CLASS 2 REVIEW

* Every chess piece has a starting position and a point value.
* On your turn, you can move any of your Pieces or pawns to any legal square. If the square you move to is occupied by an enemy piece, you capture the enemy piece. You will want to try to capture your enemy’s major pieces first because they are more valuable. You cannot jump over your own pieces. Make sure you do not block your own pieces in.
* **King:** The King is priceless. He never leaves the board and cannot be captured. Every piece and pawn is trying to protect their King from being trapped. If he gets trapped, the game is over. This is called Checkmate. The King only moves one square at a time in any direction. He has a one-time super power. If it is clear between him and one of the Rooks, he can move two spaces toward the Rook and the Rook leapfrogs over him. This is called Castling and is used to help keep the King safe. The King can castle King Side (short side) or Queen Side (long side) as long as the road is clear for him to do so and he or the Rook are still on their starting squares. It is illegal to castle into or out of check.
* **Pawns:** Pawns are not called Pieces. Each pawn is worth 1 point. They become more useful in the end game. If a pawn makes it all the way to the last rank of their enemy’s side, they can be promoted into a Piece most often a Queen. This is often called “Queening”. Pawns work well together in formation. They make great defenders. They move in only one direction toward the enemy side and move one step at a time. On their first move however, they can move one square or two squares. They capture one space diagonally. When they are not busy defending higher point value pieces or protecting the King, they are busy trying to promote to a Queen.
* **Rooks:** Rooks are worth 5 points and are considered major pieces. They are the tower of power. They look like a Castle and help to build a castle around the King. They travel along Ranks and Files. They are best placed on open files and work well when they are connected either on the same Rank or the same File.
* **Bishops:** Each Bishop is worth 3 points and are considered minor pieces. There is one light squared bishop that travels diagonally on light squares only and there is one dark squared bishop that travels diagonally on dark squares only.
* **Knights:** Each Knight is worth 3 points are considered minor pieces. Knights are shaped like a horse and are the only piece that jump over another occupied square. He moves in an “L” shape. Up two, over one. “Gallop, Gallop, step to the side.” He always will start on one color and land on the opposite color. He captures by landing on an occupied square and taking that piece.
* **Queen:** The Queen is most valuable piece. The Queen is a major piece and worth 9 points. The Queen can move like both the Rook on Ranks/Files and the Bishop on the Diagonal.

**Terms:**

**Castle-** when the King moves two spaces and the Rook jumps over him

**Pawn Promotion or Queening –** when a pawn turns into a Piece (most often the Queen)

**Open File-** This is a File with no pawns or pieces on it. Rooks like to control Open Files.

**Control-** When a Piece such as a Rook is on an Open File, he is in control of those squares and will be able to capture pieces that move to that File. Or when a Piece such as a dark squared bishop is on the a1-h8 diagonal, he is in control of the squares on that diagonal.

**Attack –** threatening to take a piece or pawn

**Capture-** taking a piece or pawn

**Defended Piece-** when a piece is protected from attack. It will not stop a piece from being captured, but it will counter attack.

**Check-** When the King is being attacked. This is a forcing move. When in check, a player MUST get out of check by doing one of the following:

1. Move the King to a safe square
2. Block the attack by putting a piece or pawn between the King and attacker. (You cannot block a Knight check)
3. Capture the attacking piece

**Checkmate-** When the king is in check and can’t do any of the things to get out of check. He is trapped and that is the end of the game. Often called “mate”.

**Stalemate-** When the King is not in Check, but there are no legal moves to make. Stalemate is considered a draw. Neither player wins, but the game is over.