

Welcome to the Beginning Chess Class! Since we are such a big class I am going to give you the main points you will learn each week so you can make sure you understand what has been taught. If you feel you are falling behind don't hesitate to corner me and arrange a one on one during the second hour. My website has all the materials handed out in class plus much more. Also I am going to include links to other chess sites that have material to study. This class is just the tip of the iceberg and yet what you learn in this class can be used throughout your lifetime as this is a timeless game played by young and old alike.

Check - This is when a King is being attacked by any opponent's piece or pawn. In this case he must get out of check using one of three possible moves.

The 3 Ways to Escape -
A. Arrest (Capture)

B. Block

C. Chicken Run Away

Mate - When a King has no legal moves he is said to be mated.

Checkmate - This occurs when your opponent's King has no legal moves plus you have placed him in check in such a way he cannot escape.

Stalemate - This occurs when your opponent's pieces and his King have no legal moves plus you forgot to put the King in check and it is his turn to move.

Long Pieces - Bishops, Rooks and Queen.

Short Pieces - Knights, pawns and King.

Passed Pawn - This is a pawn that cannot be stopped by an opposing pawn. Passed pawns are headed for a touchdown to promote.

Knight's Tour - Using a single Knight to travel from one square to another without landing on the same square twice.

The 5 Types of Checks -

1. **The Long Range Check**
2. **The Knight Check**
3. **The Discovered Check**
4. **The In Your Face Check**
5. **The Double Check**

Looking At - When a piece or pawn is threatening an opponents piece, pawn or square.

Looking After - When a piece or pawn is guarding a piece, pawn or square of your own.

The Doughnut - The squares surrounding a King.

Hanging - A piece or square with no one to look after it.

Guarded - A piece or square with someone looking after it.

Tactics - The use of a trick or immediate threat to achieve a goal.

Strategy - The use of a positional move or plan to achieve a goal.

Hope Chess - Hoping your opponent is too dumb to see your threat. This is a bad chess tactic.

Hopeless Chess - Losing a piece for nothing.

The Piece Values -

1. **Pawn = 1**
2. **Knight = 3**
3. **Bishop = 3**
4. **Rook = 5**
5. **Queen = 9**
6. **King = 0**

More to come.....

For web help go to:

www.thinkchess.com/torrclass

Good Luck,
Michael Angelo