rentgen
138.	Zeitnot	Vaqt tig'izligi
139.	Zonal tournaments	FIDE tomonidan tashkil etilgan musobaqalar
140.	Zugzwang	Tang holat

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ENGLISH – UZBEK CHESS PHRASE-BOOK

INGLIZCHA – O‘ZBEKCHA SHAXMAT BO‘YICHA SO‘ZLASHGICH

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