

# Pre-Tournament Chess Review

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## The following is an outline of what I will talk about before the tournament or in classes prepping for tournament play.

- Rules of the Game
  - Board Layout
  - Board Numbers
  - R - 5
  - B - 3
  - Q - 9
  - N - 3
  - K - all
  - P - 1
    - En Passant
  - Castling
  - Check
  - Check-Mate
  - Stale-Mate
  - Setup
  - White always goes first
- Tournament Etiquette
  - End of Game Procedure
    - Shake Hands
    - Leave Position where it is and report who won.
    - Go back to the board and set the pieces up again.
    - After last round, put pieces back in bag after they are set up.
  - Touch Move
    - Touch your piece, you have to move it.
    - Touch your opponents piece, you have to take it.
    - Touch two pieces at once or use two hands, your opponent decides which one you touched first.
    - Touch a rook first and you cannot castle.
  - A Chess Clock
- Checkmates
  - Magic-square checkmate
  - Back rank mate
  - QK vs K
  - RRK vs K
  - RK vs K
- Fools Mate
- Scholars Mate
- Kings Castle Fortress
- Trading Down Calculations
  - Count Attackers and Defenders
  - If more attackers then piece can be captured
  - Exception – defenders are worth too much.
- If you are ahead then you want to trade down.
- Why getting a rook out the side never works
- Tactics
  - Discovered Attack
  - Forks
  - Pins
  - Skewers
  - Attraction
  - Targets
    - King – check is always most powerful
    - Material – threaten pieces not protected
    - Material – threaten pieces with more attackers than defenders
    - Power squares
  - Space – gain control and occupation of the center
  - Why the center is so powerful
  - Time – get your pieces out first
- Strategy tips
  - Don't move the same piece twice in the opening
  - Knights before Bishops
  - Get your pawns out of the way of your pieces but don't waste too much time moving just pawns.
  - Keep your king protected
  - Keep your pawns helping each other
  - Stop bishops from controlling the board with your pawns.
- How to think
  - Look for at least 3 good moves before deciding what to do
  - When a piece is moved look at both where it went to and where it came from.
  - Think on your opponent's time
    - The psychology of moving faster than your opponent
- Make-a-mate drills
- Chess Problems
- End game – KPvsK