

# Renaissance Knights' Point System

You should have students will play a weekly tournament game, accumulating points throughout the session, until the last class when awards will be given to the students with the highest total points.

## Pairings

Students should be paired by the teacher for a single tournament game every class. Try your best to alternate colors each game, so students will get a chance to play a good mix of both white and black. Students should not play the same opponent more than once in the tournament each session, although some circumstances may call for this.

## The System

- Students receive points equal to the total value of the pieces they captured  
*Pawn = 1pt, Knight or Bishop = 3 pts, Rook = 5 pts, and Queen = 9 pts.*
- 64 points flat for won games  
*Do not include additional points for captured pieces*  
*This should be the most points possible, excluding extra points awarded*
- 15 additional points to both sides for a drawn game  
*This is in addition to the points for captured pieces*
- Discretion should be used for unfinished games  
*Sometimes add an addition 10-20 points for not finishing*  
*Sometimes if the game is an absolutely clear win, give the student the 64pts*  
*Sometimes write down the position and continue the game next class*

## Bonus Points

Bonus points should be awarded to students for various things throughout the class. Some examples include:

- Pointing out something learned from one of the lessons during a tournament game  
*ie. castling, forks, pins, skewers, pawn chains, openings, ect.*  
*This helps kids learn and apply different tools from the lessons*  
*Generally award 5pts per and only allow one of each per game*  
*Limit the maximum amount of extra points from this to 20*
- Homework, worksheets and puzzles
- Class participation

