

A Beginners Guide to Learning Chess

(Version for ages 13 and Older)

By

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available free at

http://main.uschess.org/images/stories/scholastic_chess_resources/a_beginners_guide_to_coaching_scholastic_chess.pdf

With editorial assistance by Joseph L. Bell

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Table of Contents

Chapter 1 - The Pieces	4
The Pawn	5
Practice 1	6
Practice 2	6
The Rook	6
Practice 3	7
The Knight	7
Practice 4	8
Practice 5	8
The Bishop	8
Practice 6	9
Practice 7	9
The Queen	9
Practice 8	10
Practice 9	10
The King	10
Practice 10	11
Practice 11	11
Practice 12	11
Test 1	11
Test 2	13
Exercise 1	13
Exercise 2	13
Exercise 3	14
Exercise 4	14
Exercise 5	15
Test 3	16
Exercise 6	16
Exercise 7	16
Exercise 8	17
Exercise 9	17
Test 4	18
Exercise 10	18
Exercise 11	19
Exercise 12	19
Test 1 Answers	20
Test 2 Answers	20
Exercise 1:	20
Exercise 2:	20
Exercise 3:	20
Exercise 4:	21
Exercise 5:	21
Test 3 Answers	21
Exercise 6:	21

Exercise 7:.....	21
Exercise 8:.....	21
Exercise 9:.....	21
Test 4 Suggestions.....	21
Exercise 10:.....	21
Exercise 11:.....	21
Exercise 12:.....	22
Chapter 2 - Checkmating Your Opponent	23
Test 5.....	24
Test 6.....	25
Exercise 1.....	25
Exercise 2.....	25
Exercise 3.....	26
Exercise 4.....	26
Exercise 5.....	27
Exercise 6.....	27
Exercise 7.....	28
Exercise 8.....	28
Exercise 9.....	29
Exercise 10.....	29
Exercise 11.....	30
Exercise 12.....	30
Test 6 Answers	31
Exercise 1:.....	31
Exercise 2:.....	31
Exercise 3:.....	31
Exercise 4:.....	31
Exercise 5:.....	31
Exercise 6:.....	31
Exercise 7:.....	31
Exercise 8:.....	32
Exercise 9:.....	32
Exercise 10:.....	32
Exercise 11:.....	32
Exercise 12:.....	32
Test 7.....	32
Exercise 13.....	33
Exercise 14.....	34
Exercise 15.....	34
Exercise 16.....	35
Exercise 17.....	35
Exercise 18.....	36
Exercise 19.....	36
Exercise 20.....	37
Test 7 Answers	37
Chapter 3 - Basic Guides to Winning.....	38
Chapter 4 - Rules.....	47
Chapter 5 – Information about Chess Tournaments for Parents and Adults	51
Equipment.....	51

Tournament Directors.....	53
Earning Points.....	54
Byes	54
Forfeits.....	54
Ratings	55
Pairings.....	56
Tiebreaks	58
Entering a Tournament.....	59
Scorekeeping	59
Questions During A Round.....	60
What to Do at the Conclusion of a Game	60
<i>Glossary of Chess Terms.....</i>	<i>Error! Bookmark not defined.</i>
<i>Appendix A: Board Order Pairing Sheet</i>	<i>71</i>
<i>Appendix B: Alphabetical Pairing Sheet</i>	<i>72</i>
<i>Appendix C: Standings</i>	<i>73</i>
<i>Appendix D: It's Your Move.....</i>	<i>74</i>
<i>Appendix E: Scholastic Scoresheet</i>	<i>75</i>
<i>Appendix F: Chess Setup & Scorekeeping</i>	<i>76</i>

Chapter 1 - The Pieces

The purpose of Chess is to “checkmate”* (all terms with an asterisk* are defined in the “Glossary of Chess Terms”) the opponent (i.e. the other player). “Checkmate” is attacking the opponent’s King that then has no way to escape the attack. Each player has an “army” to help attack the King. Before we can learn how to “checkmate” it is important to learn how each of the pieces in your “army” works. Even if you already know how the pieces move, it is important to read each chapter in order.

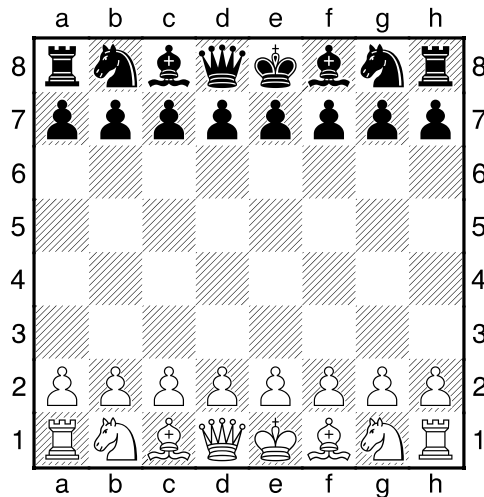


Diagram 1a

Diagram 1a shows where all of the pieces should be at the start of a Chess game. Your board is turned the right way if each player has a white square in the bottom right corner of the board (h1 for white and a8 for black). In these diagrams the King has a small cross on top (♔) and the Queen has points on top (♚). Every game should begin with the pieces placed as in diagram 1a.

Look at the letters and numbers around the edge of the board. These are to make it easier to name an exact square. The numbers tell us the ranks (rows), 1 is the first row for the White pieces and 8 is the first row for the Black pieces. The letters tell us the files (columns). We use the letters and numbers to tell us a

specific square always referring to the file first and the rank second, such a1 or d4 or f6 or h8 which is called notation* (see the “Glossary of Chess Terms” and Appendix F).

The Pawn

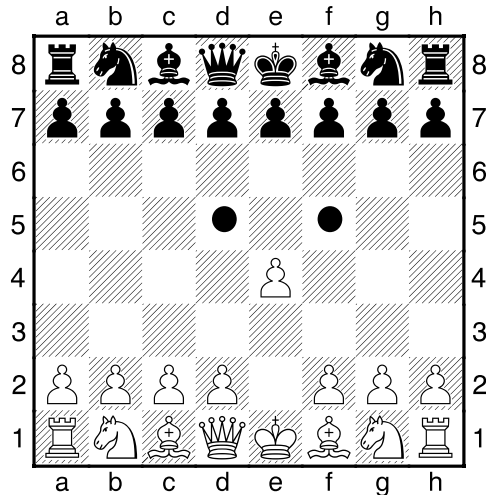


Diagram 1b

The Pawns have two jobs: 1) to make it harder for the opponent’s “army” to attack you and 2) to help your “army” attack your opponent. For beginners, the Pawn is usually the most difficult piece to understand.

On the first move for a Pawn, it has the choice of moving one square or two squares straight ahead. In Diagram 1b the White Pawn has been moved two squares (from e2 to e4); however, it could have moved only one square (e3) if you choose to do so. For all moves after the first move, the Pawn can only move one square straight ahead.

The Pawn cannot move straight ahead to any square that already has another piece or Pawn. In Diagram 1b if an opponent’s piece or Pawn were on e5, then that Pawn could not move until that piece or Pawn moves from in front of it. The Pawn cannot jump over another piece.

The Pawn can only capture an “enemy piece” which is one square diagonally (slant) in front of it. In Diagram 1b that would be the two squares with the black dots.

Practice 1

On an empty board put a White Pawn on e2 and a Black Pawn on d7 so they are the only pieces on the board. How many times can you move each Pawn before neither Pawn cannot move?

Practice 2

On an empty board put a White Pawn on e2 and a Black Pawn on d7 so they are the only pieces on the board. How many moves will it take either piece to capture* the other?

The Rook

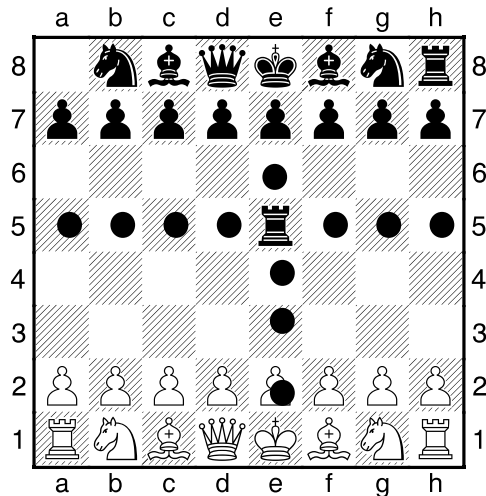


Diagram 1c

In Diagram 1c a Black Rook has been placed on e5. The Rook moves only in straight lines (left to right, top to bottom). The Rook in Diagram 1c could legally move* (see the “Glossary of Chess Terms”) to any of the squares which have a black dot (a5, b5, c5, d5, f5, g5, h5, e6, e4, e3, and could capture the White

Pawn on e2). The Rook can capture any of the opponent's pieces which are on a square to which the Rook can legally move. The Rook cannot move to any square which is occupied by a piece of the same color. The Rook cannot jump over another piece.

Practice 3

Place a Black Rook on a8 and a White Pawn on h2 so they are the only pieces on the board. How many moves will it take for the Rook to capture the Pawn? How many ways can that Rook move to capture that Pawn?

The Knight

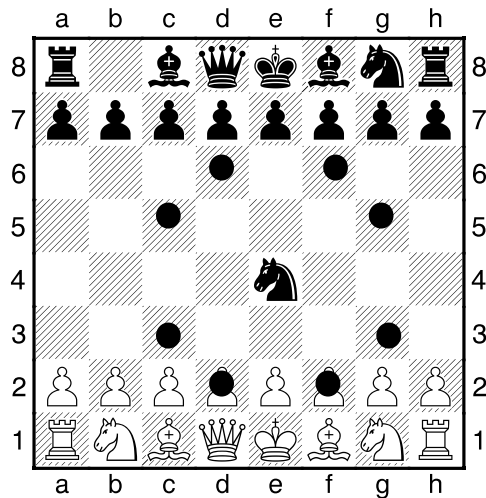


Diagram 1d

The Knight moves in an “L shape”. The Knight moves two squares in one direction (right, left, up, or down) and then one square to the side. In “Diagram 1d” the Black Knight, which has been placed on e4, could legally move to any of the squares which have a black dot (d6, f6, c5, g5, c3, g3, and could capture the White Pawns on d2 and f2).

The Knight is the only Chess piece which can jump over other pieces. The Knight can capture any of the opponent's pieces which are on a square to which

the Knight can legally move. The Knight cannot move to any square which is occupied by a piece of the same color.

Practice 4

Place a White Knight on b1 so it is the only piece on the board. How many moves will it take to move that Knight to a8?

Practice 5

Place a Black Knight on h8. How many moves will it take to move that Knight to g8?

The Bishop

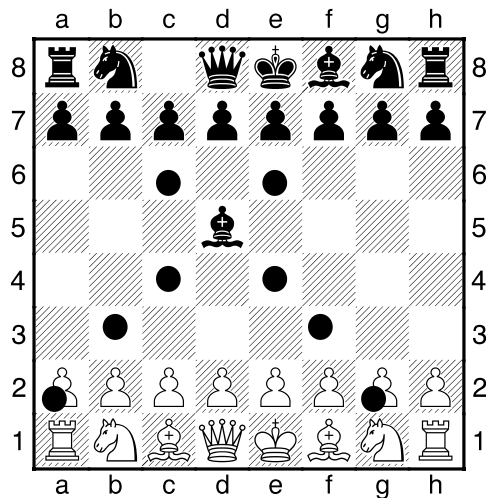


Diagram 1e

The Bishop moves diagonally, and always stays on the same color as they were on when the game began. In “Diagram 1e” the Black (white-squared) Bishop, which has been placed on d5, can move to any of the squares with the black dots (c6, e6, c4, e4, b3, f3, and could capture the White Pawns on a2 and g2).

The Bishop can capture any of the opponent’s pieces which are on a square to which the Bishop can legally move. The Bishop cannot move to any square which is occupied by a piece of the same color. The Bishop cannot jump over another piece.

Practice 6

Place a White Bishop on c1 so it is the only piece on the board. How many moves does it take to move that Bishop to d8?

Practice 7

Place a Black Bishop on c8 so it is the only piece on the board. How many moves does it take to move that Bishop to a8?

The Queen

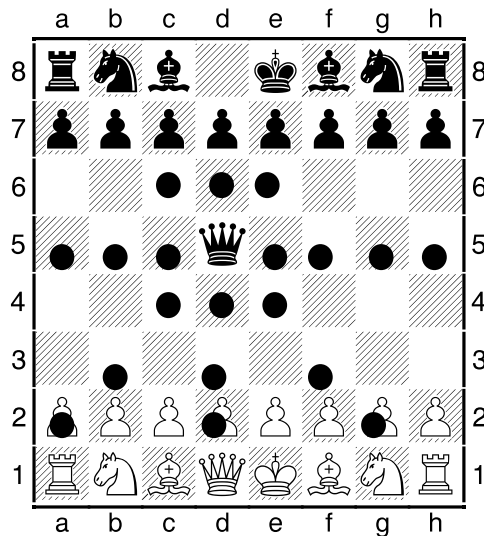


Diagram 1f

The Queen (“Super Woman”) is the most powerful piece on the board. The Queen can move in a straight line in any direction. In “Diagram 1f” the Black Queen, which has been placed on d5, could move to any of the squares with the black dots (c6, d6, e6, a5, b5, c5, e5, f5, g5, h5, c4, d4, e4, b3, d3, f3, and could capture the White Pawns on a2, d2, and g2).

The Queen can capture any of the opponent’s pieces which are on a square to which the Queen can legally move. The Queen cannot move to any square which is occupied by a piece of the same color. The Queen cannot jump over another piece.

Practice 8

Place the White Queen on d1 so it is the only piece on the board. How many moves does it take to move to f8?

Practice 9

Place the White Queen on d1 so it is the only piece on the board. How many different ways can you find to move the Queen from d1 to f8?

The King

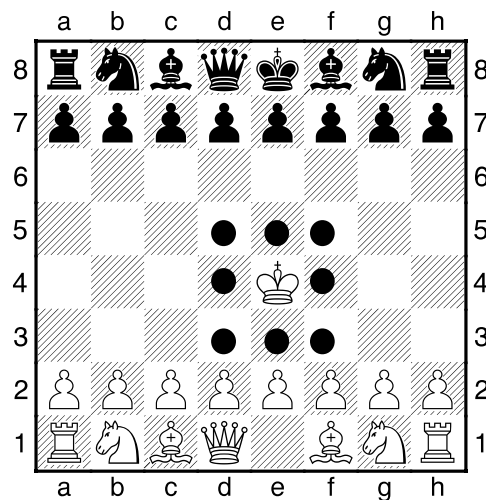


Diagram 1g

The King can move in any direction, but only one square at a time. In “Diagram 1g”, the White King, which has been placed on e4, can legally move to any of the squares with black dots (d5, e5, f5, d4, f4, d3, e3, and f3).

The King can capture any of the opponent’s pieces which are on a square to which the King can legally move. The King cannot move to any square which is occupied by a piece of the same color.

The King can never move to a square where the King would be in check* (see the “Glossary of Chess Terms”), which means that an opponent’s piece could also move to that square, so the King is now in danger, but can still move.

No King can move onto a square next to the opponent's King. The easiest way to remember this is that the King has a "force field" around him that will not let the opponent's King enter, but all of the opponent's other pieces can enter that force field.

Practice 10

Place the White King on e1 so it is the only piece on the board. How many moves does it take for the King to move to e4?

Practice 11

Place the White King on e1 so it is the only piece on the board. How many moves does it take for the King to move to h4?

Practice 12

Place the White King on e1 so it is the only piece on the board. How many moves does it take for the King to move to h1?

That is your "army". To win you have to "out think" your opponent. You have to be better at moving all of your pieces than your opponent.

White starts every game by moving one piece or Pawn. Then it is Black's turn to move one piece or Pawn. This order continues until the game is over.

Test 1

Now that you know how each piece moves, go back and study the diagrams for each of the pieces and see if the piece in the center that is capturing the Pawns in the diagrams can be captured and which of the opponent's pieces could legally capture it.

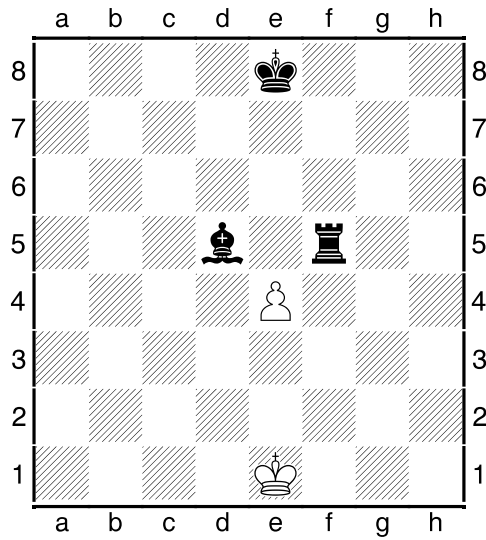
The answers are at the end of this chapter. Don't cheat! Look at the diagrams before looking at the answers.

Each piece has a “point value”. The only purpose of the point value is to let beginning players understand which pieces are more important than other pieces. The Pawn is worth one point. The Knight and Bishop are each worth three points. The Rook is worth five points. The Queen is worth nine points. The King has no point value (since it is never really “captured”), but it is the most valuable piece. When you are playing and are considering trading pieces, remember the point value of the pieces is used to determine if that trade is a good trade or not. If you think of the point values as “dollars” it may be easier for you to remember. For example, trading your Queen for your opponent’s Knight would not be a good trade. That would be like giving your opponent \$9.00 and your opponent only gives you \$3.00. Does that sound like a good trade to you? It is not, unless you can force checkmate after the trade.

Let us now test your understanding of point values. In the following exercises, each of your pieces can capture two of your opponent’s pieces. Which one is the better capture? The answers are at the end of the chapter.

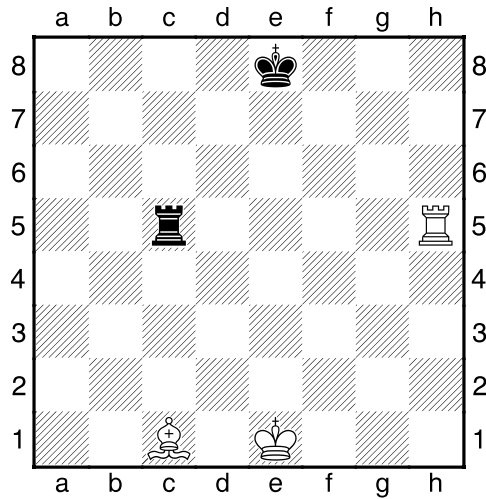
Test 2

Exercise 1



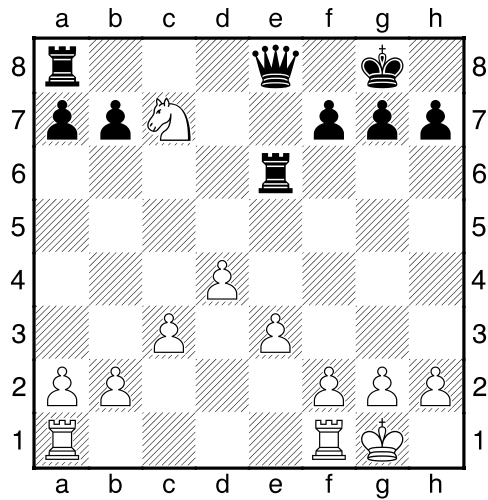
It is White's turn to move. Which piece should be captured, the Bishop or the Rook?

Exercise 2



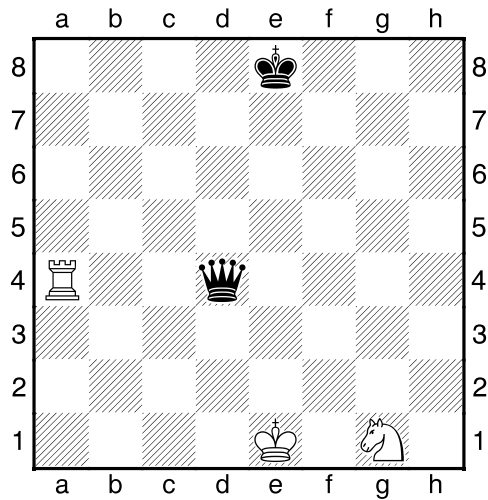
It is Black's turn to move. Which piece should be captured, the White Bishop or the White Rook?

Exercise 3



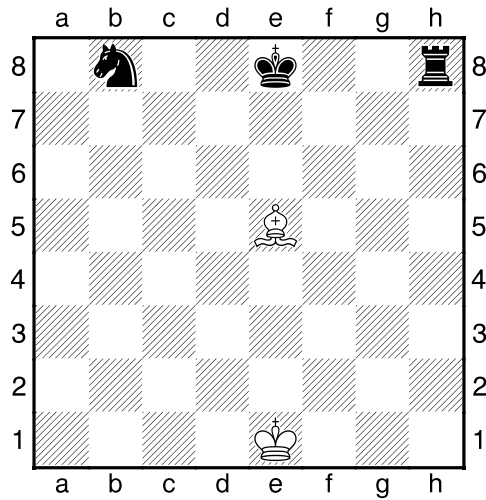
It is White's turn to move. Which piece should be captured, the Black Rook on a8, the Black Rook on e6, or the Black Queen on e8?

Exercise 4



It is Black's turn to move. Which piece should be captured the White Knight or the White Rook?

Exercise 5

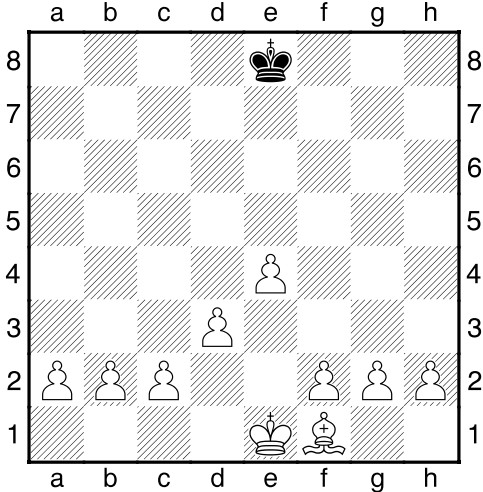


It is White's turn to move. Which piece should be captured the Black Knight or the Black Rook?

Now it is time to test your knowledge of how the pieces move. You are to find the fewest number of moves to place the opponent's King in check. *For this test the opponent does not get any moves. The only piece you are to move is the piece in the question under each Exercise in Test 3 (Exercises 6, 7, 8 and 9).*

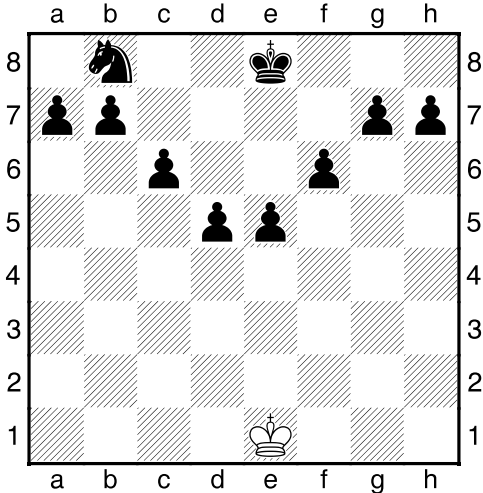
Test 3

Exercise 6



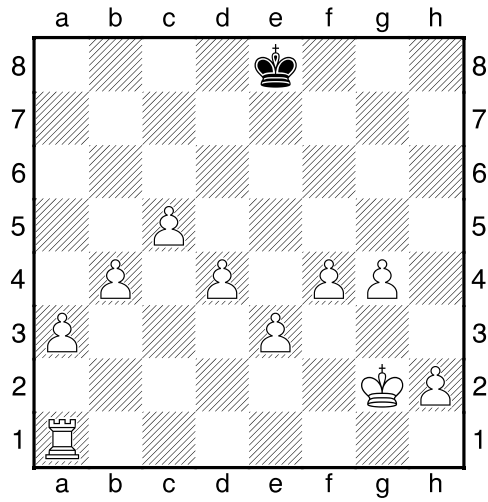
What is the fewest number of moves for the White Bishop to put the Black King in check?

Exercise 7



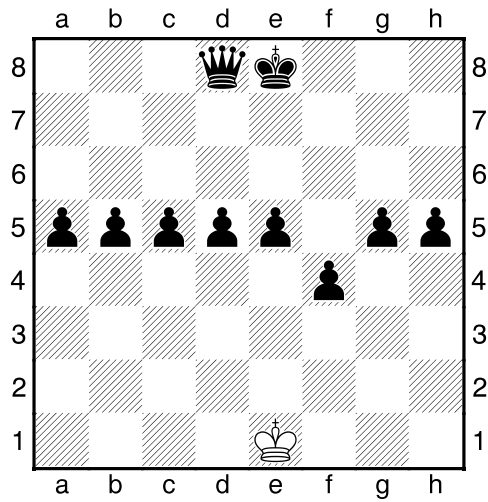
What is the fewest number of moves for the Black Knight to put the White King in check?

Exercise 8



What is the fewest number of moves for the White Rook to put the Black King in check?

Exercise 9

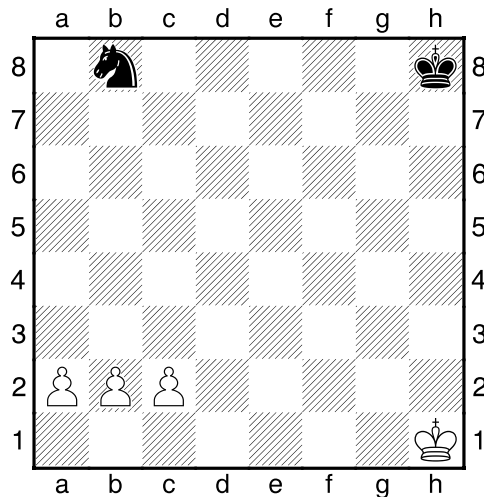


What is the fewest number of moves for the Black Queen to put the White King in check?

Test 4

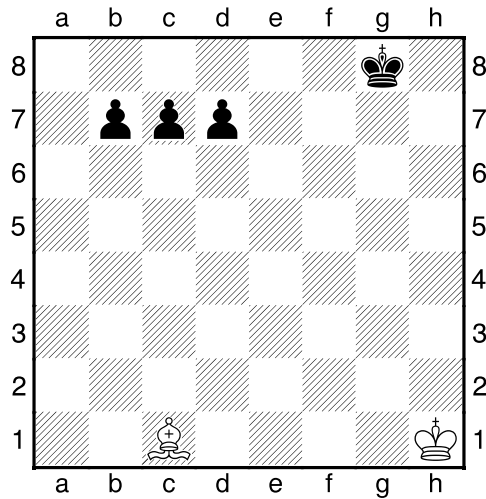
In Test 4 Player 1 will have just Pawns and Player 2 will have one piece. Player 1 wins whenever a Pawn reaches the eighth rank so it could be promoted*. Promotion means that when a Pawn gets to the last rank (row) on the other side of the board it may be exchanged for another piece (Bishop, Knight, Rook, or Queen). Player 2 wants to try to capture all of Player 1s Pawns before they can reach the last rank. *In these exercises (10, 11, and 12), the King is never to move.* Player 1, with the Pawns, will always move first in this test.

Exercise 10



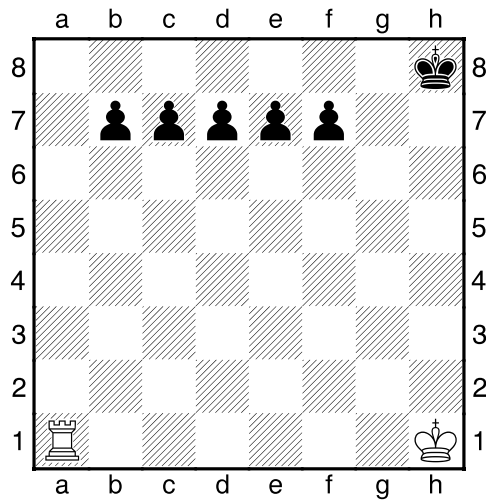
Player 1 has the pawns and moves first. Player two has the Knight. *Remember that the Kings are not to move.* Repeat this exercise with each person getting a chance to be Player 1 and Player 2.

Exercise 11



Player 1 has the pawns and moves first. Player two has the Knight. *Remember that the Kings are not to move.* Repeat this exercise with each person getting a chance to be Player 1 and Player 2.

Exercise 12



Player 1 has the pawns and moves first. Player two has the Knight. *Remember that the Kings are not to move.* Repeat this exercise with each person getting a chance to be Player 1 and Player 2.

Test 1 Answers

Pawn: Nothing can capture it in this example.

Rook: If the Rook captures the Pawn on e2, it could be captured by the Queen on d1, the King on e1, or the Bishop on f1.

Knight: If the Knight captures the Pawn on d2, it could be captured by the Bishop on c1, the Queen on d1, or the King on e1. If the Knight captures the Pawn on f2, it could be captured by the King on e1.

Bishop: If the Bishop captures the Pawn on a2, it could be captured by the Rook on a1. If the Bishop captures the Pawn on g2, it could be captured by the Bishop on f1.

Queen: If the Queen captures the Pawn on a2, then it could be captured by the Rook on a1, just like in the Bishop example. If the Queen captures the Pawn on d2, it could be captured by the Bishop on c1, the Queen on d1, or the King on e1, just like in the Rook example. If the Queen captures the Pawn on g2, it could be captured by the Bishop on f1, just like the Bishop example above.

King: Nothing can capture it in this example.

Test 2 Answers

Exercise 1:

The Rook, because it is worth \$5.00, while the Bishop is only worth \$3.00.

Exercise 2:

The Rook is worth \$5.00 while the Bishop is worth \$3.00.

Exercise 3:

This diagram points out the value of Knights. Three pieces are forked and White has a choice. The correct choice would be the Queen that is worth \$9.00 as opposed to the Rooks that are only worth \$5.00.

Exercise 4:

The Rook is worth \$5.00 and the Knight is worth \$3.00.

Exercise 5:

The Rook, because it is worth \$5.00 while the Knight is only worth \$3.00.

Test 3 Answers**Exercise 6:**

Two – B-e2 and then B-h5+

Exercise 7:

Three – N-d7, N-c5, and then N-d3+

Exercise 8:

Four – R-f1, R-f3, R-h3, and then R-h8+

Exercise 9:

Three – Q-f6, Q-f5, and then Q-e5+ or Q-b1+

Test 4 Suggestions

In each of these exercises for the Pawns to win they must work together.

Exercise 10:

The Knight can more easily stop the advance of the Pawns if it is blocking one of the Pawns from moving.

Exercise 11:

The Bishop must be in a position to control a diagonal so the Pawns can not cross that diagonal. It will also help if the Bishop is blocking one of the Pawns.

Exercise 12:

The Rook is strongest when attacking Pawns from the side or behind and not from in front.

Chapter 2 - Checkmating Your Opponent

After you have learned how to move each of the pieces, next you need to learn how to “checkmate”* (all terms with an asterisk* are defined in the “Glossary of Chess Terms”) your opponent. You are “in check” when an opponent’s piece is attacking your King. That means that the opponent has moved a piece to a square where it attacks your King and, on the next move, could capture your King unless you do something about it.

There are three ways to get out of check: 1) the first is to capture the attacking piece; 2) the second is to move the King, but the King can never move to a square which is also attacked by an enemy piece, which is why your pieces must work together to create “checkmate”; 3) the third is to put one of your pieces between your King and the piece attacking your King (putting it in “check”). “Checkmate” is when a King is being attacked and none of the three methods above can get the King out of check.

The first step in learning to “checkmate” is to understand that it almost always takes more than one of your pieces to create “checkmate”. Which means that you have to learn how to move two or more pieces together to force the opponent’s King to a place where it can be “checkmated”. The easiest place to “checkmate” the opponent’s King is against the edge of the board, because that immediately takes away at least three escape squares for the King.

Test 5 is an exercise you will do by yourself and you will need a Chess board with no pieces on it. You will pick up the pieces listed in Test 5 and place them anywhere on the board so that the lone King is checkmated. Do not move any pieces after placing them on the board. The spot you choose to place the

pieces should be “checkmate” (which means the King has no legal moves). *Try to find as many ways as you can for these groups of pieces to make a “checkmate”:*

Test 5

1. White King , White Queen vs Black King
2. Black King, Black Rook vs White King
3. White Queen, White Rook vs Black King
4. Black King, Black Bishop, Black Rook vs White King
5. White King, White Knight, White Rook vs Black King
6. Black Queen, Black Bishop vs White King
7. White Queen, White Knight vs Black King
8. Black King, Black Knight, Black Bishop vs White King

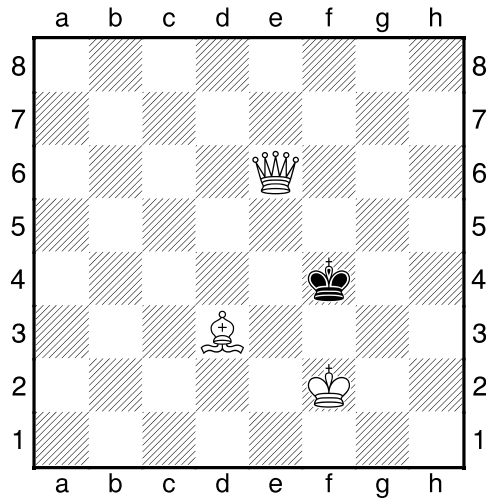
Try these same eight groups as many times as you need until they are easy for you, then you will be ready for the next part of this chapter.

Now in the second part of this chapter, we will practice exercises with “checkmate” in one move for White or Black. It is up to you to find the right piece to move and the right square to make “checkmate” in one move. Remember that for it to be a real “checkmate” your opponent’s King must be “in check” and with no way to get out of check. They have to try to see if they can: 1) capture the piece, 2) move the King to a safe and legal square, or 3) try putting a piece in between the King and the piece that has the King in check. Make sure you look at the whole board, all 64 squares, before assuming it is “checkmate”!

Remember that it usually takes at least two pieces to make a “checkmate”. The first part of this chapter was to teach you the positions (places) in which you must get your pieces to make a “checkmate”. In the second part (Test 6), you are to find “checkmate” in one move.

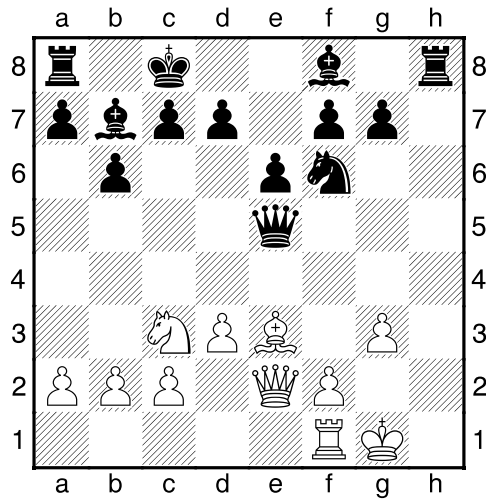
Test 6

Exercise 1



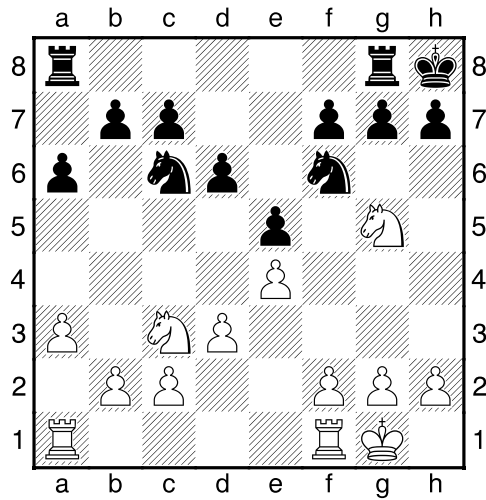
White to move, checkmate in one move

Exercise 2



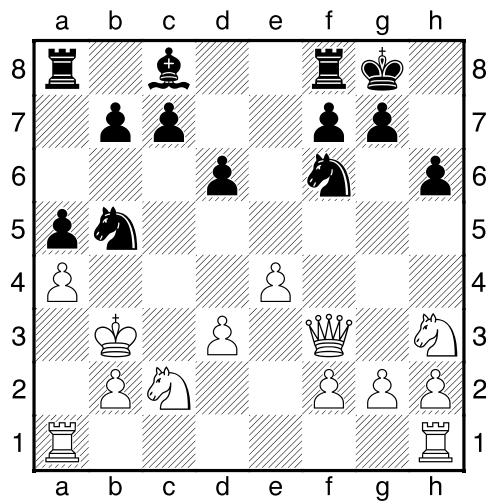
Black to move, checkmate in one move

Exercise 3



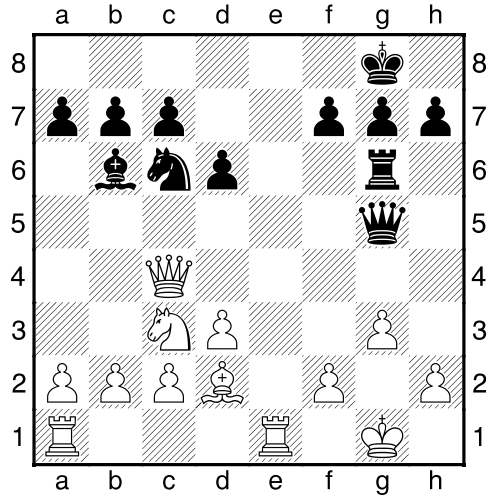
White to move, checkmate in one move

Exercise 4



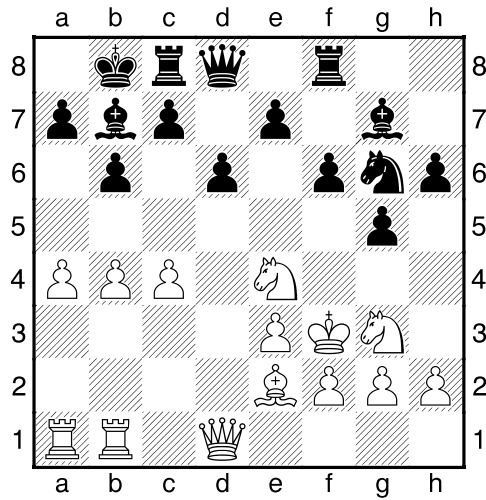
Black to move, checkmate in one move

Exercise 5



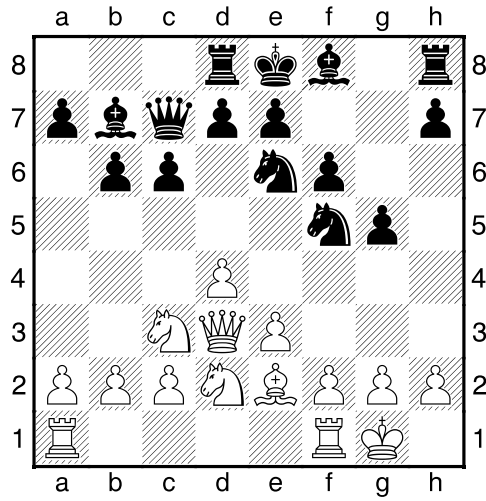
White to move, checkmate in one move

Exercise 6



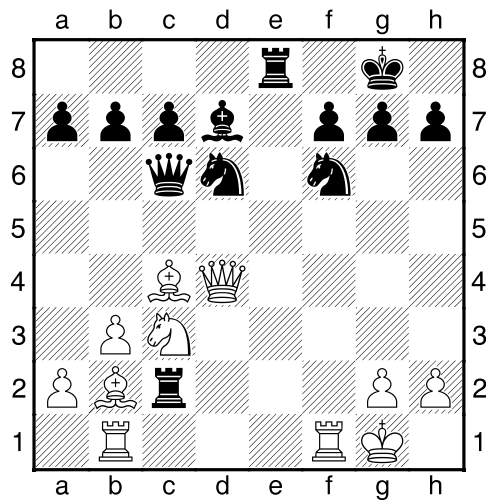
Black to move, checkmate in one move

Exercise 7



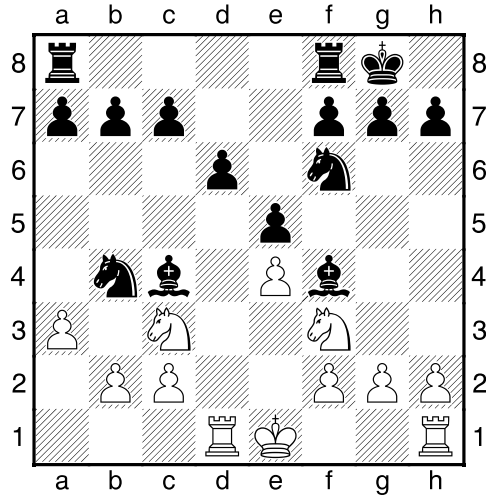
White to move, checkmate in one move

Exercise 8



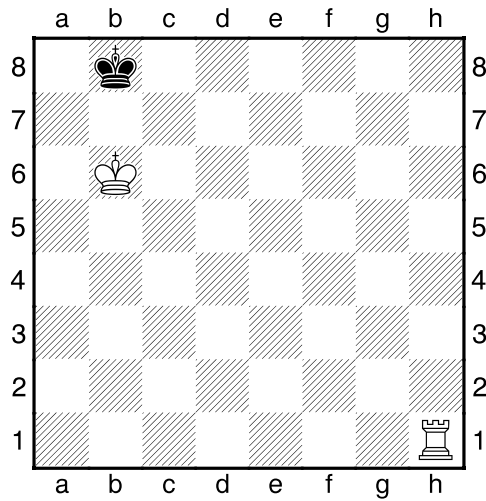
Black to move, checkmate in one move

Exercise 9



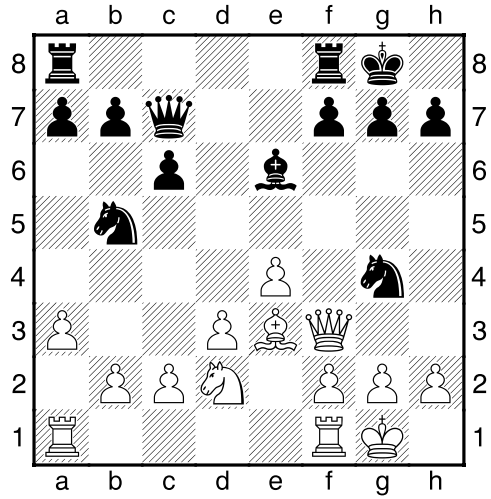
Black to move, checkmate in one move

Exercise 10



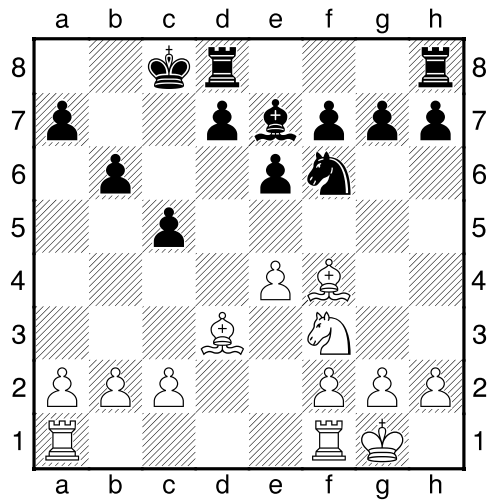
White to move, checkmate in one move

Exercise 11



Black to move, checkmate in one move

Exercise 12



White to move, checkmate in one move

Test 6 Answers

Exercise 1:

Q-f5# (Queen to f5 checkmate) The Queen will be protected (guarded) by the Bishop, and the White King is stopping the Black King from moving to e3, f3, or g3.

Exercise 2:

R-h1# The Rook will be guarded by the Bishop on b7.

Exercise 3:

NxP(f7)# This is known as a “Smothered Mate”. The Black King is completely blocked in (smothered) by the side of the board and Black pieces, and no Black piece is protecting the Pawn on f7.

Exercise 4:

B-e6# The Knight is helping by taking away the only escape squares for the White King.

Exercise 5:

R-e8# This is known as a “Back Rank (row) Mate”. Black is not protecting Black’s back rank (row) and the Black King is blocked in by its own Black Pawns. White could have captured the Black Queen with the Bishop, but the purpose of the game is “checkmate”, not “taking pieces”.

Exercise 6:

N-e5# N-h4 is “check”, but not “checkmate”. White’s own pieces and Pawns plus the Black Pawn on g5 are taking away all of the White Kings escape squares.

Exercise 7:

B-h5# Black has made this problem by moving the side Pawns and not making sure the King has an escape square.

Exercise 8:

Qxg2# If the Rook captures the Pawn on g2 it will be “check”, but not checkmate.

Exercise 9:

NxP(c2)# The Black Bishops are helping to trap the White King and White does not have the c2 square guarded (protected).

Exercise 10:

R-h8# The Black King is trapped against the side of the board by the White King.

Exercise 11:

QXP(h2)# The Queen is guarded by the Knight .

Exercise 12:

B-a6# White’s dark squared Bishop is taking away the Black King’s escape squares.

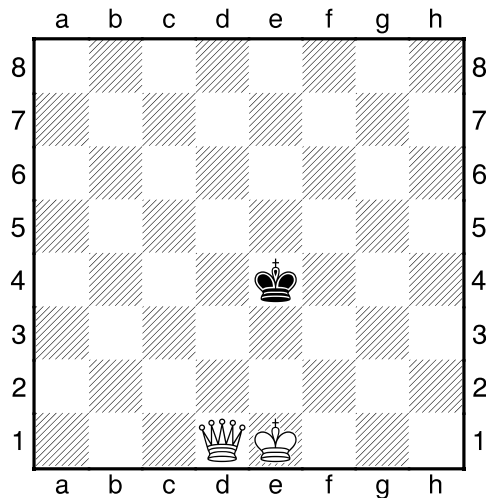
In Test 5 you learned how to place your pieces to make a “checkmate”. In Test 6 you learned to pay attention to when you might be able to make a “checkmate”. Test 7 is the hardest test in this book; but it is also the most important. In Test 7 you get practice forcing the opponent’s King to a square where you can make a “checkmate”.

Test 7

In Test 7 you are to set up the pieces like the diagram. It is best if you play with a friend and one is Player 1 the first time and the second time for that exercise the other is Player 1. If Player 1 can checkmate in the right number of moves or less then they win. If it takes Player 1 more than the listed number of moves then

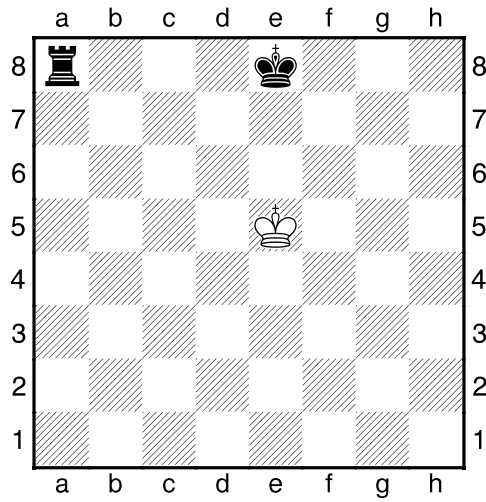
Player 2 wins. Player 2 wants to keep the King as close to the center of the board as is possible until forced to the side of the board and is checkmated. *Player 1 will always move first in these exercises.* Note: You cannot force the King to the side of the board if you do not use all of your pieces and must not just “check” the King each move. You could get checkmate sooner than the exercise says. What is the fewest moves in which you can make a checkmate?

Exercise 13



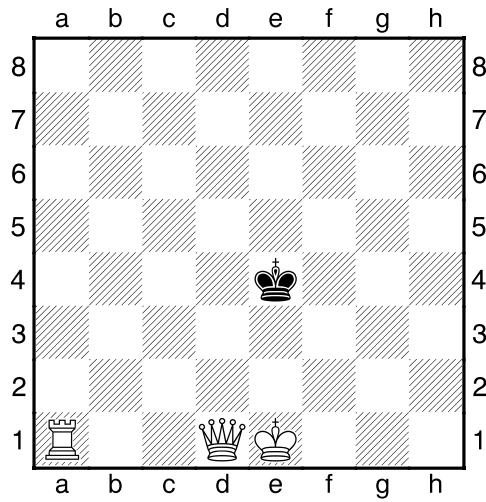
Player 1 is White and White is to checkmate in 15 moves or less.

Exercise 14



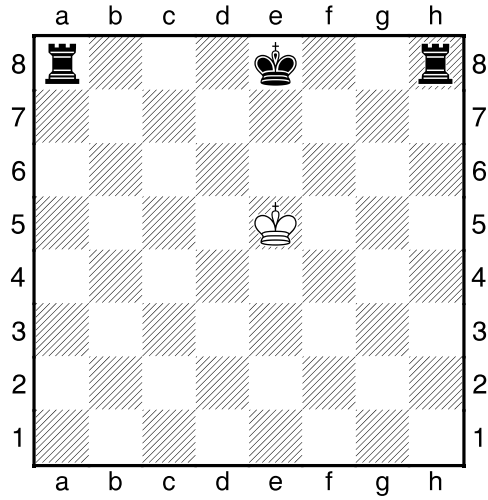
Player 1 is Black and Black is to checkmate in 20 moves or less.

Exercise 15



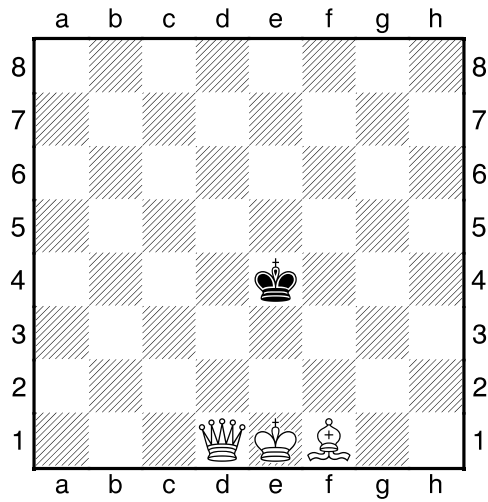
Player 1 is White and White is to checkmate in 10 moves or less.

Exercise 16



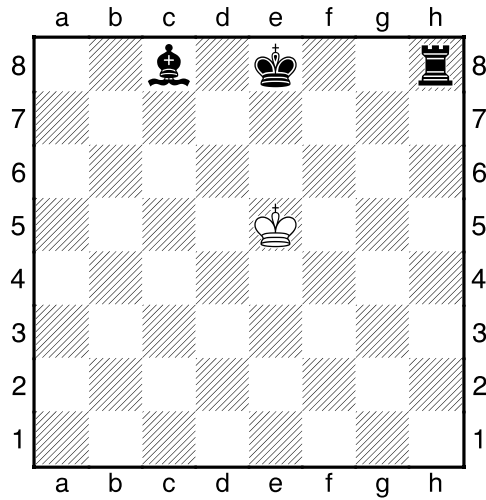
Player 1 is Black and Black is to checkmate is 12 moves or less.

Exercise 17



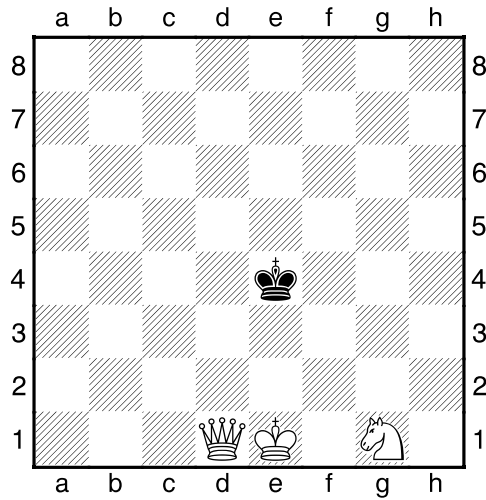
Player 1 is White and White is to checkmate in 10 moves or less.

Exercise 18



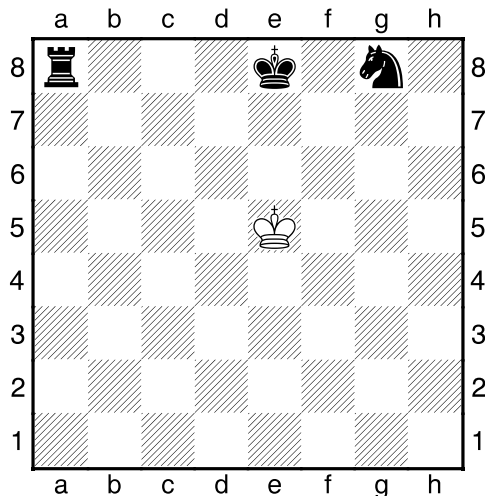
Player 1 is Black and Black is checkmate in 20 moves or less.

Exercise 19



Player 1 is White and White is to checkmate in 15 moves or less.

Exercise 20



Player 1 is Black and Black is to checkmate in 20 moves or less.

Test 7 Answers

These are the first moves which should have been made to get a checkmate in the fewest possible moves: Exercise 13 - Queen to d6, Exercise 14 - Rook to a4, Exercise 15 - Rook to a5 or Queen to d6, Exercise 16 - Rook to a4 or Rook to h4, Exercise 17 - Queen to d6, Exercise 18 - Rook to h4, Exercise 19 - Queen to d6, and Exercise 20 - Rook to a4. Please note that the purpose of these moves is to cut down the number of safe squares to which the opponent may legally move their King.

Checkmates with just Knights and Bishops are the hardest to do and you need a lot of experience (practice). That is why they are not in this book. Work hardest on each of the kinds of checkmates that we have talked about earlier and you will be able to win many games.

Chapter 3 - Basic Guides to Winning

In the first chapter you learned how the pieces moved. In the second chapter you learned how to make “checkmate”. This chapter will consist of two parts. The first part explains “special rules” about how certain pieces move, and the second part is things you need to understand to win Chess games.

Since Chess first began thousands of years ago, there have been only three changes in the rules about how pieces can move. The first rule change lets a Pawn choose to move either one or two squares straight ahead on its first move only (which was covered in the first chapter).

To get a fair chance against this “first move choice” of a Pawn (to move two squares if they want) a second change was made with a move called “en passant”. “En passant” is a French term that means “in passing”. If a Pawn moves two squares on its first move and lands beside an opponent’s Pawn, then the opponent may capture that new Pawn as if it had only moved one square. The opponent cannot wait to do this and must do that on the next move. In Diagram 3a White has just moved the Pawn from f2 to f4, and Black already had a Pawn on g4. Since the White Pawn landed next to the Black Pawn, the Black Pawn can, for this move only, move to f3 (where the black dot is) and capture the White Pawn on f4. That move would be called “en passant”.

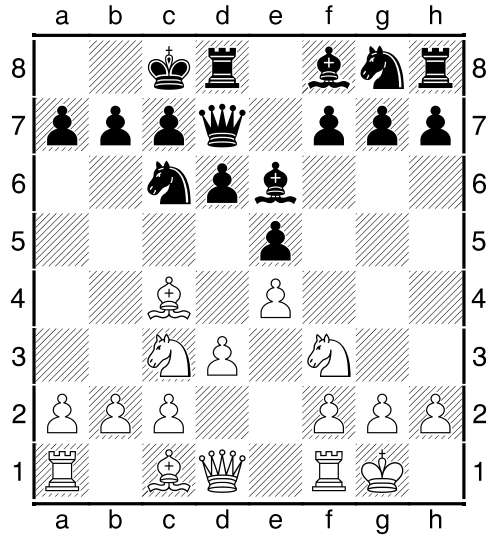


Diagram 3b

In Diagram 3b White has “castled” to the kingside and Black has “castled” to the queenside. With the kingside “castle” there is only one square between the King and the edge (side) of the board, but with the queenside “castle” there are two squares between the King and the edge of the board.

The secret to winning games is to get your pieces “developed*” as soon as possible. “Developing” a piece means to have that piece make it’s first move so that it is in a position to help defend your King and attack your opponent. The player who only gets out one or two pieces and just uses those pieces will almost always lose.

You have been given six types of pieces for a good reason. All by themselves, it is very hard for any of them to be able to create “checkmate”; but, when they work together as a team with your other pieces, it becomes much easier to “checkmate”.

Hundreds of books have been written on “Openings” (how to move your pieces at the beginning of the game). Do not use them now. After you have played in several Chess tournaments, then you might want to look at some of those books. They are of no use to a player just beginning to learn the game. All you need to know about the beginning of the game is to move any one of six Pawns and pieces (shown in Diagram 3c) in the first five moves.

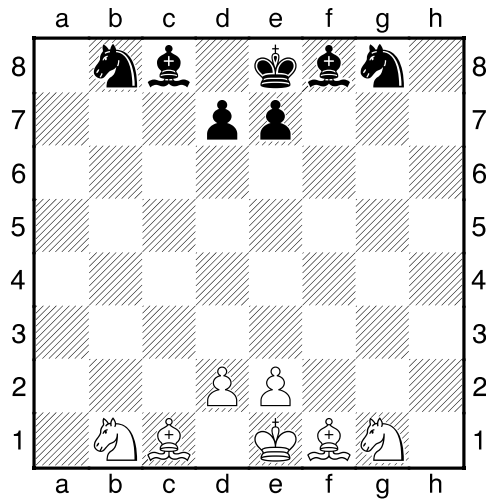


Diagram 3c

In Diagram 3c each player has only two Pawns and four pieces, not including the King. During your first five moves you are to move any five of those, whether you are playing the White pieces or Black pieces and never move any piece twice in the first five moves. You can break this rule if your opponent is letting you take one of their pieces for free. Take it, but be very careful that it is not a trap.

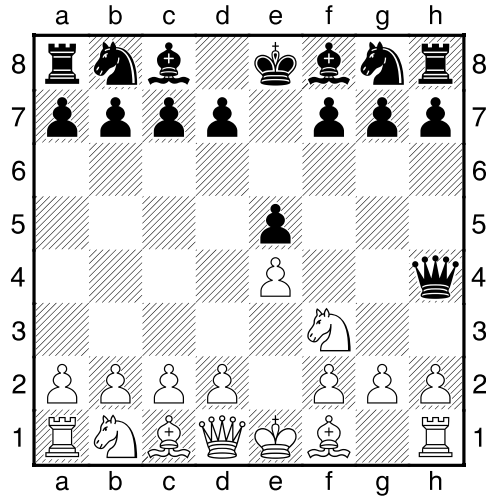


Diagram 3d

In Diagram 3d both players have made two moves and it is now White's turn to move. In this case White should forget about getting developed and instead "capture" the Queen with the Knight.

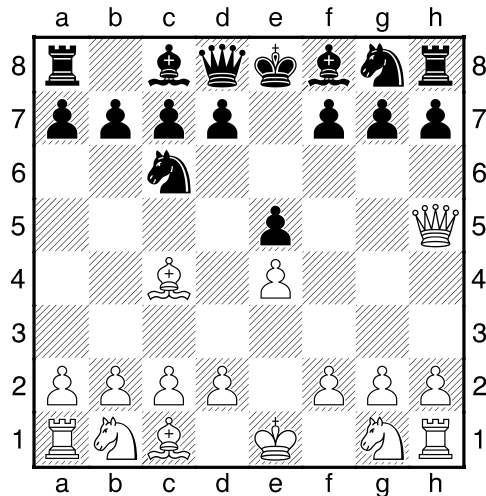


Diagram 3e

If your opponent is attacking something of yours, then defend it. In Diagram 3e it is Black's turn to move. White is attacking the Black Pawn on f7. If White "captures" that Pawn with the Queen that would be "checkmate" because the Queen would be protected (guarded) by the Bishop on c4 and this game would be

over. But it is Black's move (turn) and Black has three ways to stop White from "capturing" the Pawn on f7: 1) Queen to e7 or f6 which will guard the f7 Pawn, 2) Knight to h6 which will guard the f7 Pawn, or 3) Pawn from g7 to g6 which attacks the Queen and also stops the attack on the f7 Pawn. If White were to be able to "capture" the Pawn on f7 for "checkmate" that type of "checkmate" is called a "Scholar's Mate".

It makes no difference in what order you move those Pawns/pieces. You need to find an order that works best for you. Those Pawns and pieces are to be moved to the square that provides the best "Attack Power".

For that first move of each Pawn/piece you need to understand the term "Attack Power". This means the power of any piece or Pawn after its first move is done. You can tell this by how many squares your piece can attack on the opponent's side of the board after the first move is over. For White, the opponent's side of the board is the 5th, 6th, 7th, and 8th ranks (rows); and for Black the opponent's side of the board is the 1st, 2nd, 3rd, and 4th ranks (rows). You can see these as numbers on the side of the board.

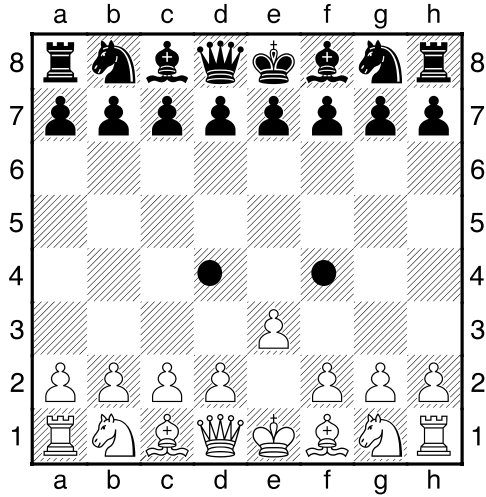


Diagram 3f

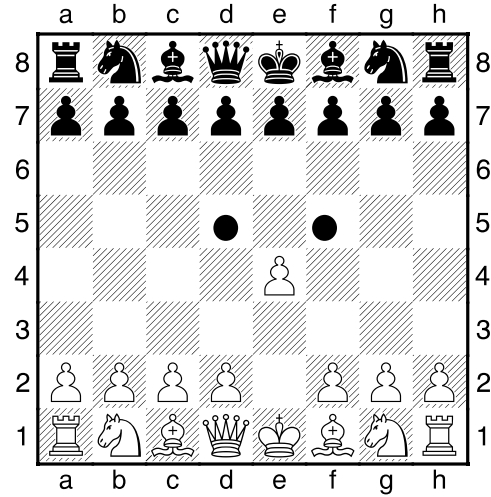


Diagram 3g

The black dots in Diagrams 3f and 3g show which squares that Pawn is attacking. The “Attack Power” of the Pawn in the Diagram 3f is 0 because it is not attacking any squares on Black’s side of the board (5th through 8th ranks). But the “Attack Power” of the Pawn in Diagram 3g is 2 because it is attacking two squares on the opponent’s side of the board (5th through 8th ranks). SO, most of the time, the best first Pawn move is to move the Pawn two squares instead of just one, but only if the opponent is not already attacking that square.

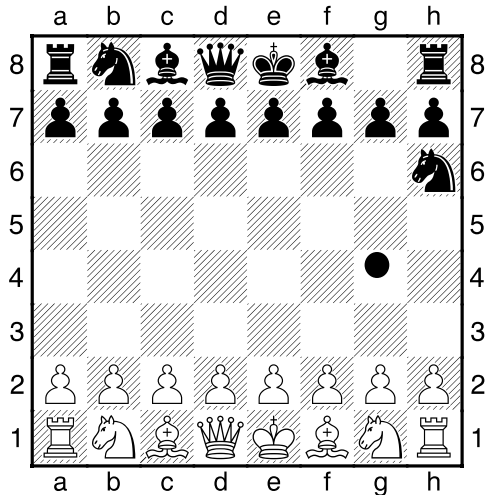


Diagram 3h

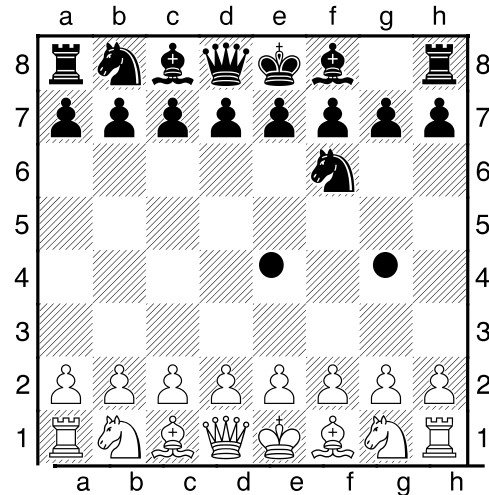


Diagram 3i

Do you see that in Diagram 3h the “Attack Power” of the Knight is 1, but the “Attack Power” of the Knight in Diagram 3i is 2. That tells you that it is always stronger (better) to “develop”* the Knight towards the center of the board on its first move than to the edge (side) of the board.

Now that you have learned about “Attack Power” for the Pawn and Knight, where do you think each Bishop would have the strongest (best) “Attack Power”?

During the whole game, make sure you never move a piece to where your opponent can “capture” it for free. Try to make sure that each time you move a piece that it will be protected (guarded) by another of your pieces.

Once you have made those first five moves and have five of those six pieces “developed” you are in a “position” (the right setup) to play the game well. You have pieces and Pawns “developed” to “positions” which can help in the defense (guarding) of your King and help in your attack on your opponent.

Never move a side Pawn (a, b, c, f, g, h) until late in the game, especially the Pawns in front of the “castled” King. The Pawns are in their strongest (best)

position at the beginning of the game. As Pawns are advanced (moved) they become harder to defend and make it easier for an opponent to get a Knight or Bishop or Queen behind them.

To win a game there is only one other major point which you need to remember: always keep your eyes on what your opponent is trying to do to you! More games are lost because of a player not seeing what their opponent is trying to do (especially which squares on your side of the board are being attacked) than for any other reason.

If you understand what is in this chapter and if you carefully follow the instructions in “Appendix D” each time it is your move, you should not make any mistakes and that will greatly improve your chances of winning.

Chapter 4 - Rules

There are many people who think they know the rules to Chess because of the rules they used when they were playing with mom or grandpa. Lots of times, those “family” rules are not the real rules for Chess. Before you go to a Chess tournament or begin to play seriously, you should get a copy of the USCF *Official Rules of Chess*. You can get it from the “United States Chess Federation” (www.uschess.org). Then you can make sure you know the “proper” rules. This chapter will NOT have all of the rules listed in that book, but it will have the rules which most beginners have the hardest time understanding.

The first is “touch move”* (all terms with an asterisk* are defined in the “Glossary of Chess Terms”). This is required (have to keep this rule) in all tournaments, and you need to practice playing by using “touch move” all the time so you will never forget to use it! There are three parts of the “touch move” rule: 1) if you touch one of your pieces with any part of your hand or fingers you must move that piece, if it is a “legal move” (by the rules); 2) if you touch an opponent’s piece with your piece or your fingers you are have to “capture” that piece, if it is a “legal move” to capture that piece; 3) if you let go of your piece on a square (even for a millionth of a second) your move is over, if that move was a “legal move”. Touching a piece with a piece of your clothing (like a sleeve) or any jewelry or a watch does NOT mean you have to move that piece. “Castling” is a King move; so the King should always be touched first. As soon as a player’s hand has let go of a piece onto a square, that player’s move is over even if they forget to start their clock.

No player is to do anything which will distract (bother) another player, especially their opponent. Do NOT make noises anyone can hear with your mouth, pencil, Chess pieces, or anything else you have. Do NOT listen to music anyone else can hear. Do NOT talk to an opponent while it is their move. Do NOT talk

loud enough for anyone to hear except your opponent or the TD you raised your hand to ask for help. We all need to play quietly so all can think about good moves.

If a player has made an “illegal move” (broken the rules), the player should fix it immediately (fast). When fixing an “illegal move” the piece that was first moved must still be moved, if that piece has a “legal move”; if that piece does not have a “legal move” then any other piece may be moved.

“Illegal moves” can only be “called” by the opponent on their next move. After the next move, if not noticed by either player, then the piece must stay on the wrong square. This usually happens with Bishops. A player will quickly move a Bishop and accidentally places it on the wrong color. If neither player notice it before each player moves again then that Bishop must stay on the wrong color.

The exceptions to this rule are when the King is in “check” and at the beginning of the game. If the players find that one King is in “check” and has been in “check” for several moves then they must call over a “Tournament Director” * (see the “Glossary of Chess Terms”). The “Tournament Director” will help them move backwards in the game until the King is no longer in “check” and then the players will continue with the game from that move. If the game began with any pieces on the wrong squares, such as the King and Queen reversed (on each others square) or the Bishop and Knight reversed both of which happen quite often, and fewer than ten moves have been made in the game then the game is to be started over with the pieces on the right squares. If more than ten moves have been made, then the game is to continue with the pieces on the wrong squares.

In Chess tournaments players use a “Chess clock” because we can not play one game as long as we want with so many people there to play. This way each round can start on time. Try to find a “Chess clock” to practice with before going to a tournament. “Chess clocks” are explained in more detail in Chapter 5.

One type of ending of a Chess game is Stalemate* (see the “Glossary of Chess Terms”). A “Stalemate” occurs when one player has only a King which can “legally move” (by the rules) and the King has no legal moves and the King is NOT in “check”. This game is considered a “draw”, which means neither player wins. The Diagrams 4a and 4b are two examples of stalemates.

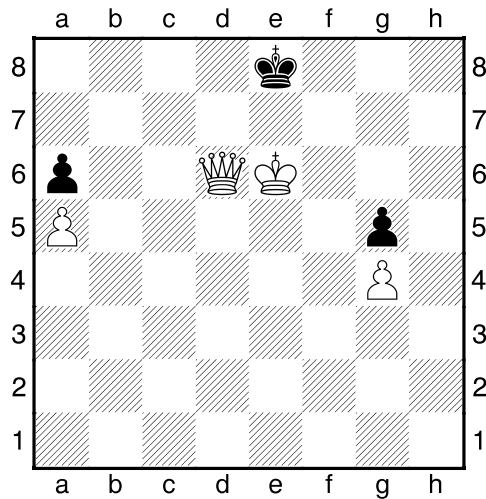


Diagram 4a

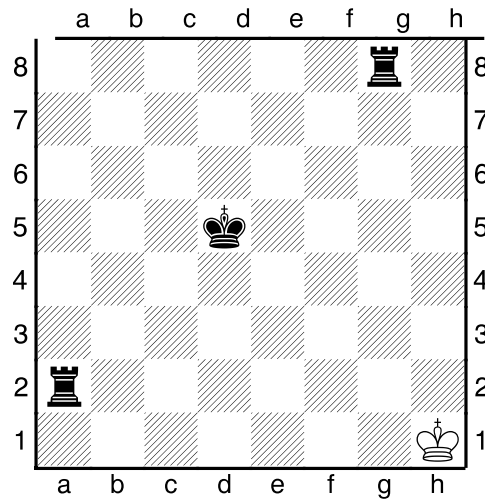


Diagram 4b

In Diagram 4a it is Blacks turn to move. Do you see that neither Pawn can move because each is blocked by another Pawn and the King has no safe moves, which means this game is a “stalemate”. In Diagram 4b it is Whites turn to move. The King cannot move because the two Rooks are attacking all of the squares around the King so this game is a “stalemate”.

The following are other types of “Draws”:

- a. The two players can agree to a draw.
- b. Sometimes the players have no pieces left that can be used to make a “checkmate”. Like when there is only: 1) King vs King, 2) King vs King

AND Knight, 3) King vs King AND Bishop, and 4) King AND Knight or Bishop vs King AND Knight or Bishop.

- c. Another kind of draw is “Three-Fold-Repetition”, which is when both players put all of their pieces on the same squares three times during the game and no pieces were “captured” by Black or White from the first time the position happened until the third time it happened. Many players mix up this rule and think that it is about one player just making a move three times in a row. That is NOT it. It has to be the position on the board for all of both players’ pieces.
- d. The last kind of “draw” is the “50 Move Rule” * (see the “Glossary of Chess Terms”). This “draw” is when one player has only the King (which can make “legal moves”) and the opponent has one or more pieces other than the King. The player with the pieces is unable to “checkmate” the opponent (with only the King which can move) in 50 moves after the only piece that player can “legally move” is the King.

No Chess player is allowed to talk to another person, look in a book, or look at a computer, or look at any notes while their game is going. The game is between only the two players. No one watching a game can say a word or make a sound or do any action or signal, on purpose or not, that will help any player in a game.

All tournament players are required (have to) to keep score (record of the moves) in their game. This means you must write down the moves of the whole game for both players (both sides). How to keep score correctly is explained in Chapter 5 and Appendices E and F.

Chapter 5 – Information about Chess Tournaments for Parents and Adults

This chapter tells about “Chess tournaments” and things you should know before going to and during a tournament. Chess tournaments are a way to test your Chess skills against other players. Chess tournaments are a way for you to meet new friends that also like to play Chess.

If you are a student, you can go to “Scholastic Chess tournaments” where you will play against other students and represent your school. If your school does not have a Chess team you should contact the “United States Chess Federation” (www.uschess.org). They will let you know who to contact in your state to find out about “Scholastic Chess tournaments”; this information is also available on their website. Some tournaments may ask you to join the “United States Chess Federation” (USCF) to play there, depending on the rules for that tournament. If you are an adult then you will have to join the USCF and your State Affiliate to get to play in tournaments. As a USCF member you will get a copy of *Chess Life* magazine every month. At the back of the magazine is the “Tournament Life” section, which tells about most tournaments in the United States.

Equipment

Each player is always expected to bring a “Chess clock” and a pen or pencil. Many tournaments also want the player to bring a Chess set. Some tournaments do not have any scoresheets; so you may have to bring a Chess scorebook.

The Chess sets we use at tournaments have a vinyl board that has the letters and numbers on the sides like the diagrams in this book. We roll it up with the squares on the outside, so it will lay flat when it is opened. The Chess pieces are the “Staunton” design. Many vendors (Chess stores) refer to the inexpensive version of these sets as “club specials”, which can usually be purchased for less

than \$15. There are many fancier sets that cost more. The player to play the Black pieces has choice of equipment in a tournament game.

You will need a “Chess clock” at tournaments because: 1) many tournaments are held in buildings that have to close by a certain time; 2) many players drive a long way to tournaments and they don’t want to get home too late, 3) some persons want to do their very best so they might take too long (without a clock they might take all day for one game), and 4) if each round lasts a certain time, then the next round can begin on time. That is why we really need “Chess clocks”. Most local adult and scholastic tournaments use “sudden death time controls”. This means that a player has certain number of minutes to finish their game, or they lose that game. If the tournament is advertised as “G30”, then each player has 30 minutes to make all of their moves. Thus, one game at this time control could last up to one hour ($30+30=60$). If players use up all of their time before “checkmate” has been declared by the opponent, then the player with no time left on their clock will lose that game. For directions of what to do while your clock is running see Appendix D.

A “Chess clock” has two faces and two buttons, usually on top. The clock is used to measure “reflection time” (thinking time). Each side of the clock will show how much time that player has left to think over about their moves in this game. When players finish their own move, they press the button on their side of the clock, and this starts the opponent’s side of the clock. Then their opponent pushes the button on their side of the clock when they end their move and the two players keep taking turns until the game is over (until one player gets “checkmate”, or they get a “draw”, or one player runs out of time so the other player wins). If you forget to push the button on your side after you have moved, then you are allowing your opponent to think while your clock is running. So you want to pay careful attention to always start your opponent’s clock when your move is finished.

There are two types of “Chess clocks”: analog (normal round clock face) and digital. The player with the Black pieces gets to choose on which side of the board the clock will sit (their left or right, whichever they like best). Sometimes a Tournament Director may say that all clocks are to face the same direction so the Tournament Director(s) can better see which games running out of time.

USCF rules say that a “digital clock” is better than an “analog clock”. By rule, the player with the Black pieces has choice of equipment. If the player with the Black pieces has an analog clock and the player with the White pieces has a digital clock, then the digital clock must be used. With an “analog clock”, the clock is always set so that the first time control or sudden death time control ends at 6:00 so all “analog clocks” will be set the same.

“Analog clocks” can cost from \$20 to \$80. “Digital clocks” usually start at \$25 and go up to \$120. The difference in prices is decided by the quality and special features of the clock.

Tournament Directors

A Tournament Director (TD) is the person who is in charge of running the tournament. In a large tournament there are usually lots of Tournament Directors with different jobs like: pairing players for rounds (Back Room TD) and for making sure everyone follows the rules during the game (Floor TD). In a small tournament there is usually one person who does both jobs.

It is sad when it happens, but sometimes an opponent may not always tell the truth about the rules. Whenever you have a question about the rules, stop the clock and raise your hand, and wait for the TD to come and answer your question. If the TD has left the room, stop the clock, tell your opponent that you have a question for the TD and go find the TD. You can always ask a TD questions about the rules during your game; but, once you and your opponent agree to a result, shake hands, sign the other’s scoresheet, and leave the table—that game is over.

Earning Points

When a player wins a game they earn one (1) point and the loser receives no (0) points. When the game is a draw, each player receives one-half point (1/2 or .5).

Byes

A “bye” is what we call it when a player does not play in a round. Mostly a “bye” is used when there are an odd number of players in a tournament (not enough for everyone to play); so, one player will “sit out” that round. The “lowest rated player” in the “lowest score group” receives the bye. This type of bye is worth one (1) point.

A “requested bye” (asked for ahead of time) is when a player has a personal reason why they cannot play one of the rounds, and so they request (ask) that they not be paired (given an opponent) for that one round. The player gets one-half (1/2) point for this kind of “bye”, if the TD agrees to the player’s request. Each tournament usually has its own set of rules for “byes” for when they may be “requested” or used, so be sure to check on those instructions if you need a “bye”. A “bye” is helpful to a player who has an appointment in the middle of the tournament so they can leave and then return to the tournament or they might be arriving late because of an appointment.

Since there is no opponent, a “bye” is not good for “tiebreaks”*. “Tiebreaks” are explained later in this chapter.

Forfeits

When your opponent does not show up for a “round”, then you receive a “Forfeit Win”. The forfeit is worth one (1) full point (with no “tiebreak” points). The Forfeit happens when the opponent’s “flag falls”, after being started for the first move of the game, or when one hour has passed from the beginning of the “round”, whichever happens first. The player who did not show is then taken out

of the tournament. There are times when a player is busy doing something else, like talking with friends or eating a meal, and simply fails to hear or notice that the “round” has started. Watch out! It is your job as a player to make sure you make it to your board each round and on time.

Any player who has forfeited a round is withdrawn from the tournament. The player must contact the “Tournament Director” to continue playing.

Ratings

A “rating” is a number that tries to estimate a player’s ability (how good of a player they are). The “rating” is to help pair up players correctly. The “rating” also may show who might win a game when it is played. For example, if two players play, and one is 150 or more points above the other, then you might think the “higher-rated” player should win. But, this does not always happen; that is why we play the game, to find out who really is the best player that day.

To get a USCF “rating” a player must play in a USCF Tournament. After the Tournament Director (TD) sends in the scores of the tournament, and USCF processes the tournament, then the player will have a “rating”. That “rating” may change many times until the player has finished the fourth or fifth tournament (you have to have played at least 24 games). After that, the “rating” will not change very much every time. A rating does not change for each game, it changes for each whole tournament.

In “Scholastic Chess” the “rating” is not that important, because the players are getting better so fast that their “rating” is usually not as high as their playing ability. There are many times when a scholastic player will let too many things mess up how they play, and they might have a bad game or tournament just because they could not or did not concentrate or pay attention as well as they should have.

“Ratings” are divided into “Rating Classes”. Players with ratings above 2400 are “Senior Masters”. Those with ratings from 2200-2399 are “Masters”. Ratings from 2000-2199 are “Experts”. Ratings from 1800-1999 are “A” class. Ratings from 1600-1799 are “B” class. Ratings from 1400-1599 are “C” class. Ratings from 1200-1399 are “D” class. Ratings 1199 and below are “E” class players. The titles of International Master and Grandmaster are special titles awarded by the international organization in charge of Chess—FIDE (“Federation Internationale des Echecs” which means “International Chess Federation”).

Pairings

“Pairings” is the list of who a player is going to play each “round”. The rules for pairings are all found in the USCF *Official Rules of Chess*. In the first round of a “Swiss System Tournament”*, the kind most of us play in, all of the players are put in order based on their “rating” and then the top half play the bottom half. After the first round (and for rest of the rounds) the players are put into “rating order” (highest to lowest) within their “score group” (4 wins vs 4 wins, 2 wins vs 2 wins) and then players are “paired” with the bottom half against the top half within each “score group”.

In “Scholastic Individual/Team Tournaments” a player is never “paired” against a teammate, if at all possible. Sometimes during the last round all of the players in the top “score group” may end up being from the same school. This is so we can find a true Individual Champion for the tournament. There may also be a day when all of the players in the lowest score group are from the same school. Rather than having to play someone who has already won one or more games, many TDs will just ask the player’s coach to let them play a teammate who also has no points.

Which color (White or Black) a player will play is decided at random (luck) for the first round for the “top rated” player, and then alternates (takes turns), for

each game below the top game. A player may be assigned the same color twice in a row, but never three times in a row. A “perfect” tournament, with an even number of “rounds”, will have every player play each color the same number of times. In “Scholastic Chess Tournaments” we are not always that perfect because Scholastic players are not supposed to play their teammates (if possible). In very small tournaments, sometimes it can not be helped and teammates must be paired.

The “pairings” may be listed alphabetically or in board order. The “board order pairings” list each board number and the players who will play on that board number (see Appendix A for a sample). In the parenthesis () after the players name it will usually list the number of points earned by the player so far, and then by that player’s “rating”. What is in the parentheses () can be changed by the Tournament Director. Many Scholastic Tournament Directors feel that scholastic players should not know the rating of their opponent because it might make them give up instead of doing their best. So the TD might put the school code for the player there instead of the player's rating. In the blank in front of the player’s name is where each player is to mark their results (1 for win, .5 or 1/2 for draw, 0 for loss) after the game. Both of the players in a game are to go and write down or tell the proper person the result of that game (because some tournaments have adults you are to go to after your game).

The “alphabetical (alpha) pairings” will have all players listed alphabetically by their last name in the left column (see Appendix B for a sample). In the “alpha list” only the opponent will have “extra information” and the “color” you see (W for white and B for Black) will belong to the player listed in the left column, so the opponent (listed in the right column) will have the other color. Each player is listed twice, once in the left column and again in the right column (for their opponent).

There is more than one kind of computer “pairing program”. The kind of samples you see in Appendices A and B are like the pages you will see in all programs, but there may be some little differences.

Tiebreaks

Why do we have “tiebreaks”? Tiebreaks are to decide the order of players when it is time for the medals and trophies to be given. In adult tournaments (with cash prizes), “tiebreaks” are hardly ever used because all players who are tied for a certain cash prize will split that cash prize. We use the tiebreaks listed below for National Scholastic tournaments. The order may change for local tournaments.

1. “Modified Median”: adds up the final scores of all of a player’s opponents and then throws out the highest and lowest scores.
2. “Solkoff”: adds up the final scores of all of a player’s opponents.
3. “Cumulative”: adds up the “sequence of scores” for the player. Example: if a player won his/her first and third round and got a draw in the fifth round of a five round tournament, his/her sequence of scores would be: 1, 1, 2, 2, 2.5 for a “cumulative” total of 8.5. The player won the first round so the player received 1 point. The player lost the second round so you add the 1 point for the first round and the 0 point for the second round together and that player will also have a 1 for the second round . . . and that continues for all rounds of this tournament.
4. “Cumulative of Opposition”: adds up the “cumulative score” for each of a player’s opponents.

There are other “tiebreak systems” which are not used very much. They are as follows: “Median” (same as the Modified Median but throws out only the low score), “Result Between Tied players” (this is used when the two players have played and the game did not end in a draw), “Most Blacks” (because most people think it is harder to win with the Black pieces), “Kashdan” (this system gives 4

points for a win, two points for a draw, one point for a loss, and zero for an unplayed game) and “Sonneborn-Berger” (losses are not counted).

To determine the “tiebreaks” for your team during or after a Tournament, just add up the individual tiebreaks for the top four scorers on the team.

To see how the tiebreaks might appear on the “Standings”* sheet (which lists all players from first to last place) in a tournament see Appendix C.

Entering a Tournament

Most tournaments give “discounted” entry fees for entering in advance. If this is your first USCF tournament and you are not already a member of USCF, you will need to include the “USCF membership fees” with your “entry” fee, or at least do so when you get to the tournament. If you are not yet a USCF member, the TD will need the following information: First Name, Middle Initial, Last Name, complete mailing address, and birth date.

If the tournament has more than one section, you must say when you enter in which section you want to play. The Tournament sections are based on “ratings”, which were already explained in this chapter. If this is your first tournament you need to enter the lowest rated section or the section for “Unrated” players.

You will need to find out what equipment you need to bring with you. Find out if the tournament supplies pens or pencils or scoresheets or Chess sets.

Scorekeeping

“Scorekeeping”* means writing down every move of both players in a game. This written record can give a player with an excellent “learning tool”. If you replay games you have lost, then you learn not to make the same mistakes again. The problem is that many players only like to remember games they have won. You can only get better if you find your mistakes and do not repeat them. So, the games a player can learn the most from are the games which have been lost. Remember that you were good enough to get a win but were not good enough in

the games you lost. If you need to prove a “draw” by “Three-fold Repetition of Position” or the “50 move rule”, you have to keep score carefully the right way.

Appendix E is a sample “scoresheet”. In the correct blank you are to write your move and your opponent’s move. Appendix F explains “scorekeeping” in detail.

Questions During A Round

If a player has a question during a “round”, they are to 1) stop the clock and 2) raise their hand. When the Tournament Director (TD) gets there, the player is to ask the question. Players do not have to ask permission to go to the bathroom or get a drink; but, their side of the clock must keep going while they are gone from the board. A player may ask the TD to explain any rule during their game or to help solve a disagreement. But once a result is recorded (written on a scoresheet and signed by them and the opponent) for a game, that game is over and no more claims (questions) may be made for that game.

A player is never allowed to talk to anyone other than their opponent or a TD during a round. If a player needs to talk to someone else (like to get medicine they need) then they need to 1) stop the clock and 2) raise their hand and 3) ask the TD for permission.

What to Do at the Conclusion of a Game

When a game is over, it is each player’s job to go and report the results (score) of the game. Usually, both players are expected to go together to report the results of their game. Instructions on how and where to report the results will be given just before the start of the “first round”, so listen very carefully.

If the result of the game was a loss, then the player who lost should go over that game to try to find out where the mistake was made, and to insure an accurate scoresheet. If a player does not find where a mistake was made, they will probably make that mistake again. If you find that a scoresheet is not accurate (while still at

the tournament), then ask your opponent to see their scoresheet and make the necessary corrections to your scoresheet. Most players are very willing to do this.

Chess is a game which you can enjoy for the rest of your life. I hope this book has aided in your ability for find enjoyment in Chess.

Glossary of Chess Terms

Note: Many of these terms are not used in this book; however, once you get interested in Chess you will find you need to know many of these terms, which is why they are included.

50 Move Rule – The game is drawn when the player on the move claims a draw and demonstrates with an accurate scoresheet that the last 50 moves have been made by each side without any capture or pawn move.

Action Chess - Each player has 30 minutes to make all of their moves.

Adjust (J'adoube) - When a player does not intend to move a piece, but the player does wish to slightly move the piece to center it on a square the player first says “I adjust” and then adjusts that piece. It must be that player's move when this is done.

Advantage - A player is superior to his/her opponent in force (number of pieces), Pawn structure, space and/or time.

Attack Power - This term is used to describe the power of a piece after its first move. The Attack Power of a piece is the total of the opponent's squares being attacked after the piece completes its first move in the game. The square that has the largest number of the opponent's squares being attacked is the best square for that piece on its first move.

Back Rank Mate - A mate given by a Queen or Rook along the first or eighth rank.

Backward Pawn - A Pawn behind the Pawns of the same color (on either side) and therefore cannot support or be supported by other Pawns.

Battery - Having two pieces attacking the same square, along the same file, rank, or diagonal (Queen and Rook, two Rooks, or Queen and Bishop) that support each other.

Berserker - A player who attacks without enough pieces to either sustain (keep up) the attack or create “checkmate”.

Bind - To limit the number of squares to which an opponent can safely move their pieces.

Blitz - Each player has only five minutes to complete all of their moves in the game.

Blockade - Stopping the advance of an opponent's passed Pawn by placing a piece in front of it.

Blunder - A move by one player which gives the opponent an advantage; it usually refers to giving away a piece for free.

- Book** - This refers to following the specific moves found in books. Most of the time it refers to a series of moves in the opening.
- Break** - The advancing of a Pawn that lets you control more space on the board.
- Breakthrough** - Getting more than one piece/Pawn behind the opponent's line of Pawns.
- Bughouse** - A two-man team type of Chess against another two-man team. Pieces captured by one player may be passed to their partner and the partner can then use that piece in their game. Each player has only five minutes. Team mates can verbally communicate. This is also known as "Partner Blitz" and "Siamese Chess".
- Bye** - When a player does not play in a round they receive a bye. Whenever there are an odd number of players in a tournament section, a full-point bye is given to the lowest rated player in the lowest score group. A bye which is requested by a player receives one-half point.
- Capture** - Your piece will move onto the square on which your opponent's piece was sitting and then you take their piece off the board.
- Castling** - Castling is when the King is moved two squares toward a Rook and then the Rook moved to the other side of the King. The King and Rook can never have been previously moved, the King may not pass through "check", the King may not castle out "check" and the squares between the King and Rook must be empty.
- Center** - The Center is composed of the squares C3, C4, C5, C6, D3, D4, D5, D6, E3, E4, E5, E6, F3, F4, F5, and F6. The *Sweet Center* consists of the squares D4, D5, E4, and E5.
- Centralize** - A central placing of a piece so that it controls the center and can attack numerous squares of the opponent.
- Check** - A King is in check when an opponent's piece or Pawn is attacking it.
- Checkmate** - When a player is in "check" (attacked by opponent's pieces) and has no way to move the King from "check" or take the piece placing the King in "check" or to place a piece between the King and the opponent's piece creating the "check".
- Classical Play** - A player who controls the center with Pawns.
- Clearance Sacrifice** - The sacrifice of one of your pieces to clear an attack by two or more of your other pieces.
- Clock** - A type of clock which has two faces. Each face shows the amount of time the player on that side has left in the game. A digital clock (numbers) does have preference over an analog clock (normal clock face).
- Closed Game** - A game in which six or more files contain Pawns of both colors.
- Combination** - A series of two or more moves each of which require your opponent to make a forced response.

Compensation - An equal advantage in points when trading pieces. Example: trading three Pawns for a Bishop or a Bishop and Knight for a Rook and Pawn.

Connected Passed Pawns - Two or more of one player's "Passed Pawns" that are on adjacent files.

Correspondence Chess – Chess played at a distance. Originally it was done only through the mail, but now there are some versions that use email.

Counterplay - When a player who has been making mostly defensive moves starts making offensive moves.

Cramped - Lack of mobility (i.e. no good squares to move your pieces).

Critical Position - The one important move in a game which from that move forward in the game should decide the result of the game.

Decoy - A tactic that lures an opponent's piece to a square that is bad for the opponent.

Defense - Placing your pieces in positions on the board that will make it hard for your opponent to attack your King.

Deflection - A tactic that involves luring the opponent's main defending piece away from what is being defended.

Desperado - A threatened or trapped piece sacrificed for the most it can get or to inflict the most damage on the opponent or to stop or delay the opponent from a damaging attack.

Development - The process of moving pieces from their starting positions to a position where they can defend and start an attack on the opponent.

Diagonal - Connected squares which are neither vertical nor horizontal and are of the same color, such as A1 to H8.

Discovered Attack - One piece/Pawn is moved revealing an attack on an opponent's piece by a piece behind the piece that was moved.

Double Attack - A single move that results in two pieces attacking one piece.

Doubled Pawns - Two Pawns of the same color on the same file.

Draw - A game in which neither player wins and both players receive 1/2 point. Types of draws include: 1) agreement between the two players, 2) stalemate, 3) triple-occurrence, and 4) the 50 move rule. The last two must be proved with an accurate scoresheet.

En Passant - A French term meaning "in passing". When a Pawn advances two squares and ends up next to an enemy Pawn, it can be captured as though the Pawn had only moved one square on the next move.

En Prise - A term used to describe a piece that is under attack. (pronounced "on pree")

Endgame - The third and final phase of a Chess game. Beginning when just a few pieces are left on the board.

Exchange - The trading of pieces.

Expert - A player with a USCF rating between 2000 and 2199.

Fianchetto - An Italian term to describe a Bishop that is developed within a triangle of Pawns. The squares for the Bishop are b2, g2, b7 and g7. Example: Pawns on F2, G3, and H2 with a Bishop on G2.

FIDE - “Federation Internationale des Echecs” (i.e. International Chess Federation)

File - A vertical column of eight squares, signified by a letter (A through H).

Flag - The part of the analog clock that is pushed up when the minute hand approaches the hour (i.e. 12). When the flag falls, that player has run out of time. If the game is in the final time control then that player loses the game.

Flank- The A, B, C files on the queenside and the F, G, H files on the kingside.

Fool’s Mate - The shortest possible game which is as follows: 1. f3 e5, 2. g4 Q-h4#.

Force- An advantage in Force arises when one player has more material (i.e. Pawns and pieces) than his/her opponent.

Forced - A move or series of moves that must be played if “checkmate”, loss of material, or other serious disadvantage is to be avoided.

Forfeit - When one player does not show up for a game in a tournament which that player has been assigned to play, then the player who does show up for the game receives a forfeit win. The player who did not show up is usually dropped from the tournament.

Fork - One piece/Pawn attacks two enemy pieces/Pawns at the same time. (aka double attack) The fork of a King and Queen is a *Royal Fork*. The fork of a King, Queen, and Rook is a *Family Fork*.

Gambit - The voluntary sacrifice of a Pawn in the opening moves in order to get a compensating advantage in development.

Ghosts - Potential threats against your pieces which exist only in your own mind.

Grande Combo - A forced “combination” of at least five moves.

Grandmaster (GM) - The highest title awarded by FIDE to a player.

Half-Open File - A file that contains none of one player’s Pawns, but does contain one or more of the opponent’s Pawns.

Hanging - Placing a piece/Pawn on a square where it can be captured without compensation.

Hanging Pawns - These are Pawns that cannot be protected by other Pawns.

Hold - A move that was missed during the game that would have stopped the opponent’s winning attack.

Hole - Any square which cannot be defended by a Pawn.

Hypermodern - A school of thought that believes the center should be controlled with pieces instead of Pawns.

Illegal Move - Moving a piece to a square that is not allowed by the rules.

Imbalance - Any difference between White and Black: position, material, Pawn structure, space, and/or development.

Initiative - When your pieces make threats which force a reaction by the opponent.

Interference - Reducing the power of an enemy piece by forcing the opponent to put a piece of lesser value in the way, often with a time-gaining attack.

International Master (IM) - A title awarded by FIDE to a player. This level is above Master and below Grandmaster.

Interpose - To place a piece/Pawn in between an enemy attacking piece and the attacked piece.

Isolated Pawn - A Pawn that has no Pawns of the same color on adjacent files (aka *isolani*).

Jettison - Forcing your opponent to sacrifice material to save the King or avoid loss of more important pieces.

Kibitzer - A term describing a spectator who offers unsolicited advice about a game in progress which can be heard by the players in that game.

King Hunt - A series of moves that chase the enemy King all over the board until it is checkmated.

Kingside - The half of the board made up of the E, F, G, H files.

Legal Move - Moving a piece in the manner in which it is supposed to move to a square to which it can move when moved correctly.

Liquidation - Capturing pieces to make it easier to “checkmate” the opponent.

Luft - A German term that means to give the King breathing room. Example: moving a Pawn forward one square in a castled position.

Major Pieces - Queens and Rooks (aka *Heavy Pieces*)

Maneuver - A series of “quiet moves” with the aim of placing one or more pieces on better or stronger squares.

Master - A player with a USCF rating between 2200 and 2399.

Mating Attack - An attack against an opponent’s King that leads to “checkmate”.

Mating Net - A forced “checkmate” in three or more moves by using multiple pieces.

Middlegame - The phase of the game between the Opening and Endgame.

Minor Pieces - Bishops and Knights.

Minority Attack - An attack of two or more connected Pawns against more of the opponent’s connected Pawns.

Notation - The recording of each move by both players in a Chess game.

Occupation - When a Queen or Rook controls a File or Rank.

Open File - A vertical column of eight squares that is free of Pawns.

Open Game - A game in which four or more files are free of Pawns or when pawns do not impede pieces in their attack.

Opening - The beginning of a game. The basic goals are to develop pieces quickly and control as much of the center as possible.

Openings - An established sequence of moves that lead to the purpose for that opening.

Opposite-colored Bishops - When each player has Pawns and has as their only piece a Bishop and the Bishops are not operating on the same colored squares. This type of endgame usually ends in a draw.

Opposition - An endgame term that relates to the relationship of one King to the other.

Outpost - A square on your opponent's side of the board in which a piece that is protected by your pawn could be placed and the opponent cannot attack that square with a Pawn.

Overextended - A player begins an attack that leaves himself with several weaknesses in his/her own position.

Overextension - When a player pushes his/her Pawns too far forward and is unable to protect the squares behind them.

Overprotection - Using too many pieces for the protection of one square.

Over-the-board (OTB) Chess - Chess played face-to-face.

Overworked Piece - A piece which is required to defend too many other pieces/squares.

Passed Pawn - A Pawn which has no opponent's Pawn in front of it or on an adjacent file.

Patzer - A weak player, it is German for "wood pusher".

Pawn Chain - Three or more Pawns in a diagonal line with each protected by a Pawn behind it on an adjacent file.

Pawn Structure - All aspects of Pawn setup.

Petite Combo - A forced combination of two or three moves.

Piling On - Adding more pieces than are needed to an attack.

Pin - When a piece is attacked and cannot move without losing a piece of greater value. When the piece of greater value is the King it is an *absolute pin*, when it is a piece other than the King it is called a *relative pin*.

Ply - One-half of a move (i.e. the move of one of the players). Example: white has made move #9, but black has not yet made move #9.

Point Count - A system that gives the pieces the following numeric values: Queen = 9, Rook = 5, Bishop = 3, Knight = 3, and Pawn = 1. Some believe that in the endgame the Bishop is worth 3 and the Knight worth 2. The purpose is to let beginners know if a trade is a good one.

Poisoned Pawn/Piece - A Pawn/piece that, if captured, would lead to a serious disadvantage for the player capturing the Pawn/piece.

Positional - A style of play that is based on long-range planning of which are the best squares for placing your pieces. It is usually a slow build-up of pieces which are attacking/defending specific portions of the board.

Post Mortem - The process of analyzing a game after it was completed.

Problem Child - A Pawn which has made its first move and blocks a piece, usually a Bishop, from developing.

Promotion - When a Pawn reaches the 8th rank, it can be promoted to a Knight, Bishop, Rook or Queen of the same color. The player must say out loud what the Pawn is being promoted to or exchange the Pawn for a piece already captured.

Prophylaxis - A move that stops the opponent from making a move they were planning.

Protected Passed Pawn - A passed Pawn that is protected by another Pawn.

Queenside - The half of the board that includes the A, B, C, D files.

Quiet Move - Any move that is not the first move of a piece, a capture, a check, or a direct threat to the opponent.

Quick Chess – Each player has 29 minutes or less to complete the game.

Rank - A horizontal row of eight squares, signified by a number (1 through 8).

Rating - A number that tries to show a player's Chess playing ability.

Resign - A player who feels the game is hopeless and gives up prior to "checkmate".

Romantic - A player who usually sacrifices a piece in each game played.

Rook Lift - The process of moving of a Rook from the first Rank to a square in front of his/her line of Pawns. The Rook can then be transferred (moved left or right) to any open square along that rank (row).

Round - A round is when one player plays another player in a tournament. There will be a series of rounds in the tournament (4, 5, 6, or 7 are the most common).

Sacrifice - Giving up pieces for better space, time, Pawn structure, or force.

Senior Master - A player with a USCF rating of 2400 and above.

Sharp - A bold and aggressive move.

Shot - A strong move that the opponent did not expect.

Shouldering - Using your King to keep the opponent's King out of the action.

Simplify - To trade off pieces equally to try and get fewer pieces on the board. A player who has an advantage (more or stronger pieces) on the board will usually want to do this.

Simul - A "simultaneous exhibition" is when one player, usually a Master or above, plays multiple (many) opponents at the same time.

Skewer - A threat against a valuable piece that forces that piece to move, allowing the capture of a piece behind it.

Skittles - Non-tournament Chess games. Also a room (i.e. Skittles Room) where players gather between rounds to play games for fun or to analyze tournament games.

Smothered Mate - When a King is completely surrounded by his/her own pieces gets a “check” from the enemy (usually a Knight) and can do nothing about it.

Space - The number of squares controlled by each player.

Stalemate - When it is a player’s move and he/she has no legal moves and is not in check.

Strategy - The reasoning behind a move, plan, or idea.

Swindle - A trick from an inferior or losing position.

Tactics - One or two moves which end up giving the player an advantage in pieces or position. Some tactics are decoys, deflections, pins, sacrifices, and skewers.

Tempo - One move. If a piece can reach a useful square in one move, but takes two moves to get there, it has lost a tempo. If a piece moves to a square that causes the opponent to make a move they would not usually make for their next move, then they have gained a tempo.

Tie-breaks - A method that helps decide which player has finished the best in a tournament.

Time - Tempo

Time Control - The amount of time each player has to play the game or make a specified number of moves.

Time Pressure - When a player has several moves left before reaching a time control or there are less than five minutes left in a sudden-death game.

Touch Move Rule - The rule that if a player touches a piece that piece must be moved, if moving that piece is a legal move. If a player touches an opponent’s piece then that piece must be captured, if it is a legal move. If a player places a piece on a square and removes his/her fingers then that piece must remain, if it is a legal move.

Tournament - A competition between Chess players which is divided up into rounds.

Trap - Luring an opponent into making a poor move.

Triple Occurrence Rule - This is a type of draw. It occurs when all of the pieces of both players have been in the same position at three times during the game. Please see the USCF Rule book for a more detailed explanation.

Undermining - Capturing or driving away a piece that is protecting another (also known as *Removing the Defender* and *Removing the Guard*).

Underpromotion - When a Pawn reaches the last rank and promotes to any piece other than a Queen.

Unpin - A counterattack that breaks a pin, gains time to break a pin, or ends a pin by eliminating (takes) or diverting (forcing to move) a pinning piece.

Variation - One line of analysis (i.e. a different move) for any move of a game.

Weakness - A Pawn or square that is easily attacked and hard to defend.

Windmill - The opponent's King is either trapped in a corner or trapped by his/her own pieces. The attack on the King is by a Rook and Bishop. The Rook will begin by checking the King and the King will then move to a square where there will be a discovered "check" by the Bishop once the Rook has moved. The position is repeated several times, and with each discovered "check" the Rook takes another piece/Pawn.

Winning the Exchange - Trading a piece/Pawn for an opponent's piece of greater point value.

Xray - Two friendly pieces attacking along the same file, rank, or diagonal which are separated from each other by an enemy piece.

Zugzwang - A situation in which a player has no good moves, but is forced to move something, which results in a losing position for that player.

Zwischenzug - A German term meaning "intermediate move" or "in-between move". It is usually a way to gain advantage by inserting a surprise move before following through on an obvious move.

Appendix A: Board Order Pairing Sheet

SAMPLE TOURNAMENT OPEN SECTION - Round 4

Pairing Sheet, Page 1

Board	White	Black
1.	___ JONES, SAM (3.0,1590)	___ SMITH, JANE (3.0,1580)
2.	___ DOE, CAROL (3.0,1570)	___ DOE, XAVIER (2.5,1595)
3.	___ DOE, JANE (2.0,1600)	___ SMITH, JACK (2.0,1910)
4.	___ SMITH, LUCRETIA (2.0,1800)	___ DOE, JOHN (2.0,1560)
5.	___ DOE, MARK (2.0,1640)	___ SMITH, XAVIER (2.0,1775)
6.	___ JONES, JACK (2.0,1640)	___ JONES, ANN (2.0,1540)
7.	___ JONES, CAROL (1.5,1530)	___ SMITH, JOHN (2.0, 1540)
8.	___ DOE, SAM (1.5,1520)	___ JONES, SUSIE (1.5,1500)
9.	___ JONES, MARK (1.0,1515)	___ DOE, ANN (1.0,1470)
10.	___ SMITH, SUSIE (1.0,1460)	___ SMITH, SAM (1.0,1500)
11.	___ JONES, JANE (1.0,1410)	___ JONES, LUCRETIA (1.0,1495)
12.	___ DOE, SUSIE (1.0,1480)	___ SMITH, CAROL (1.0,1375)
13.	___ JONES, XAVIER (0.5, 990)	___ DOE, JACK (0.5,1380)
14.	___ DOE, LUCRETIA (0.5,1200)	___ SMITH, ANN (0.5,1000)
15.	___ SMITH, MARK (0.5,1175)	___ JONES, JOHN (0.5,1190)

Appendix B: Alphabetical Pairing Sheet

SAMPLE TOURNAMENT OPEN SECTION - Round 4

Pairing List, Page 1

Player	Color / Board	Opponent
DOE, ANN.....	B 9	JONES, MARK (1.0,1515)
DOE, CAROL.....	W 2	DOE, XAVIER (2.5,1595)
DOE, JACK.....	B 13	JONES, XAVIER (0.5,990)
DOE, JANE.....	W 3	SMITH, JACK (2.0,1910)
DOE, JOHN.....	B 4	SMITH, LUCRETIA (2.0,1800)
DOE, LUCRETIA.....	W 14	SMITH, ANN (0.5,1000)
DOE, MARK.....	W 5	SMITH, XAVIER (2.0,1775)
DOE, SAM.....	W 8	JONES, SUSIE (1.5,1500)
DOE, SUSIE.....	W 12	SMITH, CAROL (1.0,1570)
DOE, XAVIER.....	B 2	DOE, CAROL (3.0,1570)
JONES, ANN.....	B 6	JONES, JACK (2.0,1640)
JONES, CAROL.....	W 7	SMITH, JOHN (2.0,1540)
JONES, JACK.....	W 6	JONES, ANN (2.0,1620)
JONES, JANE.....	W 11	JONES, LUCRETIA (1.0,1495)
JONES, JOHN.....	B 15	SMITH, MARK (0.5,1175)
JONES, LUCRETIA.....	B 11	JONES, JANE (3.0,1580)
JONES, MARK.....	W 9	DOE, ANN (1.0,1470)
JONES, SAM.....	W 1	SMITH, JANE (3.0,1580)
JONES, SUSIE.....	B 8	DOE, SAM (1.5,1520)
JONES, XAVIER.....	W 13	DOE, JACK (0.5,1380)
SMITH, ANN.....	B 14	DOE, LUCRETIA (0.5,1200)
SMITH, CAROL.....	B 12	DOE, SUSIE (1.0,1480)
SMITH, JACK.....	B 3	DOE, JANE (2.0,1600)
SMITH, JANE.....	B 1	JONES, SAM (3.0,1590)
SMITH, JOHN.....	B 7	JONES, CAROL (1.5,1530)
SMITH, LUCRETIA.....	W 4	DOE, JOHN (2.0,1560)
SMITH, MARK.....	W 15	JONES, JOHN (0.5,1190)
SMITH, SAM.....	B 10	SMITH, SUSIE (1.0,1460)
SMITH, SUSIE.....	W 10	SMITH, SAM (1.0,1500)
SMITH, XAVIER.....	B 5	DOE, MARK (2.0,1550)

Appendix C: Standings

SAMPLE TOURNAMENT - - OPEN SECTION

Standings, Page 1

Place	Name/Pair No.	Rate	Score	MMed	Solk	Cum	CumOp
1	JONES, SAM (8)	1590	3.0	4.0	5.0	6.0	11.0
2	DOE, CAROL (10)	1570	3.0	4.0	5.0	6.0	10.5
3	SMITH, JANE (9)	1580	3.0	4.0	4.5	6.0	10.0
4	DOE, XAVIER (7)	1595	2.5	3.0	4.0	5.0	10.0
5	DOE, JOHN (11)	1560	2.0	5.0	5.5	5.0	10.5
&6	DOE, MARK (12)	1550	2.0	5.0	5.5	5.0	10.5
&7	SMITH, JOHN (13)	1540	2.0	5.0	5.5	5.0	10.5
8	SMITH, JACK (1)	1900	2.0	4.5	5.5	4.0	11.5
9	SMITH, XAVIER (3)	1775	2.0	4.5	5.5	4.0	10.0
10	SMITH, LUCRETIA (2)	1800	2.0	4.0	5.0	4.0	9.5
11	JONES, JACK (4)	1640	2.0	3.0	4.0	4.0	9.0
&12	JONES, ANN (5)	1620	2.0	3.0	4.0	4.0	9.0
&13	DOE, JANE (6)	1600	2.0	3.0	4.0	4.0	9.0
14	JONES, CAROL (14)	1530	1.5	2.0	5.0	4.0	9.5
15	DOE, SAM (15)	1520	1.5	1.0	4.0	4.0	7.0
16	JONES, SUSIE (17)	1500	1.5	1.0	3.5	2.0	6.5
17	JONES, JANE (23)	1410	1.0	2.5	5.5	2.0	10.5
18	SMITH, SUSIE ((22)	1460	1.0	2.5	5.0	2.0	9.5
19	JONES, LUCRETIA (19)	1495	1.0	2.5	4.5	2.0	8.5
&20	DOE, SUSIE (20)	1480	1.0	2.5	4.5	2.0	8.5
&21	DOE, ANN (21)	1470	1.0	2.5	4.5	2.0	8.5
22	JONES, MARK (16)	1515	1.0	2.5	4.5	1.5	9.5
23	SMITH, CAROL (25)	1375	1.0	2.0	5.0	1.5	8.5
24	SMITH, SAM (18)	1500	1.0	1.5	3.5	1.5	6.5
25	DOE, JACK (24)	1380	0.5	2.5	5.5	1.0	9.5
26	DOE, LUCRETIA (26)	1200	0.5	2.0	4.0	0.5	8.5
27	JONES, JOHN (27)	1190	0.5	1.5	3.5	0.5	7.5
&28	SMITH, MARK (28)	1175	0.5	1.5	3.5	0.5	7.5
29	SMITH, ANN (29)	1000	0.5	1.5	3.0	0.5	6.5
&30	JONES, XAVIER (30)	990	0.5	1.5	3.0	0.5	6.5

Appendix D: It's Your Move

When your opponent has made a move and started your clock you are to do the following, in this order:

1. Write down your opponent's move.
2. Figure out why your opponent made that move.
 - a. Is the piece/Pawn moved threatening or dangerous to one of your pieces?
 - b. Did moving that piece/Pawn open up a way to attack from another of your opponent's pieces (a "discovered attack"*)?
 - c. Is this piece/Pawn now in a position (square) that will give them a discovered attack on the next move?
 - d. Does your opponent now have more pieces attacking one of your pieces than you have defending (guarding) that piece?
 - e. Does your opponent have a valuable piece of yours "pinned"*
 - f. Where can the piece/Pawn that was moved go on his/her next move?
 - g. Did your opponent put you in a "fork"*
3. Figure out what is your best move.
 - a. Remember that whenever your opponent is in check, the opponent cannot "attack" you!
 - b. Never move a piece/Pawn to a square that stops one of your own pieces from retreating (getting away), especially the King.
 - c. Never move a piece to a square where it can be chased back to its original (starting) square by a Pawn, unless your plan was to make him move that Pawn.
 - d. Never trade an "attacking" piece for a "defending" piece, unless that trade has a special reason in your plan.
 - e. Never move into a "pin"*.
 - f. Always move out of a "pin"* as soon as you can.
 - g. If your opponent put you in a "fork", make sure you move the most important piece if you can.
4. Make your move.
5. Start your opponent's clock.
6. Write down your move.
7. While your opponent's clock is running, try to figure out what their best move would be and what you should do about it. If you use your opponent's time well, you will end up using less of your own time!

Note: It is illegal to refer to this specific sheet during a tournament game.

Appendix E: Scholastic Scoresheet

Tournament: _____ Date: _____ Round #: ___ Board #: _____

White: _____ School: _____

Black: _____ School: _____

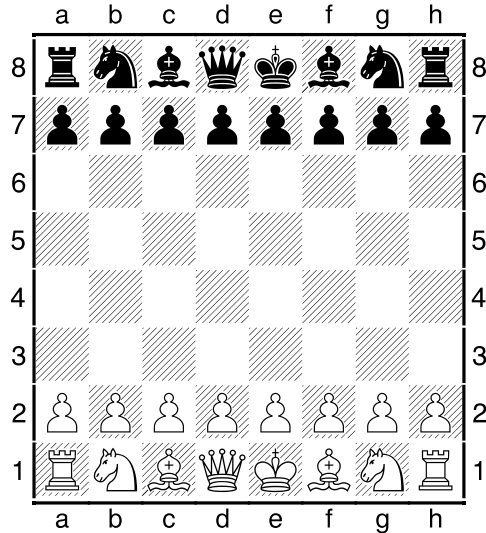
	WHITE	BLACK	WHITE	BLACK	WHITE	BLACK
1	_____	_____	31	_____	61	_____
2	_____	_____	32	_____	62	_____
3	_____	_____	33	_____	63	_____
4	_____	_____	34	_____	64	_____
5	_____	_____	35	_____	65	_____
6	_____	_____	36	_____	66	_____
7	_____	_____	37	_____	67	_____
8	_____	_____	38	_____	68	_____
9	_____	_____	39	_____	69	_____
10	_____	_____	40	_____	70	_____
11	_____	_____	41	_____	71	_____
12	_____	_____	42	_____	72	_____
13	_____	_____	43	_____	73	_____
14	_____	_____	44	_____	74	_____
15	_____	_____	45	_____	75	_____
16	_____	_____	46	_____	76	_____
17	_____	_____	47	_____	77	_____
18	_____	_____	48	_____	78	_____
19	_____	_____	49	_____	79	_____
20	_____	_____	50	_____	80	_____
21	_____	_____	51	_____	81	_____
22	_____	_____	52	_____	82	_____
23	_____	_____	53	_____	83	_____
24	_____	_____	54	_____	84	_____
25	_____	_____	55	_____	85	_____
26	_____	_____	56	_____	86	_____
27	_____	_____	57	_____	87	_____
28	_____	_____	58	_____	88	_____
29	_____	_____	59	_____	89	_____
30	_____	_____	60	_____	90	_____

Game Result (Circle one): White Won Draw Black Won

White: _____ Black: _____

(Both players should sign in the correct blank above after agreeing on the result)

Appendix F: Chess Setup & Scorekeeping



The picture above is how the Chess board should be set up before the game begins. When referring to a specific square we refer to the letter first and the number second. For example, the white Queen is starting on square d1.

You must record (write) all moves made in the game, this means both your moves and your opponent's moves. For the purposes of keeping score the names of the pieces and important moves are abbreviated as follows:

K = King
Q = Queen
N = kNight
B = Bishop
P = Pawn
- = moves to

x = Captures (takes)
ep = En Passant
+ = Check
++ = Checkmate
0-0 = Castle kingside
0-0-0 = Castle queenside

To write down a move, such as in the diagram on the left above, the first move might be **P-e4**, which would move the Pawn in front of the King to the e4 square. When two identical pieces, Knights or Rooks, can both move to the same square it is important to name which square the piece is starting from. Example: if there were Knights on b1 and f3 either one could move to d2, and this would be written **N(b)-d2**. For "En Passant". Example: **P(C)-d6ep** to show the Pawn on c5 "captured" the Pawn on d5 "En Passant" after that Pawn had moved from d7-d5.

Always sign your opponent's scoresheet at the end of the game. Always record your result (win, lose, or draw) where and how the TD tells you.

You are not to have this sheet with you when you are actually playing in a tournament.