



Beginner Class Description

- Rules of the game: how pawn/pieces move & and capture; castle, 'en passant', pawn promotion; check; checkmate; notation - chess 'abc'
- Basic strategy:
 - a. checkmate - is the goal of the game
 - b. development of the pieces
 - c. stalemate
 - d. capturing the opponent pieces
 - e. pieces value (absolute)
- Check Mate Concept ('how to')
 - a. mate with queen & king
 - b. mate with 2 rooks
 - c. mate with 1 rook and king
 - d. mate traps in the beginning of the game
 - e. mate traps in the middle game
- Basic End-Of-Game principles
 - a. King becomes very strong at end-of the game
 - b. Pawn & King against King
 - c. Simple end-game positions for practice