



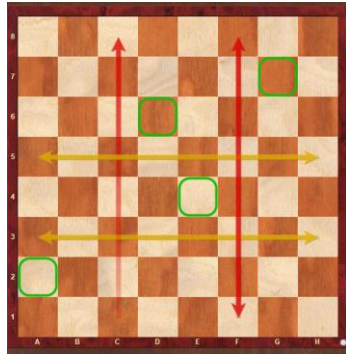
# Delaware Valley Chess Club

## Lesson 1

Curriculum for Absolute Beginners - Teachers notes.

### 1. The board

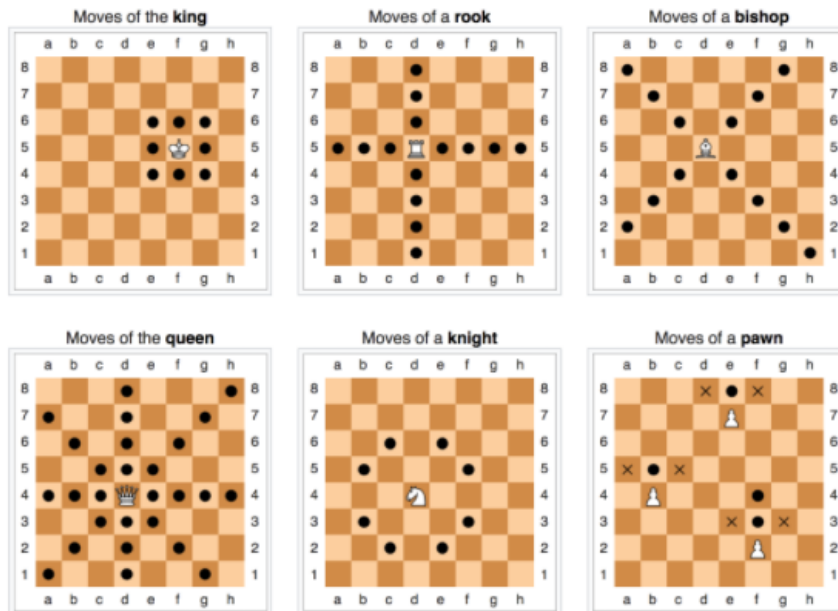
#### a. Files, Ranks, Diagonals



#### b. Every Square has a Name

#### c. White Square in Right Corner

### 2. Name of the Pieces and How they Move



### 3. The Value of the pieces

- a. Queen = 9 Pawns
- b. Bishop = 3 Pawns
- c. King = about 4 Pawns in an endgame when the King is not in danger of mate.
- Rook = 5 pawns
- Knight = 3 Pawns

### 4. Setting up the Pieces on the Board



## Lesson 2

### 1. Starting the game – What are we trying to do?

- a. Develop your pieces. This is the absolute number 1 most important rule of the opening.
- b. Don't make too many pawn moves.
- c. Don't bring your queen out too early.
- d. Don't move the same piece twice.
- e. Castle early.
- f. Develop towards the center.
- g. Clear the back rank and connect your rooks.

### 2. How to Read and Write Chess.

- a. We know each piece has a name and each square has a name.
- b. When we write the name of the piece we abbreviate:
  - i. K = King
  - ii. Q = Queen
  - iii. R = Rook
  - iv. B = Bishop

- v. N = Knight
- vi. We do not write P for pawn when we write our moves – We just write the location name that the move to. e4 means pawn move to e4.

c. Special annotations:

- i. 0-0 = Castle King side
- ii. 0-0-0 = Castle Queen side
- iii. Ep = En passant
- iv. + = Check
- v. # = checkmate
- vi. “=” means pawn promotion

3. Our 1<sup>st</sup> Tabia?

What is a tabia?

A position in the opening of a game that occurs after a sequence of moves that is heavily standardized, and from which the players have many possible moves again.

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 5.d3 d6 6.0-0 0-0 7.Bb3 a6 8.Nbd2 Ba7 **9.h3**

So What did White and Black do?

They:

1. Pawns in the center
2. Develop pieces
3. Bring the king into safety

In my database there are 1650 games that arrive at this position and from here Black has a choice of 12 different moves.

