Chess is a game that is usually played between **two players or opponents**. Sometimes, people will play in groups when they are using a game to study or learn from each other. The more minds working together to investigate and find the best move helps everyone – **The goal is to learn to improve**.

Today, there are many computer apps and on-line resources to help teach you how to play or for you to play against and practice.

**Chess is a game of competition and there are three possible results:**

 You will **win,** (1 point)

You will **lose,** (0 points)

or you will **draw,** (tie: ½ point)

It has been said the “BEST” game of chess is actually a **TIE GAME** or a **Draw**.

A DRAW means both players are about equal and played their best and they are the same. Think about a sports game. While you want your team to “WIN”, when the score of the game is really great, it is not a challenge for the “Winning Team” and the “Losing Team” may become discouraged.

**There is more to life than the outcome of the chess game.**

**Each Game is a New Start!**

If one player is more talented, gifted, or experienced, than his opponent, two things will often happen:

1. The "BETTER" player will not feel as "challenged" by the competition and may stop playing with the "weaker" opponent.

**Or**

2) The "WEAKER" opponent may retreat and give up playing the game.

What a sad day it is when we allow someone to get discouraged.

Two things are for sure:

you can always get better and you can always help someone.

**If you stop playing, you will never win.**

***What Chess Teaches:***

Winning at anything can be a nice feeling. Given our human nature, winning makes us feel like we have accomplished something and have been 'successful'.

* Winners learn how to get along with others.
* Winners share what they know with others.
* Winners learn from their mistakes and losses.

**We all “*W. I. N.”* when we have….**

 **W**illingness *Help someone else get better.*

 **I**nspire and **I**nstruct

 Lead by example. Inspire others by your actions.

*Instruct others by sharing what you know and teach others.*

 **N**urture

 Be kind and helpful to others.

Treat others as you would like to be treated

Lift others up and grow rather than tear them down.

***Chess should be non-violent:***

Players may talk of 'KILLING' or “Eating” the pieces.

In reality, the pieces are CAPTURED and removed from the board.

The King is always treated with dignity, respect, and ***honor at all times****.*

While other pieces may be captured and removed from the board,

***THE KING IS NEVER REMOVED FROM THE BOARD***.

After the game is over be kind toward one another.

 Do not gloat over your opponent’s loss. Maybe you got “Lucky”.

*Maybe they failed to see a better move at a critical time.*

Do not be mad at your opponent if you lose.

*The only thing you should be mad about when you lose is if you don’t learn anything from it to prepare and get better for the next game.*

You have to understand that there is always going to be someone, somewhere, at some time, who is better than you*.*

***If you find you are the BEST “Big Fish” in a small pond,***

 ***you may need to consider moving to another pond.*** OUTCOMES TO THE GAME

*WIN:*

 *There are three ways to WIN in a game of chess.*

1. ***CHECKMATE****: This term means that the King in under attack and there is no escape. You do not even have to announce to your opponent that it is CHECKMATE. If they think the game is over, and agree that it is over, then it is over! You do not (****and probably should not****) explain to your opponent that it is checkmate. I have seen players announce checkmate when there was in-fact a way to get out of danger”.*

*A player may feel intimidated or ‘bullied’ if you try to explain to them why it is checkmate.*

***There can be no CHECKMATE if the King is Not in Check!***

***Always CHECK – It may be MATE.***

1. ***RESIGN:*** *or “Gives Up”.*

*There are times when there is no point in continuing to play a game where the outcome is “LOST” and unavoidable.*

 *There is nothing to be gained from dragging out defeat.*

*However, when things count (such as in a tournament), never give your opponent credit for something they have not achieved.*

***Make your opponent work and earn the victory.***

*If you wish to resign in a game, you simply turn your King sideways and lay it down. In good sportsmanship, you also offer your hand and “Shake” or agree about the outcome.*

***Make sure you mark your scoresheets in a tournament and go together to the Tournament Director to report the result.***

1. **TIME CONTROL:** When playing in a tournament, a CLOCK or timer is often used to keep the game from lasting too long.

There is usually a certain number of moves that must be completed before time expires. If time expires, the player loses (Unless the opponent does not have enough pieces to force a checkmate).

***DRAW: Tie Game***

**There are six ways a game can end in a Tie or Draw.**

1. The players agree to a draw. However, in the spirit of good sportsmanship, players should **never agree in advance** to a draw. For example, if two players from the same school or family end up having to play each other in a tournament, they cannot have agreed in advance that they will get a draw.
2. Not enough material (pieces) to win the game.

There may be a point in the game where there is no way to force a Checkmate with the pieces remaining. (Insufficient Material)

1. Time control expired **for BOTH Players**. While a WIN can be achieved when one player’s time expires, if it is not noticed and BOTH players have expired time, the game is a Draw.
2. 50 Move Rule. If fifty moves have been made and there has not been a capture of a piece **or** a Pawn move, then the game is a draw.

If a piece is captured **or** a pawn is moved, the count restarts at Zero.

1. Three Time Repetition (**Repetition of Position** is usually the result of **Perpetual Checks)**. This can be complicated and can only be proved or claimed if you are recording your moves (*Required in a Tournament*). The rule states that: **if anytime** during a game, the position on the board occurs to be the same for the third time, **THE PLAYER ABOUT TO CAUSE THE REPETITION,** contacts the tournament Director to state and prove the claim. This usually is a result of Perpetual Checks where no progress is made in the game.
2. STALEMATE: In order to WIN, the King must be in Check and have no move to achieve an escape.

**If the KING IS NOT IN CHECK, there cannot be a CHECKMATE**.

Since the King cannot move into danger (and if there are no other legal moves), the game is a Stalemate.

**Be very careful at the end of the game! Don’t let a WIN get away!**