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## Purpose

This paper is written as a guideline for parents teaching children ages 7 through 10 years.

## Structure of a Game

A chess game can be divided into roughly three phases: opening, middlegame, and endgame.

In the opening players try to quickly get their pieces (knights, bishops, rooks, and queen) into play and their king into a safe spot (usually by castling.) While doing this they try to control some space for maneuvering, usually in the center of the board. They also try to hinder their opponent.

The middlegame begins when pieces have been developed and one of the players begins to launch an attack. Attacks may be against the enemy king, or they may be against another enemy piece. At higher levels of play, attacks are often designed to improve the mobility of a single piece.

The endgame begins when most of the pieces have been traded, leaving just one or two pieces and several pawns each on the board. Usually the king is no longer in immediate danger of checkmate and the focus changes toward promoting pawns. Eventually all the pawns will have been traded, locked, or promoted and one player must find a way to checkmate the other.

## Starting Advice

Here are some simple steps to improve your own game, and to teach your children.

1. Learn several basic endgames
2. Try to trade pieces and pawns so that you will be left with an endgame you know.
3. Learn piece values and trade with advantage whenever you can.
4. Learn basic mating patterns with different pieces.
5. In the middlegame try to get two or three extra pieces aimed at your opponents king and then use the basic mating patterns you know.
6. Repeat all the steps. Learn more endgames and mating patterns.

## More Advice

1. Get all your pieces into play.
2. Do not launch an attack with one unsupported piece hoping your opponent won't see the threat.
3. Study tactical ideas like pins, forks, skewers, removing the guard, etc.
4. Get a book of tactical ideas and work lots of puzzles.
5. Slow down.
6. Make sure you do not hang a piece (give it away for nothing)
7. Scan the board each move and take any pieces that your opponent hangs.
8. SLOW DOWN! Finish scanning the board even if you see one good move. Often there will be something better.

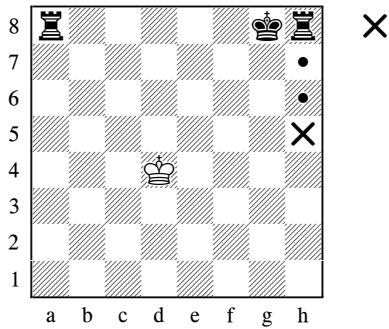
## Piece Values

Queen		9
Rook		5
Bishop		3
Knight		3
Pawn		1

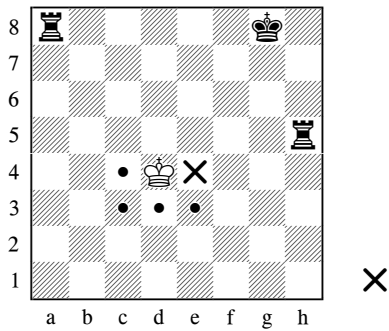
## Diagrams

Black is always on top, white on the bottom. Where necessary, the side on move is indicated by an **X**.

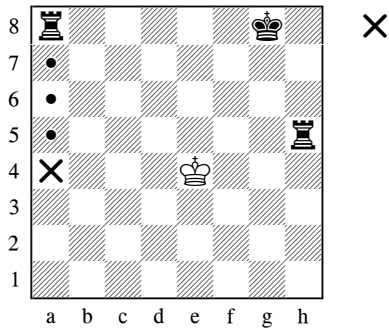
**Two Rooks vs Lone King**  
Everyone's first endgame. Learn this first then move to harder endgames.



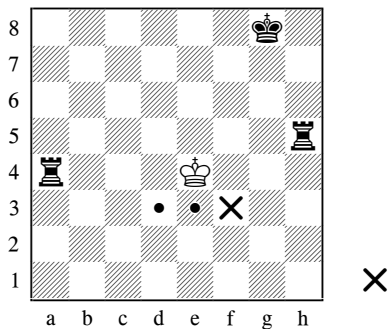
1... Rh5 above, black cuts white off from half of the board.



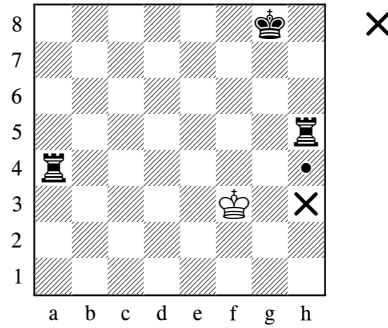
2. Ke4 above, white has five moves and chooses to stay in the center.



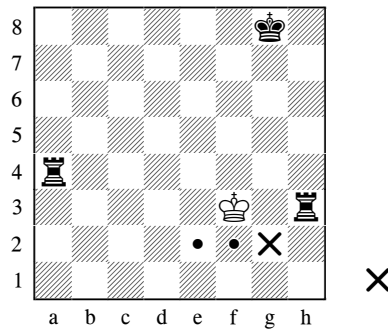
2...Ra4+ above, black checks white driving him toward the edge.



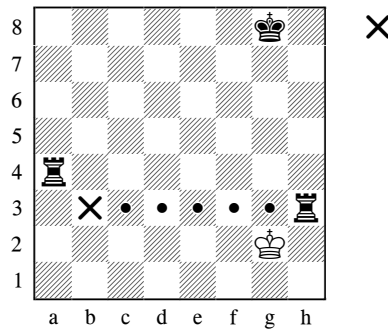
3. Kf3 above, white now must move toward the edge to escape check.



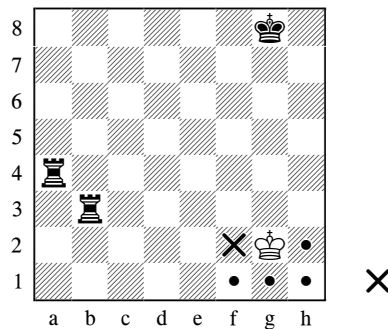
3...Rh3+ black checks and drives white further toward the edge.



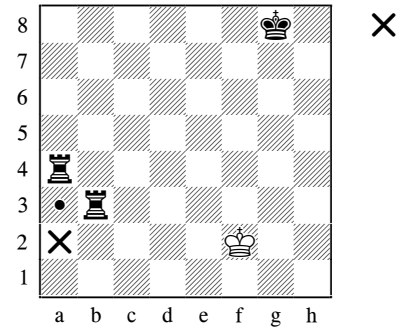
4. Kg2 white must move toward the edge, but can attack the rook.



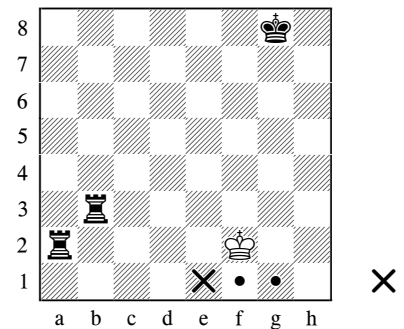
4...Rb3 above, black runs to the other side, but does not block his other rook.



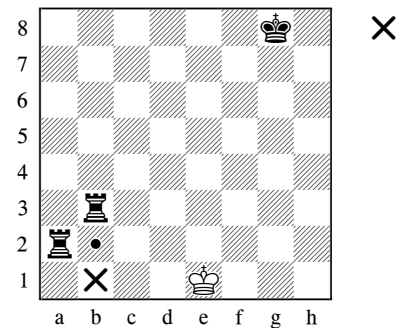
5. Kf2 white choose the only square not on the edge of the board.



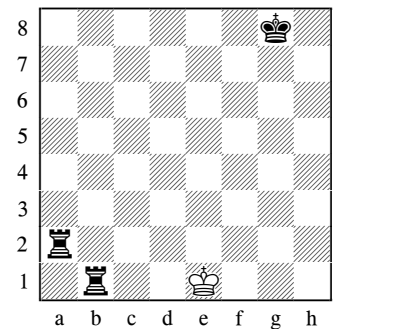
5...Ra2 black drives white to the edge.



6. Ke1 white makes his last move.



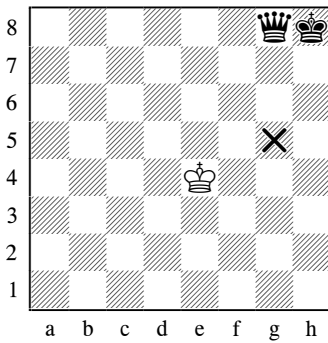
6...Rb1# black moves his rook to the edge and:



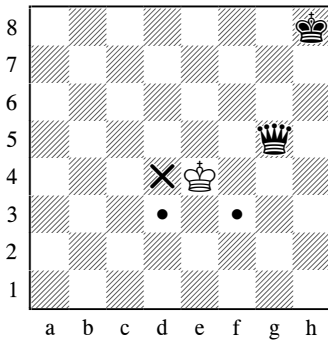
White cannot escape check so it is checkmate.

### Queen vs Lone King

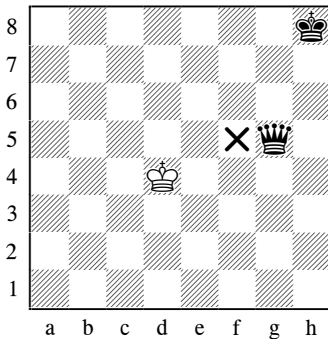
A queen can drive a king to the edge because the king cannot get close enough to threaten the queen. Thus all the queen need do is move as close to the king as is safe and then follow the king as he flees.



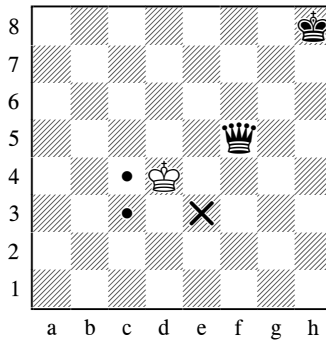
Above black starts by moving the queen to g5: **1...Qg5**. Notice that it is not necessary to check the king.



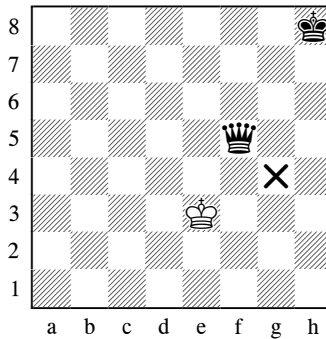
White now has but three possible moves and chooses **2.Kd4**.



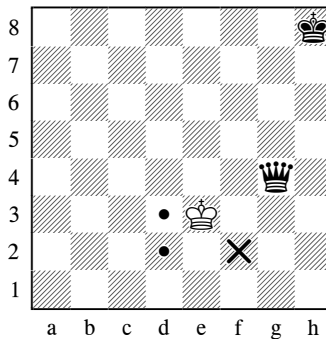
Black follows moving **2...Qf5**



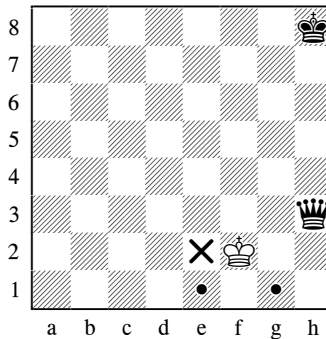
Again, white has three choices, but the board is shrinking. **3.Ke3**



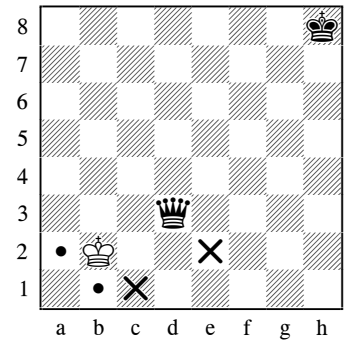
Again black follows: **3...Qg4**



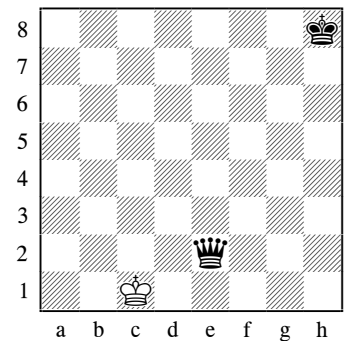
White moves and black follows **4...Qh3 Qf2**



White now runs all the way to the left side of the board trying to stay off the edge. Black just follows along behind. **5.Ke2 Qg3 6.Kd2 Qf3 7.Kc2 Qe3 8.Kb2 Qd3**

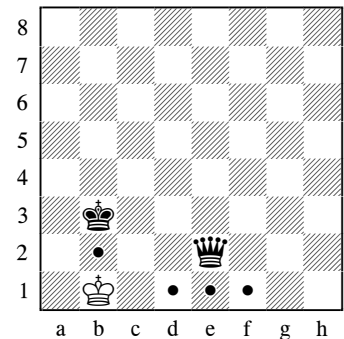


White desperately chooses c1 and black responds e2 trapping white on the edge. **9. Kc1 Qe2**



White now runs back and forth from c1 to a1 while black brings his king to b3.

- 10.Kb1 Kg7 11.Ka1 Kf6**
- 12.Kb1 Ke5 13.Kc1 Kd4**
- 14. Kb1 Kc3 15.Ka1 Kb3**
- 16. Kb1**



Black may now choose among four moves to checkmate white.

- 16...Qb2# or 16...Qd1# or**
- 16...Qe1# or 16...Qf1#**

Note: The above is not the fastest way to checkmate with a lone queen, but it is reliable and systematic. After students have mastered this method, they can learn others.

# Checkmate Patterns

These are common checkmate patterns, learn them well. When you know these, get a book like *Chess 5334 Problems, Combinations, and Games* by Laszlo Polgar.

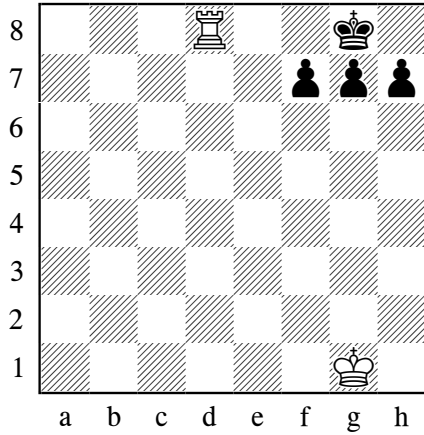


Figure 1—Black checkmated

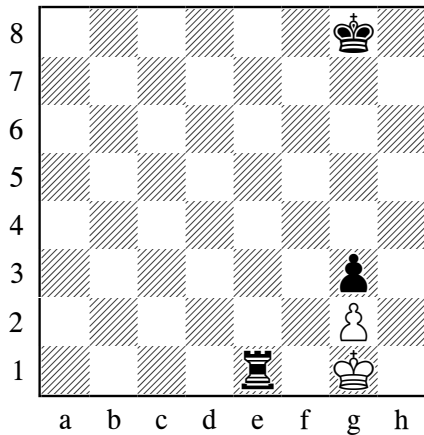


Figure 2—White checkmated

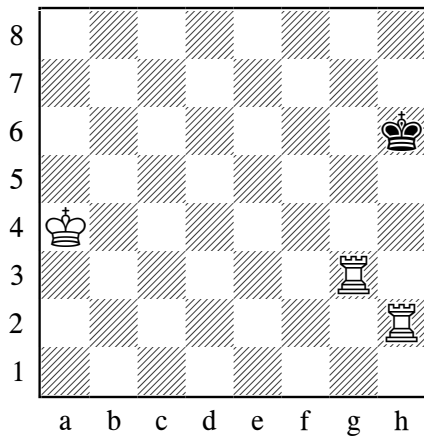


Figure 3—Black checkmated

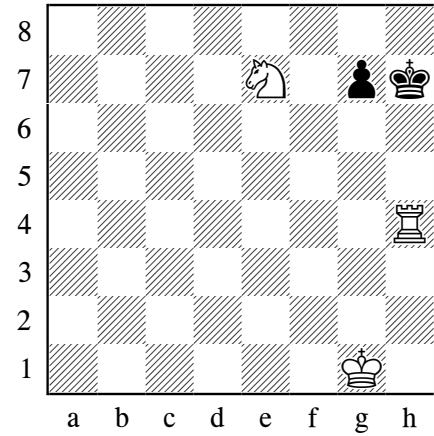


Figure 4—Black checkmated

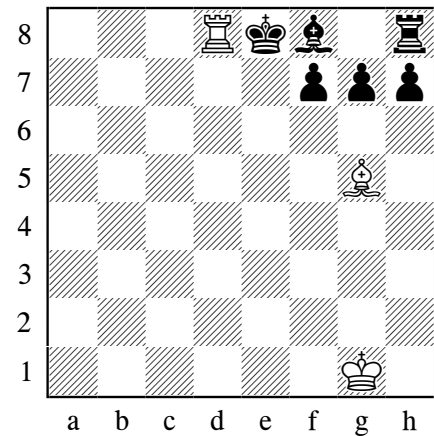


Figure 5—Black checkmated

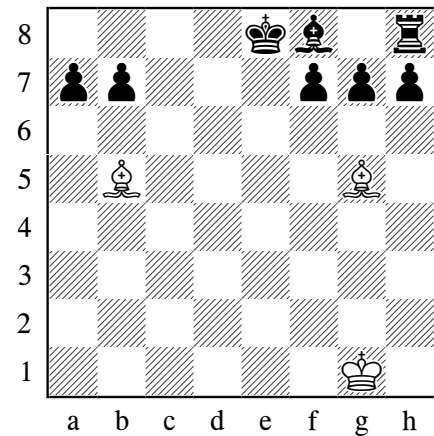


Figure 6—Black checkmated

# Checkmate Patterns, cont.

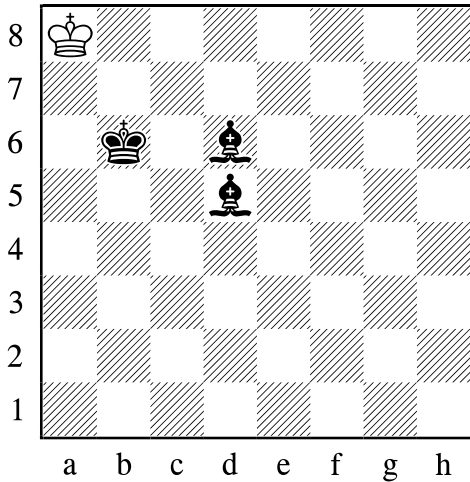


Figure 7—White Checkmated

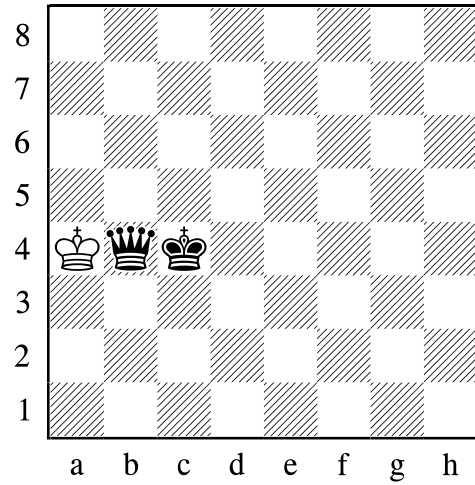


Figure 10—White Checkmated

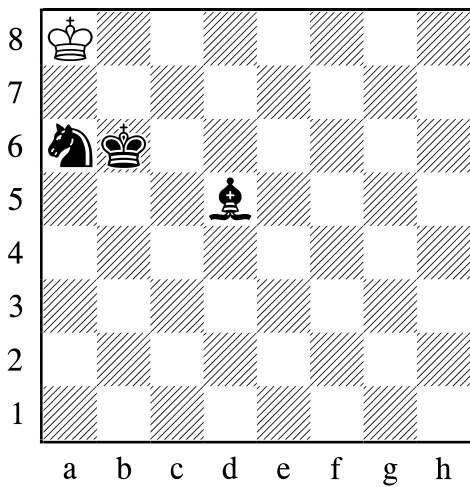


Figure 8—White Checkmated

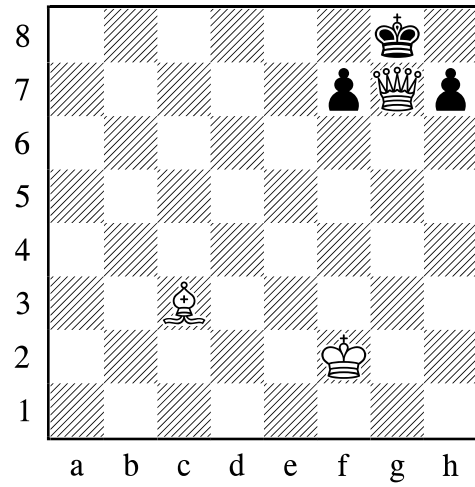


Figure 11—Black checkmated

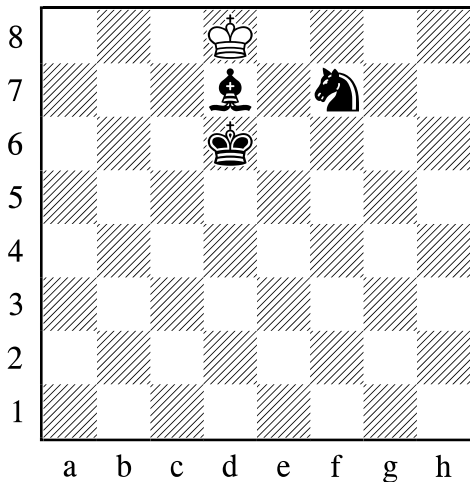


Figure 9—White Checkmated

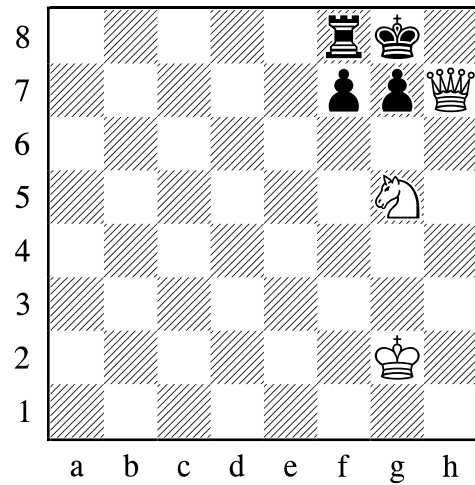


Figure 12—Black checkmated

# Checkmate Patterns, cont.

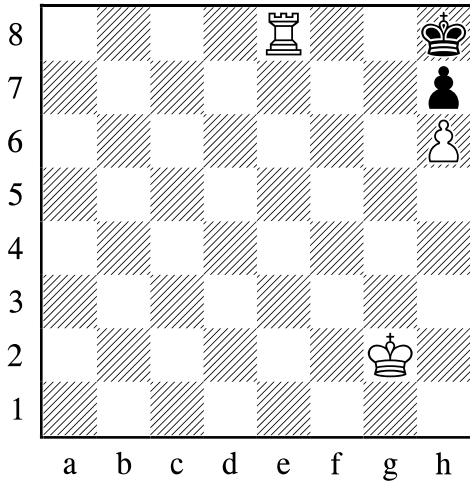


Figure 13—Black checkmated

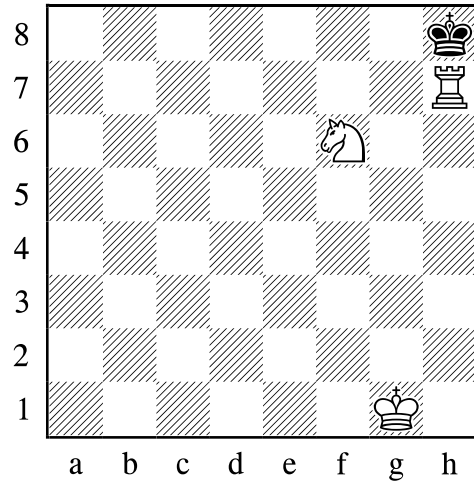


Figure 16—Black checkmated

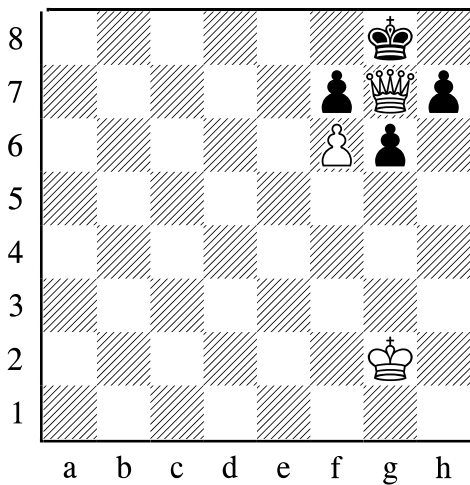


Figure 14—Black checkmated

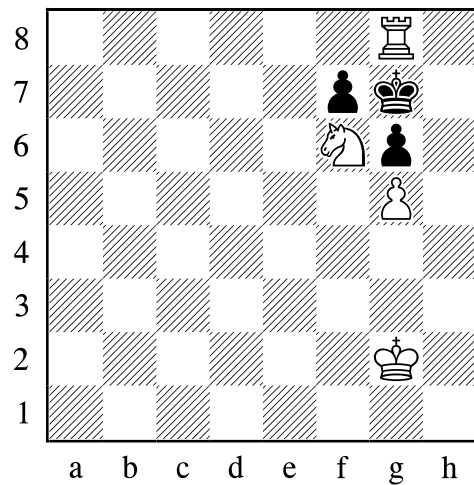


Figure 17—Black checkmated

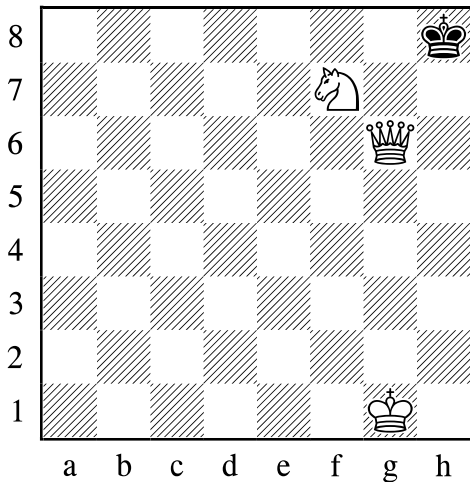


Figure 15—Black checkmated

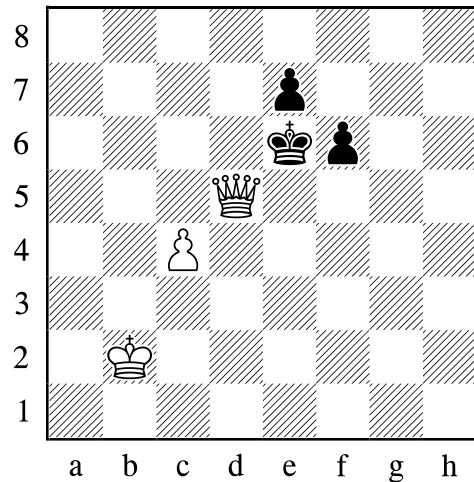


Figure 18—Black checkmated

# Stalemate

The side to move is **not in check** and has **no legal move**. It is not legal to move into check. The game is a draw, nobody wins!

**X** marks side to move, black at top, white on bottom of diagram.

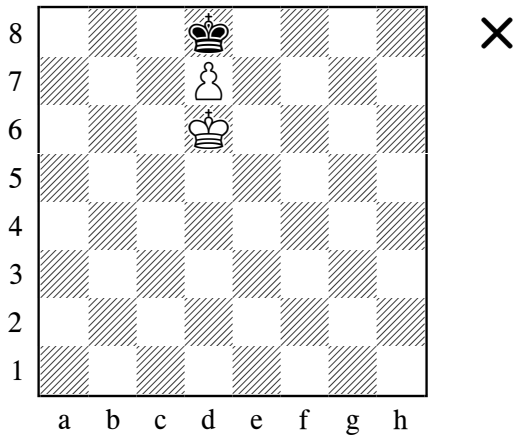


Figure 1

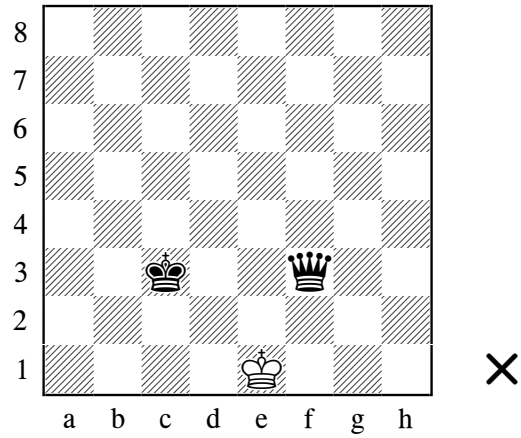


Figure 4

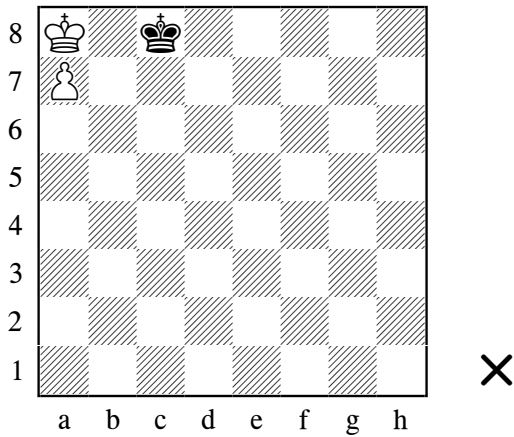


Figure 2

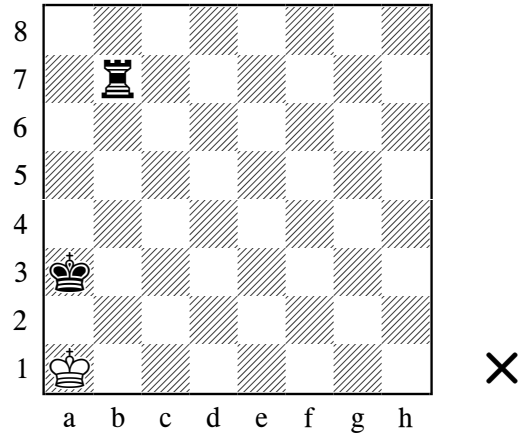


Figure 5

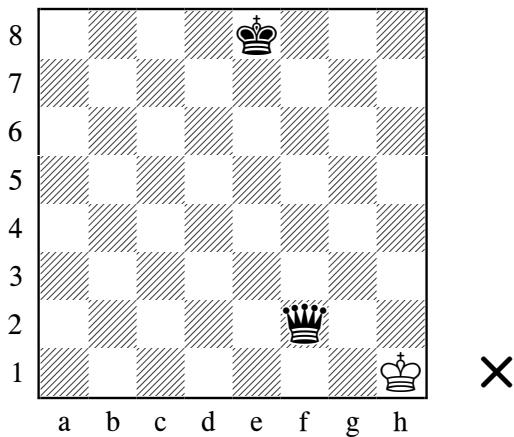


Figure 3

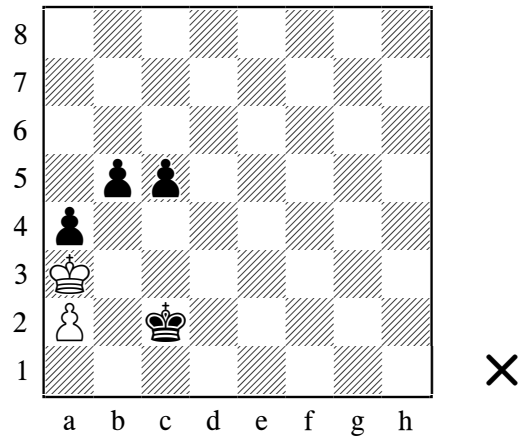


Figure 6

# Tactics

For more tactics get a book like *The Chess Tactics Workbook* by Al Woolum

Another great study site is <http://www.chesskids.com/>

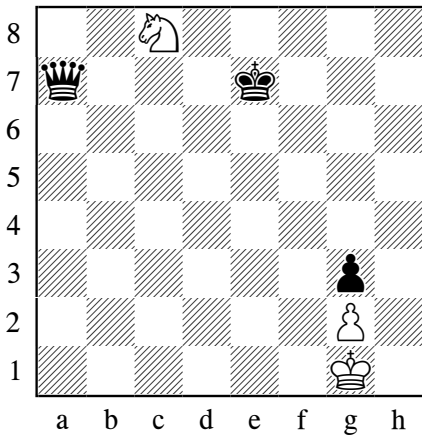


Figure 1—Knight Fork

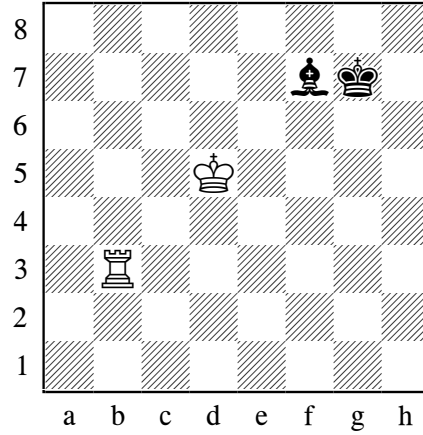


Figure 4--Skewer

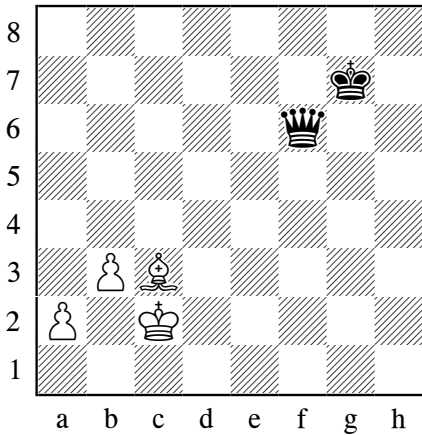


Figure 2--Pin

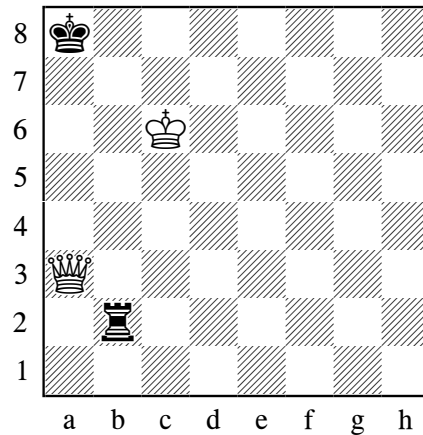


Figure 5—Double Attack

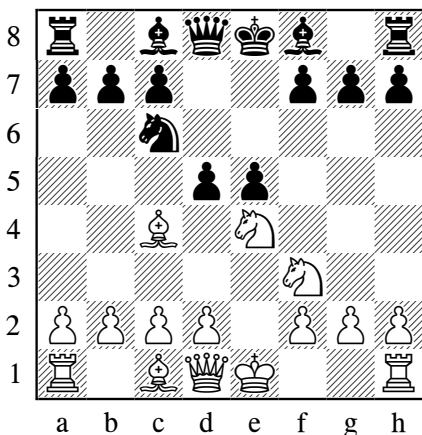


Figure 3—Pawn Fork

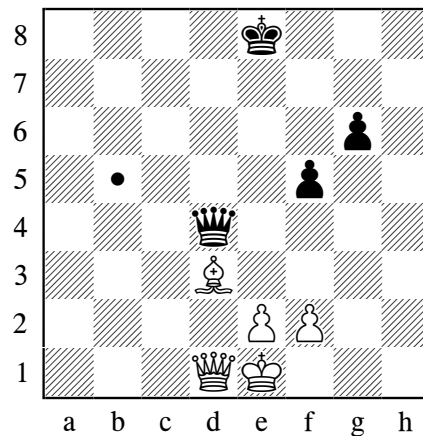


Figure 6—Discovered Attack  
(Bishop moves to b5 with check)

