EVALUATION FUNCTION:
IDEAS/EXAMPLES
PAWN POWER COMPARISON
PAWN=100

• Pin= ¼ pawn
• Pin+attack on the pinned piece=3/4 pawn
• 2 active pieces vs 2 bad=1 pawn
• Great Pawn structure vs bad=1 pawn
• 4 development tempos=1 pawn
• Developing away from center = minus 1/10
• Huge Space= 1 pawn
COMPARE to PAWNS:

- Rook on 7\textsuperscript{th} + pressure = 1 pawn
- Protected Passed Pawn vs Doubled = 1 pawn
- Domination on particular squares = 1 pawn
- Lots of pieces near opponent King = 1 pawn
- Good balance between pieces = $\frac{1}{2}$ pawn

$R+N+P + \text{ activity} = Q$
EXTRA

• Active/Passive = Amount of squares attacked.
• King safety = How many pieces protect, how many attack and how many breaking points are there.
• Piece “Hung” = point loss
• Pawn structure = fluid, connected, passed pawns.
Opening

- Material
- F7 weakness
- Queen out first -5-100
- Bishop + Knights out +5-25
- Lost tempos -5-25
- Knights on sides -5-25
- Time needed for complete development
- Not starting with central pawns -5-25
Middlegame

- Material
- Center
- Development
- Activity of each piece
- King safety
- Attack on the King or near squares
- Pawn structure
- Fork/Pin/Xray/Double attack/Double check/Kick
- Unprotected pieces
- Protected pieces
- Castled King
- Open Files
- Blockade/Good/Bad pieces
- Tempos
- Time needed to mate
Endgame

- Material
- King safety
- King activity
- Piece activity
- Unprotected pieces
- Pawn structure
- Passed pawns
- Blockade
- Good/bad pieces
- Open files
- Tempos
- Time needed to promote
- Special conditions
KING

• Attacking the King + 5-25
• Attacking squares near King +5-25
• Castled King -10+10 for each missing ( extra ) pawn/piece
• Chance to open the King +10-25
• F7 weakness +5-50 ( how many times attacked)
• King on “ E” while other side castled or the “E” file open -10-200
• Pieces in center +5-50
• Pieces on edges -5-50
EVALUATION FUNCTION: TERMS
• 1. Absolute pin +
• Active +
• 2Advanced pawn +
• Alekhine's gun +
• 3Artificial castling +
• 4Attack +
• 5Back rank mate +
• 6Backward pawn +
• 7Bad bishop
• 8Battery Bind
• 9Bishop pair
• 10Blockade
• 11Break
• Candidate move
• Centralization
• Centre/Center
• Central pawn
• Check
• Checkmate
• Close game/Closed game  Closed file
• Combination  Compensation
• Connected pawns
• Connected Passed Pawns
• 21 Connected rooks
• 22 Counterplay
• Cramped
• Critical position
• 23 Dead draw
• 24 Decoy
• 25 Defence
• 26 Deflect
• 27 Desperado piece
• 28 Develop
• 29 Diagonal
• 30 Discovered attack
• 31 Discovered check
• Domination
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• 33Double check
• 34Doubled pawns
• 35Doubled rooks
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• Fifty move rule
• 44 Flank
• Fool's mate
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• 48 Fortress
• Gambit
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• 51Hanging
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• 53Heavy piece
• 54Hole
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