

Chess



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Chapter 1

My Opening Repertoire

The real purpose of the opening is to create a difference (or a series of differences) in the respective positions and then develop your army around these facts. Once an imbalance is created, every developing move must address this imbalance in some way. Always play 1.e4 then choose from list according to black. As black, choose opening according to white. My current opening repertoire, variations ordered by most popular first:

As White

Ruy Lopez (Closed Defense: Chigorin, Exchange Variation, Berlin Defense, Marshall Attack, Open Variation, Steinitz, Steinitz Deferred, Jaenisch (Schliemann), Archangel)

1. e4 e5 2. Nf3 Nc6 3. Bb5

French (Winawer, Classical)

1. e4 e6

Caro-Kann (Main Line)

1. e4 c6

Pirc

1. e4 d6

Modern

1. e4 g6

Alekhine

1. e4 Nf6

Scandinavian

1. e4 d5

Nimzowitsch

1. e4 Nc6

Philidor

1. e4 e5 2. Nf3 d6

Petroff

1. e4 e5 2. Nf3 Nf6

Open Sicilian

- 2...d6 5...a6 6.Be3 Najdorf: English Attack
- 2...d6 5...g6 6.Be3 Dragon: Yugoslav attack
- 2...d6 5...Nc6 6.Bg5 Classical: Richter-Rauzer
- 2...d6 5...e6 6.g4 Scheveningen: Keres Attack

- 2...Nc6 4...Nf6 5.Nc3 Sveshnikov
- 2...Nc6 4...g6 5.c4 Accelerated Dragon: Maroczy Bind
- 2...Nc6 4...e5 5.Nb5 Kalashnikov

- 2...e6 4...Nc6 5.Nc3 Taimanov
- 2...e6 4...a6 5.Bd3 Kan

As Black

Sicilian

1. Open Sicilian, Najdorf transpose to Scheveningen:
 - 5...a6 6.Bg5 Najdorf Main Line
 - 5...a6 6.Be3 English Attack 7.f3
 - 7.Be2
 - 7.Qd2
 - 7.g4 Delayed Keres
 - 5...a6 6.Be2 8.Be3
 - 8.f4

- 5...a6 6.Bc4

2. Closed Sicilian:

- 2.Nc3 Nc6 3.g3 g6
- 2.Nc3 Nc6 3.f4 g6 to Grand Prix

3. Anti Sicilian:

- 2.c3 Nf6 Alapin
- 2.d4 cxd4 Smith-Morra
- 2.f4 d5 Grand Prix

The Slav (Main line 2.c4, Queen Gambit 2.e3)

1. d4 d5

The London (2.Nf3 2.Bf4)

1. d4 d5

English

1. c4

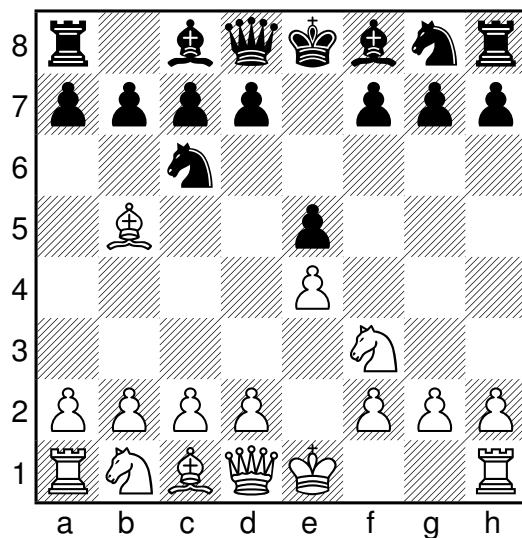
Réti

1. Nf3 Nf6

1.1 AS WHITE

Ruy Lopez

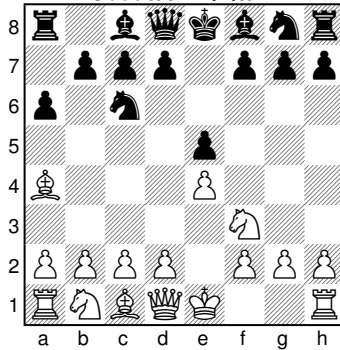
1 e4 e5 2 ♘f3 ♘c6 3 ♖b5



Idea: White wants a classical pawn center d4 and e4. To prevent this, black play e5. White puts pressure on black with Nf3, and still wants d4 (after c3). Black defends with Nc6. White puts further pressure on pawn with Bb5. White's goal is to put pressure on black and build an advantage in the center.

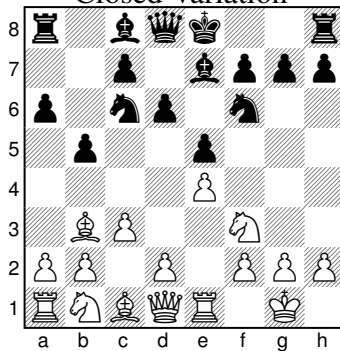
Closed Variation: Chigorin

1 e4 e5 2 ♘f3 ♗c6 3 ♖b5
3... a6 4 ♗a4



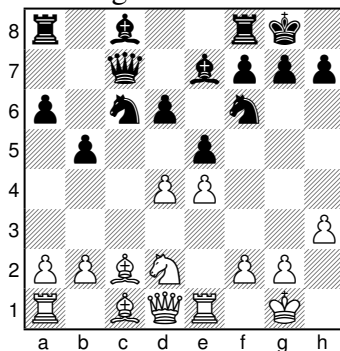
4... ♗f6 5 O-O ♗e7 6 ♖e1 b5 7 ♗b3 d6 8 c3

Closed Variation



8... O-O 9 h3 ♗a5 10 ♗c2 c5 11 d4 ♕c7
12 ♗d2 cxd4 13 cxd4 ♗c6

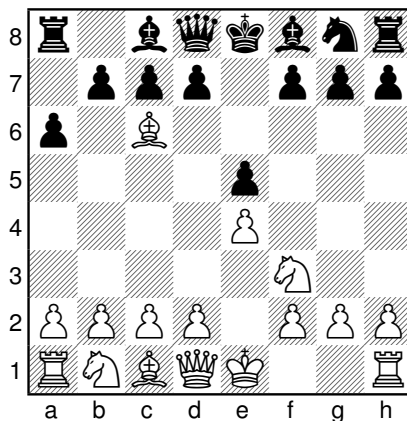
Chigorin Variation



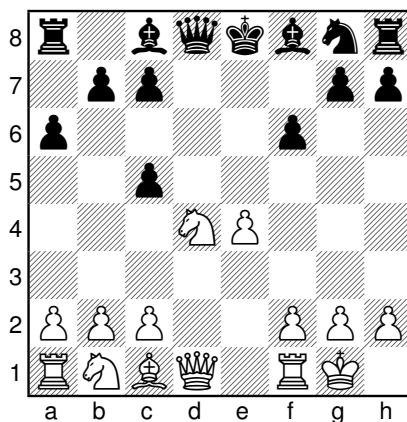
Idea: 1) Black and white continues development. Black tries to kick the bishop and do something about the e5 pawn. 2) If bishop exchanges for knight, the queen fork (...Qd4) no longer works due to the Re1. Pawn to c3 is meant for the bishop to hide from Na5. Black now has a space disadvantage. 3) If white plays d4 immediately, then ...Bg4 will pin the Knight. Threatening to exchange for the Knight, he is essentially attacking d4. h3 stops this.

Exchange Variation

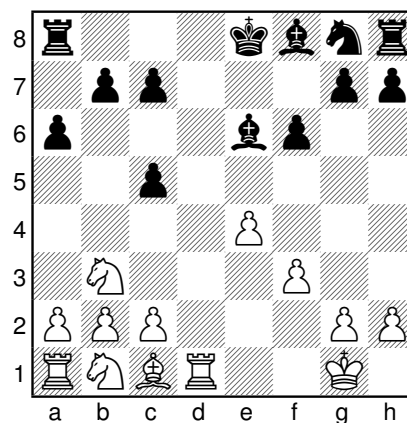
1 e4 e5 2 ♘f3 ♘c6 3 ♗b5 a6 4 ♗xc6



4...dxc6 5 O-O f6 6 d4 exd4 7 ♘xd4 c5



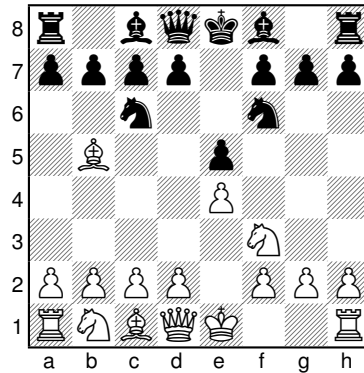
8 ♘b3 ♕xd1 9 ♖xd1 ♗g4 10 f3 ♗e6



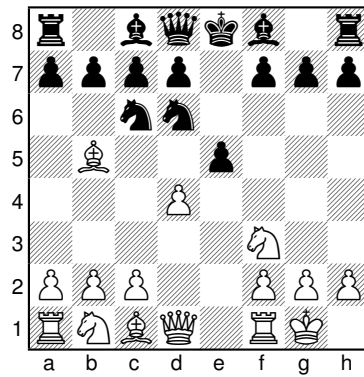
Idea: 1) Bishop exchanges for the knight. 2) Notice that 4...xc6 5.Nxe5 is bad because black can play the Queen fork Qd4. White wants an endgame with promoting a pawn on the kingside.

Berlin Defense

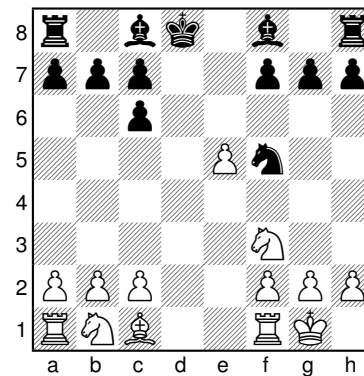
1 e4 e5 2 ♘f3 ♘c6 3 ♙b5 ♘f6



4 O-O ♗×e4 5 d4 ♘d6



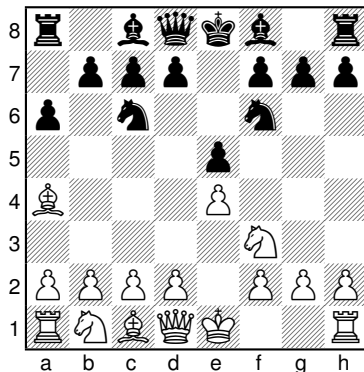
6 ♙×c6 d×c6 7 d×e5 ♗f5 8 ♚×d8 ♙×d8



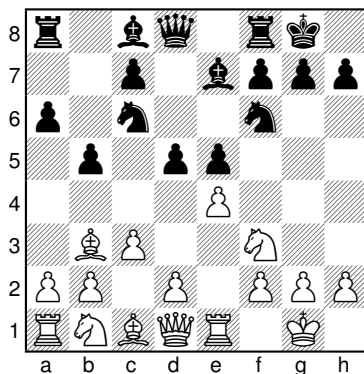
Idea: Like the Petroff, it is one of the best ways to draw as black against a strong opponent. The name comes from white's superior pawn structure. 1) Even though black is lagging in development, he wants to target the bishop. 3) White searches for direct attacking chances on king.

Marshall Attack

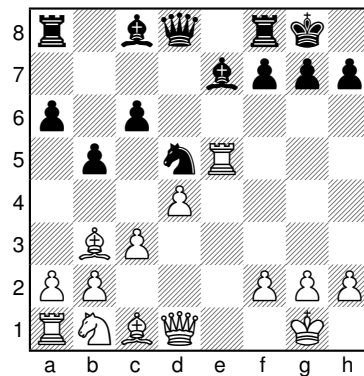
1 e4 e5 2 ♘f3 ♗c6 3 ♖b5 a6 4 ♗a4 ♘g8f6



5 O-O ♗e7 6 ♖e1 b5 7 ♗b3 O-O 8 c3 d5

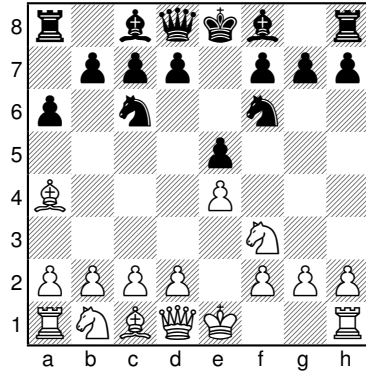


9 e×e5 ♗f6×d5 10 ♗f3×e5 ♗c6×e5 11 ♖×e5 c6 12 d4

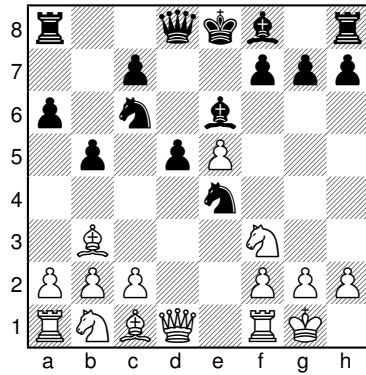


Open Variation

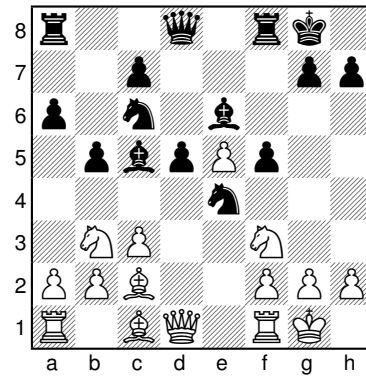
1 e4 e5 2 ♘f3 ♘c6 3 ♙b5 a6 4 ♙a4 ♗g8f6



5 O-O ♗f6xe4 6 d4 b5 7 ♙b3 d5 8 dxe5 ♙e6

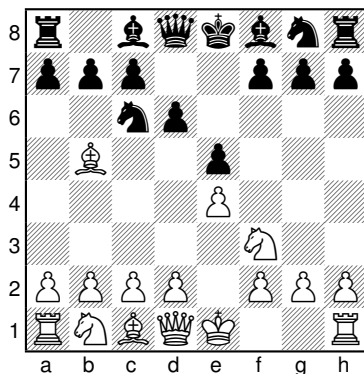


9 c3 ♙c5 10 ♗b1d2 O-O 11 ♙c2 f5 12 ♗d2b3

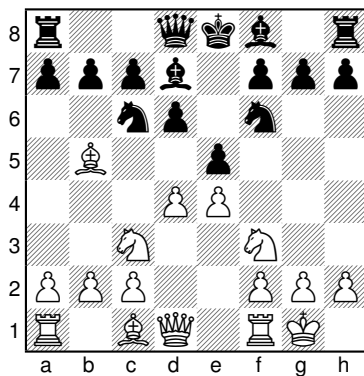


Steinitz

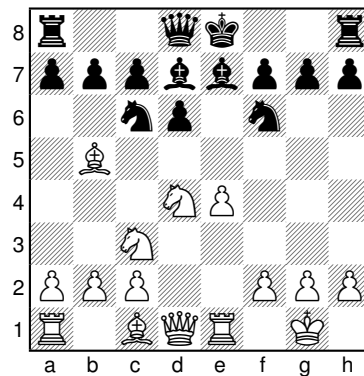
1 e4 e5 2 ♘f3 ♗c6 3 ♝b5 d6



4 d4 ♝d7 5 ♗c3 ♘f6 6 O-O

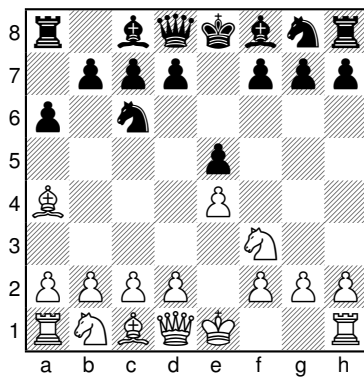


6... ♝e7 7 ♖e1 e×d4 8 ♗f3×d4

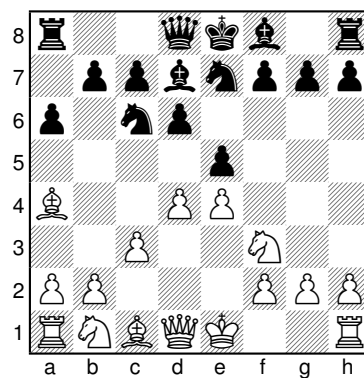


Steinitz Deferred

1 e4 e5 2 ♘f3 ♘c6 3 ♙b5 a6 4 ♙a4

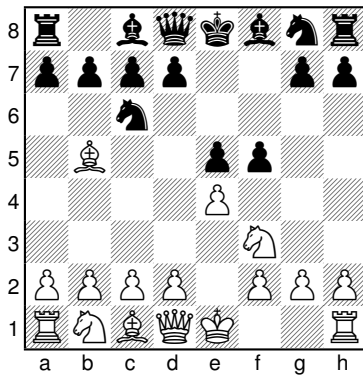


4...d6 5 c3 ♙d7 6 d4 ♘g8e7

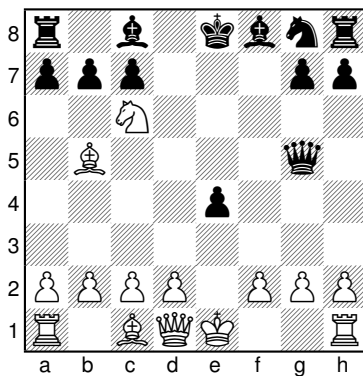


Jaenisch/Schliemann

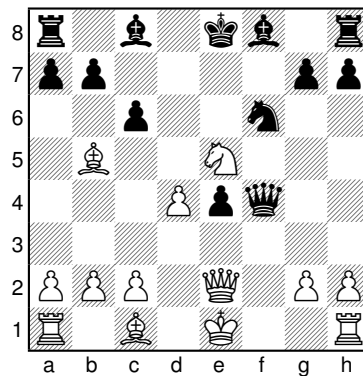
1 e4 e5 2 ♘f3 ♘c6 3 ♙b5 f5



4 ♘c3 fxe4 5 ♘c3xe4 d5 6 ♘f3xe5 dxe4 7 ♘e5xc6 ♙g5

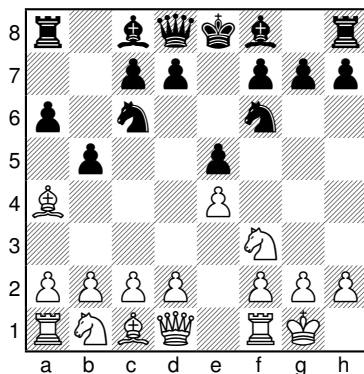


8 ♙e2 ♘g8 f6 9 f4 ♙xf4 10 ♘c6e5 c6 11 d4

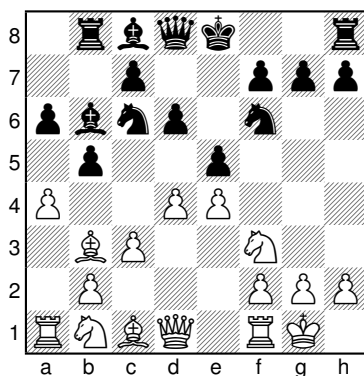


Archangel

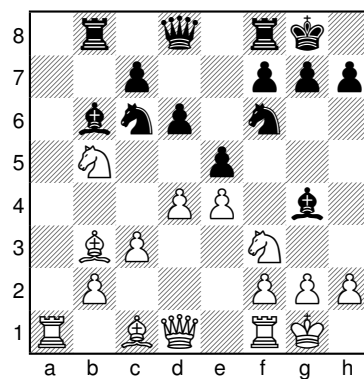
1 e4 e5 2 ♘f3 ♗c6 3 ♖b5 a6 4 ♗a4 ♗f6 5 O-O b5



6 ♗b3 ♗c5 7 c3 d6 8 a4 ♖b8 9 d4 ♗b6

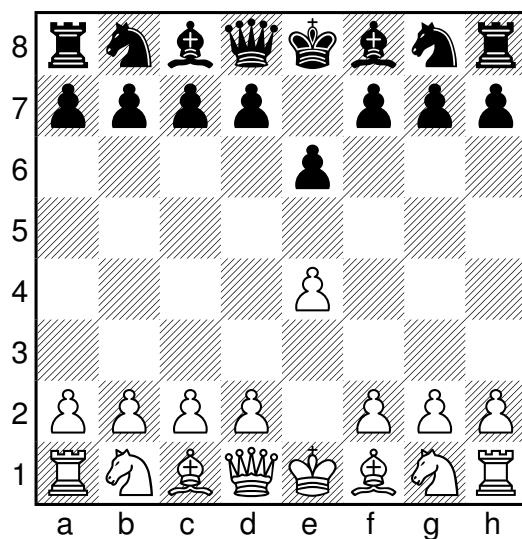


10 ♗a3 O-O 11 a×b5 a×b5 12 ♗a3×b5 ♗g4



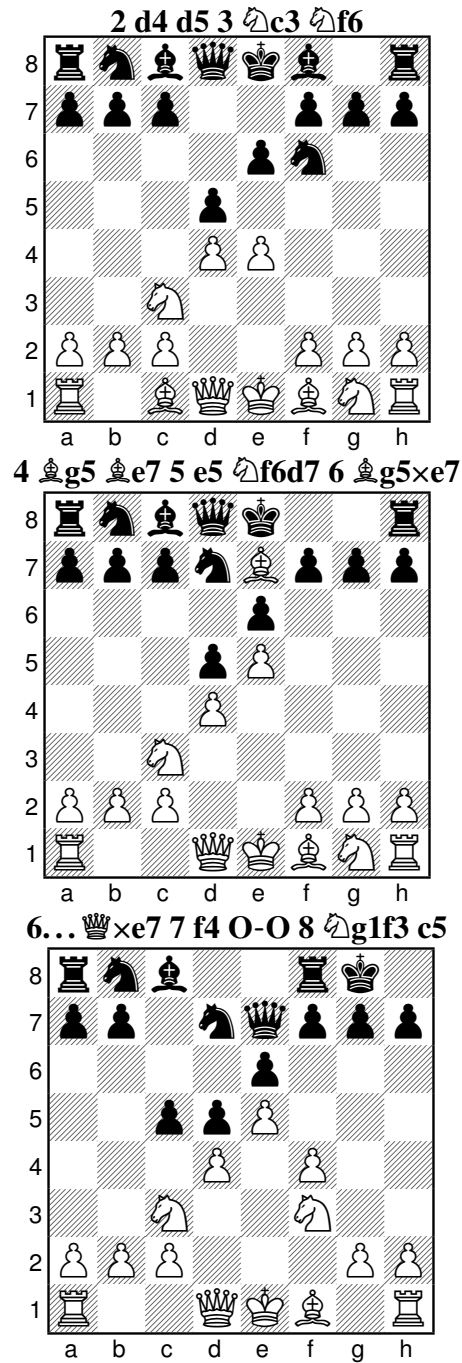
French Defense

1 e4 e6



Idea: More than anything, 1...e6 is a radical way of avoiding all those f7-square based tactics that are bad for black in the open games. Generally, black concedes space on the kingside in exchange for counterplay against white's center and good prospects on the queenside. White will have a weak d4 pawn.

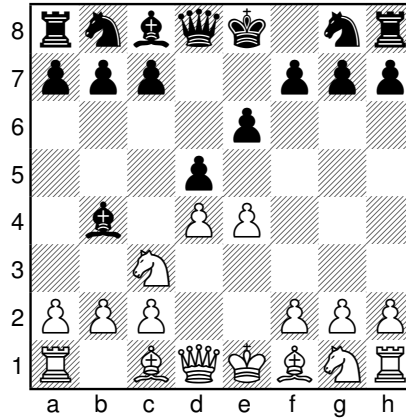
Classical Variation



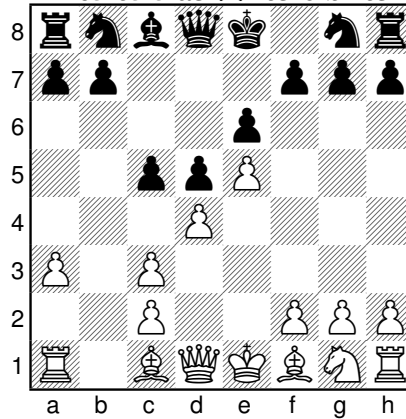
Idea: 1) White is not worried about the knight getting pinned, or blocking the c-pawn. 2) White exchanges his bad bishop for opponents good bishop. 3) 7...e5 would be a mistake due to 8.Nb5!. Black will play on the queenside. White can castle queenside and launch a kingside attack

Winawer Variation

1 e4 e6 2 d4 d5 3 ♘c3 ♙b4

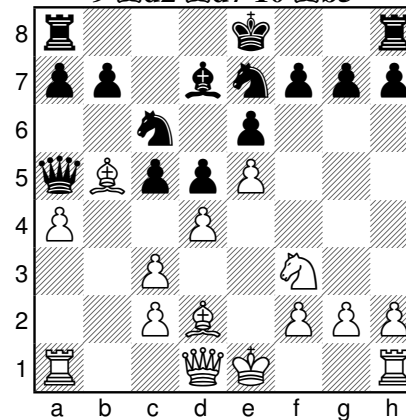


4 e5 c5 5 a3 ♙xc3 6 bxc3



6... ♖g8 7 a4 ♗b8 8 ♘f3 ♕a5

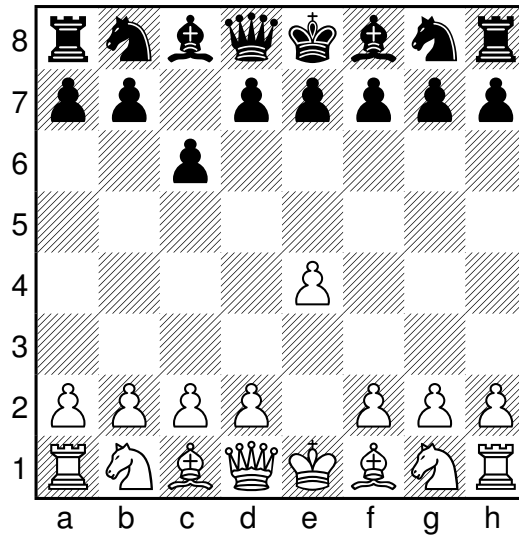
9 ♙d2 ♙d7 10 ♙b5



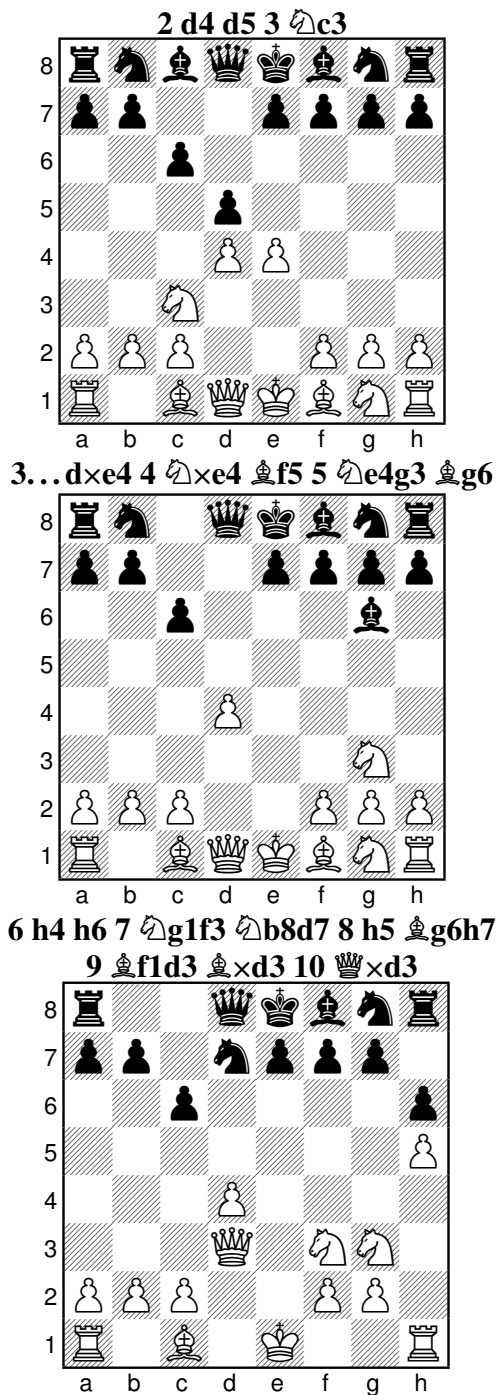
Idea: 1) Black indirectly attacks the e4 pawn without allowing white to gain a tempo with e4-e5, and reserves e7 for his king's knight. the drawback is the bishop on b4 is exchanged for the knight, weakening the dark squares for black. 2) black lags in development and white has a space advantage. White will seek to exploit the weakness on g7, moving Q to g4; or develop pieces solidly. 3) 7.a4 prevents black from occupying a4 square.

The Caro-Kann Defense

1 e4 c6



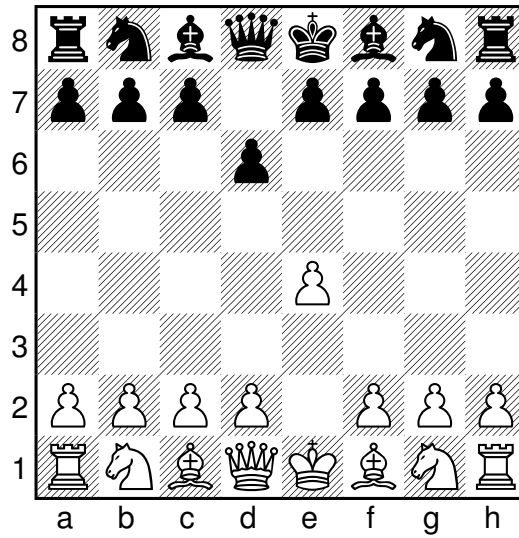
Main Line



Idea: 1) White defends e4 with his knight. 3) White profits from g6 bishop, gains space on kingside with 6.h4. White threatens 8.Ne5 before advancing h pawn, black prevents this with 7...Nd7.

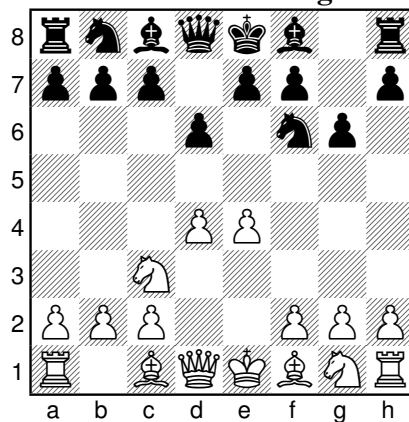
The Pirc Defense

1 e4 d6



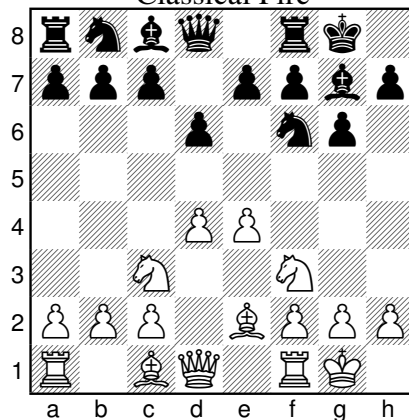
Classical Variation

2 d4 ♘f6 3 ♗c3 g6

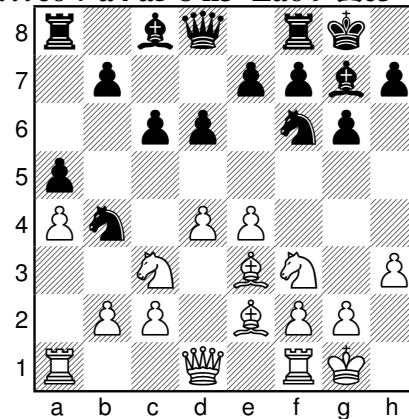


4 ♗g1f3 ♕g7 5 ♖e2 O-O 6 O-O

Classical Pirc



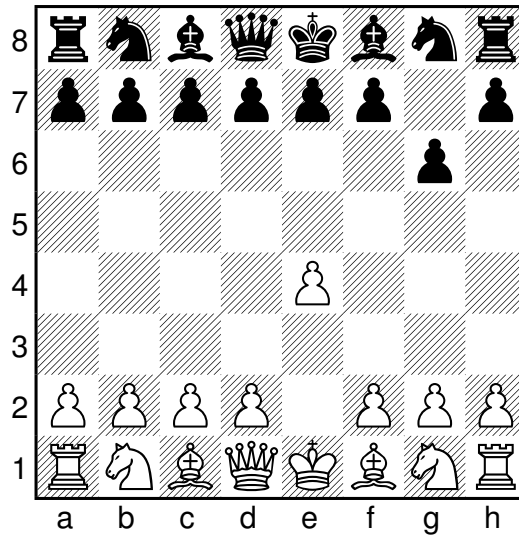
6... c6 7 a4 a5 8 h3 ♗a6 9 ♕e3 ♗b4



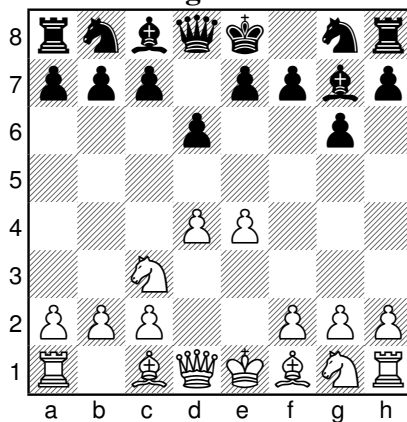
Idea: Black will concede the center in hopes of undermining it later. 2) White prioritizes development. 3) The aim is to take away all of black's manoeuvring space on the queenside.

The Modern Defense

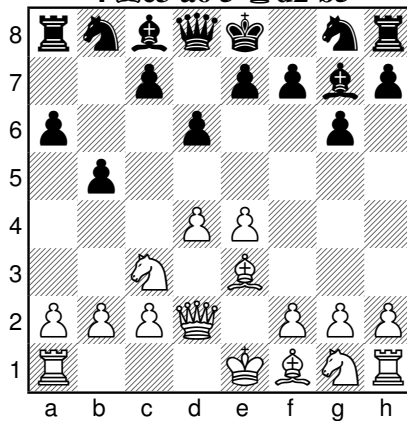
1 e4 g6



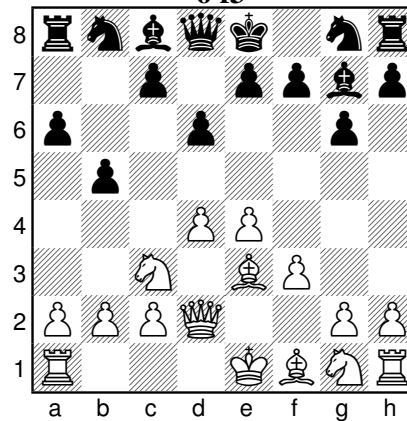
2 d4 ♘g7 3 ♗c3 d6




4 ♘e3 a6 5 ♖d2 b5

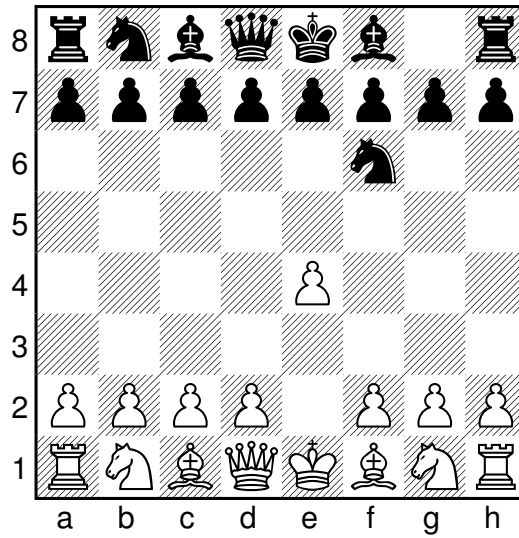


6 f3



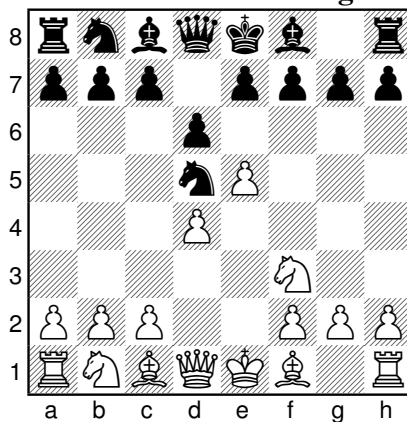
Alekhine Defense

1 e4  f6



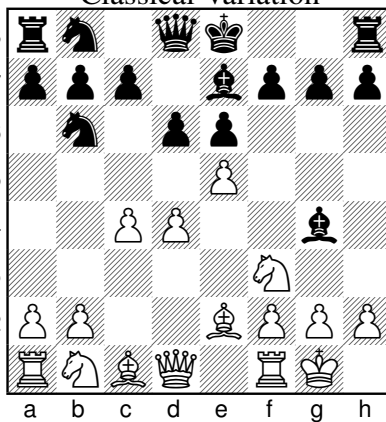
Classical Variation

2 e5 ♘d5 3 d4 d6 4 ♘g1f3

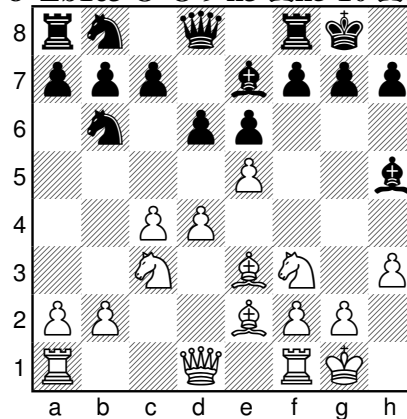


4... ♘g4 5 ♙e2 e6 6 O-O ♙e7 7 c4 ♘d5b6

Classical Variation



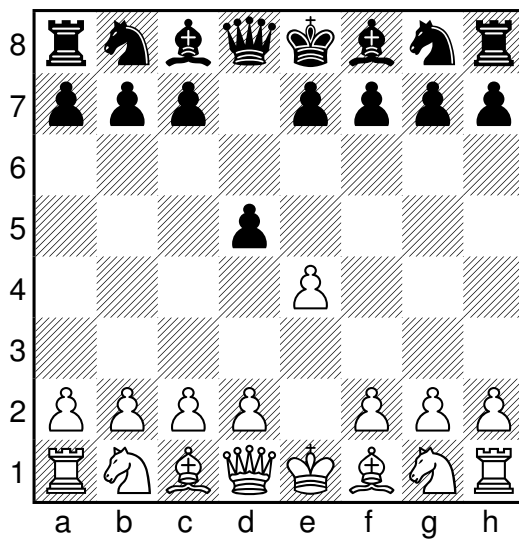
8 ♘b1c3 O-O 9 h3 ♙h5 10 ♙e3



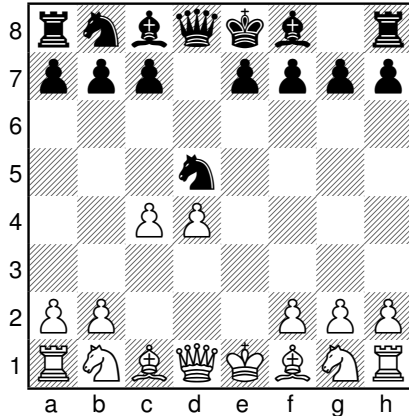
Idea: Black wants to provoke white to advance his pawns in an attempt to prove that these advanced center pawns are a weakness. White ends up with a good space advantage with easy attacking possibilities on the kingside.

Scandinavian

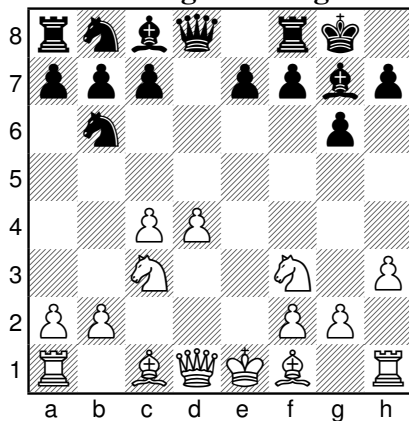
1 e4 d5



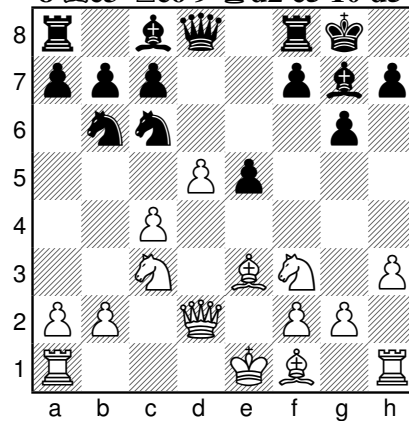
2 exd5 ♘f6 3 d4 ♘f6xd5 4 c4




4... ♗d5 5 ♗f3 g6 6 h3 ♗g7 7 ♗c3 O-O

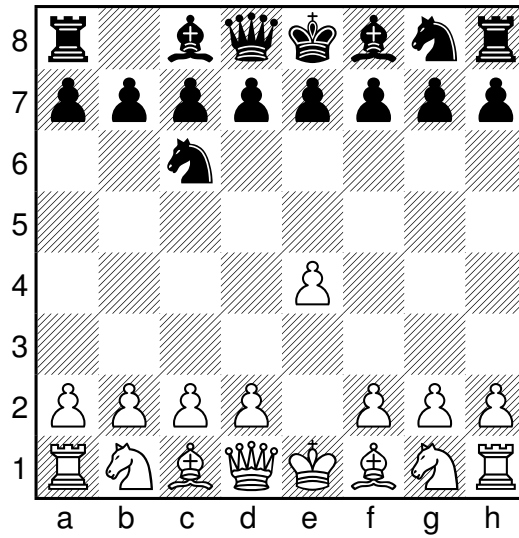


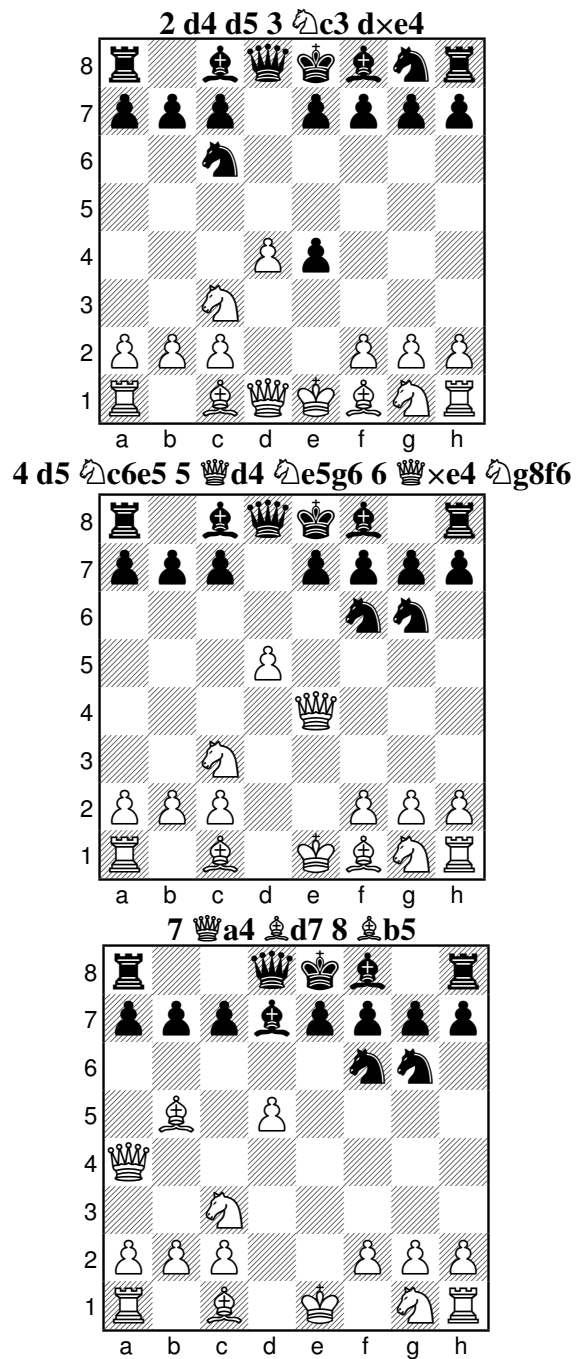
8 ♗e3 ♗c6 9 ♖d2 e5 10 d5



Nimzowitsch

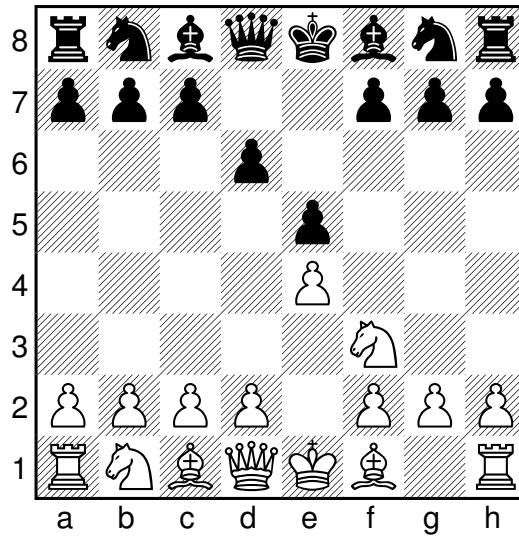
1 e4 c6





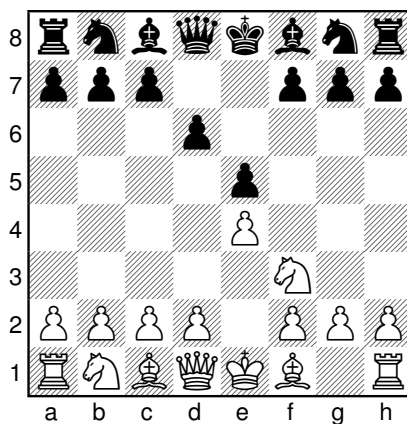
Phillidor Defense

1 e4 e5 2 ♘f3 d6

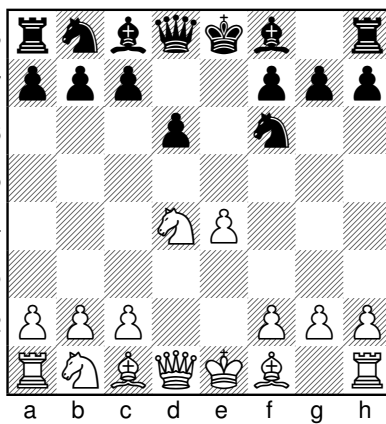


Phillidor Exchange Variation

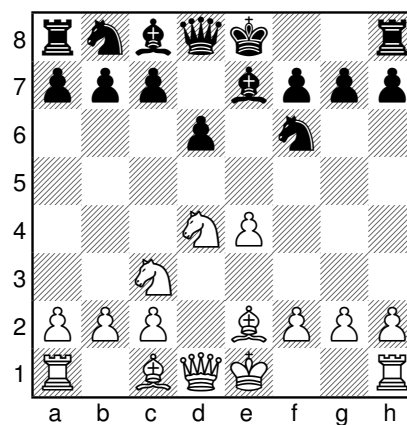
1 e4 e5 2 ♘f3 d6



3 d4 exd4 4 ♗xd4 ♘f6

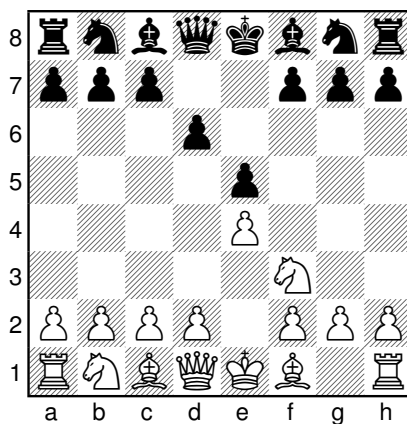


5 ♘c3 ♙e7 6 ♙e2

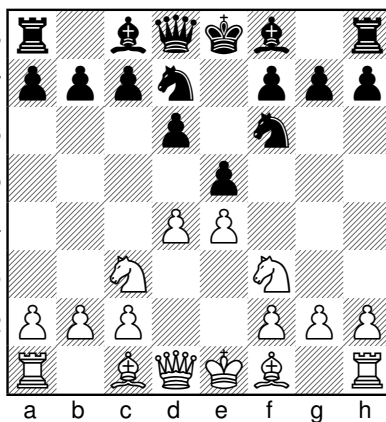


Phillidor Defense

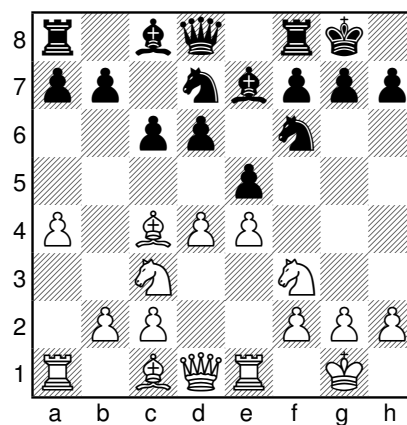
1 e4 e5 2 ♘f3 d6



3 d4 ♗f6 4 ♗c3 ♖bd7





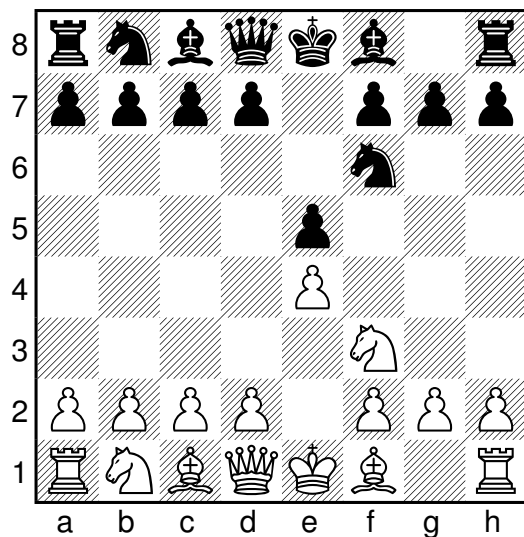
5 ♙c4 ♙e7 6 O-O O-O 7 ♖e1 c6 8 a4



Idea: White has the small advantage from possession of the d-file and the weakness of the d6 square. White should exchange on e5. As this gives mobility to e7 bishop, the exchange should take place at an opportune time.

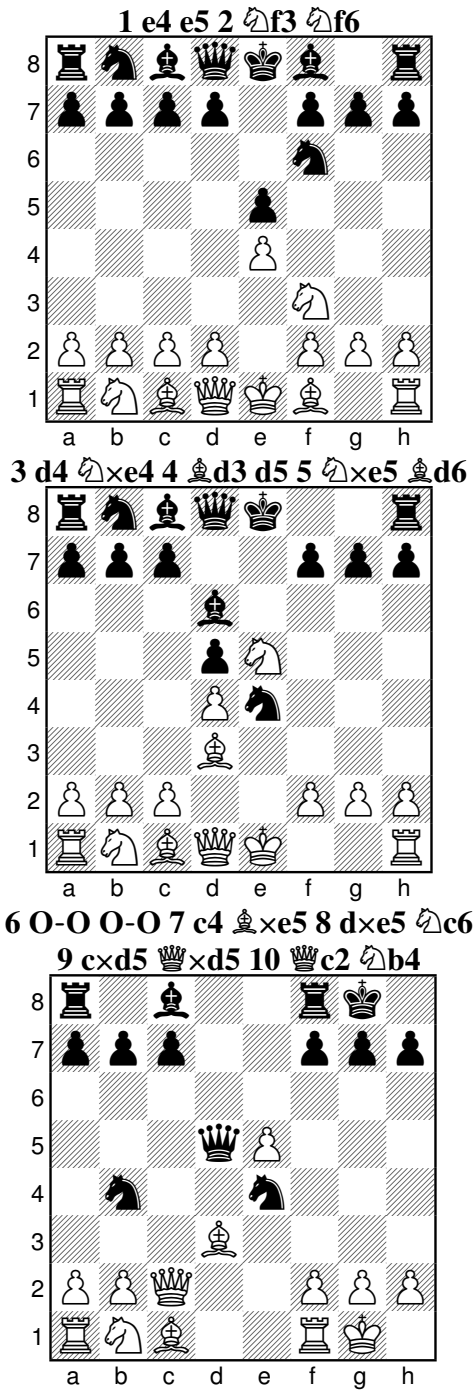
Petroff Defense

1 e4 e5 2 f3 f6



Idea: Black does not defend e5, but rather attacks e4. This is a weak defense, but great drawing chances for black against a stronger opponent.

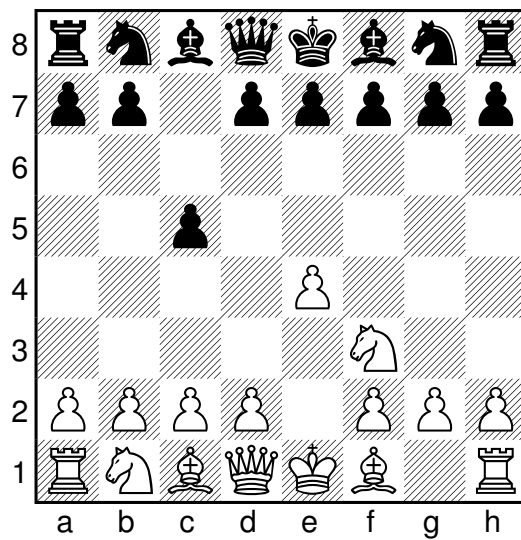
Petroff Defense



Idea: Inadvisable for black: 3...exd4 4.e5 Ne4 5.Qxd4! White does not have any significant advantages. Very drawish.

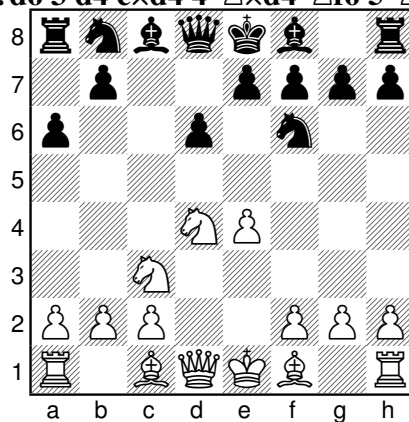
Open Sicilian

1 e4 c5 2 ♘f3

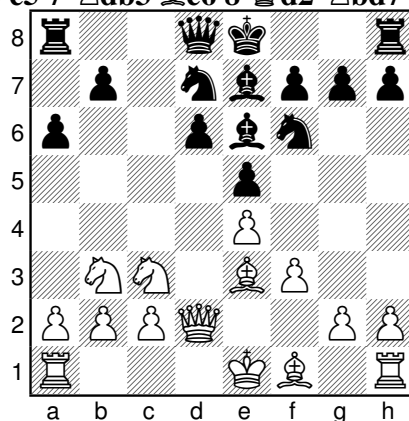


Najdorf: English Attack

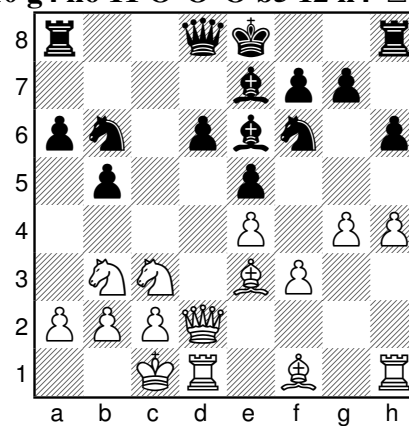
2...d6 3 d4 cxd4 4 ♘xd4 ♗f6 5 ♘c3 a6



6 ♗e3 e5 7 ♗db3 ♗e6 8 ♔d2 ♗bd7 9 f3 ♗e7



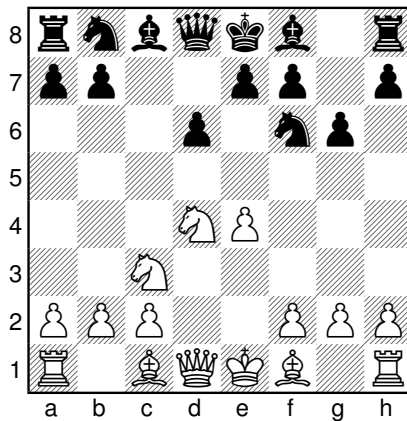
10 g4 h6 11 O-O-O b5 12 h4 ♗db6



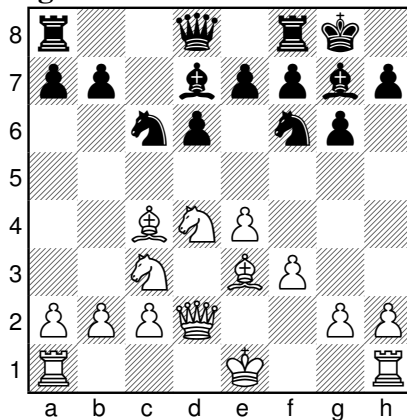
Dragon: Yugoslav attack

1 e4 c5 2 ♘f3

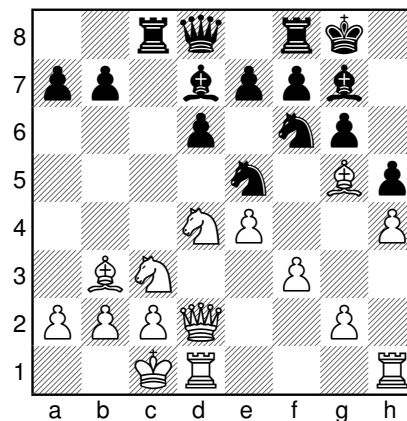
2... d6 3 d4 cxd4 4 ♗xd4 ♗f6 5 ♗c3 g6



6 ♗e3 ♗g7 7 f3 O-O 8 ♔d2 ♗c6 9 ♗c4 ♗d7

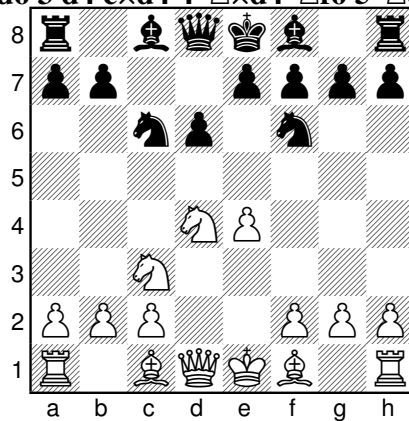


10 O-O-O ♖ac8 11 ♗b3 ♗ce5 12 h4 h5 13 ♗g5

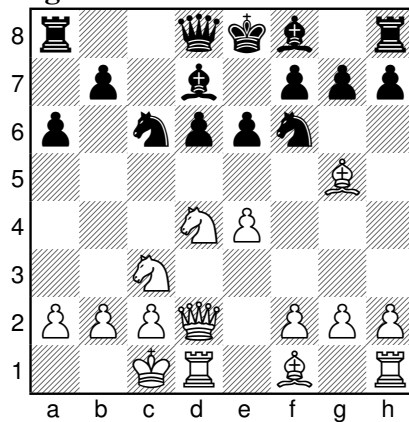


Classical: Richter-Rauzer

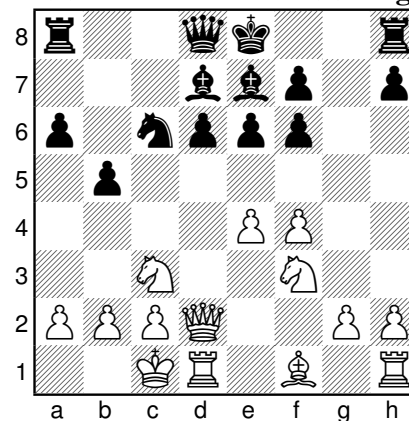
1 e4 c5 2 ♘f3
 2... d6 3 d4 cxd4 4 ♗xd4 ♗f6 5 ♗c3 ♗c6



6 ♘g5 e6 7 ♖d2 a6 8 O-O-O ♘d7



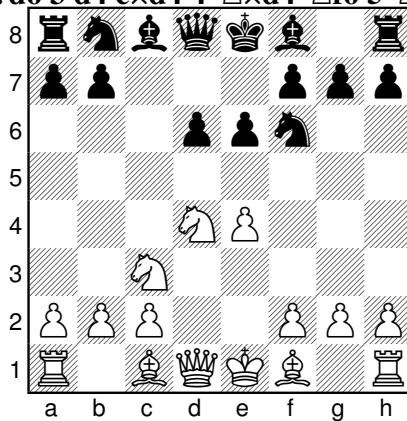
9 f4 ♘e7 10 ♗df3 b5 11 ♘xf6 gxf6



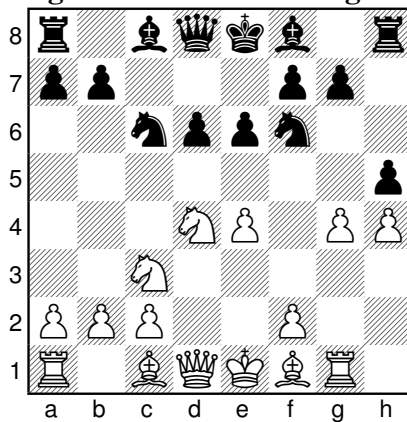
Scheveningen: Keres Attack

1 e4 c5 2 ♘f3

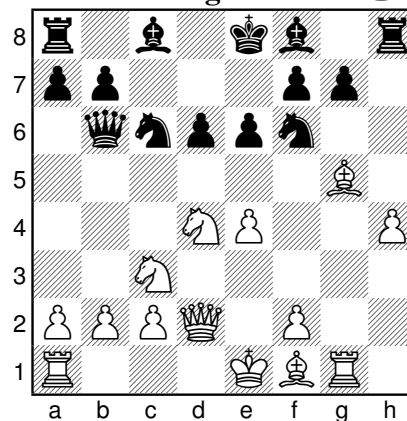
2... d6 3 d4 cxd4 4 ♗xd4 ♗f6 5 ♗c3 e6



6 g4 h6 7 h4 ♗bc6 8 ♖hg1 h5



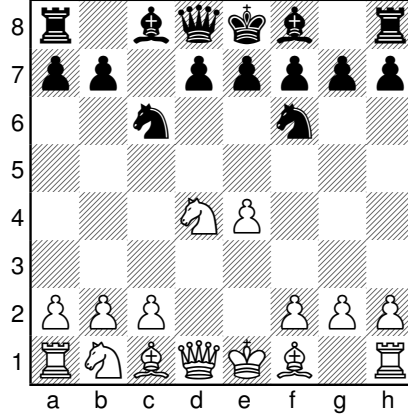
9 g×h5 ♗f×h5 10 ♙g5 ♗hf6 11 ♔d2 ♙b6



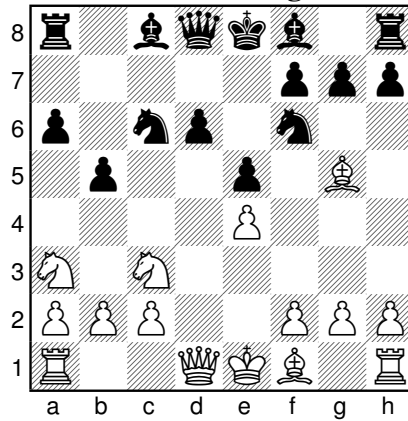
Sveshnikov

1 e4 c5 2 ♘f3

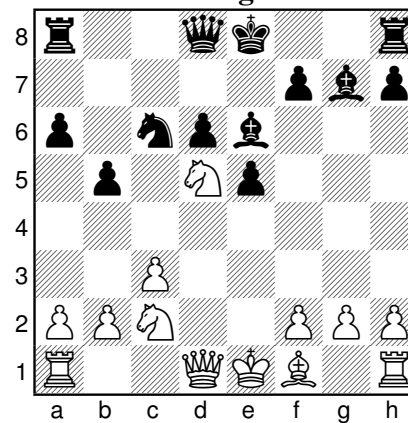
2... ♘c6 3 d4 cxd4 4 ♗xd4 ♗f6



5 ♗c3 e5 6 ♗db5 d6 7 ♘g5 a6 8 ♗a3 b5

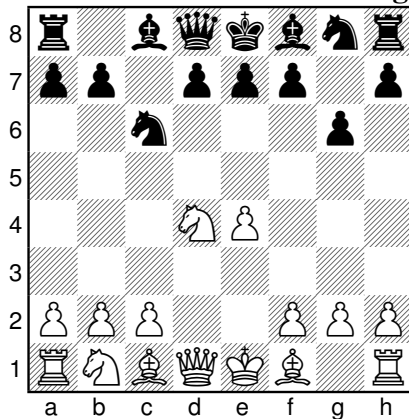


9 ♘xf6 gxf6 10 ♗cd5 f5 11 c3 ♘g7 12 exf5 ♘xf5 13 ♗ac2 ♘e6

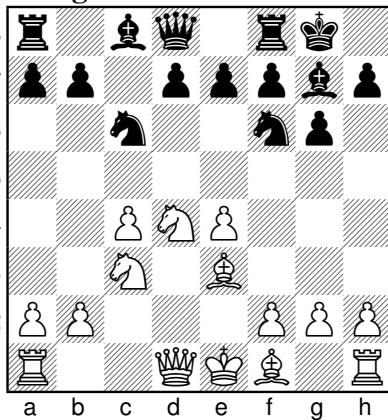


Accelerated Dragon: Maróczy Bind

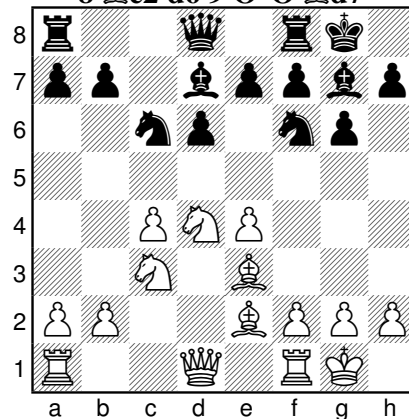
1 e4 c5 2 ♘f3
2... ♖c6 3 d4 cxd4 4 ♘xd4 g6



5 c4 ♗g7 6 ♕e3 ♘f6 7 ♖c3 O-O

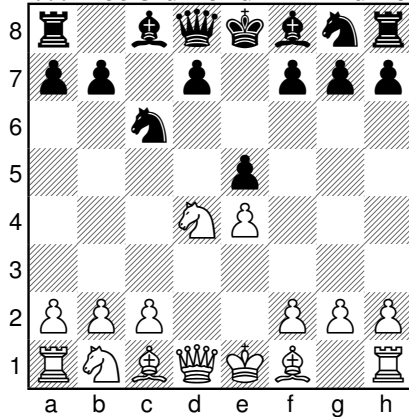


8 ♕e2 d6 9 O-O ♗d7

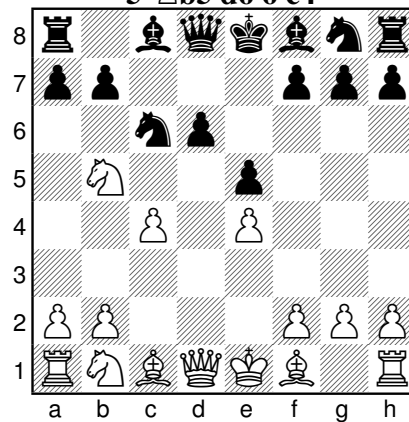


Kalashnikov

1 e4 c5 2 ♘f3
 2... ♘c6 3 d4 cxd4 4 ♗xd4 e5



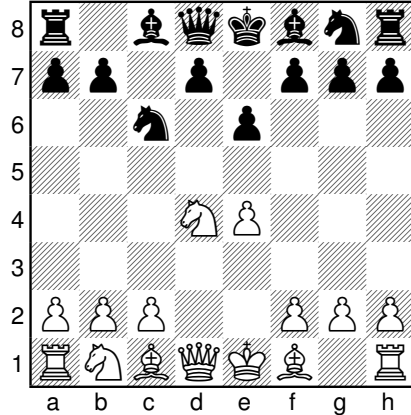
5 ♗b5 d6 6 c4



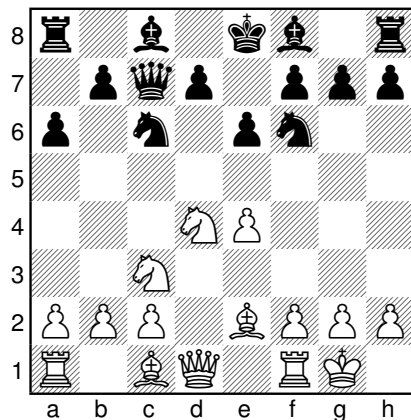
Taimanov

1 e4 c5 2 ♘f3

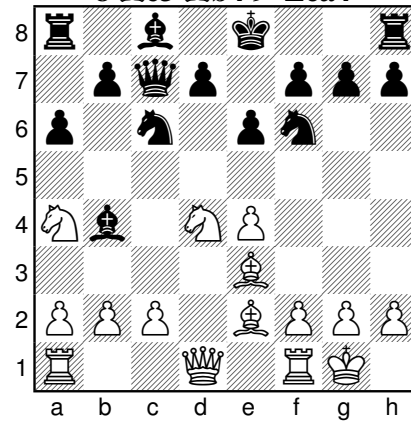
2... e6 3 d4 cxd4 4 ♗xd4 ♗c6



5 ♗bc3 a6 6 ♖e2 ♕c7 7 O-O ♗gf6



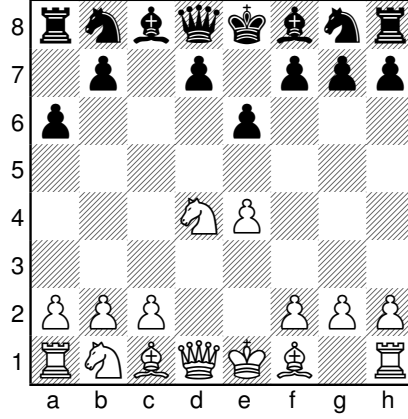
8 ♖e3 ♖b4 9 ♗ca4



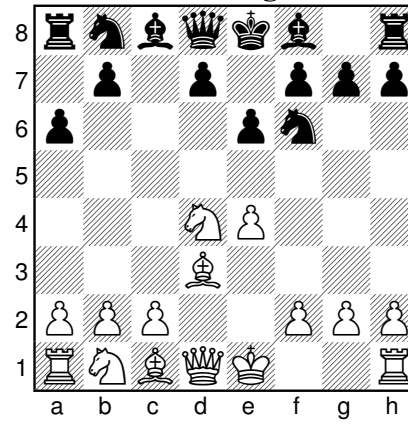
Kan

1 e4 c5 2 ♘f3

2...e6 3 d4 cxd4 4 ♘xd4 a6



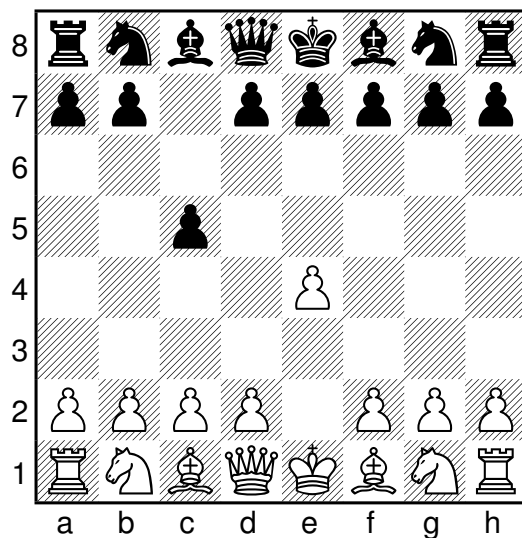
5 ♗d3 ♘gf6



1.2 AS BLACK

The Sicilian Defense

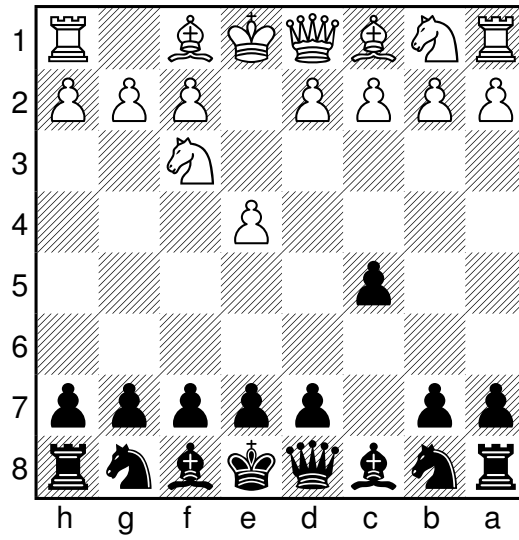
1 e4 c5



Black advances to c5 as to make it difficult for white to achieve the ideal pawn center d4,e4. The Sicilian has a big advantage over 1... e5: usually white responds to ...c5 by advancing his pawn to d4 and then recaptures with the knight. This gives black the advantage of a central pawn majority. This structure has strategic characteristics that are more complex than those of open games. Black seeks an initiative on the queenside, exploiting the semi-open c-file. This complexity is well suited to the taste of modern players, who like to be able to determine the strategy of their own game.

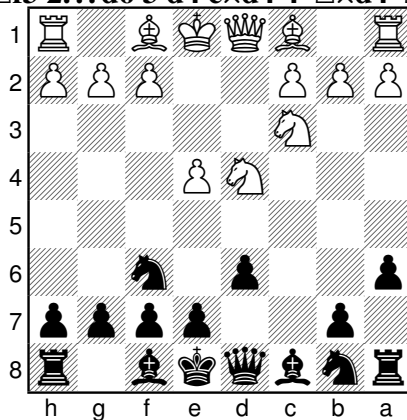
Open Sicilian

1 e4 c5 2 ♘f3

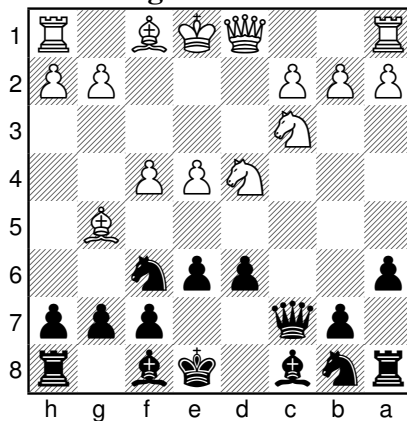


Najdorf 6.Bg5

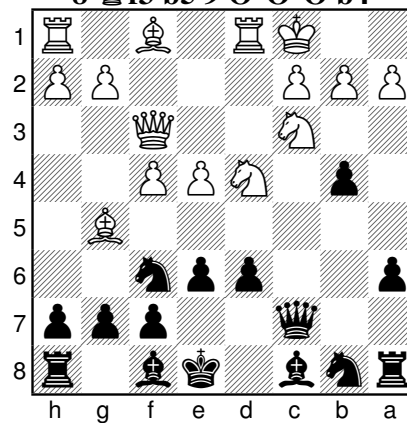
1 e4 c5 2 ♘f3 2...d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 a6



6 ♗g5 e6 7 f4 ♚c7

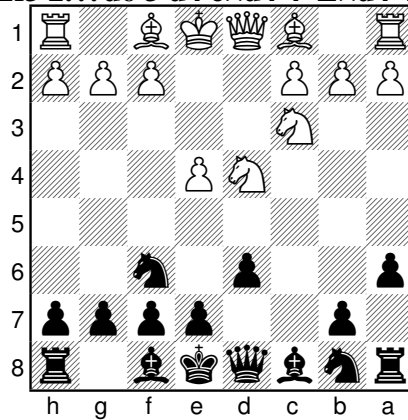


8 ♞f3 b5 9 O-O-O b4

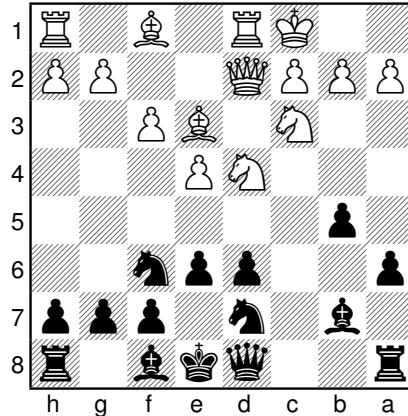


Najdorf transpose into Scheveningen 6.Be3 7.f3

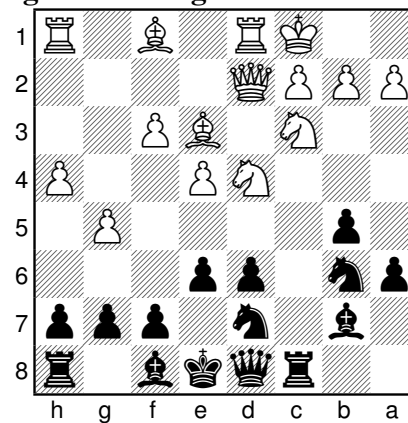
1 e4 c5 2 ♘f3 2...d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 a6



6 ♗e3 e6 7 f3 b5 8 ♕d2 ♘bd7 9 O-O-O ♗b7

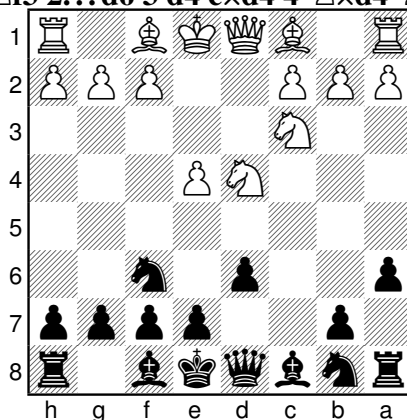


10 g4 ♘db6 11 g5 ♘fd7 12 h4 ♖ac8

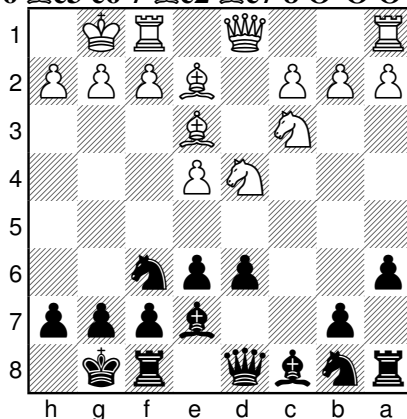


Najdorf transpose into Scheveningen 6.Be3 7.Be2

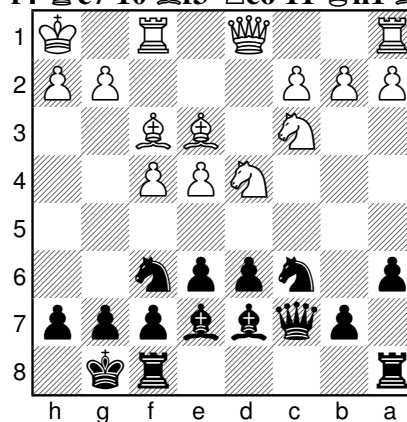
1 e4 c5 2 ♘f3 2...d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 a6



6 ♗e3 e6 7 ♗e2 ♗e7 8 O-O O-O

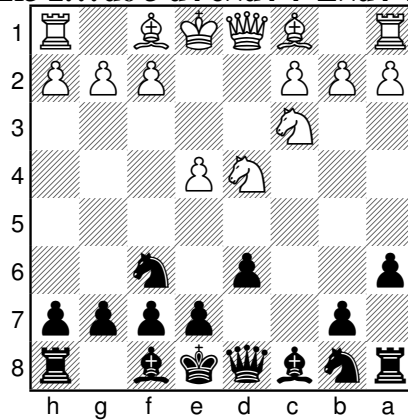


9 f4 ♖c7 10 ♗f3 ♘c6 11 ♔h1 ♗d7

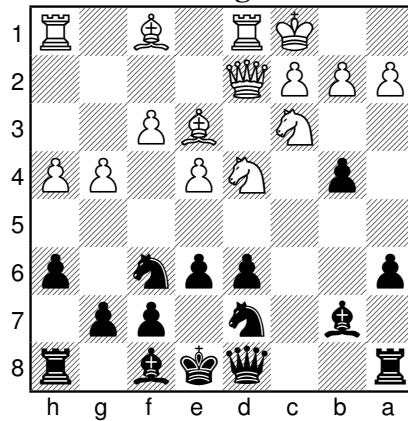


Najdorf transpose into Scheveningen 6.Be3 7.Qd2

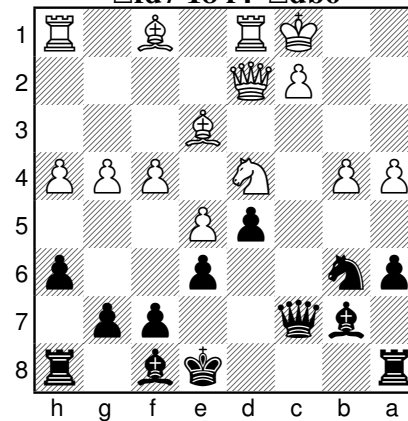
1 e4 c5 2 ♘f3 2...d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 a6



6 ♗e3 e6 7 ♖d2 b5 8 f3 ♗bd7 9 g4 h6 10 O-O-O ♗b7 11 h4 b4

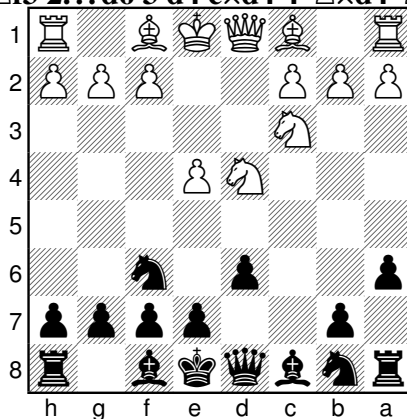


12 ♘ca4 ♖a5 13 b3 ♘dc5 14 a3 ♘cxa4 15 axb4 ♖c7 16 bxa4 d5 17 e5
♘fd7 18 f4 ♘db6

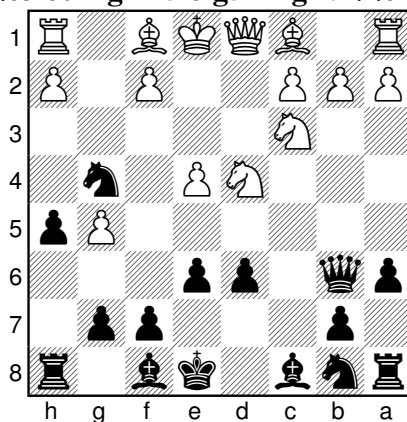


Najdorf transpose into Scheveningen 6.Be3 7.g4 delayed Keres

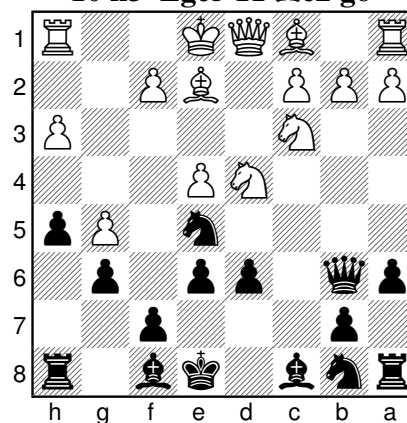
1 e4 c5 2 ♘f3 2...d6 3 d4 cxd4 4 ♗xd4 ♖f6 5 ♗c3 a6



6 ♙e3 e6 7 g4 h5 8 g5 ♗fg4 9 ♙c1 ♚b6

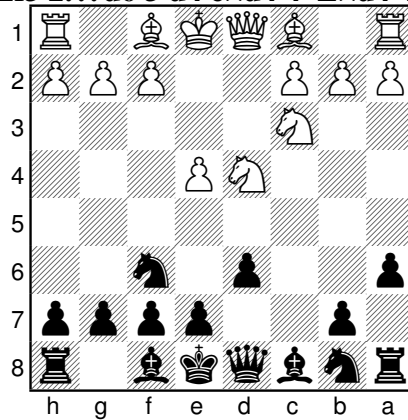


10 h3 ♗ge5 11 ♙e2 g6

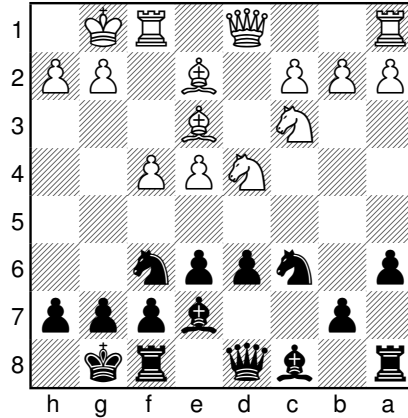


Najdorf transpose into Scheveningen after 6.Be2 8.Be3

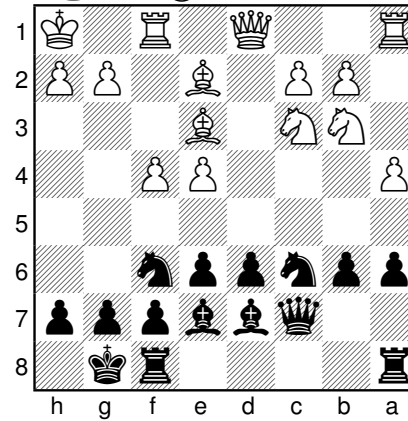
1 e4 c5 2 ♘f3 2...d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 a6



6 ♘e2 e6 7 O-O ♘e7 8 ♘e3 O-O 9 f4 ♘bc6

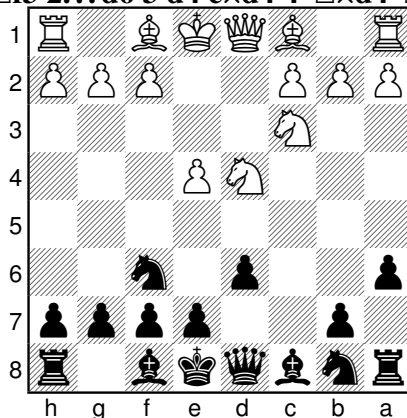


10 a4 ♕c7 11 ♔h1 ♘d7 12 ♘db3 b6

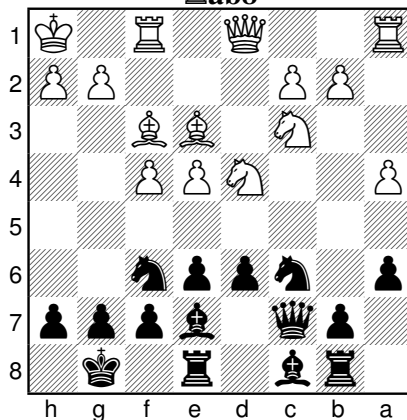


Najdorf transpose into Scheveningen after 6.Be2 8.f4

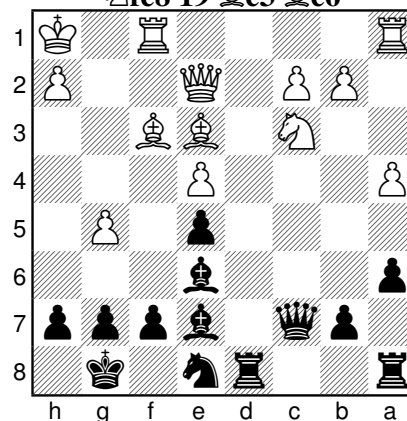
1 e4 c5 2 ♘f3 2...d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 a6



6 ♗e2 e6 7 O-O ♗e7 8 f4 O-O 9 ♖h1 ♕c7 10 a4 ♘bc6 11 ♗e3 ♖fe8 12 ♗f3 ♖ab8

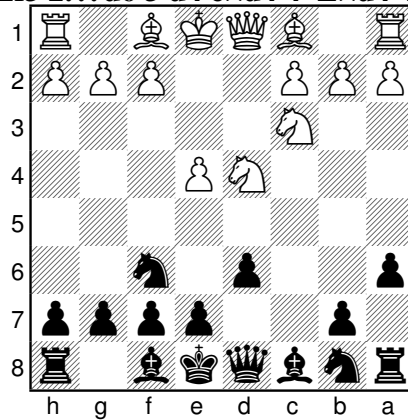


13 g4 ♘cxd4 14 ♗xd4 e5 15 fxe5 dxe5 16 ♗a7 ♖ba8 17 g5 ♖ed8 18 ♕e2 ♗fe8 19 ♗e3 ♗e6

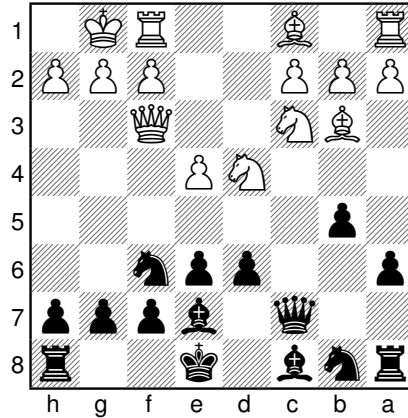


Najdorf transpose to Scheveningen 6.Bc4

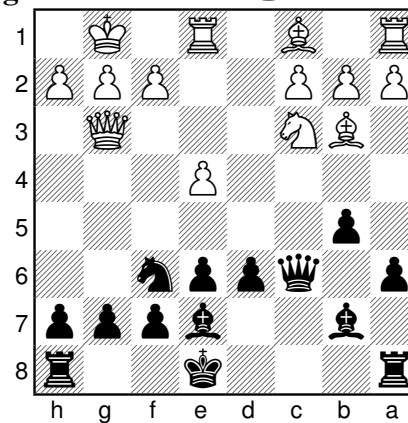
1 e4 c5 2 ♘f3 2...d6 3 d4 cxd4 4 ♘xd4 ♘f6 5 ♘c3 a6



6 ♖c4 e6 7 ♖b3 b5 8 O-O ♗e7 9 ♕f3 ♕c7

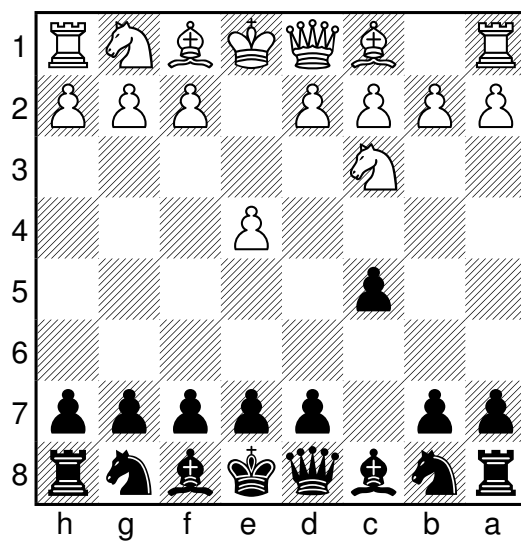


10 ♕g3 ♘c6 11 ♘dxc6 ♕xc6 12 ♖fe1 ♖b7



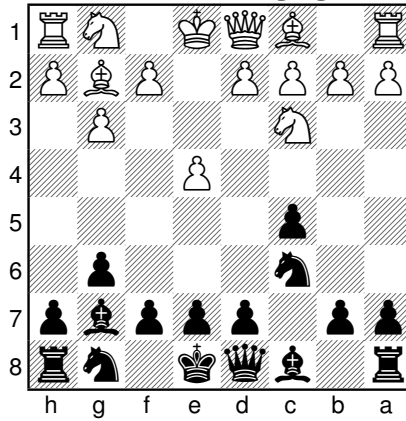
Closed Sicilian

1 e4 c5 2 ♘c3

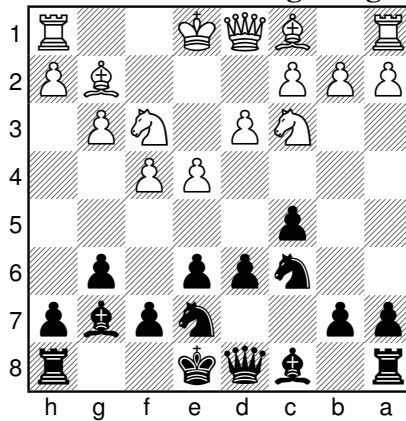


Closed:

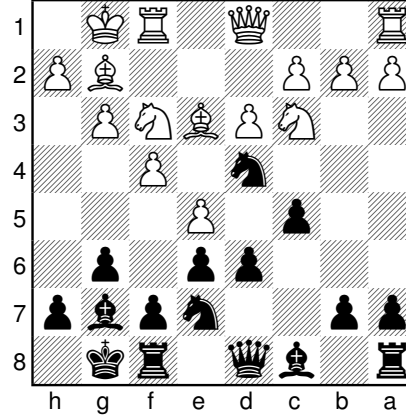
1 e4 c5 2 ♘c3 2... ♘c6 3 g3 g6 4 ♙g2 ♙g7



5 d3 d6 6 f4 e6 7 ♘gf3 ♘ge7

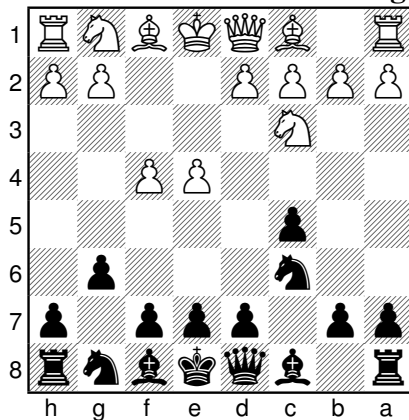


8 O-O O-O 9 ♙e3 ♘cd4 10 e5

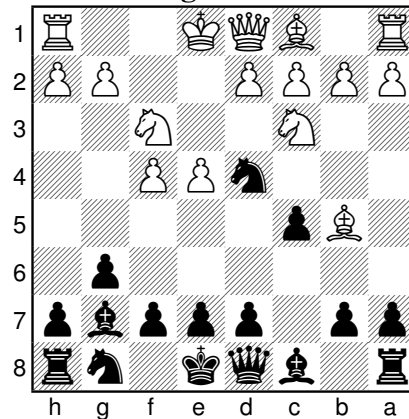


Closed transpose into Grand Prix

1 e4 c5 2 ♘c3 2... ♘c6 3 f4 g6

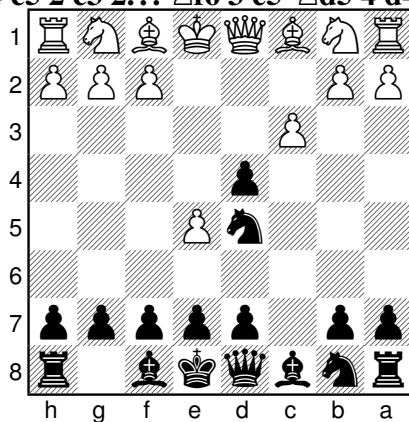


4 ♘f3 ♗g7 5 ♖b5 ♘d4

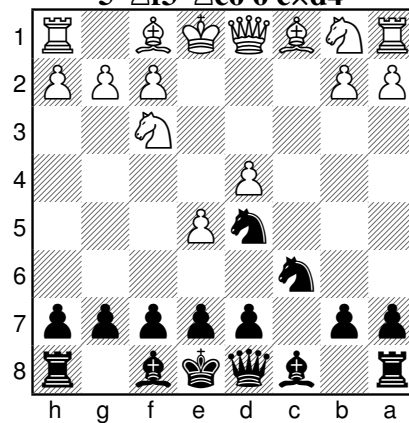


Anti-Sicilian: Alapin

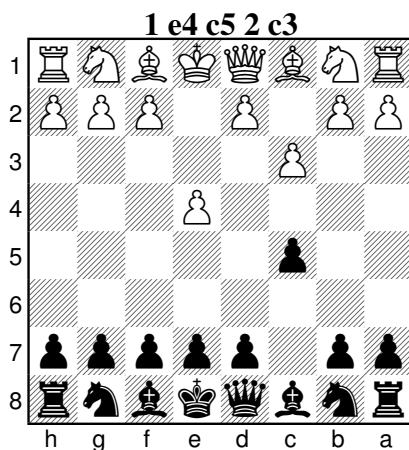
1 e4 c5 2 c3 2... ♘f6 3 e5 ♘d5 4 d4 cxd4



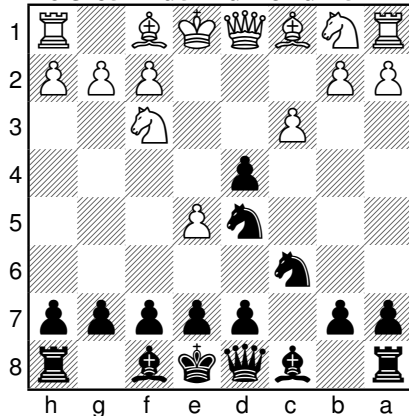
5 ♘f3 ♘c6 6 cxd4



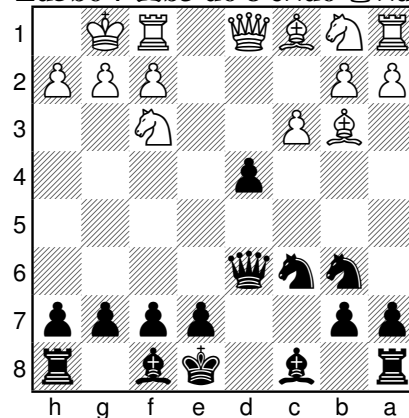
Anti-Sicilian: Alapin



2... ♗f6 3 e5 ♗d5 4 d4 cxd4 5 ♗f3 ♗c6

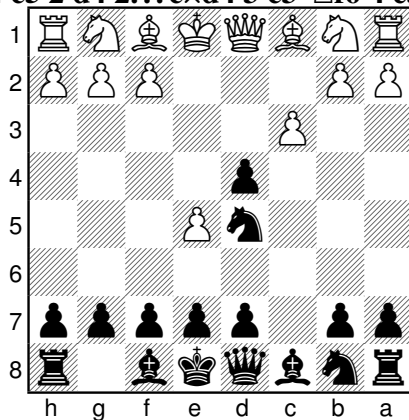


6 ♕c4 ♗d5 b6 7 ♕b3 d6 8 exd6 ♖xd6 9 O-O

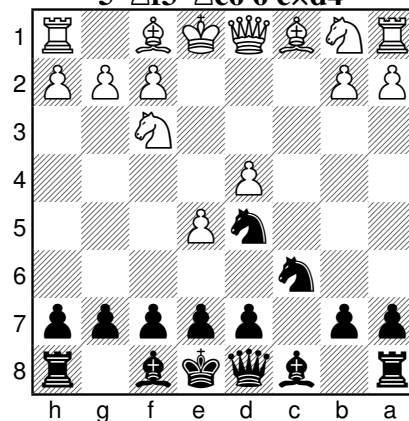


Anti-Sicilian: Smith-Morra transpose to Alapin

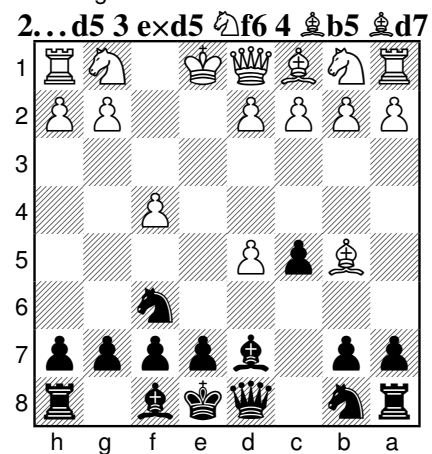
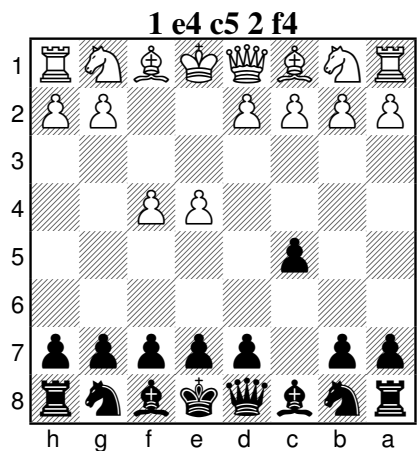
1 e4 c5 2 d4 2...cxd4 3 c3 ♘f6 4 e5 ♗d5



5 ♘f3 ♗c6 6 cxd4

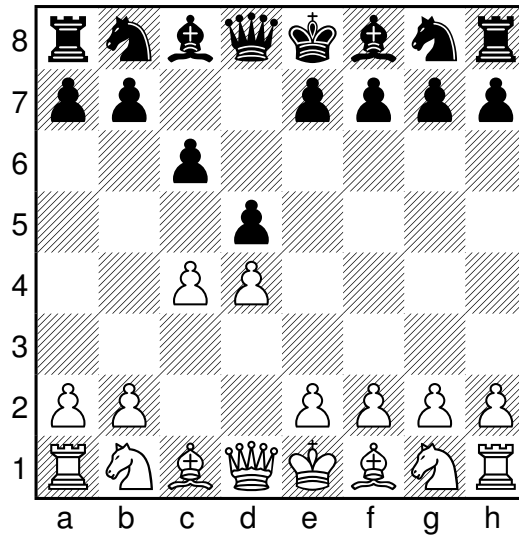


Anti-Sicilian: Grand Prix



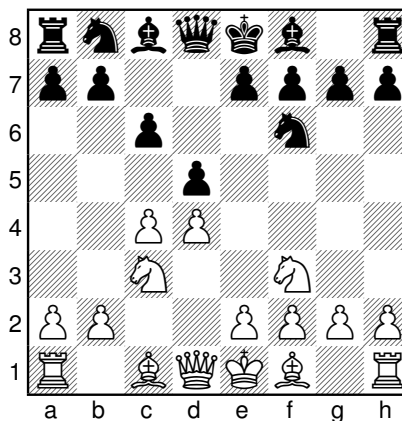
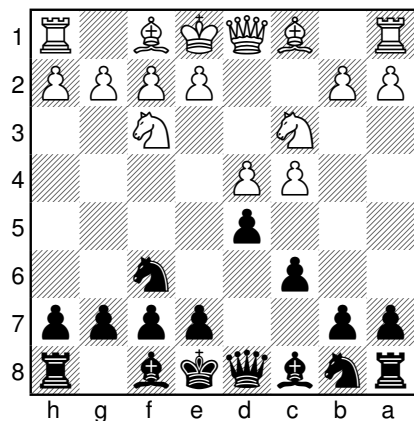
The Slav Defense

1 d4 d5 2 c4 c6

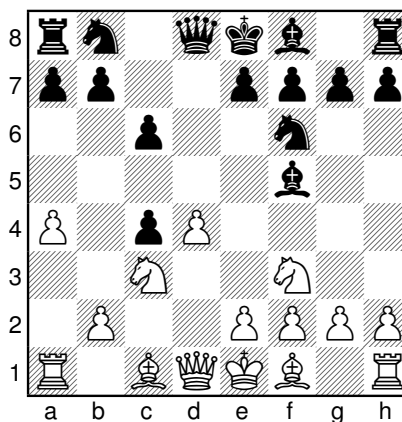
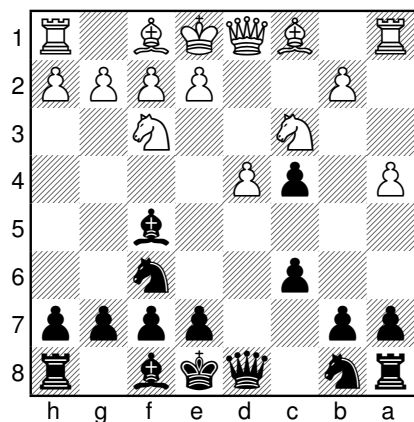


Main Line - Pure Slav - Czech Variation

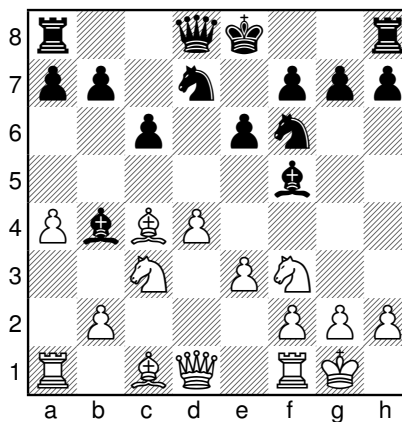
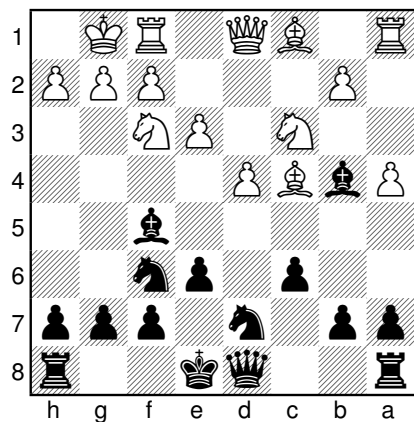
3 Nf3 Nf6 4 Nc3



4... dxc4 5 a4 Bf5

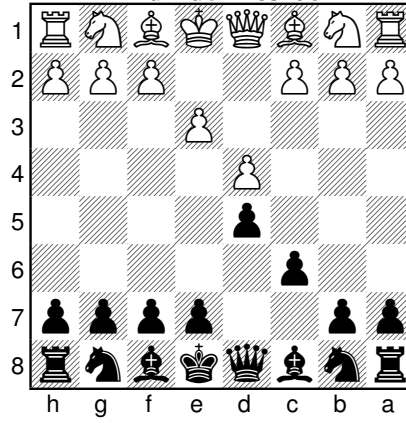


6 e3 e6 7 Bc4 Bb4 8 O-O Nbd7

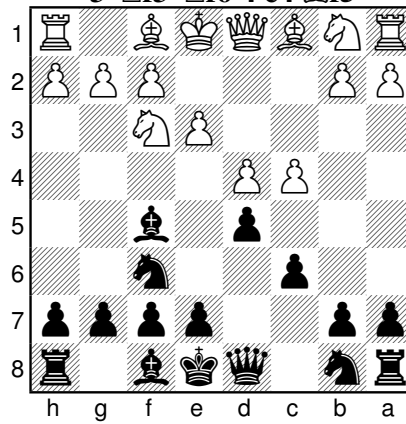


Slav 2.e3

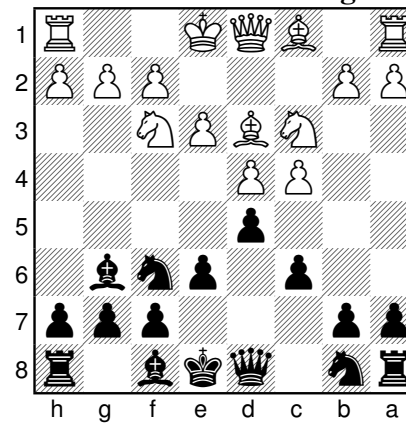
1 d4 d5 2 e3 c6



3 Nf3 Nf6 4 c4 Bf5

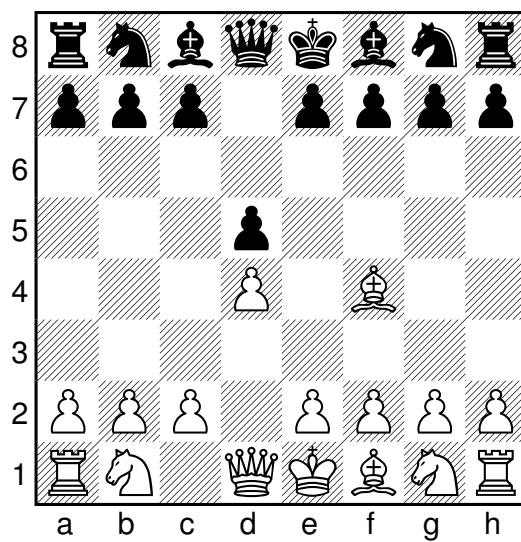


5 Bbc3 e6 6 Bd3 Bg6

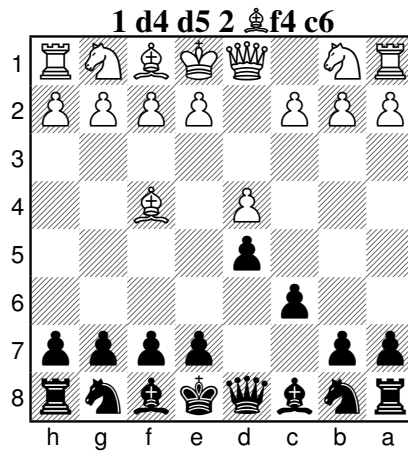


The London

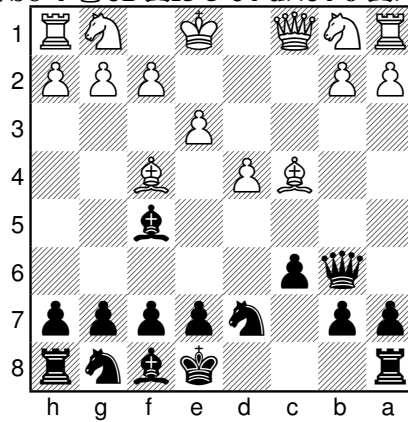
1 d4 d5 2 ♘f4



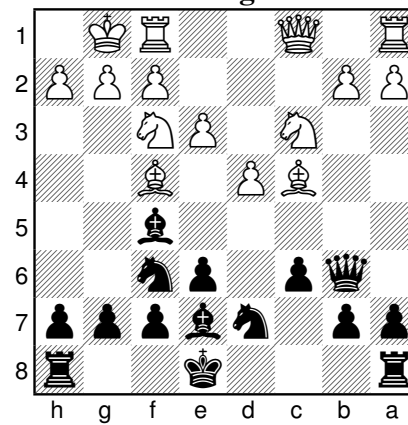
London 2.Bf4



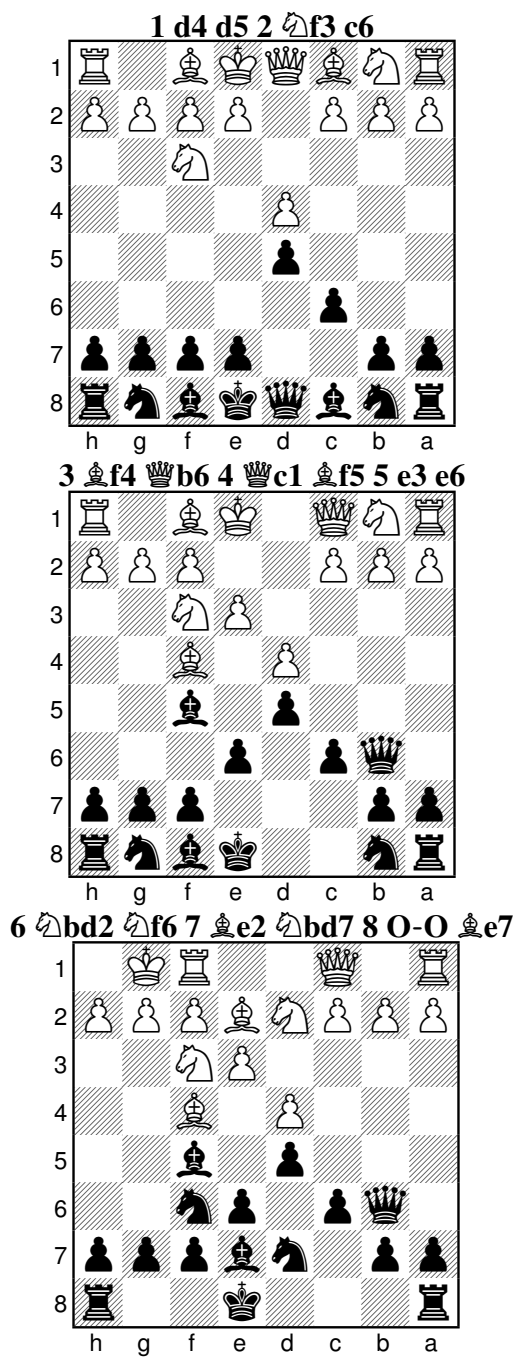
3 e3 ♖b6 4 ♗c1 ♘f5 5 c4 dxc4 6 ♘xc4 ♗bd7



7 ♗f3 e6 8 O-O ♗gf6 9 ♗bc3 ♘e7

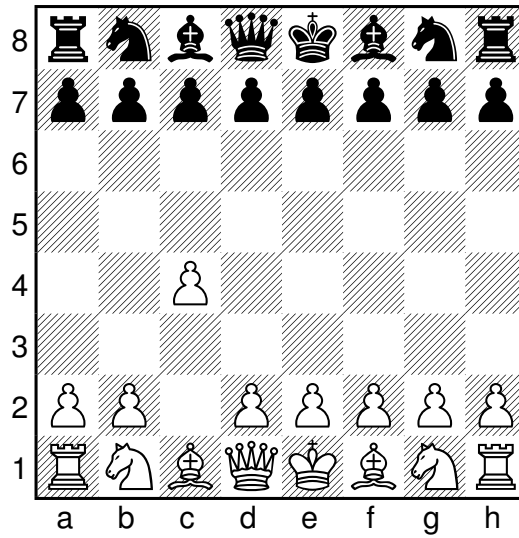


London 2.Nf3

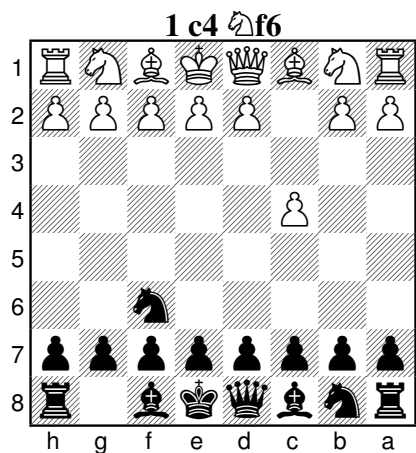


English Defense

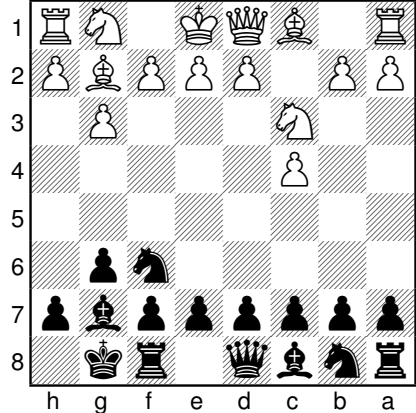
1 c4



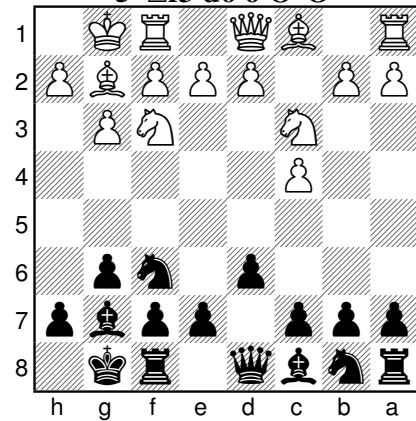
English



2 ♗c3 g6 3 g3 ♕g7 4 ♖g2 O-O

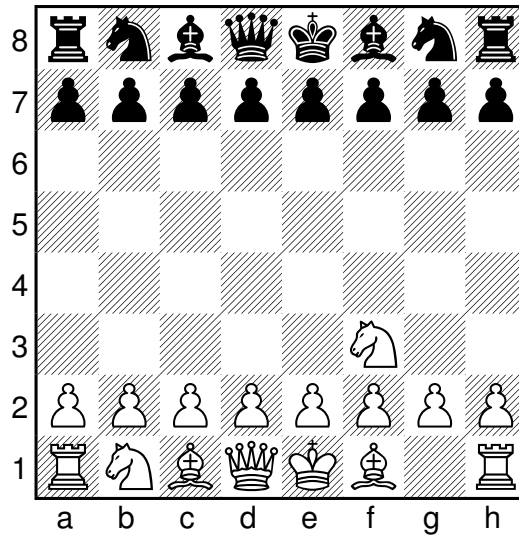


5 ♗f3 d6 6 O-O



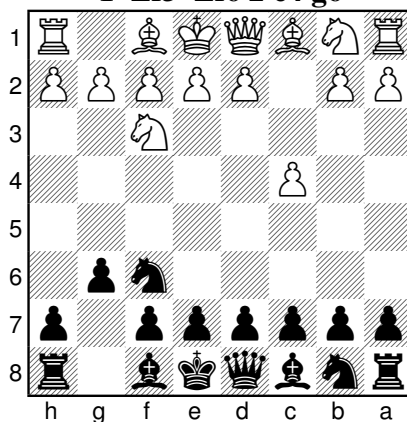
Réti Opening

1 ♖f3

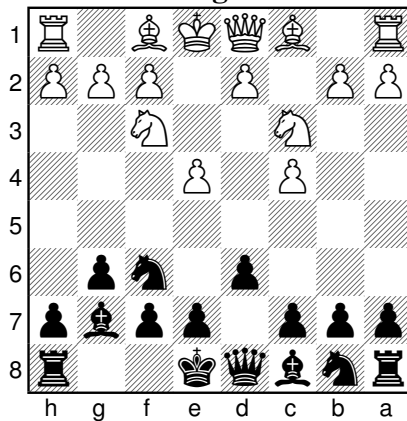


Réti Opening

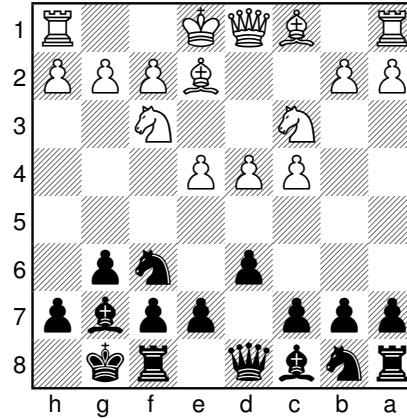
1 Nf3 Nf6 2 c4 g6



3 Nc3 Bg7 4 e4 d6



5 d4 O-O 6 Be2



Chapter 2

Middlegame

2.1 TACTICAL MOTIFS:

Tactics is one of the most important parts of chess. Tactics is knowing what to do when there is something to do. Strategy is knowing what to do when there is nothing to do.

Force Mate or Material:

This should be calculated quickly for both sides. For each candidate move, find the best, say three, refutations. On each one, visualize it as a new puzzle, where are the mates, checks, and our hanging pieces?

1. Can I pick up one piece and move/jump it to a mating position? Highlight these squares in your mind. If so, how can I get it there, and what's the problem? Can I threaten mate?
2. Does check force mate or material?
3. Get hanging pieces.
 - How many hanging pieces are there?
 - Choose one: Can piece be captured? Can piece be threatened, forcing capture, or can I take away its flight squares?
4. Create hanging pieces.
 - How many weak pieces are there?
 - Choose one: Can defender be captured, then take hanging piece? Can defender's influence be interfered with, creating a hanging piece?
5. Captures: does any capture lead to a positive exchange? Can I add more attackers than defenders?
6. Threats: Does any threat of other pieces, especially the queen and rook, lead to a material plus? Envision emanating rays from weak pieces.

Ruin:

Make it an addiction to find moves that would ruin my ideas. If such moves exist, then make a different move. This is extreme blunder-checking.

Use the **relative value** of the pieces to quantify your evaluation:

- Pawn – 1 point
- Knight – 3.45 points
- Bishop – 3.55 points
- Rook – 5.25 points
- Queen – 10 points
- King – 4 points (Safe, during endgame)
- Tempo – +0.25 points
- BB vs not BB – +0.5

These are not absolutes, but are situation dependent. Rooks are more valuable when you only have one due to the fact that rooks gain strength as more pieces come off and files are opened, also because there is no second rook to get in its way. The rook pawns have slightly less value because they control the fewest squares and has the least mobility and least board influence. Giving up a rook pawn often opens up a file for the rook and can be sacrificed most easily and confidently. The king's value should help to decide whether to activate it in the endgame.

After I move, is there any possible move they can make that would defeat the purpose of my move? If so, it shouldn't be an option. Find a move of his that could stop your plan.

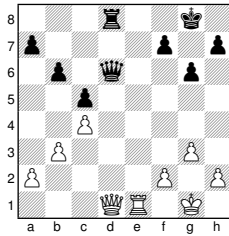
Imagine vectors/lines emanating from pieces. With puzzles, the goal is to increase your store of basic patterns, not to work on your visualization, or deep calculation. You are not trying to prove that you can solve every problem. If you don't solve a problem within 1 minute, stop. It's probably a new pattern or you would have gotten it by now.

Tactics can only flow from a weakness. On your opponent's move, try to look around for undefended pieces to be aware of and always maintain a certain level of awareness about those weaknesses.

It is important not to recalculate the same lines over and over again. A grand-master won't check all his variations a second time due to time constraints. Make a tree of analysis. The trunk is the main move in question, each branch is the remaining options according to what the opponent could pick.

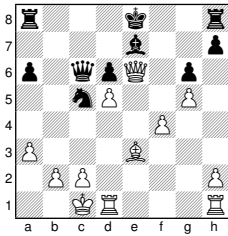
Deflection:

1.Re8+ Rxe8 2.Qxd6



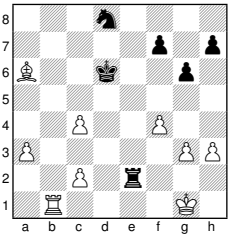
Desperado:

1.Qxe7 Kxe7 2.dxc6



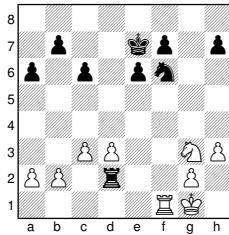
Discovered Attack:

1.c5+ Kxc5 2.Bxe2



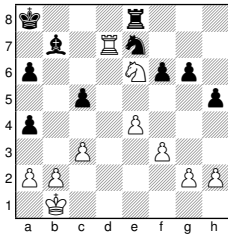
Exchange Sacrifice:

1.Rxf6 Kxf6 2.Ne4



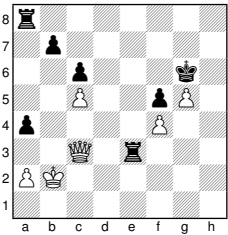
Fork:

1.Nc7



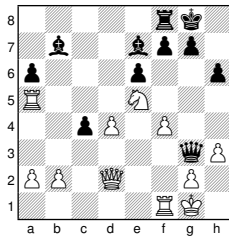
Hanging Piece:

1.Qxe3



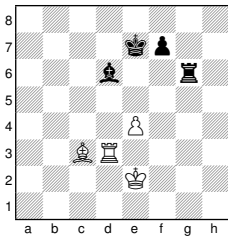
Overloading:

1... Bb4!



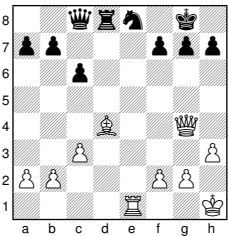
Pin:

1.Bb4



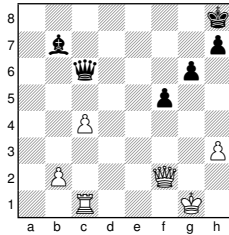
Remove Defender:

1.Rxe8+! Rxe8 2.Qxg7#



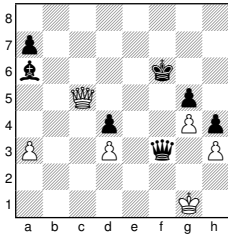
Simplification:

1.Qd4 Kg8 2.Qd5 Qxd5 3.xd5



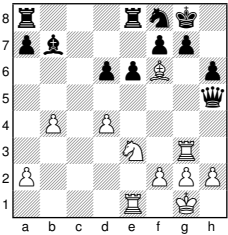
Skewer:

1.Qf8



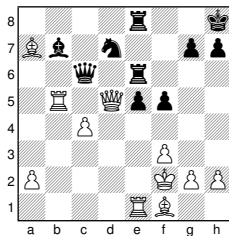
Windmill:

1.Rxg7 Kh8 2.Rf7 Kg8 3.Rg7



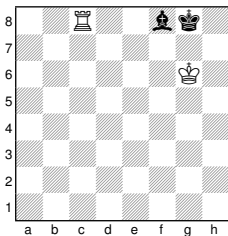
X-ray:

1.Rxb7



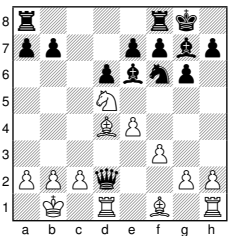
Zugzwang:

1.Rd8



Zwischenzug:

1.Nxe7 Kh8 2.Rxd2



- **Deflection:** The attacker needs to chase away the key unit that is defending the army.
- **Desperado:** The move captures an enemy piece when either one or more of your own pieces is already hanging (undefended). When material is going to be lost regardless, these situations present a rare opportunity to be "reckless" and take out an enemy piece along the way.
- **Discovered Attack:** An attack which happens when one piece moves out of the way, opening a line for another attacking piece to threaten something.
- **Double Attack:** Two attacking pieces that simultaneously threaten to capture two defending pieces.
- **Exchange Sacrifice:** A small sacrifice of material (see "sacrifice") to achieve something greater.
- **Fork:** Attacking piece threatening 2 or more enemy units at same time.
- **Hanging Piece:** "Hanging" is another way of saying "undefended" or "loose" in chess. A tactic that involves simply taking or exposing undefended pieces in some way would qualify. French: *en pris*.
- **Overloading:** A piece that has too many things to do is overloaded.
- **Pin:** To pin down a weaker piece that is blocking path of more valuable piece.
- **Removal of Defender:** A tactic that involves eliminating the critical defensive piece that otherwise stands in the way of achieving a much greater goal.
- **Skewer:** A skewer is the same as a pin, except the more valuable piece is the first to be attacked.
- **Simplification:** A simplification tactic is a forcing sequence of moves that converts an advantage into a more easily winning position. A player decides to swap material to emphasize an advantage already gained.
- **Windmill:** Consists of discovered checks followed by normal checks, then discovered.
- **X-rays:** It takes advantage of pieces that seem to be adequately defended but really aren't. Occurs when one of your long-range pieces (a Rook, Bishop, or Queen) attacks "through" one of your opponent's pieces to indirectly attack/threaten or defend beyond it.
- **Zugzwang:** A German word that literally translates to "move compulsion." This is a situation where every move a player could make causes him/her to lose the game (or at least significantly worsen the position).

- **Zwischenzugs:** Is a German word that describes an "in-between move". This "in-between move" is an unexpected reply tossed in the middle of an expected sequence of moves. The player postpones an anticipated move in order to make a forcing intermediate move.

2.2 CLASSICAL THEORY:

- **Castling:**
 - Castling on opposite sides: In general, both sides will start their attacks with pawns (gain space and open rooks). Whoever strikes first will be well on his way to victory.
 - Castling on same side: Pushing pawns on that side would weaken one's own King. Usually attack with pieces.
- **Classic bishop sacrifice:**
 - Viable: 1) A White Bishop on the b1-h7 diagonal is ready to sacrifice itself for the good of the White masses. 2) A White Knight on f3 is ready to jump to g5 and begin the hunt for the exposed Black King. 3) A White Queen on d1 is ready to follow behind the Knight with a leap to g4 or h5. 4) White's dark squared Bishop on c1 keeps an eye on the g5-square and allows the f3-Knight to safely land there. Also note that this Bishop makes h6 an inhospitable place for the Black King to run to. 5) White's pawn on e5 keeps Black defenders (and Black's King) off of f6.
 - Won't work when: A black knight can safely move to f6 or f8, or if black B or Q can access b1-h7 diagonal.
- **King in the center:**

If your King is safely castled and your opponent's King is still in the center, this should act like a red flag telling you to rip the position open and begin a quick attack. Leaving your King in the middle is a suicidal act in OPEN positions.
- **Kingside Focal Points:**

To successfully thump an enemy monarch, the experienced player knows that there are five basic targets (focal-points) to aim at: 1) h7; 2) g7; 3) f7; 4) g6; 5) the dark-squared complex at h6, g7 and f6. h7: Ex: bishop sacrifice, g7: Hardest to reach. Usually generated by bishop on a1-g7 diagonal,

f7: Favorite knockout target for opening punches since, before castling, it is only protected by the King, g6: This square often becomes weak after Black defends h7 With ... h7-h6. If Black's f-pawn has been removed or has advanced from f7, then the g6-square can turn into a hole, Dark Squared Complex: h6, g7, f6. When Black fianchettoes a Bishop by ... g7-g6 followed by ... Bg7, the squares on f6, g7 and h6 have all been potentially weakened. Attacker usually will TRADE off bishop by Bh6. Turning f6 into a hole causes the defender many problems.

- **Sacrifice:**
Purposely giving up material to achieve some goal (giving away material with no goal in mind is known as "insanity"). Some sacrifices are played to achieve tactical or dynamic compensation, while other sacrifices are played to gain some form of positional compensation.
- **Clearance sacrifice:** The solution here is to clear the way by sacrificing the blocking, traitorous piece.
- **Decoy:** Decoy sacrifices force enemy pieces to squares that they would prefer not to occupy.
- **Compensation:** When you give up something (space, structural weaknesses, squares, material, etc.) in exchange for a different type of imbalance.
- **Defensive strategy:** *Almost every position has defensive resources. It's up to you to believe this statement and find them.* Take this as a challenge, grab hold of your opponent with all four limbs and refuse to let go!
- **Minority attack:** An attack against a majority of pawns with a minority of pawns in the hope of creating weaknesses, holes and open files.
- **Traps:** Trying to trick an opponent is a reasonable thing to do if you are completely lost or in trouble, but playing for traps (and crossing your fingers while you do so) is a bad habit that will weaken your play and also your results. It is very important to always expect the best move from your opponent!
- **Blockade:** Immobilization of a pawn that, if allowed to advance, would cause you some problem. In general, the best blockaders are Knights due to their ability to jump over other pieces (i.e., the pawn it is blocking won't restrict its mobility).
- **Principle of two weaknesses:** One of the main goals of a chess player is to create an attackable weakness in the enemy camp and then to bring all his pieces to bear on it. This principle states that the creation of a second weakness (or advantage) stretches the enemy's ability to resist to unmanageable proportions.

- Static and dynamic advantages: A **static** advantage is a long-term plan that is usually based on pawn structure, extra material, or superior minor pieces. A **dynamic** advantage centers around temporary items like development, the initiative, and more active pieces. The scenario should instantly tell both players what to do.
- When the center is open, the following rules are useful to follow:
 1. Piece activity abounds. Most attacks in open positions are piece oriented; pawns play a secondary role.
 2. Try and direct play towards the center.
 3. Time is very important. Because pieces can often leap into the enemy position in a single bound, every tempo must be used and nurtured. It is very dangerous to fall behind in development!
 4. It is suicidal not to castle quickly when the center is open.
- A closed center has its own rules and strategies:
 1. Piece movements tend to be somewhat ponderous due to the fact that pawns are in their way.
 2. When the center is closed, direct play towards the wings.
 3. Most attacks in closed positions should be initiated by pawns. Pushing your wing pawns gains space in that area and also helps to open files for your Rooks.
 4. Play on the wing where your pawns point. This is where your space advantage lies and this is where you should seek your destiny.
 5. Development and castling can be delayed in closed positions because the locked pawns separate both armies and make quick strikes uncommon.
- **Positional Weakness:** tend to have long term ramifications and aren't subject to shifting situations from move to move like tactical weaknesses. Positional weakness concerns pawns. If a square cannot be guarded by friendly pawn it is a **weak square**. These likely occur on the third and fourth ranks. Pawns are the root of most weaknesses.

2.3 MODERN THEORY

- Stronger players in general sacrifice material more easily and for compensation that is harder to understand for their weaker counterparts.

- Players should focus on perceiving real threats and recognizing focal points rather than being vague about a move being 'weakening'.
- Very often we can play purposeful chess without a clear idea of how the play will develop, or even what our next move will be.
- The focus should be on playing the best move in each individual position, regardless of whether you can predict exactly how the play will proceed. Sometimes there are just too many possibilities to really have a clear plan in mind and it is best to just play good moves that you think improve your position generally or deal with the possible coming complexities in the best way possible.
- Many players are too obsessed with the idea of trying to play the absolute best move, rather than trying to maintain a certain evaluation or nature of the position.
- A big part of getting stronger is understanding when rules do not apply.
- Have a general sense of playing many good moves consistently throughout the game and not playing an insane line that you cannot assess, which may lead you into a hard-to-handle position in which you will almost certainly make mistakes or oversights. This is not to say that you should avoid complex positions but that in certain cases entering them will simply lower your expectations of success or expected value from the position.
- In some cases, we need to settle for moves that we simply know are not bad or that do not change the evaluation of the position negatively.
- Place an emphasis on consistency and playing well for the whole game. It is an excellent idea to try to play 40 or 50 good moves going into every game and not stress out over perfectionism. It is undeniable that consistently playing good, reasonable moves is an extremely important part of playing strong chess. Strong chess is much more about making simple high-percentage decisions that are solid and good than it is about being brilliant, macho or blowing anyone away. The main emphasis is that huge errors are avoided.
- Many under 1600s are taught to defend or move away when a piece is attacked. But make sure to look for counterattacking chances. A major improvement process from 1800 to 2200 involves understanding how to improve a position gradually with simple moves. The better you get the better you'll be at calmly improving your pieces and playing without unnecessary weaknesses. Many players around 2000 strength fail to prevent counterplay when they have a simple and straightforward advantage. A big problem with under 2000 is players casually making moves that open up the opponent's attacking possibilities.

- Unless there is a forced way to win material or change the position dramatically at that point, trying to calculate that line more deeply will be pointless.
- Preventing major weaknesses by creating minor weaknesses (which often are not exploitable) is a very important strategic concept.
- First determine if there are any moves that directly threaten mate. If so, check those first, then determine if there are any moves that directly threaten the opponents queen.
- A real advantage has permanency and a lasting nature to it. If it fades away instantly, it is not a real advantage.
- With an objective advantage, in many instances, you have time to play slowly and exploit multiple weaknesses in you opponent's camp because your advantage is not temporary and going away any time soon.
- With computer analysis, anything above 1.2 is referred to as winning. A +1.00 advantage wins objectively nearly 80% of the time, a +2.00 is closer to 95% of the time and a +3 should be winning in well over 99% of objective cases.
- Claiming "I have the initiative therefore i am better" is pretty meaningless if you cant show any variation where you actually win material or obtain a static advantage.
- Computers have shown that doubled pawns on the g-file (such as h2-g3) in general make a king safer. The strongest doubled pawns are on the b-file and g-file.
- Strong players usually know when they have an equal position and just need to play sensible moves to maintain the status quo.
- Having one or two isolated pawns is not such a bad thing.
- When you have a clearly better pawn structure, very often maintaining the status quo with respect to the structure is all you have to do to maintain an advantage.
- Strong players often play moves quickly without much calculation and know that they are playing good moves due to already having a static plus and adding to the plus slightly by improving the pieces.
- The three easiest types of sacrifices for most strong players to make are the sacrifice of a rook's pawn, the sacrifice of the exchange, or the 'sacrifice' of the queen for three minor pieces or a lot of clear compensation. The stronger the player, the more willing he is to sacrifice material for quality and compensation.

- If your opponent has no active play at all, the most logical thing to do is just keep improving your position until it is possible to create direct tension or do something active.
- In closed positions, pawn-breaks are of the utmost importance.
- Strong players have a tendency to rule out certain moves that do not do anything constructive. You must get better at not playing moves that superficially look good but do not do anything effective.
- Playing solidly against higher rated players is the most frustrating for the vast majority of them.
- In chess, our judgement is dulled by the use of artificial rules. Independence from such rules is a crucial characteristic of modern chess thought.
- The modern master concentrates on what works, even if it contrary to classical thought.
- It is the aim of the modern school not to treat every position according to one general law, but according to the principle inherent in the position.
- It is nonsensical to map out an overly long plan, the very next move could totally change the situation on the board and give it a completely different direction. Instead think of the phrase “the next strategic operation” instead of the word “plan”.
- General rules are irrelevant to forming a strategy. Instead, concrete analysis and understanding of the nuances of the position at hand are required.
- A weakness is not a weakness if it cannot be exploited.
- The option to choose between a good position that cannot be improved and a bad position that can be substantially improved is very modern.
- **Dynamism** is the single word most associated with modern chess. A style of play in which the activity of the pieces is favoured over more positional considerations, even to the point of accepting permanent structural or spatial weaknesses.

2.4 PIECE ACTIVITY

- **Material:**

- Material: Of all imbalances in chess, a material plus carries the most weight. If you have advantage in material: 1) Gives you extra unit of force, make active participant. 2) When trading pieces, don't let point count stop you, rather, judge the value of the pieces. Rooks are no better than bishops if they can't be put to use. Having a material advantage give you better 'endgame odds' (knowing that most endgames will win for the materialistic side.

- **Minor Pieces:**

- Minor Pieces: Knight vs bishop. You should be looking to create a superior minor piece right from the opening. A good player will invariably end up with a powerful Knight over a poor Bishop or vice versa. Which piece is the board better for? BB>BK>KK. Trading pieces: Equal trades should only be avoided if your piece is doing a much better job than the equivalent enemy unit. Reversing this logic, it is highly desirable to exchange your bad pieces for the enemy's good ones. Knights and bishops are worth the same until one becomes more valuable. Bishops are best in open positions where pawns don't block their path. Bishops are very strong in endgames especially with passed pawns. If you have a bad bishop do one of the following things: 1) Trade it for an equal piece. 2) Get pawns off its color of squares. 3) Get bishop outside of pawn chain. Knights love closed positions with locked pawns. Knights usually stand better in the center of board. In the case of BB vs BN, try to exchange for one of your enemies bishops. Two knights dont work particularly well so exchanging one of them is usually a good idea. When you have the bishop pair, the most important minor piece on the board is the unopposed bishop.

- **Space:**

- Space: A full pawn center gives its owner territory and control over central squares. Once you have full pawn center you must make it indestructible. This will cramp and restrict the opponent for the rest of the game. Don't advance the pawn center too early, for every move leaves weak squares. If your opponent has created a pawn center, your goal should be to destroy it. If center pawns get traded, open files will be good for rooks. If center is locked, then play goes to wings. Play on side that pawns point to (more space). Open center attack with pieces, closed is attacking with pawns. With more space, try to avoid trading pieces. Less space, exchanging will give you more space. Don't go out of your way to prevent things that are of no real harm.

- **Squares, Files, Diagonals and Support Points:**

- Knights need to find advanced support points, Bishops need open diagonals, and open files must be created for your Rooks.

- Entombed pieces: Immobile pieces. Entombed pieces are horrible. Don't allow your own pieces to get stuck like this. Conversely, always be on the lookout for ways to imprison the enemy's units.
- Mysterious Rook Move: 1) prophylactic in nature, it prevents the opponent from making use of some plan or idea that he would like to use. 2) A subtle preparation for some greater scheme. Rooks belong on open files.
- **Prophylaxis**: A move or strategy that stops the opponent from undertaking some type of action or plan.
- Squares: The idea of fighting for squares instead of material or attack is extremely important and must be appreciated. The reason one plays for control of a square (hole) is that it will usually prove to be an excellent home for a Knight or a Bishop.
- Support points: Advanced squares (on the fourth, fifth and sixth ranks) that make nice homes for your pieces are known as support points. Also known as weak squares or holes.
- Files and Squares: Use your pawns to blast open files. Don't open a file if you think your opponent can take it away from you. If opening a file has nothing to do with your positive imbalances, then don't waste your time opening it.
- Knights need support points. A knight is more valuable as it approaches the sixth rank. Best way to beat knights is to take away their advanced support points. Make sure your bishop is as active as possible by placing it on a free diagonal or creating an uncluttered diagonal. Try and take away all advanced squares from enemy horse. If you hear a square calling to your knight, do everything in your power to get your horse there.

- **Pawns and Pawn Structures:**

- Pawn center: The first responsibility of the owner of a big center is to make it indestructible. Conversely, the responsibility of the player facing the pawn center is to apply constant pressure against it and try to label it a weakness instead of a strength.
- Pawn chain: Two or more diagonally linked pawns. Always attack at base.
- Pawn tension: When pawns face off in situations where they can capture each other, it often pays to let the tension between them linger unless you make some sort of clear gain by giving in and taking. Only trade pawns if you gain something by doing so!
- Queenside Pawn Majority: In an endgame, the queenside majority is generally better than a central majority. However, in a middlegame the central majority is considered to be more valuable.

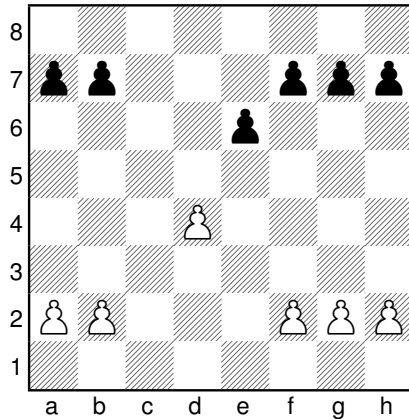
- Pawn structures:
 - Backward pawns: A pawn whose neighbors have moved past it. Negative: is weak if sitting on open file and unable to advance. Side playing against should try and control square in front. Positive: acts as guard of pawn in front. Isn't weak if square in front is defended. A pawn that has fallen behind its brother pawns and can't be guarded by them or safely move side by side with them. Sitting in open file? Defended? Square in front of pawn defended? Can successfully advance?
 - Doubled pawns: Negative: reduces flexibility and leaves one vulnerable. Positive: leads to open file for rook and increased square control. Not always bad. Opens up file for rook and occupies other squares due to doubling.
 - Isolated pawns or "isolani": Negative: cannot be defended by another neighboring pawn and is vulnerable especially on open file. Positive: may bestow use of open file to owner. Can't be touched or defended by any of its brothers and, as a result, it becomes vulnerable to attack. Can also be used for positive.
 - Hanging pawns: Negative: can be weak if other side can prohibit advances from them. Positive: control over important squares and allows half open files.
 - Isolated pawn couple or "hanging pawns": Involves two touching pawns that are isolated from the rest of the pawn structure. Usually on c3 & c4, or c4 & d4. They're hanging because no neighbor pawn can defend them.
 - Passed pawns: It can no longer be prevented from being promoted by opposing pawns. Negative: if the square in front can be controlled by other side then pawn is non-factor. Positive: strong if owner has play elsewhere, also good insurance for endgame. If square in front is cleared, that square is most crucial square on board. A pawn majority's ultimate goal is the creation of a passed pawn. Can be good insurance in endgame. Can it be blockaded?
 - Pawn islands: A group of pawns separated from another group of pawns.
 - Tripled pawns: Three pawns in column, weak.
 - **Weak squares:** a square is weak whenever it can no longer be controlled by its own pawns. A single weakening of the pawn structure in isolation can decide a game.
- Lead in Development: Development Is a temporary advantage and will go away in a few moves. Must make immediate use of it. 1) Must start aggressive attack. 2) Means most in open positions, especially if king is in center. 3) The goal doesn't have to be mate.

- **Initiative:** The side that forces its ideas on a reacting opponent is said to have the initiative. Instead of playing a reactive game, try hard to make your ideas become realities, and don't take no for an answer! When you are in control of the game. Usually goes to the first person who turns his plan into a reality.
- **Centralization:** A centrally placed piece is able to keep an eye on both sides of the board; it simply controls more squares in the center.

2.5 PAWN STRUCTURES

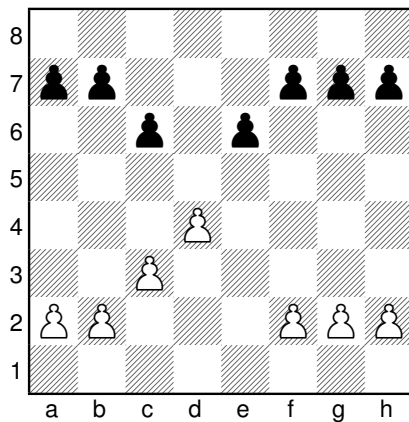
The Isolani: isolated queen pawn

- **White Plans** 1) Create a kingside attack, usually Ne5, Bg5 and Qd3-Bc2 battery, Rooks on e1 and d1 or c1 and transfer to third rank. 2) Break in the center with d4-d5, trading pawns and opening lines. ***Shows up in my Caro-Kann Panov***
- **Black Plans** 1) Trade pieces to win endgame, in particular, exchange white's good bishop (light-squared). 2) Place knight on d5, preventing the d4-d5 break and controls key squares.



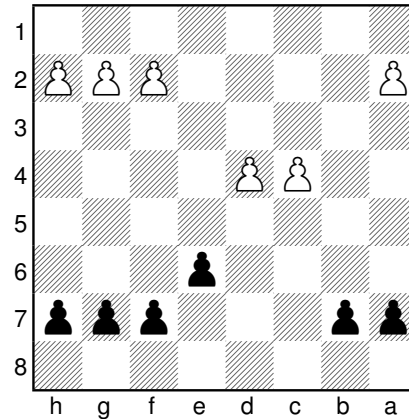
Caro-Kann

- **White Plans** 1) Create a kingside attack. Often by Ne5 outpost or targeting the weak h7-pawn with Q and B from d3. 2) Gain space with c3-e4, h2-h4 and use pieces to control the center. 3) Play c4-c5 to restrict black's release break ...c6-c5 and to control the d6-square.
- **Black Plans**: main objective is to dispute white's center and transform structure by 1) Breaking in the center with ...c6-c5 which usually produces a black 4-2 (kingside/queenside) vs. a white 3-3 pawn structure with level chances. 2) breaking up center with ...e6-e5 to obtain symmetrical position after white captures dxe5. This is unlikely to succeed as many of whites pieces can control e5. 3) Putting pressure on the d4-pawn once c3-c4 is played. 4) Challenging white's control of d5-square by playing ...b7-b5 once white has played c2-c4. Note: black Nd5 is weak, but a white Ne5 is strong.



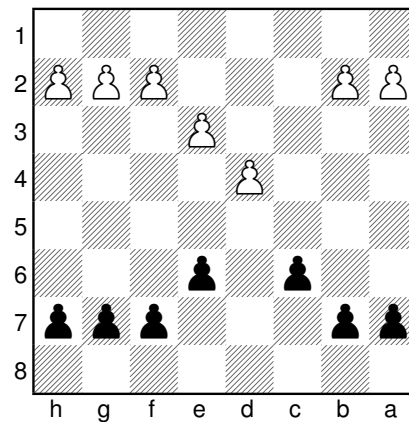
Hanging Pawns

- **White Plans** 1) Create a kingside attack. Usually like Ne5, Bc2, Qd3 and maybe a rook transfer to third rank by Re1-e3-h3. 2) Break in the center with d4-d5 either to open lines of attack or to create powerful passed d-pawn.
- **Black Plans** 1) Trade pieces to neutralize the attack. 2) Pressure the central pawns, block them if possible. 3) Break the hanging pawns, either with ...b6-b5 or ...e6-e5. If accomplished, these are very strong, and often force white to accept an isolani.



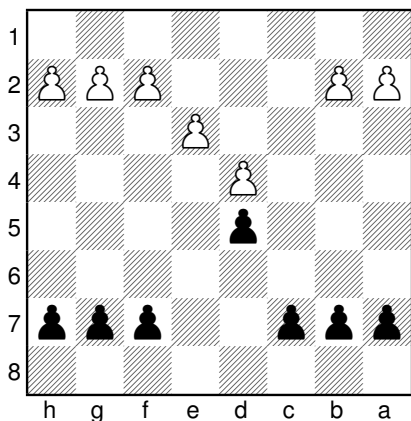
The Slav

- **White Plans** 1) Create a kingside attack, maybe h2-h6 or c3-e4-e5. 2) Put knights on e5 and c5 outposts. 3) Play e4-e5 to fix center and control d6-square. 4) Minority attack with a2-a4 and b2-b5 to create weakness on queenside. 5) Gain space with b2-b4 while preventing the ...c6-c5 break.
- **Black Plans** 1) Breaking in the center with ...c6-c5, probably getting a symmetric position after dxc5 or an isolani after ...c5xd4. 2) This is more likely. Breaking in center with ...e6-e5 will probably yield a 4-2 vs. 3-3 structure that is roughly level. 3) Putting pressure on the d4-pawn once c3-e4 has been played. 4) Disrupting white's center with ...f7-f5. This is analogous to the ...b7-b5 in caro-kann. Notice: a black Nd5 cannot compete with white Ne5 and Nc5. White can rid the Nd5 away, but black cannot easily expel white's. ***Shows up in my Slav and London***



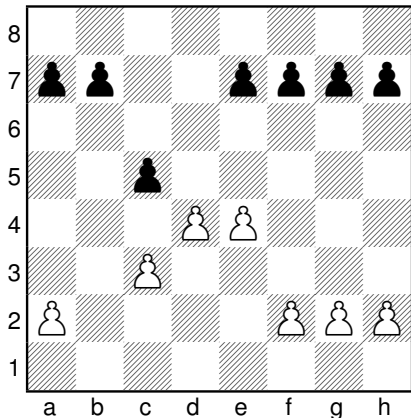
Carlsbad

- White Plans: 1) Pursuing a minority attack with h2-b4-b5 to create queenside weakness. 2) Pushing f2-f3 and e3-e4 gaining central space and creating tension.
- Black Plans 1) Place a knight on e4 and create a kingside attack, but this is not always possible, like if f2-f3. 2) The most common is ...b7-b6 and ...c6-c5 to transpose into a hanging pawns position. Or just ...c6-c5 so dxc5 transposes to an isolani. 3) An important but less common plan is ...b7-b5 once white played b2-b4. It creates weakness though.



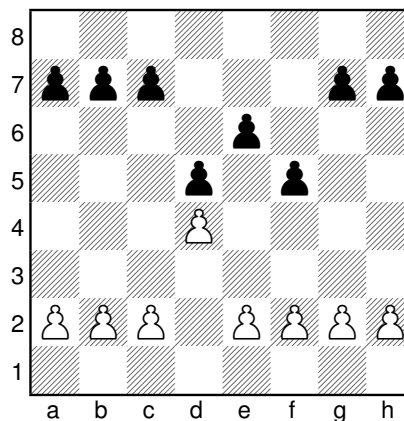
Grunfeld Center

- White Plans: 1) Create a central passed pawn with d4-d5, dominate center and gain space. 2) Create a kingside attack, usually h2-h5 and e4-e5 to control f6 which is usually weak when black goes Bg7.
- Black Plans 1) Create a queenside passed pawn, especially after some simplification. 2) Pressure the center and place a rook on the d-file and find tactical resources with the open position.



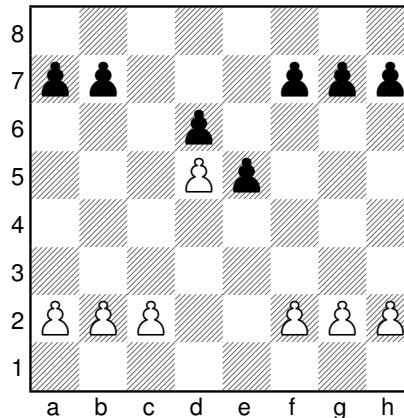
Stonewall

- White Plans: 1) Firm control of the e5-square; placing a knight there. 2) Trade dark-squared bishops to further weaken black's dark squares. 3) Expand on queenside or open the c-file and pursue an invasion down this file.
- Black Plans 1) Create a kingside attack but without losing control of the central squares. 2) Improve the bad bishop with ...Bd7-e8-h5 or maybe ...b7-b6 then ...Ba6. 3) Create central tension with ...b7-b6 then ...c6-c5.



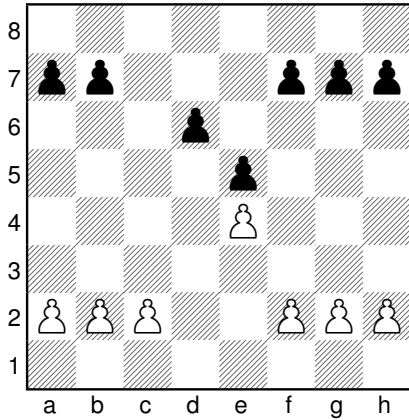
Najdorf Type I

- White Plans: 1) Advance queenside majority with b2-b4 and c2-c5. 2) Sometimes, after Black plays ...f7-f5, white can place bishop along b1-h7 diagonal and play g2-g4 breaking up black's structure, but this is rare. ***Shows up in my Sicilian***
- Black Plans 1) Expand on the kingside with ...f7-f5 and develop kingside attack. 2) Undermine white's queenside expansion with a potential ...b7-b5. Note: black's dark squared bishop is actually not bad.



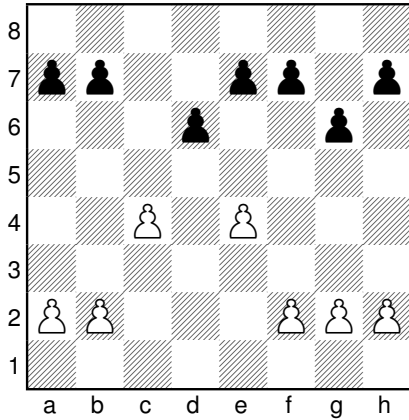
Najdorf Type II

- White Plans: 1) Place a knight on d5 and have enough pieces to always be able to recapture with a piece rather than a pawn. 2) Advance g2-g5 expelling black's knight on f6, a defender of d5. 3) Play Bg5xf6 to eliminate the knight defending d5. 4) Play f2-f5 preventing black ...Be6. ***Shows up in my Sicilian***
- Black Plans 1) Break in center with ...d6-d5, and by doing so, taking the initiative. 2) Press down on e-file so that white cannot play Nc3-d5 because of vulnerable c2 pawn. 3) Play ...b7-b4 expelling white's knight from c3 before Nc3-d5 can be played.



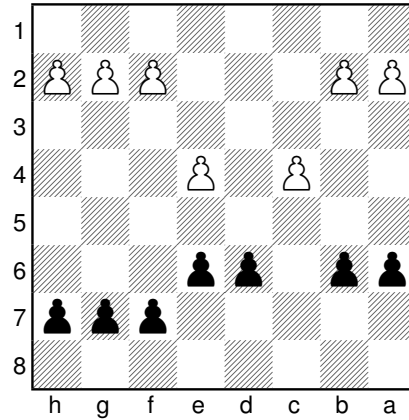
The Maroczy

- White Plans: 1) Gain space with queenside expansion, place knight on d5 and/or expand on kingside with f2-f4. 2) After f2-f4, place rooks on central files and break with either e4-e5 or f4-f5. 3) Knight on d5 and wait for black to capture d5. Then transform with either exd5 or cxd5.***Shows in accelerated dragon**
- Black Plans 1) Trade pieces to alleviate space problem. 2) Break with ...b6-b5 and after c4xb5 and ...a6xb5 then apply pressure along a-file. 3) Break with ...f7-f5 and later create attack. 4) Pressure white queenside pawns with ...Qb6-b4, and if white b2-b3 then ...a7-a4xb3. 5) Rare: play ...e7-e6 and later ...d6-d5. Note: if white Nd5 then capture and recapture with cxd5 this is called the symmetric transformation. New plans arise.



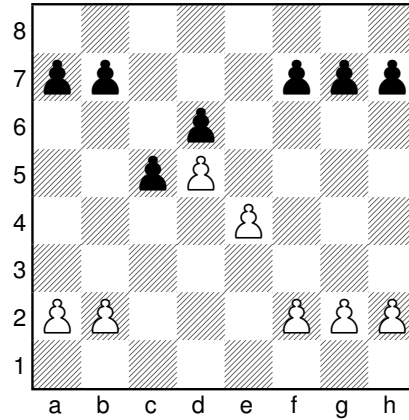
The Hedgehog

- White Plans: 1) Break on the queenside with c4-c5 or 2) with b4-b5 or 3) with a4-a5. 4) Pressure the d6-pawn but only after some pieces have been traded (not easy).
- Black Plans 1) Break in the center with ...d6-d5 2) break on the queenside with ...b6-b5. 3) Create a kingside attack with ...Kh8, ...Rg8 and ...g7-g4. Or maybe with ...h7-h5. 4) Prepare all plans above without executing until the right opportunity. Note: white 1-3 usually based on arranging pieces to open queenside. Most common break is e4-e5 which opens up files. Black usually has B on e7 or c7 which protects the d6-pawn from d-file attacks. Breaks ...b6-b5 and d6-d5 are powerful. If white B on f1-a6 diagonal, Blacks 1st plan. If white B on g2, usually black 2nd plan. Black is very flexible.



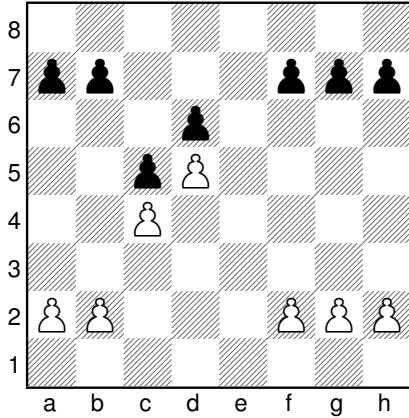
Asymmetric Benoni

- White Plans: 1) Break in the center with e4-e5, either to obtain an attack or create a central passed pawn. 2) Break e4-e5 followed by f4-f5 for a kingside attack. 3) Break with f4-f5 followed by kingside attack. 4) Prevent black's queenside expansion by b2-b4, blocking the advance ...b5-b4.
- Black Plans 1) Advance the queenside majority with ...b7-b5, ...c5-c4, ...b5-b4, create passed pawn if possible. 2) Pressure down e-file preventing white from advancing central majority. 3) Create kingside counterplay based on ...h7-h4 mainly when white plays Ng3. 4) Break white's center with ...f7-f5, works good when white played f3-f4 since d5 weak.



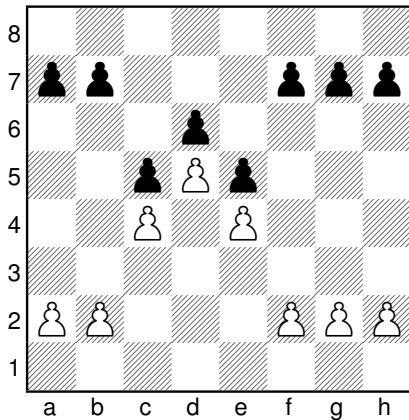
Symmetric Benoni

- White Plans 1) Expand on kingside with f2-f4, g2-g4 and potentially kingside attack. 2) Attack vulnerable d6-pawn with a bishop on the h2-b8 diagonal and a knight on e4.
- Black Plans 1) Control the e4 square and occupy it with a knight. 2) Break on queenside with ...b7-b5 and obtain counterplay against potentially weak d5-pawn. 3) Trade off minor pieces to decrease space problem, sometimes by ...Qb6, ...Bf5, and ...Ne4 which can also pressure b2 pawn.



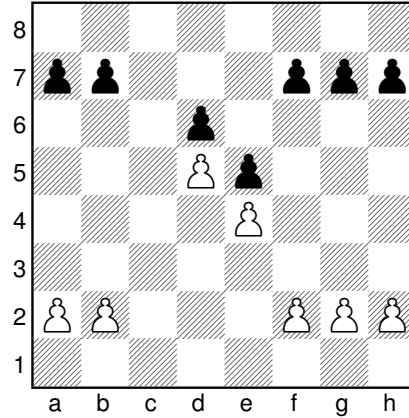
King's Indian Type II

- White Plans 1) Create queenside tension with b2-b4 and later invade down b-file. 2) Create central tension with f2-f4 break, and later obtain a kingside attack or pressure against potentially weak d6-pawn. 3) Block the kingside with g2-g4, proceed with queenside attack. 4) Trade light-squared bishops if possible, reducing black's kingside attack. 5) if possible, respond to ...f7-f5 break with Ng5-e6, but is rare. ***Can arise in Ruy Lopez***
- Black Plans 1) Create a kingside attack by ...f7-f4 then ...g6-g4. 2) Kingside activity with ...f7-f5xe4 opening f-file. 3) Advance ...h7-h4, possibly activate the fianchettoed bishop through h6-c1 diagonal. 4) Play on queenside with ...b7-b5, but less likely.



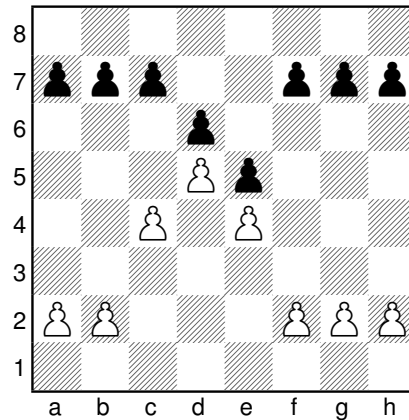
King's Indian Type I

- White Plans 1) If Black controls c-file, main task is to cover black's entry points (especially c2) and manoeuvre to fight for control of this file. 2) If white possesses the c-file, then prepare a 7th rank invasion which is likely to capture b7 pawn. 3) Expand on queenside with a2-a5 to gain space, limit black and maybe create passed pawn once queenside pawns are captured. 4) If Black plays ...b7-b5, break with a2-a4. ***Can arise in Ruy Lopez***
- Black Plans 1) If entry points are available, or if white's c-file is vulnerable, then double rooks on c-file and maybe invade 7th rank by Rc2. Ideal but hard. 2) Create kingside counterplay with ...f7-f5xe4 to open f-file. Then maybe ...Bg7-f6-g5 to create kingside threats, and possibly ...h7-h3. 3) If white's play is slow, ...f7-f5-f4 then ...g6-g4 might work. 4) Transfer dark B from g7 to b6 via f6-d8.



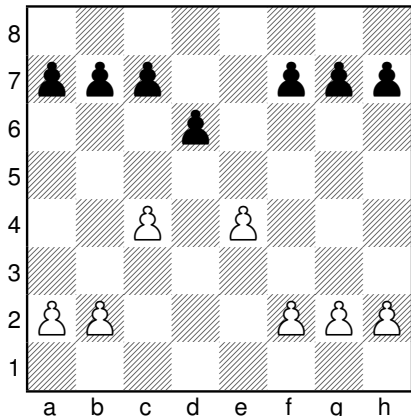
King's Indian Type III

- White Plans 1) Break on the queenside with c4-c5xd6 and later invade down c-file. 2) Expand on queenside with e4-e5 and if ...b7-b6, then invade down a-file after a2-a5xb6. 3) First block kingside with g2-g4 and only then proceed with above queenside plans. 4) If black allows, respond to ...f7-f5 with Ng5-e6. 5) Trade light-squared bishops to reduce black's attacking potential.
- Black Plans 1) Create kingside attack with ...f7-f4 and later ...g6-g3 or gx3 attacking f3-pawn which becomes the new base of the chain. 2) Obtain counterplay with ...f7-f5xe4 followed by action down the f-file and/or attacking the base of chain (e4 pawn). 3) Sometime play ...h7-h4 and even ...Bg7-h6 to make use of the otherwise trapped B on g7. 4) Play ...c7-c6 to create central tension and maybe transpose into KID type I. 5) Play ...c7-c5 to slow down white's queenside play and transpose to KID type II ***Kind of shows up in my Reti***.



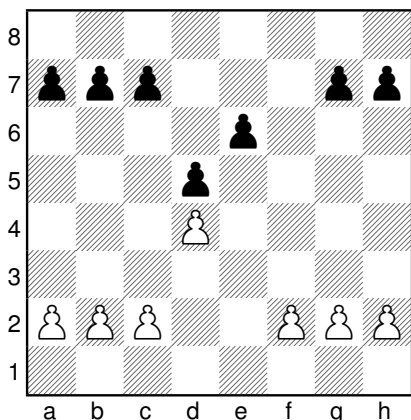
Open King's Indian

- White Plans: 1) Pressure along the d-file, attacking the vulnerable d6-pawn. 2) Expand on the kingside with f2-f4 and possibly g2-g4. 3) When the right time comes, break on kingside with either e4-e5 or f4-f5. 4) Avoid an excessive trade of pieces in order to make use of the space advantage. 5) If possible, expand on queenside with a2-a3 and b2-b4.
- Black Plans: 1) Trade pieces to decrease space problem. 2) Place knights on e5 and c5 then play ...Qb6-b4 attacking c4-pawn. If white does b2-b3 then ...a7-a4xb3 followed by ...Ra3. 3) Break in center with ...d6-d5 to unleash his pieces. 4) Dispute white's control of center with break ...f7-f5, trading the f-pawn for white's e4-pawn. 5) Attack white's c4-pawn with ...a7-a6, ...c7-c6 and ...b7-b5 to reduce white's control of center. 6) Create a kingside attack: ...Nf4 and possibly ...g6-g5 to control f4 and prevent white from f3-f4.



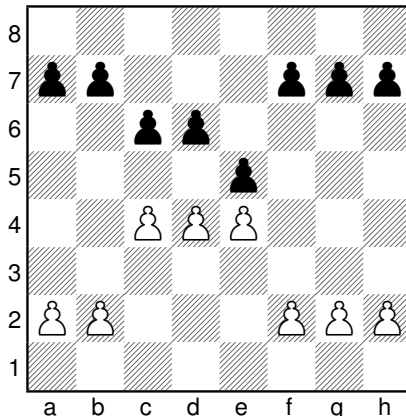
French Type I

- White Plans: 1) Control the e5 square and use it as an outpost, although R or B would also fit well. 2) Pressure the backward e6 pawn by doubling rooks on e-file. 3) If white has already gained control of e5, then expand on the kingside, possibly with f2-f4 or h2-h5 to create an attack. ***Shows up in my French Tarrasch
- Black Plans: most plans are based on preventing white from controlling e5-square 1) Pressure the d4-pawn, play ...c7-c5xd4, ...Nc6 and sometimes ...Qb6. 2) Bring light-squared bishop into game via ...Bd7-e8-h5 (or g6). 3) Double rooks on the f-file. 4) Achieve central break ...e6-e5 to get an isolate and passed d-pawn.



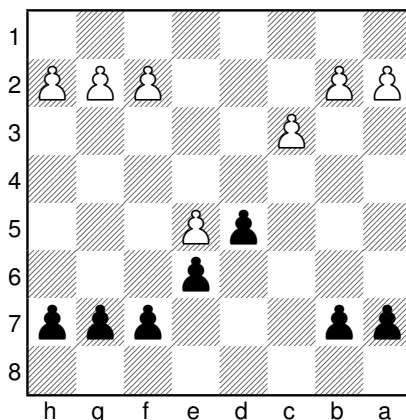
King's Indian Complex

- Possible Structure Transformations: 1) d4-d5, ...cxd5 and exd5 yielding Najdorf Type I. 2) d4-d5, ...cxd5 and white recaptures with a piece, yielding Najdorf Type II. 3) d4-d5, ...cxd5 then cxd5 yielding King's Indian type I. 4) d4-d5, ...c6-e5 yielding King's Indian type II. 5) d4-d5 while black's pawn was still on c7, yielding King's Indian type III. 6) ...exd4 yielding an Open King's Indian. 7) white takes with dxe5, ...dxe5. 8) white breaks with c4-c5 blowing up the center, probably giving white favourable 4-2 vs. 3-3. Note: most common are 4, 5, and 7. For 7, the white plans are to 1) modify the structure with e4-e5 then place a piece on d6. 2) defend d4 square and prevent black from occupying it. 3) expand on queenside with a2-a3, b2-b4, control the d-file. For 7, the black plans are 1) place a piece on the d4 square 2) control the dark squares in general; trade dark square bishops, also play ...a7-a5 with knight on c5. 3) create kingside play with ...f7-f5.



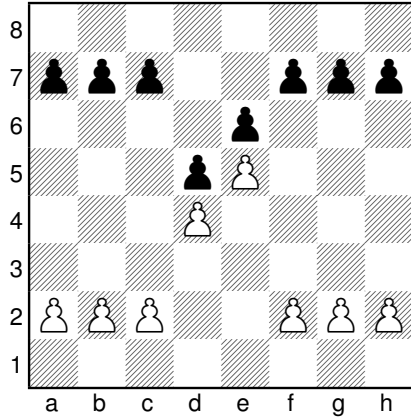
French Type II

- White Plans: 1) Control the d4-square, place a knight on d4 and support it with e2-c3, a B on e3 and possibly a rook on d1. 2) Attack the base of black's chain with f4-f5xe6 to later target the e6-pawn. 3) Obtain kingside attack with f4-f6 and bringing pieces to kingside such as Qh5, Rf3-h3, Bd3. 4) Castle long and then pursue a kingside pawn storm with h2-h5, g2-g5.
- Black Plans 1) Undermine white's pawn chain with the central break ...f7-f6. Generally an effective way to draw attention away from white's kingside attack. 2) Undermine white's e5-pawn with ...g7-g5 even as a pawn sacrifice. 3) Simplify the position to decrease the influence of white's spatial advantage and the power of white's attack. 4) Trade the bad bishop (light) or find a way to place it outside the pawn chain, preferably b1-h7 diagonal. 5) Pursue a queenside minority attack with ...b7-b4.***Can arise in Scheveningen***



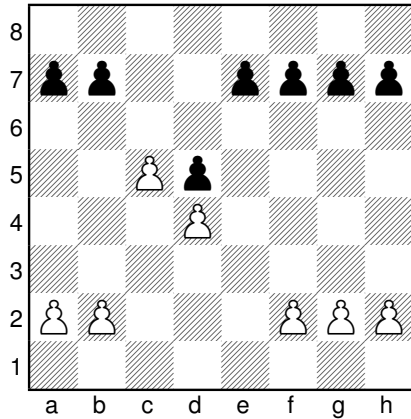
French Type III

- **White Plans:** 1) Attack the base of black's pawn chain with f2-f3e6. 2) Create a powerful kingside attack with f2-f6 followed by mate threats on the g7-square. 3) Attack black's kingside with rooks along the third rank, a B on the b1-h7 diagonal, and a Q usually at h5. ***Shows up in my French Tarrasch***
- **Black Plans:** 1) Attack the base of the chain, white's d4-pawn, with ...c7-e5d4. ...Nc6, ...Qb6. In some cases us major pieces to invade along the c-file. 2) Advance ...c7-c4, and then attack the new base (c3) with ...b7-b4. 3) Trade light squared bishops on the f1-a6 diagonal or make good use of this bishop along h7-b1 diagonal. 4) Slow down white's kingside attack with ...f7-f5, or fight for counterplay with ...f7-f6.



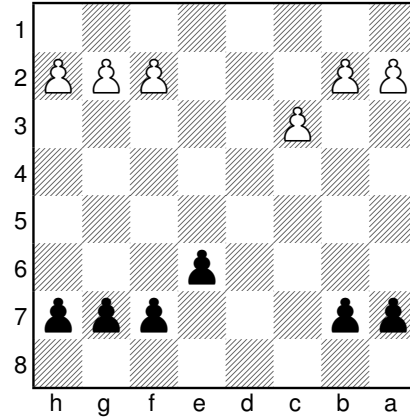
The Panov

- **White Plans:** 1) Create a passed pawn on the queenside. If white is able to play b2-b5 and later c5-c6 then he is likely to have a big advantage.
- **Black Plans:** Black counters by 1) attack the front of white's chain (c5) with ...b7-b6. This is done in order to trade the c5-pawn, eliminating white's most dangerous threat. 2) Attack the base of the chain (d4) by placing a knight on c6 and bishop on f6. Also usually ...f7-f5 and placing strong knight on e4.



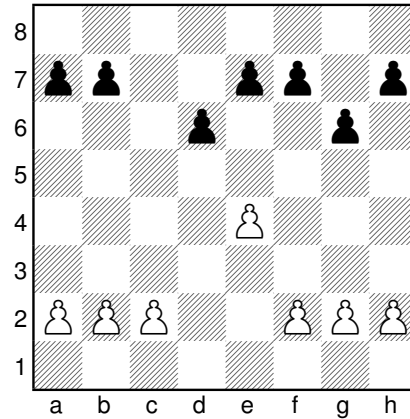
The 3-3 vs. 4-2

- **White Plans:** 1) Control the d-file and use it for a seventh rank invasion if possible. 2) Pursue a majority attack, advance the queenside pawns to create a passed pawn.
- **Black Plans:** 1) Control the d-file and use it for a seventh rank invasion if possible. 2) Pursue a minority attack with ...a7-a5 and ...b7-b4. If successful black will probably eliminate white's a, b, and c-pawns using his a and b pawns attempting to win an endgame with 4 vs. 3 kingside pawns.



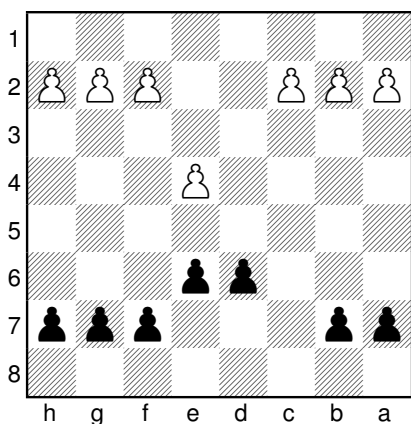
The Dragon

- **White Plans:** 1) If white castles long, then he will assault black's kingside with h2-h5 and then attempt a mating attack along the b-file. 2) If white castles short, then he will play a central strategy, place a rook on the d-file and a knight on d5. ***Shows in sicilian dragon***
- **Black Plans:** 1) If white castles long then black must create a queenside attack at all costs. Black will often play along the c-file as well as push his a and b-pawns. An exchange sacrifice ...Rxc3 with the idea of doubling pawns is often possible. 2) If white castles short, then black can play a more positional game along the c-file. Place a knight on c4 and again the idea of an exchange sacrifice on ...Rxc3.



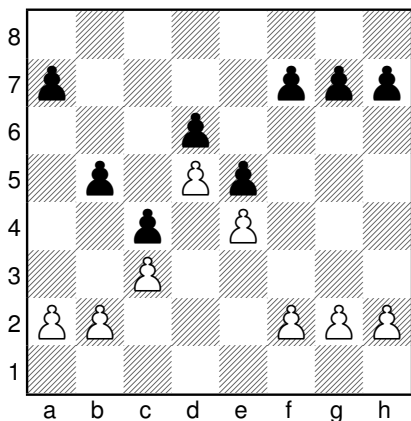
The Scheveningen

- White Plans: 1) Launch a kingside attack with g2-g5, h2-h5 and then break with g5-g6. 2) Play f2-f5 to pressure the e6 pawn and create an attack along the a2-g8 diagonal. 3) Play f2-f4 and then e4-e5 and then later carry out a kingside attack.
- Black Plans 1) Achieve the central break ...d6-d5 to release the position and activate his minor pieces. 2) Play along the c-file and place a knight on c4 to pressure the b2 pawn and undermine white's knight which is typically on e3. 3) If white has castled long, carry out a queenside attack with ...b7-b4, ...a7-a4 and then the break ...b4-b3. 4) If white plays f2-f4 in some cases, black can reply ...g7-g5 to fight for control of e5 square. 5) In some cases black may sacrifice an exchange on c3 in similar style to the dragon. Note: Black will most likely castle short and on some occasions keep king in center. If white castles long then his mainlines will be 1 and 2 while black usually focuses on 3. If white castles short, black will focus on 1 while white carries out kingside attack. White plan 3 is more likely to work after short castling. Structure transformation: 1) If black plays ...d6-d5 and white replies e4-e5, we get French Type II 2) if black ...d6-d5 white captures e4xe5 and black recaptures with a piece, we get a 3-3 vs 4-2, this is often favorable for black 3) if white plays f2-f5, the pressure on e6 may provoke black to play ...e6-e5 obtaining a Najdorf Type II. 4) sometimes if white plays c2-c4 we get hedhog. ***Shows in my Scheveningen***



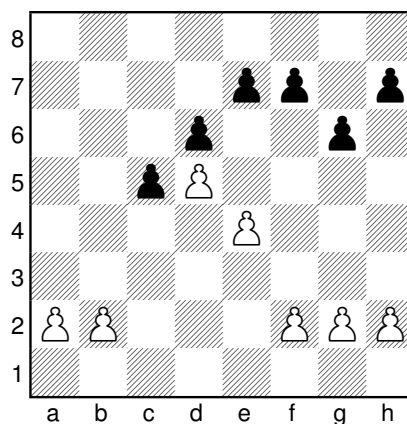
Closed Ruy Lopez

- White Plans: 1) Create a kingside attack with g2-g4, Nbd2-f1-g3-f5, sacrifice a piece on f5 if needed. 2) Create a kingside attack with f2-f4 by analogy of KID II. 3) Play on the queenside with b2-b4, a2-a4 and then invade on the a-file or attack one of black's queenside pawns. ***Shows in my Ruy Lopez***
- Black Plans 1) Create queenside play with ...a7-a5, ...b7-b4. 2) Expand on the kingside with ...f7-f4 by analogy of King's Indian type II and III



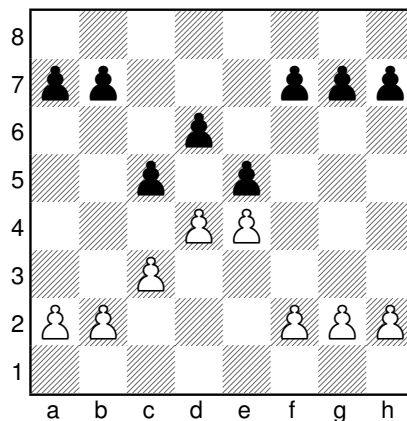
The Benko

- White Plans: 1) Must turn queenside pawns into a fortress, probably on b3 and a4 combined with many minor pieces surrounding and defending these pawns. 2) Advance in the center and obtain a central break with e4-e5 or f4-f5.



The Lopez

- Structure Transformation White: 1) white advances d4-d5 and later c3-c4 obtaining a King's Indian Type II. 2) White advances d4-d5 and black replies ...c5-c4, to obtain a closed ruy lopez 3) White captures d4xe5 (or d4xc5) and black recaptures ...d6xe5 (or ...d6xc5) obtaining a typical king's indian complex. ***Shows in my Ruy Lopez***
- Structure Transformation Black: 1) Black captures ...e5xd4 and after c3xd4 white proceeds with d4-d5 yielding an asymmetric benoni. 2) Black captures ...c5xd4 and after white d4-d5, obtaining a King's indian type I. 3) Black trades two pawns on d4 with ...c5xd4 followed by ...e5xd4 (or in the other order).



Chapter 3

Endgame

- Basics:
 - How to Draw:
 1. Insufficient material: KB vs. K, KN vs. K, KNN vs. K, KP vs. K (unless it can promote)
 2. Perpetual check/position: exact position shows up 3 times throughout game.
 3. Stalemate.
 4. Players agree: during your time, offer draw then make move and hit clock.
 5. If player has made 50 moves without moving a pawn or capturing a piece.
 - When a pawn up: try and reach (in order) either a pawn endgame, knight endgame, or same colored bishop endgame.
 - When a pawn down: try and reach (in order) either a opposite colored bishop endgame, rook endgame, or queen endgame (weak side aims for perpetual check)
 - When overpowering their king: use the staircase, push enemy king to one side, then use two heavy pieces to continually cut king off of successive ranks/files. Use the box, using heavy piece and king, tighten the enemy king into a box.
 - Opposition: where one king tries to dominate and advance past other king.
 - * Basic opposition: kings facing each other with one square between them. Person to move loses and will get penetrated.
 - * Distant opposition: kings connected on file, rank, or diagonal. You want an odd number of squares between kings with the other guy to move, or an even number, if you have the move.
 - * Indirect opposition: create a rectangle connecting kings with every corner being the same color with the other guy to move.
 - Square of the pawn: when trying to race down an enemy pawn with your king, first draw a square from pawn to back rank. If your king can step into square, pawn will be captured, else it promotes.
 - Triangulation: a small king move to the side, giving your opponent the move, then you move forward diagonally, gaining opposition.
 - Outflanking: stronger side's king moves to the side, placing a file/rank between kings (sometimes even giving up opposition) allowing the king to march towards target.
- KP vs. K:
 - Strong king: get to "key squares" (3 square that are two ranks ahead of pawn, unless pawn is on the fifth, then rank in front) and outflank defender, escorting pawn to promotion.
 - Defender: stay in front of pawn, don't let king outflank. Use symmetry.
 - Pawn should only reach the 6th if it's path to promotion is fine, or if it causes kings to be opposed.
 - With rook pawn: draw if defender gets in front, sometimes even third file.
- N vs. P:
 - Obviously, capturing the pawn is a draw. The knight must try and be able to stand in front of the central 7th rank pawn, or at least control the promotion square laterally.
 - For a 7th rank knight pawn, knight must be able to stand in front, or pawn promotes.
 - For a 6th rank rook pawn, knight must use correct circuit to jump in front of pawn or wait for king's help.
- Q vs. P:
 - Neither rook nor bishop 7th rank pawn: queen wins if she can check king. She needs to either safely capture pawn, or force defending king in front of the pawn. Each time this happens, then the strong king takes a step closer to help, eventually mating.
 - Rook pawn on 7th: Don't force king in front. The strong king must be 2 steps away from either of the key squares (say f7 or g6). The setup to strive for is where pawn promotes in the corner, defending king on back rank next to her (or h7 next to her similarly), then strong king moves to g6 opposing (f7 opposing), while queen is on the 7th (g file respectively). Even the newly promoted queen with the move can't help. Mate inevitable.
 - Bishop pawn on 7th: if attacking king is far away, defending king must get to the short side corner to draw, either threatening promotion or stalemate in corner if queen takes pawn. For strong side to win, (while defending king is in the short corner) the strong king must be one step away from either key squares (say g6 or e7). Once there, the queen can either mate king or safely take pawn. Now if defending king is on the wrong side (long side), easier to win. Strong king must be 2 steps from key squares (say d7 or g6) with two mating patterns.

- R vs N:
 - To draw, try and keep knight on the edge close to king to draw. When the knight and king are both in the four corner squares, it's losing.
- R vs. B:
 - The Wrong corner for defender: same color as defending bishop. Strong king opposes defending king, looking for back rank mate with rook. Rook tries to capture bishop and threaten back rank mate at once.
 - The Right corner for defender: opposite color of bishop. If you're the defender, place your king in this corner with your bishop on the back rank next to you. Draw.
- Same colored Bishops with a pawn:
 - Attacker: Strong king is near pawn ready to offer a bishop trade, then win kp vs. k.
 - Defender: Obviously capturing the pawn is a draw. Get defending king in front of pawn. Or if you can't, get it behind strong king, opposing it. Threaten pawn's path with B. Then strong side can't offer bishop trade without obstruction pawn's path, no progress to be made, draw. With rear opposition, draw if both control diagonals are 4 or more squares each, else stronger side wins if he can control all short diagonal squares with B and K.
- Opposite colored Bishops:
 - BP vs. B: the fate is easy. Depends on if defending bishop can control pawn's path, and sacrifice itself for pawn.
 - BPP vs. B:
 - * Connected Pawns: drawing chances high.
 - Doubled pawns: it's a draw if defending K and B control a square in front of pawn.
 - On 6th rank: always win unless they're R/N pawn's (and defending B waits on long diagonal and defending K does NOT go into corner). The pawn's cannot advance without kings helps (else they would either be blockaded or captured). Strong B checks king, then strong king will outflank, getting in front of pawn, so that now pawn can be pushed (whose promotion square color is different than opposing bishop, not necessarily but easy to remember).
 - On 5th rank: fate depends on position of defending B. This is a draw if defending B and K are in front of pawns and the B prevents the advance of one pawn while simultaneously attacking the other (so strong king can't leave it and outflank). This is a win if defending B is elsewhere, on a wrong diagonal. Strong B must check the king as to outflank and get in front, supporting the pawn push. The correct B check is the one which controls the squares in front of pawns. Goal is to turn into 6th rank scenario, or win outright.
 - On 4th rank: defender's goal is to place B on correct diagonal as if the pawns were moved to the 5th rank scenario.
 - * Separated Pawns: The more separated, the greater the winning chances. 3 main draw scenarios:
 1. One is the Wrong color rook's pawn: corner color is opposite of attacking B color. No matter how separated or advanced, result depends on if the defending K can reach the corner and give up his B for the other pawn.
 2. Separated by one file: defending king waits in front middle while defending B moves back and forth controlling path of the pawn that the strong king is supporting.
 3. Defending B restrains both Ps along same diagonal with support from king (no matter distance between): defending King must not allow other pawn to promote, nor allow strong king to take B.
- R vs. P:
 - Counting Tempi: The attacker must count tempi needed for both rook and king to control the promotion square. The defender must count the tempi needed for the king to secure promotion and for pawn to reach its goal. Which side reaches their goal first? Usually happens when kings are on different sides of pawn.
 - Cutting the defending king off: when king and pawn haven't crossed middle of board yet, cutting off the king is important. It also wins when pawn is rook pawn or when king and pawn are separated by a rank or more (since king can't go around). The rook goes to its 5th rank, stopping king from advancing. Then, either the attacking king comes to help, or defender pushes pawn, rook goes to 3rd rank (when pawn gets there) and stops it from promoting (since king was cut, it's too far to help pawn).
 - Attacking king behind pawn: the strong king pushing the other king from the rear (with rook side-checking) is useless (unless it's a rook pawn!) since pawn can promote to a knight and draw. So, the attacking king must outflank on opposite side of pawn, and control the promotion square along with the rook. Count tempi to double check if you even have enough time to outflank.

- Attacking king on the side: The rook needs help from the king to control/capture the pawn (which is why the defending king needs to stay in front of pawn). Using opposition (kings on same side) and rook checks, force defender away (shoulder charging) and take control of the pawn using both pieces. If it's a rook pawn, depends on who is to move and advancement.
- R vs. PP:
 - Kings are not near: connected pawns on the 6th win, just push pawns, else attacker places rook behind more advanced pawn and captures both. A rook in front has similar outcomes, might need help from king though.
 - Kings are near: the attacking king (rook's king) should be in front of pawns. King and rook work together and win.
 - Just defending king is near: defender pushes a pawn, exchange it for the rook, then promotes the other pawn.
- R vs. RP:
 - Lucena: As attacker, set this up!! Usually arises when defending king fails to stand in front of pawn. Strong king must get out of way for 7th rank pawn to promote, so his rook (on back rank) checks the king away, then goes to 4th rank (bridge)! Now strong king comes out while still touching pawn, rook can shield from checks while pawn promotes. Attacker and defender both must strive to get king in front! With Lucena on the board, defender's only chance is the long side setup.
 - Philidor: As defender, set this up! most frequent way to draw. Defending king must get on 1st or 2nd rank in front of the pawn, while defending rook waits on 3rd rank for the pawn to advance. Once pawn reaches 6th, king loses shield, then rear checks will be delivered forever. The attacking king (if the rook wasn't on 6th rank and slips up) wants to go to the front diagonal of pawn (right in front just gets side-checked), next move he'll either go to square in front of pawn, or he'll advance the pawn (shield) threatening back rank mate with rook.
 - Long Side: if the defender can't get a Philidor, then the Lucena will take place. If the defender can get his king on the short side with his rook on the long side, then the rook can side check the king forever or take the pawn and draw.
 - First rank defense: (knight pawn) if can't reach Philidor but the defending king is in front of pawn, then keep the defending king in the two corner squares with rook moving back and forth on back rank.
 - Kling and Horwitz: (central/bishop pawn) if can't reach Philidor but the defending king is in front of pawn, put rook on back rank then rear of pawn (tying strong king to defense), move king to short side (best). Strive to either capture pawn with help from king (if it advances), or unless strong rook gets in front, bring rook over and deliver side checks. This can go on forever, and draw.
 - Rook pawn: defender should place piece in front of pawn.
 - * Defending king in front of pawn, draw
 - * Defending rook in front of pawn, result depends on whose king arrives first.
 - * Attacking rook in front of pawn (wanting to get out of way): both sides should aim to get rook behind the pawn. With pawn on 7th, defender keeps king on key squares (say g7 or h7) with rook behind pawn. Whenever strong king touches pawn (trying to free rook), smack it away with a rook check! If king leaves key squares (h7 or g7) and stays on 7th, then strong rook swings to h8, rook captures pawn, and then rook will win other rook by skewer. If king leaves key squares elsewhere, rook checks kings, promotes, takes, takes, wins. If the pawn is on the 6th (Vancuran), attacker tries to get king in front of pawn to let rook out, while defender attacks 6th rank laterally, not letting king come close to pawn (moves back and forth on rank). If pawn is pushed, defender places rook on a-file again as before.
 - * Attacking king in front of pawn: attacker needs defending king cut off on bishop file or more away. Rook helps king get out to promote.
- R vs. RPP
 - Doubled Pawns: for central pawns, best defense is to start with Philidor, then switch to Kling and Horwitz. for knight pawns, defender should avoid his king getting pushed to back rank. Accomplish this through Philidor or by second rank defense: keep his rook and king on his 2nd rank, until their pawn reaches their 6th rank. If rook pawns, easy, get king in front.
 - Connected pawns blocked by defending king: pawns at edge: this can be drawn, king stays in front of pawns, but if pawns are not on the edge then strong side can break the blockade by checking king at front diagonal square to pawn, exchanging and making a kp vs. p endgame.

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- Attacking rook in front of 7th rank rook pawn: defending rook behind pawn and defending king in front of other pawn. Rook is ready to smack king away if he touches pawn. If other pawn is a g-pawn or h-pawn, result doesn't change since pawn can't knock king from its safe zone (g7, h7). However if it was on a different file, strong side wins by pushing pawn drawing king out of safe zone.
 - Rook and pawns vs. Rook and one more pawn: with all pawns on same side, the defenders goals are to trade as many pawns as possible, keep rook active and tie their king down to defense, trade down until you reach Philidor. If there's a passed pawn, say e,f vs g, serious winning chances. Defender shouldn't let pawns march down and gobble space.
- Pawn ending:
 - KPP vs. K:
 - * Connected pawns: both pawns protect each other then king comes to help.
 - * Doubled pawns: move pawn, let it be captured so you can move the king in front of back pawn while getting the opposition and win a kp vs k.
 - * Separated by one file: mutual defense, one pawn threatens to promote to avoid capture of the other. Strong king come to help in the meantime. Always think of the square of the pawn.
 - * Separated by more than one file: delay the capture of one pawn until the strong king arrives to defend them and reach key squares of the other.
 - KP vs. KP:
 - * Trébuchet: this is where two opposing pawns are face to face with both kings on diagonal in front of them. For an upcoming Trébuchet, the side who makes first diagonal contact with enemy pawn forces a winning Trébuchet. A Trébuchet position is a loss to the player with the move.
 - * Blocked pawns: each pawn has key squares, which are the 3 on the left and 3 on the right of your pawn. The first king to reach the key squares of the enemy pawn will capture it.
 - * Pawns on adjacent files: calculate the consequences of capture and defense and kp vs. k scenario.
 - * Passed pawns: calculate the pawn race. Usually king must support their pawn while also hindering the opponent's.
 - Two blocked vs. one: usually give up passed pawn to capture enemy pawn and reach a winning kp vs. k.
 - King against two passed pawns: floating square: if a square whose two vertices are occupied by pawns on the same rank, reaches our back rank then the pawns promote without help. Else they don't promote.

Basic Concepts

Drawing

- Insufficient material: As long as there is a pawn on the board, there is sufficient material (unless it cannot upgrade).

Material that CANNOT force mate vs. a lone King:

- Pawn (unless it can successfully promote)
 - Bishop
 - Knight
 - Two Knights (unless enemy King blunders)
- Perpetual check or position: Players can draw if he checks same position 3 times. Or identical position shows up 3 times throughout the game.
 - Stalemate:
 - Players agree on draw: During your time, say you offer draw, then make move and hit clock.
 - If a player has made 50 moves without moving a pawn or capturing a piece.

Most winnable endgames that are one pawn up, by ranking: 1) Pawn endgames 2) Knight endgames 3) Same colored bishop endgames.

Most drawish endgames one pawn up by ranking: 1) Opposite colored bishop endings (hard to push pawns on square bishop doesn't cover) 2) Rook endgames 3) Queen endings (weaker side getting perpetual). It is essential to realize which types of endgames are drawish to know what to aim for when a pawn down, and what to avoid when a pawn up.

During middlegame play, ask yourself if you would want to play your current position with all of the pieces traded off, and if the answer is no, you will probably do a good job of avoiding bad endgames.

Minor Piece vs. Lone Pawn: The question: can the Bishop or Knight stop the pawn? If it can, it's a draw. If it can't then resign, can't withstand against a queen. A minor piece (Bishop or Knight) vs. a lone pawn is usually drawn, since the piece will sacrifice itself for the pawn and create a King vs. King draw. If we have rook vs. lone pawn, it's a win if the pawn can be stopped or won.

Overkill Mates: one side has an enormous amount of material versus the lone enemy king.

- Staircase: The three key components of the Staircase 1) Push the enemy King to one of the four sides of the board. 2) Use one of your heavy/major pieces (Rook or Queen) to cut the enemy King off from a rank or file. 3)

Use the other major piece to check the King off the next file or rank. You're pushing the enemy King back, like a staircase.

- **Box:** In the case of both King and vs. King, and King and Rook vs. King, the goal is to imprison the enemy monarch in an ever-shrinking Box. Two mandates for a successful Box: 1) Use your King! 2) Trap the enemy King in an ever-shrinking Box and then slowly tighten it.

Remember: In the endgame, the enemy King can rarely be mated in the middle of the board. You should always chase it to a side or corner.

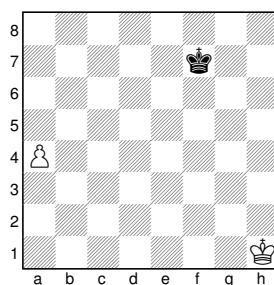
Opposition

- **Basic Opposition:** the quest for domination between two opposing Kings, whereby one King tries to become stronger than the other. Owning the opposition allows your King to make advances into enemy territory. Basic opposition (Kings facing each other with only one square apart) and the need to effect penetration into the hostile camp has huge importance in a pawn endgame.
- **Distant Opposition:** If the Kings are connected on a file, rank, or diagonal, you want an odd number of squares between the Kings with the other guy to move! Conversely, if there is an even number of squares between the Kings, then you want to have the move. It's the same as basic opposition, with one move between, the person to move does not have the Opposition.
- **Indirect Opposition:** to create indirect opposition, you want to create a square or rectangle connecting the Kings with every corner being the same color, with the other guy to move.

Square of Pawn

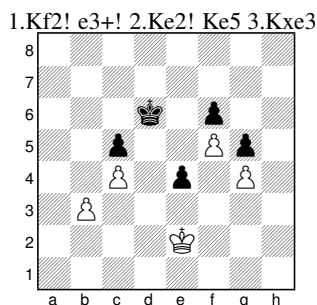
- When an enemy pawn is trying to outrace your King down the board, it's always nice to be able to see with a glance if you or your opponent can draw. The technique is called the **Square of the Pawn**. To do this, draw a diagonal from the pawn to the end of the board, draw a rank extension, connect intersection to form a square. If the opponent's King can step into this square, it will stop the pawn. If it can't, the pawn will safely reach the edge.

First person to move reaches first



Triangulation:

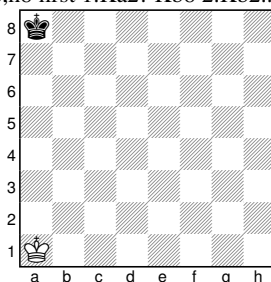
- Triangulation is a very small, often uncomplicated maneuver designed to give your opponent the move and, as a result, you the Opposition. Basic Triangulation is a maneuver, where the king steps to the side and then moves forward diagonally, thus losing a move and gaining the Opposition.



Outflanking:

- Outflanking is a maneuver where the stronger side's king moves to the side, placing a file between the kings (sometimes even giving the opponent the Opposition!). This allows the Outflanking king to march forward towards the target, without allowing the enemy monarch to step in front of it and take Direct Opposition. Go to the target side of the board and only then Outflank your opponent. The idea of giving up the Opposition for a higher prize is a major part of Outflanking.

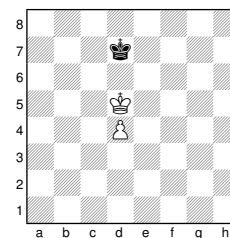
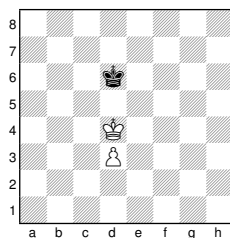
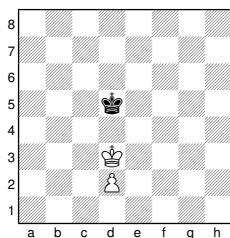
White gets to f8,g8,h8 first 1.Ka2! Kb8 2.Kb2... eventually outflank



King and Pawn vs. King

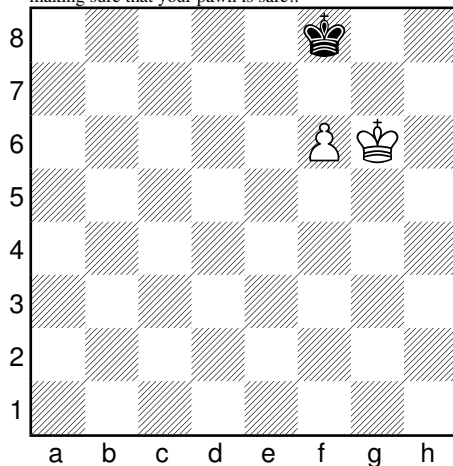
When your King has to step away from the oncoming pawn, always go straight back from it. Don't let the other King step in front of its pawn, instead you should try and place you own King in front of your opponents pawn. The presence of rook-pawns (a- pawns or h-pawns) gives the defending side drawing chances that normally would not exist. In this case, King and rook-pawn vs. lone King is always a draw if defender's King gets in front of the pawn.

King and Pawn Endgames: In a King and pawn (any pawn but a rook-pawn!) vs. King endgame, the stronger side wins if his King (on the 3rd, 4th, or 5th rank) is one square in front of its pawn and he has the Opposition. In a King and pawn (any pawn but a rook-pawn!) vs. King endgame, if the stronger side's King is two squares in front of its pawn, he always wins, because he controls the opposition with having a pawn move. Remember, defending side prefers symmetry with kings, while stronger side should try and outflank the king!

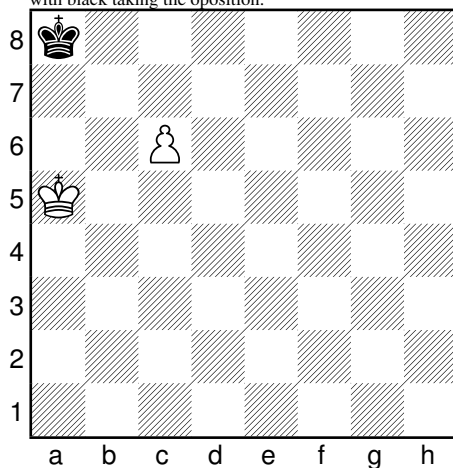


6th Rank Pawn

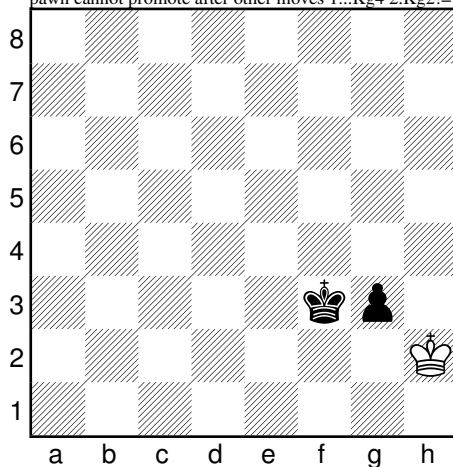
1.f7! Kc7 2.Kg7! 1-0. However this result changes entirely if it is black's turn. 1... Kg8!, now the kings are opposed. The pawn cannot promote if both kings are opposed when the pawn reaches the 7th. King opposition is decisive when the pawn is on the 6th rank. Now, 2.f7+ the pawn cannot promote. The safest way for the defender is to stay on the two squares in front of the pawn. This fortress cannot be broken. 2... Kf8! 3.Kf6 stalemate. The pawn should only reach the 6th rank if: its path to promotion is clear, or its advance causes the kings to be opposed. Stepping forward is the most important thing, with Opposition taking a back seat. Move as far forward with your king as possible, while always making sure that your pawn is safe!



Regardless of the starting position of the kings, when the pawn is on the 6th rank, their manoeuvres are driven by opposition. 1.Ka6! taking the opposition... Kb8 2.Kb6! Kc8 3.c7 Kd7 4.Kb7 and pawn promotes. Note: not 1.Kb6?? Kb8! with black taking the opposition.

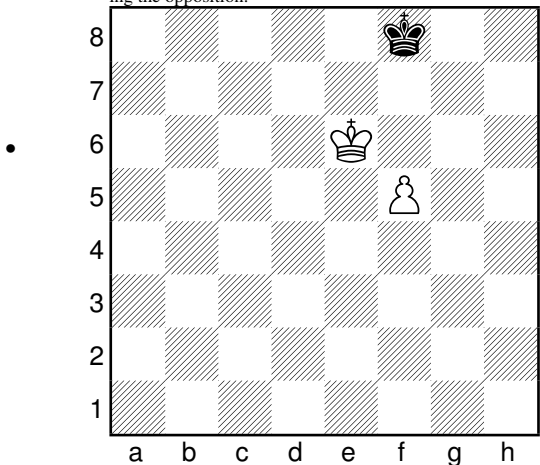


A knight pawn: this position would be lost if black had a central pawn but here, white can be saved: 1.Kh1! Kf2 this move would secure promotion with any other pawn but now the white king is in stalemate and the position is drawn. The pawn cannot promote after other moves 1...Kg4 2.Kg2!=

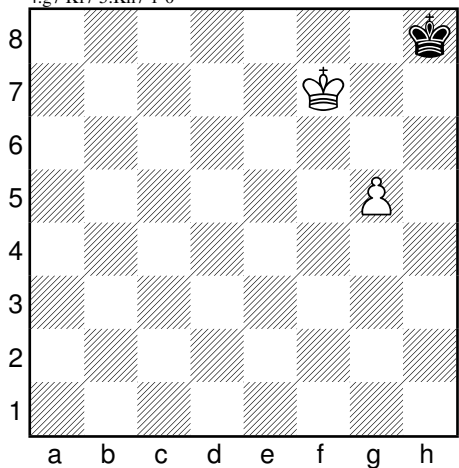


≤ 5th Rank Pawn When the pawn has not yet reached the 6th, there are clear rules. If the strong king occupies one of the **key squares**, the pawn promotes. When the pawn is on the 5th, its key squares are the three in front of it (along a rank). If the pawn has not reached the 5th yet, its key squares are the three squares in front, but two ranks ahead.

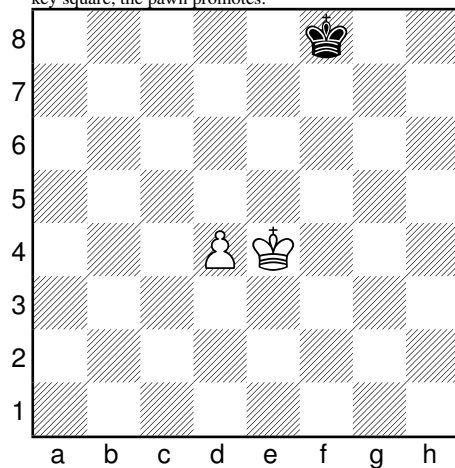
Since the king has reached one of the key squares, white wins:
 1.Kf6! (of course not 1.f6?? Ke8! taking the opposition and drawing)... Ke8 2.Kg7! Ke7 3.f6+ Ke6 4.f7 1-0. If, in the starting position, the white king had been on g6, 1.Kf6 would have led to the same. If the king was on f6, white wins with 1.Ke6 Ke8 2.f6 taking the opposition when the pawn reaches the 6th. Were it black's turn in any three examples, white would win by either supporting the pawn from the 7th or taking the opposition.



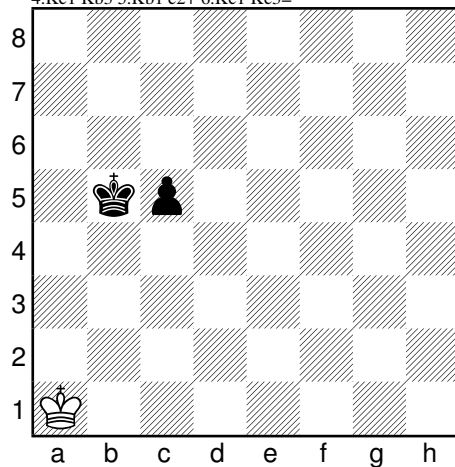
Again, the knight's pawn poses problems but the key square rule still applies. 1.Kg6! the king must go to the other side to skip annoying stalemate tricks... Kg8 2.Kh6 Kh8 3.g6 Kg8 4.g7 Kf7 5.Kh7 1-0



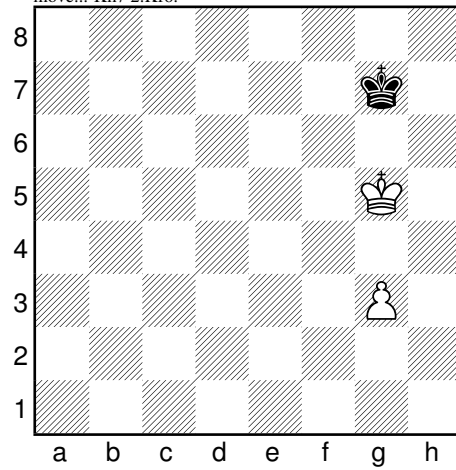
1.Kd5! heading for the key square c6 (1.Ke5?? would be a mistake then... Ke7)...Ke7 2.Kc6 once white has occupied a key square, the pawn promotes.



Distant opposition: 1.Kb1!. The black king can gain a rank but no more, as then his counterpart will oppose him, taking the direct opposition, so the white king prevents him from advancing two ranks and getting to the key squares... Kb4 (if 1..Kc4 then 2.Kc2 taking opposition) 2.Kb2! c4 3.Kc2 c3 4.Kc1 Kb3 5.Kb1 c2+ 6.Kc1 Kc3=

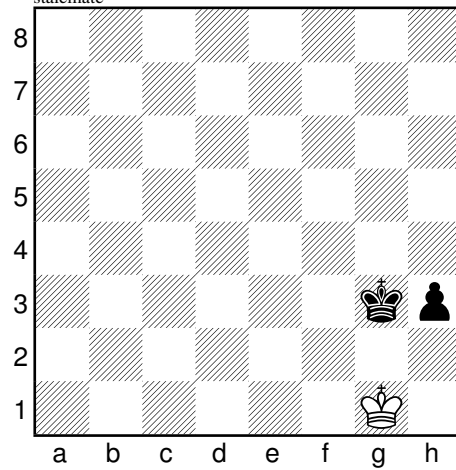


Using reserve moves: The white king is already at a key square so white should win, but how to outflank the opposing king? 1.g4. He'll reach the new key squares on the following move... Kh7 2.Kf6.

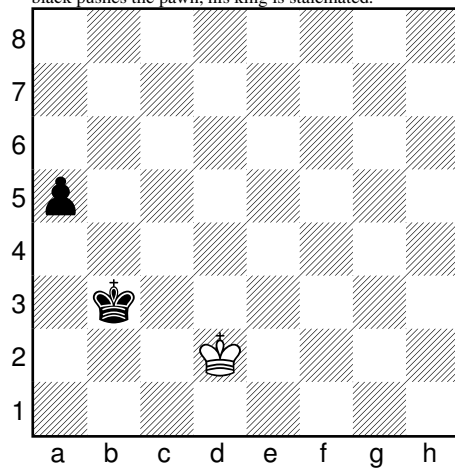


Rook Pawn

Everything thus far applies to all pawns except the rook pawn. If the defender's king stands in the way, it's a draw. 1.Kh1 stalemate



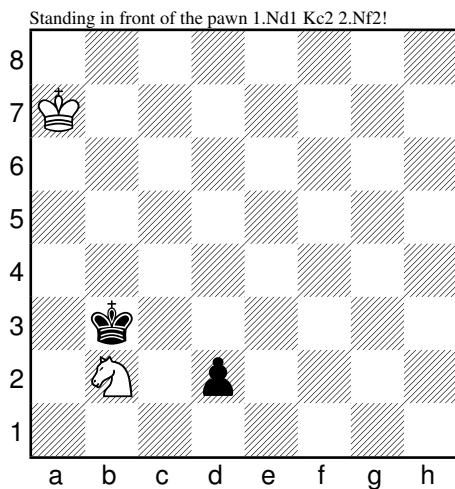
Standing in the pawn's path is not the only way for the defender to draw. Placing the king in front of the pawn is enough, but occupying one of the two nearest squares on the bishop's file also works, here the c1 and c2 squares. 1.Kc1! (preventing... Kb2 and threatening 2.Kb1)... Ka2 2.Kc2! a4 3.Kc1 a3 4.Kc2 Ka1 5.Kc1, the king cannot get out and if black pushes the pawn, his king is stalemated.



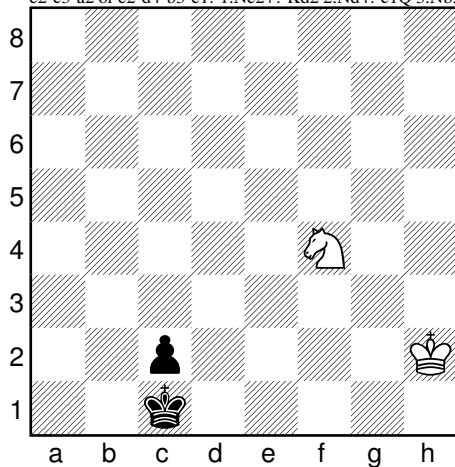
Knight vs. Pawn

7th Rank Central Pawn

- If the knight can stand in front of the pawn, it is a draw. If not, the knight must at least control the promotion square laterally to draw. If these two are not possible, then the pawn promotes.

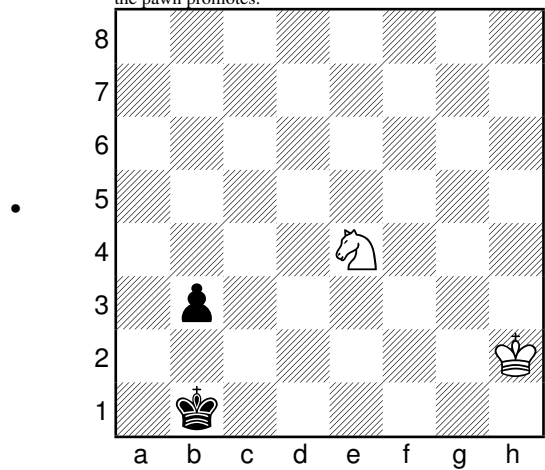


What if the knight cannot get in front of the pawn, but can control the promotion square? The knight must be transferred to the second rank, so that it can enter two circuits: one to stop the pawn and the other to capture the pawn, in this case e2-c3-a2 or e2-d4-b3-c1: 1.Ne2+! Kd2 2.Nd4! c1Q 3.Nb3+ =



7th Rank Knight Pawn

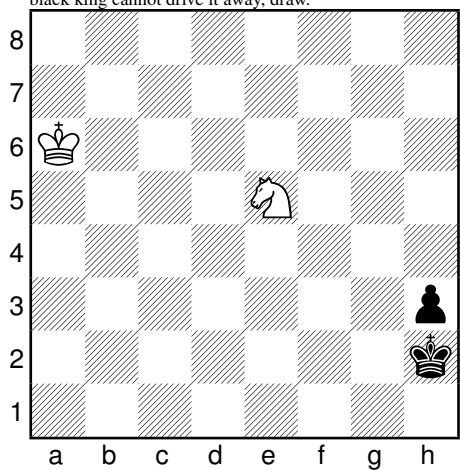
If the knight can stand in front of the pawn, it's a draw, if not, the pawn promotes. 1... b2! 2.Nd2+ Kc1! 3.Nb3+ Kd1 and the pawn promotes.



Rook Pawn

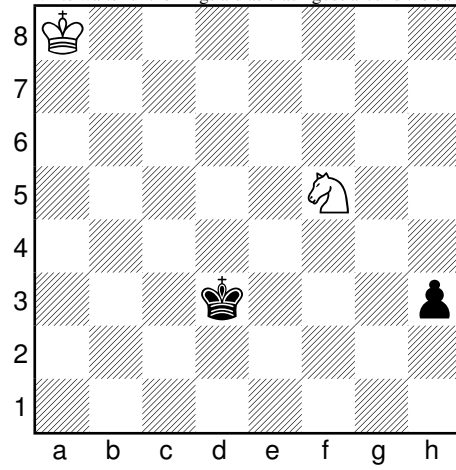
- 6th Rank

The knight draws if it can stand in front of it. If the knight just controls the pawn's path, it need to enter the right circuit to draw, for the h1 corner, g4-e3-f1. So 1.Ng4+! Kg3 2.Ne3 Kf3 3.Nf1 Kf2 4.Nh2 remaining inside the right circuit, the black king cannot drive it away, draw.



- 7th Rank

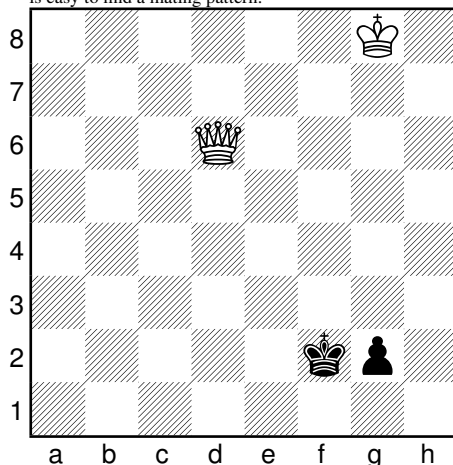
The black pawn is about to reach the 7th rank, while the king is very far away. 1.Ng3! h2 2.Kb7, and the knight has setup a barrier, notice that the king cannot go to d2, e2, e3, e4. Now white waits for the kings aid as black goes around the barrier.



Queen vs. Pawn

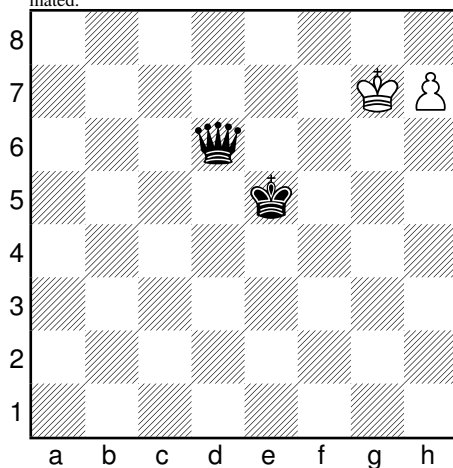
7th Rank Pawn (neither bishop nor rook pawn)

The queen wins against these pawns as long as she can check the enemy king. 1.Qf4+ Ke2 2.Qg3! Kf1 3.Qf3+ the point!, now the black king must go in front of the pawn... Kg1 4.Kg7 the white king approaches the pawn... Kh2 5.Qf2 Kh1 6.Qh4+ Kg1 7.Kg6 Kf1 8.Qf4+, once the king has arrived it is easy to find a mating pattern.



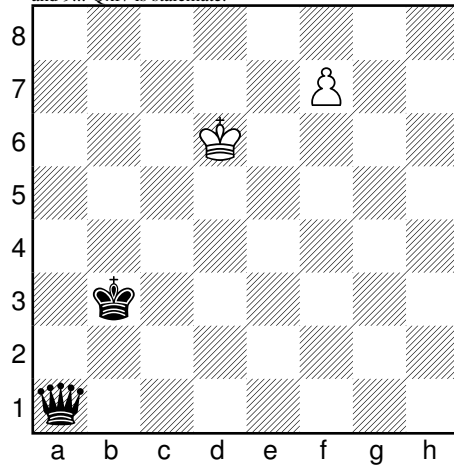
7th Rank Rook Pawn

Forcing the king in front of the pawn is useless since it's stalemate and there's no time to bring the black king closer. In order to win, the strong king must be just two steps away from any of the two key squares, here f7 or g6, this is the winning zone. 1...Qd7+ 2.Kg6 Qe6+ 3.Kg7 Qe7+ 4.Kg8 Kf6! 5.h8Q+ Kg6 -+ an important position to know. Despite having a brand new queen and the move, white cannot avoid being checkmated.

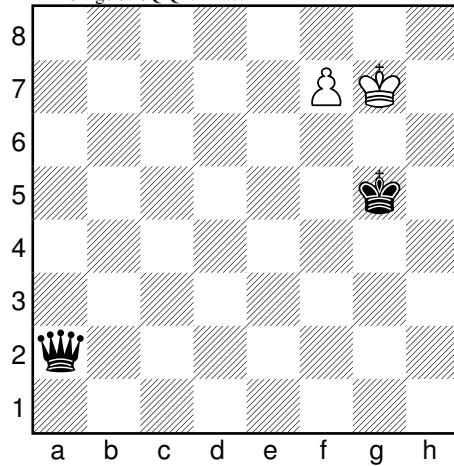


7th Rank Bishop Pawn

The main defensive resource when the enemy king is far away: 1.Ke7! Qe5+ 2.Kd7 Qf6 3.Ke8 Qe6+ 4.Kf8 Kc4 5.Kg7! now the white king has made it to the other side of the pawn, which is the right one... Qe7 6.Kg8 Qg5+ 7.Kh8 Qf6+ 8.Kg8 Qg6+ 9.Kh8! the point. White threatens to promote and 9... Qxf7 is stalemate.

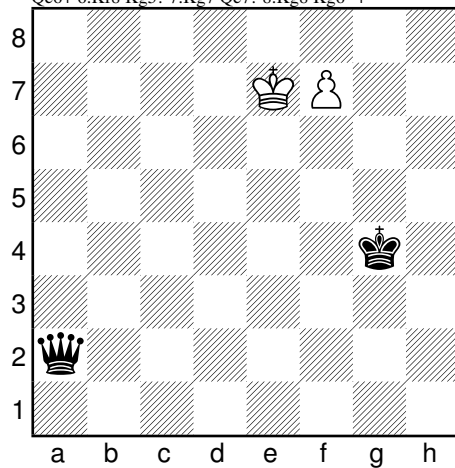


In order to win, when the defending king is on the 'right side' (near the corner), the stronger side's king must be one step away from one of the two key squares, here g6 or e7. 1...Qa7! 2.Kh8 Kg6 3.f8Q Qh7 mate.



CHAPTER 3. ENDGAME

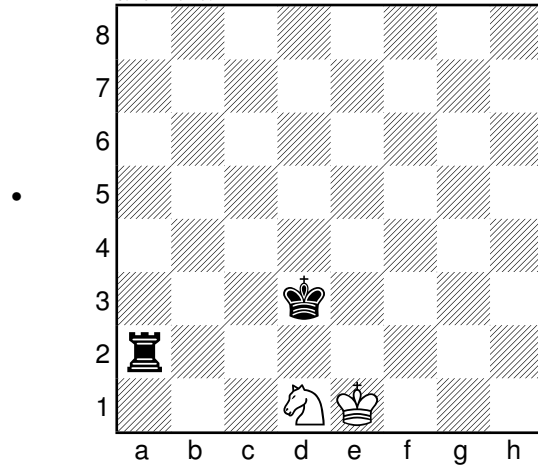
In order to win, when the defending king is on the 'wrong side' (away from the corner), the winning zone is larger and there are two mating patterns. She wins if her king is just two steps away from one of the two key squares, here d7 and g6. 1...Qa7+ 2.Ke8 Qb8+ 3.Ke7 Qe5+ 4.Kd7 Qf6 5.Ke8 Qe6+ 6.Kf8 Kg5! 7.Kg7 Qe7! 8.Kg8 Kg6 -+



Rook vs. Knight

Knight on the Edge

Keeping the knight close to the king is the best policy. If the knight is separated from the king, it can be lost. 1.Nf2+ Ke3 both forced 2.Nd1+ Kf3 3.Nc3 Re2 4.Nd1 Re2+ 5.Kf1 Rh2 6.Ke1 Re2 7.Kf1=



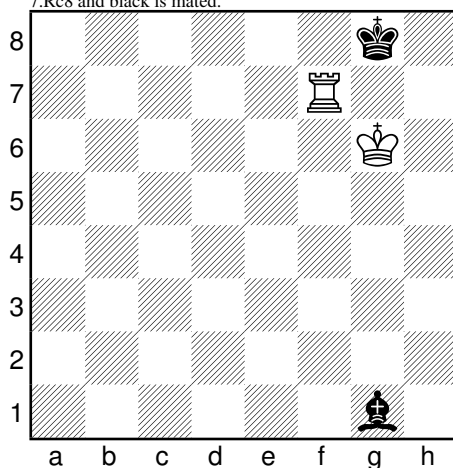
Knight in the Corner

- No need for deep analysis and it does not matter which side is to move. When the knight and king are both trapped in the four corner squares, it's losing for the knight.

Rook vs. Bishop

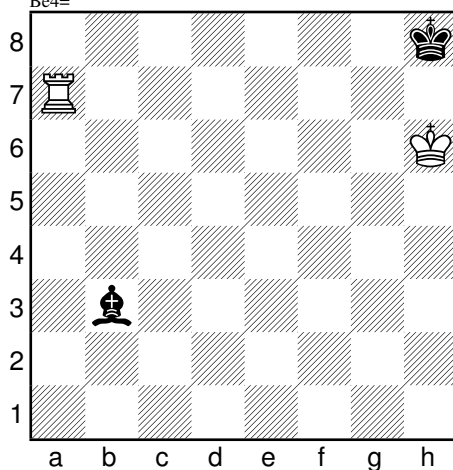
The Wrong Corner

The **wrong corner** is the corner of the same color as the squares on which the bishop moves. 1.Rf1 the winning plan is to force the bishop out of its safe place behind the white king, winning time to threaten checkmate on the 8th rank... Bh2 2.Rh1 Bg3 3.Rg1 Bh2 4.Rg2 Bd6 5.Rd2 Be7 6.Rc2 Bf8 7.Rc8 and black is mated.



The Right Corner

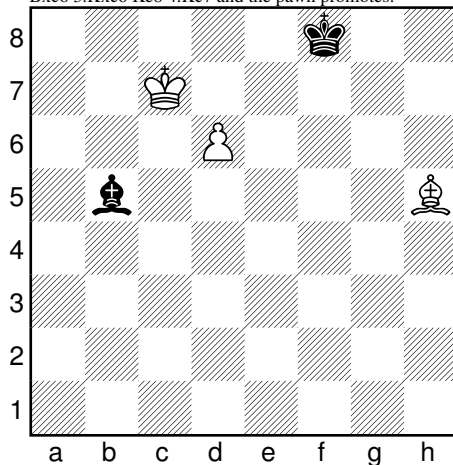
The other corner is completely different. It is so easy to defend that going there straight away is perfectly sound. The black king stands in the corner while the bishop is ready to interpose on g8 in case of a check. Then white would have to let the bishop move to avoid stalemate and the position would be repeated. No winning chances. 1.Ra8+ Bg8 either the rook or king must release the pressure. 2.Ra7 Bb3 3.Kg6 the bishop always has enough squares at his disposal along the a2-g8 diagonal... Bc4 the only concern for the defender is that his bishop has enough distance to check the enemy king from the b1-h7 diagonal if necessary. 4.Rh7+ Kg8 5.Rc7 Bd3+ 6.Kh6 Be4=



Same-Colored Bishops with pawn

Drive Off Defending Bishop

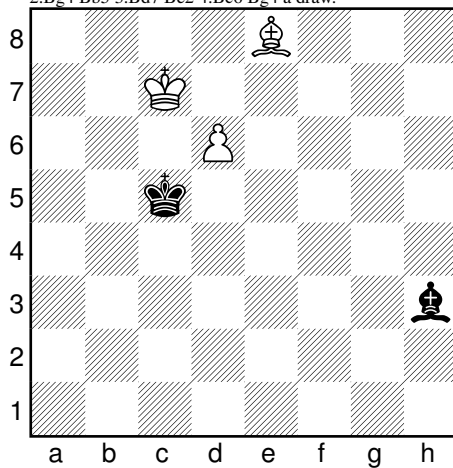
Without the support of the defending king, the bishop can always be ousted from the diagonals which control the advances of the pawn. It is clear that the game is won if the pawn crosses the last blockade square. This is the case where the stronger side's king is near his pawn and is ready to offer a bishop trade, and the defending king is far away. 1.Bf3 Ba4 2.Bc6 the black bishop has to leave or allow the exchange... Bxc6 3.Kxc6 Ke8 4.Kc7 and the pawn promotes.



Defending King with Rear Opposition

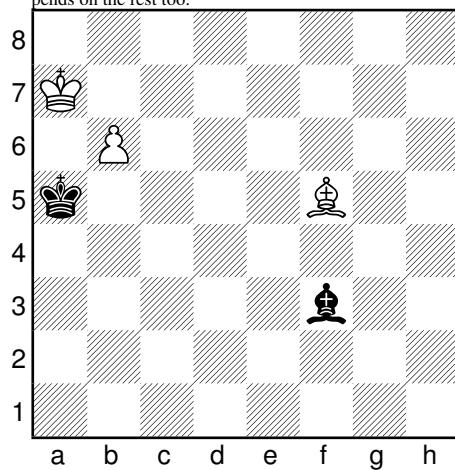
- Long Diagonals

When the defending king cannot stand in front of the pawn, the ideal position for him is behind the stronger side's king, in opposition. Now the stronger side cannot offer a bishop trade without obstruction the pawn. The driving off manoeuvre doesn't work now. 1.Bd7 the black bishop moves away but gets ready to occupy the other diagonal (a4-e8)... Bf1 2.Bg4 Bb5 3.Bd7 Be2 4.Bc6 Bg4 a draw.



- Short Diagonal

When the defending king has rear opposition, the ending is drawn if both control diagonals are 4 or more squares long. The stronger side wins if one diagonal is less than 4 squares long and he can control them all with the king and bishop. 1.Bc8 the first stage is to drive off the black bishop from the long diagonal... Be4 2.Bb7 Bd3 3.Bf3 Ba6 4.Bg4! zugzwang... The short diagonal is controlled by white. Of course this rule only applies when the pawn has to cross the last blockade square. If the pawn is less advanced the stronger side succeeds only in crossing the first obstacle, victory depends on the rest too.



Opposite-Colored Bishops

This section and the one on rook endings are the most important sections. This chapter will reward you with a lot of points.

Bishop and Pawn vs Bishop:

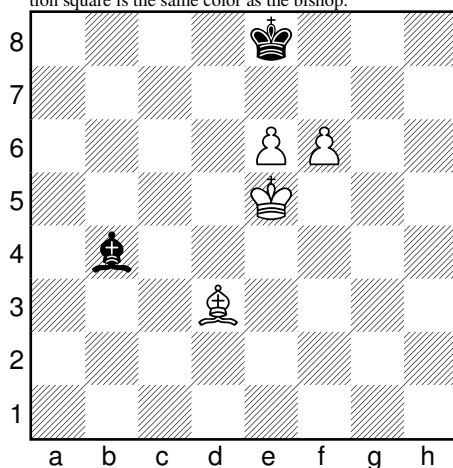
This is simple. Everything depends on if the defending bishop can control the pawn's path, as the bishop can sacrifice itself for the pawn and draw.

Bishop and two Pawns vs Bishop:

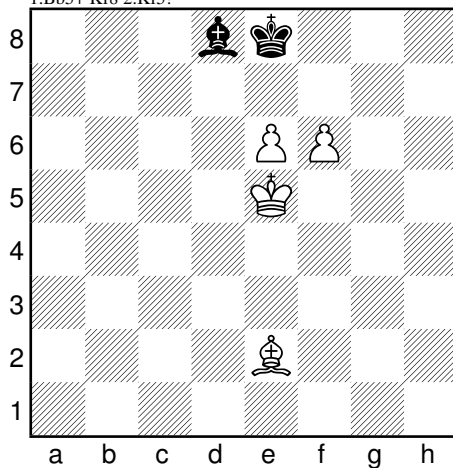
Two Connected Pawns: Drawing chances are high since the defending side can block the pawns or sacrifice his bishop for them.

- If the pawns are doubled then if the King and Bishop control a square in front of the pawn: draw.
- Two 6th rank connected pawns: the pawns always win, unless they're rook and knight pawns and the defending bishop waits on the long diagonal.

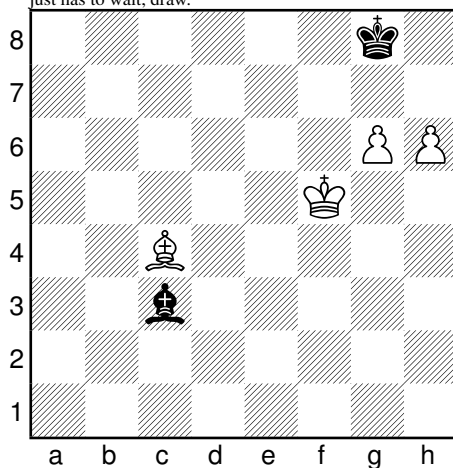
The white pawns cannot advance: not to e7 because then black would give up his bishop for the two pawns and not to f7 because then both pawns would be blockaded on squares of the same color as the white bishop. White's plan: 1) A bishop check to force the enemy king to define his position 1.Bb5+ Kd8 (if 1...Kf8 same plan on other flank) 2.Kf5 2) the attacking king outflanks his opponent... Bc5 3.Kg6 Bb4 4.Kf7 Bc5 5.e7+ 1-0. Pushing and supporting the pawn whose promotion square is the same color as the bishop.



The bishop in front of the pawns. This is a useful defensive resource when the pawns are on the 5th due to the attack on the f-pawn, but it is not enough to draw here due to zugzwang.
 1.Bb5+ Kf8 2.Kf5!



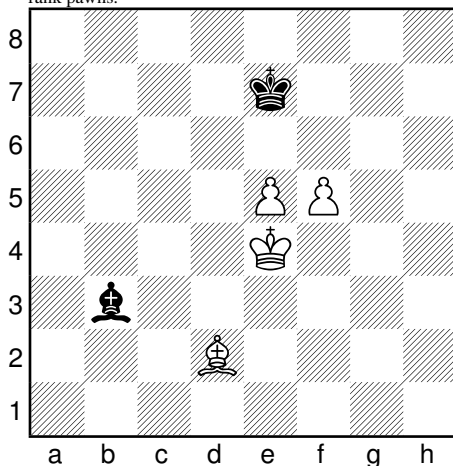
There is one exception: when the pawns are rook and knight pawns. 1... Kf8! the black king moves here because outflanking on the other side is not possible (in case of 1... Kh8?? white wins as usual 2.Ke6 Bb2 3.Kf7 +-) 2.Ke6 Bb2 black just has to wait, draw.



- Two 5th rank connected pawns: outcome depends on the position of the defending bishop.

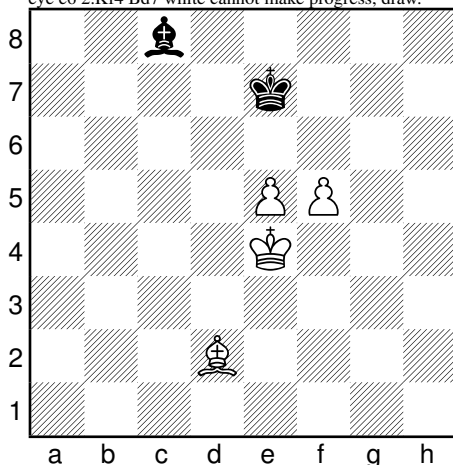
– attacker

The Winning Procedure: the black bishop is on the wrong diagonal. Although the bishop controls the e6-square, it cannot prevent the following. 1.Bg5+! the first stage is a check to force the black king to choose which side to move to. There are two possible checks one is right and one is wrong! White is going to push his e-pawn, and when this happens the bishop has to control both squares in front of the pawns (1.Bb4+ is very wrong, why??)...Kd7 2.Kf4 now the white king outflanks on the other side, in order to secure the e6 square from f6. 2...Ba2 3.Bh4 Bf7 4.Kg5 Ke7 5.Kh6+ Kd7 6.Kg7 Bd5 7.Kf6 Bb3 8.e6+ Ke8 9.Ke5 followed by f5-f6, and we already know that two 6th rank pawns win. Goal: turn into 6th rank pawns.



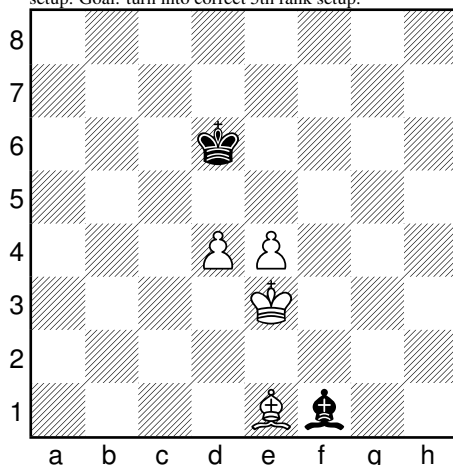
– defender

The defensive procedure. This is the right defensive position for the bishop. The king is in front of the pawns and the bishop prevents the advance of one pawn while simultaneously attacking the other. By attacking one of the stronger side's pawns, the mobility of the latter's king is limited and outflanking is not possible. From c8 (or d7) the bishop attacks the f5 pawn, hindering outflanking and allows a sacrifice against an eventual e5-e6. 1.Bg5+ Kf7 keeping a double eye e6 2.Kf4 Bd7 white cannot make progress, draw.



- Two 4th rank connected pawns.

The defender has more options, he can reach the correct defensive position when the pawns are on the 4th or on the 5th. Sometimes this is not possible, but here it is possible. 1...Bc4! the only move. Black gets ready to build the defensive setup when the pawn reaches the 5th rank, then the key squares for the bishop are f7 and g8. Only the text move is correct. 2.Bg3+ Kc6! the advance d4-d5 has to be hindered until the black bishop gets to f7. 3.Kf4 Bf7 4.Ke5 Kd7 5.d5 Bg6 6.Kd4 Bh7 7.e5 Bg8 and black has reached the defensive setup. Goal: turn into correct 5th rank setup.

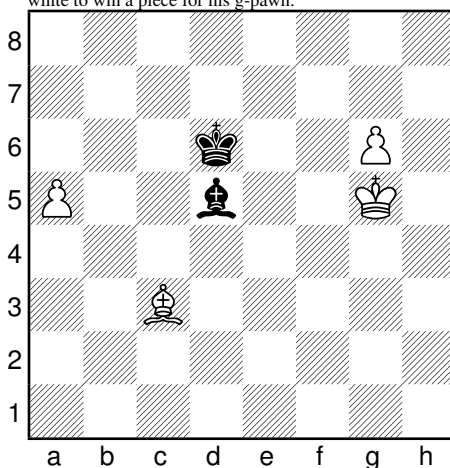


Two Separated Pawns: This ending is more frequent and complex than the connected pawns endings. The more separated the pawns are, the greater the winning chances.

- Three Drawing Scenarios:

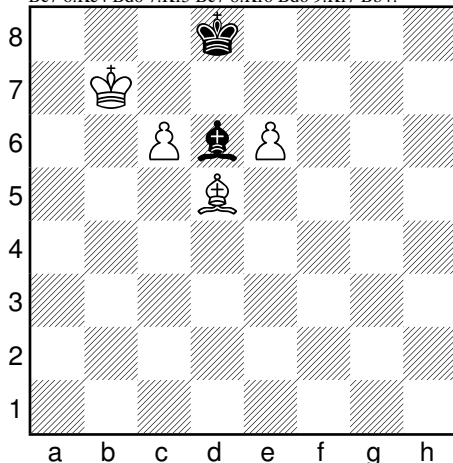
- One pawn is a wrong rook’s pawn: The **wrong color** is the color of the corner whose color is opposite of the squares on which the attacking bishop moves. When one of the pawns is such a rook pawn then no matter how separated or advanced they are, the result depends on the success or failure of the defending side in bringing his king to the corner and giving up his bishop for the other pawn.

Black draws easily by rushing his king to b7 and allowing white to win a piece for his g-pawn.



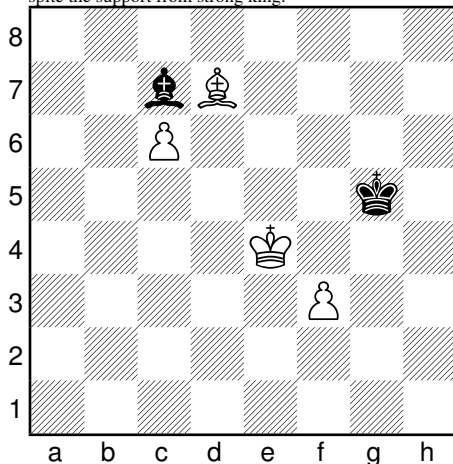
- Separated by one file:

The defensive procedure is simple: the king just waits while the bishop moves back and forth controlling the pawn, which is supported by the king. Once setup correctly, always a draw. 1.Bb3 Bf4 2.Kb6 Bd6 3.Kb5 Bc7 4.Kc4 Bd6 5.Kd5 Bc7 6.Kc4 Bd6 7.Kf5 Bc7 8.Kf6 Bd6 9.Kf7 Bb4!



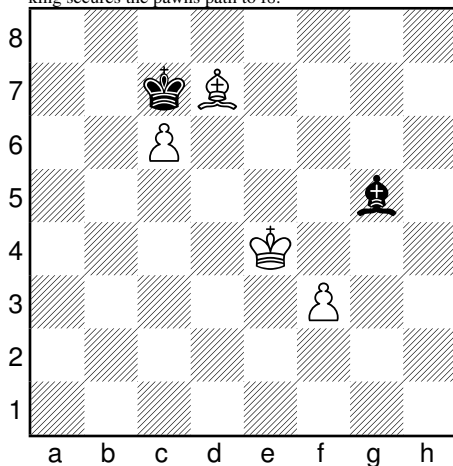
- Defending bishop restrains both pawns along same diagonal with support from king.

If the defending bishop can restrain both pawns along the same diagonal with support from the king, it's a draw, no matter the distance between the pawns. 1.Kd5 (if the black pieces switched positions, white would win easily)... Kf6! 2.Kc5 Ke7 3.Kb5 Bf4 4.Kb6 Kd8 draw. Make sure king and bishop has the ability to simultaneously control the pawns path despite the support from strong king.



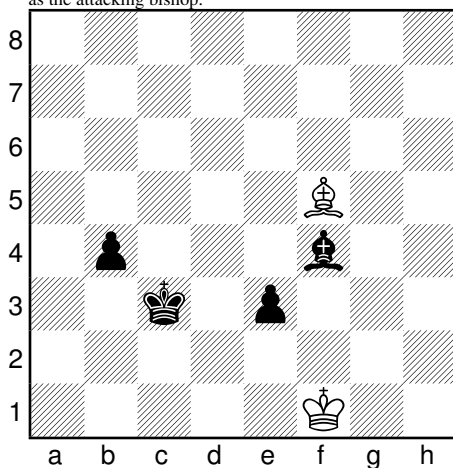
- Separated by two files
 - Two bishop pawns Always wins unless the position is like the last drawing scenario.

While the bishop defends the pawns, the king will try to penetrate to support the pawn which is blocked by the defending bishop. This diagram is the same as before except the black pieces are switched. 1.f4 Bh4 2.Kd5 Bd8 3.Ke6 Bh4 4.f5 Kd8 5.f6 Bg5 6.Kf5 Bh6 7.Kg6 Bf8 8.Kf7 Bh6 9.Kg8 1-0 now the king secures the pawns path to f8.



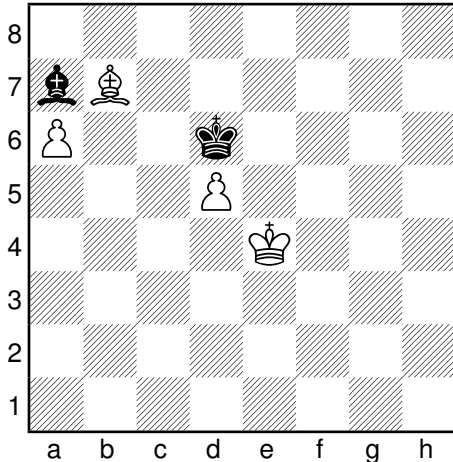
- One is a knight pawn The ending is drawn if the defending king controls the central pawn and his bishop controls the promotion square of the other. This ending occurs quite frequently.

1.Ke2 the black king must be cut off from his central pawn... b3 2.Kd1! Kb4 3.Bh7 Ka3 4.Bg6 Kb2 5.Bf7! Ka2 6.Be6 Ka3 7.Bf5! b2 8.Bb1! draw. Winning chances are greater when the promotion square for the knight's pawn is the same color as the attacking bishop.



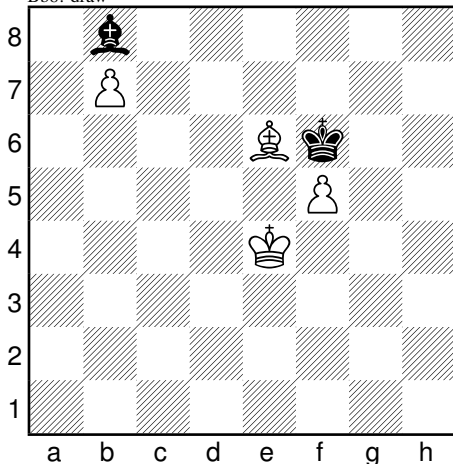
- One is a rook pawn It is impossible to win against a normal defensive setup.

The goal for the attacking king is the b7 square. 1.Kf5 Ke7!
2.Ke5 Bb8+ 3.Kd4 Ba7+ 4.Kc4 Kd6.

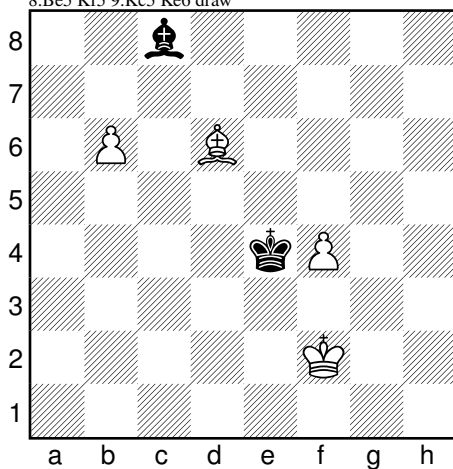


- Separated by three files When the pawns are separated by three files, winning chances are relatively greater
 - one is a knight pawn: with a knight's pawn there are many drawn positions due to blockades. The worst case for the stronger side involves a very advanced knight's pawn because then it obstructs its own king. Anyway, when both pawns are on the 7th rank, it's a win. When the knight pawn is on the 7th and the other is on the 5th, a blockade can be setup.

1.Kf3 Kg5! a race 2.Ke4 Kf6 3.Kd5 Bg3 4.Kc6 Ke7 5.Kb6 Bb8! draw

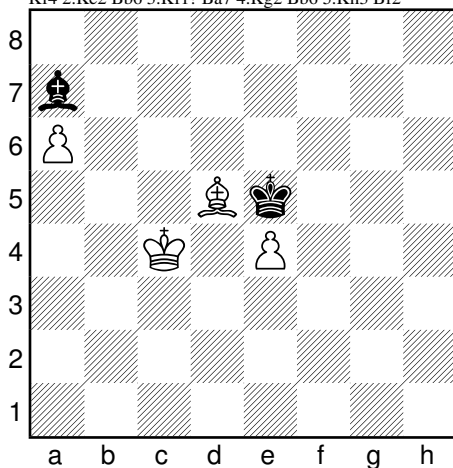


When the bishop controls the last-but-one-step of the knights pawn but not the promotion square, most cases are won but if the knight pawn is too far, theres a blockae. 1... Bb7 2.Kg3 Kf5 3.Kh4 Kg6! outflanking on the edge of the board cannot be allowed 4.Kg4 Bc8+! 5.Kf3 Bb7+ 6.Ke3 Kf5 7.Kd4 Ke6 8.Be5 Kf5 9.Kc5 Ke6 draw



- one is a rook pawn This is easier, the attacking king has much more space for penetrating through the wing. Central and rook's pawn separated by three files always win.

Outflanking on the edge, an important manoeuvre. Some white ideas involve king penetration between the pawns, but black has resources to stop this threat. Some first lines: 1.Kd3 Kf4 2.Ke2 Bb6 3.Kf1! Ba7 4.Kg2 Bb6 5.Kh3 Bf2



Rook vs. Pawn

This is one of the most important sections.

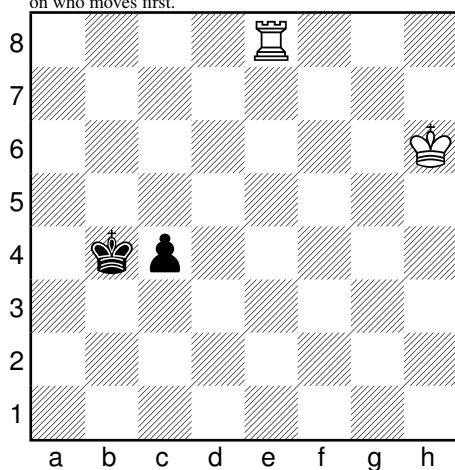
Counting Tempi:

- **Basic Counting:** In order to solve these, the first approximate method is counting tempi.

The attacker: count the tempi needed for both rook and king to control the promotion square. The defender: count the tempi needed for the king to secure promotion and for the pawn to reach its goal.

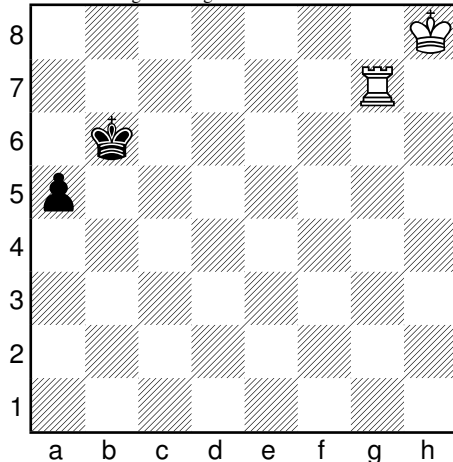
This only works in special circumstances and hardly every happens. Typically this happens when the kings stand at different sides of the pawns.

1.Kg5! (If he had the move, black could draw by 1... c3
2.Kg5 c2 3.Re8 Kb3 4.Kf4 Kb2=)... c3 2.Kf4 c2 3.Re8 Kb3
4.Ke3 Kb2 5.Kd2 and white has arrived in time. Things are
hardly ever this easy. Both sides need 5 tempi, result depends
on who moves first.

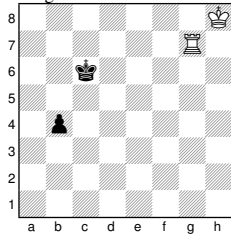


- **Cutting off king on 3rd rank:** When the king and his pawn are still further from promotion (not crossing the middle line), cutting off the king is very important. It is useful when the defending king is on the 3rd rank, and it wins straight away when we are dealing with a rook's pawn or when the king and the pawn are separated (otherwise the king can go around his pawn).

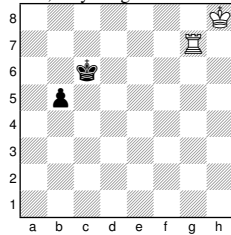
1.Rg5! it is plain to see that the white king cannot arrive in time... a4 2.Kg7 a3 3.Rg3! a2 4.Ra3 +.



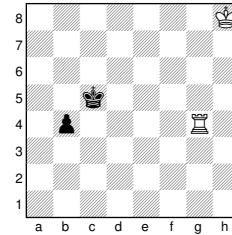
Cutting off is decisive, only 1.Rg5 wins



Cutting off is not decisive, but still, only 1.Rg5 wins.



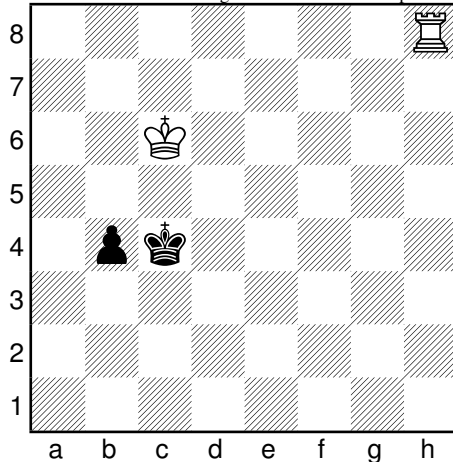
White cannot win, even if it's his turn.



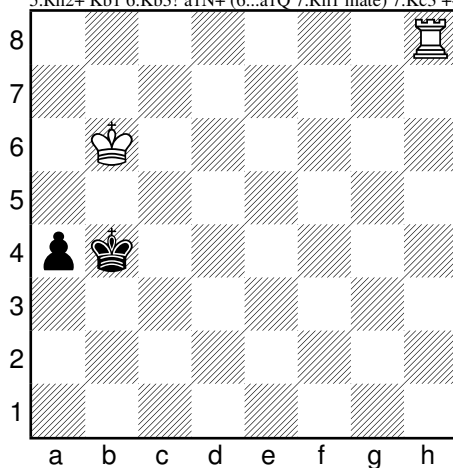
Attacking King behind pawn: This is the toughest and most frequent scenario. The strong king pushes his counterpart from the rear, while the rook occupies its most frequent position: the side attack. The main defensive resource is 'under-promoting to a knight' while the main attacking motif is 'outflanking'.

- Pushing the king:

1.Rh4+ Kc3 2.Kc5 (with 2.Kb5 white can try to go around but there's no time, count)... b3 3.Rh3+ Kc2 4.Kc4 b2 5.Rh2+ Kc1 (the easier way to draw is 5...Kb1! 6.Kb3 Ka1! 7.Rxb2 stalemate) 6.Kc3 black's answer comes as a shock... b1N+!. We already know this works with any pawn except a rook pawn. This shows us that pushing the defending king from the rear is useless. Pushing from one side is more productive.

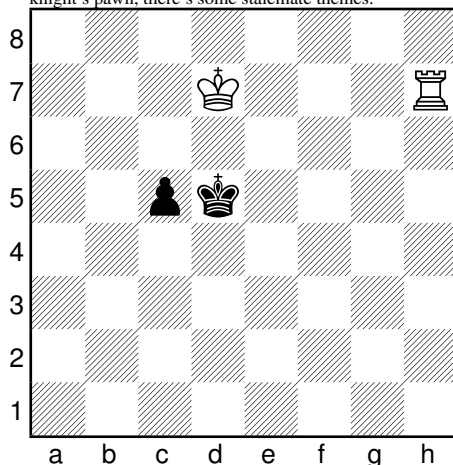


The king pushing from the rear is a very effective attacking technique against a rook's pawn in combination with rook checks. 1.Rh4+! Kb3 2.Kb5 a3 3.Rh3+ Kb2 4.Kb4 a2 5.Rh2+ Kb1 6.Kb3! a1N+ (6...a1Q 7.Rh1 mate) 7.Kc3 +-

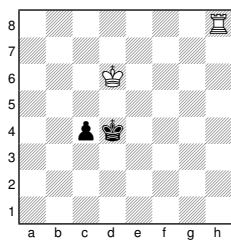


- Outflanking the king: unless it's a rook pawn, pushing the king brings nothing, he must outflank his opponent to succeed.

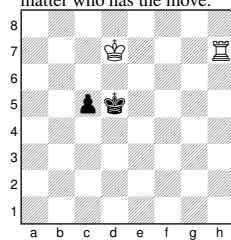
Both kings and pawn are one rank higher than before, so the white king has time for outflanking. 1.Rh5+ Kd4 2.Kc6! now the white king will go around the other side of the pawn... c4 3.Kb5 c3 4.Kb4 c2 5.Rc5 (Rh1 is also winning)... Kd3 6.Kb3 and the pawn is lost. Remember, the strong king has no time to outflank his opponent when the pawn is on the 5th rank unless the rook is at the rear of the pawn or h1. With a knight's pawn, there's some stalemate themes.



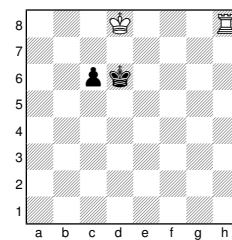
Draw no matter who moves, underpromote to a knight. But if Rh1, with white to move, he wins. Count.



White to move wins by outflanking. Black to move draws. Rook is best placed on h8 or h1 and would win no matter who has the move.



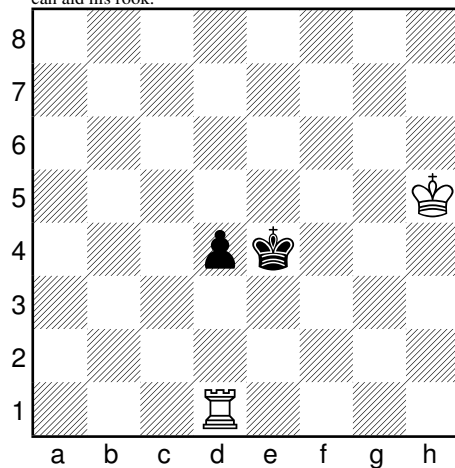
White wins no matter who moves.



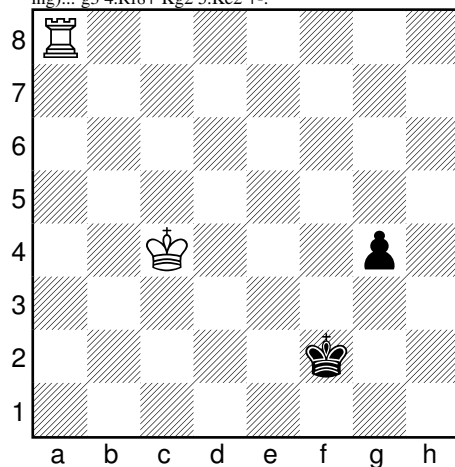
Attacking king on the side: the rook needs support from the king to control and capture the pawn. That is why the defending king should always stand in the way of the pawn. When both kings are on the same side of the pawn, the main resources are shoulder charging and rook checks.

- In order to help the rook, the king has to stand in front of his opponent and then the enemy king is pushed one rank or file by means of a rook check. The purpose is to bring or king closer and to restrict the enemy king or pawn mobility, called **shoulder-charging**.

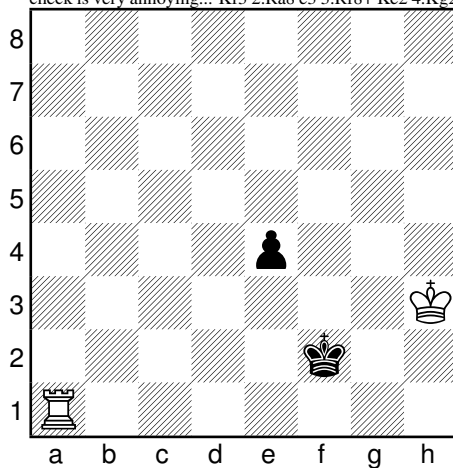
1.Kg4! Ke3 (1... d3? allows white to push the king: 2.Re1+ Kd4 3.Kf3 d2 4.Rd1 Kd3 5.Kf2 +-) 2.Kg3! d3 3.Re1+ Kd2 4.Kf2 +- and the white king has made it to the key zone and can aid his rook.



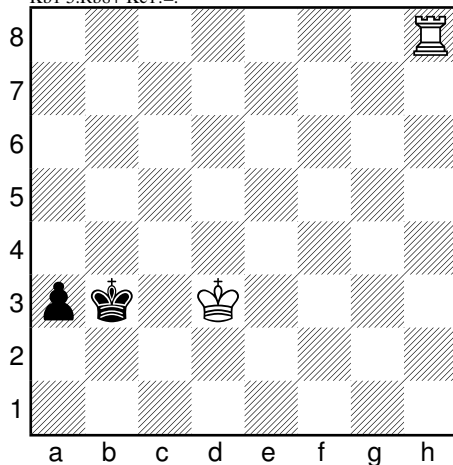
Sometimes a timely check helps the rook win an important tempo to improve its position and control the pawn. The typical scenario sees the stronger side's king coming from one side of the pawn. Be careful not to advance the king before the pawn. 1.Rf8+! Ke2 2.Rg8! Kf3 3.Kd3 (shoulder charging)... g3 4.Rf8+ Kg2 5.Ke2 +-.



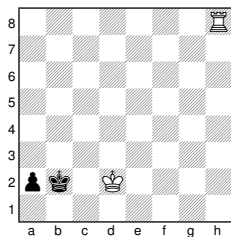
Shoulder-charging and time-gaining check: 1.Ra2+! the black king enjoys an ideal position to support his pawn so this check is very annoying... Kf3 2.Ra8 e3 3.Rf8+ Ke2 4.Kg2 +..



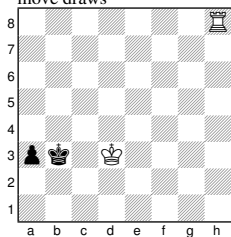
The rook's pawn and lateral push. In a rook vs rook pawn, this is a key position to learn by heart. With black to move, it is a draw, whereas white wins if he has the move, by 1.Rb8+. With black to move 1...Kb2! 2.Rb8+ Kc1! 3.Kc3 a2 4.Ra8 Kb1 5.Rb8+ Kc1!=.



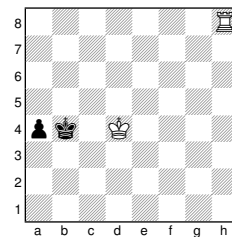
Stalemate no matter who moves



White to move wins, black to move draws



White wins no matter who moves

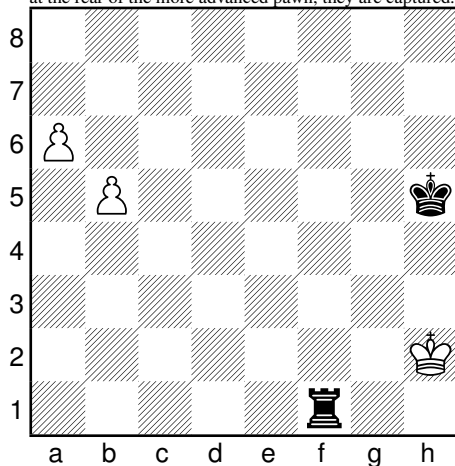


Rook vs. Two Pawns

Kings aren't near: Attacking resources are more hidden, whereas the defense is clear: just push the pawns

- Rook behind pawns: White wins if it is his turn and loses if it's Black's turn.

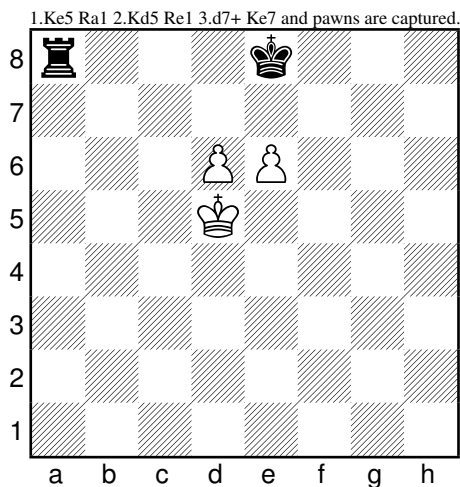
1.b6 Rb1 2.a7 +- pawn promotes. If Black moves, the plan is to transfer the rook to the rear of the more advanced pawn, and attack the other pawn and capture both: 1... Ra1 2.Kg3 Ra5. Two connected pawns on the 6th rank win against a rook, same goes for one pawn on the 7th and the other on the 5th. If the pawns are further from promotion and the rook is at the rear of the more advanced pawn, they are captured.



- Rook in front of pawns: if the rook were at g8 instead and the pawns start, the result is the same, but if the rook starts, black can stop the pawns (Ra8) but not capture them, then the king race is decisive.

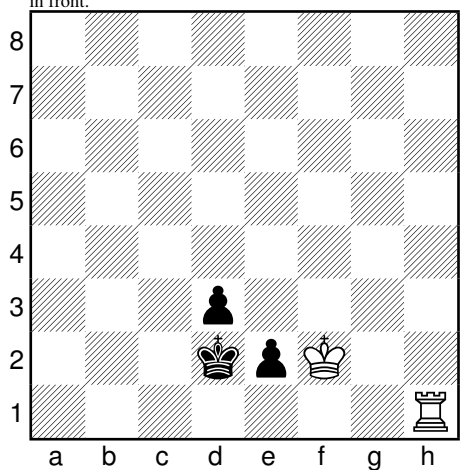
Kings are near

- Rook side's king in front of pawns: when the king and the rook work together to stop the pawns, they usually win. If the rook side's king achieves a position in front of the pawns, not even the most favourable scenario (except promotion) can save the game for the defender.

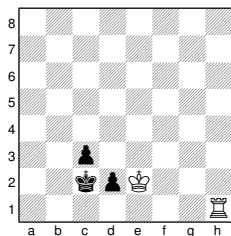


- Rook side's king on side of pawns: If the rook side's king only manages to stand on one side of the promotion squares and the other king supports his pawns, things are more complicated. White needs zugzwang themes.

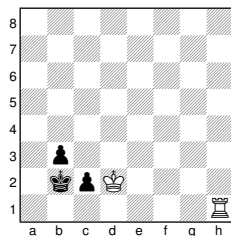
1. Ra1! Kc3 2. Ke3 Kc2 3. Rh1 zugzwang... Kc3 4. Rc1+ Kb2 5. Kd2 +- and pawns are captured. Goal: rook king tries to get in front.



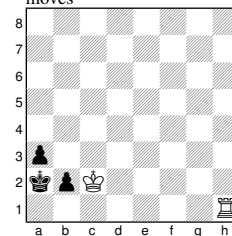
White to move wins



White to move stalemate

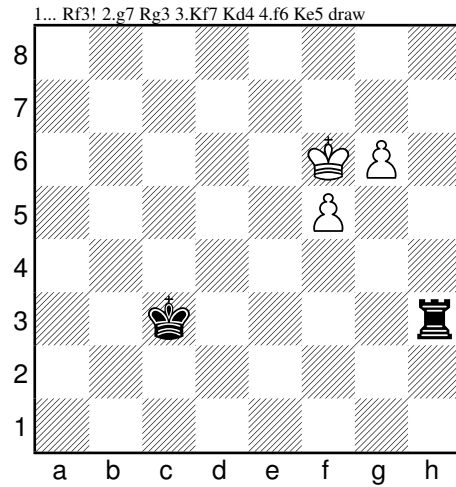


Stalemate no matter who moves



Just defending king is near

- The king is in contact with the less advanced pawn: The plans for both players: the side with the pawns will try to push one, exchange it for the rook and then promote the other pawn while the side with the rook will try to bring the king closer, then sacrifice the rook for the more advanced pawn and capture the other with the king. This is not a simple race or tempi count.



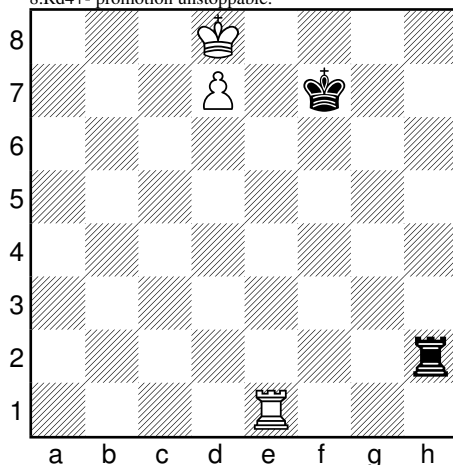
Rook and Pawn vs. Rook

Pawn Past Middle of the Board:

The defender must reach the Philidor (with defending king in front of pawn there are other drawing chances though, back-rank defense or Kling and Horwitz). The attacker must reach the Lucena to win, but if the defender is able to use the long side strategy, it's a draw.

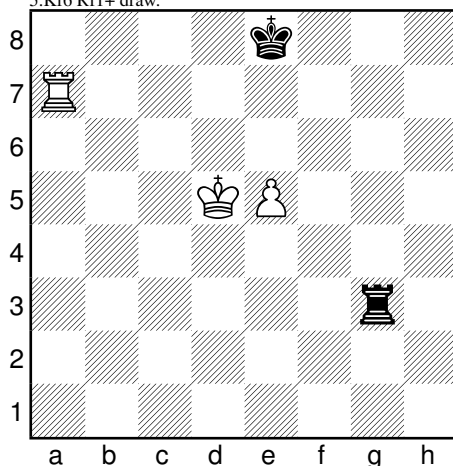
- Lucena: This is the most frequent procedure to win. If the defending king fails to stand in front of the pawn, play usually leads to the Lucena.

1... Rc2 (if white to move, then 1.Rc1) now the white king cannot get out 2.Rf1+ the first step is to cut off black king by one more file... Kg7! (if... Ke6 3.Ke8 +-) 3.Rf4! **the bridge** will cover the king from rook checks... Rc1 4.Ke7 threatening promotion... Re1+ 5.Kd6 Rd1+ 6.Ke6 Re1+ 7.Kd5 Rd1+ 8.Rd4+ promotion unstoppable.



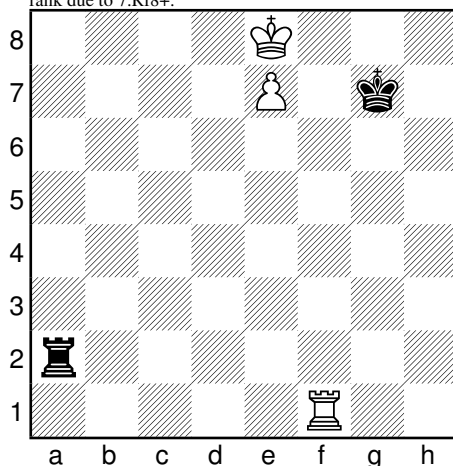
- Philidor: This is the most frequent procedure to draw. The defending King must get in front of the pawn (on the 1st or 2nd rank) while the rook waits on the 3rd rank for the pawn to advance, then rear checks will be delivered.

1... Rg6! (if deviating: 1... Rg1? 2.Kd6 Rd1+? 3.Ke6 white threatens mate... Rd8? 4.Rh7 white wins) 2.e6 threatening 3.Kd6 back rank mate **keep the rook on the third rank until the pawn moves...** Rg1! as soon as the pawn reaches the 6th, the white king loses his shield. 3.Kd6 Rd1+! 4.Ke5 Re1+ 5.Kf6 Rf1+ draw.



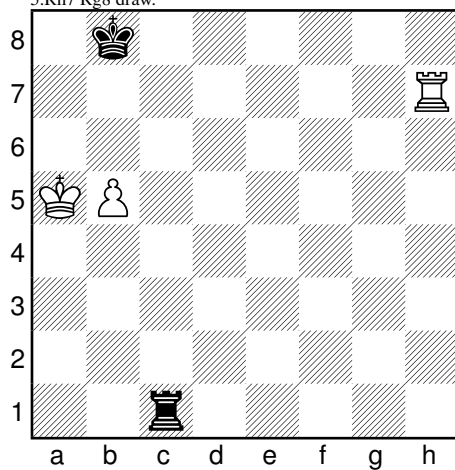
- Long Side: If the defender cannot reach the Philidor, the pawn will reach the 7th and the Lucena will take place... unless the long side strategy works (side checks).

If white had the move, a rook check on g1 allows promotion. But 1... Ra8+! 2.Kd7 Ra7+! 3.Kd8 Ra8+ 4.Kc7 Ra7+ the rook has to be on the long side of the board so the defending king has to be on the short side. When the rook and pawn are separated by three files, the rook succeeds, **distant effectiveness**. Usually the best side for the defending king is on the short side, leaving the long side for the rook. 5.Kd6 Ra6+ 6.Kc5 Re6! draw. Note: if the king goes to far from pawn, it'll be lost and black would lose if his king were on the first rank due to 7.Rf8+.



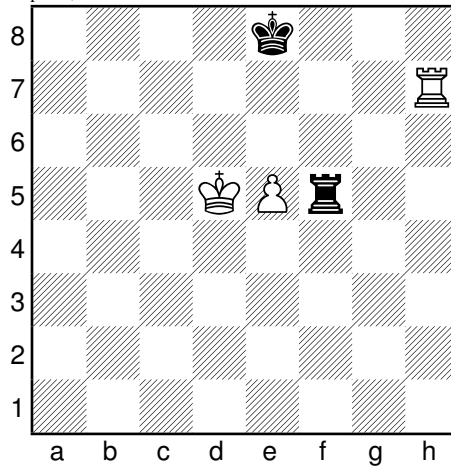
- If the defender cannot get to the Philidor, and the defending king is in front of the pawn, then:
 - Knight Pawn (first rank defense):

The Philidor method does not apply here. 1.Ka6 Rc8! 2.b6 Rf8 3.Rb7+ Ka8! (3... Kc8? loses to 4.Ka7+-) 4.Ra7+ Kb8 5.Rh7 Rg8 draw.

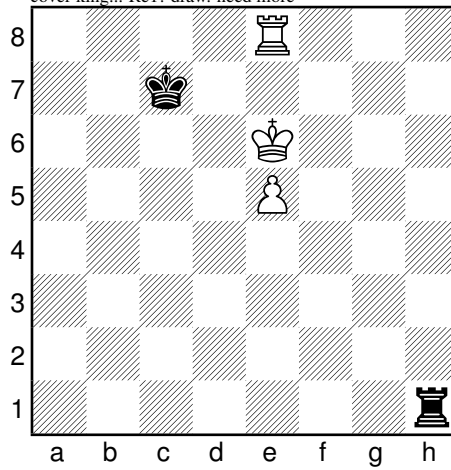


– Central and Bishop Pawn, rook in rear, side checks: Kling and Horwitz

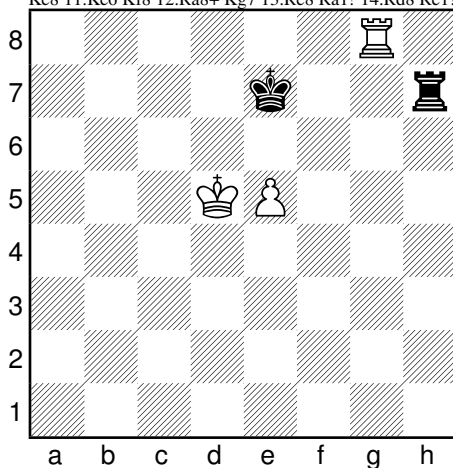
This resource is always useful against a central pawn, even if defending king is forced to the long side. For a bishop's pawn, the king must be on the short side. Against a knight's pawn, this does NOT work.



1... Rf1 if the defender cannot reach the Philidor, the rook must be ready to move to the rear of the pawn. 2.Kd6 Re1! (the only move) 3.Ke6 Kd8? (if there's a chance, we should always move our king to the short side, the correct choice was 3...Kf8!) 4.Rh8+ (if white makes waiting move, so does black, if white moves king, black can check or wait)... Kc7 5.Kf6 Kd7! 6.Rh7+ Ke8 7.Ke6 Kd8 (Kf8!=) 8.Rh8+ Kc7 9. Re8 (threat of 10.Kf7 followed by advance)... Rh1 getting ready to deliver check, from the short side! 10.Rf8 trying to cover king... Re1! draw. need more



If white had the move, 1.Rg6! trying to prevent Philidor... Kd7 2.Ra6! Rh1 3.Ra7+ Ke8 4.Kd6! the key position, white trying to create lucena, black the philidor... Re1! 5.Ra8+ Kf7 6.Ra7+ Ke8 7.Ke6 Kf8! 8.Ra8+ Kg7 9.Kd6 Kf7! 10.Ra7+ Ke8 11.Ke6 Kf8 12.Ra8+ Kg7 13.Re8 Ra1! 14.Rd8 Re1!

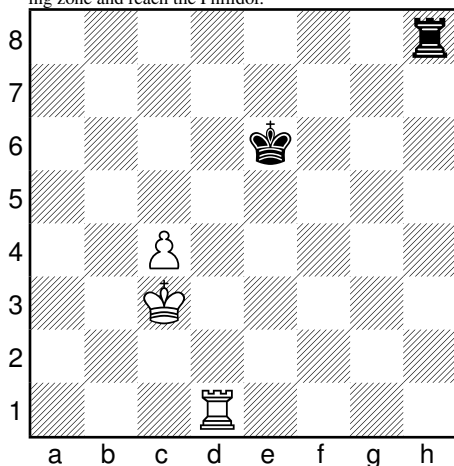


- If the defender cannot get to the Philidor, and the defending king is NOT in front of the pawn, then:
 - If the defending king is unable to occupy a frontal position (Philidor or first-rank defense) the only method is to occupy the long side with the rook.

Pawn Behind Middle of the Board:

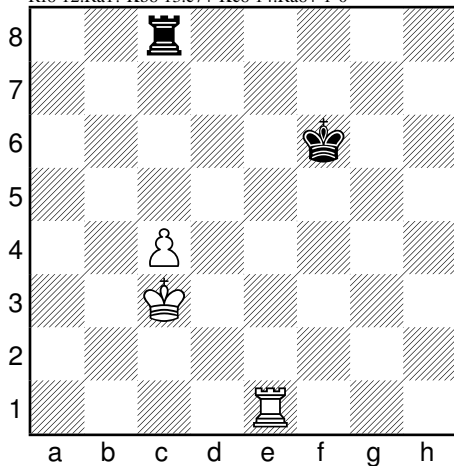
- Cut off defending king along files: The long side is not the only hope for the defending side. The defending king must be cut off by a rank or file. Since the pawn is so far from promotion, the defending king has plenty of time to get in front of the pawn and reach the Philidor. Winning chances must include cutting the king off from reaching the promotion zone.
 - one file: frontal checks, rook swap. The stronger side cuts off enemy king by one file, it is useful but not enough to win. The defending rook must stay on the back rank and the king on the 3rd or 4th rank.

1...Rc8 (any rook move along the 8th rank is enough to draw as long as the rook is not exchanged or captured) 2.Kb4 Rb8+! 3.Kc5 Rc8+ 4.Kb5 Rb8+! 5.Ka6 Rc8! 6.Rd4 Ke5! (the point) 7.Rd5+ Ke6 8.Kb5 Rb8+! 9.Ka4 Rc8 10. Kb4 Rb8+ 11.Rb5 Rh8 black gets ready to move king into drawing zone and reach the Philidor.

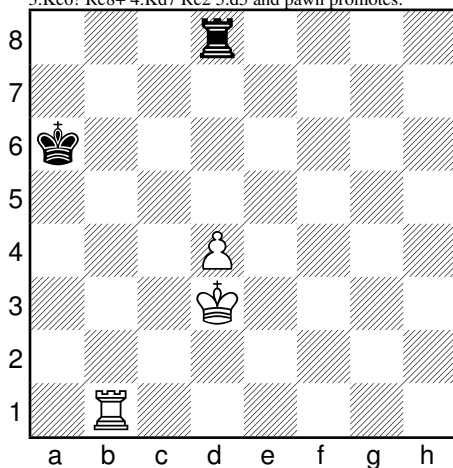


- two files: frontal checks. The ending is won with a 4th rank bishop's or a central pawn using the 'combined method', and drawn with a knight pawn. The combined method is not enough against a 3rd rank pawn (as defending king can get in front of pawn). It's drawn under the right position.

1.Kb4 Rb8+ 2.Ka5 Rc8 3.Kb5 Rb8+ 4.Ka6! first stage of **Grigoriev's combined method** not possible with knight pawn... Rc8 5.Rc1! second stage of method... Ke7 6.Kb7 Rc5 7.Kb6 Rh5 8.c5 Kd8 9.Rd1+ Kc8 10.Rg1! Rh8 11.c6 Rf8 12.Ra1! Kb8 13.c7+ Kc8 14.Ra8+ 1-0

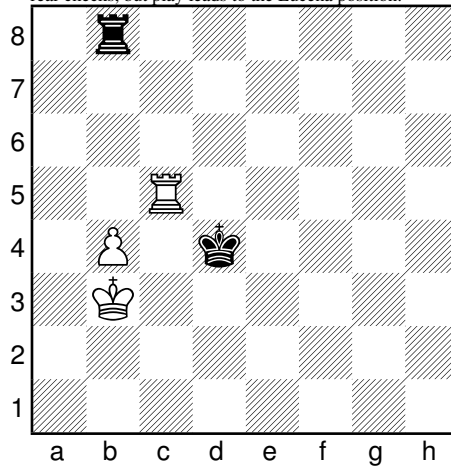


This is a scenario where the defending side loses due to mating themes. The black king is cut off by two files but his rook will occupy the long side. The combined method does not work here, but white always wins. 1.Kc4! Rc8+ 2.Kd5 Rd8+ 3.Kc6! Rc8+ 4.Kd7 Rc2 5.d5 and pawn promotes.

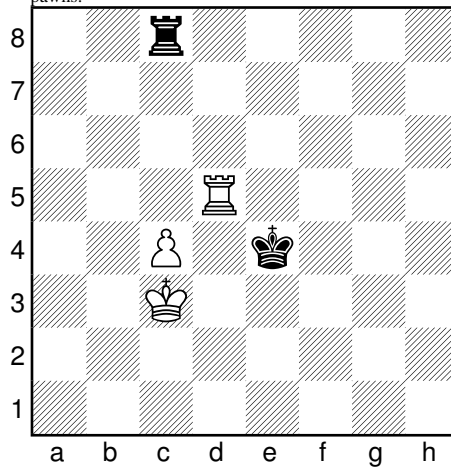


- three files: with the combined method, the ending is won with any pawn on the 3rd or 4th rank, but not on the 2nd.
- four files: the ending is usually won, even when the pawn is on the 2nd rank.
- Cut off defending king along ranks: this is the most simple and efficient way to cut off the defending king. It can be applied beyond the 4th rank. The defending king can only be cut off along a rank on the long side, in other cases, the position is not dangerous if the defending rook occupies the long side.
 - perfect cut: the cut is perfect if the defending king stands on the same rank as the pawn. The ending is always won with a knight's or a bishop's pawn, even if the pawn is still on the 2nd rank. To win with a central pawn, the pawn must be at least on the 4th rank.

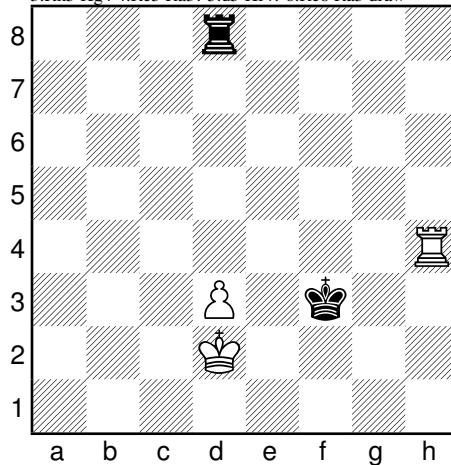
With a knight's pawn: 1... Ra8 (preventing 2.Ka4) 2.Rc8 (threatening 3.b5 and 4.Kb4)... Rb8 3.Ra6 Kd5 4.Ka4! Kc4 5.Rc6+ Kd5 6.b5 Ra8+ 7.Kb4 reaching the starting position just one rank further, procedure is repeated, black goes for rear checks, but play leads to the Lucena position.



Perfect cut with a bishop's pawn: 1...Rb8 2.Rh5 Kf4 3.c5 Rc8 4.Kc4 Ke4 5.Rh6 Ke5 6.c6 the same applies to the central pawns.

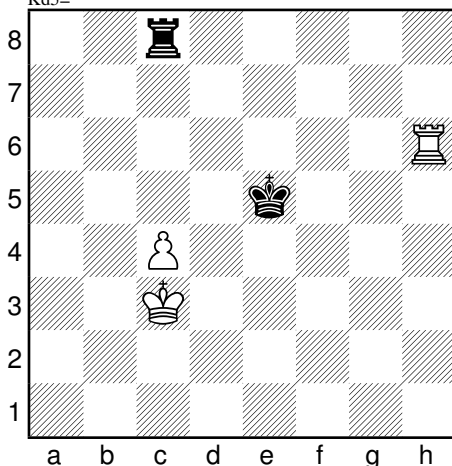


Perfect cut with a 3rd rank central pawn. 1...Ra8! 2.d4 Kg3 3.Rh5 Kg4 4.Re5 Ra3! 5.d5 Kf4! 6.Re8 Ra5 draw



- imperfect cut: the cut is imperfect if the defending king is one rank ahead of the pawn. The ending is drawn if the defending rook occupies the file adjacent to the pawn. More defensive resources are available against a central pawn.

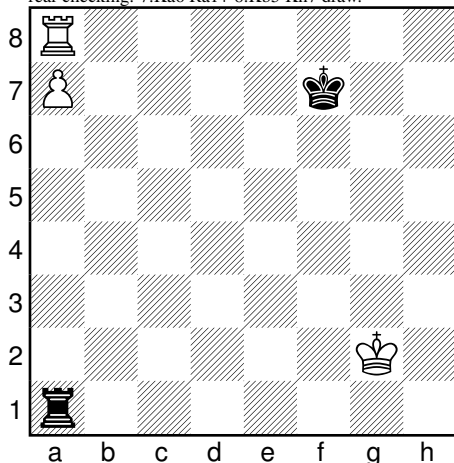
We call this cut 'imperfect' when the defending king is cut off along a rank but stays one rank ahead of the pawn as in the figure. Black to move draws: 1...Rb8! 2.Rg6 Rb7! 3.c5 Kd5=



Rook Pawns: Drawing chances are much higher here, any logical sequence of play involves the defending side placing his king or rook in front of the pawn.

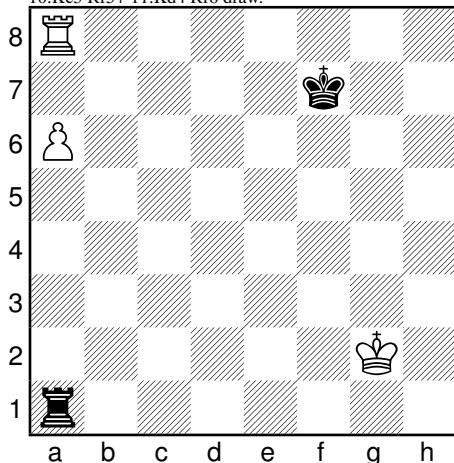
- Defending king is in front of pawn, draw. find example
- Defending rook is in front of pawn, result depends on whose king arrives first. find example
- Attacking rook is in front of pawn
 - pawn on 7th: Rear checks with rook in rear of the pawn, this is one of the most famous positions. When the attacking rook stands in front of the pawn, the pawn can always reach the 7th rank, and this means either an immediate win or a very easy defence. The defending side has two opposite strategies: he will either mover the king towards the pawn to capture it, or he must move the king in the opposite direction and keep him on g7 or h7. In general, both sides should strive to get their rooks behind a passed pawn. When a rook is in front of its own pawn on the 7th, with the defender's rook behind it, in these positions whenever the king touches its pawn (trying to free its rook) the defender should smack it away immediately with a check. This doesn't work when the pawn is on the 6th. Don't forget the trick, if the black king leaves h7 or g7 then the rook swings to h8 and will win the rook.

1... Kg7! (Defender has to place his king on g7 or h7, then the stronger side can't make progress. The alternatives fail: 1...Ra3?? 2.Rh8!+, or 1...Ke6?? 2.Re8+ +-, 1...Ke7?? 2.Rh8+- all winning the rook) now the rook cannot move so white must support the pawn with his king. 2.Kf3 Kh7 3.Ke4 Kg7 4.Kd5 Kh7 5.Kc6 Kg7 6.Kb6 Rb1+! when the white king gets in contact with the pawn, the black rook will start rear checking. 7.Ka6 Ra1+ 8.Kb5 Kh7 draw.



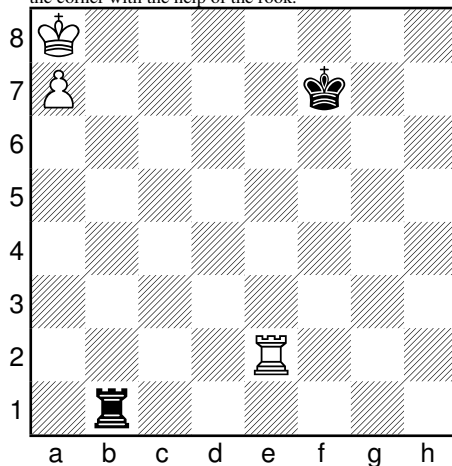
– pawn on 6th Vancuran: distant side checks

The king is close to the safety zone g7-h7 and can get there if the pawn reaches the 7th rank. 1...Kg7 when the pawn is on the 6th rank, the e-file is mined for the black king, if he has not crossed this file before, he cannot do it anymore. The pawn can be used as a shield against checks, and so white has a winning plan: the king goes to the a7-square, the rook comes out and the pawn promotes. 2.Kf3 Rf1+ 3.Ke4 Rf6!! the point: the rook attacks the 6th rank pawn laterally, so if the white king approaches the pawn, the rook delivers checks and the king cannot use the pawn as shelter. If the pawn is pushed with the threat of Rg8+, the black rook will immediately return to the a-file, which we know is a draw. 4.Kd5 Rb6 5.Kc5 Rf6 6.Kb5 threatens to take his rook out... Rf5+ now comes the checks 7.Kb6 Rf6+ 8.Ka7 Rf7+ 9.Kb6 Rf6+ 10.Kc5 Rf5+ 11.Kd4 Rf6 draw.



- Attacking king in front of pawn. attacking king trapped, distant checks

This is the most important position in Rook and Rook pawn, vs Rook endings. To win, the strong side needs to have the enemy king cut off on the f-file (or the c-file if it's an h-pawn). The winning sequence is long and complex but easy to find over the board. 1.Rh2! once the pawn has reached the 7th, the rook head for b8, which takes three moves... Ke7 2.Rh8 Kd6 3.Rb8 Ra1 4.Kb7 Rb1+ 5.Kc8! Rc1+ 6.Kd8 Rh1! 7.Rb6+! Kc5 8.Rc6+!! Kb5 9.Rc8! Rh8+ 10.Kc7 Rh7+ 11.Kb8 and pawn promotes. When the king is in front of his pawn, the enemy king must remain cut off as far as possible. If the weaker side's king is cut off on the f-file (or c-file), the winning plan is to push the pawn to the 7th rank and then take king out of the corner with the help of the rook.



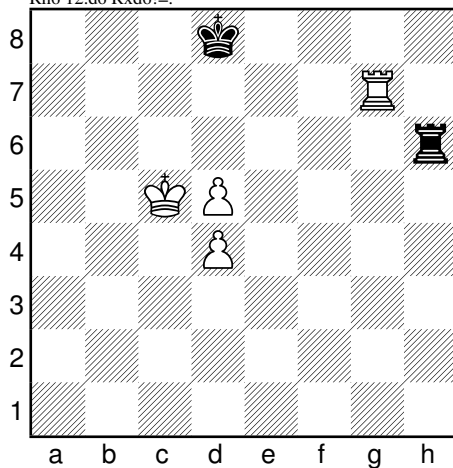
Rook and Two Pawns vs. Rook

Only opposite colored bishop and two pawns present a higher drawish trend.

Doubled Pawns

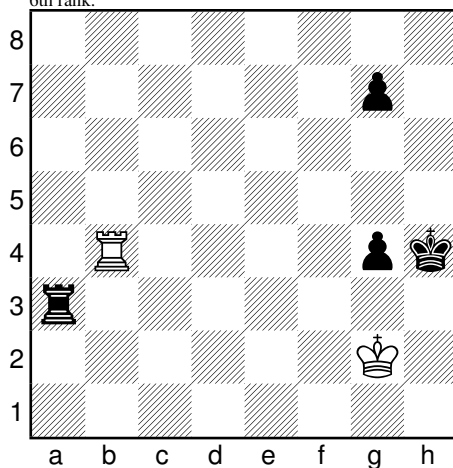
- Central Pawns

The best defensive procedure consists in starting with the Philidor position and then making a timely switch to Kling and Horwitz. 1.Rb7 Rg6 2.Rb6 white can offer a rook exchange and break the philidor defense... Rg4! this move is important now. The only available method is KH, but black has to capture the second pawn when he puts the rook at the rear of the pawn. 3.d6 Rg1! 4.Kc6 Rc1+ 5.Kd5 Rh1 6.Rb8+ Kd7 7.Rb7+ Kd8 8.d7 Rh5+ 9.Kc6 Rh6+ 10.Kc5 Rh5+ 11.d5 Rh6 12.d6 Rxd6!=-.



- Knight Pawns

1.Rb2! this setup is impregnable because black has no room on the kingside... Ra4. The defending king must avoid being pushed to the back rank, this can be achieved via the Philidor or by second rank defense. The latter consists in keeping the king and rook on the second rank until the pawn reaches the 6th rank.

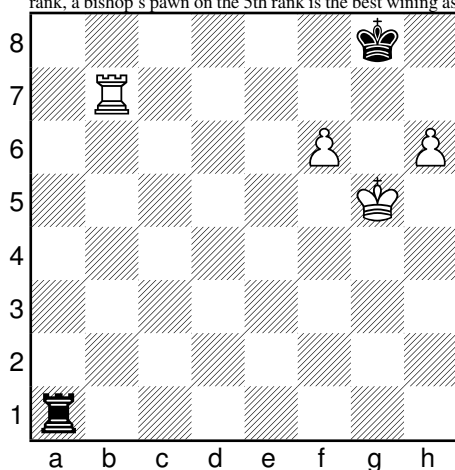


- Rook Pawns: easy

Rook and Bishop Pawn (on same side):

- Defending king cut off on back rank: when the defending king is cut off on the back rank, the ending is usually lost.

The ending is lost if both pawns have reached the 6th rank.
 1...Rg1+ 2.Kf5 Rf1+ 3.Ke6! Re1+ 4.Kd6 Rd1+ 5.Ke7 Re1+
 6.Kd8 Rd1+ 7.Ke8 Re1+ 8.Re7 Rf1 9.f7+ Kh8 10.Re6! +-
 . The bishop's pawn must not reach the 6th rank before the
 rook's pawn has done so. When the king is cut off on the back
 rank, a bishop's pawn on the 5th rank is the best winning asset.

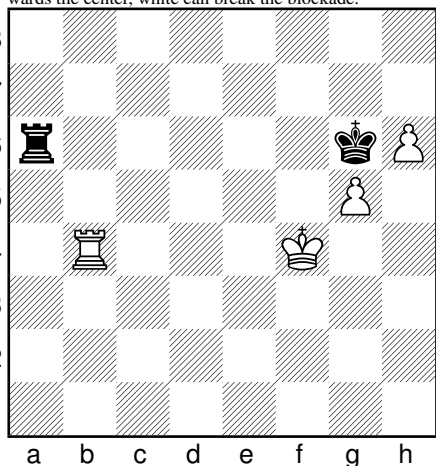


- Defending king not pushed to back rank: now drawing chances are increased. The defensive procedure: The king should avoid being trapped on the back rank. The rook is well placed on the 5th rank to hinder the white king's advance but usually the best policy is to keep the rook in the corner, ready to deliver side checks. The king must wait on g7 or f7, if checked along the g-file, the best place for him is on the f-file usually. When a pawn reaches the 6th rank, the defending king must get in front of it.

Connected Pawns blocked by defending King;

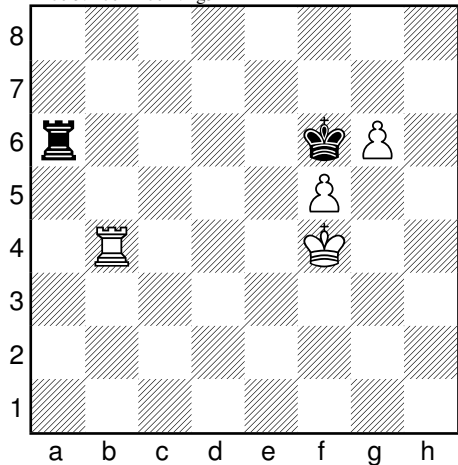
- Pawns at the edge:

1.Rd4 Rb6 2.Rd8! white has to get the black king out of his strong position...Rb4+ 3.Ke5 Rb7! 4.Rg8+ Kh7 5.Re8 Kg6 6.Kf4 Rb4+ 7.Ke5 Rb7=.



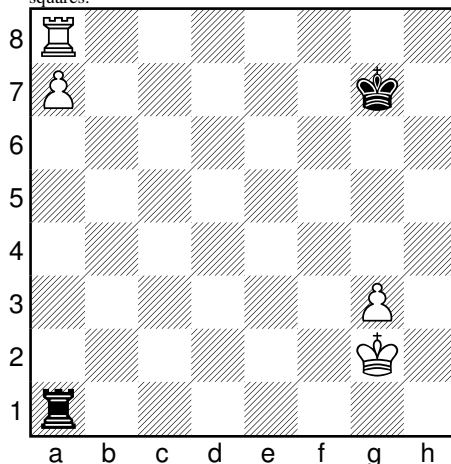
- Central Pawn

Here white can force a winning endgame. 1.Re4 Rb6 2.Re6+! Rxe6 3.fxe6 Kxe6 4.Kg5 +-



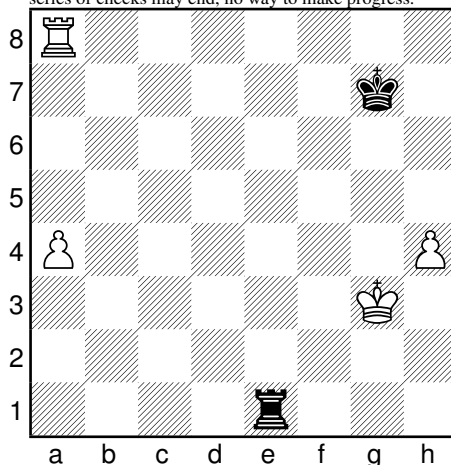
Attacking rook in front of 7th rank pawn The best-known drawing scenario. If a passed pawn reaches the 7th rank and the attacking rook is in front of it, the rook becomes completely passive and then the stronger side finds great difficulties in turning such a large advantage (two pawns) into victory.

The black pieces occupy their ideal positions and wait. The rook must be ready to deliver checks if the white king arrives to defend the a-pawn. A second pawn, as here the g-pawn, does not change the result as it cannot be used to take the black king out of the safe zone. 1.Kf3 Ra2 2.Ke4 Ra1 3.Kd5 Ra2 4.Kc6 Ra1 5.Kb6 Rb1+ 6.Kc6 Ra1 7.g4 Ra2 8.g5 Ra1 9.g6 Ra2 10.Kb7 Rb2+=. if the second white pawn was on the h-file, white could not win either. In both cases, the pawn stuck on the 7th rank could be on any other file. The ending would be won if the second white pawn were on any other file, for instance the f-file. White would win by pushing the pawn. The f-pawn will pull the king away from the critical squares.



Vancura: probably the least-known scenario, though the most common in practice:

1...Re4! this move is very important: black adopts a Vancura defensive set-up and prevents the white rook from coming out of its passive position in front of the pawn. If black adopts a wrong defensive setup, white wins rather comfortably (as seen by... Ra1? 2.Kf4 Kh7 3.Ke5 Kg7 4.a5 Kh7 5.a6 and white wins even without the h-pawn) 2.a5 Re5! keeping the vancura position 3.Kf3 Rh5 4.Kg3 Rc5 5.a6 Rc6! 6.Kf4 as soon as white pushes the a-pawn one step further, the black rook will be transferred to the rear of the pawn... Kh7 7.Ke5 Rb6 8.Kd5 Rg6 9.Kc5 Rf6 10.Kb5 Rf5+! 11.Kb6 Rf6+! when the white king moves far from the a-pawn, the series of checks may end, no way to make progress.



Rook and pawns vs. Rook and more pawns

In a rook and four vs rook and three, or rook and three vs rook and two, or rook and two vs rook and one with all the pawns on one side of the board, the defender's goals are to:

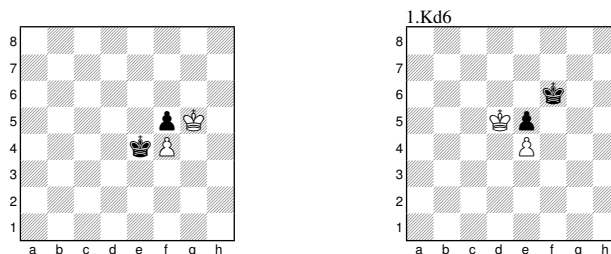
- trade as many pawns as possible (unless a particular exchange is clearly bad);
- keep the rook as active as possible (preferably tying the defender's king down to the defense of its pawns);
- keep trading down until you end up with a philidor position, a draw;

In positions where the two vs one difference is on one side, the game is usually drawn if the stronger side doesn't have a passed pawn. If there is a passed pawn say, e,f vs g-pawn, the stronger side has serious winning chances. As the defender in these cases, don't let the superior side's pawns march down and eat up every bit of space! Stop the pain from this squeezing of the king back by seeking out soothing pawn exchanges. Keep rook active by using it to pin and tie down the other king to its pawns.

Pawn Endings

Trebuchet:

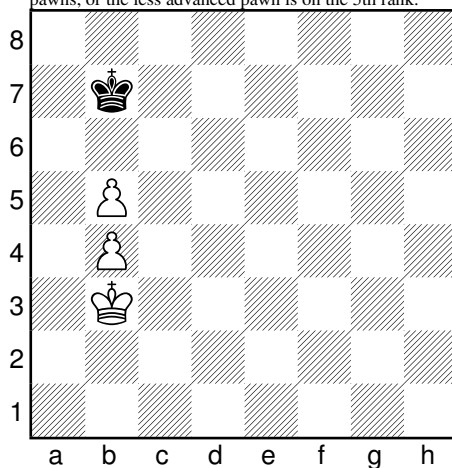
- A Trebuchet is two opposing pawns face-to-face, with their respective kings diagonally in front of them. For a near/upcoming Trebuchet position, the side whose King can make first diagonal contact with the enemy pawn can force a winning Trebuchet. A Trebuchet situation is a loss to the player with the move.



King and Two Pawns vs. King

- Connected Pawns: here both pawns defend each other and then the king approaches to give them support. The ending is always won unless a pawn is captured. The only important thing to know is this: if we have a rook's pawn on the 7th rank, we have to give it up in order to promote the knight's pawn.
- Doubled Pawns

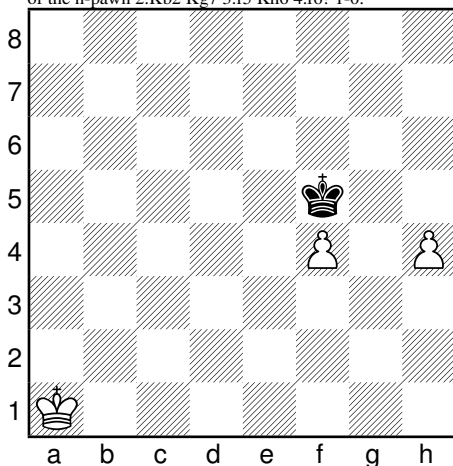
1.Kc3! the standard and easy procedure: to use the less advanced pawn to waste a move when the critical position (king opposition on the 6th rank) arises...Kc7 2.Kd4 Kb6 3.Kc4 Kc7 4.Kc5 Kb7 5.b6 Ka6! 6.b7! Kxb7 7.Kb5 1-0. Two doubled pawns always win, except in these two situations: rook pawns, or the less advanced pawn is on the 5th rank.



• Isolated Pawns

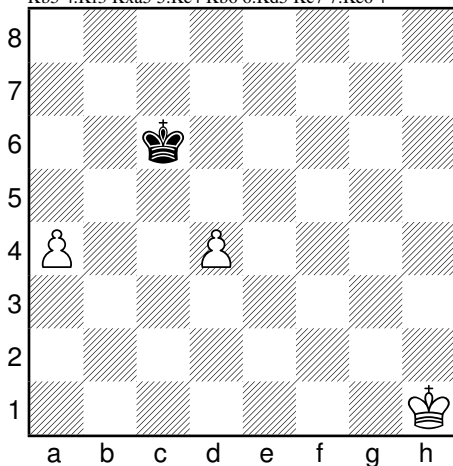
– separated by one file:

Mutual defense: one pawn threatens to promote to avoid capture of the other one. Two pawns separated by one file can defend each other as long as the king does not attack the more advanced one. 1.h5! thus the h-pawn prevents the capture of the f-pawn and gives the white king time to come near... Kf6 if the king captures the f-pawn, he will be outside the square of the h-pawn 2.Kb2 Kg7 3.f5 Kh6 4.f6! 1-0.



– separated more than one file:

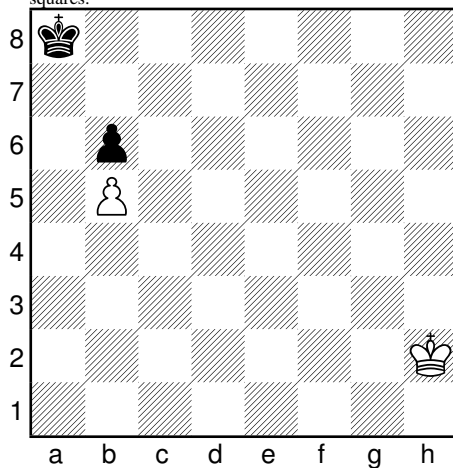
Delay the capture of one pawn until the strong king arrives to defend them and reach the key squares of the other. 1...Kd5 2.a5! preventing the capture of the central pawn...Kc6 3.Kg2 Kb5 4.Kf3 Kxa5 5.Ke4 Kb6 6.Kd5 Kc7 7.Ke6 +-



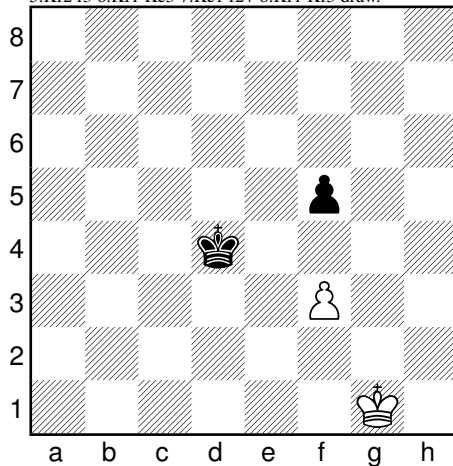
King and Pawn vs. King and Pawn:

- Blocked Pawns: Blocked pawns also have key squares. When the pawns are blocked, the first king to reach the key squares for the enemy pawn will capture the pawn. Key squares are 3 to the left and 3 on the right of the pawn:

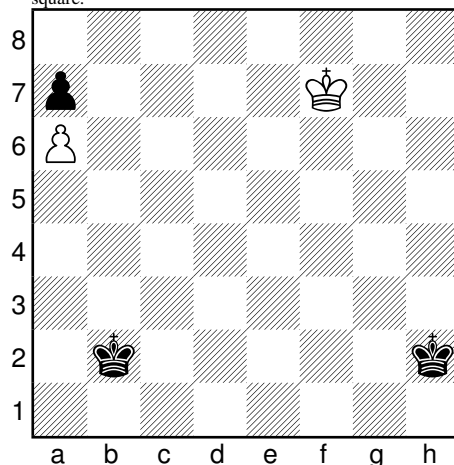
In this position the key squares for the black pawn are c6, d6 and e6. We do not count a6, as there is no way to get there. For the white pawn: c5, d5, and e5. Who will arrive first? 1.Kg3! Kb7 2.Kf4 Kc7 3.Ke5 Kd7 4.Kd5, white can advance thanks to the opposition and so his king will occupy the key squares... Kc7 5.Ke6 forced sequence to capture the pawn... Kc8 6.Kd6 Kb7 7.Kd7 the white king will capture the pawn and in doing so he will occupy one of the key squares to promote the pawn... Kb8 8.Kc6 Ka7 9.Kc7 Ka8 10.Kxb6. The idea of key squares is very important, as it can be applied when there are more pawns on the board. Whenever the base of the enemy pawn chain is blocked by your own pawn, the king will be able to capture it if he occupies one of the key squares.



Occupying a key square does not guarantee victory, it only leads to the capture of the pawn, then it is K+P vs. K. After capturing the white pawn, black still has to promote his. 1.f4 the only move to save the game, white has time to force a drawn K+P vs K ending (1.Kf2?? would be a terrible blunder)... Ke4 2.Kg2! waiting to take the opposition when the black king captures the pawn... Kxf4 3.Kf2 Ke4 4.Ke2 f4 5.Kf2 f3 6.Kf1 Ke3 7.Ke1 f2+ 8.Kf1 Kf3 draw.

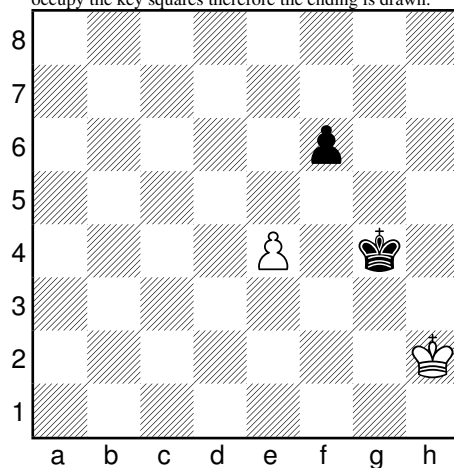


With the king on b2 the white king needs 5 moves to capture the a7 pawn and the black king has to reach c7 on that moment. Also 5 moves, but white can shoulder away the black king. 1.Ke6 Kc3 2.Kd5! Kd3 3.Kc6 Kd4 4.Kb7 Kd5 5.Kxa7 Kc6 6.Kb8 +- the rest is easy. If the stronger side has the pawn on the 5th rank (or further) and captures the enemy pawn, the ending is won, unless we are dealing with rook's pawns. If the blocked pawns are less advanced or they are rook's pawns, then defending king can draw if he manages to reach the right square.



• Pawns on Adjacent Files

When the pawns are on adjacent files it is easy to calculate the consequences of the capture or defense of the pawns. Here the white pawn is lost and when the black king captures it, he will occupy one of the key squares, thus promoting, can white be saved? 1.e5! white manages to change the key squares: now they are d3, e3, and f3 and the black king cannot reach them... fxe5 2.Kg2 Kf4 3.Kf2 now the black king is unable to occupy the key squares therefore the ending is drawn.



- Passed Pawns Most positions where both sides have passed pawns are simple, they are mainly a pawn race. Some are situations where the kings must support their own pawn and at the same time hinder the opponent. In these endings there is an important motif: dual purpose king moves. Pay attention to each player's goals. The two main goals are: getting inside the square of the opposite pawn while also supporting the other.

Two Blocked Pawns vs. One

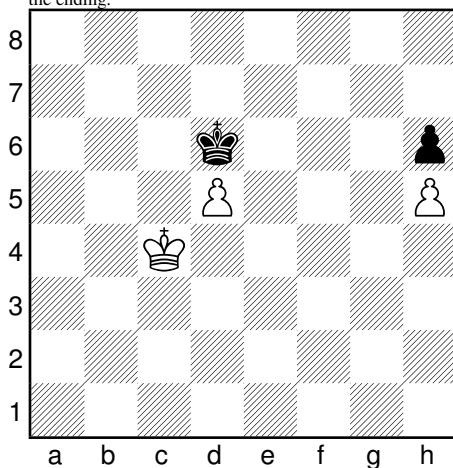
- Two Blocked non-rook pawns vs. one:

When the blocked pawn is not a rook's pawn, the ending is usually won, and the winning plan is simple: you have to give up your passed pawn to capture the enemy pawn and then reach a won King + Pawn vs. King ending.

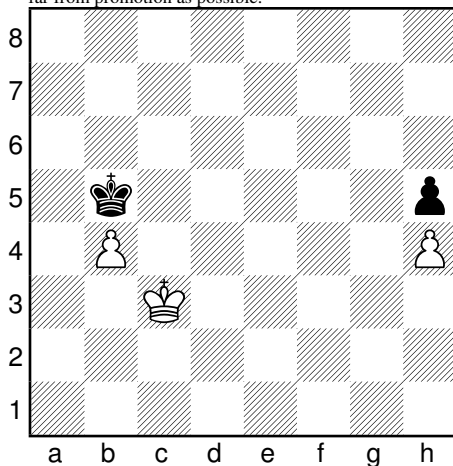
- Two Blocked rook-pawns vs. one:

- distant passed pawn: The winning plan is to give up the passed pawn to capture the rook's pawn and then prevent the defending king from reaching the drawing zone.

1.Kd4 Kd7 2.Ke5 Ke7 3.Kf5 Kd6 4.Kg6 Kxd5 5.Kxh6 Ke6 6.Kg7. If the stronger side has his rook's pawn already on the 5th or 6th rank, the ending is always won. Both players must try to advance their rook's pawns as far as possible; if they are not blocked yet, theirs should be the first moves in the ending.

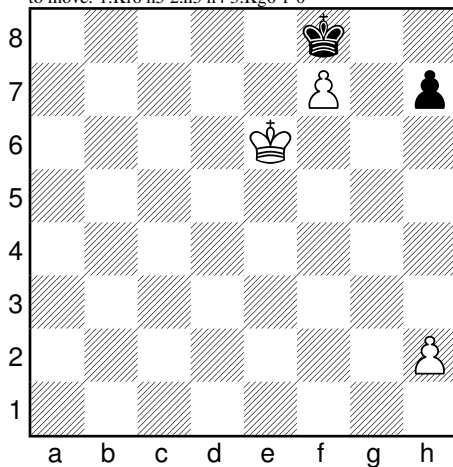


If the pawn is less advanced (4th, 3rd or 2nd rank) there is a sort of geometric rule to calculate quickly whether the ending is won or not: Draw mentally the lines running from the two pawns to the f-file and see which line runs higher. The rule applies to all positions with blocked rook's pawns even when the stronger side has his pawn on the 5th or 6th rank and for all normal king positions. In this position, black should draw: 1.Kb3 Kb6 2.Kc4 Kc6 3.Kd4 Kb5 4.Ke4 Kxb4 5.Kf5 Kc5 6.Kg5 Kd6 7.Kxh5 Ke7 8.Kg6 Kf8 and the black king has reached the drawing zone. The passed pawn is best placed as far from promotion as possible.



– bishop pawn (same wing)

The stronger side always wins when his rook's pawn is on the original 2nd rank. The stronger side just has to push the bishop's pawn to the 7th rank and then force the enemy pawn to move. 1.Kf6 h5 2.h3 h4 3.Kg6 1-0

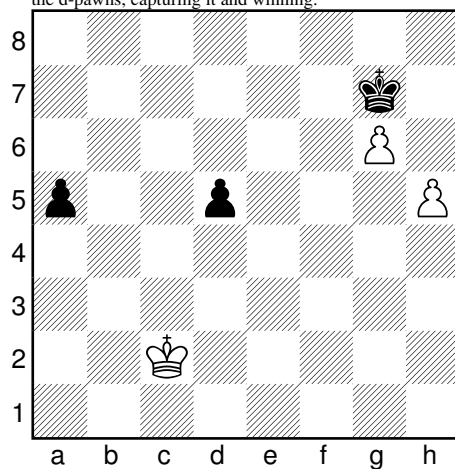


– central pawn (same wing): When the pawn is blocked on the 6th rank, the ending is drawn. When the pawn is blocked on the 5th rank, the defending side can counterattack only if the central pawn has not advanced. Therefore, usually won.

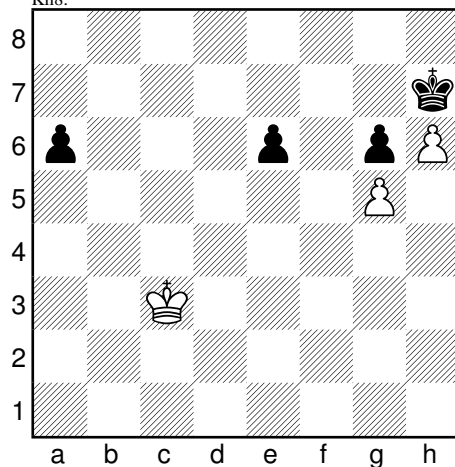
Multi-pawn endings:

- king against two passed pawns:

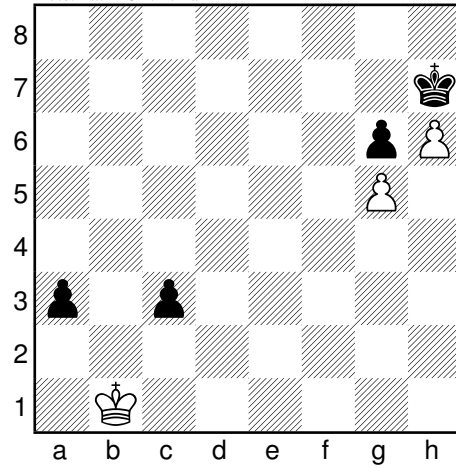
floating square: if a square whose two vertices are occupied by pawns on the same rank, reaches the back rank, then the pawns promote without help. If not, the pawns do not promote. 1...a4 (if white starts 1.Kc3 Kh6 2.Kd4 a4 3.Kc3 wins) 2.Kc3! Kh6 3.Kb4+ d4 4.Kxa4 king still inside the square of the d-pawns, capturing it and winning.



When the pawns are separated by three files, if the floating square does not reach the back rank, the king can hold the pawns but not capture them. 1.Kc4! Kh8! 2.Kc5 Kh7 3.Kc4 Kh8.

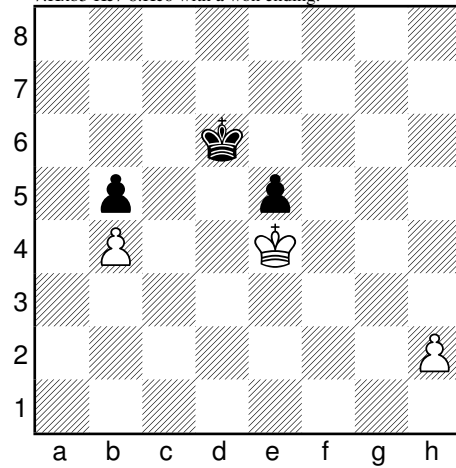


When the pawns are separated by just one file, they can defend each other if their floating square does not reach the back rank, they usually have to provoke zugzwang in order to promote. 1...Kh8 2.Kc2 a2 -+



• distant passed pawn:

White wins using the standard plan: white pushes the pawn, then the black king must chase the pawn, and then the white king penetrates and captures everything in sight. 1.h4 Ke6 2.h5 Kf6 3.h6 Kg6 4.Kxe5 Kxh6 5.Kd5 + Kg6 6.Kc5 Kf6 7.Kxb5 Ke7 8.Kc6 with a won ending.



Chapter 4

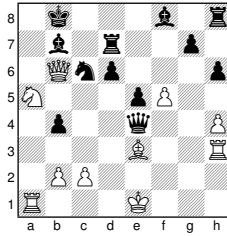
Puzzles

The following 444 puzzles come from the ultimate chess puzzle book. The order of the puzzles start from the intermediate and advanced section, the championship section (of same difficulty), tests one through eight, and the last 50 are endgame puzzles. All puzzles are rated 2-4 difficulty.

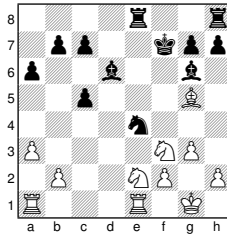
For each puzzle, first find all hanging pieces, keep track of hanging pieces at each stage. Memorize/visualize each solution. Don't get bogged down by deep calculation and variations, the goal is to have a large bank of patterns in my brain.

4.1 TACTICS PUZZLES

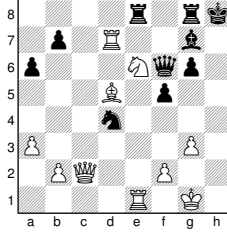
W Nc6. (1,2) Qxc6, Ra8, Kxa8, Qa7 mate.



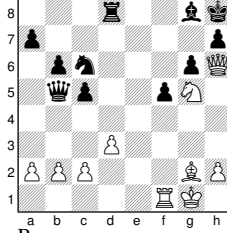
B Bh5. (3,4) Wins a piece.



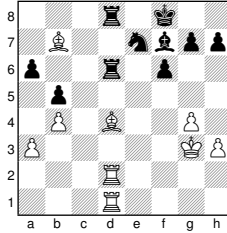
W Kg2. (1) Mate. Rh1, or queen and rook on 7th rank.



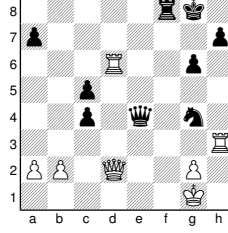
W Bd5. (1) Bishop can be taken two ways, either is mate.



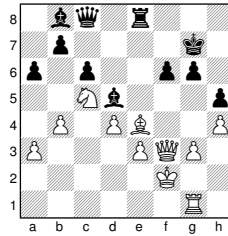
B Bb3. (6) Wins a piece on d file since Rh1, Ba4.



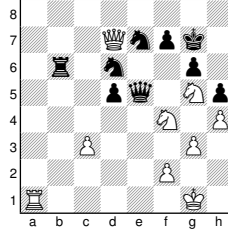
B Qb1. (2,6) Qd1, Qxd1, Rxd1, Nf2 wins material.



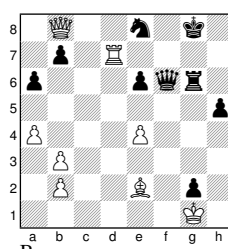
B Rxe4. (5,6) Nxe4, f5. Wins material.



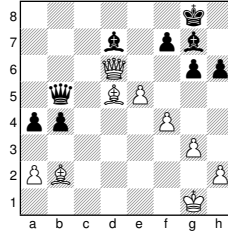
W Nfe6. (1,2,4) fx6, Qxe7, Kg8, Ra8. Mate.



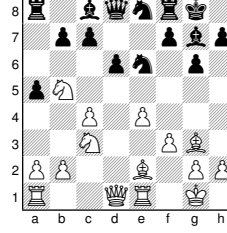
B Qf2. (2) Kxf2, g1Q, Kf3, Rf6.



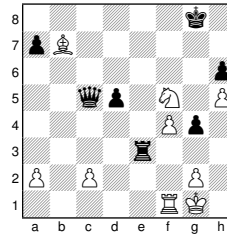
B Bh3. (1,3) mate or the b2 bishop.



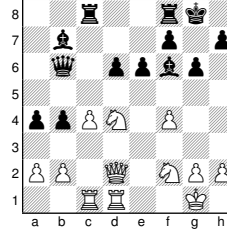
B c6. (6) Nxd6, Bd4, Kh1, Nxd6. If Na3 then Qb6 then Qxb2.



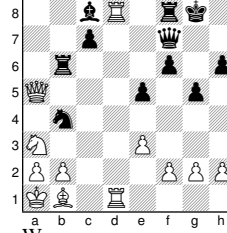
B Re7. (2,3,6) Wins material.



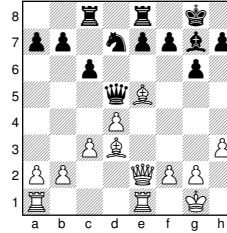
B Bxd4. (1,5) Qxd4, Qc6. M or M. Trying to get to g2.



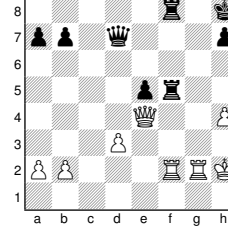
W Qa8. (3,6) Loses bishop since Be6, Rxf8, Qxf8, Rd8.



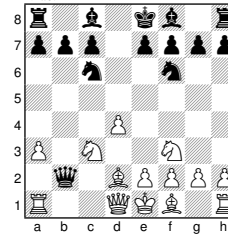
W Bc4. (4,6) Qa5, Bxg7, Kxg7, Bxf7. If Kxf7 then Qe6.



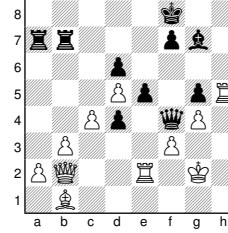
W Qxe5. (1,2) Rxe5, Rxf8. Or if Rf6 then Qb8.



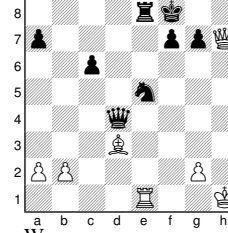
W Rb1. (3,6) Qxa3, Nb5, Qa2, Nxc7, Kd8, Nxa8.



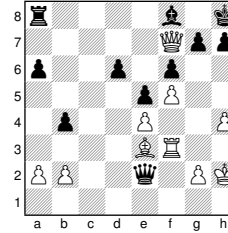
W Bf5. (6) After Re4, the queen is trapped to get to g2.

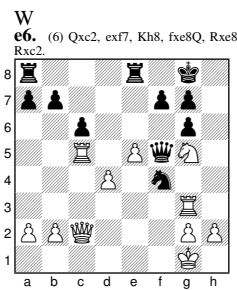
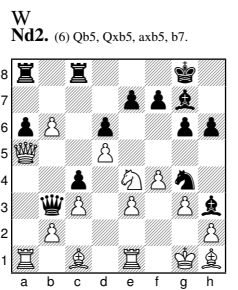
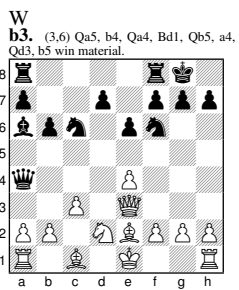
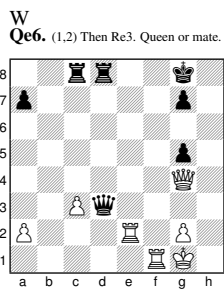
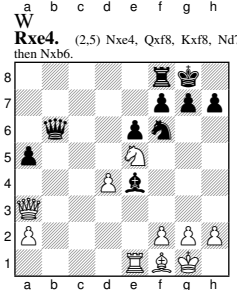
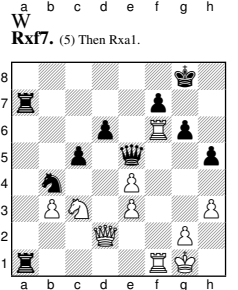
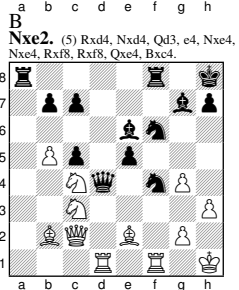
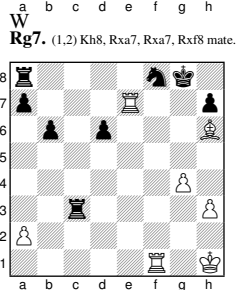
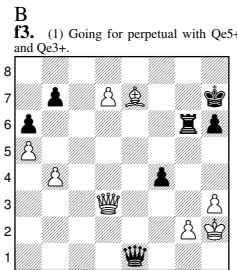
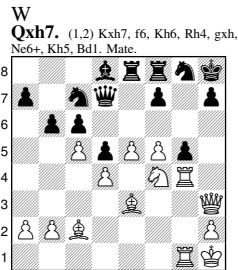
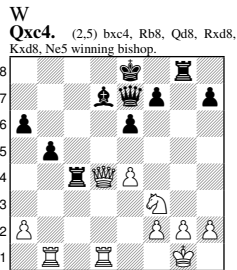
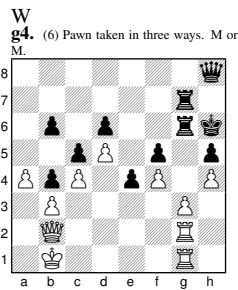
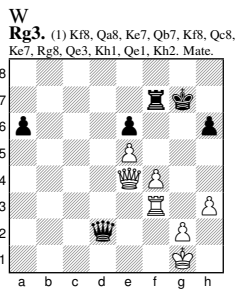
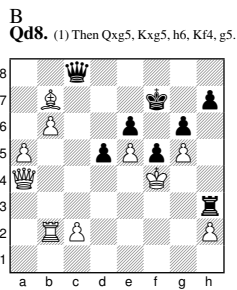
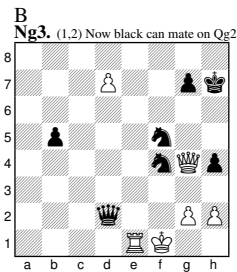
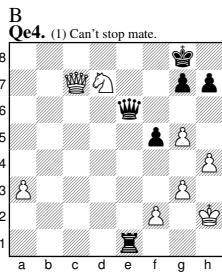
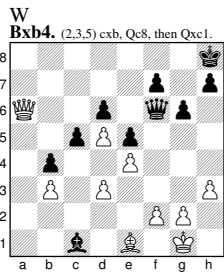


B Re6. (1,6) Threatening Rh6 and capturing on d3.

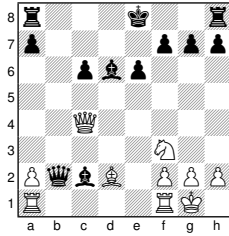


W Rg3. (1) Black can't defend Bh6.

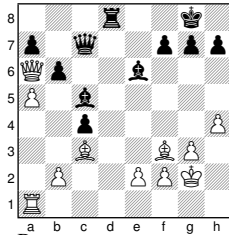




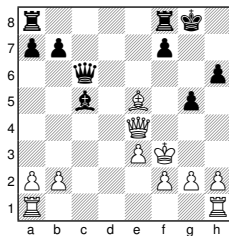
W
Qxc6. (2,3,4) Wins B as Ke7, Bc1. Q can't defend B and can't take a1 bc of Bg5.



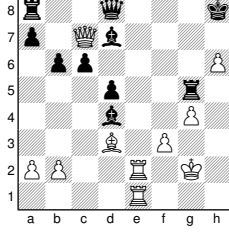
B
Bh3. (1,2) Kxh3 (Kg1 loses to Qxg3), Bxf2, Rg1, Bxg1. Mate or material.



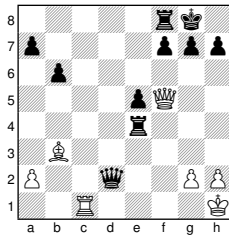
B
f6. (4,6) Qxc6 (Bd4 is worse), fxe5, Ke4, bxc6.



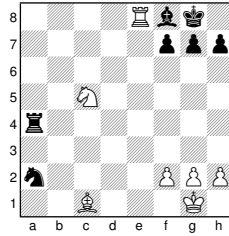
W
Rc8. (1,2) If Bxe8 then Qh7 mate. Or Qxe8, Rxe8, Rxe8, Qxd7 with double threat of mate or material.



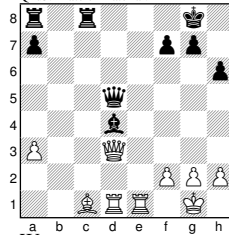
W
Qxf7. (1) Rxf7, Rc8. Mate.



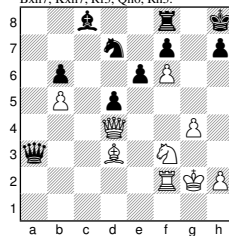
B
Rd4. (1,6) Defends against Nd7 and threatens Nxc1 and Rd1.



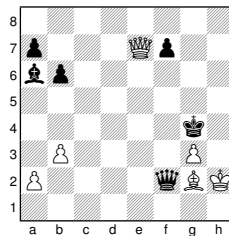
B
Rxc1. (1,2,4,5) Rxc1, Rxc1, (or Qxd4, Qxd4, Rxd4, Rxe1 mate), Bxf2, Kxf2, Qxd3. Mate or material.



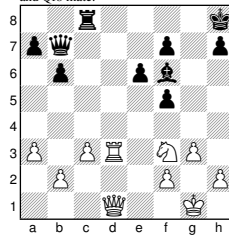
W
Qe3. (1) Trying to get to h6. Rg8, Ng5, Rxg5 (only move, else Qh3), Qxg5, Qf8, Bxh7, Kxh7, Rf3, Qh6, Rh3.



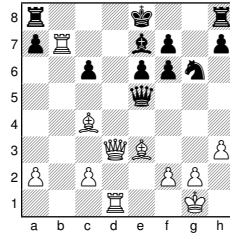
W
Qh4. (2,3) Kf5, g4. Winning queen.



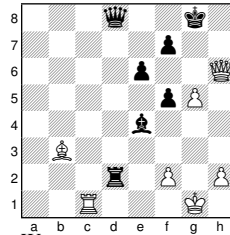
W
Rd7. (1,6) Rc7, Qd6 threatening rook and Qf8 mate.



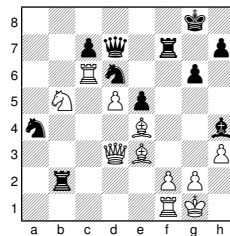
W
Rxe7. (1,2) Kxe7, Qd7, Kf8, Bh6, Kg8, Qd8, Nf8, Qxa8, Qc5, Rd8 #.



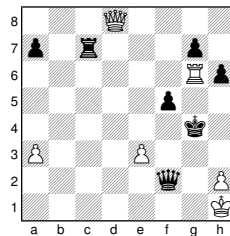
B
Rxf2. (1,3) Kxf2, Qd2, Kg3, Qe3, Kh4, Qf4, Kh3, Qg4 mate.



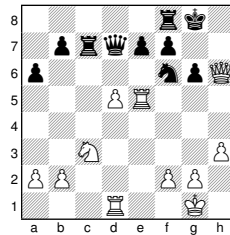
W
Nxd6. (3,5) cxd6, Qa3. Wins piece.



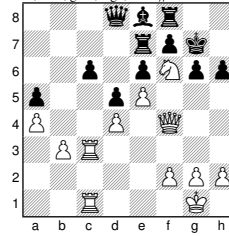
B
Kh3. (1) Rg3, Qxg3, hxg3, Rc1, Qd1, Rxd1 mate.



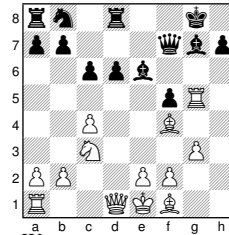
W
Rd4. (1) Preparing for Rh4.



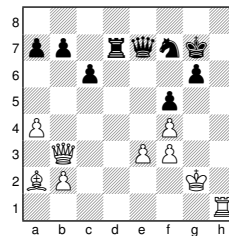
W
Qxh6. (1) Trying Rh7. Kxh6, Rh3, Kg5, Rf1, Kf4, g3, Kf5, f4, g5, g4, Kg6, f5, exf5, gxf5, Kg7, Rh7 #.



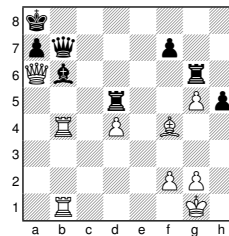
W
Be5. (3,6) dxe5, Qxd8.



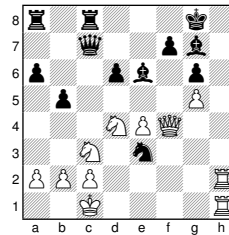
W
Qc3. (1,2) Mate or queen.



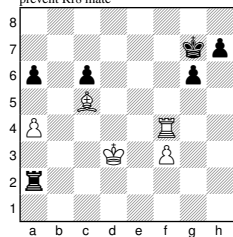
W
Rxb6. (1) Either Qxa6, Rb8 or Rxb6, Rxb6, Qxb6, Qe8 is mate.



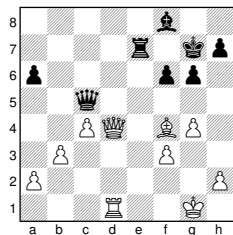
W
Qf6. (1) Bxf6, gxf6, d5, Rh8. Mate.



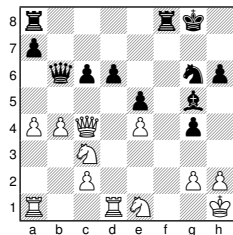
W Bf8. (1.2) Kg8, Bh6, Ra3, Kc2. Can't prevent Rf8 mate



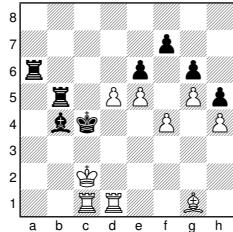
B Rd7. (6)



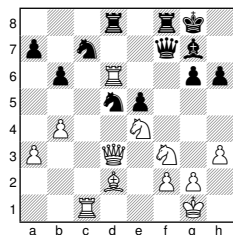
B d5. (1,6) Trying to mate at Rf1 but the queen is defending it. Wins material either way.



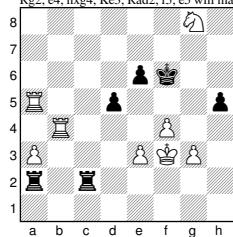
W Bc3. (1) Threatening mate in one. Rb1, Ra2, Kc1, Rxb1, Kxb1, Kb3. No defense to Ra1 mate.



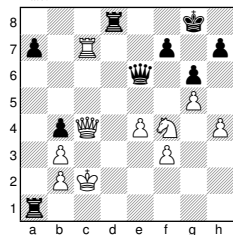
W Rxc7. (2,4,5) Wins material.



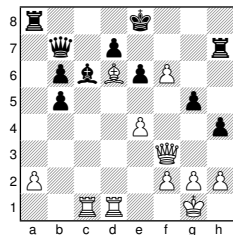
B Kg7. (1) Rb7, Kh8, g4 (avoiding Rf2), Rg2, e4, hxg4, Ke3, Rad2, f5, e5 will mate.



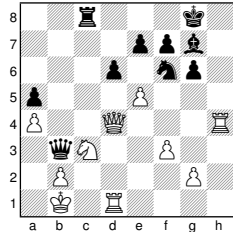
B Rad1. (1,3) Threatening R8d2 mate. So Qxb4, Qe5, Nd5, R8xd5, exd5, Qe2 then mate.



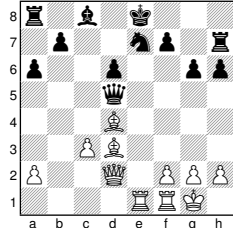
W f7. (1,2) Then Qh5 pins the rook and threatens mate at h8.



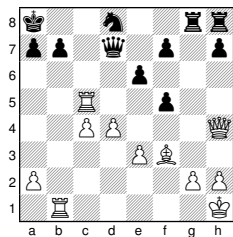
W exf6. (3,5) After Bxf6, Qxf6, exf6, Rbh1, White wins three pieces for a Q.



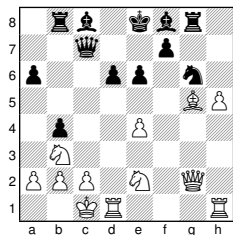
W Rxe7. (2,4,5) Kxe7, Bxg6, Qxg5, Qxg5, hxg5, Bxb7.



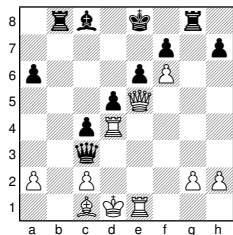
W Qc7. (1) Deflecting queen for mate.



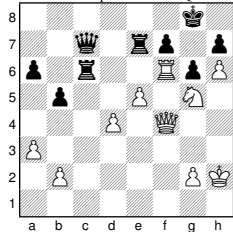
B Nh8. (6) h6, Be7, Rh5, Rb5 material.



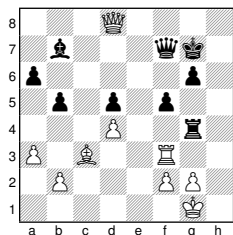
W Rg4. (3,6) Threatens the queen or winning a rook.



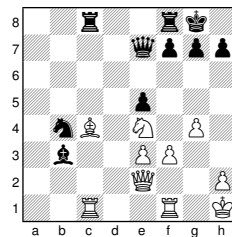
W Qf3. (1,4,6) Trying to mate at Qa8 or threaten to take R. After Rc1 then Rxa6. Black can't stop either Ra8 or Qf6.



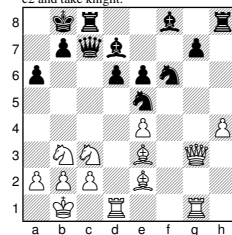
W Rh3. (1,4) Trying to mate at Qh8.



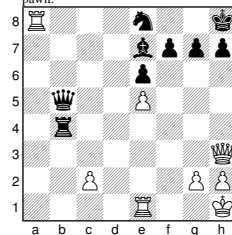
B Na2. (6) Wins material.



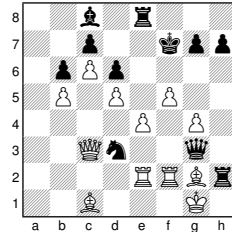
B Nxe4. (3,5,6) Threaten queen. After knight retakes, knight is hanging, check at e2 and take knight.



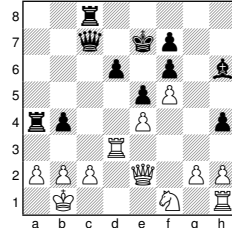
W Qd3. (1) Threatening mate but Q is defending the N. After Qc6 then Qf3, protecting R, deflecting/threatening Q and f7 pawn.



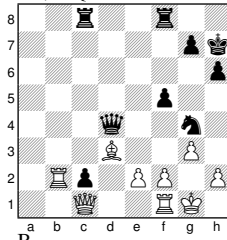
B Rh1. (2,3) decoy, after Nxf2, queen takes queen.



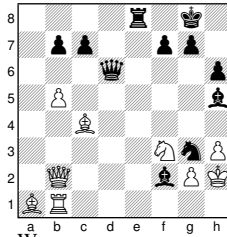
B Rxa2. (1) After Kxa2, then Qa5, Kb1, Ra8, c4, Qa2, Kc2, Qxc4, Kb1, Qc1 mate.



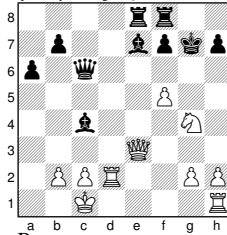
B
Nxf2. (5,6) White wants to fork at d3. If Rxf2, then Qxb2 wins material.



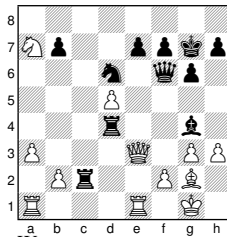
B
Nf1+. (1,2) Mate unavoidable.



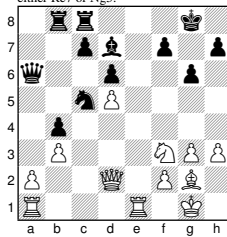
W
f6. (1,2) Threatening to mate or win queen by landing at Qh6.



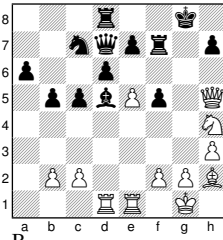
B
Nc4. (1,6) Trying to mate on Qxf2.



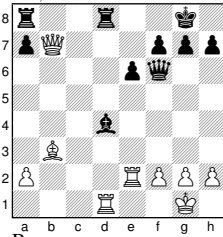
W
Qh6. (1) Trying to set up mate, with either Re7 or Ng5.



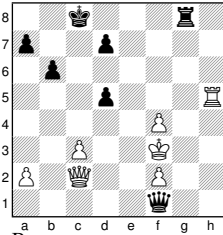
W
Rxd5. (4,5,6) White wants to fork at e6.



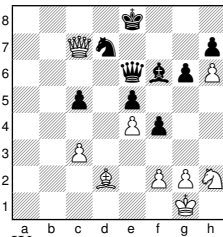
B
Rab8. (1,4,6) Trying to setup back rank mate. Qf3, Qxf3, gxf3, Rxb3, axb3, Bxf2, Kxf2, Rxd1.



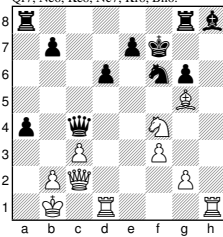
B
Qg2. (2) After Ke3, then Rg3.



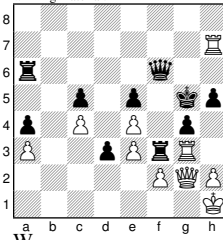
B
Qa6. (3) Then Bd8, taking away flight squares.



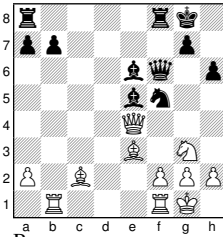
W
Rxh8. (1) then Rxh8, Qxg6, Kf8, Re1, Qf7, Ne6, Ke8, Nc7, Kf8, Bh6.



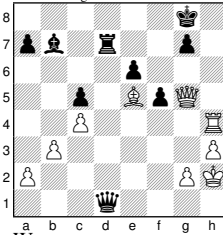
W
Qh3. (1) Threatening mate at Qh5, or winning material.



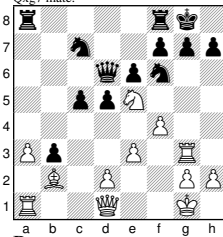
W
Nh5. (4,6) Remove defender of bishop.



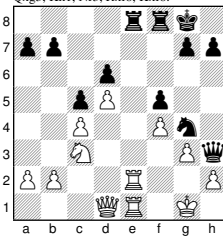
B
Bxg2. (5) If king or queen takes bishop, it's bad. If Kg3 then Rd3.



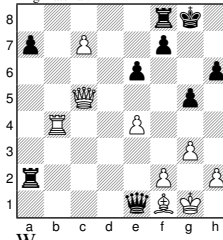
W
Nd7. (1) Mate or material. Qxd7, Rxg7, Kh8, Bxf6, Ne8, Rg8, Kxg8, Qg4, Ng7, Qxg7 mate.



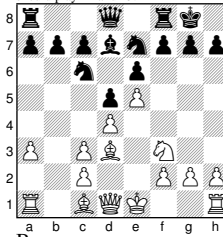
B
Nxh2. (1,5) Mate or material. Rxe8, Qxg3, Kh1, Nf3, Rxh8, Kxf8.



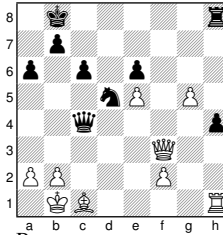
B
Rxf2. (1,4,5) Threatening mate or winning material.



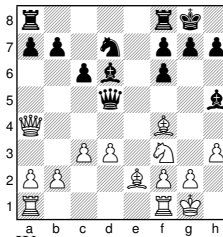
W
Bxh7. (1,2) Classic bishop sacrifice. Mate or win queen. If Kg6, then White should play h4 and h5.



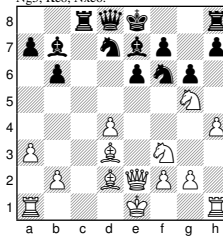
B
Nb4. (1) Mates or wins a rook.



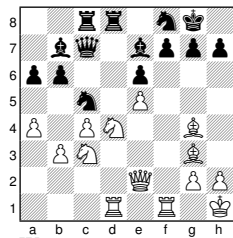
B
Nb6. (4) Removing defender of bishop.



W
Nxf7. (2,5,6) Mate or queen. Kxf7, Ng5, Ke8, Nxe6.

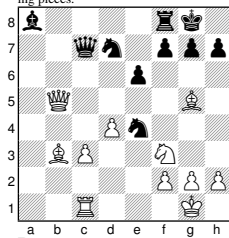


B
Nxb3. (3,5) After knight takes, then Qxc4 threatening a lot.



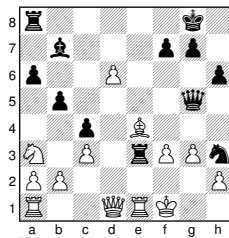
W
Re7. (2) Re7, Rg7, g6, Kxg6, Qg3, Kf5, Rxc7.

B
Rb8. (3,4,6) Black wants to take g5 then move queen to f4, forking two hanging pieces.



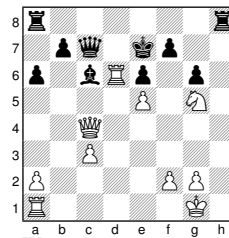
B
Kg6. (1) Threatening mate at f5.

B
Bxe4. (1,5) Black trying to get his queen to f2 or g1. fxe4, Rxc3, hxc3, Qxc3, will mate.

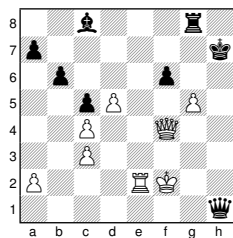


W
Ng3. (1,6) Threatening a capture on f5, winning rook after exchanges at f5. fxg4, Qe5, no defense to Qh8

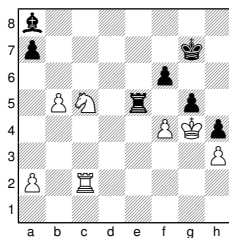
B
Rh1. (2,3,6) Queen is hanging.



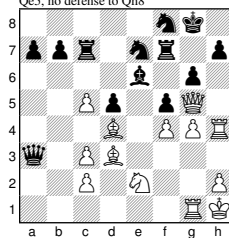
W
Bxc5. (1) White trying to mate at Rd8.



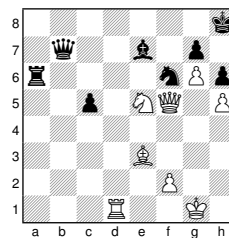
W
Ne6. (1,4,6) After Bxe6, then Qb2+. Win rook



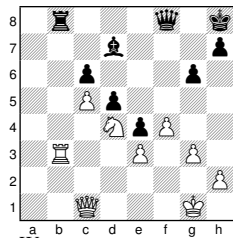
W
Nxf7. (1,5,6) Kxf7, Qxe6, Kf8, Bd6 mate.



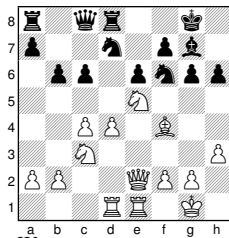
W
d7. (6) After bishop takes, then Rxa8, Rxa8, Ne4, threatening say Nf6, Kf8, Nxd7, Qxd7, Qh8.



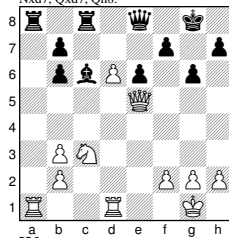
W
Rh4. (1) Wins material bc rook is pinned.



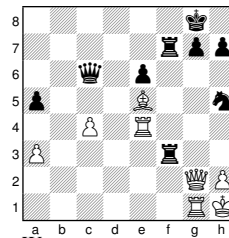
W
Rh8. (2,4) Kg7, Qd4, Rf6, Rd8, no defense to Rd7.



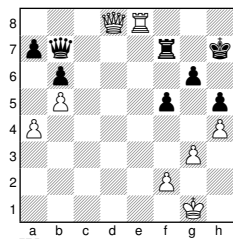
W
Bxf5. (2,5) exf5, Nxe7, Rxe7, Rxe7 material.



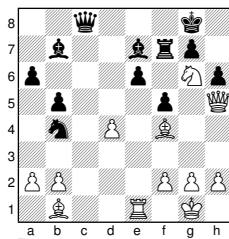
W
Bxb6. (2,5) If pawn takes, then Re6, and knight can fork. But if queen takes, then Qg5 then Re6. Mate or material.



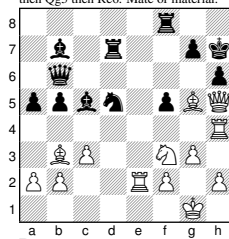
W
Ng5. (2,4) hx, hx, Q to 7th ranks. Then Rh1, kg8, Qc3, Qg7 trade, Rxe6. White wins pawn or two.



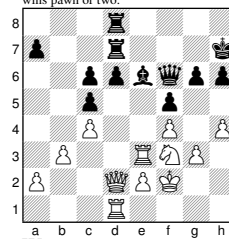
W
Qg2. (1,3,6) Threatens Qxa8 and Qg7. After Ke7, then Qg7 and f6, Qg4 give mate.



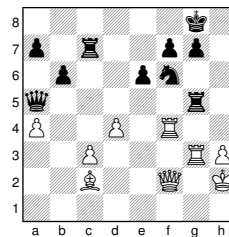
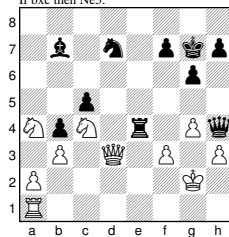
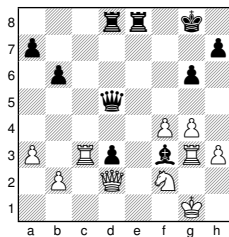
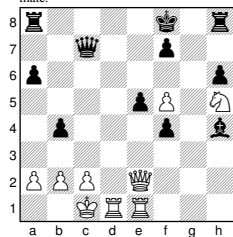
B
Re2. (1,6) Qxd3, Re1, Kh2, Qxd3, Rxd3, Rxd3, Nxd3, Rh1 #



B
Rxc4. (1,5) Qxc4, Bxf3, Kf1, Qxh3, Kf2, Ne5, queen or mate. N wanting g4+. If bxc then Ne5.

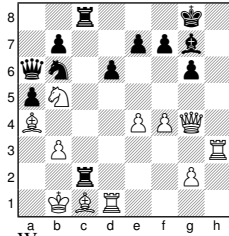


W
Qg2. (1,4,5) Threatening mate on a8, or taking the rook at g5.

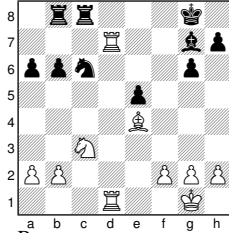


CHAPTER 4. PUZZLES

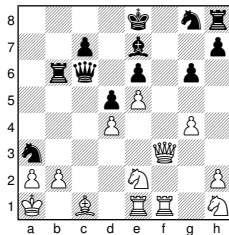
B
Nxa4. (1.5) After pawn takes, Qc6 threatening either Rxc1, or Rh2.



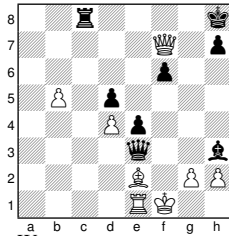
W
Bd5+. (2.5) Kh8, Bxc6, Rxc6, Rd8, Rxd8, Rxd8. Material.



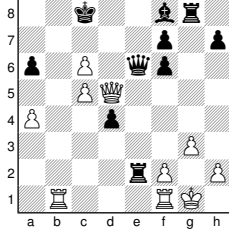
B
Qc2. (1) Queen trying to get to b1. Smothered mate.



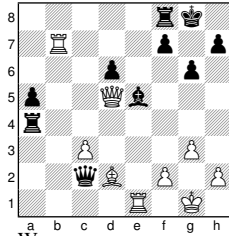
B
Bxg2. (1.2) Kxg2, Rg8, Qxg8, Kxg8.



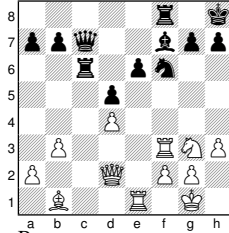
W
Rb8. (2) Deflects king. After Qd8, it's mate or queen.



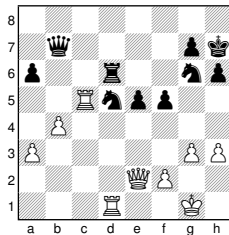
W
Bh6. (1.6) White trying to mate at Qxf7. Bg7, Rx7, Rx7, Re8, Bf8, Rx7 #.



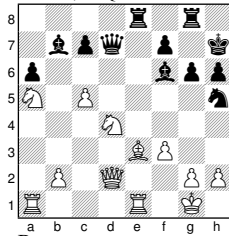
W
Rxf6. (1.3.5) Then Qh6, threatening mate or the rook.



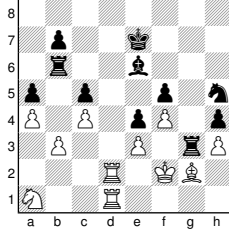
B
Ndf4. (1) Queen trying to mate at g2.



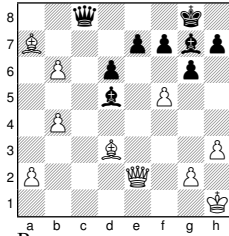
B
Rxe3. (5) Wins material. After took takes back, then Qxd4.



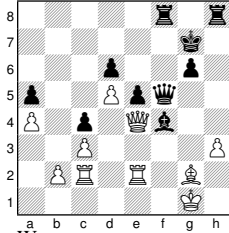
B
Nxf4. (5) If pawns takes, then e3+.



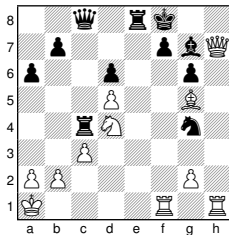
B
Qc1. (1.2) After Qf1, Qe3, no defense to Qe2, Qxh3, Kg1, Bd4, Kf1, Qh1 # or b7, Qxa7 piece up, or Kh2, Be5 leading to mate.



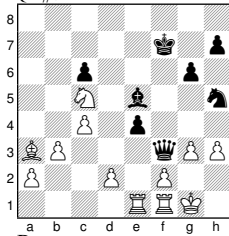
B
Qg5. (1) Threatens Qg3 or Rxh3, attack on dark squares.



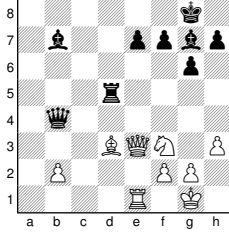
W
Rxf7. (1.2) Mate or queen. Kxf7, Rf1.



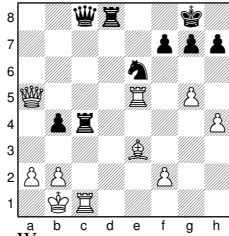
B
Nf4. (1) gx4, Qx4, cant prevent Qh2#.



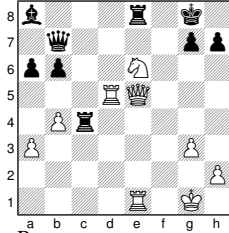
B
Rxd3. (4.5.6) Wins material.



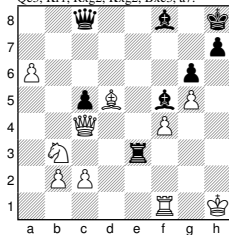
W
Rxc4. (1.5) Then Qxd8+. Leads to mate or material.



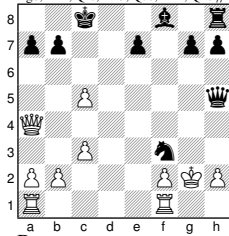
W
Ng5. (1) Weak back rank. Rf8, Qe6, Kh8, Qf5.



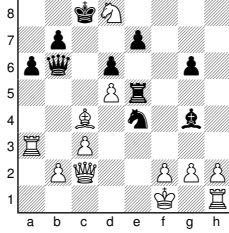
B
Bd3. (1.6) clearing way for Qh3, cxd3, Qh3, Kg1, Re2, Qc3, Bg7, Rf2, Qg3, Rg2, Qc3, Kf1, Rxc2, Kxc2, Bxc3, a7.



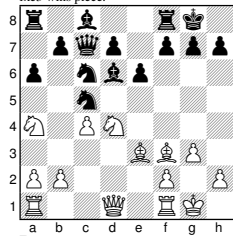
B
Nh4. (1) Kg3, Qf3, Kxb4, g5, Kxg5, Rg8, Kh4, Qf6, Kh3, Qe6, Kh4, Qh6#.



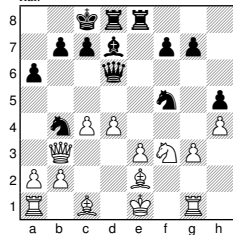
B
Bd1. (1.6) Qxf2 mate unavoidable.



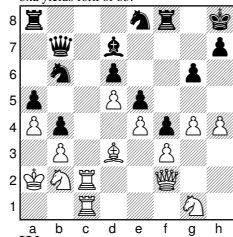
W
Nxc5. (5) Bxe5, Nxc6, Bxc3, Ne7, Kh8, fxc3 wins piece.



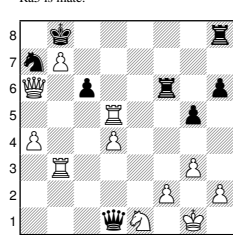
B
Nxe3. (5) Bx, Rx, Qx, Nc2. Wins material.



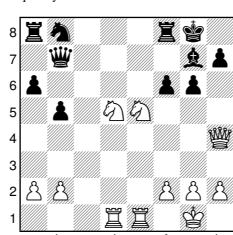
B
Nxa4. (5) After retakes, wins pawn as bxa yields fork of bb.



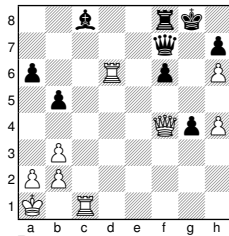
W
Qxa7. (1,2) After b8Q and rook takes, Ra5 is mate.



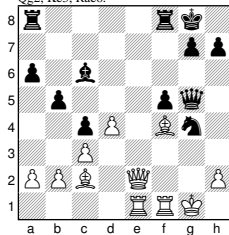
W
Nxg6. (1,5,6) After Ne7+, Qg4 mates quickly.



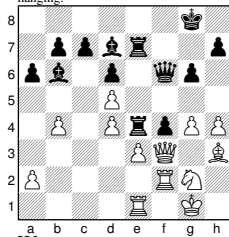
W
Rxc8. (1,5) Win after Qxg4.



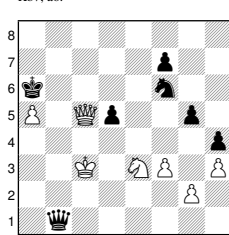
B
Nf2. (1,2,4) Kxf2, Qxf4, Kg1, Qg5, Kf2, Qg2, Ke3, Rae8.



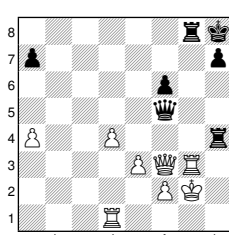
W
g5. (4,6) After Qf7, Bxd7, Rxd7. Rook is hanging.



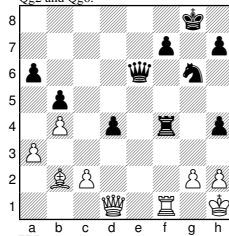
W
Nc2. (1) Black has no defense to Nb4, Kb7, a6.



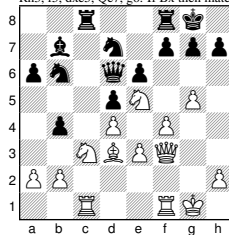
B
Rxg3. (1,4,5) After taking, Rg4.



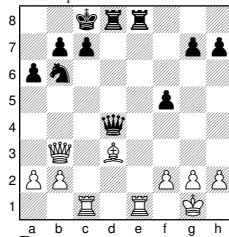
B
h3. (1) After Qe4+ and Nh4, threatening Qg2 and Qg6.



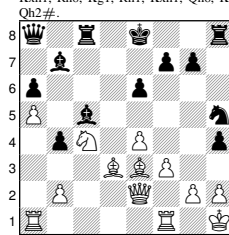
W
Bxh7. (1) Kxh7, Qh5, Kg8, Rf3, Nxe5, Rh3, f5, dxe5, Qe7, g6. If Bx then mate.



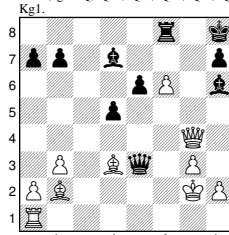
W
Rxe8. (1,5) After retake, Qf7. White ahead in pawns.



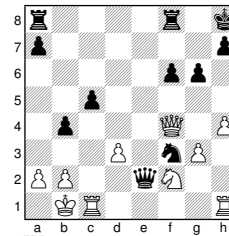
B
Ng3. (1,2) hxg3, hxg3, Kg1, Ke7, Rh1, Kxh1, Rh8, Kg1, Rh1, Kxh1, Qh8, Kg1, Qh2#.



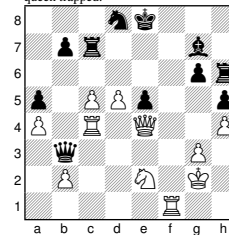
W
Qg7+. (2) Bxg7, fxg7, Kg8, Bxh7, Kxh7, gxf7Q, Qe4, Qf3, Qc2, Qf2, Qe4, Kg1.



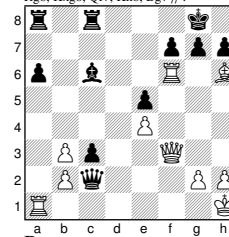
W
Rc2. (4,6) To win the knight.



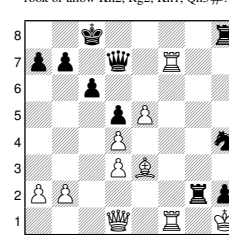
W
Nc1. (3) After Qxb2, Rf2, Qa3, Ra2, queen trapped.



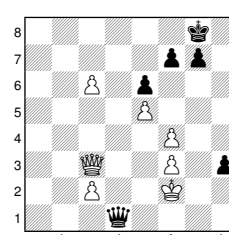
W
Rxf7. (1) cxb2, Rf1, b1Q, Rsg7, Kh8, Rg8, Kxg8, Qf7, Kh8, Bg7#.



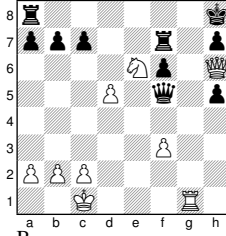
B
Rg1. (2) Bxg1, hxg1Q, Kxg1, Rg8, lose rook or allow Kh2, Rg2, Kh1, Qh3#.



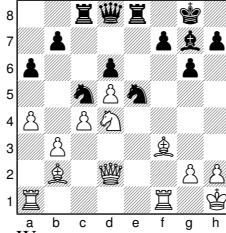
B
h2. (1) Then Qg1+.



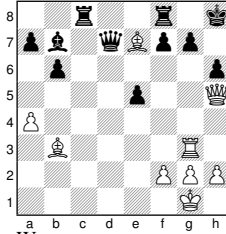
W
Rg7. (1,6) Rg8, Nd4, Rgxg7, Nxf5, Rg5, Ne3.



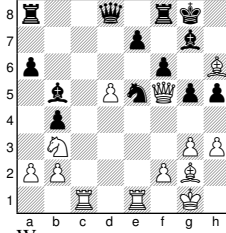
B
Nxb3. (5,6) Nxb3, Nxc4, Qb4, Bxb2, Rab1, b6. Winning two pawns.



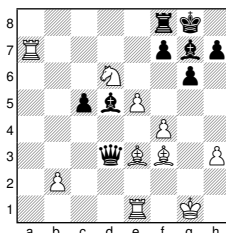
W
Qxh6. (2,3) gx, Bf6+, Kh7, Rg7. Windmill wins queen.



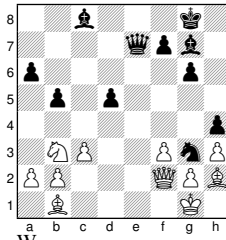
W
Be4. (1,6) White trying to get Q in and get a lot of material.



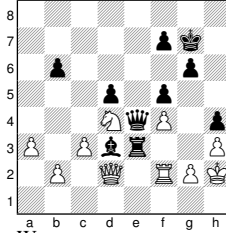
W
Ra3. (3,6) Trapping the queen. Qxa3, bxa3, Bxf3, Bxc5 pawn up, Qc2!



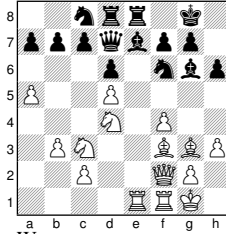
B
Bh6. (6) No defense for Be3.



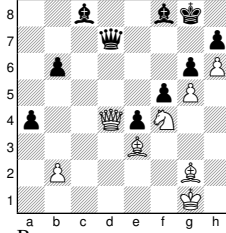
W
Rf3. (6) Re2, Nxe2, Bxe2, Rf2.



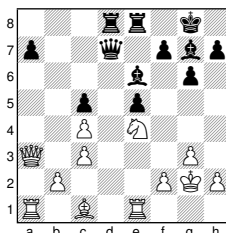
W
Ne6. (6) Wins the exchange. fxe6, dxe6 traps queen.



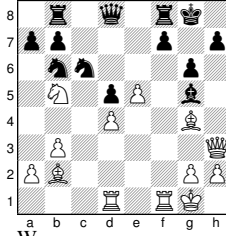
W
Qc4. (1,2,4) Then Q can take c8.



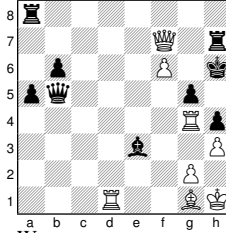
B
Bh3. (1,2) Kg1, Qd1, can't deal with threats Qxe1# or Qf3.



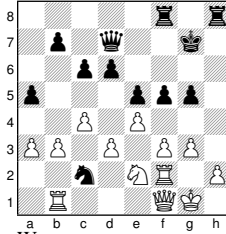
W
Rxf7. (5) Rxf7, Be6, Kg7, Bxf7, a6, Nd6, Be7, Rf1, Bxd6, Be6, Qe8, exd6



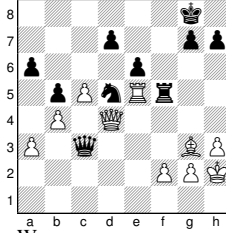
W
Rxh4. (2) After gx, Bxe3 white wins



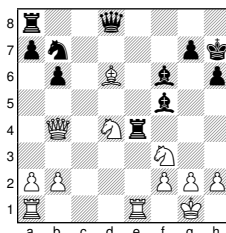
W
Qc1. (3) Double attack.



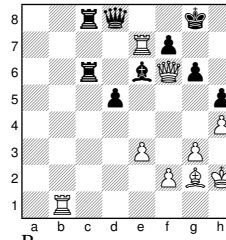
W
Rxd5. (4,5) Wins material.



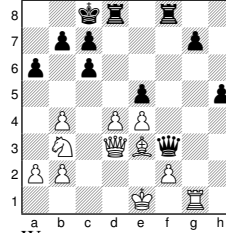
W
Rxe4. (5) After Bx, Ne6 discovered attack on e4.



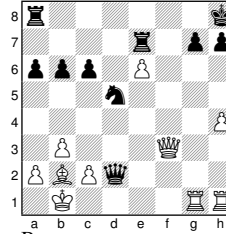
W
Bh3. (1) Deflecting bishop from Qf7.



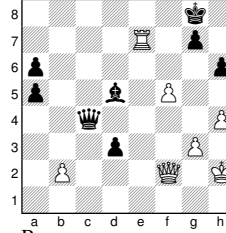
B
exd4. (1,5) Then Nxd4, Rxd4. After Qxd4, Rd8. Mate or queen.



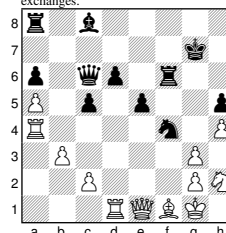
W
Rxg7. (1,5,6) After Rx, Rg1, Rag8, Bxg7, Rx, Qf8.



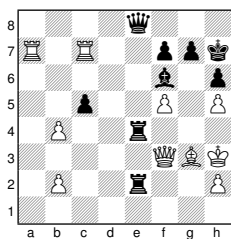
B
Qc1. (1) Trying to mate on h1 and trying to promote pawn.



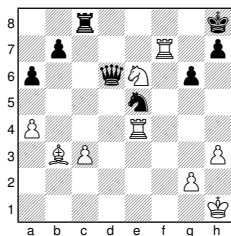
B
Nh3. (1,2) After gx, then Bb7 trying to mate on h1, but once Re4, black wins the exchanges.



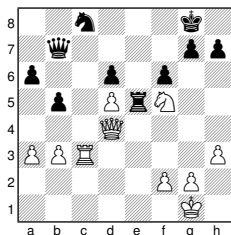
B
R2e3. (1.6) There's no defense against R4. Will win queen or mate.



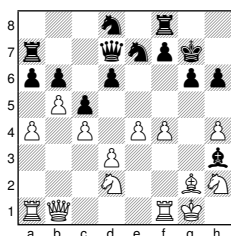
W
Ng5. (1) Trying to mate at Rxh7. After Rc7, Rd4, Qxd4, Rf8.



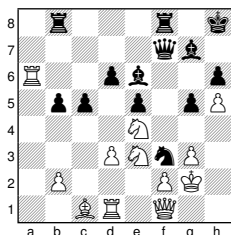
W
Qxe5. (5) Then fxe5, Rxc8, Qxc8, Ne7 wins material.



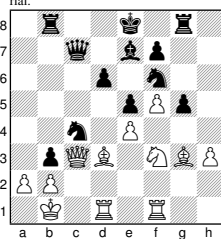
W
f5. (4.6) Trying to fork at f6 or take h3.



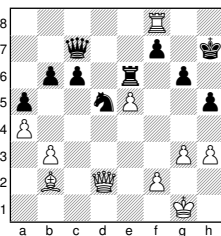
B
Bh3. (1) Then Qxh5.



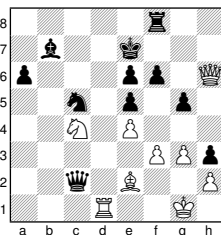
B
Na3. (2) If Ka1, then Qxc3, bxc3, b2#. If Kc1, Qxc3, bxc3, bxa2, Kd2, Nb1 material.



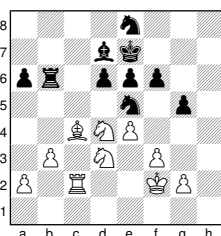
W
Bc1. (1) Mate unavoidable.



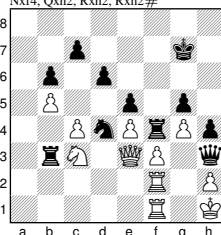
W
Nd6. (4.6) No defense against Qg7. Wins material.



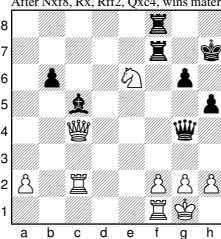
B
d5. (6) Wins a piece. exd5, exd5, Bxa6, Rxa6, Nxd3.



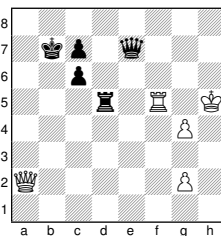
B
Rb2. (1) Black trying to mate with knight on f3 and rook on h2. Nd5, Nxf3, Nxf4, Qxh2, Rxh2, Rxh2#



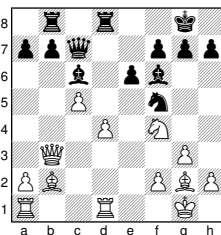
B
Rxf2. (1.4.5) Black is trying to mate at Qg2, or get rid of Rc as to take queen. After Nxf8, Rx, Rf2, Qxc4, wins material.



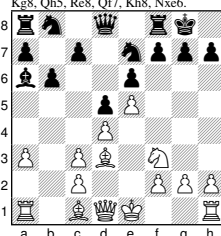
B
Qf7. (2.3) Winning rook and setting up battery, so Rxf5.



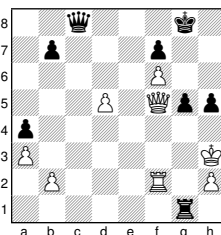
W
Nxe6. (5.6) After fxe6, Qx, Qf7, Qxf5. Wins material.



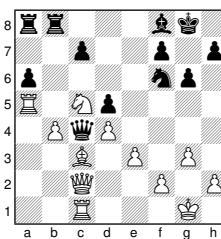
W
Bxh7. (1) Greek gift. Kxh7, Ng5, Kg6, h4, Qd7, Qg4, Nf5, Nxe6. Or Kxh7, Ng5, Ke8, Qh5, Re8, Qf7, Kh8, Nxe6



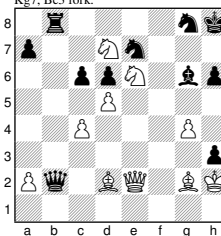
B
Qc4. (1) Mate at Qh4.



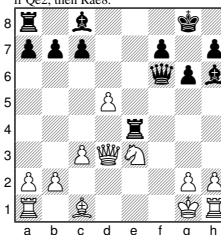
W
Qd1. (6) Black has no flight squares. Ne4, then Be1.



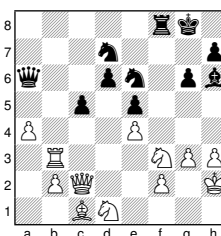
W
Qe3. (1.6) Either Qb1, Bc3, Kh7, Nd8, Rxf8, Nxf8#, or Kh7, Nd8, Rxf8, Nxf8, Kg7, Bc3 fork.



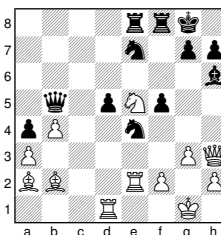
B
Bf5. (1) Trying to get took to e1. If Knight takes, then Re1, Kf2, Rxh1. But if Qe2, then Rae8.



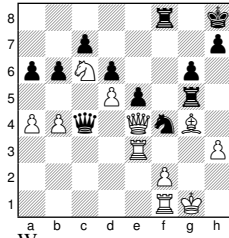
B
Rxf3. (3.5) Then knights forks at d4. Watch Bc1.



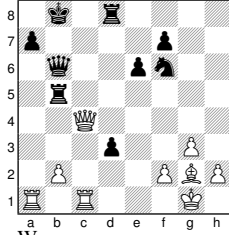
W
Rxe4. (5) fxe4, Qe6, Kh8, Qxh6, Nf5, Ng6, Kg8, Rxd5. Material.



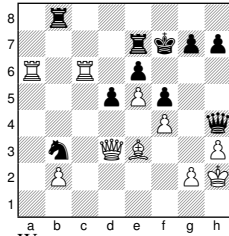
B
Nxh3. (2,5) Either Qxe4 or Qxf1. Wins at least a rook.



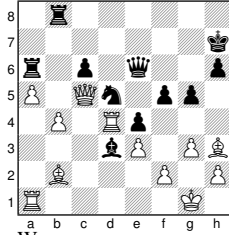
W
Ra6. (1,6) Wins the queen since Qc7 mate.



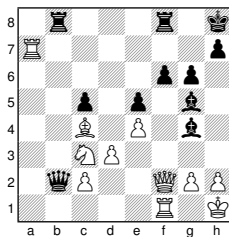
W
Rxe6. (5) After Rx then Qxf5 and wins rook.



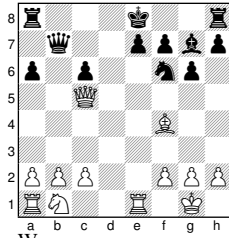
W
Rxd5. (5) Wins rook (by Qc7+) or queen (by QxRd5 then Bxf5+, Kg8 and Qe7...).



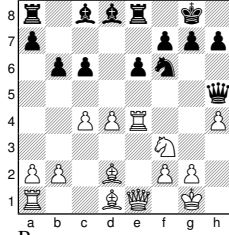
W
Qxc5. (5) Getting queen to 7th rank is unavoidable.



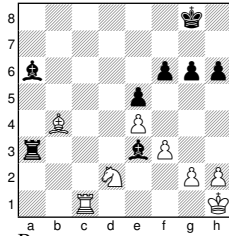
W
Rxe7. (2,4,5,6) Then Qxc6, wins rook.



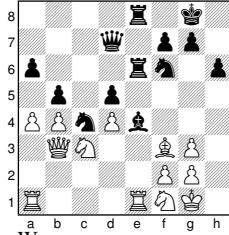
W
Ne5. (6) Then Rf4 trapping queen.



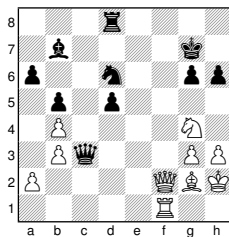
B
Ra2. (6) Pins and wins the knight.



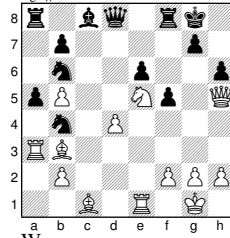
B
Bc2. (5,6) Wins material.



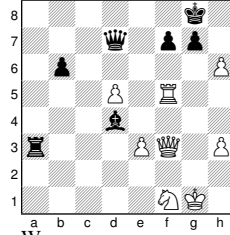
W
Rc1. (1,6) After Qxc1, Qf6, Kh7, Qc7, Kh8, Nf6.



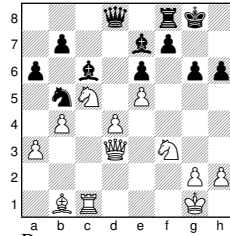
W
Bxh6. (1,5) Wins a pawn as gxh is mate. gxh, Qg6, Kh8, Qxh6, Kg8, Bxe6, Bxe6, Rg3#.



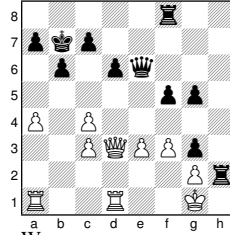
W
Rxf7. (5,6) Then Qxf7 and h7.



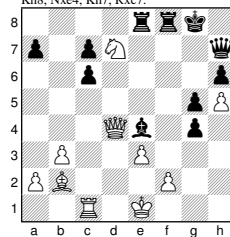
W
Nxc6. (1,5,6) Wins exchange, as fx allows mate.



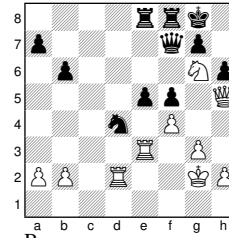
B
Rh1+. (1) Black gets his queen to f2 mate. Qh6, Kg1, Qh2, Kf1, Qh1, Ke2, Qxg2, Ke1, Qf2.



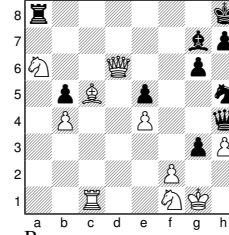
W
Rxc6. (5) Wins material. Either Bxc6, Qc4, Qf7, Nf6 (bc fork), Kh8, Nxe8, Kh7, Nf6, Kh8, Qxc6. Or Rd8, Qc4, Qf7, Nf6, Kh8, Nxe4, Kh7, Rxc7.



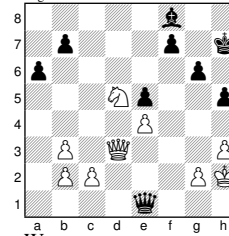
B
Re6. (6) Win the knight.



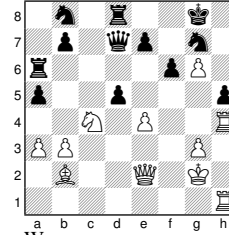
B
gxf2. (2) Mate if h1, or wins rook.



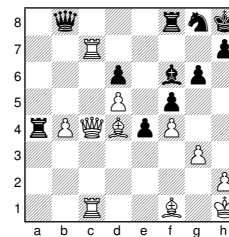
B
Bc5. (1) Blacks trying to get his bishop to g1 to mate.

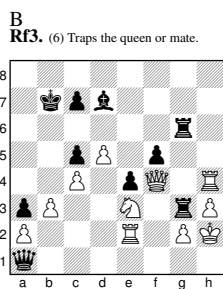


W
Rxh5. (1) Mate unavoidable.

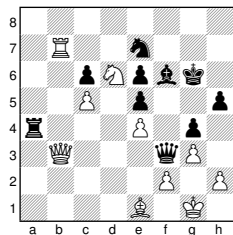


W
Qc6. (1,3,6) Threatening Qd7.

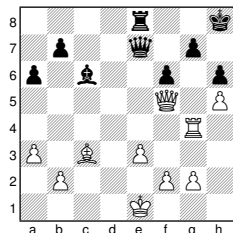




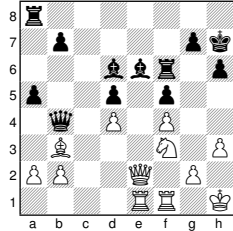
B
Ra1. (6) Qxf3, Rxe1, Kg2, gxf3, Kxf3, Rc1.



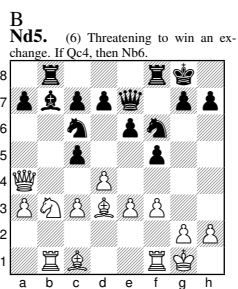
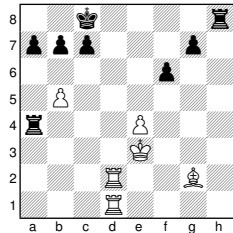
W
Rxg7. (1,5,6) Kxg7, Qg6, Kf8, Bb4.



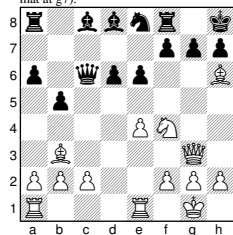
W
Ng5. (2,6) hxg5, fxg5, Rg6, Qh5. Wins rook.



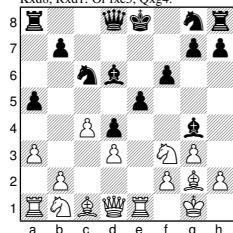
W
Rd8. (2) Rxd8, Bh3, Rd7, Rxd7 losing a-rook after discovered check.



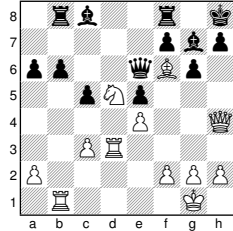
W
Bd5. (1,6) Qd7, Bxa8, gxb6, Rad1. (If instead exd5, exd5, Qb6, Rxe8 enabling mat at g7).



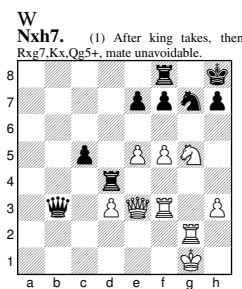
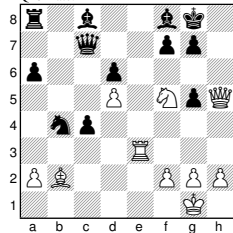
W
Nxe5. (5,6) Both replies of Bxd1 or fxe5 lose a piece. Bxd1, Nxc6, Ne7, Nxd8, Kxd8, Rxd1. Or fxe5, Qxg4.



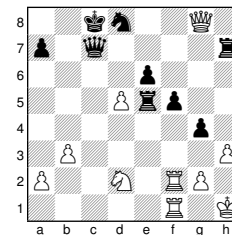
W
Rh3. (1) h5, Qe5 (threatening Qh6), Qxf6, Nxf6, Bxh3, gxh3.



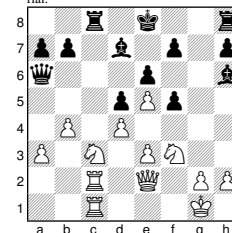
W
Bxg7. (1) Bxg7, Re8, Bf8, Rxf8, Kxf8, Qh8 mate.



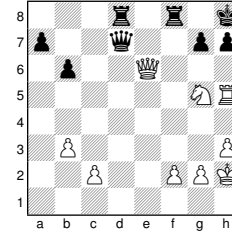
W
d6. (6) Qd7, Rc1, Kb8, Rc7.



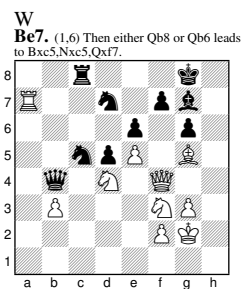
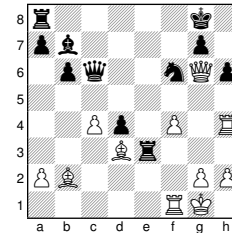
B
Bxc3. (4,5) Qxa6, Bxc3, Kf1, Rxc2, Qxb7, Rxc1, Ke2, f4. Winning more material.



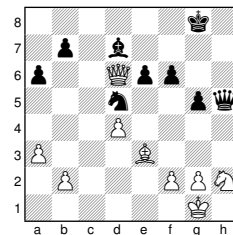
B
Qc7. (1,2,3) g3, Rxf2, Kh1, Rd1 then mate.



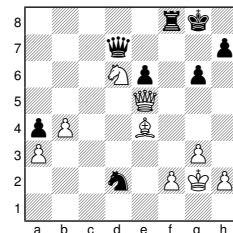
W
Bxd4. (1,5,6) Rxd3, Rg4, Qd7, Bxf6.



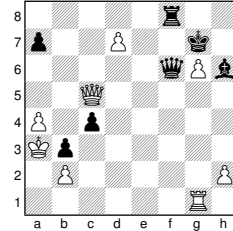
B
Qd1. (2) Trying to mate at g2. Nf1, Bb5, Qxe6, Kg7, Qxd5, Qxf1, Kh2, Bc6.



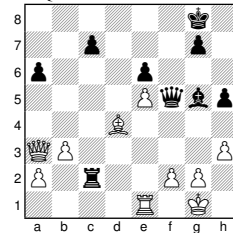
B
Rxf2. (2,5) Kxf2, Qxd6. Wins a piece. Nxe4.

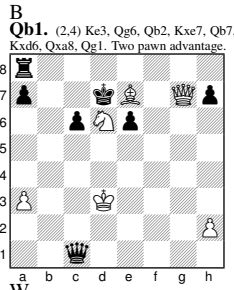


B
Be3. (1,6) Qxe3, Qd6 then mate. Or Qc7, Qe7 and mate.

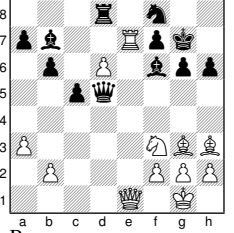


B
c5. (1,6) Bxc5, Be7 deflecting. Trying for Qxf2.

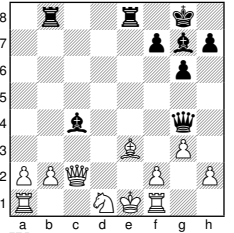




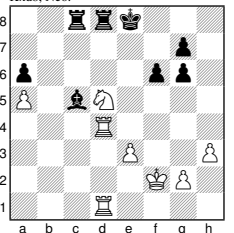
W
Be5. (1,6) Threatening Bxf6, Kxf6, Qc3. So Bxe5, Nxe5, Rxd6, Nxf7, Qxf7, Qe5, Kg8, Qxd6. Win queen.



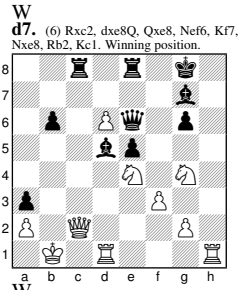
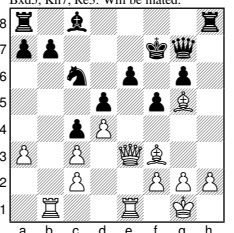
B
Rxb2. (1) Black trying to get to Qe2. Nxb2, Be3, Qxc3, Qe2 mate.



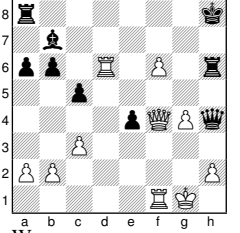
W
Nc7. (2,5) Ke7, Rxd8, Rxd8, Rxd8, Kxd8, Ne6.



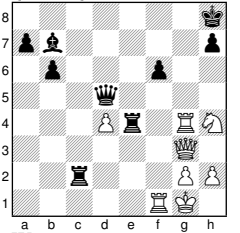
W
Rxb7. (1) Bxb7, Qxe6, Kf8, Qd6, Kg8, Bxd5, Kh7, Re3. Will be mated.



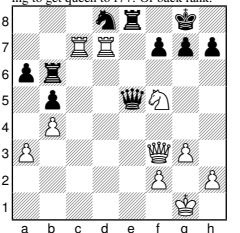
W
f7. (1,6) Rxd6, f8Q, Rxf8, Qxf8, Kh7, Rf7, Kg6, Qg7 mate.



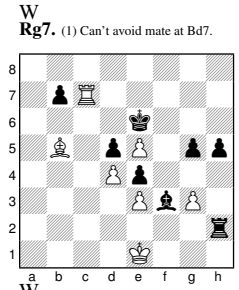
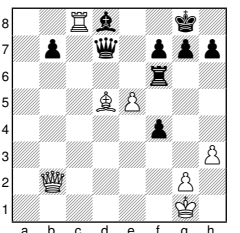
W
Ng6. (2) hxg6, Qb4, Kg8, Rxf6, Kf8, Qxf6, Ke8, Qf8, Kd7, Rf7.



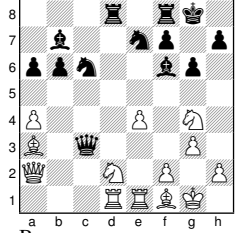
W
Rc8. (1,6) Rb8, Rxd8, Qe1, Kg2. Try to get queen to f7+. Or back rank.



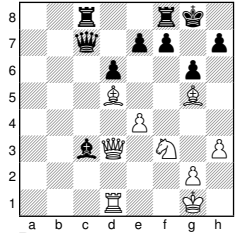
W
Qxb7. (1) If Qe8 then Qc7.



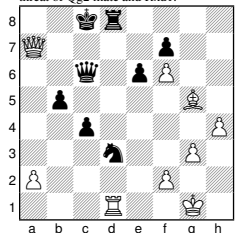
W
Re3. (4,6) Qd4, Rd3. Queen can't protect f6.



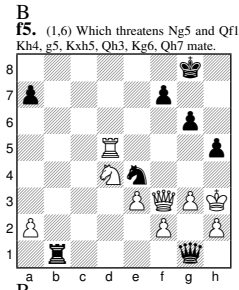
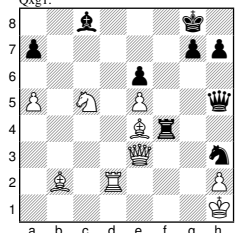
B
e6. (6) Loses bishop if moves by check. Bh6, exd5, Bxf8, dxe4, Qxe4, Rxf8



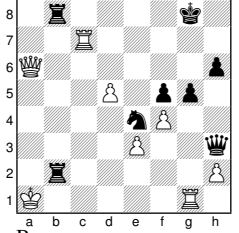
B
Rd7. (1,6) Qa3, b4, Qa5, Nf4. Double threat of Qg2 mate and Rxd1.



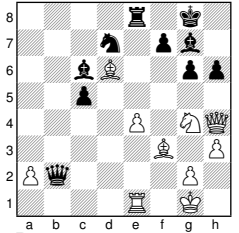
B
Rf1. (1,2) Kg2, Rg1, Qxg1, Qg4 then Qxg1.



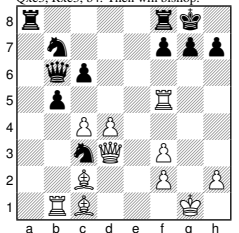
B
Nd6. (1) Stopping counterplay. Qxd6, Ra2, Kxa2, Qxh2, Ka3, Qb2, Ka4, Qb3, Ka5, Qb5 mate.



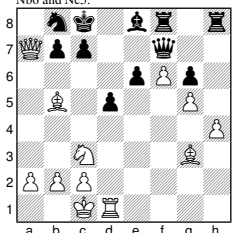
B
Qd4. (2,3,6) Win bishop.



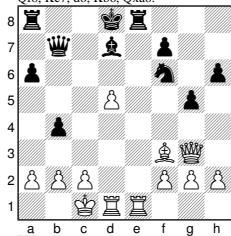
B
Qxd4. (5) Rb3, Ra1, Qxc3, Rxc1, Kg2, Qxc3, Rxc3, b4. Then win bishop.



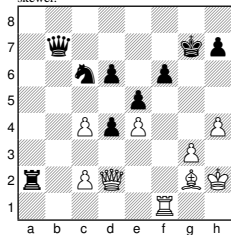
W
Na4. (1,6) No good defense to threats of Nb6 and Nc5.



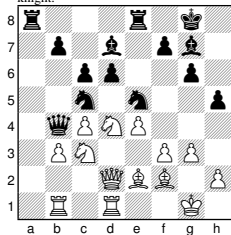
W
Qd6. (3,6) Ng8, Rxe8, Kxe8, Re1, Kd8, Qf8, Kc7, d6, Kb6, Qxa8.



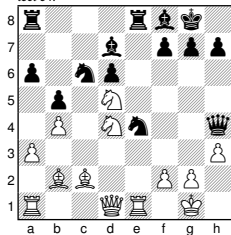
W
Rxf6. (5) Kxf6, Qh6, Ke7, Qxh7 skewer.



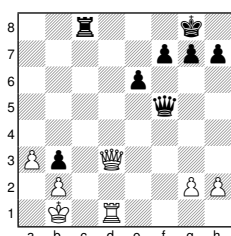
W
Nc2. (6) Either Qa5, b4 or Qb6, b4 or Nxb3, Nxb4, Nxd2, Rxd2 or Nxf3, Bxf3, Qxc3, Qxc3, Bxc3, Bxc5. Both winning knight.



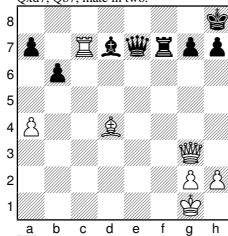
W
Rxe4. (5) Rxe4, Nf3. Queen can't protect e4.



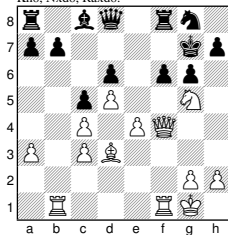
B
Rd8. (6) Wins queen



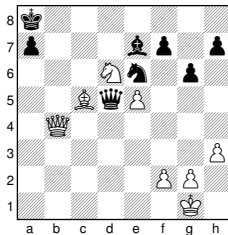
W
Rxd7. (1) Trying to get to back rank. Qxd7, Qb7, mate in two.



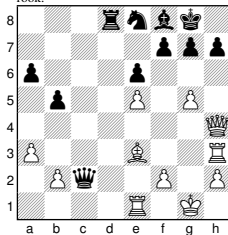
W
Rxb7. (2,5) Deflection Bxb7, Ne6, Kh8, Nxd8, Raxd8.



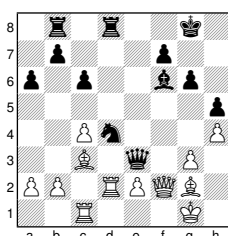
W
Qa4. (1) Nxc5, Qe8, or Qxc5, Qe4, Kb8, Qb7 mate.



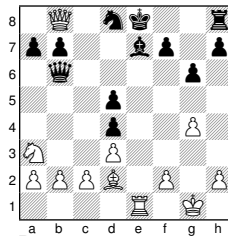
W
g6. (1,6) Qxg6, Rg3, Qd3, Bg5. Wins rook.



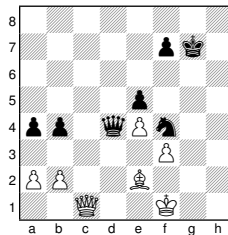
B
Nxe2. (2,5) Rxe2, Qxc1, Re1, Bxc3, Rxc1, Bd4.



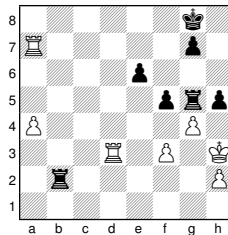
W
Qe5. (3,6) Double attack on e7 and h8.



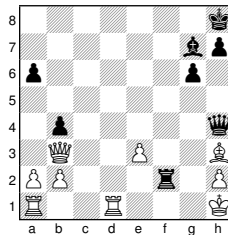
B
Qg1. (2) Kxg1, Nxe2, Kf2, Nxc1.



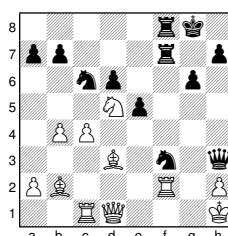
W
Kh4. (1,3) Rg6, Rd8, Kh7, Raa8, Rh6, g5.



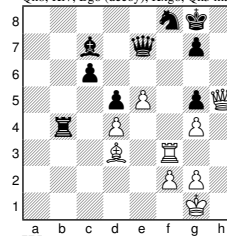
B
Be5. (1) Rd8, Qxd8.



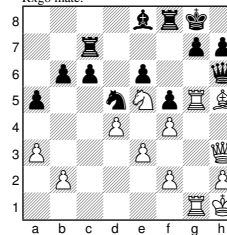
B
Ne1. (1) Mating



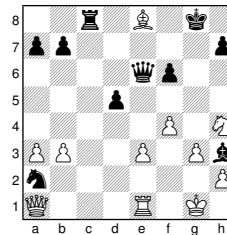
W
Rxf8. (1) Kxf8, (Qxf8 allows mate), Qh8, Kf7, Bg6 (decoy), Kxg6, Qh5 mate.



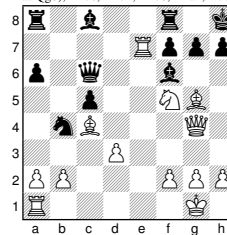
W
Bf7. (1) Kh8, Qxh6, gxh6, Rg8, Rxc8, Rxc8 mate.



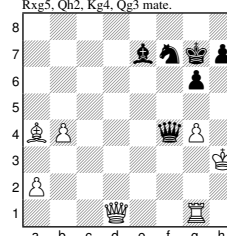
B
Rc1. (1,6) Qxc1, (mate if Rx), Nxc1, Bb5, a6.



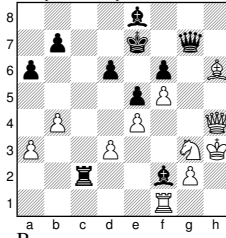
W
Rc6. Interference. Qxe6 (fx lead to mate at Qg8), Bxe6, Bxb2, Bxc8, Bxa1, Bd7.



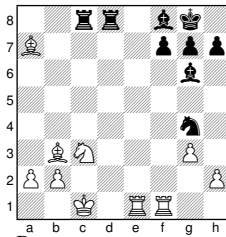
B
Qf2. (1) Threatening Ng5, g5, Bd6, (threatening Qh2, Kg4, Qh5), Rg2, Nxc5, Rxc5, Qh2, Kg4, Qg3 mate.



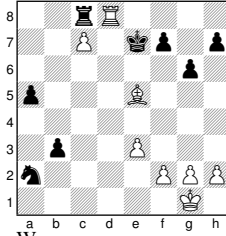
B
Bxg3. (5) Bxg7, Bxh4, Kxh4, Rxg2. g7 bishop has no escape.



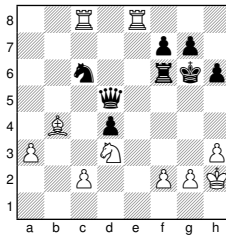
B
Rxc3. (1,2) bxc3, Ba3 mate.



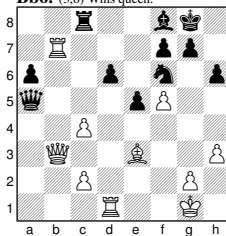
B
Rxc7. (5) Bxc7, b2, Rd1, Nc1, Bd6. Ke6 can't prevent b-pawn from queening.



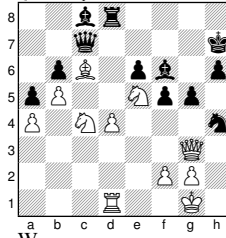
W
Rxc6. (2,5) Wins a piece.



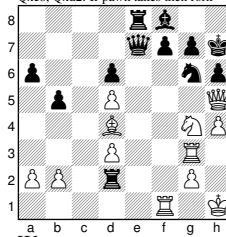
W
Bb6. (3,6) Wins queen.



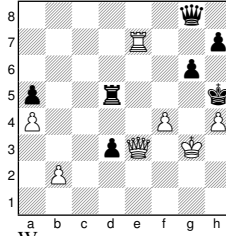
W
Ng4. (3,6) f4, Nxh6, Kg6, Ne8, Qxc6, Qd3. Wins queen.



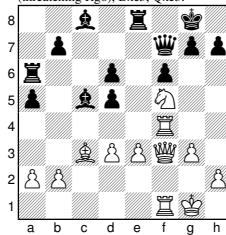
W
Re3. (3,6) Qd7, Qxh6, Kg8, Rxe8, Qxe8, Qxd2. If pawn takes then fork.



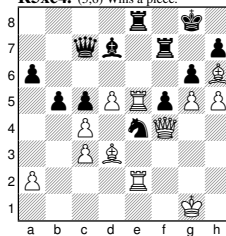
W
Qe6. (1) Deflection. Qxe6, Rxh7 mate.



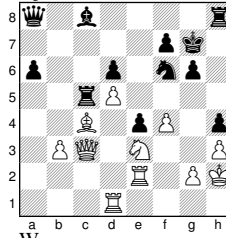
W
Nh6. gxh6, Rxh6, Qe7, Qxd5, Be6, Qe4 (threatening Rg6), Bxe3, Qxe3.



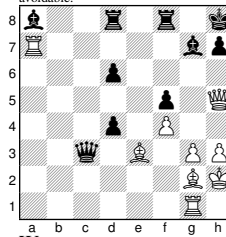
W
R5xe4. (5,6) Wins a piece.



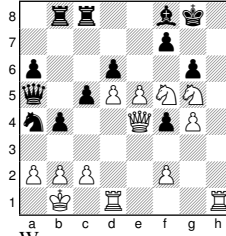
W
Ng4. (6) Bxg4, hxg4, h3, g3. No defense to g5. Then take f6.



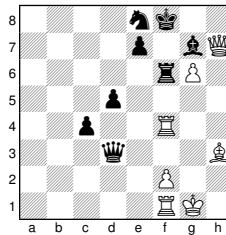
W
Rxg7. (1) After Kxg7, Re1 mate unavoidable.



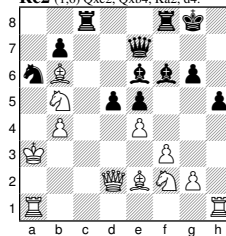
W
Rh8. (1,2) Kxh8, Qh1, Kg8, Qh7 mate.



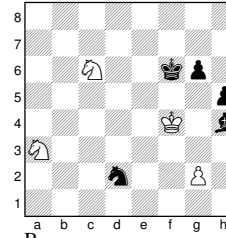
W
Be6. (1) Can't prevent Qg8 mate.



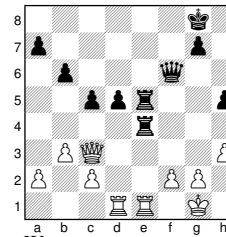
B
Rc2. (1,6) Qxc2, Qxb4, Ka2, d4.



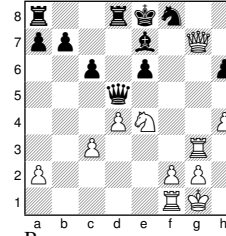
B
Bf2. (1) Then g5 mate.



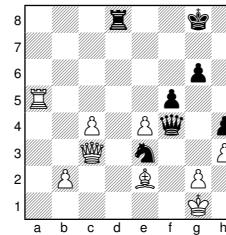
B
Rxe1. (3,5) Rxe1, Re2. Wins rook or queen.



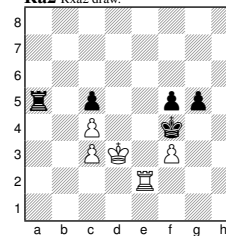
W
Qxe7. (1,2) Kxe7, Rg7, Ke8, Nf6 mate.

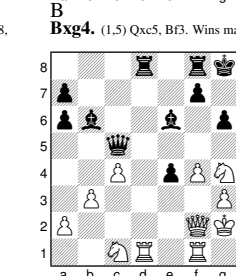
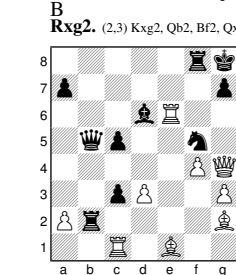
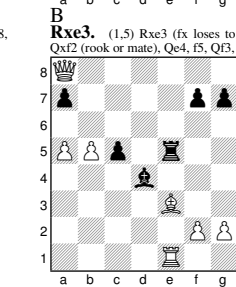
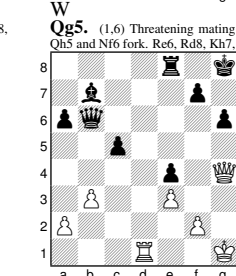
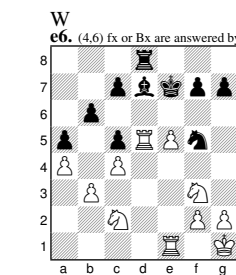
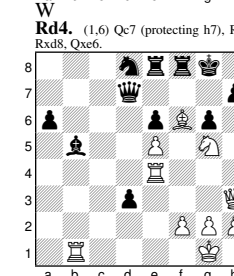
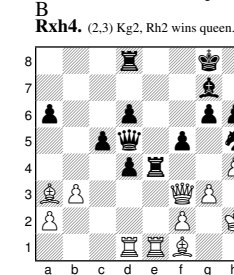
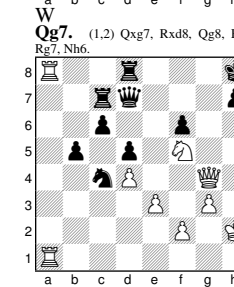
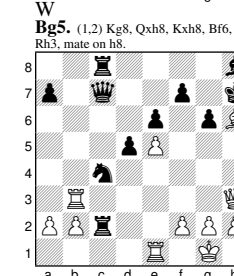
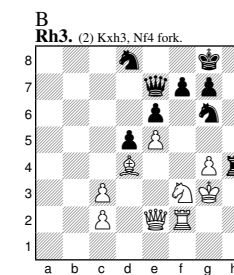
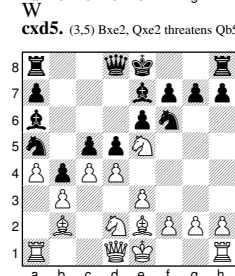
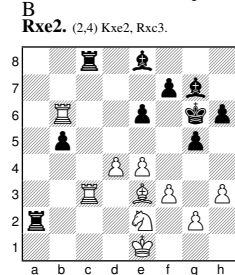
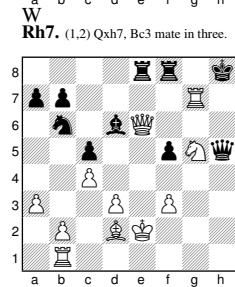
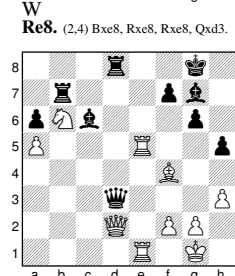
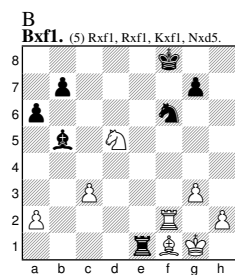
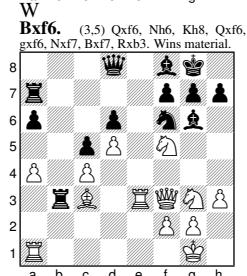
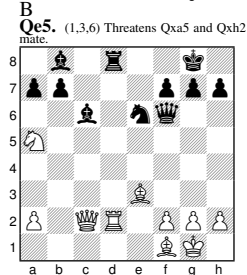
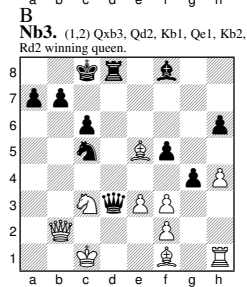
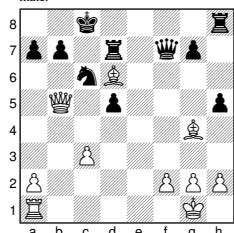
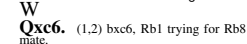
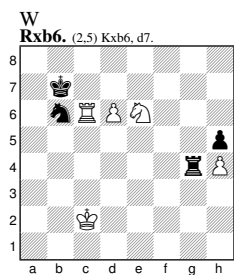


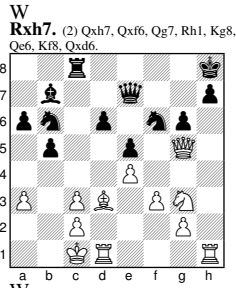
B
Rd1. (1) Bxd1, Qf1, Kh2, Qxg2 mate.



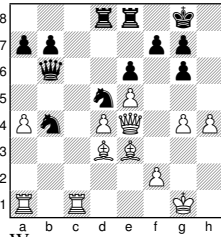
W
Ra2. Rxa2 draw.



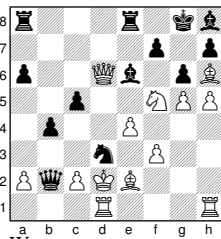




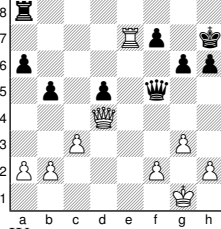
W
a5. (6) Traps queen.



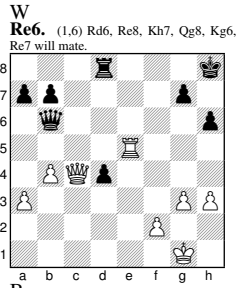
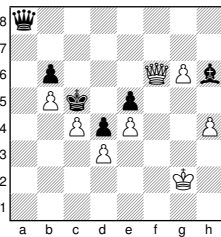
W
Qf8. (1,2) Rxf8, Ne7 mate.



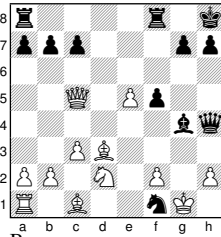
W
g4. (6) Qb1, Kg2, Rf8, Qxd5, Kg7, Re2. Good chance to convert pawn.



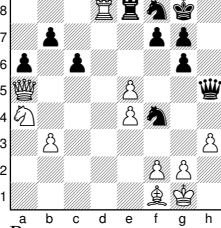
W
Qe7. (1,2) mate.



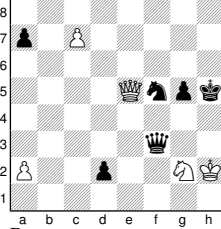
B
Qxh2. (1,2) Kxf1, Qh1 mate.



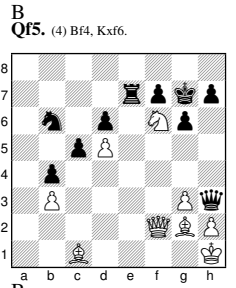
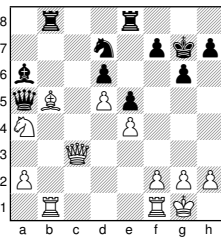
B
Nxh3. (1,2) gxh3, Qg5 gets rook, while Kh2, Nxf2, Kg1, Ng4 wins.



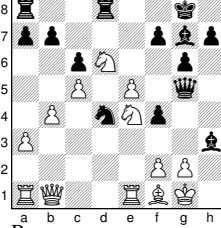
B
d1Q. (1) c8Q, Qh3, Kxh3, Qh1, Qh2, g4 mate.



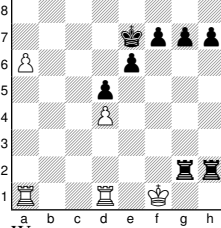
B
Rxb5. (5) wins the knight.



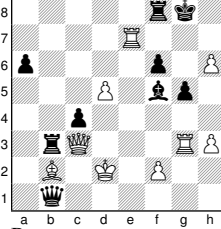
B
Nf3. (1,2) Kh1, Bxg2, Bxg2, Qh4, Bh3, Qxh3 mate.



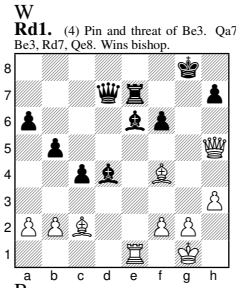
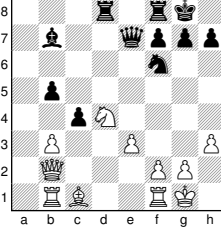
B
Rd2. (4) (6) Rxd2, Rh1, Kf2, Rxa1 black wins.



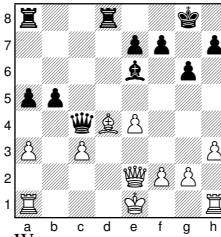
W
Rxg5. (1,2) Bg6, h7, Kh8, Qxf6, Rxf6, Bxf6



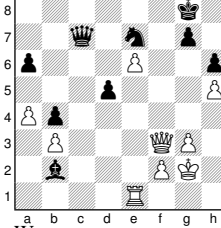
B
c3. (1,4,6) Qxc3, Qe4, f3, Qxb1. Will lose at least rook worth.



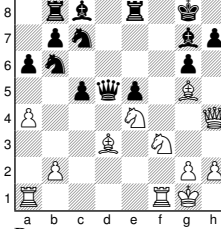
B
Rxd4. (3,4) exd4, Qc3 wins material.



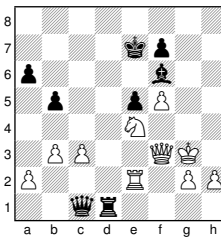
W
Qf7. (2) Kh7, Qg6 draws by perpetual.



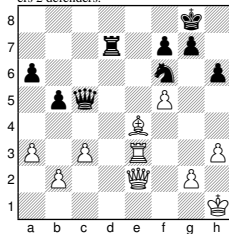
W
Nf6. (1,2) Bxf6, Bxg6, hxg6, Bxf6. No defense to Qh8.



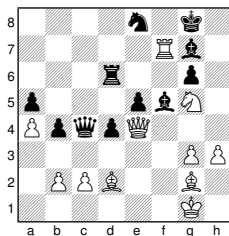
B
Rd3. (1, 6) Qd3, Qf4, Kh3, Qh4 mate.



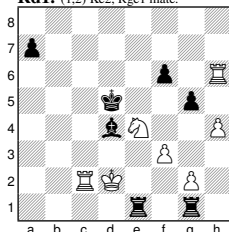
B
Re7. (6) Qf3, Qe5 wins piece. 3 attackers 2 defenders.



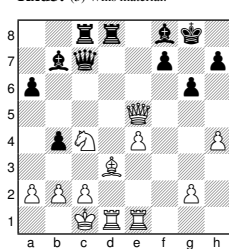
W
Qb7. (1) Threatening Qe7 then Rf8, Bxf8, Qh7 mate. But Qe8, Rf8, Bxf8, Qh7 mate.



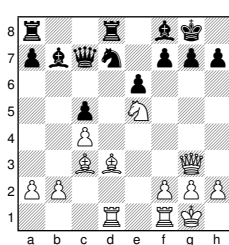
B
Rd1. (1,2) Ke2, Rge1 mate.



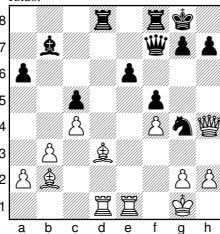
B
Rxd3. (5) Wins material.



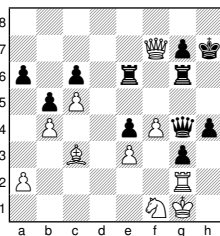
W
Nxf7. (1,6) Qxg3, fxg3, Re8, Ng5. Win at least pawn.



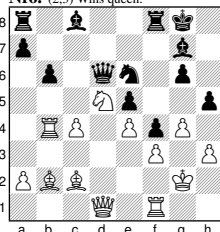
W
Bxf5. (1,5,6) Threatens Qxh7 mate and Rxd8.



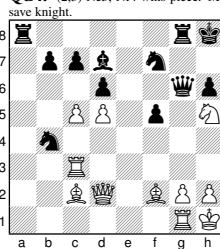
B
h3. (6) Rxg3, Qe2 material or mate.



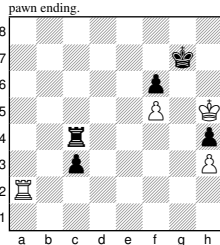
W
Nf6. (2,3) Wins queen.



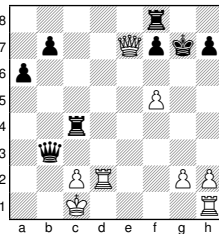
W
Qd4. (2,3) Ne5, Nf4 wins piece. Must save knight.



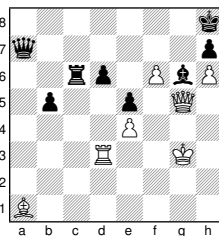
W
Ra4. (Trying stalemate) Rc5, Rc4, Rxf5, Kg4, Kg6, Rxc3 reaching drawn rook and pawn ending.



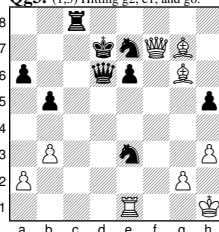
W
f6. (1) Kg8, Qxf8, Kxf8, Rd8 mate.



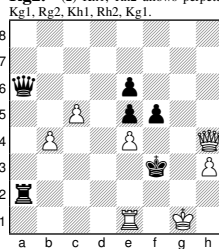
W
Bd4. (1,6) exd4, f7, Qxf7, Qd8, Qg8, Qf6, Qg7, Qxg7 mate.



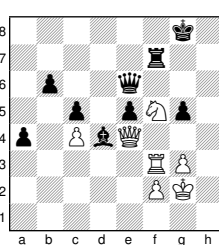
B
Qg3. (1,3) Hitting g2, e1, and g6.



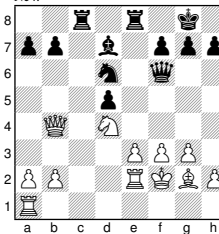
B
Rg2. (2) Kh1, Rh2 allows perpetual. Kg1, Rg2, Kh1, Rh2, Kg1.



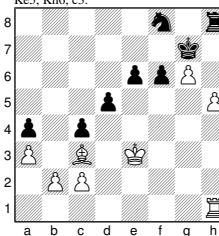
W
Qa8. (1) Kh7, g4, threatening Rh3.



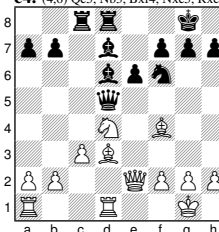
B
Rc4. (2,6) Qe1, Rxd4, exd4, Qxd4, Rc3, Nc4.



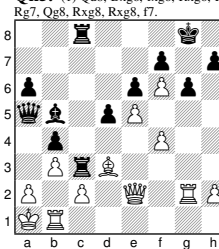
W
Bxf6. (2) Kxf6, Rf1 (pawn can advance), Ke7, g7, Rg8, gxf8Q, Rxf8, Rxf8, Kxf8, Kd4 (winning with passed p), Kg7, Kc5, Kh6, c3.



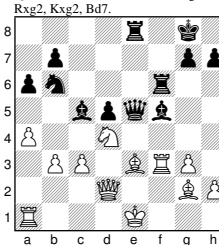
W
c4. (4,6) Qc5, Nb3, Bxf4, Nxc5, Rxc5.



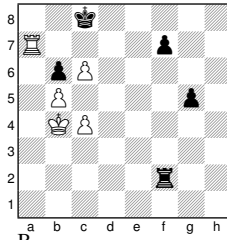
W
Qh5. (1) Qd8, Bxg6, fxg6, Rxg6, Kh8, Rg7, Qg8, Rxg8, Rxg8, f7.



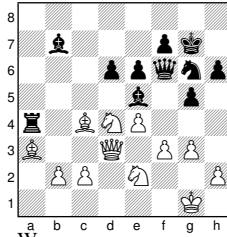
B
Bg4. (5,6) Rxf6, Bxd4, cxd4, Qxc3, Qxc3, Rxc3, Kf2, Re2, Kf1, gxf6, h3, Rxg2, Kxg2, Bd7.



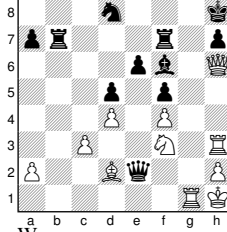
W
c5. creating second passed pawn.



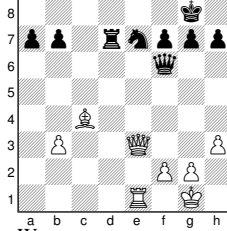
B
Bxd4. (2,5) Nxd4, Ne5. Fork.



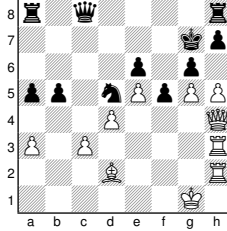
W
Rhg3. (1) Bg7, Ng5, Kg8, Qxh7, Kf8, R3g2.



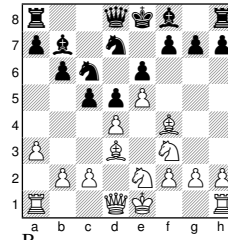
W
Bb5. (1,6) Rc7, Qd2, Ng6, Re8, Nf8, Qb4 wins material.



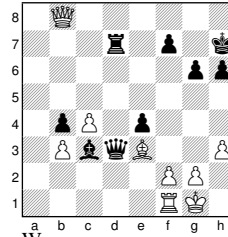
W
hxg6. (1) hxg6, Qh7, Rxb7, Rxb7, Kf8, Rh8, Ke7, R2h7 mate.



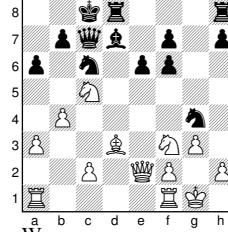
B
c4. (6) traps bishop wins piece.



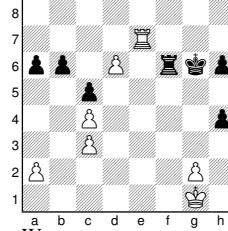
B
Qxf1. (1,2) Kxf1, Rd1, Ke2, Re1 mate.



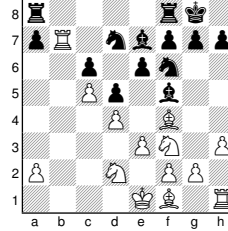
W
Bxa6. (5) bxa6, Qxa6, Kb8, Qe4. Threatens both Qxg4 and Na6.



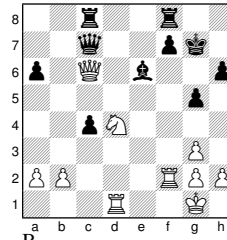
W
d7. Rd6, Re6 rook deflected.



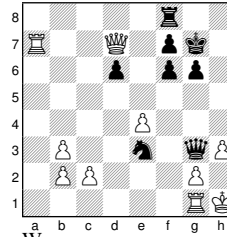
W
g4. (4,6) Be4, g5 wins the d7 knight.



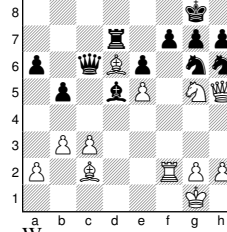
W
Nxe6. (2,6) fxe6, Rd7.



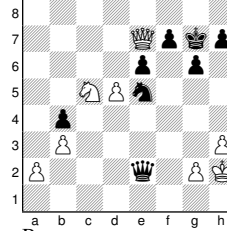
B
Ng4. (1) Qxg4, Qxg4, hxg4, Rh8 mate.



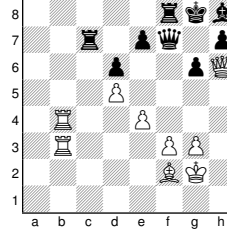
W
Bxg6. (1,5) hxg6, Qxg6, Rxd6, Nxf7, Nxf7, Qxf7, Kh7, exd6.



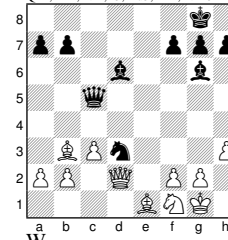
W
Nxe6. (1,2) Kh6, Qg5 mate.



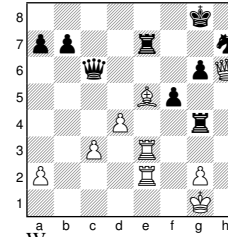
B
Bc3. (4,6) Attacking b4 and f3.



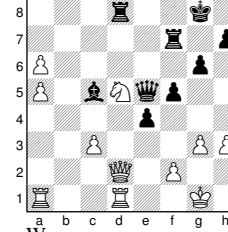
B
Qe5. (1,6) Trapping bishop on e1. Ne3, Qh2, Kf1, Nf4, f3, Bd3, Kf2, Nxb3 mate.



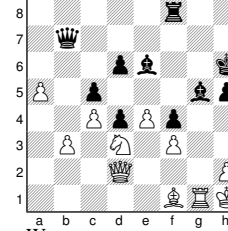
W
Bf6. (1,6). Wins material as Rxe3, Qg7 mate.



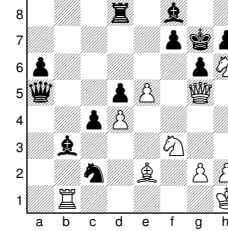
W
Nf6. (1,2,3) Kg7, Nh5, gxh5, Qg5, Kh8, Rxd8.



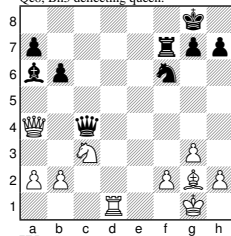
W
h4. (6) Bishop deflected. Bxb4, Nxf4, Bg5, Rxg5, Kxg5, Nxe6.



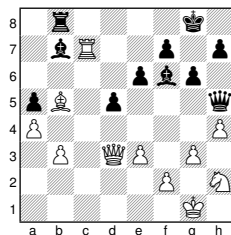
W
Qf6. (1,2) Kxb6, g4, Ne3, Ng5, Rd7, Nxf7, Rxf7, g5 mate.



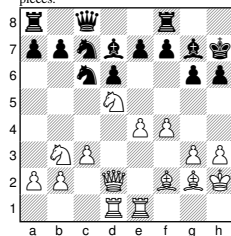
W
Qa3. (1.4) Threatening Rd8 and Bf1. Qc8, Bh3 deflecting queen.



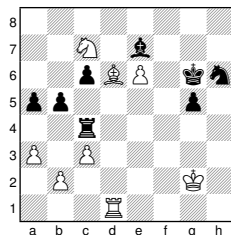
W
Qc2. (2) d4, Rxb7. Check and win rook.



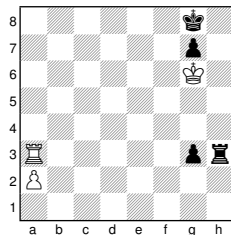
W
Nxe7. (6) Nxe7, Qxd6 attack's two pieces.



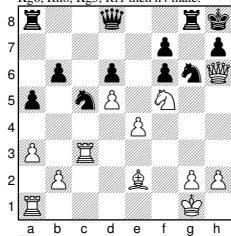
B
Nf5. (6) Threatening Ne3 or Nxd6.



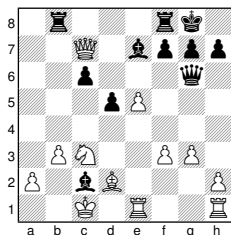
B
Rh6. (2) Kg5, g2, Rg3, Kh7, Kf4, Rg6.



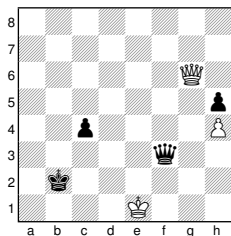
W
Qxh7. (1.2) Kxh7, Rh3, Nb4, Rxb4, Kg6, Rh6, Kg5, Rf1 then h4 mate.



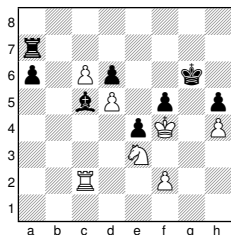
B
Ba3. (1.2)



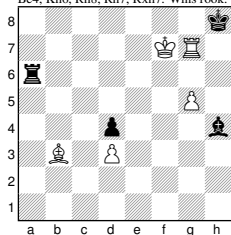
W
Qc2. (2) Kxc2 is stalemate.



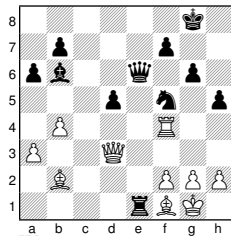
W
Rxc5. (5) dxc5, d6, Kf7, c7.



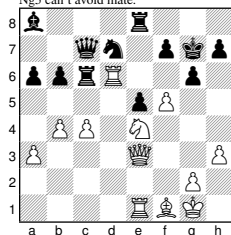
W
Rg8. (1.2) Kh7, Bd5, Ra7, Kf8, Bxg5, Be4, Kh6, Rh8, Rh7, Rxb7. Wins rook.



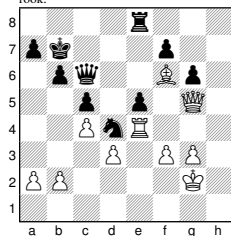
B
Ne3. (6) fxc3, Rxc3. Check when rook moves.



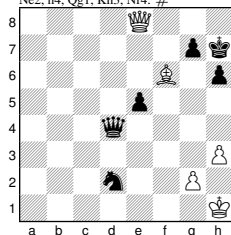
W
f6. (1.2) Kh8, Qh6, Rg8, Rxd7, Qxd7, Ng5 can't avoid mate.



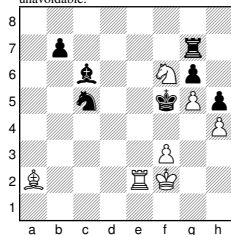
B
Re6. (6) Bh8, Nxf3, Kxf3, f5. Wins rook.



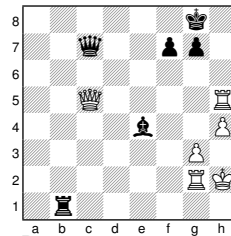
B
Qa1. (1.2) Kh2, Nf1, Kh1, Ng3, Kh2, Ne2, h4, Qg1, Kh3, Nf4. #



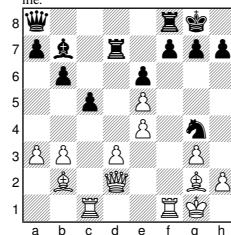
W
Kg3. (1) Black king in mating net. Mate unavoidable.



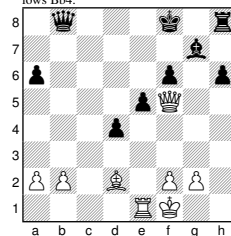
B
Qd7. (1) Threatening Rh1. Qf2, Qd1.



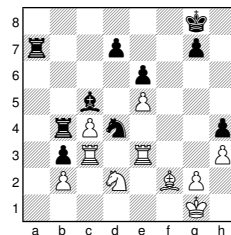
B
Bxe4. (5) Wins pawn due to pin on d-file.



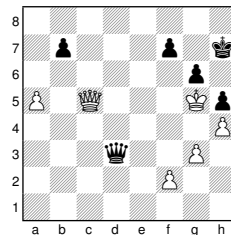
W
Qe6. (1) No defense to Rc1-c8, Qe8 allows Bb4.



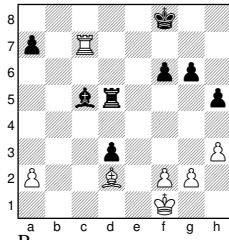
W
Re4. (6) Wins piece.



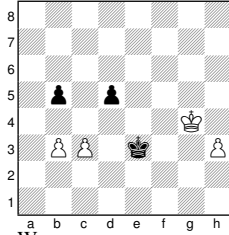
B
Qf3. (1) Qe5, f6, Qxf6, Qg4 mate.



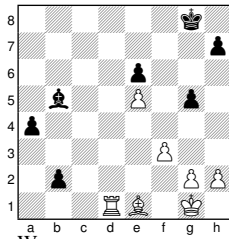
W
Rxc5. (5) Rxc5, Bb4.



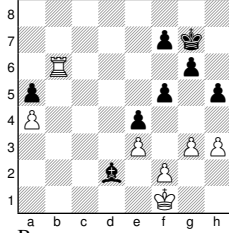
B
b4. cxb4, d4, pawn will promote.



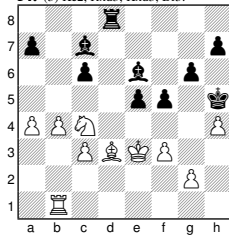
W
Bc3. a3, Bxb2, axb2, Rb1.



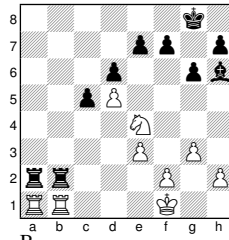
W
Rb3. Trapping bishop. Kf6, Ke2, Bb4, Rxb4, axb4, a5, promote pawn.



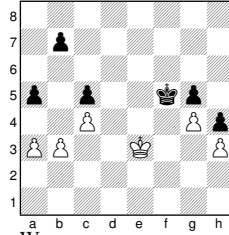
B
f4. (3) Ke2, Rxd3, Kxd3, Bf5.



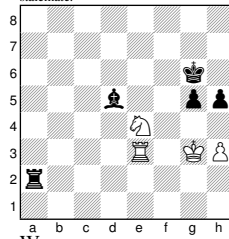
B
f5. (2,6) White loses pawns for fork.



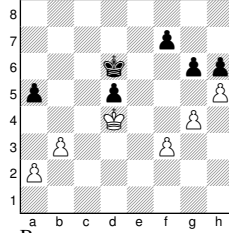
B
Ke5. a4, b6 zugzwang. Black king will penetrate



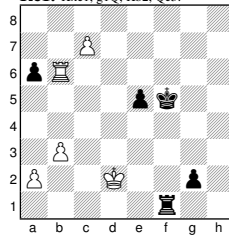
W
Nxg5. Rg2, Kh4, Rxg5, Re6, Bxe6 stalemate.



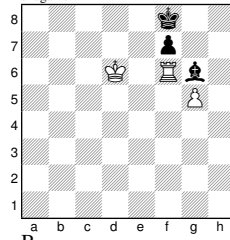
W
g5. Ke6, gxh6, Kf6, hxg6, Kxg6, a3, Kxh6, b4, promote pawn.



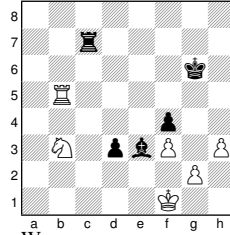
B
Rc1. Kxc1, g1Q, Kb2, Qc5.



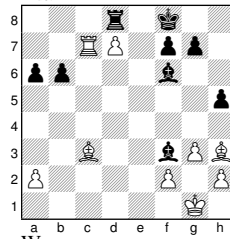
W
Rxg6. (1) fxg6, Ke6 winning pawn endgame.



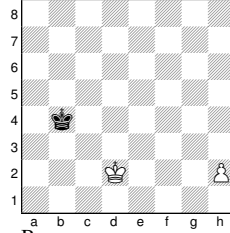
B
Rc1. Nxc1, d2, pawn will promote.



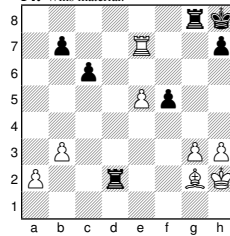
W
Rc8. Threatening Bxf6. Bg5, Bd4, Ke7, Rxd8.



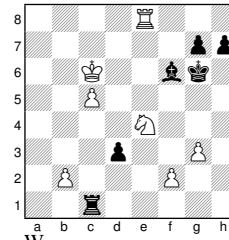
W
h4. King is outside square of pawn, promote pawn.



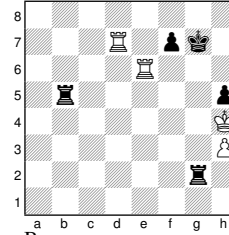
B
f4. Wins material.



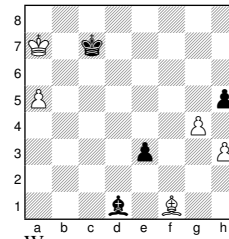
B
Re1. (6) Double threat of Rxe4 and d2.



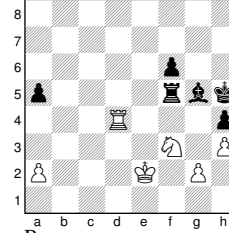
W
Re5. Rxe5, Rxf7, Kg8, Rg7, Rxg7 stalemate.



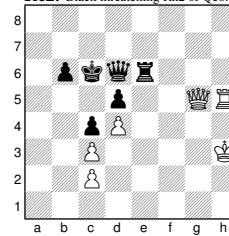
B
Bxg4. hxg4, hxg4, Ka6, g3.



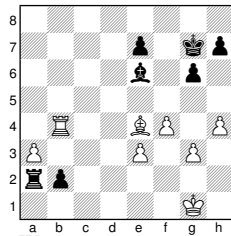
W
Rxh4. Bxh4, g4 wins pawn.



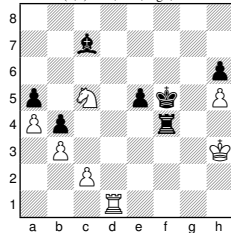
B
Re2. Black threatening Rh2 or Qe6.



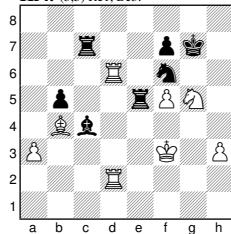
B
Bf5. Bxf5, gxf5. No defense to Ra1.



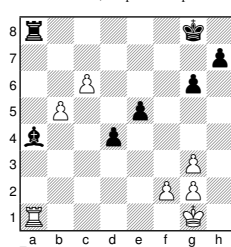
W
Rd7. (2,3) Bb6, Rf7, Kg5, Ne6.



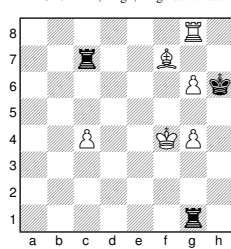
W
Kf4. (3,5) Re1, Bc3.



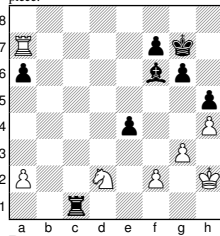
W
Rxa4. Rxa4, c7, pawn will promote.



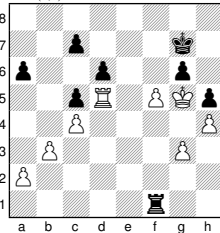
B
Rxc4. Bxc4, Rxc4, Kxc4 stalemate.



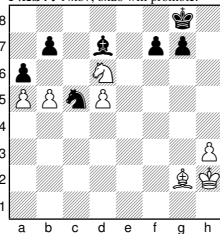
B
e3. (5) fxe3, Re2, Rd7, Bc3. Wins a piece.



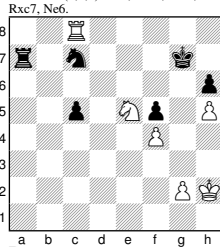
B
c6. (1,6) Wins rook or mate.



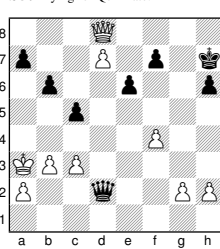
W
Nxb7. Nxb7, bxa6 will promote.



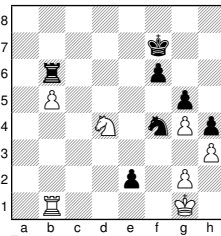
W
Nc6. (2,3,4) Rb7, Nd8, Ra7, Rxc7, Rxc7, Ne6.



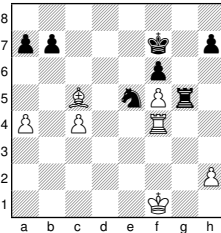
B
b5. Trying for Qc1 mate.



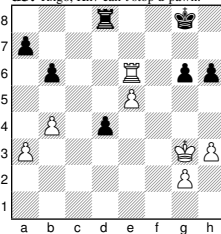
B
Rd6. Then play Rd1. material or promote.



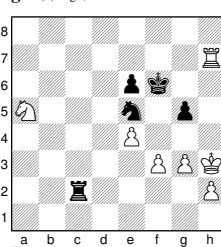
B
Nd3. fork.



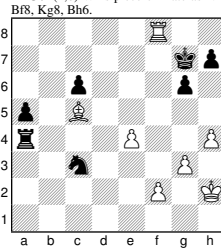
B
d3. Rxc6, Kh7 can't stop d-pawn.



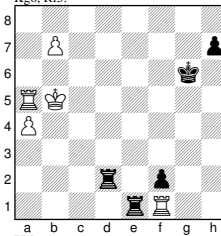
B
g4. (1) fxg4, Nf3, will mate.



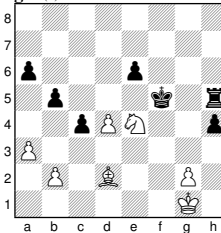
W
Rf3. (1,6) Wins piece or mate as Nxe4, Bf8, Kg8, Bh6.



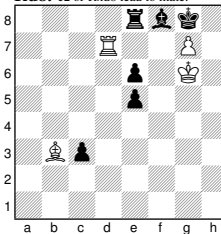
W
Ka6. Rxf1, b8Q, Rg1, Qg8, Kh6, Qf8, Kg6, Rf5.



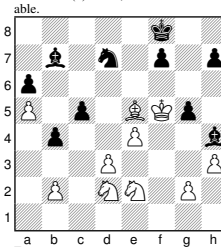
W
g4. (6)



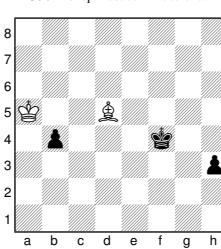
W
Rd8. c2 or Rxd8 lead to mate.



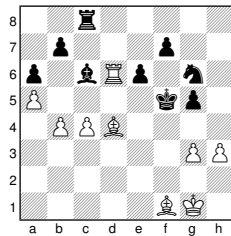
B
Nxe5. (1) Kxe5, Ke7. Mate unavoidable.



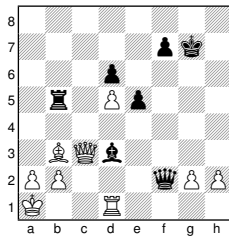
B
Ke5. Bishop must commit to one.



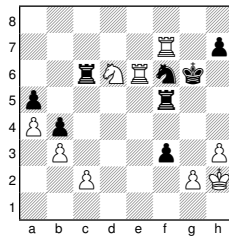
W
Rxc6. Rxc6, Bd3 mate.



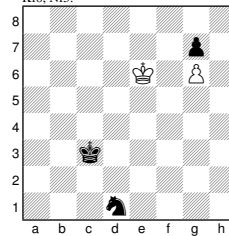
B
Rxb3. Qd2, Qb6.



W
Rg7. (2) wins two rooks.

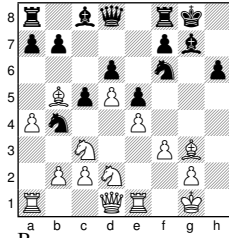


B
Ne3. Kf7, Nf5, Ke6, Nh6, Ke7, Kd4, Kf8, Nf5.

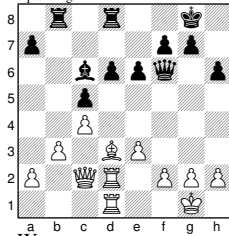


4.2 PROPHYLAXIS PUZZLES

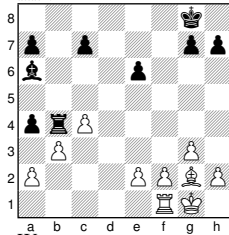
W
Bh4. Doesn't allow the active Nh5 and frees g3 square for knight.



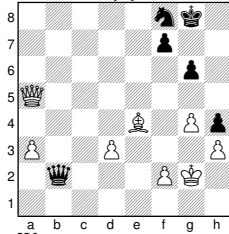
B
Qe5. Black wants a5-a4 but first prevents white from exchanging bishops and equalizing.



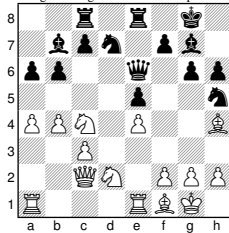
W
Ra1. Neutralizes counterplay is queenside. If exchange on b3, then a6,a7 under attack.



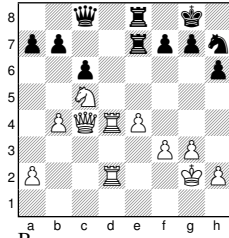
W
Bd5. Black wants to get knight to f4. Prevents Ne6 and prepares attack on f7.



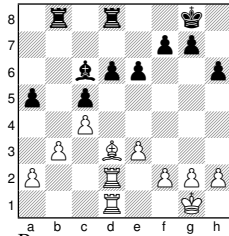
W
f3. White retains valuable bishop from being exchanged. Gives an escape.



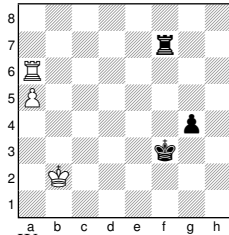
W
h4. Prevents the Ng5 thrust.



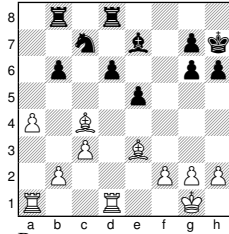
B
Kf8. Bc2, Ke7. Securing defense of d6 pawn.



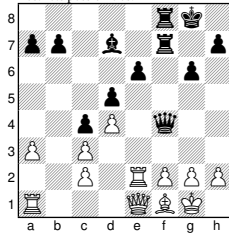
B
Rf5. Tying rook to defense of pawn.



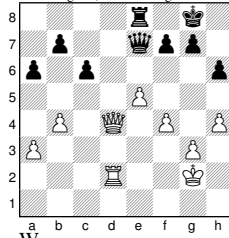
W
Bd5. Allowing an exchange instead of d6-d5.



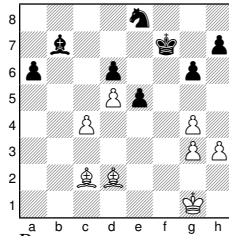
B
g5. White wants space with g3 and f4. Restricts possibilities.



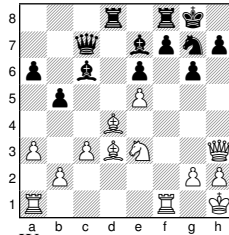
W
h5. Before endgame, constrain opponents kingside, else h5 and g6.



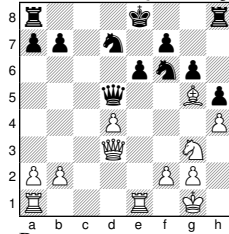
W
g5. Preventing Nf6-d7-c5.



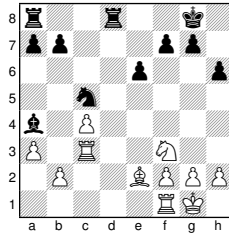
B
h5. White knight poorly positioned.



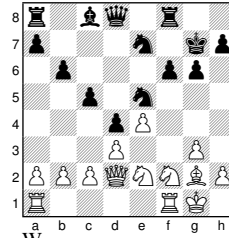
W
Qa3. Constraining king and creating threat of Ne4. Mate at Qe7 or win knight.



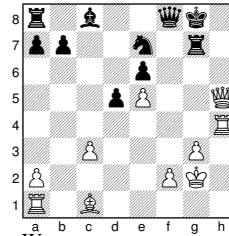
B
Bb3. Block whites queenside and prevents b4.



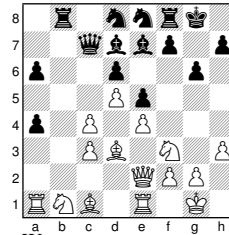
B
g5. White wants to play Nf4-d5.



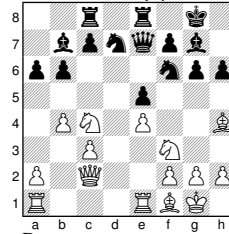
W
Ba3. Black planning Nf5 or Ng6.



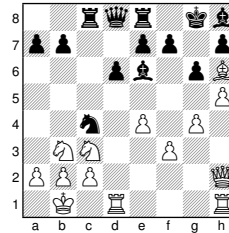
W
c5. Preventing knight getting to c5.

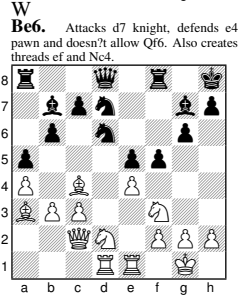
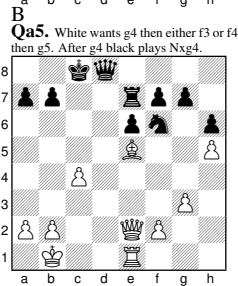
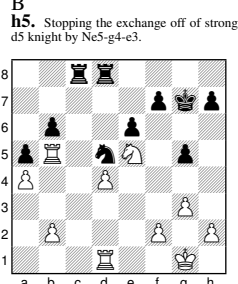
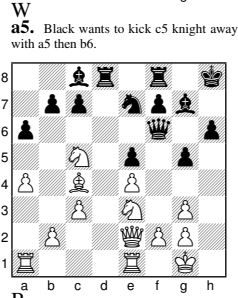
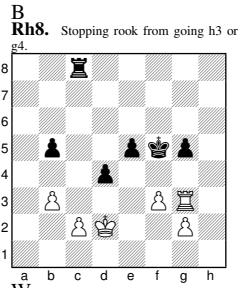
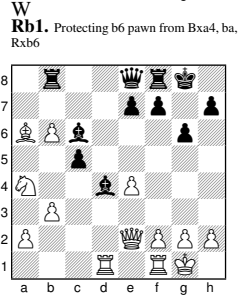
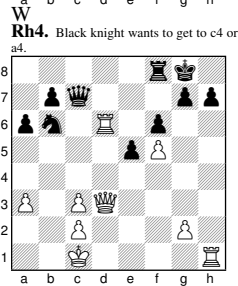
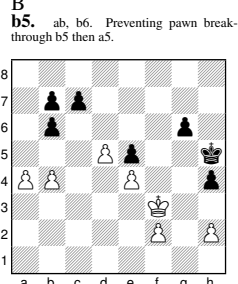
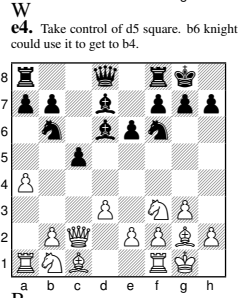
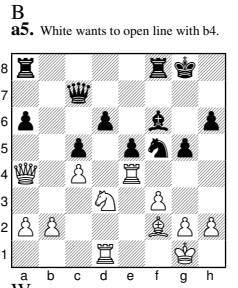
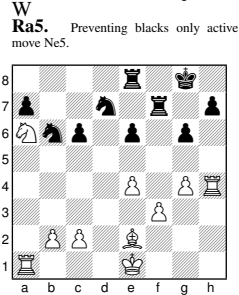
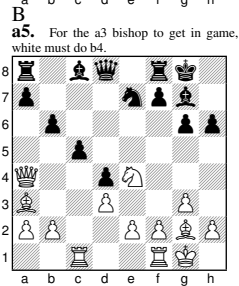
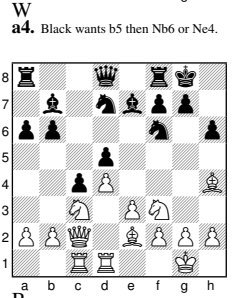
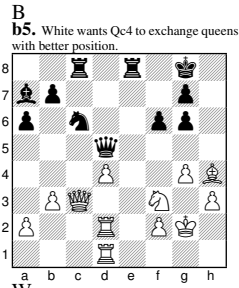
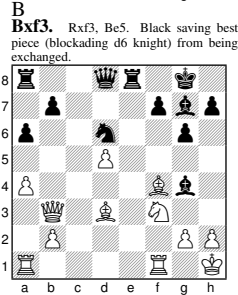
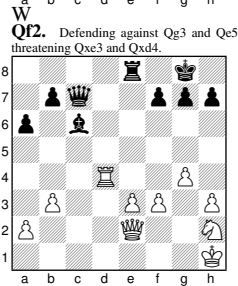
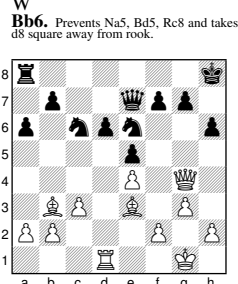
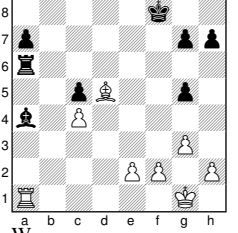
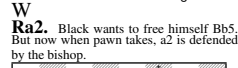
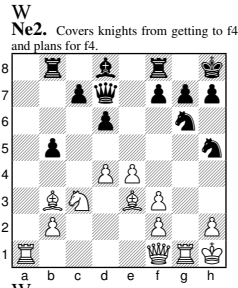


W
a4. Black wants to play c5 or Qe6, Nfd2, c5. But now white can play b5.

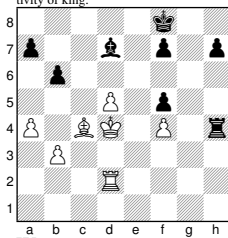


B
g5. Prevents opening of h-file.

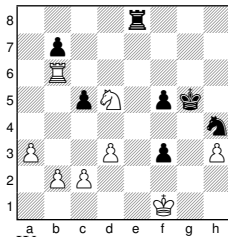




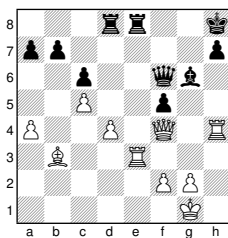
B
Kc7. Doesn't allow d6 and prevents activity of king.



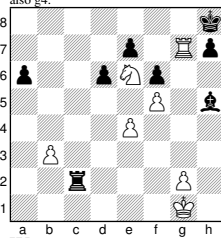
W
Nc7. Impede invasion of black rook on e2 bc then white plays Ne6 losing rook.



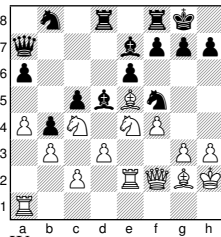
W
a5. Preventing b6.



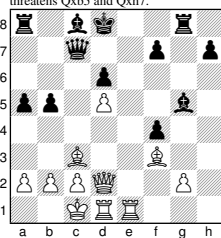
B
Re2. Prevents capture of e7 pawn and also g4.



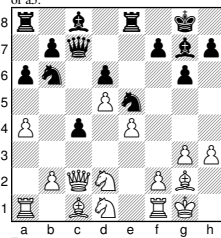
W
g4. Black wants Nc6 seizing d4.



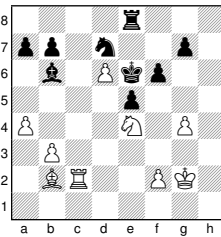
W
Qd3. Prevents bishop getting to f5 and threatens Qxb5 and Qxh7.



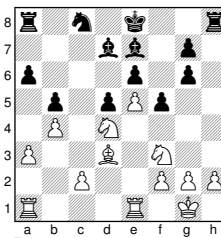
B
a5. b6 knight protects c4 so repel thread of a5.



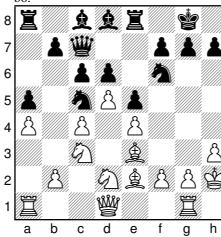
B
a5. White wants b4 then a5, getting c5 for knight.



W
g3. Nb6, h4. Black plans Nb6 and g5.



B
Qd7. White wants g3 then f4, or also g4. Black can then Nh5 and prepares bishop to b6.



Chapter 5

Appendix

5.1 SUMMARY

Play the opening like a book, the middlegame like a magician, and the endgame like a machine.

1. Opening: develop quickly, connect your rooks, don't move a piece twice, control the center, don't leave pieces hanging, develop all your pieces before starting any combinations, don't grab pawns at the expense of development or position.
2. Middlegame: Strategy and piece activity are the priority! It is positional play that assures a player that definite winning opportunities will disclose themselves, and decisive combinations will appear on the board. The master does not search for combinations. He creates the conditions that make it possible for them to appear! At any given moment, you should be able to lecture others about the pros and cons of any position you reach. Tactics is knowing what to do when there is something to do. Strategy is knowing what to do when there is nothing to do. Centralization: Move as forward as possible and towards center. Improve your least active piece (forward and center). Force your opponent to do something concrete. Attack! Blunder-check! Expect your opponent to make the correct reply!

The most important idea/goal in chess is to increase **Piece Activity**: It is the basis for all strategic and tactical ideas. Piece activity is the doorway to planning. The player with the most pieces should win. The reason to develop all your pieces in the opening. The reason an attack is successful. Create the attitude of "I'll do what I want no matter what you say", "I will make a way". Make the search for superior and preventative piece activity an addiction.

Don't believe all those stories you hear of chess masters analyzing intricate combinations with dozens of variations for 30 moves ahead. They don't do this because they don't have to! It is far easier and more to the point to only look a few moves ahead and try to maintain at least an equal game at every

stage. Winning by accumulating small advantages is more consistent with the common sense approach than to seek to overwhelm the opponent with bewildering combinations and venturesome sacrificial attacks. Strengthening ones own position gradually while undermining that of the opponent is more important than indulging in fruitless speculative fancies.

Since chess is inherently a drawn game with perfect play, and that many players have improved their skill in defence, general solidity and soundness means that the game is different compared to previous times. In general, dubious play on the whole is now discouraged.

Place an emphasis on consistency and playing well for the whole game. It is an excellent idea to try to play 40 or 50 good moves going into every game and not stress out over perfectionism. It is undeniable that consistently playing good, reasonable moves is an extremely important part of playing strong chess. Strong chess is much more about making simple high-percentage decisions that are solid and good than it is about being brilliant, macho or blowing anyone away. The main emphasis is that huge errors are avoided.

Instead of viewing the game as a random tactical sequence, you should focus on playing good moves, restricting your opponent, playing the best high percentage moves to maintain all of your pluses and giving the opponent nothing constructive to do.

Getting better at playing with the patience to improve your pieces calmly while restricting the opponent's main sources of counterplay will allow you to manage you advantages more competently and lose far fewer of those advantages.

It is important to realize when calculating that you do not strictly need to calculate the exact consequences of your intended move. You only need to convince yourself that it is better than the alternatives.

As a general piece of advice, the first candidate moves you select should be the progressive ideas: the most direct ideas that deal with the first threats or problems you have identified. List your options and mentally work through them.

Ask if a move is 'healthy' or not. Strong players usually know when they have an equal position and just need to play sensible moves to maintain the status quo.

Defensive resources are objectively much greater than many players in the past thought. Find defensive resources!

Dynamism is the single word most associated with modern chess. A style of play in which the activity of the pieces is favoured over more positional considerations, even to the point of accepting permanent structural or spatial weaknesses.

3. Endgame: Know the theory and basic mates. Know how to get or avoid a draw. Get your king into an active position. Create a passed pawn (with rook behind it). When ahead in material, look to simplify down.

Dvoretsky Book:

In practice, tactics are usually closely intertwined with strategy: in order to make the best choice, it is important not only to find specific moves, but also to evaluate their consequences and to sense the dangers that lie in store for us on one path or another.

Constantly look for pitfalls that may have been set by your opponent. This is the skill that you should be developing ultimately.

Sometimes accurately calculating the consequences of our intended move is difficult and even unnecessary. It is easier to convince ourselves that it makes sense, is not refuted immediately, and all the other moves are bad or at least noticeably weaker. As a result, we save time and simultaneously confirm the correctness of our choice. It is natural to call this approach to decision-making the process of elimination.

When you compare two continuations that are equally attractive at first sight, it often makes sense to try and refute one of them, to then choose the other by the process of elimination.

The standard procedure for using the process of elimination: determine all candidate moves that make sense, then look for the strongest responses by our opponent, which forces us to throw out the majority of the candidate moves.

Many times, it is impossible or extremely difficult to calculate the correct path from beginning to end, and so you have to progress move by move.

When choosing one path or another in a game it makes sense, all things being equal, to give preference to a continuation in which the likelihood of your opponent making a mistake is increased. We can only talk about a trap in these kinds of situations with considerable amount of caution, but still, in essence this is the same "trap" approach.

Prophylactic thinking is the habit of constantly asking yourself what your opponent wants to do, where he would go on his move, the ability to find a reply to the question that has been posed and to take it into account in your decision making process.

The main principle of converting an advantage is the restriction of the opponent's possibilities; it is clear that here one cannot manage without prophylactic thinking. By developing this trait, you also become stronger in tactics and you make fewer blunders. When defending a difficult position, you must constantly see with what you are threatened; and when attacking, you must reckon with the opponent's defensive resources. Thus possession of the skill of prophylactic thinking exerts a favorable influence on practically all aspects of your play.

"Prophylactic thinking" means guessing your partner's intentions, while "paying attention to your opponent's resources" is primarily the ability to find hidden defensive moves in the apparently tempting combinations that we would like to

implement.

Some players, knowing about prophylactic thinking only by repute, are sure that it is a synonym for passive, defensive tactics. Nothing of the sort! The point is not to defend against everything, it is important to figure out the opponent's intentions in time, and subsequent actions depend on the player himself. Sometimes you really do have to fend off a threat, but sometimes you can ignore it or play to get ahead, take decisive measures yourself, not giving your partner time to implement his idea. Finally, prophylactic actions are often associated with sharp, aggressive moves, nothing like passive defense.

Gelfand:

Giving the opponent problems is what it is all about. Today we know that we should fight for counterplay like this; that we need to change the character of the game when we have the chance. What mad rubinstein the master is that he developed his pieces, defined a goal and used all the possibilities on the way to achieving it, be they tactics or improving the position of his pieces.

Ches is a game with a sizable drawing margin and we need our opponents to make mistakes if we are to win. At times this is achieved by putting concrete problems to them, at other times by asking them to find a way to navigate their way out of the situation they are in. It may not be necessary to harass them too much, and we can just focus on improving our own position slowly. The squeeze: we apply a little pressure just enough to make his life a bit uncomfortable. In time this might lead to a small inaccuracy, and a few more problems to solve. More problems means more chances to make mistakes. All we have to do is to keep the pressure up, to keep squeezing. As the playing strength of the players increases, the advantage needed to win a game also diminishes. But I am sure that having a better pawn structure is an advantage at all levels, so even if you do not know exactly what to use it for, get it. In the long run it will pay off. If you manage to get a nice position, the squeeze strategy can be unusually effective. It is simply easier to play positions where you are applying pressure than to play positions where everything you do will lead to an inferior position. With the pressure increasing, so does the chance that he will err.

A **space advantage** occurs when pawns are taking important squares from the opponent's pieces. Playing for a space advantage is a great strategy. The general idea is to keep the space advantage and see what happens. Any given pawn structure has a certain capacity for accommodating pieces efficiently. Exceed this capacity and the pieces get in each other's way, and so reduce their mutual activity. Pawn placement decides who is attacking and who is defending and can decide the entire game. Some guidelines for the side with a space advantage: 1) avoid any unnecessary exchanges of pieces. 2) Carefully prepare to open a file. 3) Try to prepare a pawn advance to drive them back more. 4) Manoeuvre against two weaknesses. 5) Prevent any attempts by your opponent to free himself. 6) The advantage can be increased by a transition into an endgame.

Pawns are the soul of chess, their placement decides who is attacking and who is defending and can decide the entire game. Aim for a structure that is beneficial to the activity of your pieces and detrimental to the movement of the opponents pieces.

Never hurry! It makes no sense to hurry, as it does not matter if you win in 10 moves or 30 moves. To win without counter-chances is far more important. Play your best moves and see where it leads.

Attacking Book:

The **mating square** is that on which the king stands when it is mated. The **mating focal-point** is that from which an opponent's piece (other than a king, knight or pawn) mates the king at close-quarters. To carry out a mating attack successfully one must concentrate on the focal point, and to clear the focal-point, i.e., to deprive any opposing pieces of their control over a square which would be convenient as a focal-point.

One must carry out a series of preliminary operations, which require only a smaller degree of advantage, and then one will attain the abundant superiority which facilitates a mating attack.

The attack against the uncastled king

The initial position of the king before it castles contains two main weaknesses. 1) it is exposed if the e-file is opened up. 2) the f7 square in black's position (f2 in white's) is vulnerable since it is covered by the king alone. Thus most attacks exploit one of these weaknesses.

–Attack along the e-file: The first and most fundamental condition for an attack on the e-file is that the king should be on that file and for some reason it is impossible or difficult for it to move away. The second condition depends on the attacker's own circumstances. The e-file should be open, or it should at any rate be in the attacker's power to open it. The attacker should also either have a piece which can control a file on the file or be able to quickly post one there. Doubling rooks helps or attacking a piece which is on the file protecting the king. If this piece is on the square directly in front of the king (e7 or e2), the attacker may be able to mate by capturing it with his queen (or rook), i.e., by making the square into the focal-point.

–Attack on the f7 square: threats of a sacrificial attack on f7 (or f2) are common. They are connected with an attack on the king or even with the idea of mate, in which case the square becomes a focal-point of a mating attack.

The attack on the king that has lost the right to castle

Some examples are the following:

1) spoiling the king's castling chances, or drawing it away from the castling position.

2) the pursuit of the king across the board by checking. Hunting the king about the board. What's important is the extent to which its position is weakened. A typical case is where checks help to nourish the development of the attack.

3) the final mating attack in the middle of the board or on the edge.

The attack on the castled position

The general rule is that one should castle as soon as possible, with some exceptions 1) castling is postponed or not carried out at all because some other action is more useful. 2) Castling is postponed because for the time being it is still dangerous. Better to prepare to remove the danger first, by exchanging the threatening pieces or some other manoeuvre. 3) Castling is not done at once because the player wishes to castle on the other side and needs further preparation. If he is aiming for an attack, he may decide to castle on the opposite side of his opponent, while if he is aiming to forestall an attack, then he will more likely castle on the same side as his opponent. 4) Castling may be postponed and perhaps forgone forever, when the center is permanently blocked. 5) Castling is unnecessary because the endgame is already not far off, in which case the king is well placed in the middle of the board.

Safety from attack and a genuine prospect of making further piece exchanges are two important criteria affecting a decision on the forfeiture of the right to castle. Even in cases where there is justification for a delay in castling, it is still a good thing to have the opportunity to castle quickly on one side at least.

The passive nature of the castled position results from the lack of mobility of the king, hence the pawns which 'may not be moved, if the position is not to be weakened' are also indirectly immobile. There is a positive feature coming from the fact that the castled position is always a decentralized one, so that any attack on it demands a decentralization of the attacker's pieces. It is here that principal risk of such an attack lies. If the attack does not succeed, the fact that some of the attacker's pieces are out of position tells against the attacker.

The squares that the attacker threatens mate or actually mates on, are called **mating focal-points**, but if he only harries the king from them or uses them as points from which to break into the castled position they are called **auxiliary focal-points**. Generally, every focal-point is a weak square in the defender's territory and a potentially strong one for the attacker.

Focal Points: The most important focal-points where castling kingside is concerned are g7 and h7 since these squares are more accessible to the attacker. h7 is more frequently attacked (due to Bd3 or Ng5), however attacks against g7 are more dangerous. Also, a weakness on g7 usually brings two more on f6 and h6, while on h7 generally only has a single weakness at g6. Thus ...g6 involves a greater weakening than ...h6. The main task involved in attacks on g7 is the 'clearing' of that square, while the escape of the king is a minor worry. In attacks on h7 the 'clearing' is usually the easier task, while the attacker's main preoccupation is to stop the king escaping. The 'classic bishop sacrifice' is the most important kind of attack on the focal-point h7. The f7 square is rarely

the actual focal-point in a mating attack, but it is often an auxiliary focal-point which is attacked either in order to drive the king away from g8 or, by means of a sacrifice, to draw the king on to the actual square itself. Control over a network of squares is an important factor in positional play, but in attacks on the castled king it is particularly effective since control over a network often is of a permanent nature. The most essential precondition is to 'clear' the network not only of the influence of the opponent's bishop (either by eliminating it or driving it away) but also of possible resistance from the opponents pawns at important points in the network. When the attacker has 'cleared' the network, the candidate focal-points can easily be determined while the other squares in the network may serve as secondary focal-points or else as strong squares for the attacker to post his pieces on.

An action in the vicinity of the castled king can be carried out by any of the pieces, but the long range ones, the queen, rook, and bishop, are most effective. One should always look for weakness on the back rank. Be on the lookout for creating 'escape holes'. They have pros and cons like any move in chess. The second rank (or 7th rank) is generally as weak as the back rank. The second rank is harder to 'clear' because the pawns are in the way. The purpose is to put pressure on the pawns and capture them or else prevent the king from moving into the center. Also, the position of a queen or rook on the 7th can be useful in an attack on the castled king. Of all the long-range actions, the most important when attacking the castled king is the vertical one on the open file. It is important because it is easier to 'clear' than a rank. Using a rook to control an open h-file is a classic method of attack after castling kingside. A really important case is when the h-file has heavy pieces doubled on the file, threatening mate on h8. Of the various formations on the h-file the most important is that with a rook on h1 and a pawn on h4. A pawn captures a piece and opens the file for his rook. Often, place another attacking piece on the square covered by the pawn, creating threats which induce or oblige the opponent to take it. There are two other methods of exploiting this formation. One is simply to advance the pawn, the other is moving rook to h3 then to g3.

The queen is the most important piece in the attack on the castled king, without it such an attack rarely comes into consideration. The queen is made for focal-points. The main use of a sacrifice in an attack on the castled king is to eliminate the pawns in the castled area, and aim at creating a focal-point. Attacking the castled position with pawn has many varied goals. The central pawns is a restricting agent and also a direct controller of squares in the castling area. The formation composed of two or three neighboring pawns on the same rank is called a 'phalanx', and when such a phalanx attacks it is described as an 'avalanche' or 'roller'. This involves much more commitment than the bayonet attack of one pawn. When using an avalanche, it is important that one's opponent should be unable to retaliate in the center or the other wing (as for any attack on the castled king). Its greatest enemy is a blockade, usually a sacrifice must be made.

Ten practical tips: 1) for any attack on the castled king, it is essential that the opponent cannot counterattack in the center or on the other side, or that it is at least not dangerous. Attacking with pawns takes longer, take that into consideration. 2) A central pawn blockade prevents/limits counterattacks and so makes a pawn attack on the castled king much easier. 3) If a promising attack can be made by the pieces alone, then leave the pawns at home. 4) It is difficult for a pawn assault to succeed against a unweakened castled position since blockades are possible. A preliminary action by the pieces is necessary to produce a weakening of the castled position. 5) every blockade in the castling area radically changes the character of the position. 6) one's own pawns constitute a great obstacle to one's rooks, consider the files as well as the rook on third rank. 7) A pawn storm generally increases the risk of an inferior endgame. 8) an advanced pawn facing the opponent's castled position but which somehow gets in his way (like at f5), could sometimes use the advance of the adjacent pawn, turning into an avalanche. Doesn't much happen with the h-pawn. 9) Attacks on the castled king in general, and those using pawns in particular should be judged on what's happening on the whole board. Piece placement, situation in the center and on other wing, positional strength/weakness, blocks, prospects of endgame. 10) Before opening an attack, be cautious. During an attack be consistent and merciless.

The Classic Bishop sacrifice

White must have a queen, a light bishop and a knight. The knight should be in easy reach of g5 and the queen within reach of h5, though in some cases its enough to get to the h-file. For black, there should be two pawns standing at f7 and g7. The position of black's queen on d8 and a rook on f8 points to (but doesn't guarantee) correctness. What is more important is that black's knight should not be able to reach f6 and that neither his queen nor bishop should be able to occupy the h7-b1 diagonal unharmed.

There are three main variations arising from the sacrifice:

1) ...Kg8

1.Bxh7+ Kxh7 2.Ng5+ Kg8 3.Qh5 Re8 4.Qxf7+ Kh8 5.Qh5+ Kg8 6.Qh7+ Kf8 7.Qh8 Ke7 8.Qxg7#.

2) ...Kh6

1.Bxh7+ Kxh7 2.Ng5+ Kh6 3.Nxe6+ and 4.Nxd8, etc. This succeeds because black's queen is on d8, but even if not, white would win by 3.Qg4 Rh8 (otherwise Qh4+ and Qh7#) 4.Nxe6+ and 5.Qxg7#.

3) ...Kg6

1.Bxh7+ Kxh7 2.Ng5+ Kg6 3.h4 Rh8 4.h5+! Rxd5 5.Qd3+ f5 6.exf6+ Kxf6

7.Qf3+ Ke7 8.Qf7+ Kd6 9.Qxh5 and white wins. This is the strongest move; in other cases ...Kg6 may be best met by Qg4. Black's reply is forced.

Attack on the fianchettoed and queenside castled position

The weak aspect of the fianchettoed position lies in the fact that the position of the g-pawn at g6 simplifies the attackers task in opening up the h-file by the advance of his h-pawn. There is also a danger that the fianchettoed bishop may be exchanged. Without the bishop the castled position becomes weak and vulnerable and the squares previously covered by the bishop form a weak network. An attack usually consists of these two things, an assault by the h-pawn and exchanging the fianchettoed bishop.

When castled queenside, the king and rook are both a square nearer the center of the board, this can be useful for the rook but it usually presents difficulties for the king, which is safer on g1 than c1. It takes more tempi as well. Castling queenside occurs when the rook is well placed on the d-file. One must usually play the consolidating move Kb1, else it isn't safe! The conditions for long castling more often arise for white than for black. Main factors for castling queenside: 1) pawn position on the kingside has already been weakened while that on queenside is sound. 2) the opponents forces are favourably placed for an attack on the short castled position but not on long position. 3) the kingside is not sufficiently developed while the queenside is clear 4) One's opponent has castled kingside and can only be exploited by pawns, like when fianchettoed and attacked with h-pawn. 5) when a rapid deployment of the rook on d-file is advantageous.

Defending against the attack on the castled king

A **direct** defense is passive, and involves the defense of the actual castling area or the removal of one's opponent's aggressive pieces. 1) protecting the squares of the castled position 2) transforming the castled position by moving the pawns in front of the king, like setting up a blocked position. 3) Altering the castled position by moving the king 4) defense by means of repulsing one's opponent's pieces through their capture, exchange, or ejection from powerful positions.

An **indirect** defense is active, actions further away from the castled position, which the defender uses to keep the attacker so busy that he fails to pursue his attack. 1) the defender carries out a counterattack on the opposite side, where the attacker has castled. 2) action on the opposite side, like defender takes control of attacker's first or second rank. Who will be the first to force mate or which of the two attacks will be brought to a halt through the diversion of pieces to provide direct defense. 3) An action on any part of the board with the aim of gaining material. The most important case is where the attacker sacrifices, then the defender's repertoire is greatly increased since he is given various ways to return material in order to counter the attacker's plan. The sacrifice is also a signal to the defender to counter with a sacrifice which would previously have

been out of question. 4) The counterattack results in material equality but mate cannot be forced and both attacks are brought to a halt, and simplification leads to an ending. 5) The counterattack does not lead to a mating attack, nor to material or position, but does transition to a direct defense. 6) advance of a queenside pawn majority, to promote a pawn. 7) retaliation in the center 7a) a central thrust weakens the attacker's formation and prepares for further operations by the defender, or transpose to direct defense. 7b) the destruction of the pawn center eliminates its auxiliary function with regard to attack. 7c) because of a central thrust, many attackers block the position in the center. The attacker can activate the center with a sacrifice, then the defender can make a return sacrifice in the center 7d) The destruction of the attackers center usually gives the defender the prospect of better conditions for positional play.

The importance of the center during must be emphasized as the critical area where the decisive step is often made. Every attacker must be able to calculate accurately what is likely to happen in the center during an attack on the castled king.

The phases of the attack on the castled king

An attack on the castled king cannot be successfully carried out on the basis of the attacker's wishes or brilliance alone, but the essential conditions for it must also be present. These preconditions may be fulfilled to a greater or lesser degree, and the attacker's game must adapt itself accordingly. The degree and type of these preconditions determine the extent of the commitments which the attacker can undertake without harm; thus there is a reciprocal relationship between preconditions and commitments, and the phase of the attack can be recognized.

Types of preconditions: The attacker should have pieces strongly deployed in the vicinity of the enemy king or aimed in that direction. At the same time there must be some deficiencies in the defender's camp, a vulnerable king's position either from weakness in the pawn structure or because pieces are misplaced. Such preconditions are the first or initial phase of attack, but they can also be created by force at this stage. The second phase: the provocation of further weaknesses or the exclusion of one's opponent's counterattack or its suppression, control of the center, restraint against a central counter-thrust. The third phase of the attack is the execution of mate or decisive material advantage, or of being able to call off the actual attack and obtain a positional advantage or favourable ending.

A greater degree of commitment is needed in the second phase. The sensible player aims to conduct his game with a minimum of commitments, unless he is undertaking an uncompromising material attack that is certain to succeed.

One of the attacker's most important tasks is assessing the extent to which the preconditions for an attack are present and the degree of commitment which may be incurred. Of all the different preconditions for an attack, one should create first those which entail the lesser degree of commitment, those that also

strengthen one's position in general. The heaviest commitments are those incurred in an attack carried out with the aid of pawns. Of these, the heaviest is the g-pawn, next comes the h-pawn while advancing the f-pawn entail the least commitment.

An attack on the king as an alternative which never materializes but which acts as a secondary threat in the context of play with other objectives is a very important concept. The threat to attack brings the player some advantage in tempi or helps the deployment of his pieces for the other operations.

It has to be decided whether it is best to continue promoting the preconditions for an attack on the king or to seek a favourable ending.

5.2 MY ULTIMATE SYSTEM

- When my opponent's clock is going, I focus on the big picture with no calculating: What are the overall goals of each side, what does the structure tell me to do i.e., should I be *attacking*, *simplifying* to an endgame, making good *trades*, or *improving*? If he makes an indifferent move, what will I do?
- When my own clock is going, I do the following steps, and I calculate variations because I know what my options are. I use a physical cue to keep myself accountable for completing each of the four steps on each turn, no matter what.

Defend: What are the *forced* tactics (1 – 6) I need to prevent? There is always a defense, find it!

Tactics: Can I *force* mate, material, or a superior position via tactics (1 – 6)?

Strategy: Confine their pieces, liberate my pieces, make good trades, and reach an end.

1. Structure: Create a liberating pawn-structure. Consider all pawn-structure transformations and pawn-breaks.
2. Piece Activity: Liberate my pieces. Fight for flexibility, piece activity, and slow improvement. What (weak[†]) square, rank, file, or diagonal should I control? Stop all counterplay, confine their pieces. Make forty slow, solid, and high-probability moves. Maintain at least an equal position at every stage. Consider all trades. Trade off their better piece, or trade for a better position.
3. The End: The game is won from an attack or by simplifying to an endgame, decide which is more favorable. To attack: create focal-points and weaknesses. Direct defense: protect target squares, remove aggressors from target area, move pawns or king. Indirect defense: counterattack on the opposite side for mate or material, or retaliate/thrust in the center.

Blunder-Check: Visualize each candidate move, find tactical (1 – 6) or positional refutations.

Tactics: Force Mate or Material. Which tactics (1 – 6) are readily available to me? For each candidate move and refutation, *now* which tactics (1 – 6) are available to me? Always implement a double attack when possible. Complete each step and move on.

1. **Mate:** Can I pick up one piece and move/jump it to a mating position? If so, how can I get it there? Or, what's the problem and can I find a way to safely land there? Highlight these squares in your mind. Can I threaten mate?
2. **Check:** Does check force mate or material?
3. **Get hanging pieces:** How many hanging pieces are there? For each, can piece be captured? Can piece be threatened, forcing capture, or can I take away its flight squares?
4. **Create hanging pieces:** How many weak (once-defended) pieces are there? For each, can defender be captured or relocated, as to then take hanging piece? Can defender's influence be interfered with, creating a hanging piece?
5. **Captures:** Does any capture lead to a positive exchange? Can I add more attackers than defenders?
6. **Threats:** Find all threats. Does threatening any piece, especially the queen, lead to a material plus? Visualize all knight forks as well as all avenues of attack from all long range pieces.

5.3 STUDY PLAN

- Monday:
 - d4-d5 openings and Slav structure
 - black Sicilians and Scheveningen, French II, 3-3 vs 4-2
 - One tactic: without calculating variations, go through “defend” and “attack” steps, to practice awareness. Then look at solution.
 - Nightly review
- Tuesday:
 - French and French I and III structures
 - Carro-kann and Isolani structure
 - Ruy Lopez and Closed Ruy, Lopez, KID I and II, structure
 - One tactic: without calculating variations, go through “defend” and “attack” steps, to practice awareness. Then look at solution.
 - Annotated game
 - Nightly review
- Wednesday:
 - White Sicilian and Najdorf I and II, maroczy, dragon structure.
 - white and black other
 - One tactic: without calculating variations, go through “defend” and “attack” steps, to practice awareness. Then look at solution.
 - Annotated game
 - Nightly review
- Thursday:
 - d4-d5 openings and Slav structure
 - black Sicilians and Scheveningen, French II, 3-3 vs 4-2
 - One tactic: without calculating variations, go through “defend” and “attack” steps, to practice awareness. Then look at solution.
 - Play a game
 - Nightly review
- Friday:
 - French and French I and III structures
 - Carro-kann and Isolani structure
 - Ruy Lopez and Closed Ruy, Lopez, KID I and II, structure
 - One tactic: without calculating variations, go through “defend” and “attack” steps, to practice awareness. Then look at solution.
 - Review Endgames
 - Nightly review
- Saturday:
 - White Sicilian and Najdorf I and II, maroczy, dragon structure.
 - white and black other
 - One tactic: without calculating variations, go through “defend” and “attack” steps, to practice awareness. Then look at solution.
 - Nightly review
- Sunday: off

One will not really find a better chess training program than having a regular routine of a well-analysed game or two per day and a few puzzles. A good training plan would be to start with 1000 puzzles, memorize them and solutions so that you can play through them all in less than an hour, solving each in 1-3 seconds. Once a week, it helps to get a tactics book, look through all exercises/solutions quickly.

During every master game and every puzzle, if something was not apparent to me, ask how I would come to the solution next time.

When there are numerous classic games in a given opening you want to learn, make a short term to study all the games briefly. It helps to have a small opening file of all the openings you play, a batch of favorite tactics and positional exercises, and go through them every month. The types of slightly better positions that white is aiming for in most major openings should be understood by every player. Part of controlling the position is understanding the aims of your opening well and being familiar with the pawn-structure you are playing.

The most relevant questions to ask in post-game analysis: 1) who won the opening battle and why? 2) What were the key moments of the game? 3) What large errors or blunders were made, and why? 4) What positional errors were made? 5) Could the pawn-structure have be profitably changed by either side? 6) Did I make any poor exchanges or miss any good ones?

Players should write down their time spent during a game and mark the five moves they spent the most time on in order and mark the critical moments in their games to judge whether they are happy with the time expenditure there and in the opening phase. Moves spent more than 5 minutes on should always be noted.

Beware of the dogma in chess books. Try to read these books with a critical eye as if you do not believe a word. Memorize openings, endgames, combinations, but not rules and dogma.

The theory that chess is 99% pattern recognition is definitely false. People rarely come up with brilliancies or totally new brilliant ideas during a game, they are nearly always some form of a known idea or pattern. This is exactly the basis behind seeing a lot of strong chess and learning a lot of good patterns.

5.4 TOURNAMENTS

Notation: alpha-num. x means piece taken. 1 move represents the move by both players. If pawn captures something, place x between square came from and went. Kingside castling: 0-0. Queenside: 0-0-0.

Recall: When castling, king goes two squares away in either direction. King cant castle out of check or through a check. White square is always the right corner, with queen on her color. The rules of en passant: The capturing pawn must be on its fifth rank. The threatened pawn must have moved two squares from its starting square, and be on an adjacent file. The capture can only be made on the move immediately after the opposing pawn makes the move, otherwise, the right to capture en passant is lost. If all these conditions have been met, the threatened pawn can be removed, as if the pawn had moved only one square.

The player with the black pieces gets to decide which set and board will be used for the game, as long as Black shows up before the start of the round, and as long as Black chooses a standard set and board. Black may also chose which clock to use unless White has a 'preferable' clock. A digital clock with time delay activated is preferable over any other type of clock in a game with a sudden death time control. Black determines which side of the board the clock is on unless Black is late for the start of the game. If Black is late, White can setup his or her equipment

When the tournament director announces that it is time to start the clocks, it is proper to first shake hands and then the player with the black pieces starts White's clock. If the player with the white pieces is not present, Black should start White's clock. If the player with the black pieces is not present, White should start his or her own clock, make a move, and then start Black's clock.

The rules clearly state: 'A player who wishes to make a claim of any sort or see a director for any legitimate reason may stop both sides of the clock before claiming and/or finding a director'

If you touch a piece intending to move it, you must move it; if you touch your opponent's piece intending to capture it, you must capture it; and if you move a piece from one square to another and remove your hand from it, you must leave it where it is assuming, of course, it is your turn to move and the move made is legal. If you knock over a piece with the cuff of your sleeve, or the back of your hand, say 'I adjust' (or j'adoube) and restore the piece to its proper position. If it is your turn to move and you wish to adjust a piece on the board or remove a speck from the board, first say 'I adjust' (or j'adoube) and only then adjust the set and board. But you are only allowed to touch the board and/or pieces when it is your turn to move.

Sudden death time pressure is defined as either player having less than five minutes remaining. If either player has less than five minutes remaining, both players are allowed to stop keeping score (= recording moves on score sheet). On the other hand, one may continue to keep score if one wishes. During sudden

death time pressure, each player must operate the clock with the same hand that moves the pieces. During sudden death time pressure, one should not pick up the clock.

Only the players of the game are allowed to call attention to a fallen flag (or time expired) on their clocks. A director should never initiate a time-forfeit claim. And spectators should never say (or hint) at anything about a game. A flag is considered to have fallen only when a fallen flag is pointed out by either player. If your flag falls and then you play a move which checkmates your opponent's king, and then your opponent points out that your flag has fallen, you have still won. On the other hand, if your opponent points out that your flag has fallen before you play the move which checkmates your opponent, you lose (or draw if your opponent has insufficient material, see below). If a player claims that both flags are down (while they are indeed down), prior to a checkmate, the game is drawn. Only after both flags have fallen, a director is allowed to rule the game as drawn in order to avoid delaying the tournament. If your flag falls and your opponent has insufficient material to win on time, the game is a draw. Insufficient material is when (1) one's opponent has only a lone king; (2) one's opponent has only king and bishop or king and knight, and does not have a forced win; or when (3) one has no pawns and one's opponent has only king and two knights and no forced win.

The proper way to resign a game is to either say 'I resign' or by tipping over one's king one may then also stop both clocks. Then one should shake hands with one's opponent, and congratulate him or her for a won game. It is rude and unsportsmanlike to abandon a lost position without resigning so as to allow your clock to run out of time. It is generally considered proper chess etiquette to resign clearly lost positions. The proper time to resign should vary with one's chess ability. Most beginners should probably play on until they are checkmated. But more advanced players should resign clearly lost positions when they are certain that if they were on the other side of the position, they could beat even a master.

1) Stalemate: the game is drawn when a player cannot make any legal moves and yet is not in check.

2) Agreement: the game is drawn when both players agree to a draw. The proper procedure for offering a draw is, (a) immediate after making one's move on the board, (b) say: 'I offer a draw,' and only after making one's move and announcing 'I offer a draw,' (c) press the button on one's clock so as to start your opponent's clock. After a draw has been offered, one's opponent has the option of accepting anytime before his or her next move. One rejects a draw offer simply by playing one's next move. To accept a draw which has been offered, one may stop the clocks and shake hands, thus signifying the acceptance of the draw offer.

3) Triple occurrence of position: the game can be claimed to be drawn when the same identical position occurs three times. Only a player on the move may claim a draw by triple occurrence of position. There are two ways to make such

a claim. If a move is required to complete the third occurrence of the position, the player claiming the draw should write this move down on his or her score sheet (without making the move on the board) and then stop both clocks, and make the claim. If no move is needed to complete the third occurrence of the position, the player claiming the draw should stop both clocks. If the opponent agrees with the claim, the game is drawn. If the opponent does not agree with the claim, a director should be called over to make judgment. If the director denies the claim, the claimant is still obligated to play the move recorded on his or her score sheet, if one was made.

4) Insufficient material to continue: the game is drawn when one of the following endings arises: (a) king versus king; (b) king versus king with bishop or knight; (c) king and bishop versus king and bishop (when both bishops are on squares of the same color); or (d) any position where there are no longer any moves that could lead to any player being checkmated.

5) Insufficient material to win on time: the game is drawn when a player exceeds the time limit and yet his or her opponent has insufficient material to win on time, such as having a lone king, a king with a bishop or knight, or a king with two knights.

6) 50-move rule: the game is drawn when 50 moves have been made by each side without any capture or pawn move.

7) Both flags down in sudden death: the game is drawn in a sudden death time control if one of the players points out that both flags are down and they are indeed down.

8) Insufficient losing chances in sudden death: in a sudden death time control without a clock with time delay, a player with two minutes or less of remaining time may stop the clocks and ask the director to declare the game drawn on the grounds that the player has insufficient losing chances. This rule refers to more complex position than those under insufficient material to win on time. Examples of the type of positions which qualify as insufficient losing chances can be found in the rule book under. The tournament director, if unsure of the claim, has the option of continuing the game with a clock which has time delay.

9) Accepting the implied draw offer: if one's opponent makes a draw claim (such as: triple occurrence of position, insufficient material to continue, insufficient material to win on time, the 50-move rule, both flags are down in sudden death, insufficient losing chances, etc.), one may accept the implied draw offer, thus ending the game drawn.

10) Draw declared by director: on rare occasions the director may declare a game drawn