

LET EVERYONE BE A CHESS WINNER!

If you lose all your chess games, you lose interest in the game. If you win all the time, your chess muscles weaken.

Solution: use a **handicap system**! Here is a system I have used with success for many years:

A win gives +1 ranking point, a draw 0 ranking points, and a loss -1 ranking points. When a player has +3 ranking points, he goes up one rank. When a player has -3 ranking points, he goes down one rank.

When two players meet they first calculate their rank difference (RD). The difference determines how many pieces the stronger player has to remove before the game begins.

B/K means bishop or knight (the stronger player decides which to remove). R = rook and Q = queen.

The points in the table illustrate how the table is made. K/B = 3.5 points, R = 5.5 points and Q = 10 points.

Let every player start at ranking 35 kyu (a term borrowed from Go) and see who can reach 1 kyu first!

RD	B/K	R	Q	Points
1	0	0	0	Black
2	1	0	0	3.5
3	0	1	0	5.5
4	2	0	0	7.0
5	1	1	0	9.0
6	0	0	1	10.0
7	3	0	0	10.5
8	0	2	0	11.0
9	2	1	0	12.5
10	1	0	1	13.5
11	4	0	0	14.0
12	1	2	0	14.5
13	0	1	1	15.5
14	3	1	0	16.0
15	2	0	1	17.0
16	2	2	0	18.0
17	1	1	1	19.0
18	4	1	0	19.5
19	3	0	1	20.5
20	0	2	1	21.0
21	3	2	0	21.5
22	2	1	1	22.5
23	4	0	1	24.0
24	1	2	1	24.5
25	4	2	0	25.0
26	3	1	1	26.0
27	2	2	1	28.0
28	4	1	1	29.5
29	3	2	1	31.5
30	4	2	1	35.0