

Chapter 1 : Chess Basics – The Chess Club of Mount Vernon

Learn to play chess - the most popular game in the world! Learning the rules is easy: set up the board, discover how the pieces move, and learn some basic strategies.

The limitation of some school chess clubs is that kids may only learn the very basics. Schools often lack the resources to foster advancing chess skill. Becoming a skilled scholastic chess player can open the door to state, national and possibly international competition. SCA tournaments have new players at every event. You only need to know the basic rules of the game to participate. Start attending these events. Your child will learn the mechanics and of a chess tournament and begin to experience the fun and excitement of chess competition. The typical regular SCA event is 5 rounds. The SCA has a merit point system which provides great encouragement and goals for the new tournament player. Once your child has scored at least 3 points in regular SCA events, it is time to step up to a new circuit of tournaments called USCF rated events. This is the national tournament system and is the same if you live in Hawaii or Minnesota. In the regular SCA events, most kids do not keep score, they do not use a chess clock in the same way as in USCF events and they allow chatting that often includes chiding your opponent to move quickly. Fortunately the SCA has started to offer a rated section in all but their grade level events. The SCA rated sections also includes awarding merit points, so your child will continue to have the benefits of the SCA system. Every USCF event is rated and results in a chess rating. Kids can become overly nervous about chess ratings. Chess ratings fluctuate up or down. That will take the joy out of the game if it is all about the numbers. Ratings can help guide which competitions to participate in. Chess rating for starting scholastic players will usually in the range. A child can certainly start to play in regular USCF events with ratings below , but attention should be given to making sure an appropriate section is available. Should I skip playing in the SCA? Every kid will be different, but in general the answer is no. It is a great place to start with scholastic chess tournaments. In general, in the first 3 rounds of an SCA event, games are often won or lost by a child making a major mistake, like dropping a piece with no compensation. This limits the instructional value of these games. This limits the more instructive rounds to round If your child only played in regular SCA events, it can become very difficult to increase their chess skill because of the limitations of the regular SCA events.

(1) basic chess knowledge, (2) approaches to qualifying a team, (3) duties of team captains and coaches, (4) championship teams and "B" teams, (5) Alternative substitution and closing ranks toward the top.

Read our Parental Expectations. Open section also available. Open section for all adults and scholastic players rated and up. We follow USCF rules including: K-3 and younger sections are excused from taking notation Eligibility "Under" sections are recommended for all new players and any student meeting the rating criteria. Please email the registrar or ask your chess coach for placement information. If your 6th grader attends an Elementary School, please contact the registrar for options. With enough registrations, any section may be divided into two sections, or small similar sections may be combined. This is a rated tournament. All sections require a current USCF membership. JTPs ok in K-3 and younger sections only. Schedule No check-in necessary for preregistrations. We will make every attempt to contact you in advance if we see a problem with your registration. Players and coaches should be present. No changes for round 1 bye or section allowed after online registration closes. Requests for byes, withdrawals, player info edits and school information may be made onsite and go into effect as of round 2. Approximate Round Times round 1 - 9: The organizers cannot baby-sit. No child should be left unattended! Ribbons to all participants! Trophies to the top individuals in each scholastic section. Trophies to the top teams in all sections. Number of individual and team trophies will depend on number of entries. Chess medals will go to all players excluding Open section that finish the tournament with a positive score 3. Trophies to players scoring 4. Registration Information Entry fee pricing is staggered and based on date of entry. Click on the blue starburst to "Register Now"! Email Lori Balkum, registrar with other questions or to request an e-bill. No phone calls, please. Phone calls after registration closes may not be returned. If sending check, entry is not complete until check is received. Gary Gaiffe, tournament organizer.

Chapter 3 : Best Basic Opening Principles - Chess Forums - theinnatdunvilla.com

As scholastic players gain familiarity with the game, they should learn to take chess notation, in which they record the moves made in their chess games. Notation enables a player to replay their game and thus learn from it.

In that time, scholastic chess has exploded throughout the United States, which is quite amazing to see. Chess has the power to shape the minds of children and prepare them for challenges that they may later face in life. This is why I was thrilled when one year ago Metropolitan Chess approached me to start a new program called California Chess School. Over the past year, I have been able to build CA Chess to run programs in 20 schools and teach over students thus far in Northern and Southern California. One thing that we felt was missing from many current scholastic programs was a good supplemental workbook that the students could go through while at home, helping them retain as much information as possible. For this reason I wrote my first scholastic chess book: *The Standard Chess Workbook: Beginner*, which was released in Fall last year. In this book I present all of the rules of chess piece movement, captures, check, checkmate, castling, and En Passant in a fun and engaging way. The book is packed full of diagrams, cartoons, and exercise problems with solutions. For this reason, I wanted to share five big tips for teaching chess to beginner students: *Start Slow* – The board, the pieces, and the rules Introduce the board and the squares first. Then teach each piece individually and show their full range of movement. Use mini-games like pawns vs. Only use the full set when the student can demonstrate full knowledge of every piece. Once students can play with all of the pieces, spend a lot of time on the differences between check, checkmate, and stalemate. Encourage Thoughtful Calculation Tell students that chess is the only game where you can tell the future! Tell them to list the options in their heads. Then choose the best move after they take their time. And, for the perfectionists, to choose good practical moves instead of trying to calculate everything. Stress that it is important to play by the rules and learn from their mistakes. Disputes are bound to happen but be clear that arguing is not acceptable. These basic rules will help keep the classroom civil and foster polite, respectful development. Focus on Principles Once students demonstrate an understanding of the basic rules, the basic principles behind endgame and opening play are essential. The same is true for the opening. Memorizing opening lines is not important and may be detrimental to their play in the long run. If they know the major principles of development, central control and king safety, then they will not need to learn any opening lines until they reach higher levels of play. Use Examples from Real Games Students need role models as well as model games. Show games that illustrate basic checkmate patterns and tactics; plus use stories and anecdotes about the players behind the moves. The achievements of historical and modern chess players will give students motivation and hopes for potential achievement. These players and games will provide education in all chess topics and will give the game a deeper meaning than pieces on a board of 64 squares. *The Standard Chess Workbook* is currently available for individual sale as well as wholesale for use by scholastic chess programs throughout the world. I am currently working on *SCW: Advanced*, which are due to be released later this year!

Chapter 4 : Scholastic Programs Information

All scholastic players rated and over must play in the Open section, which is intended for all adults and scholastic players rated and up. Basics This is a Swiss-system tournament, so everyone plays all dayâ€”there is no "elimination."

All scholastic players rated and over must play in the Open section , which is intended for all adults and scholastic players rated and up. We follow USCF rules including: K-3 and younger sections are excused from taking notation. Eligibility "Under" sections are only for students meeting the rating criteria. All players who are new to tournaments are eligible for their age appropriate under section. Please email the registrar or ask your chess coach for placement information. If your 6th grader attends an Elementary School, please contact the registrar for options. With enough registrations, any section may be divided into two sections, or small similar sections may be combined. This is a rated tournament. All sections require a current USCF membership. JTPs ok in K-3 and younger sections only. Schedule No check-in necessary for preregistrations. We will make every attempt to contact you in advance if we see a problem with your registration. Players and coaches should be present. No changes for round 1 bye or section allowed after online registration closes. Requests for byes, withdrawals, and player or school information edits go in effect immediately if made via email before the close of online registration. Changes requested onsite go into effect as of round 2. Approximate Round Times round 1 - 9: The organizers cannot baby-sit. No child should be left unattended! Ribbons to all participants! Trophies to the top individuals in each scholastic section. Trophies to the top teams in all sections. Number of individual and team trophies will depend on number of entries. Chess medals will go to all players excluding Open section that finish the tournament with a positive score 3. Trophies to players scoring 4. Registration Information Entry fee pricing is staggered and based on date of entry. Click on the blue starburst to "Register Now"! Email Lori Balkum, registrar with other questions or to request an e-bill you do not need an e-bill if you follow thru the normal registration process and complete payment online. No phone calls, please. Emails will be returned promptly. If sending check, your entry is not complete until check is received. Gary Gaiffe, tournament organizer.

Chapter 5 : Scholastic Players - Advanced Beginner & Intermediate Players

The book is designed to provide scholastic chess players the essential knowledge that they need to master before they should be considered eligible to represent their school or club in scholastic chess competition.

Rule R1 applies, so he or she gains 2, to This becomes the initial CXR rating for the player, and is regarded as an established rating. If the player has no established rating but has a provisional rating from the aforementioned organizations, then that will be accepted as the initial CXR rating for the player, but it will be regarded as a provisional rating. If a player has no known rating, the authorized official may assign an estimated initial rating between and If the player has an internet chess rating from a website such as Yahoo, Chess. If the official has no idea of the strength of the player, an initial default rating of should be assigned. One objective we consider vital is providing ratings to clubs located in areas where there are few rated players. It is rather difficult for provisionally-rated players to achieve rated status if they cannot find opponents with established ratings. CXR has therefore introduced a second path to reach rated status, even if only provisionally-rated opponents are available. This is by means of Experience Points. Here is how it works. Experience Points EP are accumulated as games are played. When EP have been accumulated by a player, his or her provisional rating at that point becomes the initial established rating. The number of EP gained for playing a particular game is 32 EP if the opponent was rated; otherwise 15 percent of the EP of the provisionally-rated opponent with a minimum of 5 points for a win, or 2 points otherwise. The CXR System takes care of all the calculations and keeps track of experience points. The first problem involves the improper assignment of extremely low initial ratings to scholastic players. This is completely contrary to the ELO model and other systems. The second problem is caused by the first: As scholastic players graduate into the world of "adult chess", their low ratings cause deflationary distortions which cascade throughout the entire rated population. The correct approach, under the ELO model, requires evaluation of performance in a series of tournaments where most of the players already have established ratings. However, in the world of scholastic chess, that approach is totally impractical. The numbers of children learning chess outnumber the population of rated adult players by something like to Most of these children have no way of competing against rated adult players, as there are almost no events which mix the two populations. Scholastic tournaments typically involve dozens or hundreds of youngsters playing in a closed population with little or no exposure to anyone with an "accurate" rating established in adult tournaments. What has evolved is a nearly separate rating pool of scholastic players. New students are usually assigned low initial ratings related to their age or their grade. For example, 1st graders are given an initial provisional rating of ; 2nd graders, ; 3rd graders, ; and so on. A somewhat simplified example will serve to illustrate. Imagine a group of 25 second graders starting a chess program. They are all rated By the end of their course of learning, they are knowledgeable in openings, fighting tactics, long-term strategy, and have each played at least practice games. However, the average rating of the group remains precisely ! Even the weakest player in the group is a much better player than when the program first began. This situation makes no sense at all. These children are likely playing closer to the level than the level. CXR has developed a solution to this serious "hole" in scholastic ratings. This adjustment is applied only to scholastic players rated below , and only for their first games. In addition, the CXR system recognizes that, in order to actually win a game, a greater amount of knowledge must have been assimilated by the student. In recognition of this small demonstration of increased skill, 3 rating points "victory points" are awarded to the winner of a game. Again, this adjustment only applies to scholastic players rated below , and only for their first wins. Thus, scholastic players can, theoretically, pick up experience points and victory points if they play enough games. In the example cited above, the group of 25 students who all started with a rating of , could end up with an average rating of The more successful players in the group may have reached the mark or even higher; and even the weakest players in the group would have higher ratings than when they started out, knowing nothing about chess. For example, an event involving 25 players is generally more "significant" than a Quad. An event with players is generally more important than one with 25 players, and so on. Also, an event among high-rated players is considered more important than one all other things being

equal than one with low-rated players. An event with more rounds more games played has more significance than one with fewer rounds all other things being equal. Finally, an event with a slow time control would generally be considered more important than one with a fast time control. Suppose one of the players had to leave suddenly, before round 1. With 15 remaining players, there are going to be several BYEs. Also, some of the players may show up too late to play round 1, or some players may have to leave early, not playing the last round or two. Thus, instead of the theoretical maximum of 40 games, the event might have only, say, 30 games actually played. The effective number of games is 30, not 40. If only 30 actual games were played in a 5 round event, that means only 6 games were taking place, on average, in each round. Since 6 games involves 12 players, the effective number of players in this section becomes 12, not 16. Similarly, suppose that the average rating of the 16 registered players is 1600. What if some of the top-rated players were those for whatever reason playing fewer rounds than anticipated? The effective average rating is calculated based upon games actually played. In the situation suggested above, the effective average rating might be something like 1400 instead of 1600, since fewer of the games actually played involved the higher-rated players. TSI is a proprietary metric, and CXR is the only rating authority that provides this measure of tournament significance. Please ask your local tournament director to contact us to obtain a TSI for his or her events. Two properties of these systems, it turns out, were linked: The ability to correct errors in the reporting of game results, and rating stability. Errors in reporting game results have always occurred, and will always occur. Some errors have never been detected, some errors have been detected but never corrected, and these two types of cases are therefore embodied in ratings in every rating system. In some systems, errors from the not-so-recent past are corrected, and then ratings are recalculated from the game date onward. This correction and recalculation of ratings then introduces its own problem: The ratings of a player whose game results were entirely correctly reported to the system may change, as he or she played another player whose erroneous game results were corrected. Thus, one correction may result in a "cascade" of rating adjustments. Further, a player whose rating has been, say, 1600 for three months, and has not played in those months, may discover that his or her rating changed last week to 1400, a mysterious development indeed. To balance the need for accuracy and stability, the CXR rating system requires chess officials who report games to make corrections to those games within 14 days of the game date. This encourages both officials and players to examine the ratings and wallcharts of events promptly so that the officials may make corrections. From the time a game is initially reported, its results are regarded by CXR as being "unofficial". Once 14 days have elapsed from the game date, the results are "official". Under the CXR rating system, players and officials can trust a rating once the games on which it is based have become official. Thus, the CXR rating system provides a reasonable and standardized timeframe to correct errors while at the same time providing a stable rating to players. We are making available a number of chess performance statistics which were not available before, and will continue to develop more useful measurements of performance.

Chapter 6 : Austin Chess Tournaments

I have coached over Chess players many of which joined the team knowing only the basics of how the pieces move. The purpose of this book is to help you to coach that type of.

Report a Bug **How to Play Chess: Learning the rules of chess is easy:** **How to Setup the Chessboard** At the beginning of the game the chessboard is laid out so that each player has the white or light color square in the bottom right-hand side. The chess pieces are then arranged the same way each time. The second row or rank is filled with pawns. The rooks go in the corners, then the knights next to them, followed by the bishops, and finally the queen, who always goes on her own matching color white queen on white, black queen on black , and the king on the remaining square. **How the Chess Pieces Move** Each of the 6 different kinds of pieces moves differently. Pieces cannot move through other pieces though the knight can jump over other pieces , and can never move onto a square with one of their own pieces. Pieces are generally moved into positions where they can capture other pieces by landing on their square and then replacing them , defend their own pieces in case of capture, or control important squares in the game. **How to Move the King in Chess** The king is the most important piece, but is one of the weakest. The king can only move one square in any direction - up, down, to the sides, and diagonally. The king may never move himself into check where he could be captured. When the king is attacked by another piece this is called "check". **How to Move the Queen in Chess** The queen is the most powerful piece. She can move in any one straight direction - forward, backward, sideways, or diagonally - as far as possible as long as she does not move through any of her own pieces. Notice how the white queen captures the black queen and then the black king is forced to move. **How to Move the Rook in Chess** The rook may move as far as it wants, but only forward, backward, and to the sides. The rooks are particularly powerful pieces when they are protecting each other and working together! **How to Move the Bishop in Chess** The bishop may move as far as it wants, but only diagonally. Each bishop starts on one color light or dark and must always stay on that color. Knights are also the only pieces that can move over other pieces. **How to Move the Pawn in Chess** Pawns are unusual because they move and capture in different ways: Pawns can only move forward one square at a time, except for their very first move where they can move forward two squares. Pawns can only capture one square diagonally in front of them. They can never move or capture backwards. If there is another piece directly in front of a pawn he cannot move past or capture that piece. **Discover the Special Rules of Chess** There are a few special rules in chess that may not seem logical at first. They were created to make the game more fun and interesting. **How to Promote a Pawn in Chess** Pawns have another special ability and that is that if a pawn reaches the other side of the board it can become any other chess piece called promotion. A pawn may be promoted to any piece. A common misconception is that pawns may only be exchanged for a piece that has been captured. That is NOT true. A pawn is usually promoted to a queen. Only pawns may be promoted. This special move must be done immediately after the first pawn has moved past, otherwise the option to capture it is no longer available. Click through the example below to better understand this odd, but important rule. **How to Castle in Chess** One other special chess rule is called castling. This move allows you to do two important things all in one move: See the example below. However, in order to castle, the following conditions must be met: That is called castling "kingside". Castling to the other side, through where the queen sat, is called castling "queenside". Regardless of which side, the king always moves only two squares when castling. White then makes a move, followed by black, then white again, then black and so on until the end of the game. Being able to move first is a tiny advantage which gives the white player an opportunity to attack right away. This happens when the king is put into check and cannot get out of check. There are only three ways a king can get out of check: If a king cannot escape checkmate then the game is over. Customarily the king is not captured or removed from the board, the game is simply declared over. **How to Draw a Chess Game** Occasionally chess games do not end with a winner, but with a draw. There are 5 reasons why a chess game may end in a draw: **Study Basic Chess Strategies** There are four simple things that every chess player should know: **Protect your King** Get your king to the corner of the board where he is usually safer. You should usually castle as quickly

as possible. There is an easy system that most players use to keep track of the relative value of each chess piece. How much are the chess pieces worth? Control the Center of the Chessboard You should try and control the center of the board with your pieces and pawns. If you control the center, you will have more room to move your pieces and will make it harder for your opponent to find good squares for his pieces. In the example above white makes good moves to control the center while black plays bad moves. Use All of your Chess Pieces In the example above white got all of his pieces in the game! Try and develop all of your pieces so that you have more to use when you attack the king. Using one or two pieces to attack will not work against any decent opponent. Practice by Playing Lots of Games The most important thing you can do to get better at chess is to play lots of chess! Click here for where to play chess. How to Play Chess Variants While most people play standard chess rules, some people like to play chess with changes to the rules. These are called "chess variants". Each variant has its own rules. To learn more about chess variants, click here. How to Play Chess Chess follows all the rules of standard chess, except for the starting position of pieces on the back rank, which are placed randomly in one of possible positions. Castling is done just like in standard chess, with the King and Rook landing on their normal castled squares g1 and f1, or c1 and d1. These rules do not necessarily apply to play at home or online, but you may want to practice with them anyway. Touch-move - If a player touches one of their own pieces they must move that piece as long as it is a legal move. Clocks and Timers - Most tournaments use timers to regulate the time spent on each game, not on each move. Each player gets the same amount of time to use for their entire game and can decide how to spend that time. If a player runs out of time and the opponent calls the time, then the player who ran out of time loses the game unless the opponent does not have enough pieces to checkmate, in which case it is a draw. Knowing the rules and basic strategies is only the beginning - there is so much to learn in chess that you can never learn it all in a lifetime! To improve you need to do three things: Play lots of chess - Just keep playing! Play as much as possible. You should learn from each game - those you win and those you lose. Study with chess lessons - If you really want to improve quickly then you should do some online chess lessons. You can find online chess lessons here. Everyone loses - even world champions. As long as you continue to have fun and learn from the games you lose then you can enjoy chess forever! What is the best first move in chess? This usually results in most players playing one of their central pawns in front of king or queen forward two squares with either 1. Some other players prefer 1. Most other moves are not as good. Bobby Fischer believed that moving the king-pawn 1. Which color starts in chess? The player with the white pieces always moves first. Can a pawn move backwards? Pawns cannot move backwards. However, when a pawn gets to the other side of the board you must promote it to another piece such as a queen. Then it moves just like that piece, and can move backwards. Can you move more than one piece at a time in chess? You can only move one chess piece at a time when it is your turn to move - with one exception! When you castle, you move both the king and the rook in one move. Which is the most important chess piece?

Chapter 7 : Scholastic Event Guide - Chess At Play Old

basics for new, or novice, players are covered on this free, Our scholastic chess programs are oriented toward students of beginner and intermediate skill level.

A LearningChess is a worldwide chess education platform for everybody who is interested in playing and learning chess. LearningChess has special scholastic chess features. It is suitable for absolute beginners, amateurs, club players and children. There is no age limit for having fun! LearningChess provides many useful features to teachers; this is why it is one of the most popular scholastic chess resources worldwide. You can read how to start using LearningChess on the Get Started page. QDoes it fit my knowledge and age? A LearningChess is recommended not only for children but for beginners, amateurs and professionals also, irrespective of their age. The design of the website is playful. This is definitely done so to make it possible for children to become fond of it with a little help from their parents. However, LearningChess is recommended for every playful person, even as a retirement hobby. You can be a complete beginner or already know the moves and all the basics, LearningChess will fit your individual needs with a course designed to improve your skills even more. Club players will also find great challenges at LearningChess. Which course is suitable for me? Read more about this here. QCan I use LearningChess in schools or chess clubs? A LearningChess has been built up from the very beginning so that it may be used in school education or in a chess clubs in addition to learning at home. That is why the chess courses are divided into 36 lessons to cover the complete school year if one lesson is solved each week. This way the three chess courses provide a syllabus for three years but, of course, it can be completed sooner if more than one lesson is dealt with a week. The system may also be used by teachers of a study circle or tutors delivering a private lesson, extending the system with their own explanation. School education is of primary importance to us, because chess is one of the best tools to improve several abilities of children read more about this here. That is why we developed a comprehensive Learning Management System for teachers and coaches. With the help of this system, teachers can easily overview the progress and games of their students. They can also create and manage their access without the need for an email address or other personal identification. QHow can I try it out free of charge? A LearningChess is an exclusive web-based application not requiring any installation on your own machine, so it runs on several devices. One lesson may be tried absolutely free of charge and without registration in each course at the Chess Courses menu. The play chess option is available for everyone without restriction. Still, it is worth using the Free Sign Up option, because you will get even more free lessons and if you go through them successfully, you can test and develop your knowledge by solving enjoyable puzzles. In addition, the new grandmaster lessons are also free of charge. The placement test guides you where you should start using the lessons and the grandmaster lessons help you to get to know the secrets of how grandmasters think during the game. If you use the Free Sign Up option, then your games can be saved, revised and shown to your friends or teacher later. A LearningChess can be used on the most popular platforms. If Adobe Flash Player is not installed on your computer, you can download it from here easy and quick. Make sure that you have enabled Adobe Flash Player in your browser: If you have installation problem on Mac, please visit this link. We recommend using the free Slimjet Web Browser on Linux. However, there may be devices on which the program cannot run yet, so before purchasing it please check whether it runs properly on your own device by trying out the free lessons. Should you find a device on which LearningChess does not operate properly, you are kindly asked to indicate this for us in the Contact Us menu and our developers will do their best to make the program available on more and more platforms. Until then you can use our online chess tutor on another device in the family or at the school. QWhich course is suitable for me? A If you are a complete beginner it is recommended that you start with the Level 1 - Beginner Chess Course. If you qualify as a good chess player at the amateur level, then it is recommended that you start with the Level 2 - Intermediate Chess Course, but you can also try the second part of the Beginner Course. If hardly anyone can beat you among your friends, or you are a club player between and ELO rating points then try your hand at the Level 3 - Advanced Chess Course, which will prove a hard nut to crack. Still, if you need some help to decide on which Course is most suitable for you, you can

always try our placement test free of charge. QHow strong of a player could I become after finishing the courses? A You can choose from three Chess Courses: After completing Level 1 - Beginner course you will become a good amateur chess player, hardly anyone among your friends will be able to beat you and your Rating points may reach up to 1000. After Level 2 - Intermediate Chess Course you can participate in minor chess tournaments. Your Rating points will be roughly about 1200. After completing Level 3 - Advanced Chess Course your Rating points may rise up to about 1500, which equals a really strong amateur level. You may be successful at a more serious chess tournament, even as a member of a chess club. QWhat does unique success guarantee mean? This is the same for men and women. Absolute beginners start from Rating points 1000 and they become strong amateur players when they reach Rating points 1200. You can gain virtual Rating points in LearningChess with each solution in a lesson. These virtual Rating points gained in our system will measure your progress equally to ELO points. If you reach Rating points while you are learning with us, then your performance will also be about minimum Rating points in real chess games. LearningChess assumes special guarantee for this, which is not available anywhere else and is called unique success guarantee. How does it work? You simply have to go through all three courses and play minimum 25 chess games against our integrated chess program to acquire some practice. Then, enter for a chess tournament and if the level of Rating points you gain there remains below your virtual Rating gained at LearningChess, please inform us and enforce your unique success guarantee. QHow can I follow my development? A The results of completing the certain lessons and the time spent on them can always be viewed at each Course. The percentage of the lessons you have already solved can also be seen precisely. We also show you all these for the complete course. Your score will tell you what your strong points are and where you need further improvement or revision. You can follow your progress graphically in the My Courses menu item. You can increase your virtual Rating points if you solve a lesson successfully. Your rank also shows your success. QHow long will it take me to complete a course? A Each lesson contains nearly 30 positions, where you will have to make a move, analyze a position or answer questions, so depending on your personal speed completing a lesson may take minutes. You will find a short summary test at the end of each lesson; where you have to answer the questions within limited time. At present our website offers you three Chess Courses with 36 lessons in each, so altogether lessons await you with more than 108, challenges. At the end of each Course there is a serious comprehensive test which assesses the knowledge you have gained in the given Course. QHow can I log in? A You - as a home user or teacher - can log in simply with your Facebook account or with your e-mail and password after a Free Sign Up by clicking on the Log In button at the top of the screen. After you signed up with your e-mail your account to be activated according to the instructions sent to your e-mail address. If you cannot see the e-mail from LearningChess in your inbox it was probably placed in your Spam or Junk mail folder. If you still cannot receive the confirmation e-mail, please Contact Us. You can change your password or renew your forgotten password in our system but your e-mail is fixed. If you want to change your e-mail from any reason, please Contact us directly. If you want to delete your e-mail address and other personal data provided by you or stored automatically in LearningChess. Read more about that in our Privacy Policy. You - as a student - can login with your scholastic username e. Only the teacher can change or set back the forgotten student passwords. Scholastic Chess accounts can be deleted only by the teacher, who added the student to LearningChess. QCan I try the knowledge I gained? A You can try it in the Tactics Trainer menu at any time, where you can find unlimited test in different chess themes. A free Placement Test is also waiting for you here. You can play chess with our integrated chess program at different levels. Start playing chess here.

Chapter 8 : HK Junior Chess Tournament

I have heard some strong chess players and teachers say that the best way for a kid to improve in chess is for them to play e4 as white, and against e4 to play e5 as black so that they learn how to play the open game and use their pieces actively.

Open with either the e-pawn or the d-pawn. Wherever possible, make a good developing move which threatens something or adds to the pressure on the centre. Develop knights before bishops. Pick the most suitable square for a piece and develop it there once and for all. Make one or two pawn moves in the opening, not more. Do not bring your queen out too early. Play to get control of the centre. Always try to maintain at least one pawn in the centre. Do not sacrifice without a clear and adequate reason, eg.: Ok, you have a group of young novice chess players. Their attention span is short. Therefore I would like to come up with three pages of simple advice. Now to address paul It is very educational and informative. What I meant by directing your attention towards the center was a more generalized concept for these kids. However, you make an extremely valid point and it poses the question: What does a young novice player do when faced with a nonconventional opening. You make a point that I need to address. The whole point of this posting was to get thoughts from more experienced chess players. My goal is to show kids from really tough homes that chess can be a way out of their day to day struggles. Again thank you and keep the suggestions coming. Phelon Oct 31, 8 I have heard some strong chess players and teachers say that the best way for a kid to improve in chess is for them to play e4 as white, and against e4 to play e5 as black so that they learn how to play the open game and use their pieces actively. Open and semi-open games force you to pay attention to each and every move you make, because the consequences of a weak move are often fatal and readily clear , unlike in closed or semi-closed games. Furthermore, I think open, tactical games are more comprehensible and funny for kids and not only! It seems to make more sense in development and early Kingside Castling. Is this a concern in most games or an exception? It makes sense to castle early. It allows you to concentrate on the rest of the game while the King is safely tucked away. However, if your opponent has developed all of his or her pieces they can then concentrate on breaking the wall around the castled king down. This problem came up in a tactical exercise with Chessmaster 10th edition. There are many pawn snatches or overworked pieces that can be exploited. Many folks think about their openings as being the first moves or so and then when this is done they start to look at the game trying to figure out the strengths and weakness between the two sides. An "opening trap" is your advisory making a mistake; often of this nature. Where is there conflict and tension. You can really loose tempo by not being open to subtle changes in your opening plan. Paul makes another critical point, castle early.

Chapter 9 : Basics for Scholastic Chess Players by Leonard S. Dickerson | eBay

For the most part, tournament chess is played with the same rules as casual chess. If you're not sure how the pieces move or what the object of the game is, start here and brush up on the basic rules of chess.

Tournament Rules What rules should I know? Tournament players should understand the following basic rules: If you touch a piece with intent to move it, you must move it. This does not mean if you reach across the board and inadvertently knock over your king with your sleeve, you must move it. If you grab a piece with your fingers, the intent is clear that you mean to move it, and you must. Once you place a piece on a square and let go of it, the move is final and may not be changed. An illegal move occurs when a player moves in a manner inconsistent with the rules of chess, such as when a player moves a pawn backwards, or moves into check. The most common illegal moves involve checks. For example, a player may not castle through check, and if a player is in check, he must either capture the checking piece, block the check or move out of check. Any other move is an illegal move. Touch move rules apply here as well; if there is a legal move to be made with the illegally moved piece, then it must be made. Castling is considered a king move. Thus, a player who commits an illegal move by attempting to castle through check must make a legal move with his king if possible. Similarly, if the player has made a move and removed his hand from the piece, he cannot change his mind and instead move another piece. The second move would be illegal. When an illegal move has been made, the opposing player should pause the clock and raise his hand to consult with a tournament official. If the player is new to the game, the TD will likely explain why the move is illegal. Sometimes a player making an illegal move will lose time off of his clock as a consequence of the illegal move. No Talking or Distracting Behavior. Chess is a game of concentration, and all players deserve the opportunity to think quietly. Players may not discuss their game with their opponents, their parents or their coaches while the game is in progress. Most scholastic tournaments require parents and coaches to leave the playing area once the round is set to begin. Players may not engage in annoying behaviors designed to distract their opponents, such as tapping their pencils or making noises. Any player who feels his opponent is badgering or distracting him should pause his clock and raise his hand to bring the behavior to the attention of a tournament official. The official will likely warn the player to cease the annoying behavior or comments. The official may also impose a time penalty or, in extreme cases, cause the perpetrator to forfeit the round. If a question or problem arises during the game, players should pause the clock and raise their hands to consult a tournament official. Do not try to resolve disputes directly with your opponent. While TDs are not perfect, they will do their best to understand and fairly resolve disputes. Accurate notation sheets can greatly aid a TD in making a fair determination. Do not move the pieces from the disputed position or reset the board until the TD has ruled. A player has the right to ask to speak to another TD or the chief TD if he does not understand or agree with the ruling of a TD. The game is over once both players agree to the draw. A player loses on time if his clock shows no time remaining and the opposing player notices and claims a win on time. The opponent must also have sufficient material remaining to create a checkmate. If the opponent does not, the outcome is a draw. If both players run out of time before either player has called it, the game is ruled a draw. Inform the tournament director if possible, before the event if the player is going to arrive late for a round or miss a round entirely. Many tournaments have forms or special requirements for such situations. A chess game can end in three possible outcomes: Players should understand the following types of draws so that they can recognize drawn positions when they arise on the board. A stalemate occurs when the player who is on move is not presently in check, but cannot make a legal move with any piece, pawn or king without placing himself into check. Because moving into check is an illegal move, the player cannot make a legal move and the game is a stalemate. A king cannot be checkmated by a solo king, or by a king and knight, or by a king and bishop. These pieces are considered insufficient mating material and the game is a draw. Draw by Three-Fold Repetition. If during the course of the game, all of the pieces are arranged in exactly the same position three times, either player may claim a draw by three fold repetition. If the opposing player disagrees, the tournament director should be summoned and the claim proven by replaying the game from the notation sheet. Where the

players do not agree, and there is no notation sheet, the draw claim cannot be proven, and the players must play on. A player who is on move may claim a draw when each player has made 50 moves without capturing a piece or moving a pawn. Once again, an accurate notation sheet may need to be consulted to prove this claim if the players do not agree. A player who has a clearly won or drawn position but is low on time less than five minutes can request a draw based on insufficient losing chances. This is frequently a difficult calculation requiring a tournament director. At any time during the match, either player may offer a draw. The opposing player then either accepts or declines the offer. Many scholastic tournaments require players to bring a chess clock to time their moves. Chess clocks afford each player the same amount of time to complete their part of the game. Some clocks also have a delay feature. If both players have a clock, black chooses which clock to use. If only one of the clocks has a delay feature, the one with delay should be used. If a player is late for a round, the opposing player may start his clock when the TD announces it is time for the round to begin. If neither player owns a clock, the tournament director may, at his discretion, either forfeit both players for the round or, more commonly, allow the players to compete and place a clock on their game as the round draws close to the end of the time limit. In the latter case, the clock is then set equally for both players, often with five or ten minutes apiece.

Chess Notation Why notate? As scholastic players gain familiarity with the game, they should learn to take chess notation, in which they record the moves made in their chess games. Notation enables a player to replay their game and thus learn from it. It is also a record that can be shown to a tournament official to help resolve a dispute with an opponent during the round. Learning chess notation also allows a player to read chess books and understand positions. Each move is written according to the piece making the move and the square where the piece lands. Each piece is identified by its first letter, except for the Knight, which is identified as N to avoid confusion with the King K. Pawn moves are identified only by the square the pawn lands on. For example, a standard opening pawn move for white would be written as e4. Most scholastic tournaments require players in grades four and above to take notation. If the player does not know how to take notation, the tournament director may allow the game to be played but may assess the non-notating player a time penalty, typically 5 minutes for every 30 minutes of time allowed for the game. If the player knows how to notate but chooses not to, the tournament director may, at his discretion, impose the severe penalty of affording the player only 5 minutes on his clock to complete his entire game. This should serve as a cautionary tale: Neither player is required to notate once their game clock gets down to five minutes remaining. Players may also compare notation after the conclusion of the round to correct any mistakes. This kind of consultation should take place outside of the tournament room to avoid distracting players involved in active games.

Byes What if I need to miss a round? A player may request a bye for a given round if he knows in advance that he will be unavailable to play that round. Most tournaments provide for a half point for a requested bye, except when requested for the last round of the tournament, in which case a bye counts as a loss. Assigned byes may occur when there are an uneven number of players in a section. In this case, because the player is available to play but the tournament is unable to provide an opponent, the player usually receives a full point as if he has played the round and won. Most often, the lowest rated player with the fewest wins is assigned the bye. The official will usually look to see if all of the paired players have shown up for their games. If there is an absent player, the player with the assigned bye will often fill in. Sometimes, the tournament official will pair together players from different sections with assigned byes. When this happens, the game counts for rating points for both players. In the tournament standings, however, the game usually only counts for the player from the higher-rated section, not for the player from the lower-rated section, who gets a point in the tournament as if he had played and won, even if he loses to the higher rated player. Tournament directors have lots of discretion in these situations. Often, the TD cannot find a game for the player with the assigned bye, and he is credited with a win for the tournament without actually playing a game.

Eating for Good Chess What should I eat during a chess tournament? Some parents may be surprised by how hungry their kids get during chess tournaments. Whether or not they feel hungry, chess players burn a lot of energy during a tournament and they require nourishment. Developing healthy eating habits is another valuable life lesson chess can teach kids. Scan the skittles room after any scholastic chess tournament and you will see a floor awash with candy wrappers, empty chip bags, and pop cans. Sadly, junk food is often all that is

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available for purchase at scholastic events. Preparing for a grueling day or weekend of chess requires planning, including planning for healthy eating.