



Intermediate (advanced beginner) class description

- Brief review of chess rules: capture; castle, 'en passant', pawn promotion; check; checkmate; stalemate (all from beginner class)
- Basic tactics I (tactical devices to gain material for purpose of later strategic victory)
 - a. Pin
 - b. Double attack (i.e. fork)
 - c. Discover threat/check/attack (also double check!)
 - d. Skewer
- Basic tactics II (simple combinations)
 - a. Piece values (relative to each other, position)
 - b. Unique piece combinations (i.e. Bishop, rook, etc.)
 - c. Deflections, Decoys, "In-Between moves," Overloads
- End-Of-Game (continue)
 - a. Rule of the square of the pawn
 - b. Zugzwang (possible in middlegame, probable in most endgames)
 - c. Tempi (Triangulation as a means of losing tempi at end to force Zugzwang)