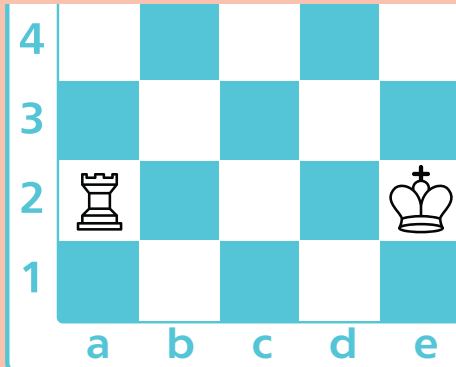


CASTLING No-no's: PART 1

The king CANNOT castle if

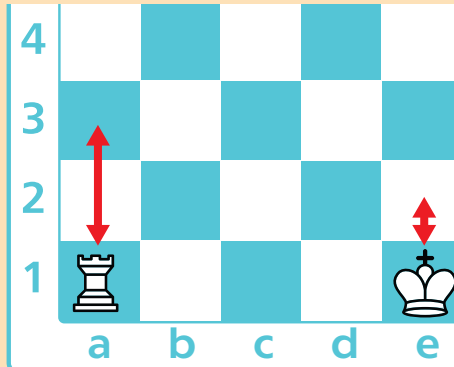
1

The king or the rook are NOT on their starting squares.



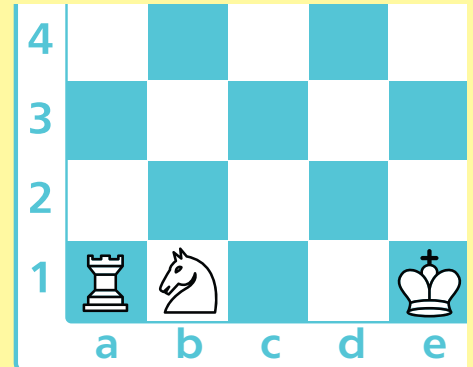
2

The king or the rook has moved already.



3

There is any other piece between the king and the rook.



Circle the king and the rook that CAN castle.

