













Points for Pieces, Homework #1

Name: _____ Bring the completed sheet to the next chess club meeting. Use pencil. Don't use red.

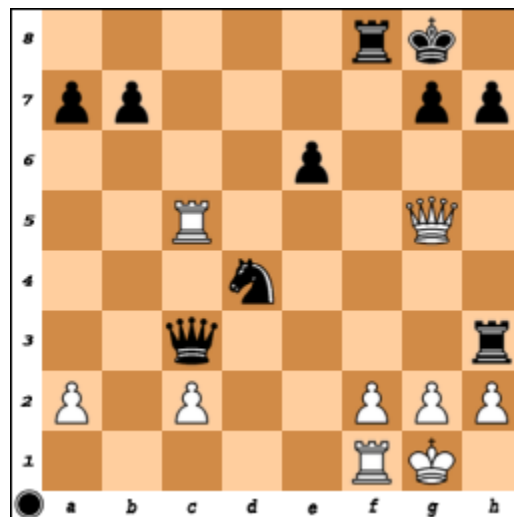
Pieces are worth the following amounts:

-   Pawn. 1 point.
-   Knight. 3 points.
-   Bishop. 3 points.
-   Rook. 5 points.
-   Queen. 9 points.
-   King. None--game is over at checkmate.

When you play:

- If an exchange gets you more points, do it.
- If an exchange is equal in points, but gets you better board position, do it.
- If an exchange is equal in points, but doesn't improve your board position, don't rush into it.
- If an exchange gives your opponent more points, avoid it--unless it gives you a better board position, then consider it.

For the following game, add up the number of points on the board for each of white and black:



The number of points for white is: _____

The number of points for black is: _____

Checkmate always wins the game regardless of points. If time runs out, points are the main consideration for who wins, but the coach may also consider overall board position, king threats, and other factors in determining the winner.

For each of the following exchanges, circle who gets the better outcome. Assume no significant change in board position unless it says so. Remember that "better" means giving up fewer points, or getting a better board position, or getting checkmate. One is done for you:

- 1) [White **Black** Equal] White gives up , black gives up  .
- 2) [White Black Equal] Black gives up  , white gives up .
- 3) [White Black Equal] White gives up  , black gives up  .
- 4) [White Black Equal] Black gives up , white gives up   .
- 5) [White Black Equal] White gives up , black gives up nothing, white gets much better board position.
- 6) [White Black Equal] Black gives up , white gives up  .
- 7) [White Black Equal] White gives up   , black gives up , white gets checkmate.