

A Beginner's Chess Workbook



Ian Youth

2014 K-8 Maine State Chess Champion

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Book Design

My opinion on chess books today is that there are too many books for advanced and expert chessplayers and not enough books for beginners and novice chessplayers. That is why *A Beginner's Chess Workbook* is designed for the complete beginner. The book starts with the assumption that the reader has no prior knowledge of the game of chess. It does not bypass the basics of chess—there are over 15 pages of basic setup and piece introduction, as well as a quiz after to assess the reader's understanding of the game.

A Beginner's Chess Workbook is a must have for any person new to chess. It is an easy and fun read for children as well as a great instructional book for parents and chess instructors and coaches. It is not just another chess workbook. *A Beginner's Chess Workbook* is truly one of a kind.

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Author's Note:

Chess books are not designed to be read cover to cover. A Beginner's Chess Workbook does not have to be read in one sitting. If you think a section is too easy or too hard, feel free to skip around and find a different section that is to your liking.

Chapter One

Introduction

History

Board

Pieces

Setup

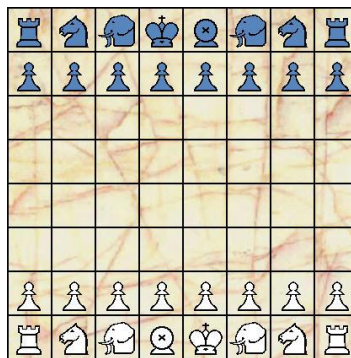
What is Chess?

Chess is a game of war, invented over 1300 years ago in the country of India under the name *Chaturanga*. Over the years, it changed names; the rules changed, and eventually became the chess we know today.

Chess is a battle of the minds. Two people face off against each other on a checkered 64-square board, each controlling their own 16 piece army—one White, one Black—their armies consisting of 1 King, 1 Queen, 2 Rooks, 2 Bishops, 2 Knights, and 8 Pawns.

The Goal of the Game

The goal of chess is to “checkmate” your opponent’s king. Checkmate occurs when the “checked” king is unable to escape “check” from the opposing army. However, before we go deeper, we need to learn more about chess pieces and the board itself.

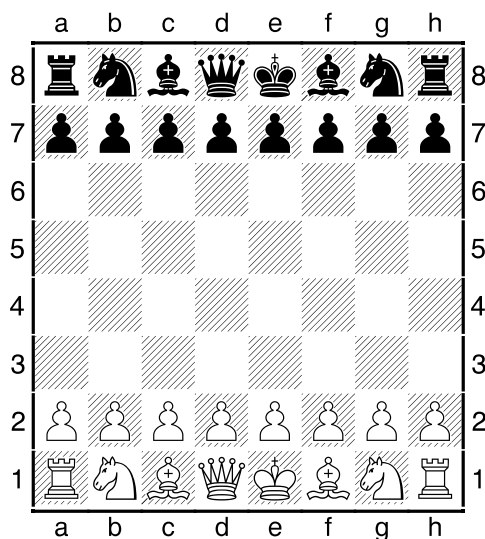


Chaturanga—Chess’ Ancestor.

(The elephant was later omitted from play and replaced with the bishop.)

The Chessboard

The chessboard looks like a checkerboard (Diagram 2.)















The chessboard and its pieces.

****Careful!****

There is only one correct way to set up the chessboard.
Always remember to have a white square on the bottom
right corner and the Queens on their corresponding colors.
In the diagram above, the White Queen is on the square d1,
the Black Queen on square d8.

The Pieces

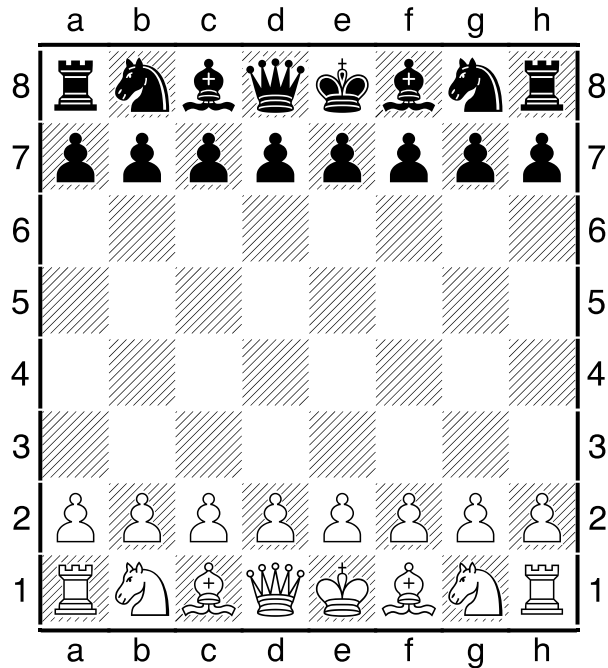
There are 6 different chess pieces:

King:		
Queen:		
Rook:		
Bishop:		
Knight:		
Pawn:		

Each piece also has a relative value on the chess scoring system (pieces with higher numbers have higher value).

King:	Infinite
Queen:	9
Rook:	5
Bishop:	3
Knight:	3
Pawn:	1

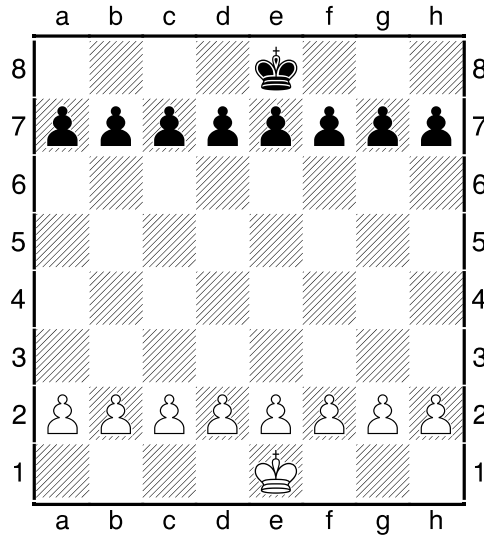
Chessboard Notation



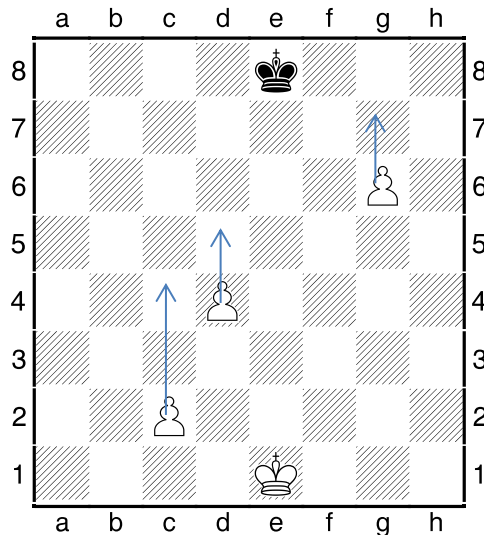
On the chessboard, the vertical rows (a-h) are called files; the horizontal rows (1-8) are called ranks, and the squares connected by corners (For example, d4 and e5) are called diagonals. Remember—always have a white rook start on the square h1 and a black rook start on h8.

The Pawn

The pawn is the lowly foot soldier of the army. It has the lowest value on the chess scoring system (1 point). Each side starts with 8 pawns. A pawn can only move one square forwards at a time—however, on its first move, it may move two squares if desired. Otherwise, the pawn only gets to advance one square each move.



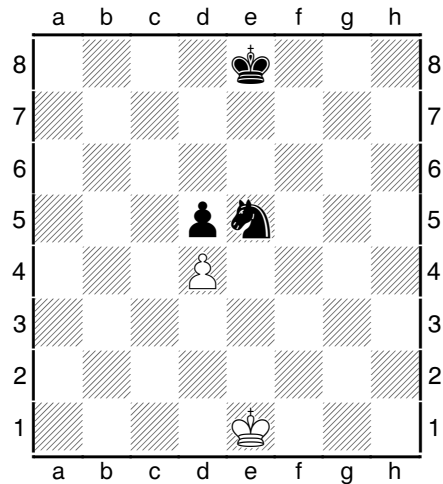
The pawns (and kings) are on their starting squares. In this position, since no pawns have moved yet, each one has the choice to advance either one or two squares, whichever one is desired.



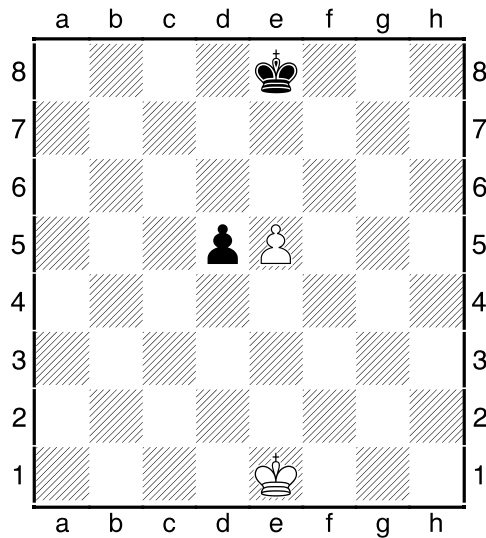
The arrows indicate where each white pawn can move. Notice that the pawn on c2 is the only one that is able to advance two squares.

Capturing with Pawns

The pawn is unique because it is the only chess piece that captures differently than its regular move. A pawn may capture an opposing piece that is diagonally ahead one square and then take its place.



The white pawn on d4 may capture the black knight on e5.
It may not capture the pawn on d5.

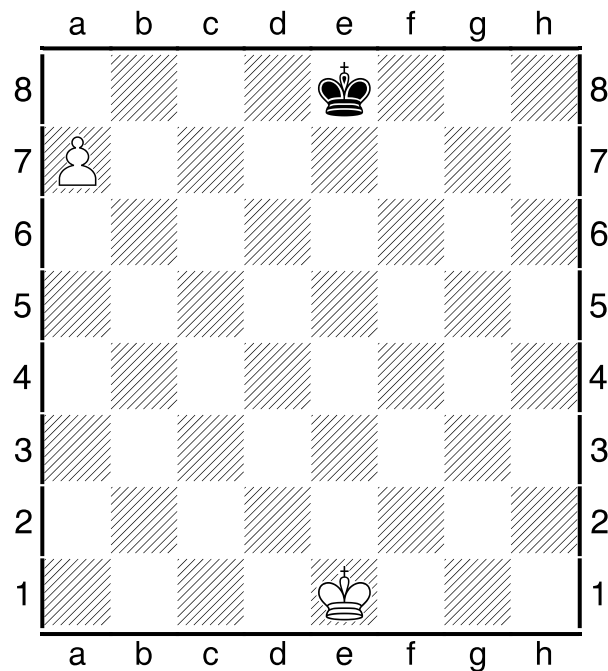


The pawn has captured the knight on e5.

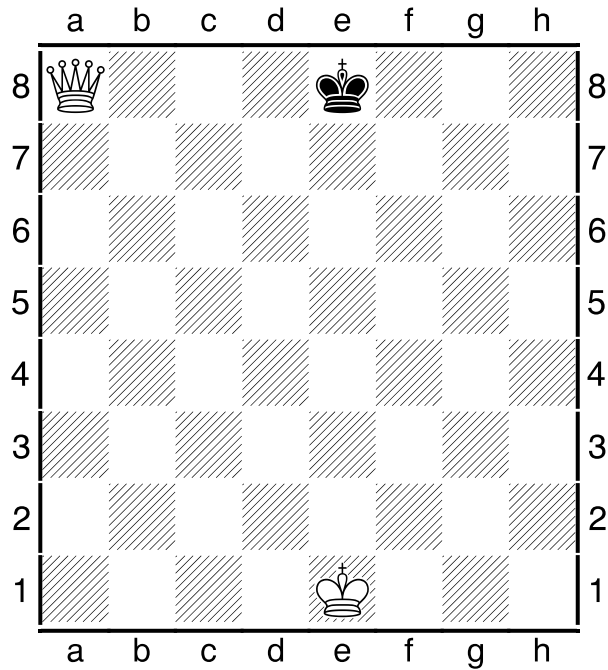
Special Pawn Rules

Pawn Promotion

When a pawn reaches the end of the board, they may *promote* and become either a knight, bishop, rook, or queen. A pawn may promote to any of those four pieces regardless of what is still on the chessboard.



On its next move, the white pawn on a7 will reach the end of the board. Then, it must promote to a knight, bishop, rook, or queen.

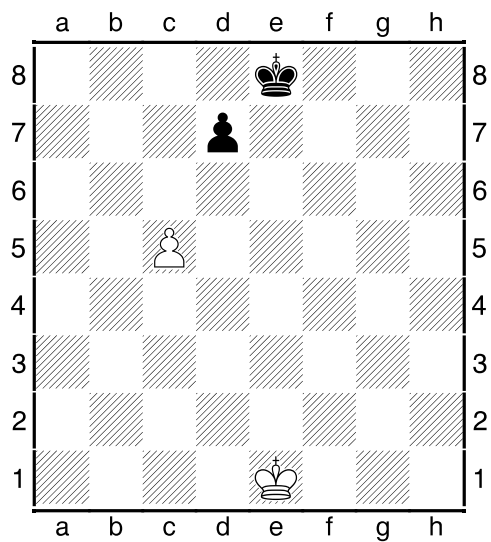


White has promoted the lowly foot soldier to a queen, the most powerful chess piece!

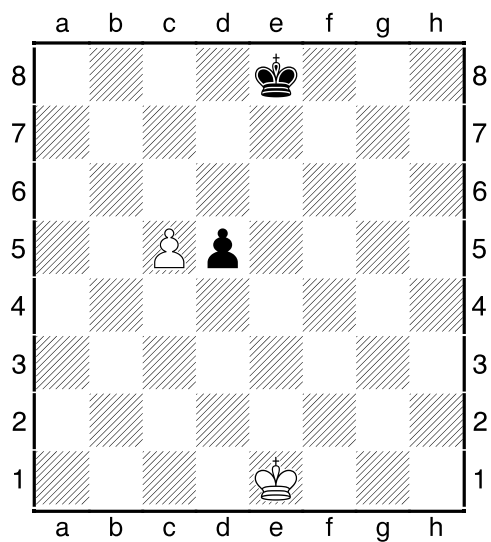
“En passant”

French for “In passing.”

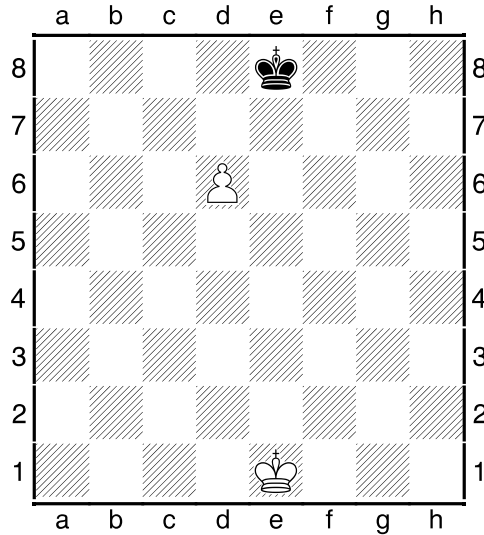
En Passant is a special move that pawns can make under certain circumstances. A pawn may capture “en passant” if an opposing pawn moves two squares to arrive next to it (see diagrams). Even though the pawn that advanced is not under attack, en passant allows it to be taken. This capture must happen immediately.



Before the En Passant capture. Notice that the white pawn on c5 attacks the d6 square.



Black has moved the pawn on d7 to d5, passing through the square d6, attacked by White's pawn on c5.

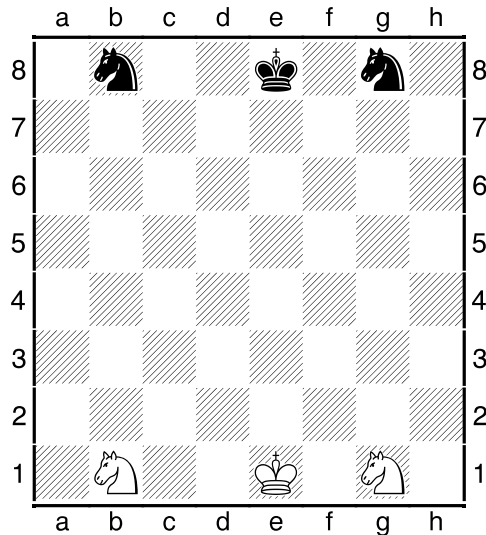


White has captured the black pawn on d5 by advancing to the normal capture square d6. En passant must be made immediately after a pawn is advanced two squares, or else it does not apply.

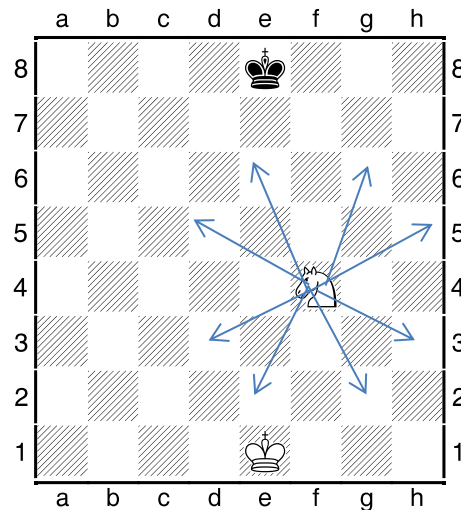
Now you've had a full explanation of how pawns work! While some rules may be a little complex, it's ok. If you feel like it and you have a chessboard near you, try playing through positions where *promotion* and *en passant* can occur.

The Knight

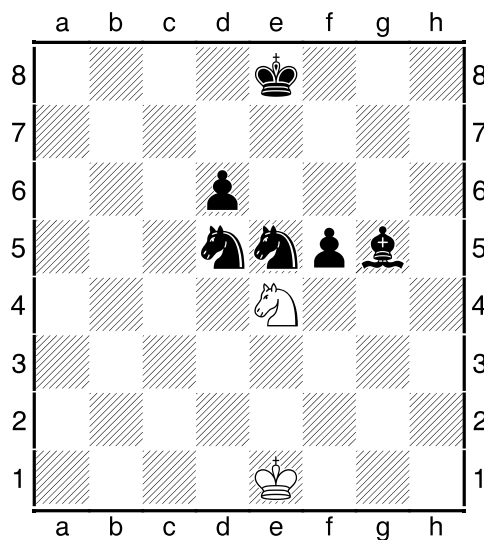
Out of all the chess pieces, the knight has the most interesting way to move. It may jump over pieces, and it moves in an “L” shape. The knight is worth 3 points on the chess scoring system. Each side starts with 2 knights.



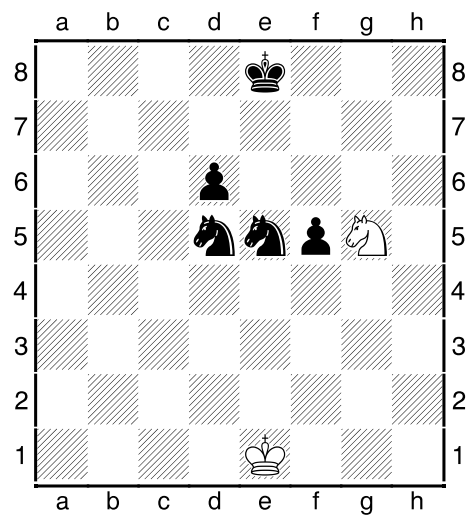
The Knights (and Kings) on their starting squares.



The arrows indicate where the white knight on f4 can move to (remember the “L” shape!).



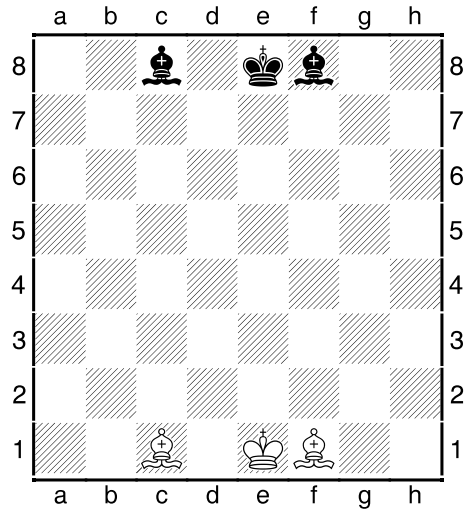
The White knight on e4 is attacking the black pawn on d6 and the black bishop on g5. Remember that the knight can attack a piece even if another piece appears to be in the way.



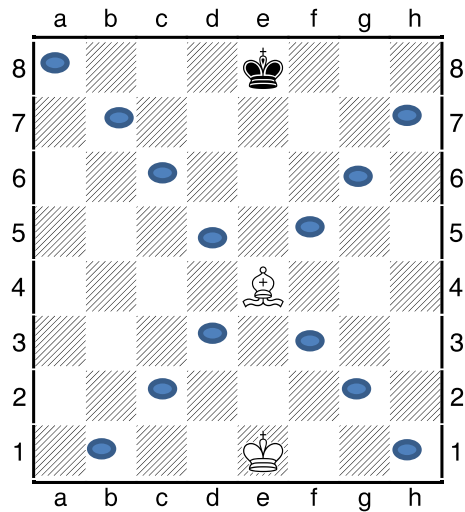
The knight has captured the bishop on g5. Notice that the pieces the white knight jumped over are *not* removed.

The Bishop

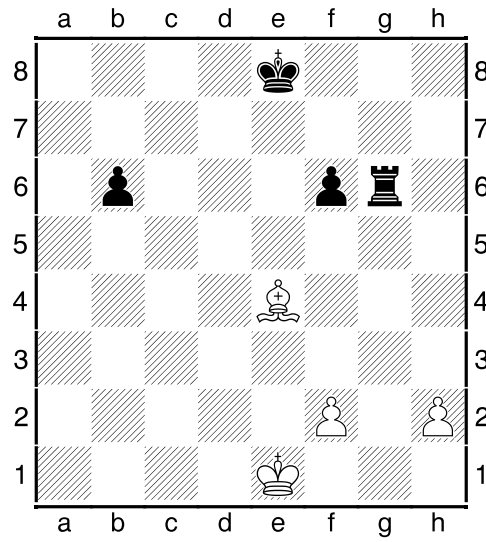
The bishop is worth 3 points on the chess scoring system, although at times it may be considered $3\frac{1}{2}$, slightly more than a knight. The bishop can move only diagonally—each side has 2 bishops, one on black squares and one on white squares.



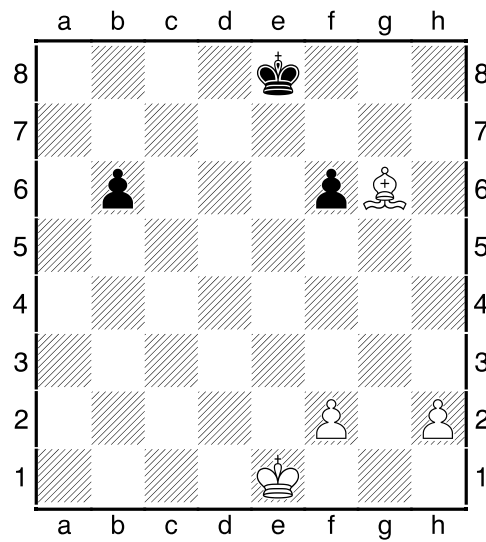
The bishops (and kings) on their starting squares. Each side has one light-squared bishop and one dark-squared bishop.



The bishop on d5 can move to any of the squares with a dot.



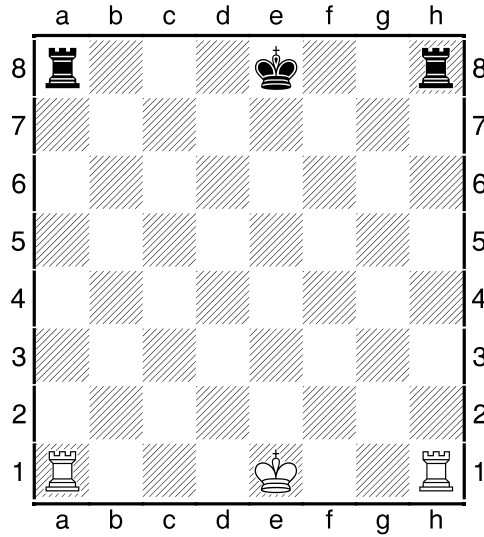
The white bishop on e4 is attacking the black rook on g6.



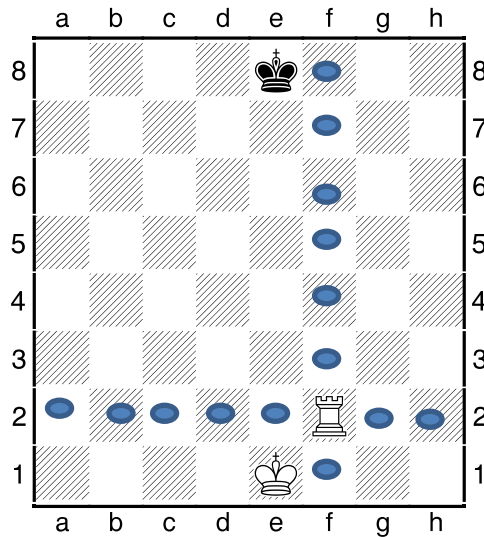
The bishop has captured the rook on g6.

The Rook

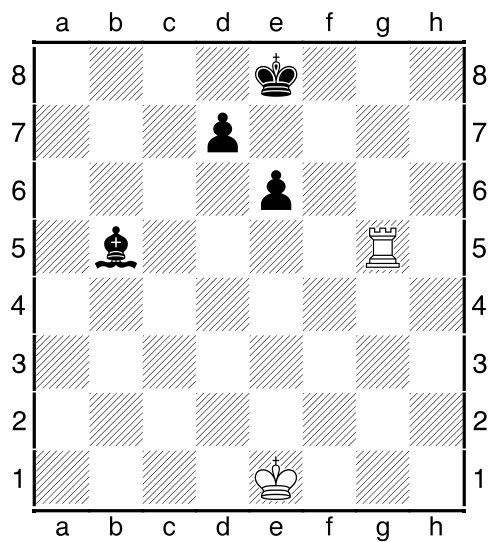
The rook can move forward, backward, and side to side. It is worth 5 points on the chess scoring system.



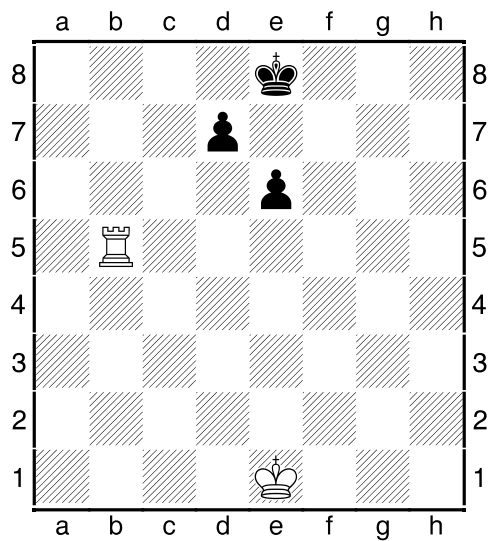
The rooks (and kings) on their starting squares.



The rook on f2 can move to any of the squares with a dot.



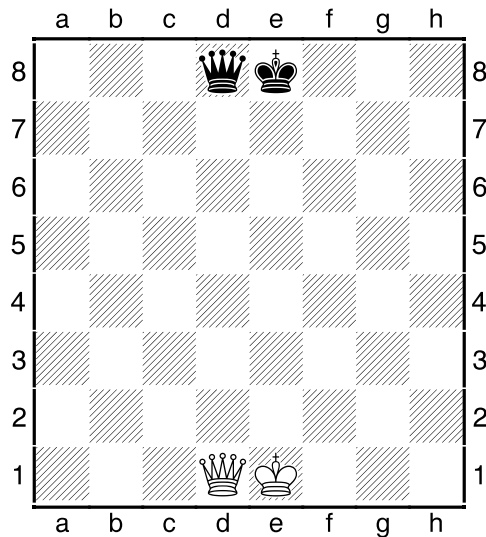
The white rook on g5 is attacking the black bishop on b5.



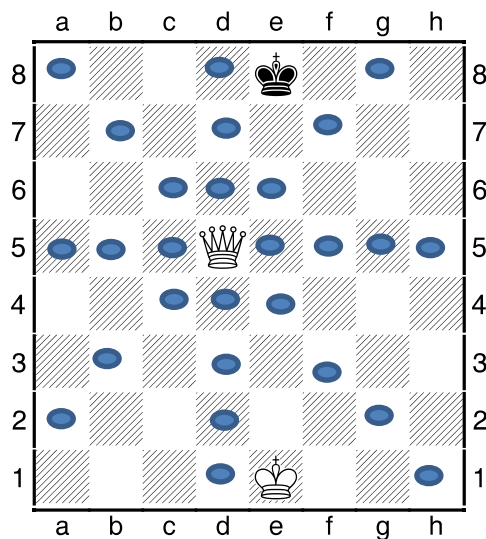
The rook has captured the bishop on b5.

The Queen

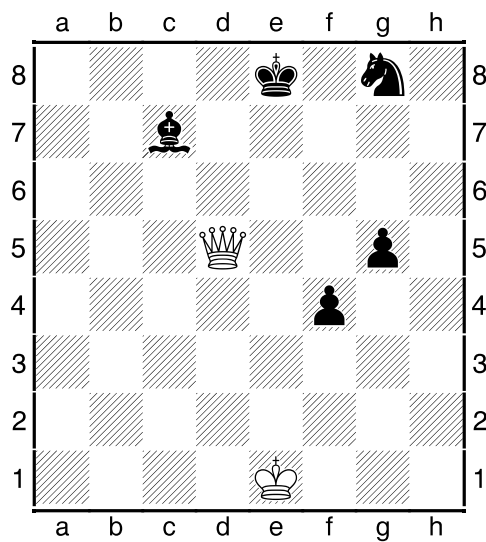
The Queen is the most powerful piece on the chessboard. It also has the highest value (aside from the king) on the chess scoring system (9 points). The queen moves either as a bishop or a rook.



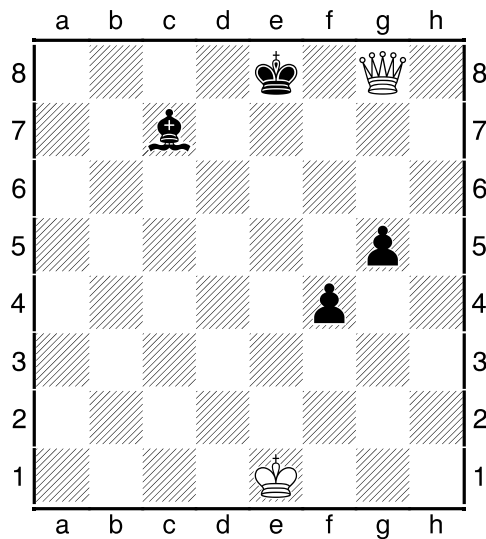
The queens on their starting squares.



The queen on d5 can move to any of the squares with a dot.



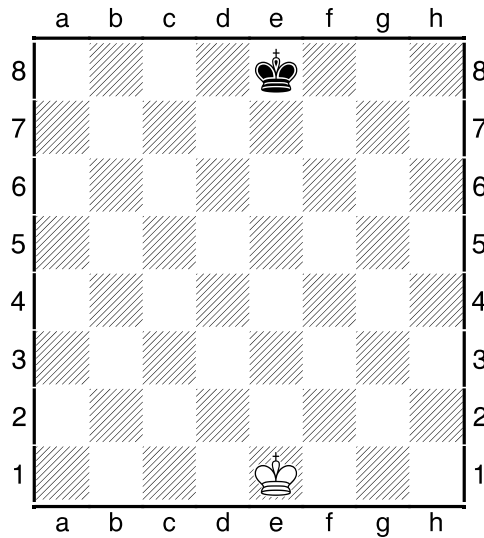
The white queen on d5 is attacking the black knight on g8 and the black pawn on g5.



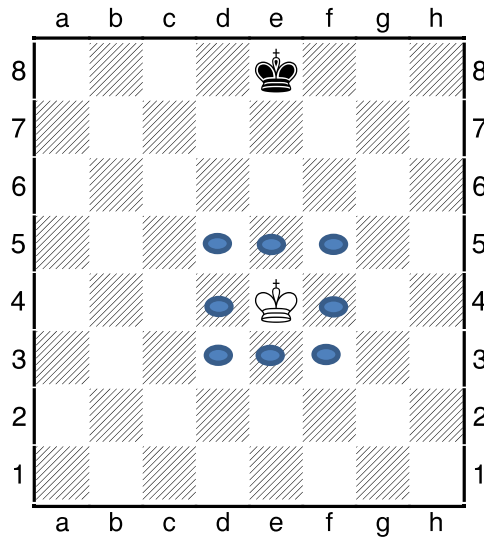
The queen as captured the knight on g8.

The King

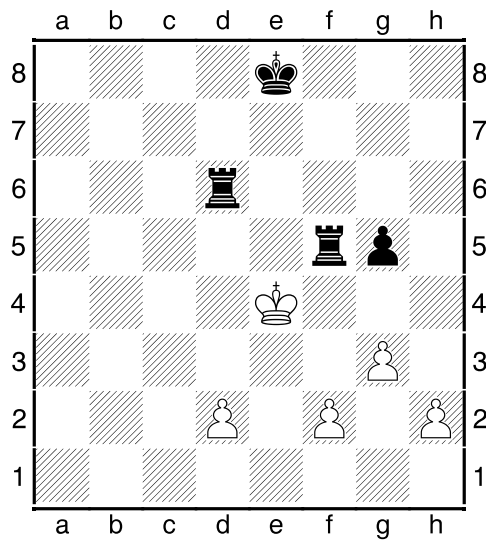
The King is the head of both armies. It has infinite value, because if the king is lost, the game is lost. The king can move one square in any direction—however, *the king may not move to a square where it would be attacked.*



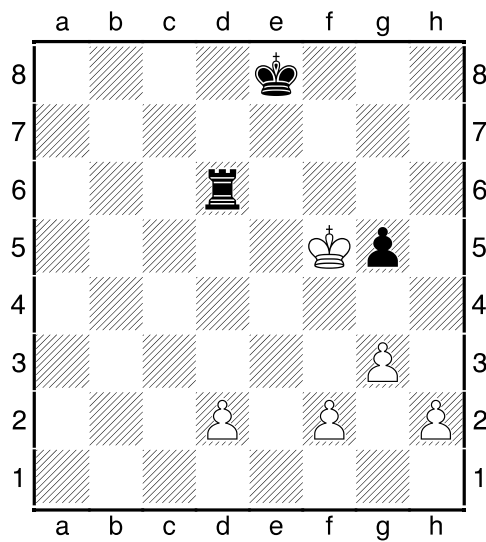
The kings on their starting squares.



The king on e4 can move to any of the squares with a dot.



The white king on e4 is attacking the black rook on f5.



The king has captured the rook on f5. Remember—kings can only capture pieces if they are not protected by another piece.

Special King Rules—Check and Checkmate

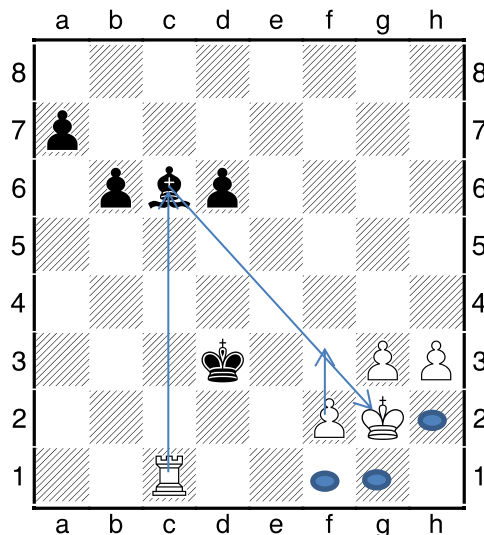
Check

When a king comes under attack by an opposing piece, it is called “check.” If possible, the king *must* get out of check his next turn. If this is not possible, the king cannot escape and “checkmate” occurs. If a king is checkmated, the game ends and the side with the checkmated king loses.

How to Escape Check

There are three ways to escape check.

1. Move the king to a safe square
2. Capture the attacking piece
3. Blocking the attacking piece

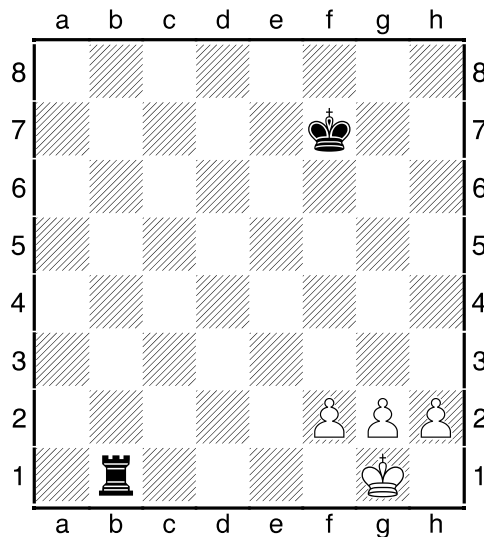


The black bishop on c6 has put the king on g2 in check. White has three options. He can either move the king to any of the squares with a dot, he can advance the pawn on f2 one square to block the bishop's attack, or he can capture the bishop with his rook on c1.

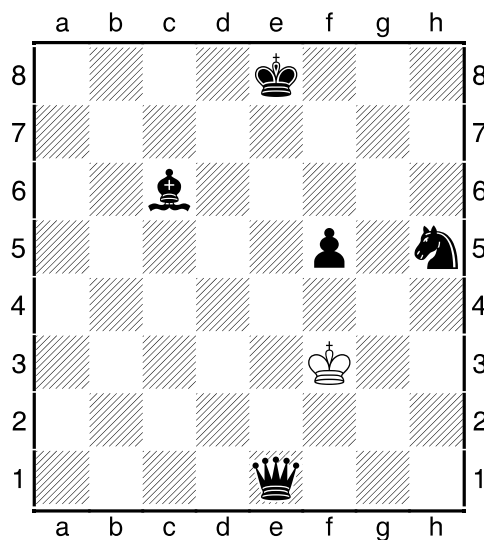
Tip: If you have a chessboard handy, try setting up positions where a king is in check. Then, try escaping check using one of the three ways mentioned above.

Checkmate and Stalemate

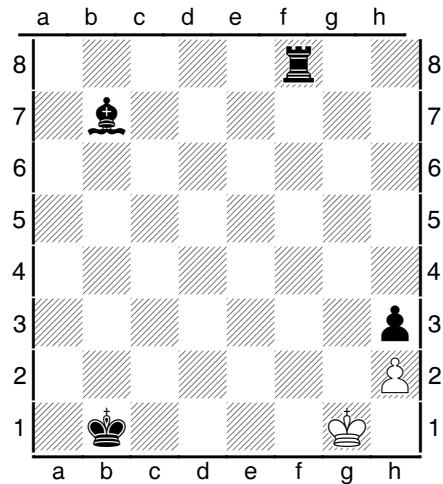
Checkmate occurs when a king cannot escape check by using one of the three methods.
Stalemate occurs when an army has no legal moves yet the king is not currently in check.
If stalemate occurs, the game is a tie.



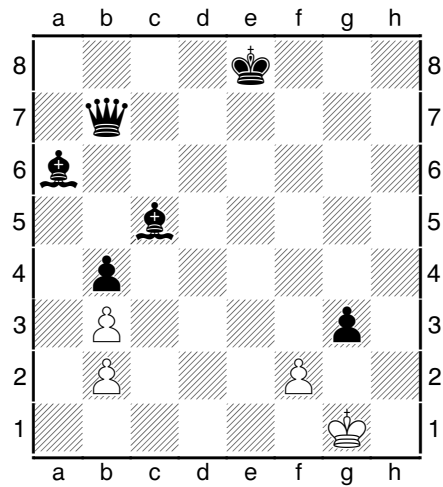
White's king cannot escape check. It is checkmate and Black wins the game.



White is in checkmate. His king has no way to escape check.



White is in stalemate. His king is not in check yet he has no legal moves.



White is in stalemate. He cannot capture the black pawn on g3 with his on pawn on f2 because the black bishop on c5 is preventing the pawn from moving. The White king would be in check if white moved his pawn on f2.

Other Ways a Chess Game can End

There are a few other ways a chess game can end besides checkmate and stalemate.

The game ends in a draw (a tie) if:

The same position is repeated three times (not necessarily in order)

50 moves play out without a pawn capture

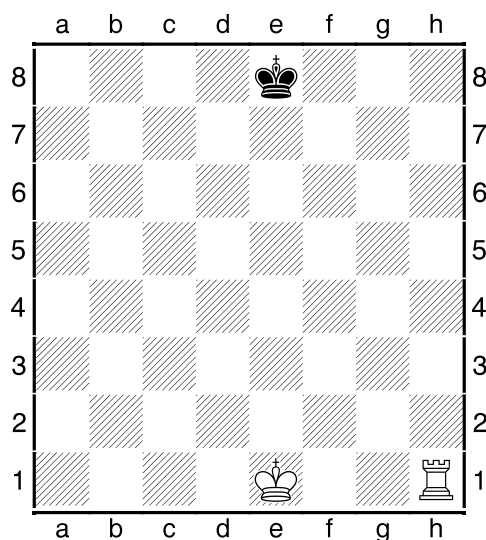
50 moves play out where one side has only a king

White and Black draw by mutual agreement

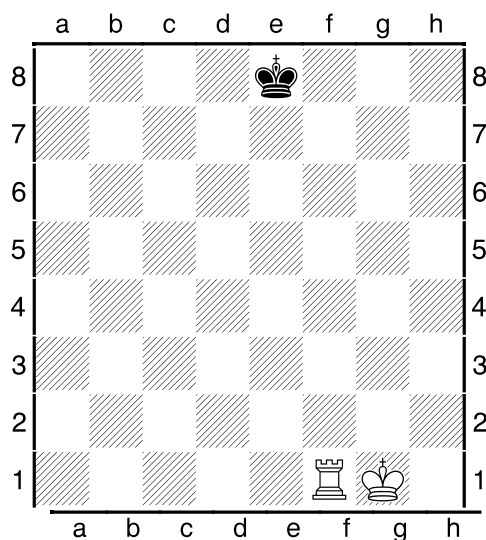
One More Special Rule—Castling

Castling involves the king and a rook, and it is the only move in chess where two pieces can move at once. The king moves two squares to either the right or left of his starting square and the rook jumps over the king so they are next to each other. Castling is important because it enables the king to go to a safer place while bringing a rook to a more active place on the chessboard.

“Kingside” Castling

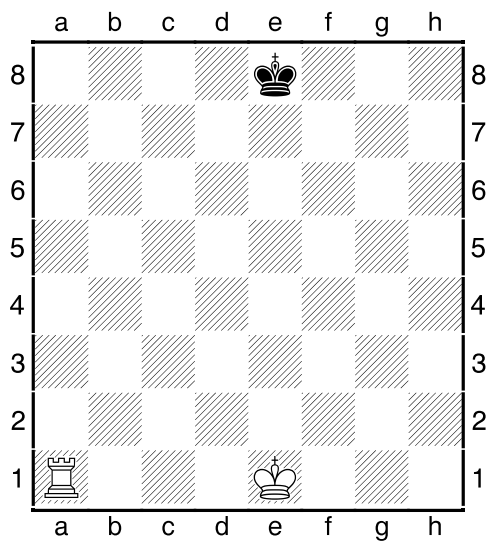


White—before kingside castling.

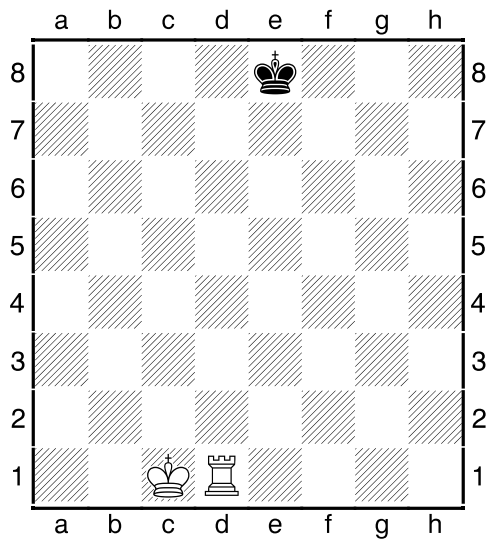


White—after kingside castling.

“Queenside” Castling



White—before queenside castling.



White—after queenside castling.

More on Castling

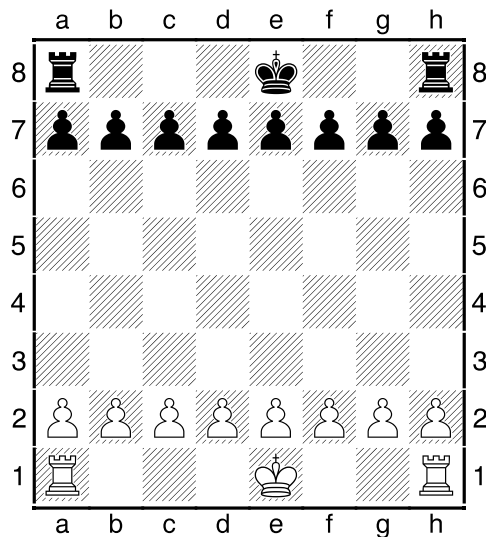
Because castling is such an important move in chess, there are certain requirements that must be met before castling can happen.

The king and the rook concerned must not have moved from their starting squares beforehand (the other rook could have moved).

The king cannot castle out of check.

The king cannot pass through check or land in check when castling occurs.

The path must be completely clear between the king and the rook concerned (if any piece is in the way, castling cannot happen).



Quiz!

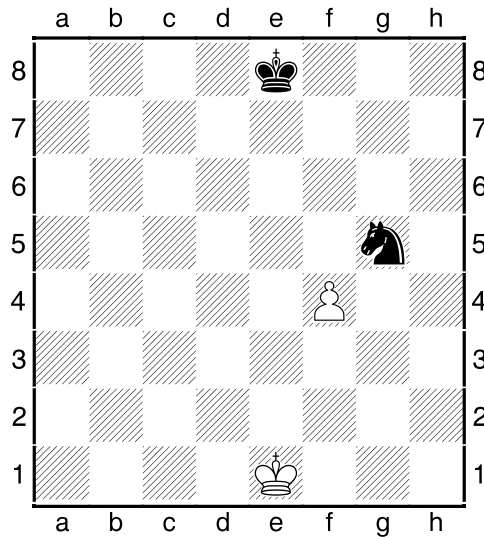
Now it's time to see
what you've learned!

Don't worry; soon
you'll be learning the
tactics and strategies
of chess played by
top-notch players from
around the world.

But first, some practice!
This quiz will test your
knowledge of the basics of chess.

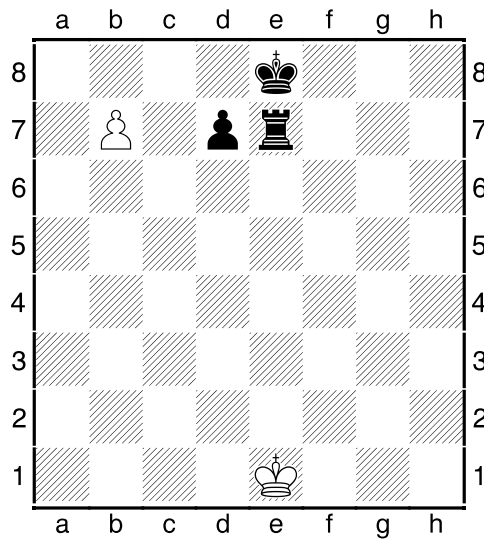
(The answers are on the
page after the end of the quiz.)

Pawns



1. Which two squares can the white pawn move to? Circle your answers.

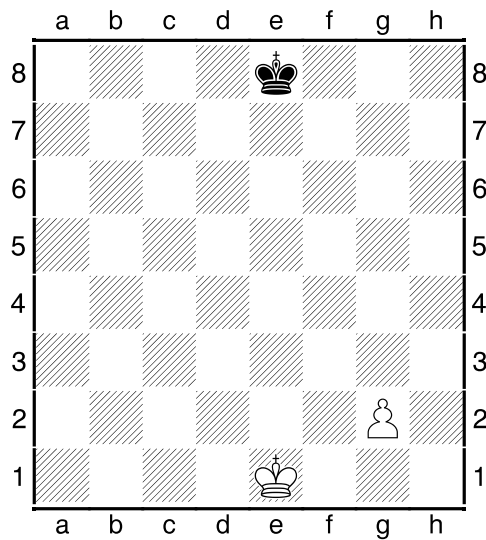
e5 f3 g5 f5 f6



2. Why can the white pawn not promote on b8? Circle your answer.

White is in check.

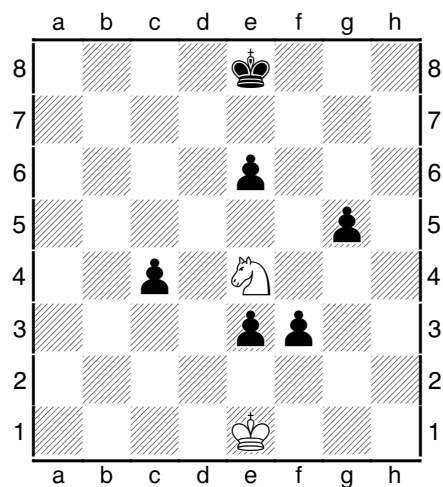
The rook is preventing the pawn from promoting.



3. Which square/squares can the white pawn move to? Circle your answers.

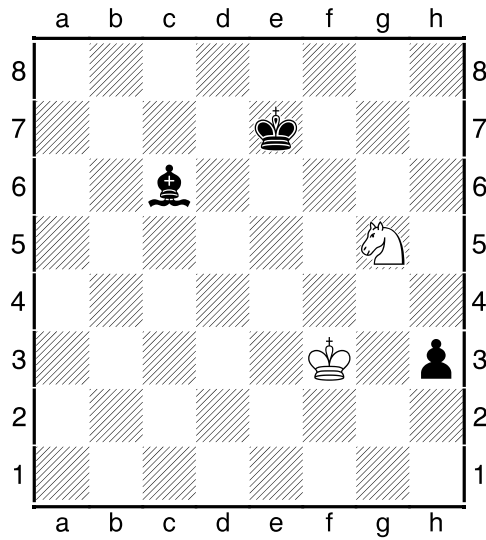
g1 f2 g3 g4 g5

Knights



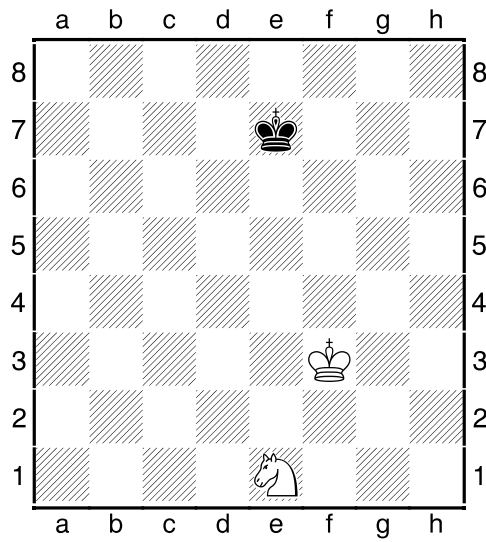
4. Which black pawns can the white knight capture? Circle your answers.

e6 g5 f3 e3 c4



5. Can the white knight capture the black pawn on h3?
Circle your answer.

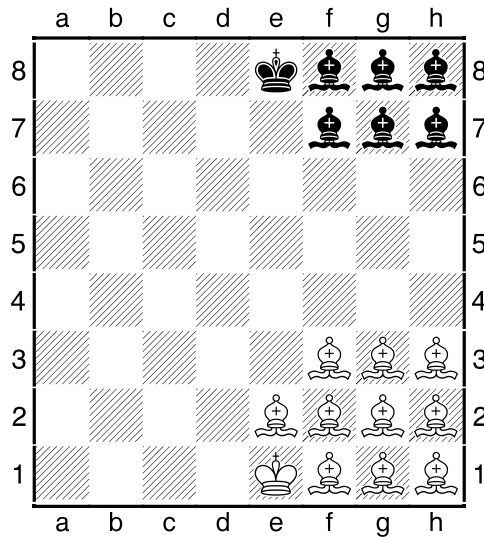
Yes No



6. Which squares can the white knight move to? Circle your answers.

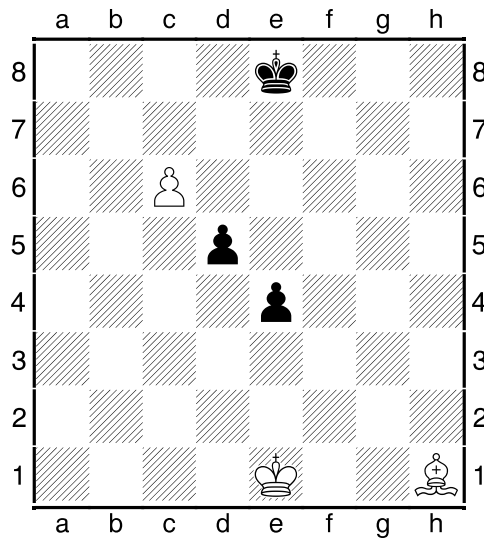
b4 c2 d3 f3 e1 g2 f8

Bishops



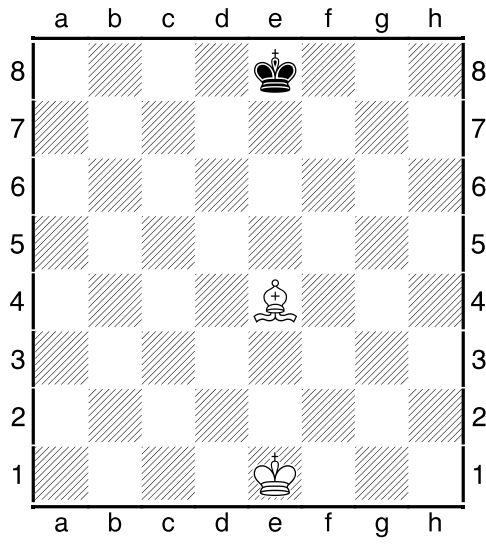
7. In total, how many extra bishops are on the chessboard?
Circle your answer.

8 10 12 14 16



8. How many pieces can the white bishop capture? Circle your answer.

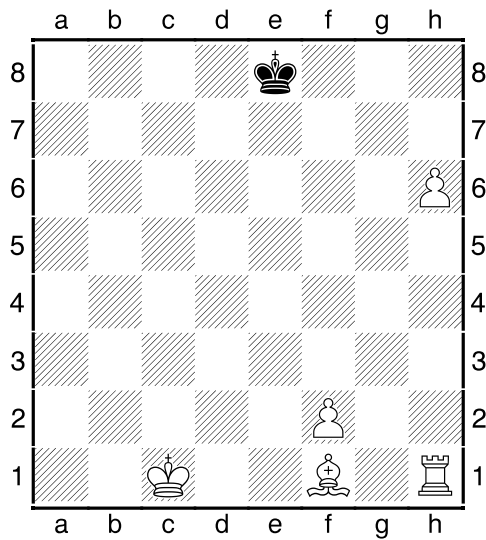
1 2 3



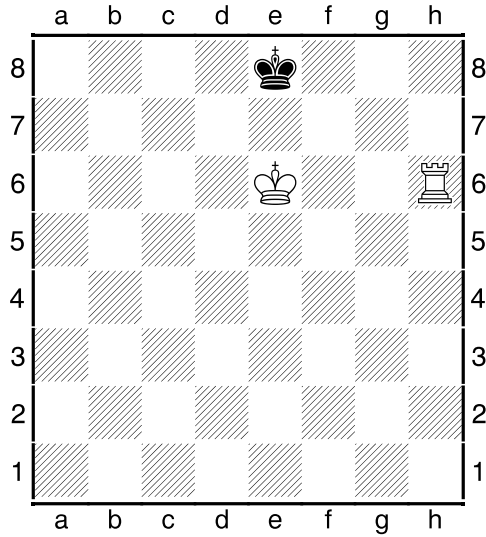
9. Which two squares can the white bishop move to in order to place the black king in check? Circle your answer.

d5 c6 b7 h7 g6 f5

Rooks



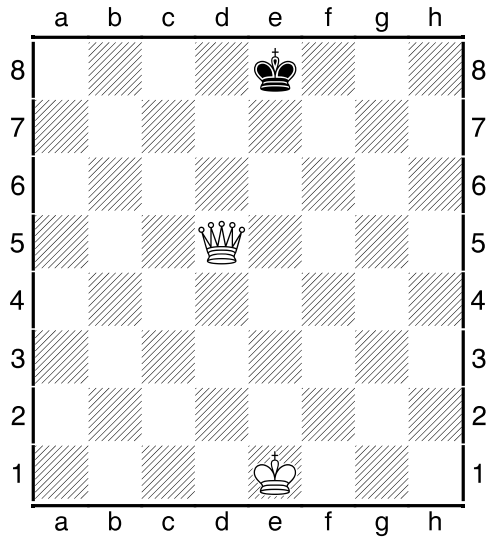
10. List all of the squares the white rook can move to.



11. Where can the white rook move to deliver checkmate, thereby winning the game? Circle your answer.

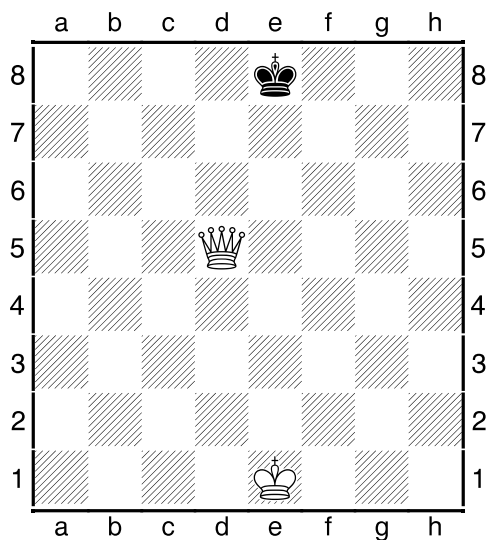
h7 e7 f6 h8 g6 h1 a8 a6 e2

Queens



12. How many different squares can the white queen move to in order to place the black king in check? Circle your answer.

3 5 7 9 11



13. How many squares can the white queen move to? Circle your answer.

21 24 27 30 51

Kings

14. Up to how many squares can a king move at a time (during any normal move)? Circle your answer.

1 2 3 4 5 6 7 8

15. Which move allows the king to move differently than his normal move? Circle your answer.

Castling En Passant Promotion Check

16. Can a king capture a protected piece?

Yes No

Castling

17. When can castling *not* happen? Circle your answers.

When pieces are in the way

When the king is in check

When either the king or the rook involved has moved

When the king would pass through check if castling happened

When the knights have not removed from their starting squares

When the opposing king has moved

Extra Quiz Questions

18. How many points are knights and bishops worth? Circle your answer.

1 3 5 9 Infinite

19. How many points is a pawn worth? Circle your answer.

1 3 5 9 Infinite

20. How many points is a king worth? Circle your answer.

1 3 5 9 Infinite

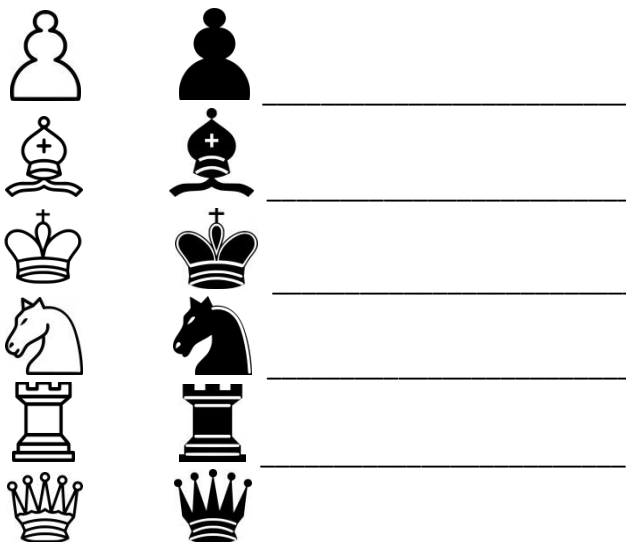
21. How many points is a queen worth? Circle your answer.

1 3 5 9 Infinite

22. How many points is a rook worth? Circle your answer.

1 3 5 9 Infinite

23. Write the names of the pieces next to the pictures.



Answer Key

Pawns:

1. g5 and f5.
2. White's king is in check. He must move out of check before promoting.
3. g3 and g4.

Knights:

4. g5.
5. White cannot capture the black pawn on h3 because his king is in check.
6. c2, d3, and g2.

Bishops:

7. There are twelve extra bishops on the chessboard.
8. 1 black pawn can be captured by the white bishop.
9. c6 and g6.

Rooks:

10. g1, h2, h3, h4, and h5.
11. White can move his rook to h8 to deliver checkmate.

Queens:

12. The queen can place the black king in check on 11 different squares. Did you find them all?
13. The white queen can move to 27 different squares.

Kings:

14. The king can move 1 square at a time.
15. Castling is the only move where the king can move more than one square.
16. A king cannot capture a protected piece—he would place himself in check.

Castling:

17. The first five options are all examples of when castling cannot happen.

Extra Quiz Questions:

18. Knights and bishops: 3 points

19. Pawns: 1 point

20. King: Infinite

21. Queen: 9 points

22. Rook: 5 points

23. Piece names:

Pawn

Bishop

King

Knight

Rook

Queen

Tip!

Because you know where each piece ranks on the chess scoring system, make sure you pay attention to what you are capturing.

In most cases, never take a piece of lower value with one of your pieces that has a higher value if your piece can be recaptured! If you do, you will have less total points in your army and your army will be weaker than your opponents!

Chapter Two

Recording your Games—Chess Notation

Basic Opening Strategies

Controlling the Center

Developing your Pieces

Basic Endgame Strategies

How to finish off your Opponent

Basic Checkmating Patterns

How to Record your Games—Chess Notation

Have you ever played a game of chess before and wanted to save it forever, but didn't know how?

If so, then you've come to the right place. Welcome to the world of chess notation, a simple way to keep track of every chess game you've ever played.

There are different types of chess notation, but the easiest one to learn is algebraic notation. In algebraic notation, each piece is designated a letter.

King=K

Queen=Q

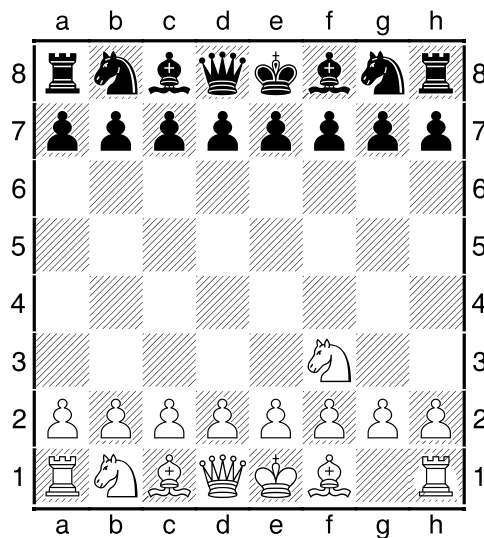
Rook=R

Bishop=B

Knight=N (K is already taken by the king)

The pawn does not get a letter.

To write a move, you write the letter of the piece moving and then the square it moves to.



1. Nf3

Diagram 1—White has moved his knight to square f3.

For capturing, simply put an “x” between the letter designating which piece is moving and the square the piece has moved to (in Diagram 1, if white had taken a piece on f3, it would have been written “Nxf3.”)

Careful! If you are trying to capture with a pawn on square d5, do not simply write “xd5”. Make sure you put the file the pawn was originally on before the x when you write the move (the move now would be written “cxd5” or “exd5,” depending on which file the pawn was on).

Special Rules for Chess Notation

There are a few other notation symbols that must be explained.

Kingside Castling: O-O

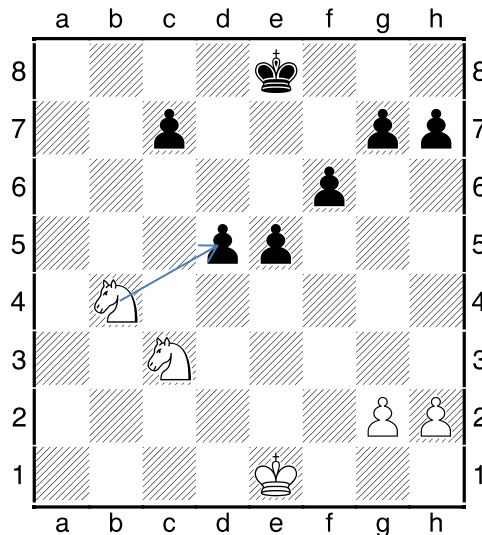
Queenside Castling: O-O-O

Check: +

Checkmate: #

If there are two pieces that can move or capture to same square, simply write the file for which piece moved. If two pieces are on the same file, write the rank from which the piece moved.

Tip: Remember that files are designated by the letters a-h and ranks are designated by the numbers 1-8.



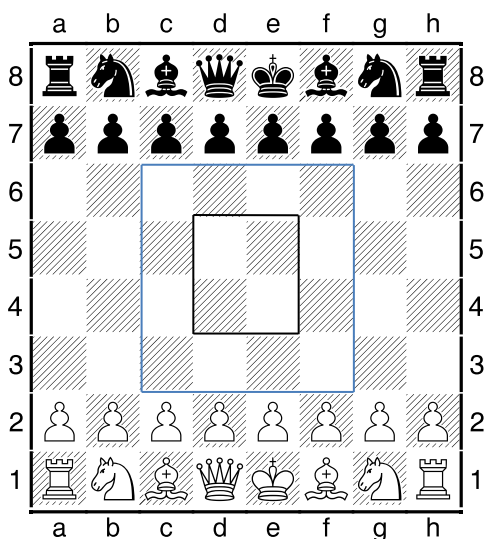
Nbxd5.

Opening Strategies

Now that you have the basics of chess down, it's time to learn a little strategy.

How to Start a Game

One of the main goals when beginning a chess game is to control the center. What exactly does this mean? See the diagram below.



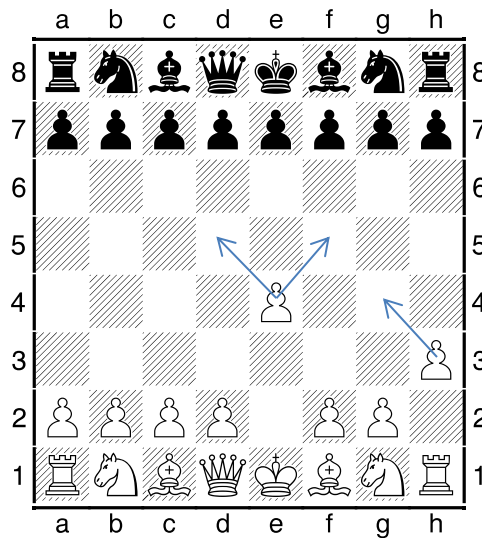
The four squares outlined with a small box indicate the center of the chessboard, which is where much of the action happens. The sixteen squares inside the faded box are considered the “greater center.”

Why is it important to control the center?

If you control the center, you tend to have more space to move your pieces around. If you have more space, your opponent will have less space and less freedom to move their pieces than you.

When starting a game, it is absolutely essential to control the center. This is why most people move either their “d” pawn or their “e” pawn two squares to start the game off (keep in mind that there are exceptions to every rule. Sometimes, people do not move their d or e pawns first).

As you look at the diagram below, think about why moving the “a” or “h” pawns are not good choices to start the game.



The pawn on e4 controls two squares, both of which are central, while the pawn on h3 only controls one square that does not even lie in the center.

How to develop your pieces and make them more active

In the opening stage of a chess game, bishops and knights should generally be activated earlier than rooks or queens, which, because of their high score on the chess scoring system, have the tendency to be attacked by opposing pieces. Another reason to advance pawns to the center is because it opens up pathways where the bishop can access central squares.

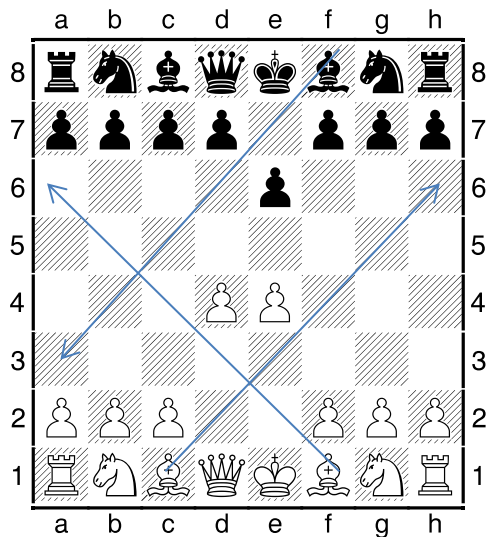
Careful! Although bishops and knights should be developed first, make sure they are not in a place where they can easily be attacked by enemy pieces.

“A knight on the rim is dim.”

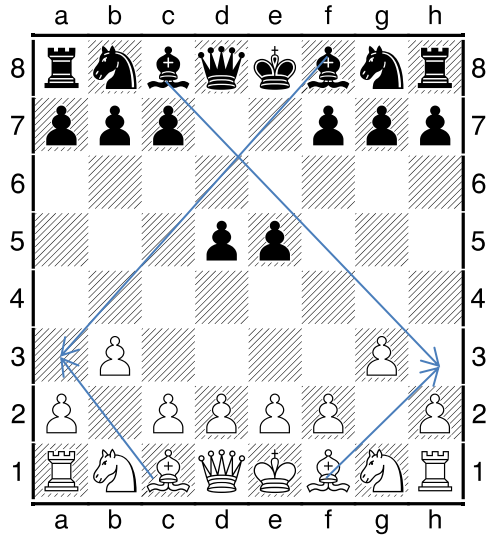
This is a famous saying in the chess world. A knight should be developed towards the center in order to control more central squares. Try to visualize in your head how many squares a knight on f3 could attack. Now try and visualize the number of squares a knight on h3 would attack. Much less, right?

Opening Diagonals

Central pawns can open developing diagonals for bishops much more effectively than pawns on the edge of the chessboard.



The bishops can develop to many squares,
as opposed to the diagram below.



The white bishops have less mobility than the black bishops. Notice that Black also has more central control than White because he advanced his central pawns.

Opening Tips and Summary

In general:

Control the center with pawns.

Activate bishops and knights before rooks and queens.

Castle early to create a safe place for your king.

Make sure you don't bring your queen and rooks out too early, as they can be easily attacked by enemy pieces much weaker on the chess scoring system.

Endgame Strategies

The last stage of a chess game is called the endgame. Although sometimes this is not the case, usually the endgame is when there are fewer pieces on the board and most of the opening and middlegame (the middle of the chess game) action has quieted down. Although checkmate usually happens in the endgame, sometimes you can develop your king if you are careful enough!

Basic Checkmates

Given that checkmate usually happens in the endgame, three main checkmates will be covered in this section.

King+Queen vs. Lone King

King+Rook vs. Lone King

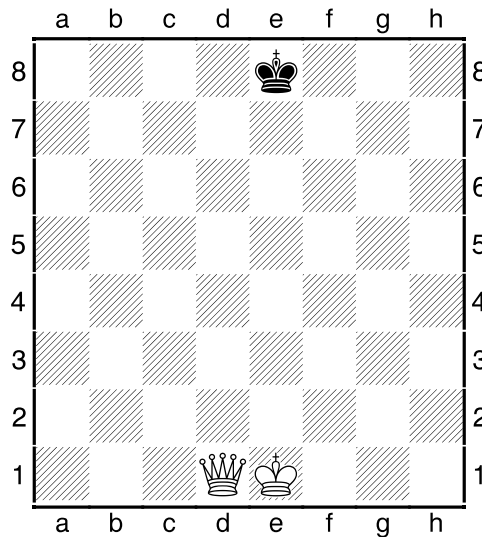
King+Pawn vs. Lone King.

Tip: A king and knight cannot checkmate a lone king. A king and bishop cannot checkmate a lone king either. The best the two scenarios can achieve is stalemate. It is hard, even with two knights, to checkmate a lone king.

Two bishops and a king can work together to checkmate a lone king.

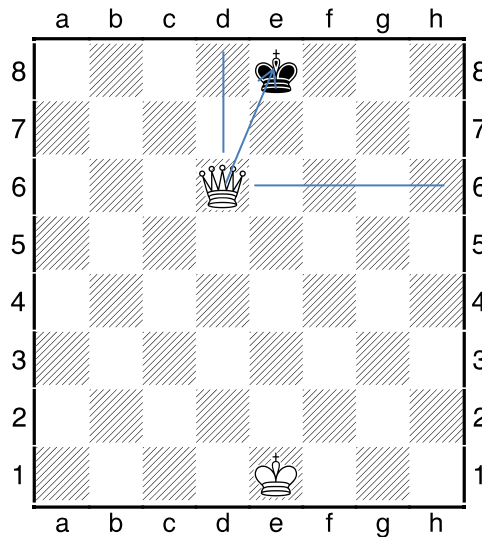
Checkmating with a King+Queen vs. Lone King

Checkmating with a king and a queen is fairly simple.

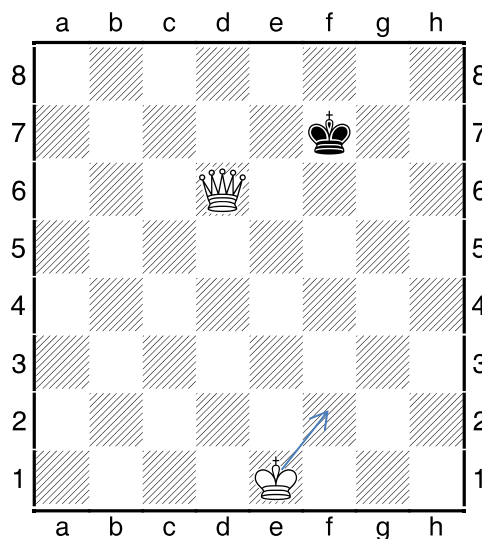


King+Queen vs. Lone King

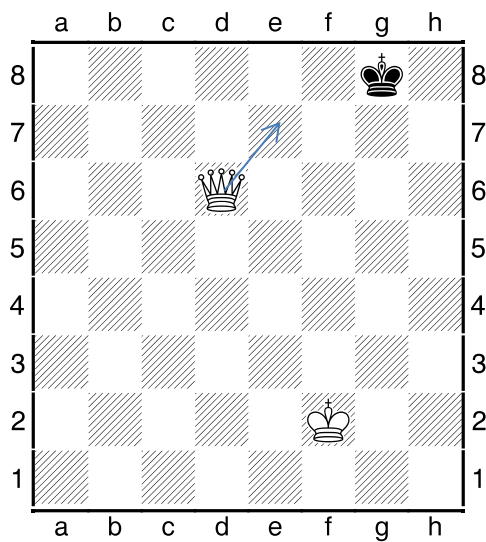
In order to checkmate black, white must shepherd the king to a corner of the board. The way to do this is by cutting the king off with the queen. The queen moves a knight's length away from the king in order to restrict his actions.



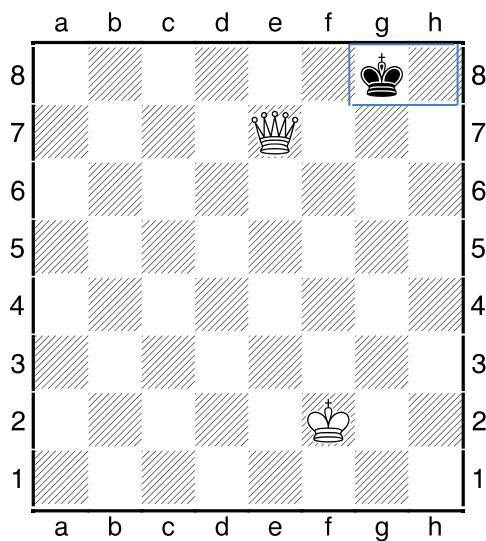
Black's King is confined to a 2x4 box.



Black moved Kf7. Since he is still trapped in the box, the white king can advance to help the queen in their checkmate quest.

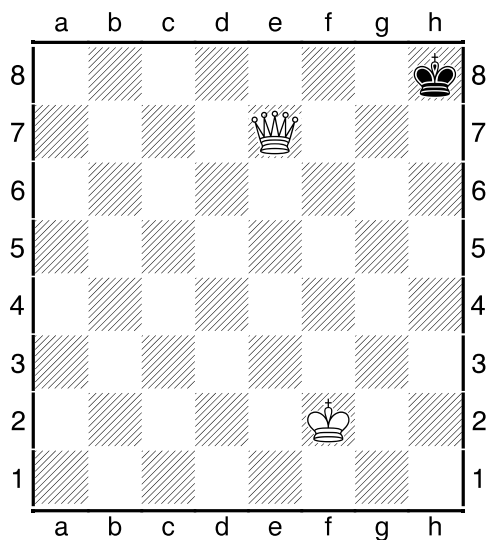


Black is still confined to his box, but now white can restrict his movements even more by tightening the box further.

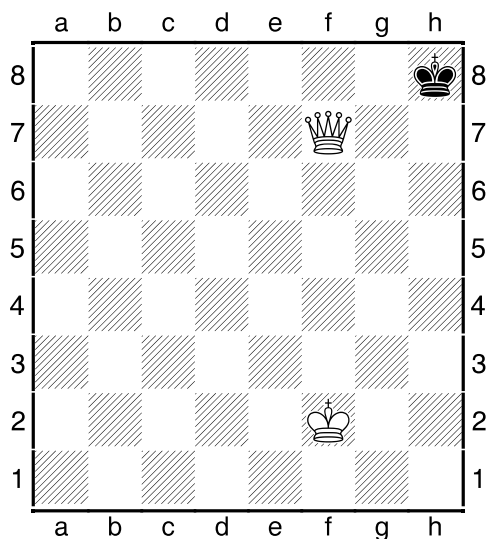


Black is restricted to just two squares—g8 and h8.

Careful! Watch out for stalemate!

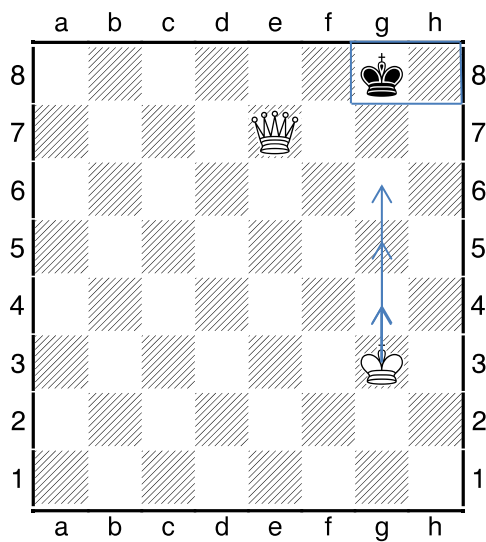


So far, White has done a spectacular job in restricting the black king. But ***Careful! Although the “knight’s length away” motto is good advice for the beginning stages of checkmate, it will result in stalemate if you are not careful.***

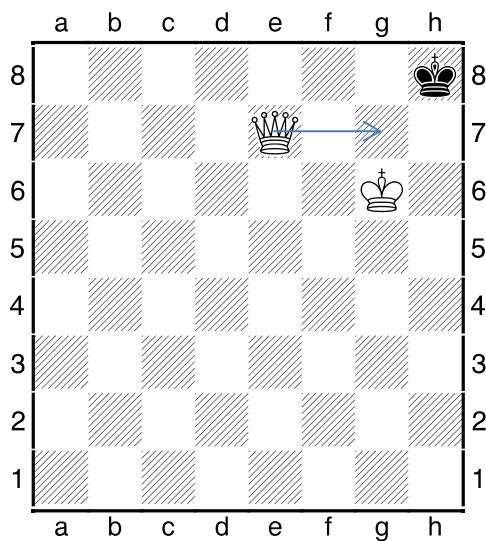


Through carelessness, white has only managed to stalemate the black king.

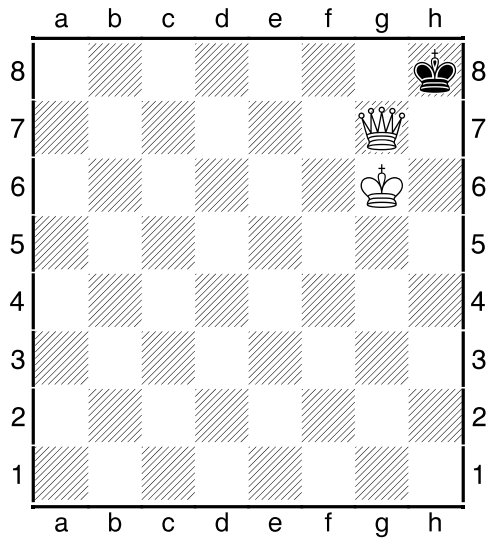
Remember: Stalemate occurs when a side has no legal moves but their king is not currently in check.



White must focus on bringing his king up to aid the white queen. Black has no choice but to shuffle his king back and forth and wait for the inevitable.



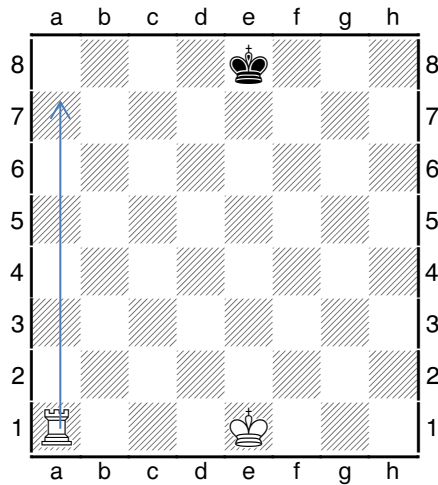
White has succeeded in bringing his king up to defend the queen when checkmate is delivered. Now, the black king will not be able to take the queen when she attacks him and the game will be over.



Checkmate!

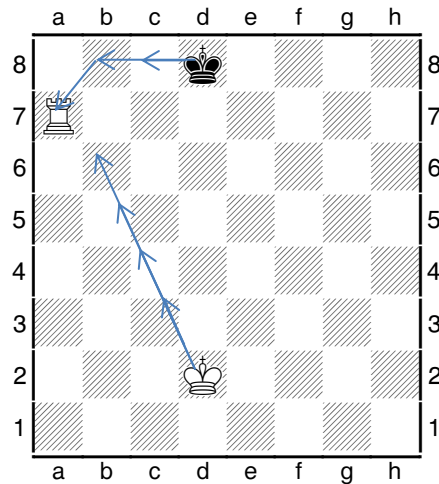
Checkmating with a King+Rook vs. Lone King

While checkmating with only a king+rook takes longer than checkmating with a king+queen, some people find it easier because there are less stalemate threats.

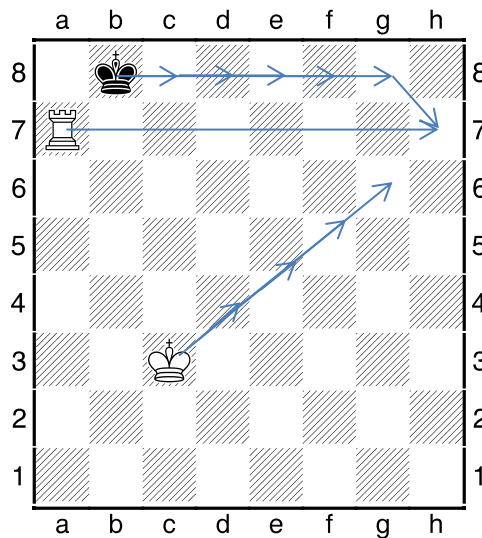


White's plan with the rook is the same as the queen—restrict Black's king to a small box and bring his own king up to aid the rook in the quest for checkmate.

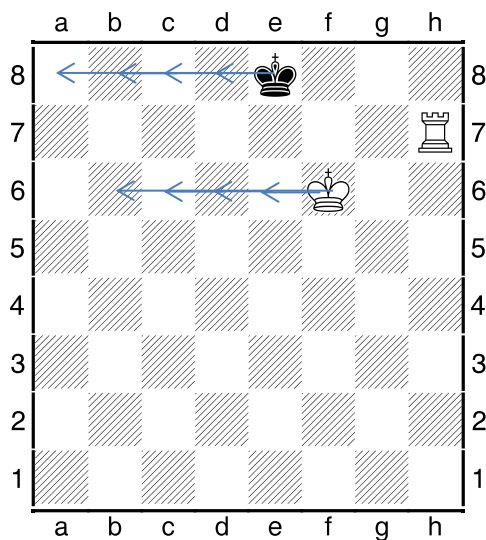
White also wants to back the black king into a corner.



White has played Ra7. Black responds with Kd8 and White plays Kd2 to activate his king. The king must help defend the rook as it can be threatened by the king—this could not have happened in the king+queen example, as the queen controls all the squares around her

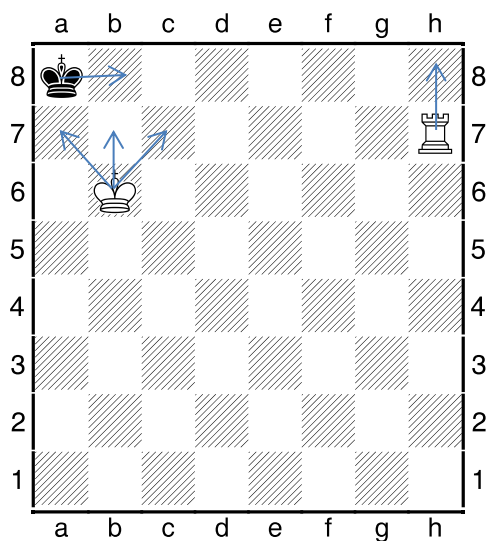


Both kings have moved, and although White is making progress, he must pause before continuing his king march and move the attacked rook, preferably as far away as possible from the black king so as to have more time to advance his own king.

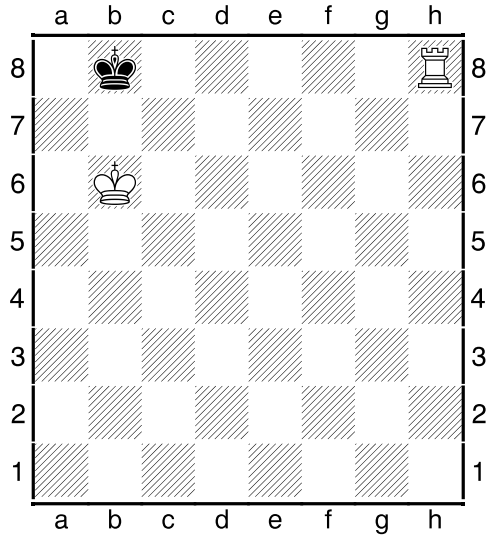


White and black have both steadily advanced their kings. However, now black cannot move Kf8 because White would deliver checkmate with his rook by playing Rh8#. Black must move the other way, but now white will chase him and prevent him from moving back towards the rook because of checkmate threats.

Eventually, white will force the black king to move into a place where he could be checkmated.



White has successfully chased the black king to a corner of the board. Now, the black king has no choice but to move to b8.



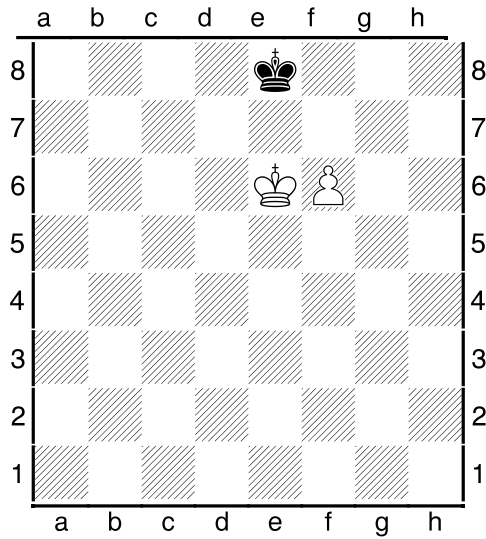
Checkmate!

King+Pawn vs. Lone King

Mastering King+Pawn vs. Lone King is by far the hardest of the three endgames to master. This lesson will give you a general idea of the patterns needed to complete this daunting task.

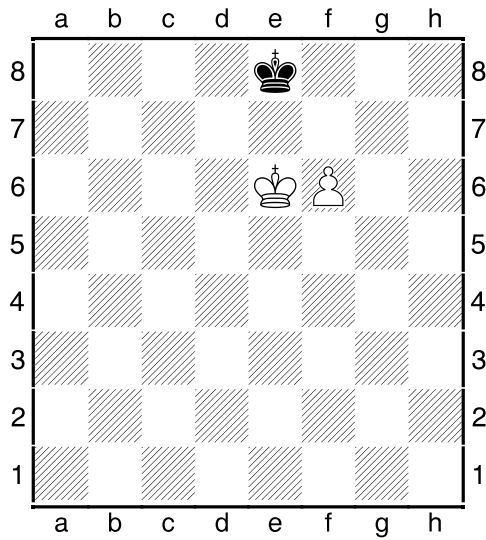
The Opposition

In the endgame King+Pawn vs. Lone King, both sides aim to achieve something called the opposition. When two kings are across from each other (such as in the diagram on the next page), they are considered to be “opposed”. The side that does not have to move has the opposition. So if it was Black’s turn, White would have the opposition, and if it was White’s turn, Black would have the opposition. If you have the opposition, it is a great advantage as it forces your opponent to give away valuable space.

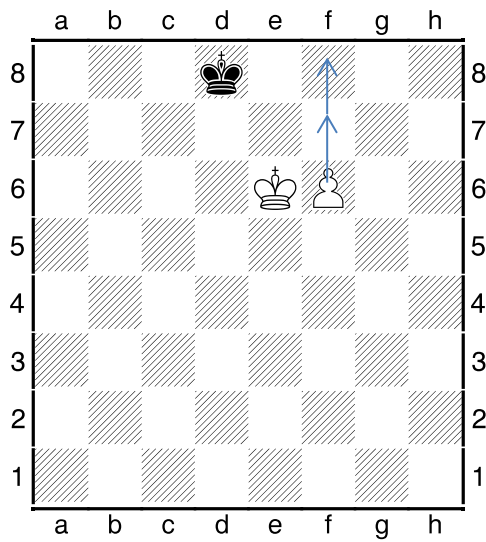


If it's Black to move, he loses because White has the opposition. If it's White to move, Black draws, because he has the opposition.

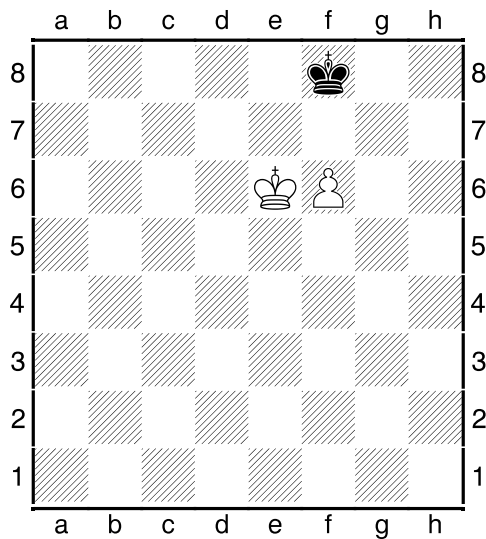
Black to move: White has the Opposition



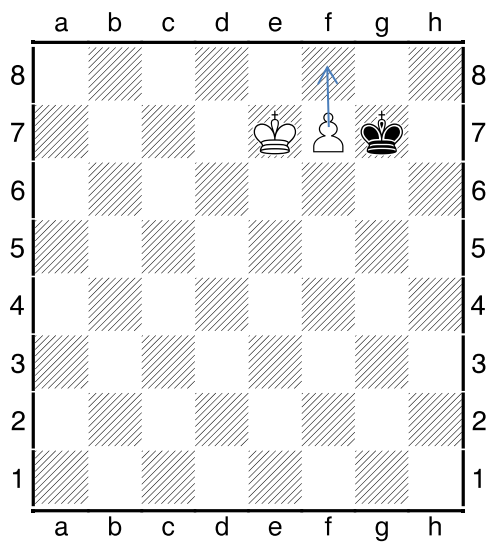
Black to Move



Black moved his king to d8. Now, White will play f7 and promote his pawn (notice that Black cannot bring his king back to e8 because the pawn on f7 will be attacking that square and the king can't move into check). Black will eventually lose the resulting endgame of King+Queen vs. Lone King.

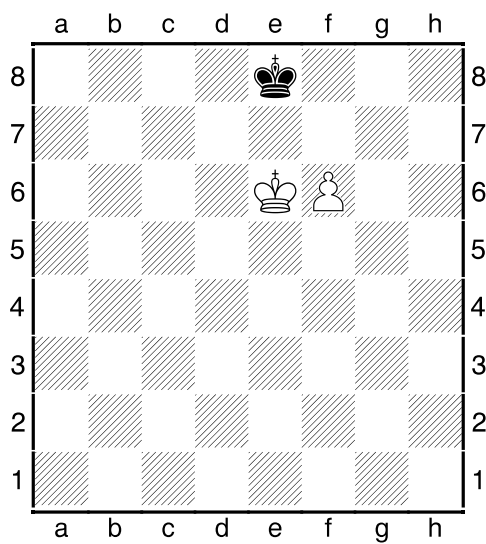


Black has moved his king to f8 rather than d8. However, he is still lost.

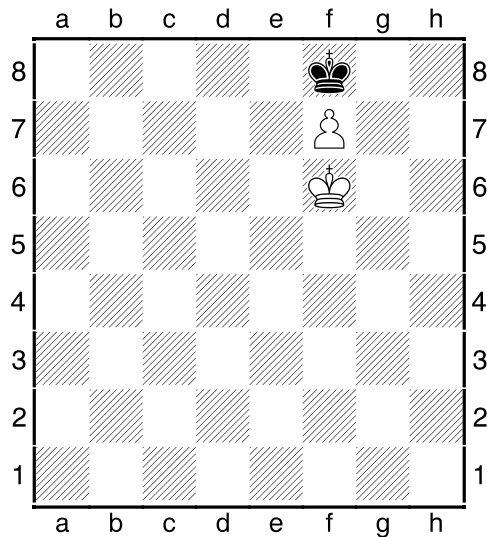


Position after:
 1. f7 Kg7 2. Ke7.
 White will promote his pawn.

White to Move: Black has the Opposition

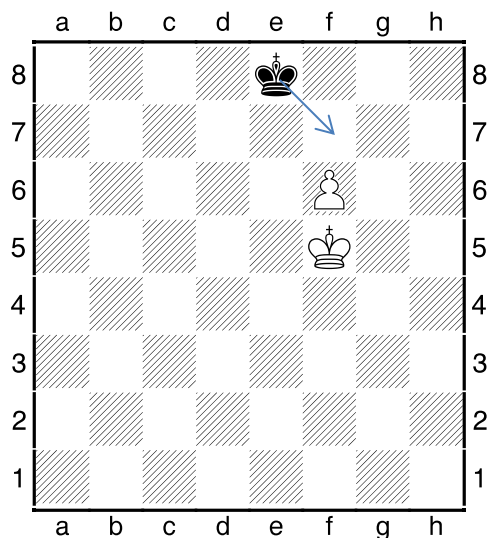


White must move his king. Why? If he advanced his pawn to f7, Black simply plays Kf8. White must then defend the pawn with his king by playing Kf6. But then it's stalemate and the game is a draw!

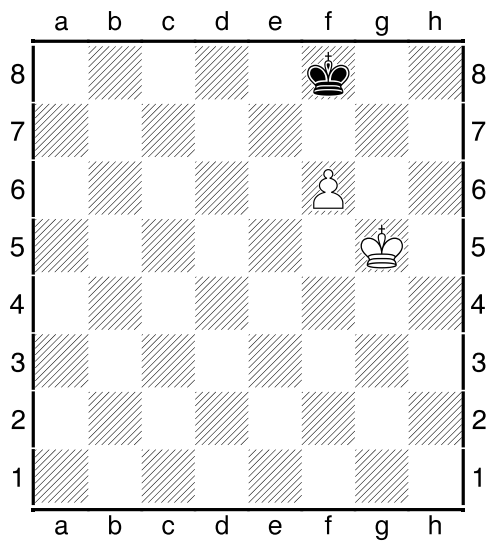


Stalemate!

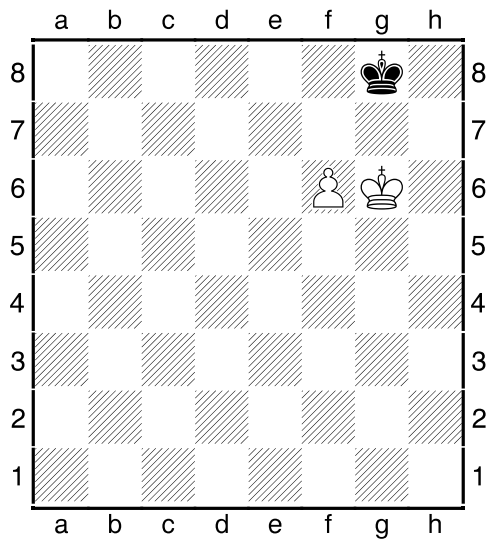
White must try to promote his pawn, but with careful play by Black he should achieve no more than stalemate.



After White's move, Kf5, Black can play Kf7. White can make no progress as Black will have the opposition.



White has play Kg5, and Black responds with Kf8. Can you see what's going to happen next?



White has played Kg6, and Black responds with Kg8. He keeps the opposition and the position is a draw.

Chapter Two Summary

Develop your pieces and pawns in the center so you can have more space than your opponent.

Try to develop your knights and bishops before your rooks and queens, because they are worth less on the chess scoring system.

Castle *early* to move your king to a safer place on the chessboard. Castling will also help you activate your rooks when the time comes.

Watch out for stalemate if you have a rook or queen and your king against a lone king! Your opponent will escape with a draw if you are not careful!

If you have a lone king and you are against a pawn and a king, try to achieve the opposition.

Don't fall into a position where your opponent can achieve the opposition, as this will only result in a draw for you.

Chapter Three

Getting Involved

Chess Tournaments

Chess Clubs

Chess on the Internet

Chess Books

Chess Organizations

How to Get Involved

This book has introduced the basic techniques and strategies of chess. Hopefully it has convinced you to take up the game yourself! Here's how to get involved with the chess scene.

Chess has grown in popularity all over the world—in fact; now over 700 million people play the game!

There are many ways to get involved with the chess scene:

Chess Tournaments

Chess Clubs

Chess on the Internet

Chess Tournaments

There are many chess tournaments that take place all over the world, many of them on weekends. They are a fun way to meet new people and a great way to improve your chess. Many tournaments are small, and often you must supply your own board and chess clock. A chess clock is a special clock that keeps track of how much time each player has left for the whole game.

Some chess tournaments are relatively short. Many scholastic tournaments play four games a day and they are often in a low-key environment. Prizes, like trophies, are usually awarded.

Some chess tournaments are very long, sometimes taking longer than one day. I once played in a two day tournament where one of my games lasted 4½ hours!

Fun fact: One of the reasons chess clocks were created was because without a time limit, people would fall asleep during long chess games.



A chess clock

Chess Clubs

There may be some chess clubs in your area you may want to check out—just check online and find out. You may also want to start your own club. All you need are a few boards and an adult willing to supervise.

Chess on the Internet

There are so many chess websites where you can play chess against people from all over the world, absolutely free!
Here are some good websites to check out:

<http://www.chess.com/>

<http://www.instantchess.com/>

Online Chess Clubs:

Internet Chess Club (ICC): <http://www.chessclub.com/>

Other Websites to Check out:

<http://www.chessmaine.net/> ChessMaine is a very well kept up website with all of Maine's latest chess news. It also has a list of tournaments, clubs, and coaches all around Maine.

<http://www.uschess.org/> The United States Chess Federation has information on all things chess in the country. If you feel inclined to enter a tournament, this website will get you started.

Books to Check out:

The Complete Idiot's Guide to Chess (3rd Edition) by Patrick Wolff. This book covers everything about chess, from the basics of the game, to the World Champions of chess, and even tips on how to beat the computer!

Chess for Rookies by Craig Pritchett. This book is a great starting book for children. It contains large diagrams covering the basics of chess but it also delves deeper into the more strategic elements of the game.

Works Cited:

- Wolff, Patrick. *The Complete Idiot's Guide to Chess, Third Edition*. New York, NY. Alpha Books Publishing. **Book**. February 2014.
- <http://chessmaine.net/chessmaine/2015/03/state-scholastic-team-champion.html>.

About the Author

Ian Youth is an eighth grade student at Breakwater School in Portland, Maine. He is an avid chessplayer and ranks in the top 9% of all players in the United States under the age of 18.

He loves chess and is passionate about spreading the word about the benefits of the game. He wrote *A Beginner's Chess Workbook* to inspire more people, especially children, to play and enjoy chess.

Ian represented Maine at the K-8 Barber Chess Tournament of State Champions in Orlando, FL. He has also helped form clubs at his school and has acted as coach for his school's team in recent years.



Archival Photo: 2015 (ChessMaine.net)