

Some useful tips:

1. Wear School Uniform.
2. Bring your school bag with snacks and lunch. You may also want to bring some money to buy snacks.
3. **PLAY SLOWLY.** Each game should last about 30 minutes!!!
4. Make sure you know how to checkmate with a King and a Rook versus just a King. This also means you can do it with a Queen. If you don't know/aren't sure, ask Wayne to show you. **PRACTICE AT HOME TONIGHT.**
5. You shouldn't say 'CHECK' while playing.
6. Check the board is correctly set up before every game – Queen on her own colour, white square in the right-hand corner nearest you, bishops and knights correct, etc.
7. It is touch-move. That also means if you touch your opponents piece you have to take it. If you have also touched your own piece you have to take it with the piece of yours you touched.
8. Double-check to make sure you are not in check. If you touch a piece (or make a move) and are then told illegal move, you may be forced to move that piece to block check, even if you lose it (like your queen) when you don't have to. Remember they don't have to say check, so you must check if you are in check or you might end up in big trouble. If you do get caught this way, try to make the best move – your opponent may not force touch move on you in this case.
9. If you do make an illegal move, don't rush into your next move. Stop and think a long time about it.
10. Towards the end of the game when you are winning, if you are not checking your opponent, make sure they have a legal move. Don't get a stalemate. Take your time and check.
11. Never resign. Your opponent may make a mistake, you may win on time, you may get a stalemate or a draw. Ad it's good practice. Fight on to the end, and see if you can learn from your opponent how to win a game.
12. Just because they say checkmate, doesn't mean it is. You check as well.
13. Make sure you know how to use a chess clock – if you don't know – practice. Chess clocks will not normally be used during the whole game, but will be applied if your game looks like it will not finish in time. Don't panic or rush. Ask to be shown how to stop the clock (there may be different types)
 - a. You must use the same hand that moves the piece to press your clock
 - b. If your opponent runs out of time, you must point it out to win
 - c. If you win, or your opponent runs out of time, stop the clock
 - d. If your opponent makes an illegal move, pause the clock and raise your hand for the Arbiter (chief chess judge) to come over.
 - e. If they forget to press the clock, just wait until they remember, and continue studying and planning your moves.
 - f. If your opponent seems to be taking a long time to play, make sure YOU have remembered to press your clock button
14. If you win, make sure you personally ensure the result is recorded. Don't clear the board until your win has been recorded.
15. After the result is recorded, go back and set the board back up.
16. You can't claim draws by repetition of position or 50 moves unless an adult can confirm it or your opponent agrees.
17. Don't accept a draw when you are winning! And even if it looks like a draw you might still win on time.
18. Remember you can always promote a pawn to a queen. It doesn't matter if you already have a queen – you can have another.
19. Don't push pawns forward to become a queen, if they are just going to get taken. Sometimes you need to escort/guide/protect a pawn as it gets to the other side.
20. It is very likely you will sometimes play someone else from Hillsborough Primary School. Just do your best.
21. Know how to defend against the "quick mates" (scholar's mate). Ask Wayne to show you how to defend against it. Don't play it yourself – it leads to a bad position if defended against and all your opponents will know how to defend against it (but may try to attack you with it).
22. The more games you win, the harder the competition will be. Just do your best. You can still win the competition as a team even if you lose a game or two or three.
23. Remember you are playing in a team, and every game counts, so always do your very best.

Tips for slow play

- a) Even if your opponent is playing fast, play very slowly.
- b) Don't move your hands towards the board as soon as your opponent moves. **SIT ON YOUR HANDS.** Study the board. You probably won't have a clock at the start so use lots of thinking time. If your opponent complains you are too slow, raise your hand and an adult will tell them to stop. Your opponent is **NOT** allowed to hassle you.
- c) Don't hover your hands over the board. Don't slide pieces. Pick them up and put them down in place.
- d) Check if you are in check
- e) Check what all your opponents pieces are attacking
- f) Look at all your possible moves and then pick what looks the best. But don't move it yet. Look for a better move.
- g) Then think about this best move again. Is there any problem with it?
- h) Check the square you are planning to move to, and see what is attacking that square
- i) Is the piece you are planning to move defending another piece? Will that piece be left undefended and under attack after you move?
- j) Towards the end of the game, slow down and look to see if there is a move that will checkmate your opponent. Plan a check mate
- k) If you have many more pieces make sure you don't stalemate your opponent – if you are not checking the opponent, make sure they can move one piece or their King. If they have no legal move and are not in check it is a draw.
- l) Try and have a plan – to checkmate your opponent, to win a piece, to win a pawn
- m) Even if your opponent makes a move that is part of your plan, stop after every move and check it all out again. It may be you realise there is a problem with your plan – you may be able to change it before it is too late. Or you may see a better move.
- n) Even if there is an obvious move to make, take your time and look for something better. Sometimes instead of taking a Queen, you can checkmate. You may be able to do something better with a check. Look at all the possibilities.
- o) Your opponent is planning too. Try and think about why they have made their move and make sure you can defend against their plan. Sometimes moves can do 2 or 3 things. Think about all the possibilities. **SLOW DOWN!**