

ADVANCED TABLE OF MATERIAL VALUES (In Dollar Amounts) [*]

PIECES	MIDDLEGAME	ENDGAME
PAWN [**]	\$ 1.00	\$ 1.00
KNIGHT	\$ 3.00	\$ 2.60
BISHOP	\$ 3.35	\$ 3.00
ROOK	\$ 4.50	\$ 4.30
QUEEN	\$ 9.00	\$ 8.50
KING	\$ 2.00	\$ 3.50

BONUS POINTS TABLE

PIECE GROUPS	MIDDLEGAME	ENDGAME
BISHOP PAIR	\$.35	\$.35
ROOK PAIR	[***]	\$.80
3 PIECES	\$.35	\$.35

[*] **NOTE #1: A winning advantage generally consists of \$1.00 or more.**

[**] **NOTE #2: A Pawn is almost equal in value to 3 Tempos.
Thus, 1 Tempo is approximately equal to \$.35 .**

[***] **NOTE #3: Bonus points for Rook-pair co-operation is not normally appropriate for the Middlegame. This is because Rooks do not normally co-ordinate with great effectiveness until later in the game, when their access to ranks and files become more wide-open.**