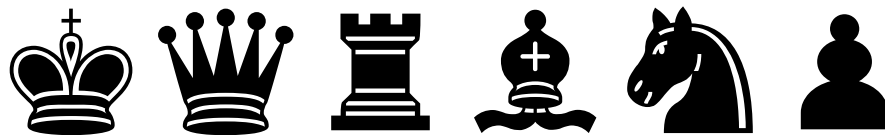


Chess Practice 101

Exercises for the Beginner

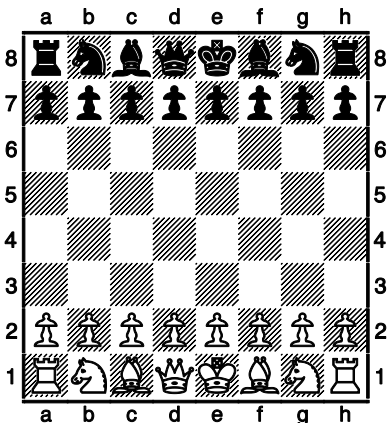


The Value of the Pieces

Written by, Michael Angelo Purcell
Developed exclusively for Chess Classes
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In the Chess Bank:

Each piece in the game of chess has a value. This is a basis for a player to decide whether or not to trade the piece for an opponent's piece of equal or greater value. Usually the side that has accumulated the most points will eventually win the game. However this value system has some incredible exceptions. Since the game ends with checkmate a side could easily have given up a lot more pieces than his opponent and yet lose to a sneak attack against his unguarded king. In many cases pieces of a greater value are sacrificed in order to stage attacks to break down the defenses of the opponent.



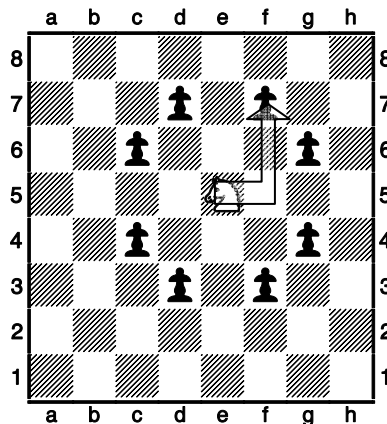
Pawns

The pawn is the dollar of the chess world in which all other pieces get their value. Pawns have a value of \$1.



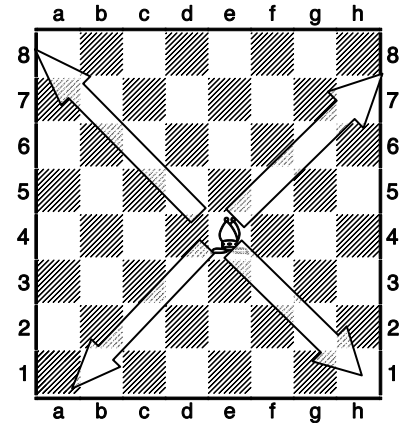
Knights (N)

A Knight is worth \$3 or pawns. The reason for this is due to the Knight's ability to jump over pieces and when the Knight is in the middle it controls 8 squares.



Bishops (B)

A bishop is also worth \$3 or pawns. However many chess masters give the Bishop an extra $\frac{1}{2}$ point because it is a range piece that can move across the entire board.

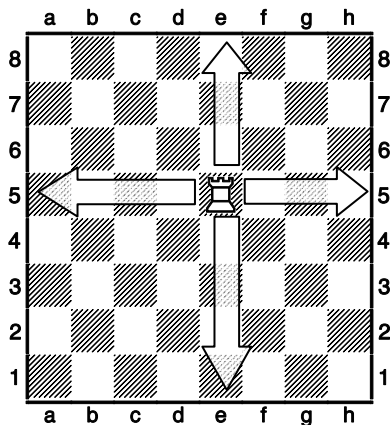


The fact that the Bishop is not able to leave the color of the square it is traveling on make her weaker than the Knight slightly. I believe the value of 3 is appropriate for beginners as they have yet to learn the nuances of the strategies of the Bishop and Knight.

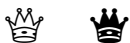


Rooks (R)

Rooks are very powerful pieces and before 1300 AD they were the most powerful piece. They have a value of \$5. The reasoning for this is the simple fact that no matter which square you place them on they have control over 14 squares.

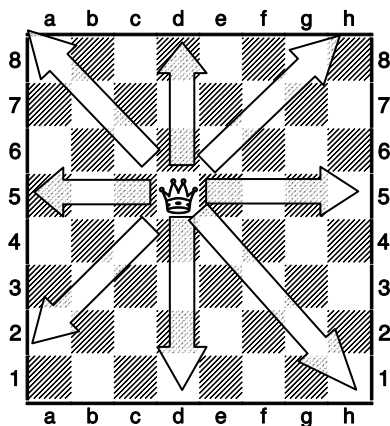


Rooks also have a big advantage over Bishops in that they can land on another colored square from the one they started on.



The Mad Queen (Q)

The Queen used to move like a King, just one square at a time. Its value barely exceeded a pawn. Around 1300 she was given great power and earned the nickname "The Mad Queen."



The Queen has a value of \$9. This is due to the fact that she moves like a Bishop

and a Rook together worth 8 and an extra point is added because she controls 27 squares when placed in the middle of the board.

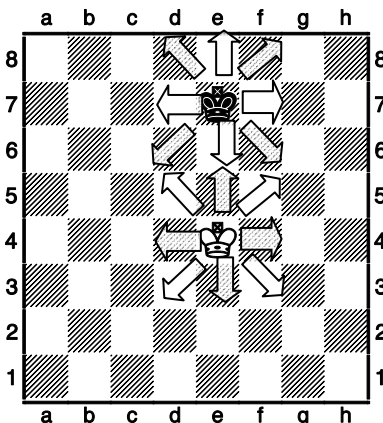


The King (K)

The King has a value of zero. Many coaches say he is worth the game or infinity but I am inclined to simplify that analogy by reminding the student that the king cannot be captured therefore he cannot be traded, therefore his value is zero. His nickname is Mr. Doughnut because of the shape of the squares he controls and his value.

promoting are a tremendous bonus to the side that has one. As the pawn moves closer to the promotion square its value increases and if it is certain to Queen it has a value up to 9. The other side may be forced to destroy the marauder by sacrificing a piece greater than the value of a single pawn to stop it. After the trade the side with the pawn has lost only a pawn while the side stopping it may have lost between 3 to 9 points depending on what piece needed to be sacrificed.

End of Lesson Two



Promotion:

A word about the value of pawns: Pawns that have the threat of scoring a touchdown and then