

MARIANA IONIȚĂ

CRISTIAN PALAMAR

# THE GAME OF CHESS

Manual for primary and secondary school



Sah Press

**Mariana Ioniță**

**Cristian Palamar**

# **The Game of Chess**

**Manual for primary  
and secondary school**

*(optional course)*

ŞAH PRESS  
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## Motto

*"There doesn't exist an older, more difficult, more noble and more clever game than this."*

# Introduction

This manual appeals to teachers, professors, and parents, grandparents who want to teach their children the game of chess systematically.

The lessons are designed in accordance with the new study plan and with the new structure of the school year.

There are 30 hours of teaching-learning for every study year; 4 hours at the teachers' disposal. Pupils who prepare by themselves or in small groups can speed up on learning the subject by training twice or three times per week.

The lessons are conceived for 45-50 minute sessions and include, in general, 2-4 diagrams with the necessary explications for each theme.

After the notion is well known, the pupils will be left to play one with each other by themselves or from the opening positions proposed by the manuals authors.

They will have to solve the diagrams included in "Knowledge evaluation", as homework.

Helped by special lessons the revision of theoretical knowledge and their practical application can be made.

After the 3 years of work, pupils have to know:

- the rules of the game;
- the piece value:
  - relative;
  - absolute;



- elementary knowledge about the three fazes of the match:
  - opening;
  - middle game;
  - ending;
- to use the basic tactic procedures;
- to understand the chessmen's collaboration;
- to apply the learned knowledge.

These notions will help them develop the most important intellectual capacities; logical and creative thinking, power of analysis and synthesis, intuition, imagination, memory, attention, perspicacity, anticipation capacity, power of concentration and capacity to test.

Because chess can be seen as an art, its study will contribute to the education of the artistic sense as well.

The power to fight, the will to win are other personality features developed by this game. It's not only a battle between two armies, but also an entire universe which, once discover, that channels the young disciples energies in a positive direction and offers him multiple sportive, aesthetic and intellectual satisfactions.

The game is recommended for study not only by its age, but also by its impressive gallery of celebrities, nobility, great authors, scientists or philosophers who appreciated its qualities.

Voltaire, Rousseau, Diderot, Kant, Laplace, Goethe, Beethoven, Byron, Puskin, Tolstoi, G.B. Shaw, Sadoveanu, Spiru Haret, Stefan Odobleja were renowned chess fans .

The efforts made by big computer enterprises to unravel chess have to be mentioncd. The systematic and synthetic way chess knowledge are accumulated helped programmers in perfecting the most fascinating discoveries of the 20<sup>th</sup> century.

The authors thank everyone who contributed to the publishing of this book, especially GERMAN ROMANIAN ASSURANCE S.A.

## THE 1<sup>ST</sup> YEAR

*"To learn to play chess is easy,  
to learn to play it well is hard."*

*J. R. Capablanca*



## **Reference objectives; learning activities; contents**

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### **1. The board and the pieces - 2 hours**

The pupils must know:

- a) the structure of the chess board
- b) the pieces
- c) how they are placed at the beginning of the game.

### **2. Moving the pieces - 2 hours**

The pupils must know:

- a) how to move every piece
- b) how many squares it can control on:
  - a file
  - a diagonal
  - a rank

### **3. The chess notation - 2 hours**

The pupils must know:

- a) how the squares, the files and the ranks are noted
- b) which are the central squares, the central point, the frontier, the central files and the large centre
- c) how to note:
  - moving the pieces
  - capturing the pieces

### **4. Check - 2 hours**

The pupils must know:

- a) how to give check:
  - with the queen
  - with the rook

- with the knight
- with the bishop
- with the pawn
- b) what to do when the king is in check:
  - capture the opposite pieces
  - block the check with one of your own piece
  - run with the king

## **5. The Mate - 2 hours**

The pupils must understand:

- a) the difference between check and checkmate
- b) how to do checkmate with:
  - the queen
  - the rook
  - the knight
  - the bishop
  - the pawn

## **6. The Stalemate - 2 hours**

The pupils must understand:

- a) the difference between checkmate and stalemate
- b) the fact that the game ends as a draw
- c) what is a draw

## **7. The Castling - 2 hours**

The pupils must understand:

- a) how to make the castling
- b) why the castling is made
- c) cases in which the castling can not be made

## **8. The Pawns - 2 hours**

The pupils must understand:

- a) taking en passant

- b) the purpose in advancing the pawns in
  - the opening
  - the middle game
  - the end game
- c) how the pawn gains:
  - check
  - material winnings

## **9. The Queen - 2 hours**

The pupils must know:

- a) the relative and absolute value of the queen
- b) checkmate with the queen
- c) eternal chess
- d) material winnings:
  - the attack
  - the double attack
  - the pin

## **10. The Rooks - 2 hours**

The pupils must know:

- a) the relative and absolute value of the rook
- b) a few typical checkmate positions
- c) material winnings:
  - the attack
  - the double attack
  - the pin

## **11. The Bishops - 2 hours**

The pupils must know:

- a) the relative and absolute value of the bishop
- b) a few typical checkmate positions



- c) material winnings:
  - the attack
  - the double attack
  - the pin

## **12. The knights - 2 hours**

The pupils must know:

- a) the relative and absolute value of the knight
- b) the suffocated mate
- c) material winnings:
  - the double attack

## **13. The exchange - 1 hour**

The pupils must know:

- a) what taking the exchange means
- b) that a knight or a bishop helped by 2 pawns can fight successfully against a rook

## **14. An exchange - 3 hours**

The pupil must understand:

- a) the purpose with which the pieces are exchange in
  - the opening
  - the middle game
  - the end game
- b) the purpose for which some pieces can be sacrificed (the trade of two uneven pieces is named sacrifice)

## **15. The fazes of the game - 3 hours**

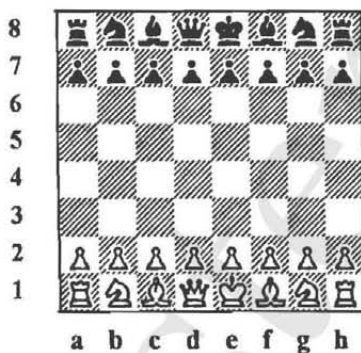
The pupils must understand the differences between the three parts of a chess game:

- the opening
- the middle game
- the end game

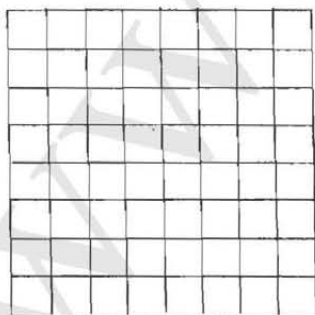
# 1. The board and the pieces

## 1.1. Learning activities

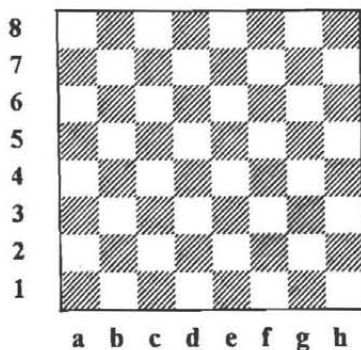
Chess, the game of the wise,  
Teaches us to be pure of heart,  
To love life  
And to succeed.



Take a big cardboard  
And mark with a line  
Sixty four squares,  
So we can fight.



So I won't loose myself,  
I use two colours:  
White and black repeat themselves,  
The chess board is fabulous.

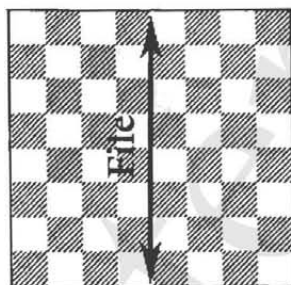
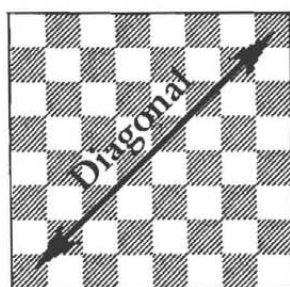


One by one I'm going to colour  
All the pieces that are going to fight:

Kings, Queens, Bishops,  
Rooks and pawns.

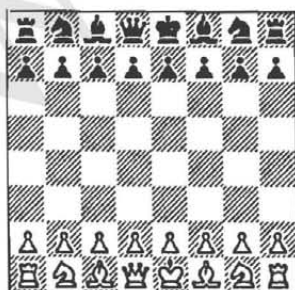


I want to learn right a way,  
Three difficult words:



## 1.2. Knowledge evaluation

Who searches the board  
Guesses the answers:



- Where is the queen always placed?
- What colour is the square on every players right?

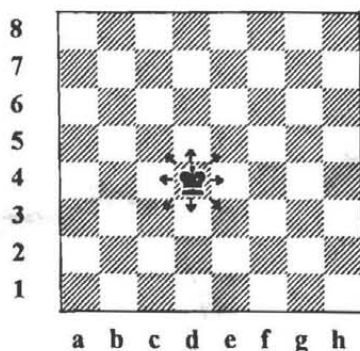
A. The queen is always placed on a square the same colour as hers.  
B. Every player has on his right a white coloured square.

Answers:

## 2. Moving the pieces

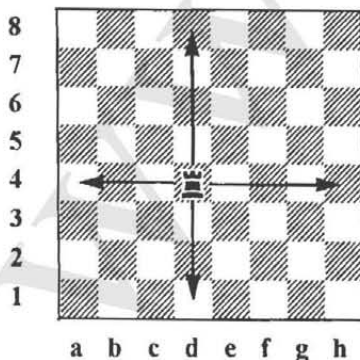
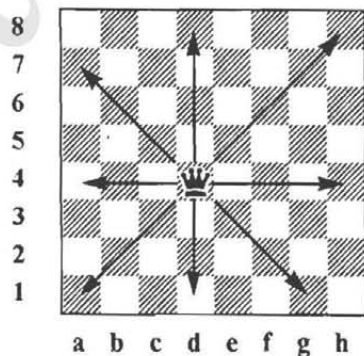
### 2.1 Learning activities

We play with the pieces  
And learn to move them.

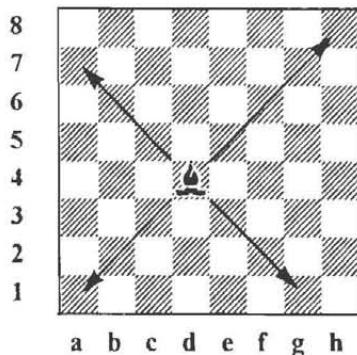


The king can move on any close square which is not inhabited by an enemy piece.

The queen can move on any square on the file, diagonal or rank it's placed on.

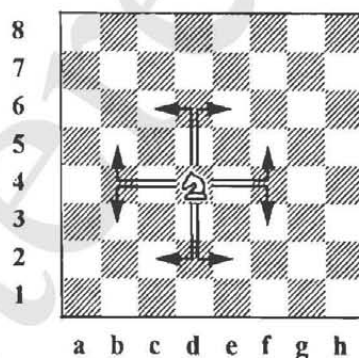


The rook can move on any square on the file or rank it's placed on.



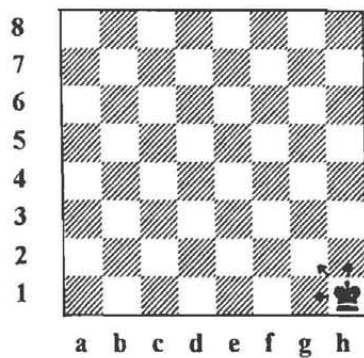
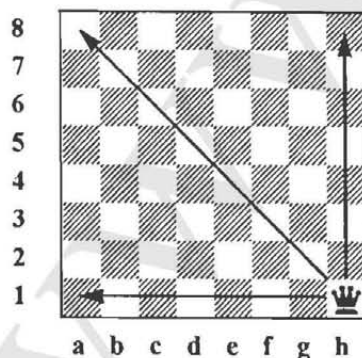
The bishop can move on any square on the diagonals it's placed on.

The knight can move in the shape of the letter "L" (two squares forward, one sideways).



## 2.2. Knowledge evaluation

How many squares does every piece control?



The queen controls 21 squares and the king 3 squares.

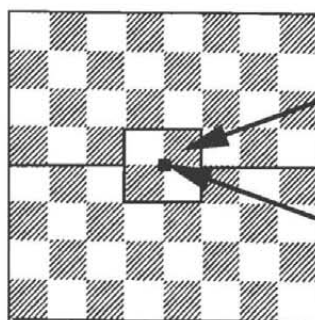
Answer:



### 3. Chess notation

#### 3.1 Learning activities

Today, we work again,  
We meet letters,  
We note fields  
Which we learn.



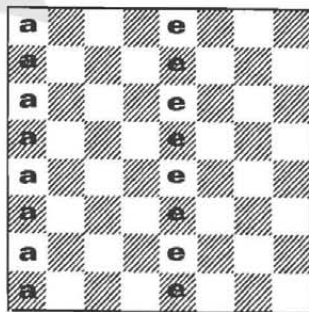
central squares  
e4, e5, d4, d5

frontier

central point

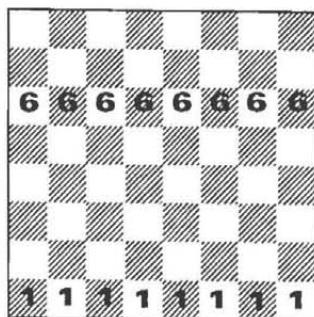
The eight files (from left to right for white and from right to left for black) are noted with small letters:

a, b, c, d, e, f, g, h.



The eight ranks (from white to black) are noted with numbers:

1, 2, 3, 4, 5, 6, 7, 8.



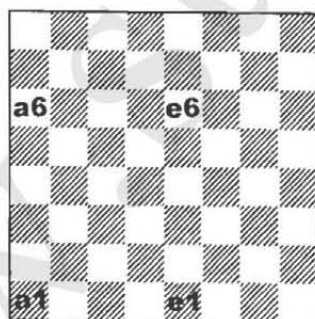
Every piece is indicated by its initial, a block letter being used:

**K**=king, **Q**=queen, **R**=rook, **B**=bishop, **N**=knight.

In the pawns case, only the squares they are placed in are noted:

e4, e7, a7, g6.

Every square will be noted with a combination between a letter and a number.



A pieces initial and the square its placed in will be used for every move.

*Ex. Cf3, Nb4, Dc5*

In the pawns case, only the squares they are placed in are noted:

*Ex. a5, c6, d4, e6*

When a piece is captured, the “:” sign will be interspersed.

*Ex. C:b3, D:c3, R:f1*

In the pawns case, we will note the file it leaves from, as well as the square it reaches:

*Ex. e:d3, c:b4, g:h6 sau ed3, cb4, gh6*

When two identical pieces can move on the same square, the square they leave from is noted as well.

*Ex. N2f3, Tab5, Ndf3*

In case of a pawns transformation, the move is indicated, as well as the new piece initial.

*Ex. d8Q, f8T, c8Q*

### *Important abbreviations:*

**o-o** - the small castling

**o-o-o** - the big castling

**++** - double check

**#** - mate

**:** - capture

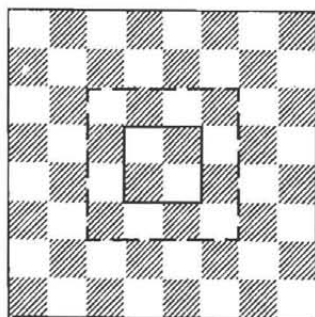
**+** - check

**e.p.** - taking "en passant"

## 3.2. Knowledge evaluation

A. Note with letters and numbers the centre of the board.

B. Note with letters and numbers the squares which surround the centre of the board.



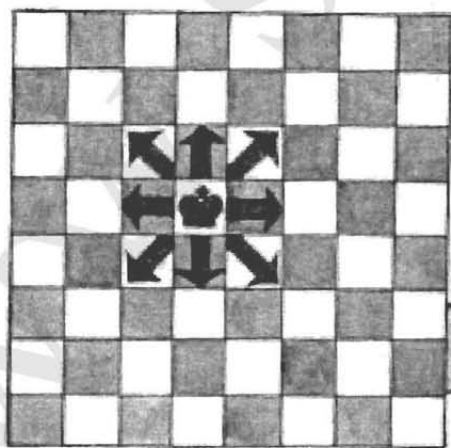
- A. The squares that form the centre of the board are: e4, e5, d4, d5, e3, d3, c3, c4, c5.  
B. The squares that surround the centre of the board are: c6, d6, e6, f6, f5, f4, f3,

**Answers:**

# Chess



Chess is played between two opponents on a square board, named chess board (esichier). The match is started by the player with white pieces. Its a players' turn to move after his opponent moved.

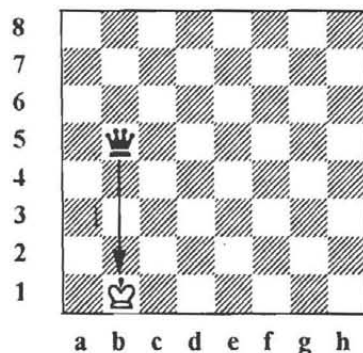


## 4. Check

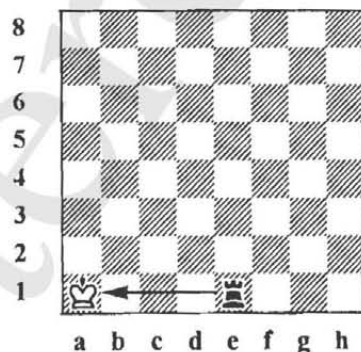
### 4.1 Learning activities

Each players' goal is to attack the opponents king so that he will not have any valid move left to stop its capture.

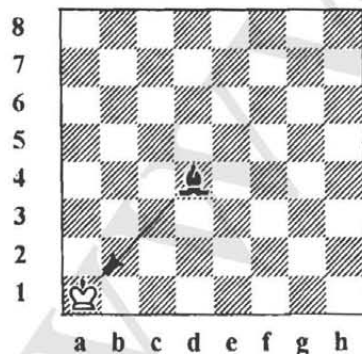
Check is when the king is attacked by an opposite piece.



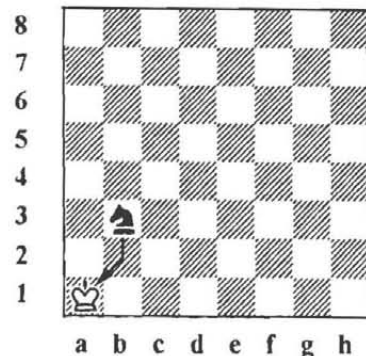
check: with the queen



check: with the rook



check: with the bishop

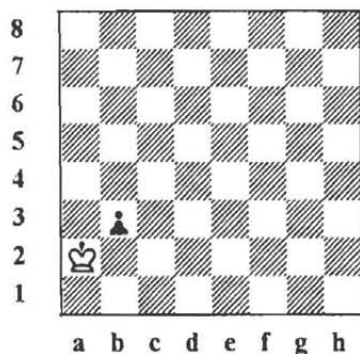


check: with the knight



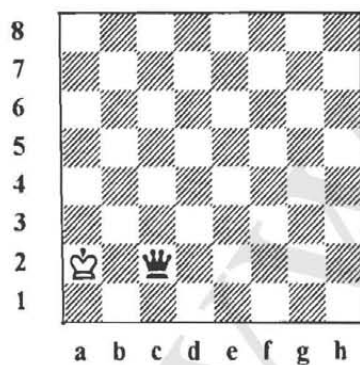
## 4.2. Knowledge evaluation

How can check be blocked?



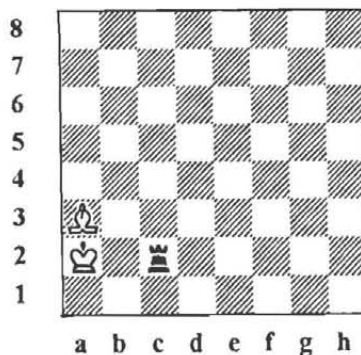
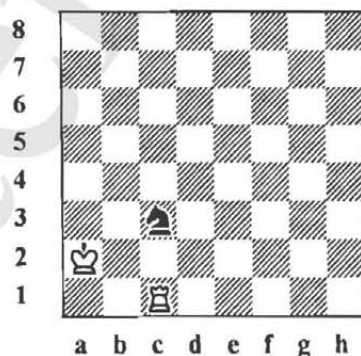
*Use the king to capture the piece that checked.*

*Use another piece to capture the piece that checked.*



*The king flees from the check.*

*The player blocks the check with another piece.*



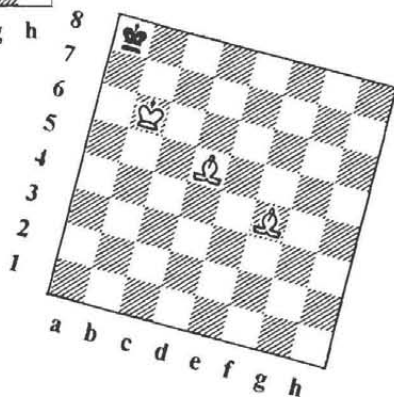
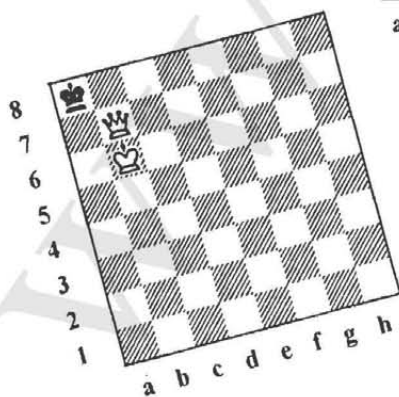
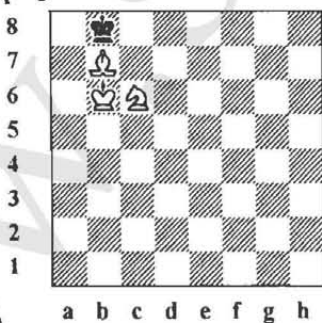
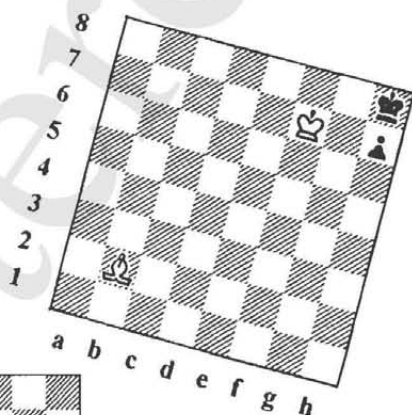
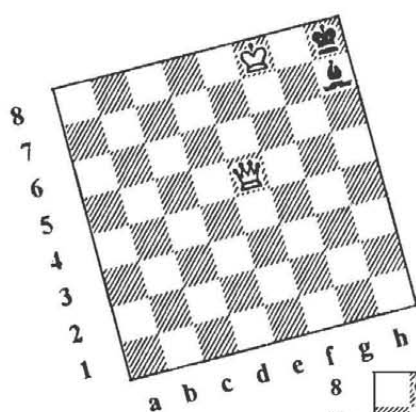
## 5. Mate

### 5.1 Learning activities

The king is in check when the field he inhabits is attacked by one or several opponents pieces. In this case it's called "king check".

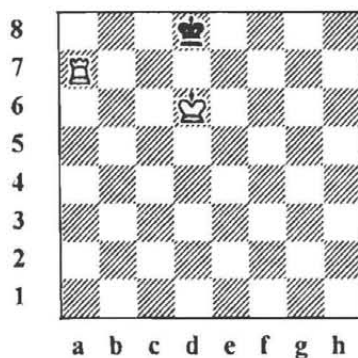
Check must be blocked at the very next move. If the check can't be blocked, it's called "checkmate" or "mate".

The match is won by the player that checked the opponents king.

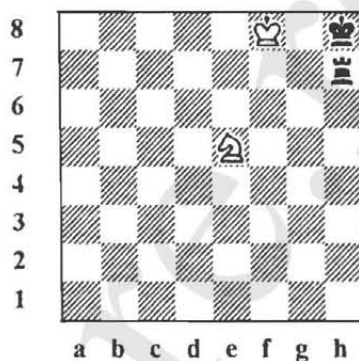


## 5.2. Knowledge evaluation

What does the white move?



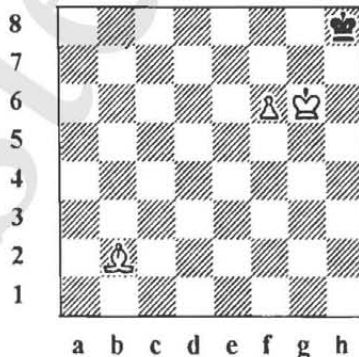
*Ta8 mate*



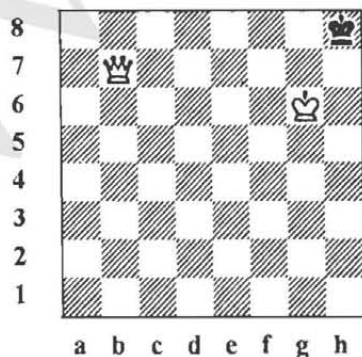
*Ng6 mate*



*Nc7 mate*



*f7 mate*



*Qb7 or Qg8 mate*

## 6. Stalemate (draw)

### 6.1 Learning activities

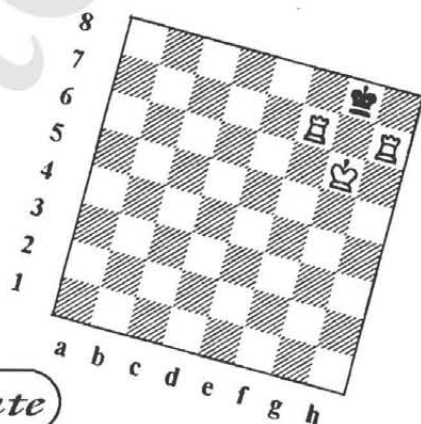
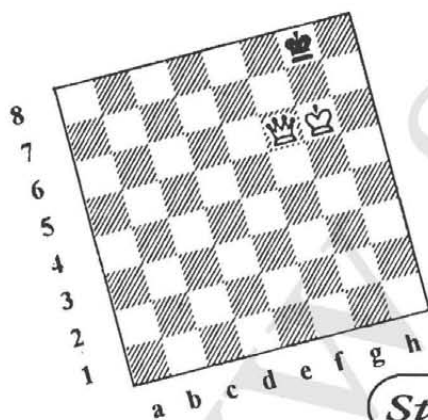
In certain situations, the chess game finishes with a tie. This is called a draw.

The game is a draw when the players' king isn't in check and the player can't make any valid move. In this case, the king is in stalemate.

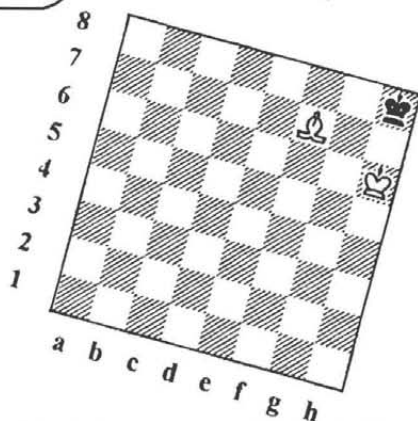
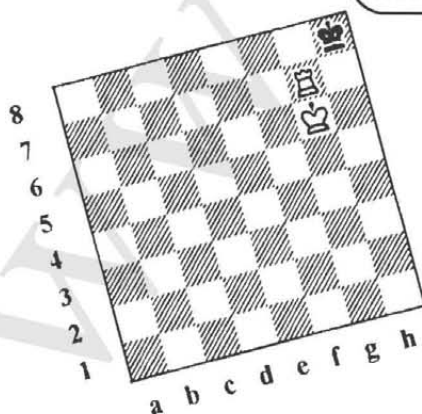
The game ends with a draw if both players have moved 50 times without moving any pawn and without capturing a piece.

The game is a draw if the same position repeated itself or will repeat itself 3 times or if the two players agree during the game.

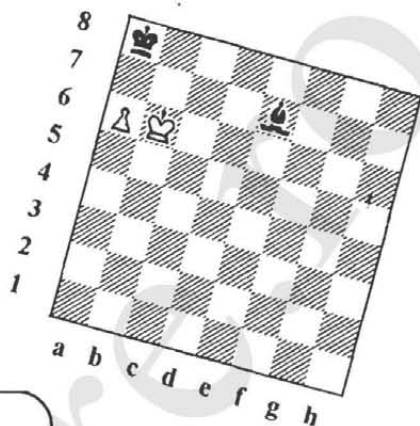
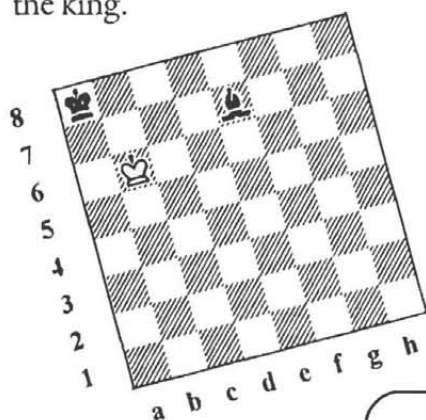
One of the players can force the draw giving eternal check to the king. In the next diagram, the black, is in stalemate.



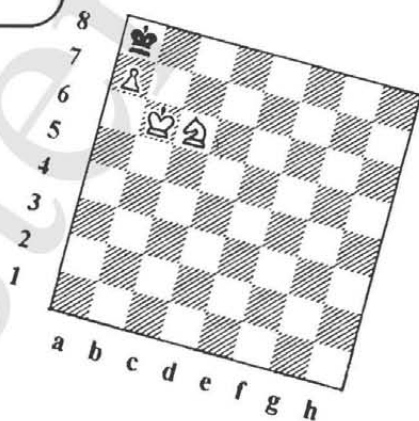
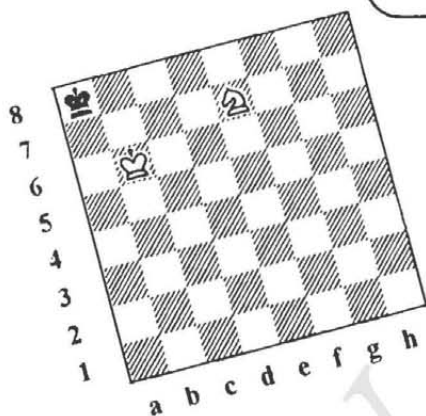
*Stalemate*



In the next diagrams, neither of the two players can give checkmate to the king.



*Draw*



## 6.2. Knowledge evaluation

What does the black move?



*The black can't move. It's stalemate. The game ends draw.*

**Answer:**



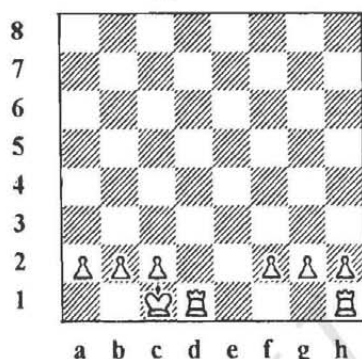
## 7. The Castle

### 7.1 Learning activities

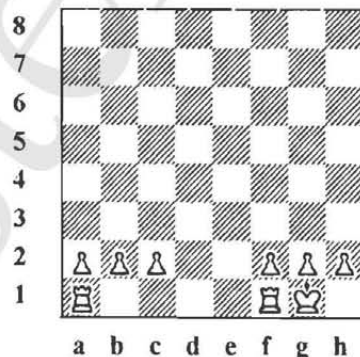
The castling is a move that can be made only once during a game. It's objective is to defend the king.

It consists in moving the king and one of the towers so that the king moves from his initial field, two squares towards one of the towers; the particular tower moves, on the same line, over the king and positions itself on the square next to the king.

*Big castle*

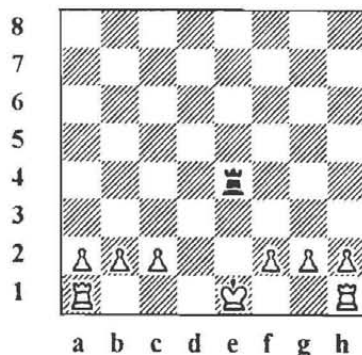


*Small castle*

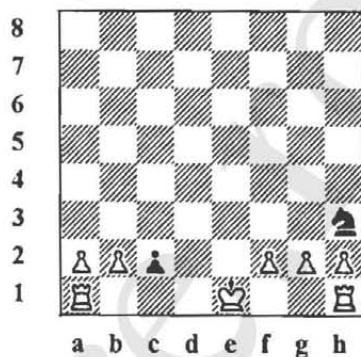


The castle can't be done if:

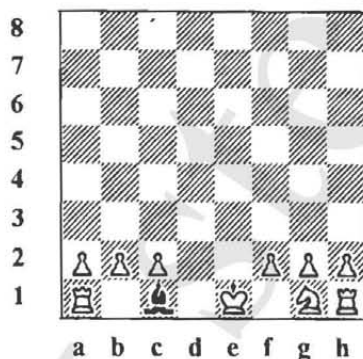
- a) The king has been already moved;
- b) The rook has been already moved;
- c) The king is in check;



d) The square on which the rook has to jump, or the square which the king has to reach is inhabited by an opponents piece.



e) There is a piece between the king and the rook that are making the castling.



## 7.2. Knowledge evaluation

Can the white make the castle?

Can the black?



The white can't make the small castle because the f1 square is controlled by the black queen. It can make the big castle. The black can't make the small castle, because he would find himself in check. It can make the big castle.

Answers:

## 8. The pawns

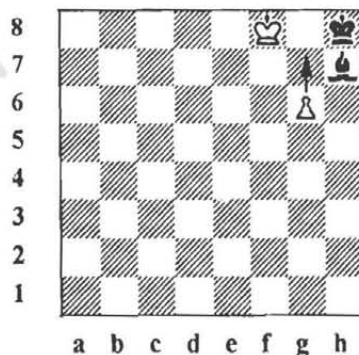
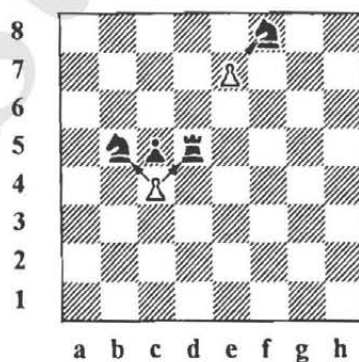
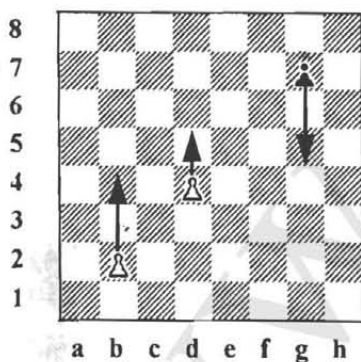
*Even if I'm tiny.*

*I am mighty*

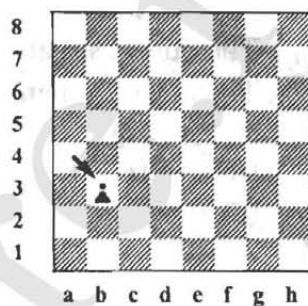
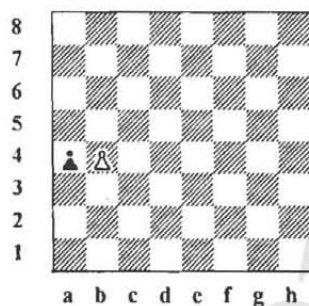
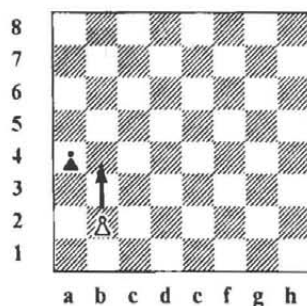
*...I'm only scared of knighty...*

### 8.1 Learning activities

- a) The pawn only moves forward, on a vacant field, on the same file.
- b) When it's situated in its initial square, it can move two fields forward on the same file.
- c) The pawn can capture any rook situated on a field in front of it or in its diagonal.
- d) When a pawn reaches the last (horizontal) line, he must be replaced in the same move with an superior piece (queen, rook, knight, bishop), even if the particular piece is or isn't on the board.

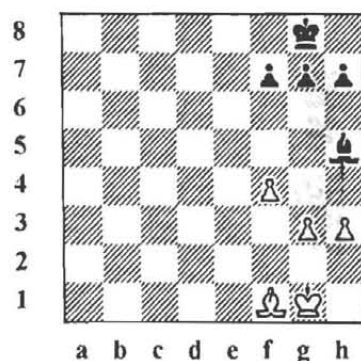
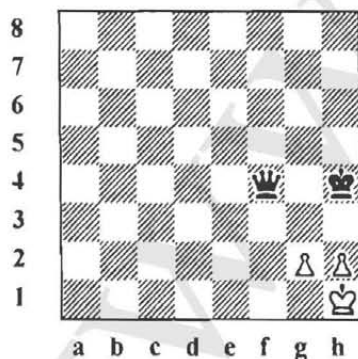


e) The pawn that moved two fields can be captured if it passes by a opposite pawn. This capture can be made only at the next move and is called taking “en passant”.



## 8.2. Knowledge evaluation

What does the white player move?



**Answer:**  
In the first diagram, the white player moves Ig3 and captures the queen; in the second diagram, Ig4 Bg6 2.f5 and captures the bishop.

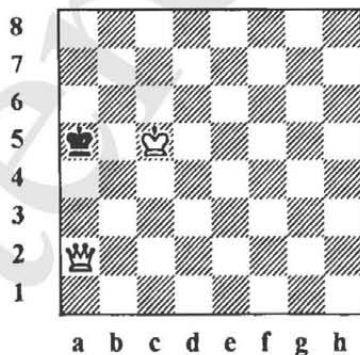
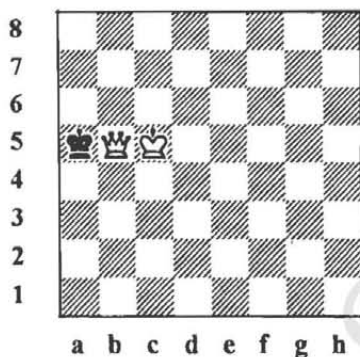
## 9. The Queen

### 9.1 Learning activities

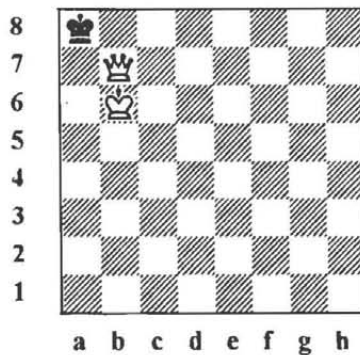
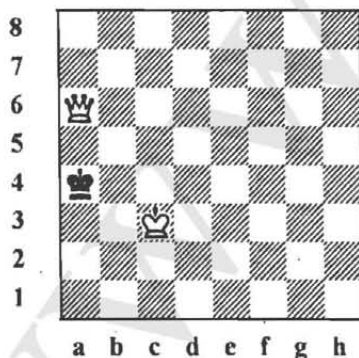
The queen is the most important piece on the board, after the king. The queen, situated in the middle of the board, controls 27 squares. The queen, situated in the board's corner, controls 21 squares.

$1Q = 9$  pawns

$1Q = 1R + 1B + 1$  pawn



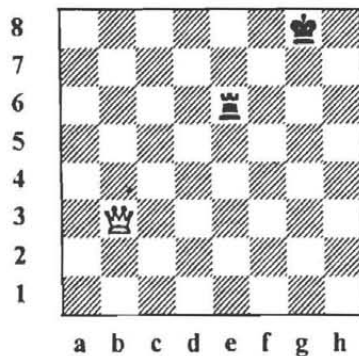
*Mate*



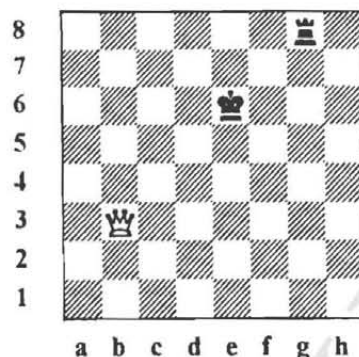
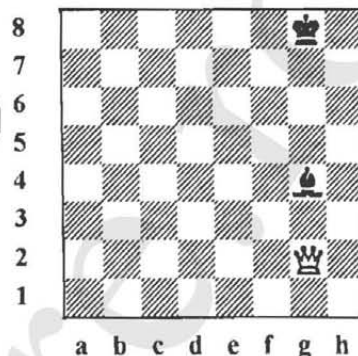
**Remember!**

Avoid taking your queen by herself in the enemies' territory and don't attack without the back up of other pieces, because you will not succeed in giving check and you will lose your queen uselessly.

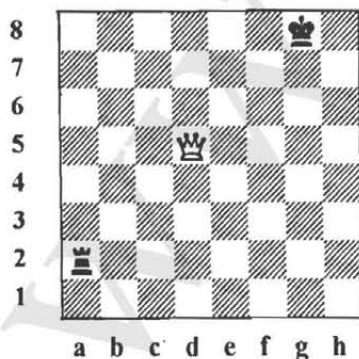
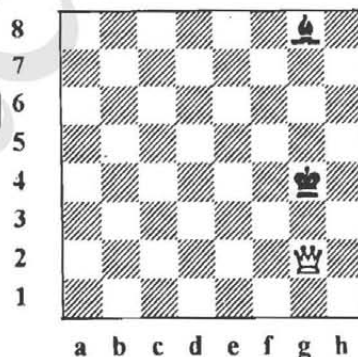
# Geometry and chess



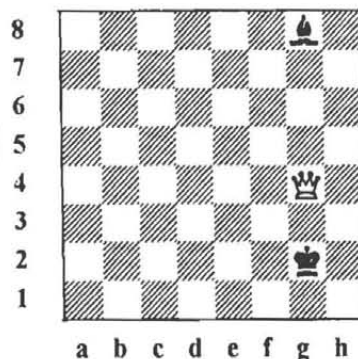
*Pin*



*X ray attack*

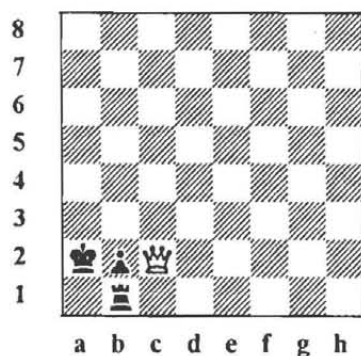


*Double attack*

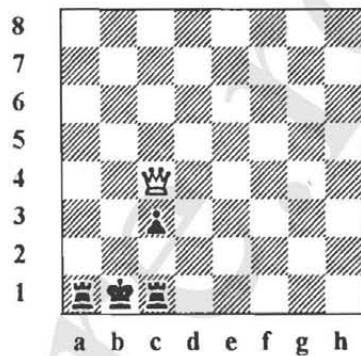


## 9.2. Knowledge evaluation

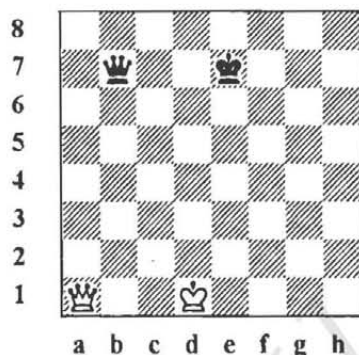
How does the white win?



*Qa4 mate*



*Qb3 mate*



*Qg7+*



1. *Qe8+Kb7*  
2. *Qe4+Kh8*  
3. *Q:d5 etc.*



How does the white save himself?

The black player threatens 1... *Qg2 mate*.  
The white player saves himself by giving  
perpetual check.  
1. *Qc7+Ka8*  
2. *Qc8+Ka7*  
3. *Qc7+ etc.*

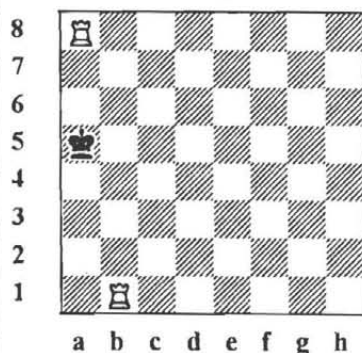


# 10. The rooks

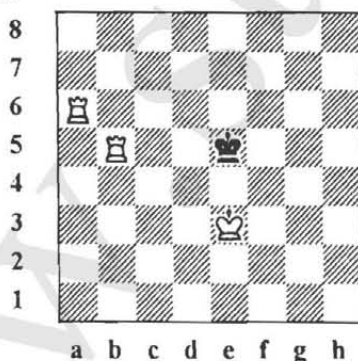
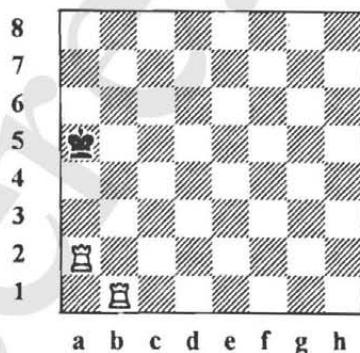
## 10.1 Learning activities

The rook is the only piece that controls the exact same number of squares, 14, indifferently of the square its situated.

1R=5 pawns

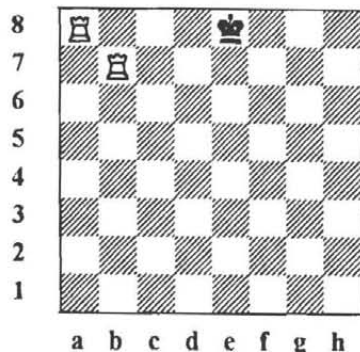
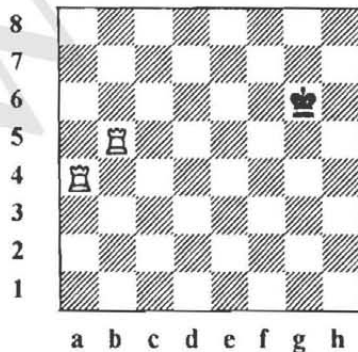


*Mate*



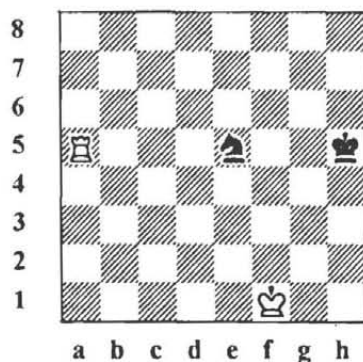
How to give checkmate

1. Ra6+Kf7
2. Rb7+Ke8
3. Ra8 #

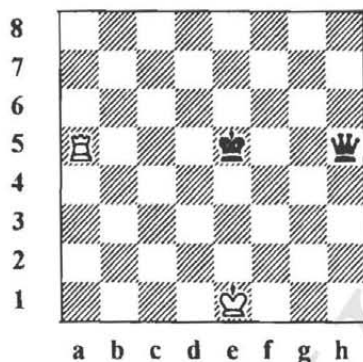
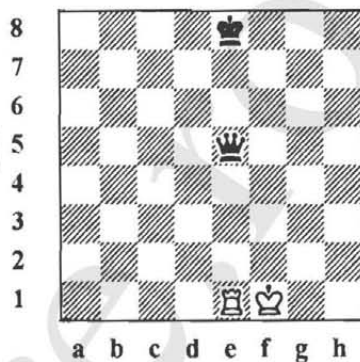




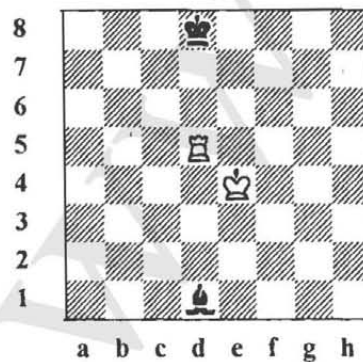
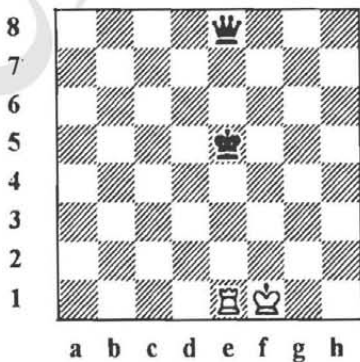
## Geometry and chess



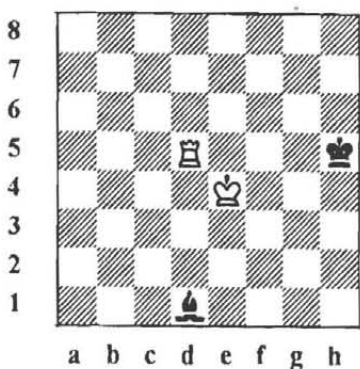
*Pin*



*X ray attack*

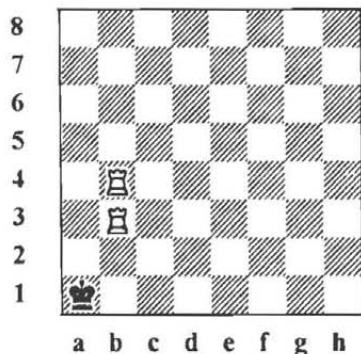


*Double attack*

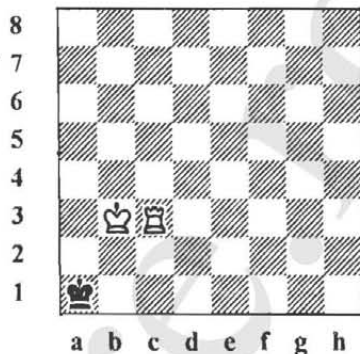


## 10.2. Knowledge evaluation

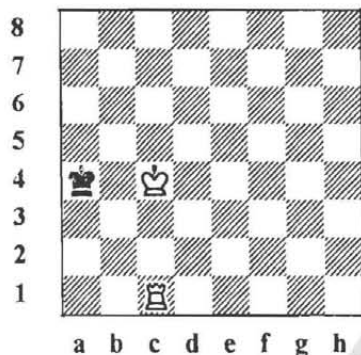
What does the white move?



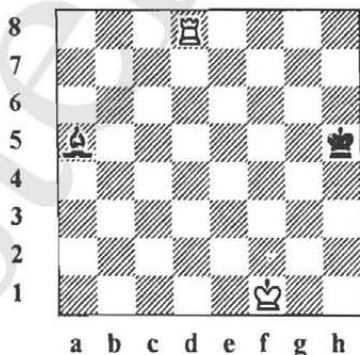
1. Ra4 mate or Ra3 mate



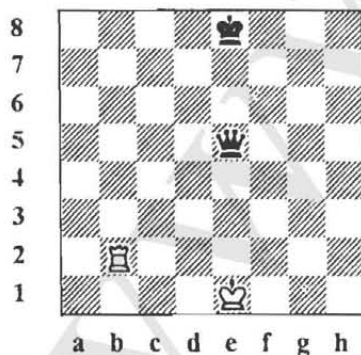
1. Rcl mate



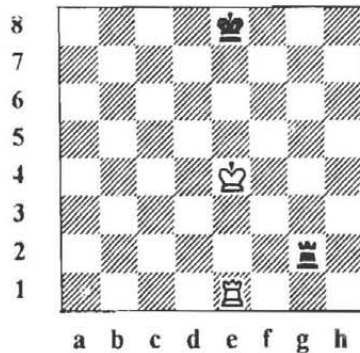
Ral mate



1. Rd5+ ~ 2. R:a5



1. Re2 and the match ends a draw, because the black queen can't flee the pin.



1. Kf3+ and the white player captures the black rook, because it can't flee (the black king being in check).

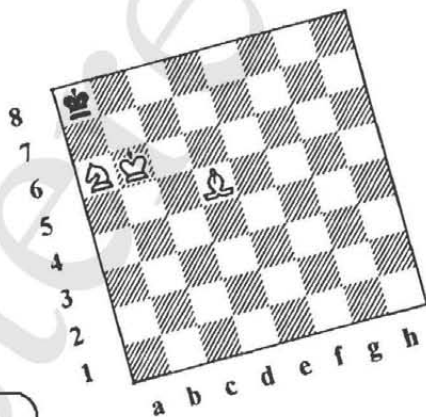
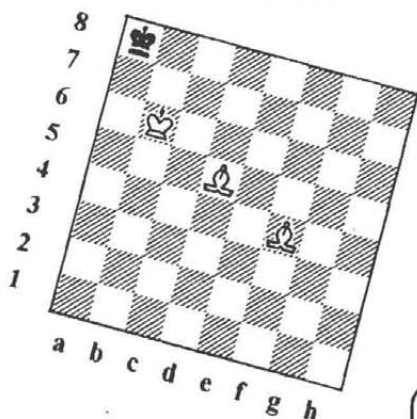
# 11. The bishops

## 1.1. Learning activities

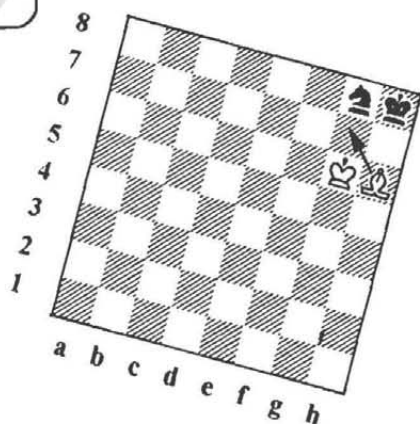
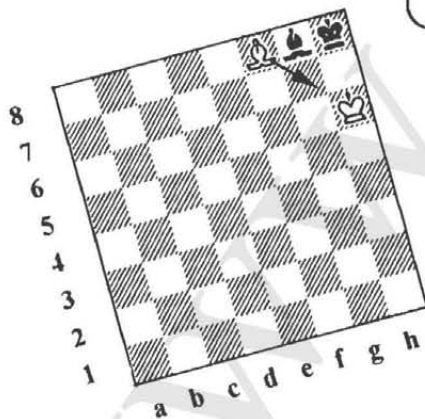
The bishop is the only piece that moves on the same colour the whole duration of the game. Each player has a white bishop and a black one.

1B=3 pawns

1B=1C



*Mate*

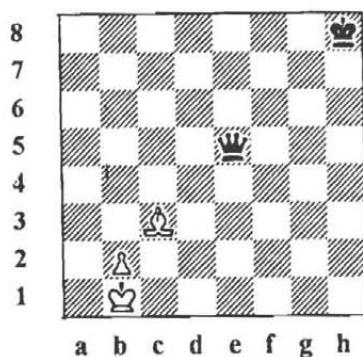


### Remember!

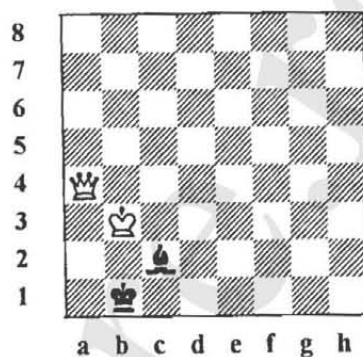
The bishop whose colour is opposite to the colour on which your pawns are situated is kept, so that you can control both colour fields.

# Geometry and chess

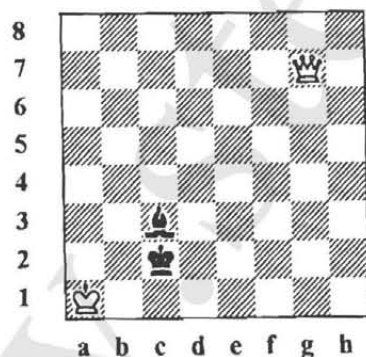
*Pin*



*X ray attack*

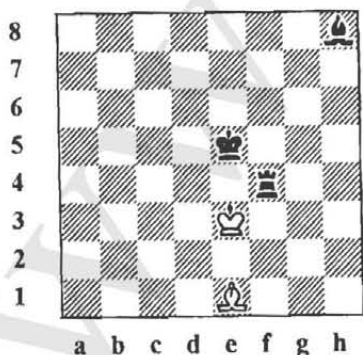


*Double attack*

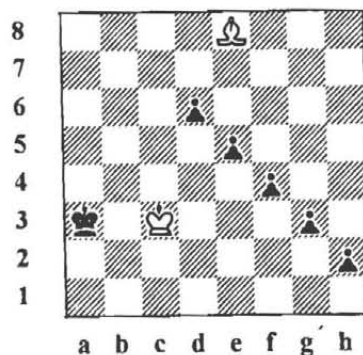


## 11.2. Knowledge evaluation

What does the white move?



*1. Bg3*



*1. Bc6*

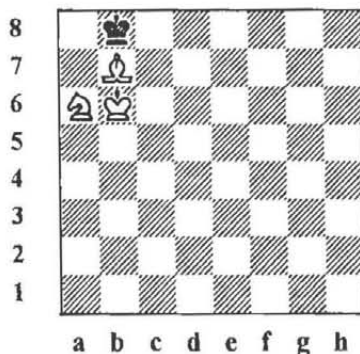
## 12. The knights

### 12.1. Learning activities

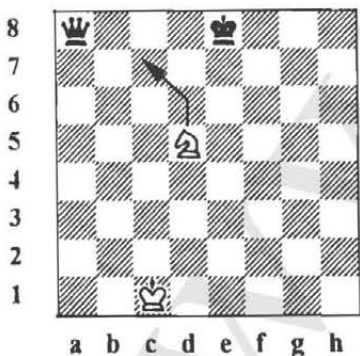
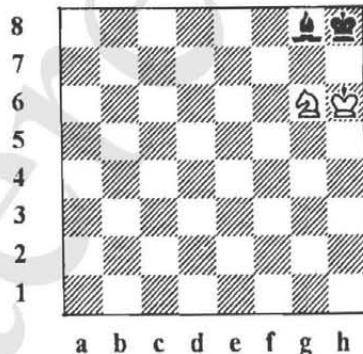
The knight is the only piece that can jump over enemy and your own pieces.

1N = 3 pawns

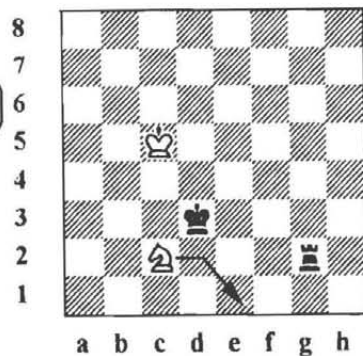
1N = 1B



*Mate*



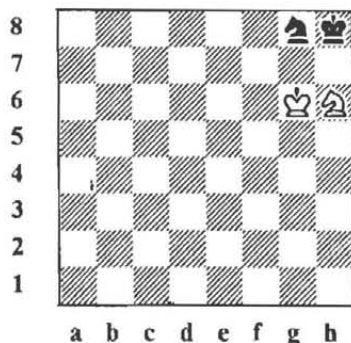
*Double attack*



### Remember!

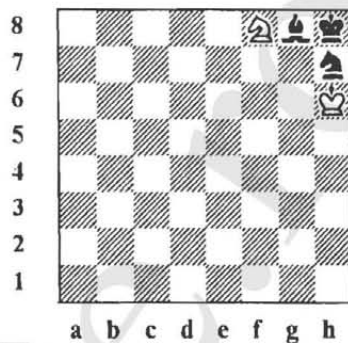
The knight is more powerful than the bishop in positions with several pawns on the board. If it reaches the opponents territory and if it is backed up by a pawn and can't be cast out, it is more powerful than a rook.

## 12.2. Knowledge evaluation



*1. Nf7 mate*

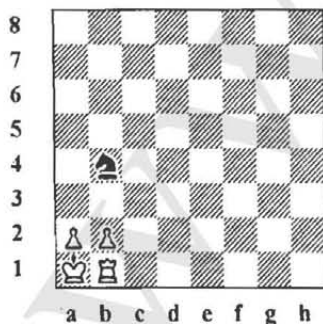
What does  
the white  
move?



*1. Ng6 mate*

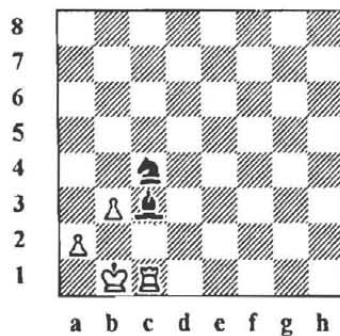


*1. Nf7 mate*



*1... Nc2 mate*

What does  
the black  
move?



*1... Na3 mate*

# 13. The exchange

## 13.1. Learning activities

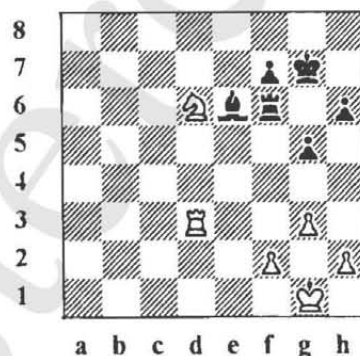
1R = 1N + 2 pawns

1R = 1B + 2 pawns

Gaining or losing the exchange is, when, during the game, a rook exchange for a knight or a bishop.



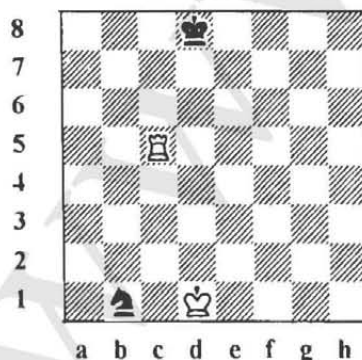
1. Bc3



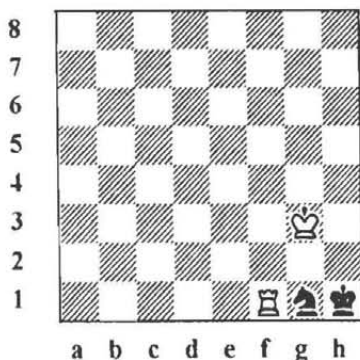
1. Ne8+

## 13.2. Knowledge evaluation

Capture the knight



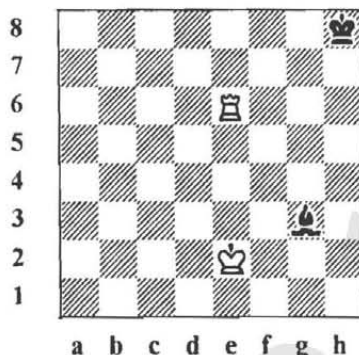
1. Kc2 Na3+ 2. Kb2



1. Rf2

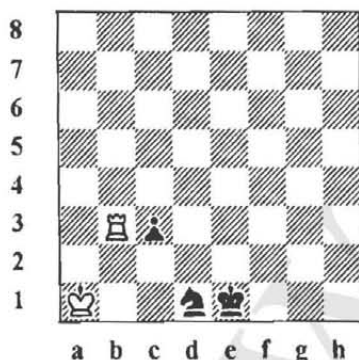


## Capture the bishop



1. Kf3 Bc7 (1... Bh2 2. Rb6+)
2. Re8+ Kg7
3. Re7+.

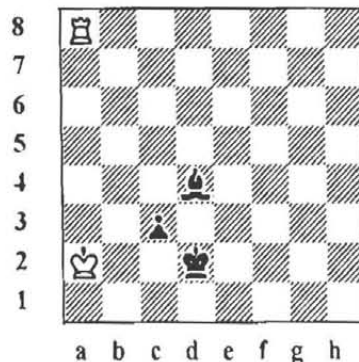
## Transforming the pawns



1. ...c2
  2. Rb1 Kd2 (the rook can't be captured)
  3. Ka2 Nc3+ 4. Ka3 N:b1
- (If capturing the rook with the pawn and transforming it into Q or R, the king is in stalemate.)

## Transforming the pawns

1. ...c2
2. Rc8 Bc3!
3. Rd8+ Ke2 (if 3... Ke1 then 4. Rb8 c1Q and 5. Rb1)
4. Re8+ Kg2
5. Rf8+ Kg2
6. Rg8+ Kh2 and the pawn transforms in Queen





# 14. An exchange

## 14.1. Learning activities

During the match, the chessmen aren't exchanged randomly. The players have in view the gain of small strategical or tactical advantages.

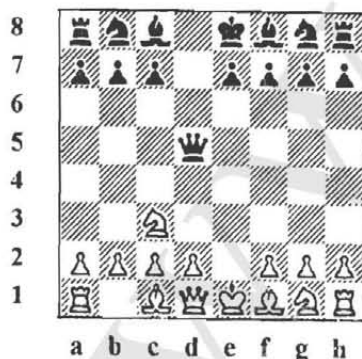
Exchanges have objectives:

### a. Time gaining

Naturally, the player attacks pieces for capturing them.

If the opponent is forced to move he's own piece from a good position to a not so good position, I win time.

In several openings, loosing time is accepted in exchange for other positional advantages.



1. e4 d5
2. e:d5 Q:d5
3. Nc3



- |           |              |
|-----------|--------------|
| 1. d4 Nf6 | 4. c:d5 N:d5 |
| 2. c4 g6  | 5. e4        |
| 3. Nc3 d5 |              |

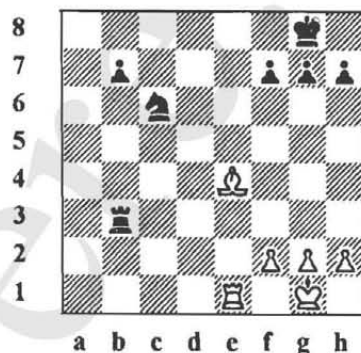


b. Eliminate tension from the centre and continue developing

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. C3 Nf6 5. D4 ed4 6. Cd4 Bb4+ 7. Bd2 B:d2 8. Nb:d2 d5 9. Ed5 Nd5 10. Qb3 Nce7

c. Open or occupy a file

1. Bd5, or B:c6
2. Re8 mate



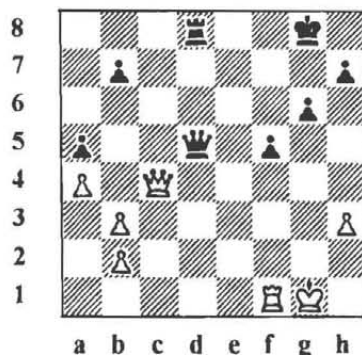
d. Destroying a defender

1. B:d6 c:d6
2. Re8 mate

## 14.2. Knowledge evaluation

What does the white player move?

1. Rd1 Q:c4
2. R:d8 time gain
- 2... Kf7
3. b:c4



# 15. The fazes of a game

## 15.1. Learning activities

Theoretically, the game can be divided in tree fazes: *the opening, the middle game and the ending.*

### The opening

In the opening, the player has in view:

- occupying or controlling the centre
- the fast development of the pieces
- avoiding the useless time loosing

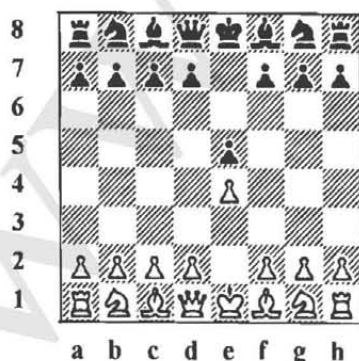
The opening lasts 10-12 moves:

- the central pawns are moved
- the knights and bishops are moved
- the castling is made
- the queen is placed in a favourable position
- the pieces are brought in the middle

The openings are classified by:

- the pawns structure
- the position of the pieces

Open games



The Sicilian defence



## The middle game

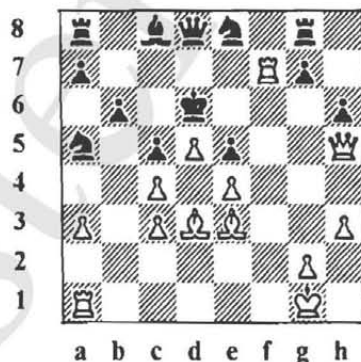
In the middle game, the player has in view:

- obtaining positional and material advantages
- attacking the opponents king

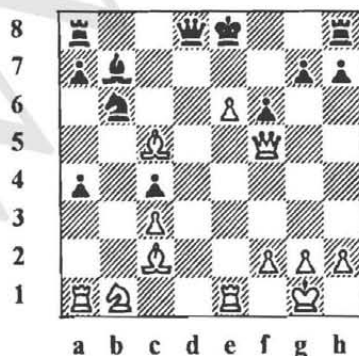
The ideas included in the opening are continued logically in the middle game. It ends when the pieces number decreases, the kings stop to be threatened and become battle pieces. In the middle game, the king must be protected. If not, it can be given checkmate.



1. N:c7+ Q:c7
2. Qe4 mate



1. Q:e5 K:e5
2. Bf4 mate



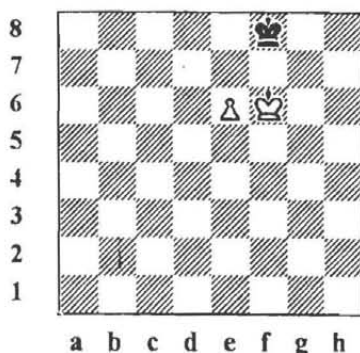
1. Qg6+ h:g6
2. B:g6 mate

## The ending

In the ending, the player has in view to capitalise the advantages obtained in the middle game.

The smallest material advantage that a player can obtain is the one with the pawn.

Let's learn how can the pawn be transformed in a queen.



a) Having to move, the white player can't gain time and can't capitalise its material advantage.

1. e7+Ke8 2. Ke6 stalemate

1. Ke5 Ke7 2. Kf5 Ke8! 3. Kf6 Kf8=

b) If the black player has to move, the situation changes:

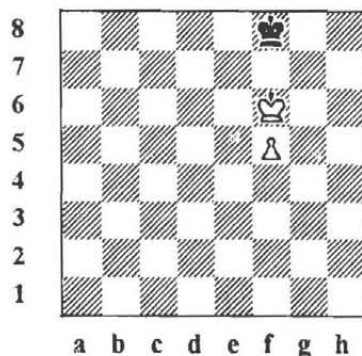
1. ...Ke8 2. e7 Kd7 3. Kf7 and the white pawn transforms into a queen.

If the king has reached the 6<sup>th</sup> line (the 3<sup>rd</sup> black line) in front of its own pawn, he wins whoever has to move.

a) 1. Ke6 Ke8 2. f6 Kf8 3. f7Kg7 4. Ke7

b) 1. ...Ke8 2. Ke7 3. f6+

c) 1. ...Kg8 2. Ke7 Kg7 3. f6+



### Remember!

- in the ending, the king becomes an active battle piece
- in the ending, the time importance increases

## THE 2<sup>ND</sup> YEAR

*"Learning the chess game must be a way to educate the capacity to think freely"*

*Em. Lasker*



## **Reference objectives; learning activities; contents**

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During this year, the pupils will learn combinations grouped after the objectives proposed - *The mate or the material gain* - and by the way they are realised (the combination is a forced alternative that contains a sacrifice leads to a positive result).

### ***A. The mate - 10 hours***

The pupils must know how their own pieces co-operate to achieve the final meaning of chess - THE CHECKMATE - and which are the tactical procedures that they can use.

#### **1. Luring (decoy) the king - 1 hour**

The pupils must understand:

- a) how can the king be lured on a unfavourable field
- b) how their own pieces co-operate in achieving the checkmate

#### **2. Removing (deflection) the defensive pieces - 1 hour**

The pupils must understand:

- a) how to remove the pieces that defend the king
- b) how to achieve the checkmate

#### **3. Destroying the defenders - 1 hour**

**(annihilation of defence)**

The pupils must understand:

- a) how to eliminate the pieces that defend the king
- b) how to achieve the checkmate

#### **4. The weakness of the last rank - 1 hour**

The pupils must understand:

- a) How to give checkmate on the last line:
  - luring the king in an unfavourable position
  - eliminating the defensive pieces
  - destroying the defensive pieces

#### **5. Liberating (clearance) the files, the diagonals, the squares - 3 hours**

The pupils must understand how they can liberate files, diagonals, and squares, on which their own pieces can penetrate towards the opponent's king to give checkmate.

#### **6. Blocking squares, interference files, diagonals and squares, the suffocated checkmate - 3 hours**

The pupils must understand how to block some squares, diagonals, ranks, and files, to stop the opponents' pieces to take part of the battle and the opponent king to flee.

### ***B. The material gain - 13 hours***

#### **1. The attack - 3 hours**

The pupils must study the way to attack and capture the opponents rooks with their:

- a) queen
- b) rook
- c) bishop

#### **2. The double attack - 5 hours**

The pupils must know the way in which each piece on the board can control simultaneously two or more important points on the board from the opponents position (squares, pawns, figures, the king).

The chosen examples will illustrate the way in which the double attack



is achieved with:

- a) the queen
- b) the rook
- c) the bishop
- d) the knight
- e) the pawn

### **3. The pin - 5 hours**

The pupils must know what the pinning is and the fact that a bounded piece loses all its properties for a longer or a shorter time period:

- a) The pin (pin types)
  - total
  - partial
  - relative
- b) Capturing the pieces defended by the pinned pieces
- c) Capturing the pinned pieces
- d) The checkmate
- e) The unpinning

### ***C. The co-operation of the chessmen - 7 hours***

The pupils must understand that, for achieving the checkmate or the material gain, the co-operation of the chessmen and burdening the activity of enemy pieces is essential.

1. Luring the opponents rooks on unfavourable fields, isolating and capturing them.
2. Removing the defensive pieces
3. The discovered attack
4. The double (discovered) attack
5. Discovered check
6. Double check

## A. CHECKMATE

***"The combination is the possible impossible possibility! It's the divine flash, that exists independently of the other chess ideas and that lights up the chess game."***

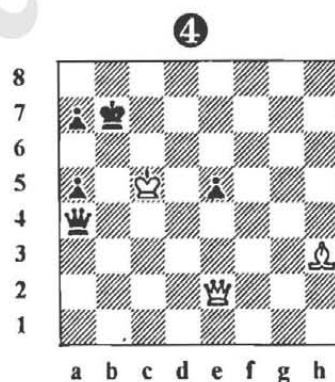
*S. Tartakover*



# 1. Luring the king (decoy)

## 1.1. Learning activities

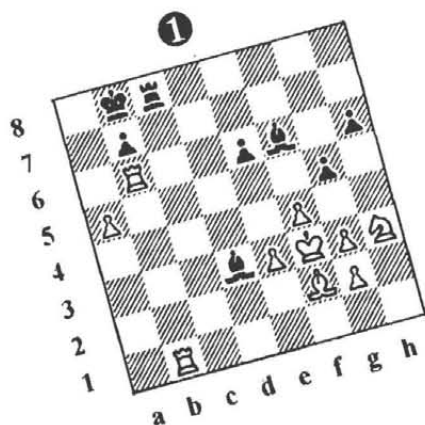
The pupils must understand that, for luring the king on a field on which they can give checkmate, they have to prove their imagination and to accept... sacrificing some of their own pieces.



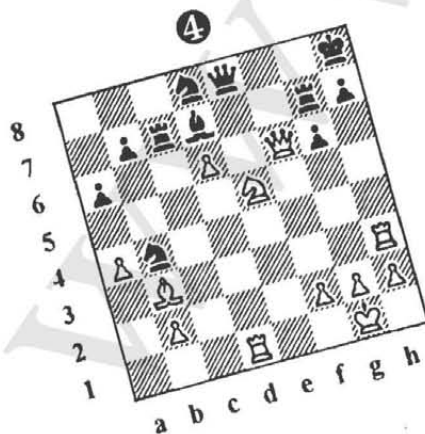
- ① 1. Rg7+ the rook sacrifices itself, luring the black king on a checkmate position and liberating an attack file for its own queen. Afterwards: 1. ...K:g7 2. Qh7 checkmate.
- ② 1. Bh6+ K:h6 ( 1. ...Kg8 2. Q:f8 checkmate ) 2. Q:f8 checkmate.
- ③ 1.Q:h8+ (in this diagram, the queen sacrifices itself to lure the black king in a unfavourable position) 1. ...K:h8 2. Bf6 checkmate.
- ④ 1. Qa6+ (you must think at checkmate even at the end of the game) 1. ...K:a6 2. Bc8 checkmate (if the king flees, 1. ...Kb8 or 1. ...Kc7, 2. Qc8 checkmate).

## 1.2. Knowledge evaluation

What does the black move?



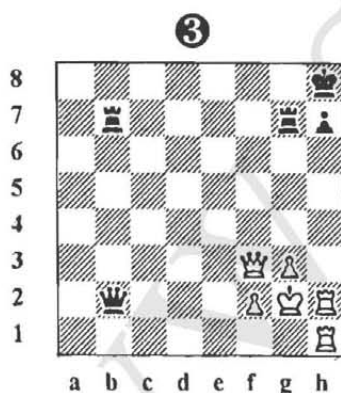
What does the white move?



## 2. Removing the defensive pieces (deflection)

### 2.1. Learning activities

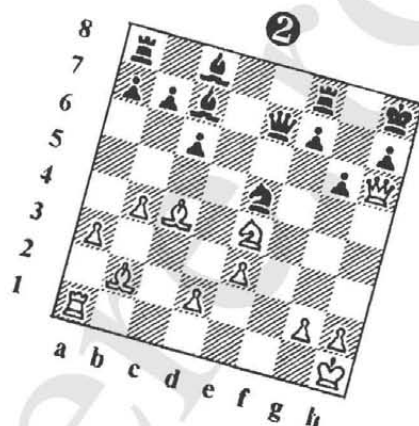
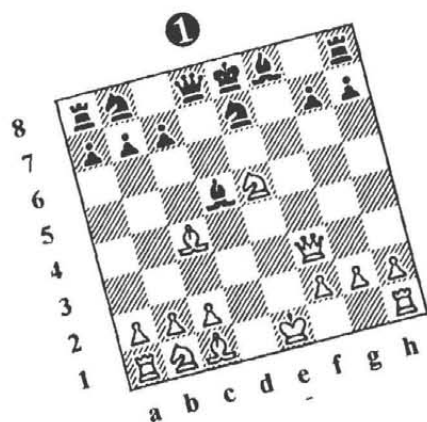
To reach the opponents' king, we must remove, the pieces that defend him, several times. We can achieve this objective by changing them or by luring them on unfavourable fields.



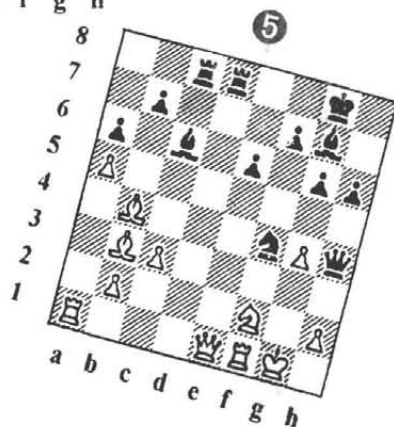
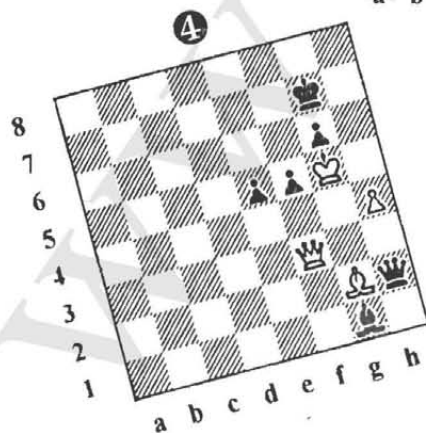
- ①** 1. Re8+ The black queen is overcharged. She can't defend both, 8<sup>th</sup> and 6<sup>th</sup> ranks. The white rook sacrifices itself:  
 - 1. ...Q:e8, 2. Q:f6 checkmate  
 - or moves: 1. ...B:e8, 2. Qg8 checkmate.
- ②** 1. Q:h5+ Another black piece is overcharged. It can't defend both f7 and h5 squares. 1. ...R:h5 2. Bf7 checkmate.
- ③** 1. R:h7+ The black rook is removed from defending the 8<sup>th</sup> line.  
 1. ...R:h7 2. Qf8 checkmate.
- ④** 1. Nb5+ Q:b5 2. Qd6 checkmate.

## 2.2. Knowledge evaluation

What does the white move?



What does the black move?



## 3. Destroying the defenders (annihilation of defence)

### 3.1. Learning activities

It is very important for pupils to imagine some final checkmate positions. If they know these positions, they can start destroying the opponents defenders, using sacrifices.

Let's look at a few rook-knight and rook-bishop co-operation examples.

①



②



③



④

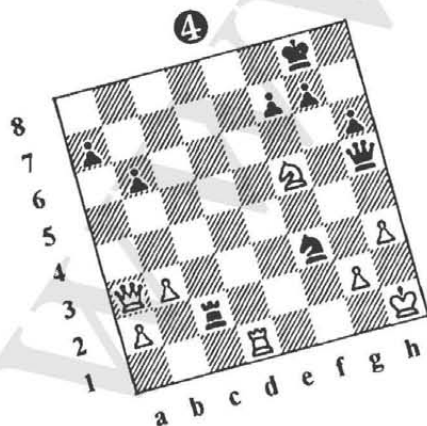
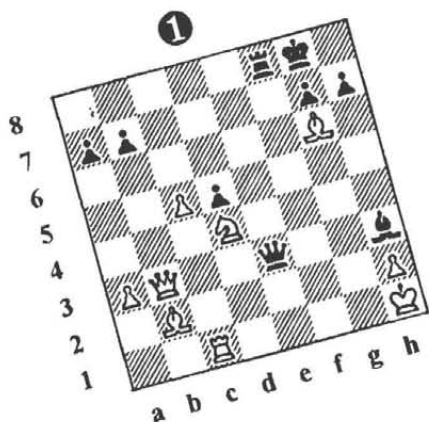


- |   |               |                   |
|---|---------------|-------------------|
| ① | 1. Q:f6 g:f6  | 2. Rg7 checkmate  |
| ② | 1. Q:g7+ B:g7 | 2. R:g7 checkmate |
| ③ | 1. Q:h8+ B:h8 | 2. R:h8 checkmate |
| ④ | 1. Q:g8+ K:g8 | 2. Rf8 checkmate  |



### 3.2. Knowledge evaluation

What does the black move?



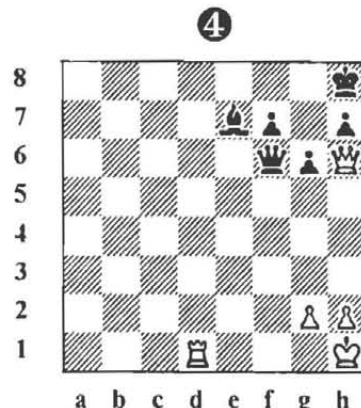


## 4. The weakness of the last rank (liberating the files)

### 4.1. Learning activities

The pupils must understand that, beside the bad position of the opponents pieces, there are other weaknesses in the opposite position that help us to lure the king in an unfavourable position so that we can give him checkmate. One of these, is *the weakness of the last rank*.

For liberating the enemy lines, we can use the *exchanges or sacrifices*.



**①** 1. Q:f8+ K:f8 2. Rd8 checkmate.

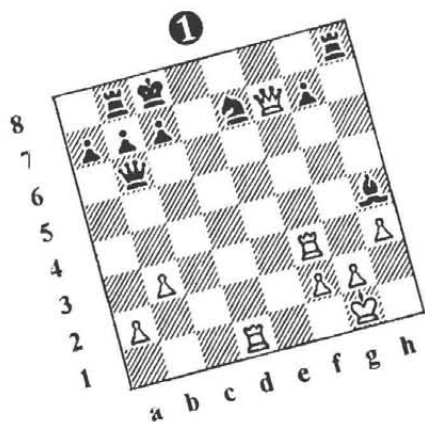
**②** 1. Qa8+ R:a8 2. R:a8 checkmate (the knight can't capture the rook because it's *pinned*).

**③** 3. 1. R:c8+ N:c8 2. Qd8 checkmate.

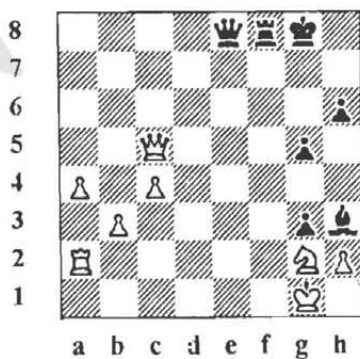
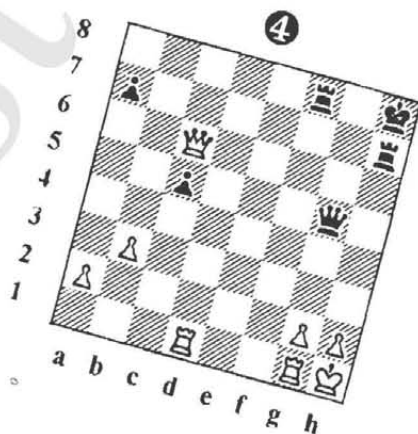
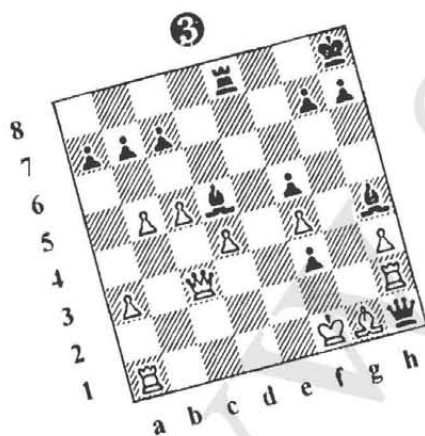
**④** 4. 1. Rd8+ B:d8 2. Qf8 checkmate.

## 4.2. Knowledge evaluation

What does the white move?



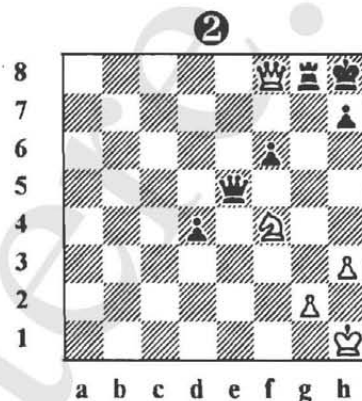
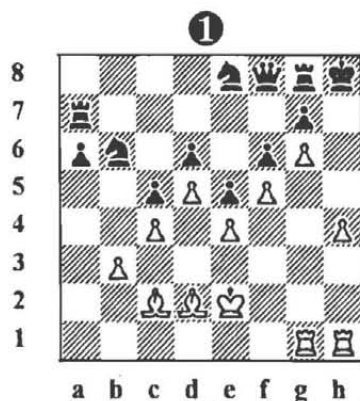
What does the black move?



# 5.1 Liberating (clearance) the files

## 5.1.1. Learning activities

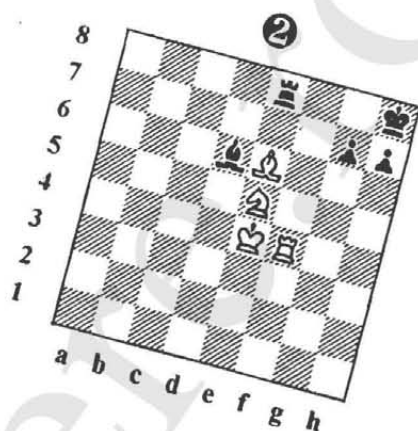
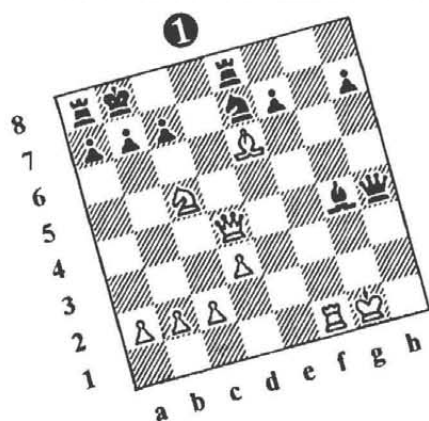
To give the opposite king checkmate, we must approach him with our own pieces. To reach him we use the files, the ranks and the squares which we try to control. In this lessons, we will try to free the attack files having in view the checkmate.



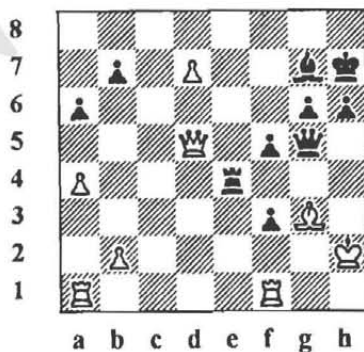
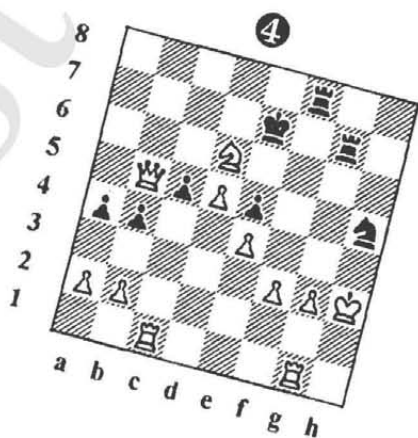
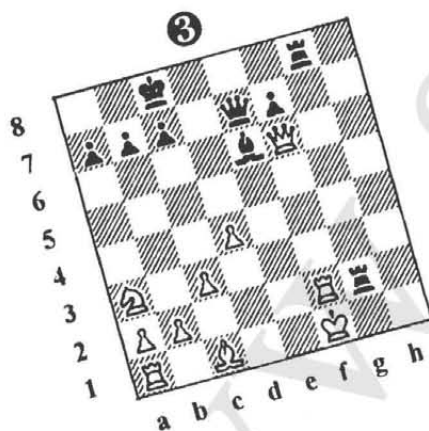
- ①** Although the black player has a huge material advantage, his position is lost. The white player penetrates the h file and gives checkmate.  
1. Rg5! f:g5 2. h:g5 checkmate.
- ②** Once opened, the same h file, will bring the white player victory.  
1. Ng6+ hg6 2. Qh6 checkmate.
- ③** If the white player succeeds to open the e file in time, he will win.  
1. Bc5+ b:c5 2. Re8 checkmate.
- ④** The white player sacrificed its queen in d1 so that he can open the f file  
1. Nfg6+ hg6 2. N:g6 checkmate.

## 5.1.2. Knowledge evaluation

What does the white move?



What does the black move?



## 5.2 Liberating (clearance) the diagonals

### 5.2.1. Learning activities



- ①** To achieve the checkmate, the white player must open in time the a2-g8 diagonals.

1. Nf6+ e:f6    2. Q:f7 checkmate.

- ②** The black king is in an uncomfortable position.

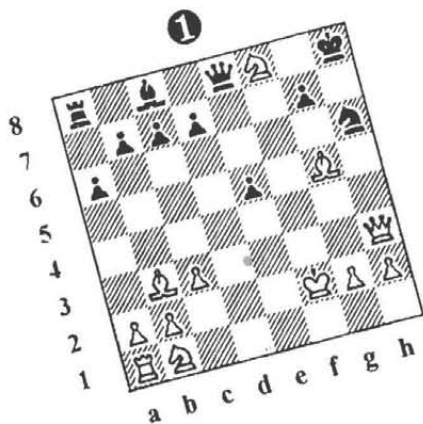
1. N:f6 Q:f6    2. Qf8 checkmate.

- ③** 1. Rh5 g:h5. The move permits the white player to reach the a1-h8 diagonal    2. Qf6 checkmate.

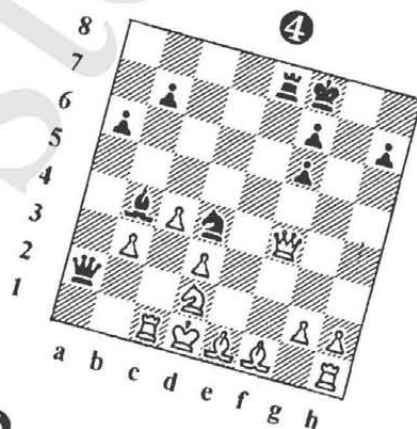
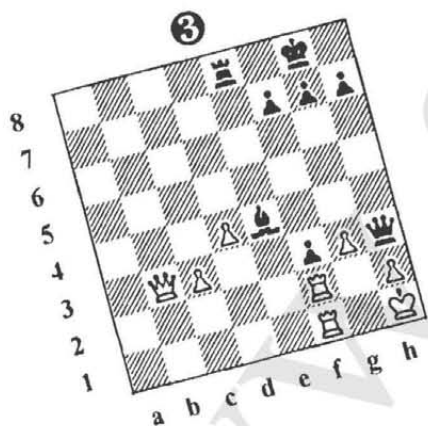
- ④** 1. Q:e5! A brilliant queen sacrifice. If the black player captures the queen with the d pawn, then    2. Bc5 checkmate; if he captures the queen with the f pawn, then:    2. Bg5 checkmate.

## 5.2.2. Knowledge evaluation

What does the white move?



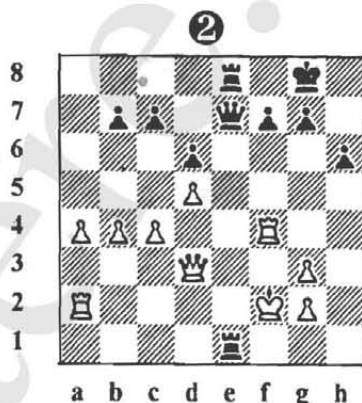
What does the black move?



## 5.3 Liberating (clearance) the squares

### 5.3.1. Learning activities

The pupils must understand that, in most cases, during the game, the tactical procedures aren't found in their pure form; they infiltrate in the players battle in view of achieving the main goal: checkmate.



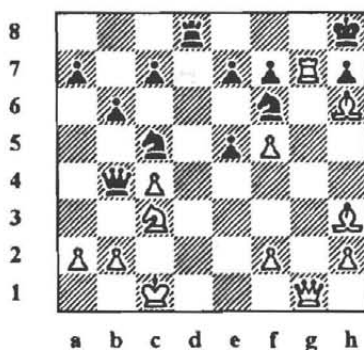
- ①** Observe carefully! Move 1. R:f8! Liberates field f7 so that the queen attacks through discover and lures the king in an unfavourable field.  
1. ...K:f8 2. Qf7 checkmate.
- ②** The black player has the e file. 1. ...Rf1+ 2. K:f1 Qe1 checkmate  
At 2. Q:f1 Qe3 checkmate.
- ③** The checkmate appear if, 1. Nc5+ b:c5 2. a6 checkmate.
- ④** A king in the centre of the board become a victim.  
1. ...Qe3+ 2. N:e3 Nd4 checkmate



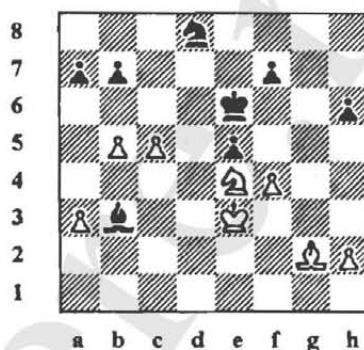
### 5.3.2. Knowledge evaluation

What does the white move?

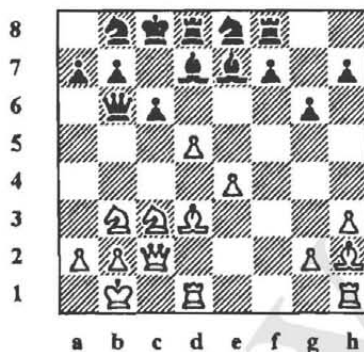
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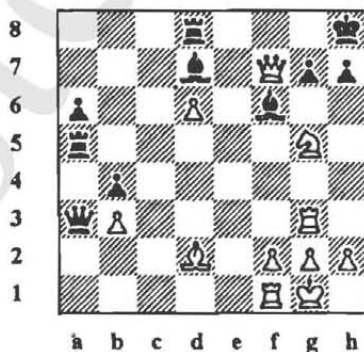
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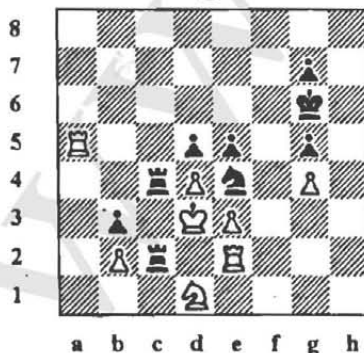


④



What does the black move?

⑤



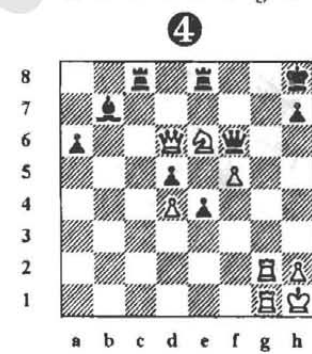
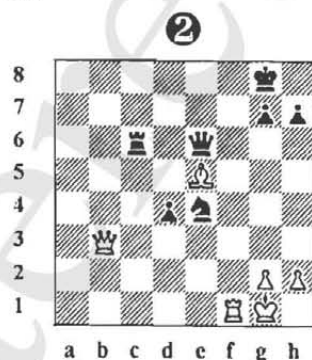
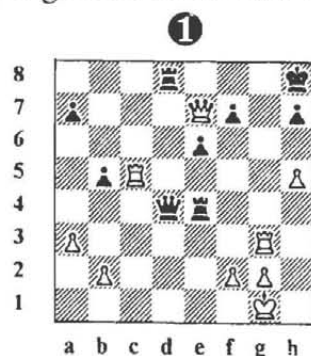
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## 6.1 Interferencing files, diagonals and squares

### 6.1.1. Learning activities

Most times we have to block the defence of the enemy pieces to checkmate the opposite king. This tactical procedure disrupts the bind between the opponents pieces situated on the same file, rank or diagonal, disrupting their access towards vital squares.



- ①** 1. Rd5! The black queen is overcharged. It can't defend both the d8 rook and the f6 field. 1. ...c:d5 2. Qd8 checkmate 1. ...Q:d5 2. Qf6 checkmate
- ②** 1. Bd6 Again, the black queen can't defend both the a2-g8 diagonal and the a8-a line 1. ...Q:b3 2. Rf8 checkmate  
1. ...R:d6 2. Qb8 check followed by checkmate.
- ③** Though the white player seems to be winning, the black player has to move.  
1. ...Bd3+ 2. Q:d3 Q:g1 with a quality gain at 2. Kb2 Q:d2 checkmate
- ④** 1. Nf8! The black players defensive lines were intercepted.  
1. ...R:f8 2. Rg8+ R:g8 3. Q:f6+ Tg7 4. Q:g7 checkmate  
1. ...Q:d6 2. Rg8 checkmate  
1. ...Q:f8 2. Rg8+ Q:g8 3. Qf6+ Q:g7 4. Q:g7 checkmate.

## 6.2 Blocking the squares

### 6.2.1. Learning activities

We have to stop the opposite king from fleeing so that we can achieve checkmate. Sometimes, it's enough to block one field.



- |   |             |                         |
|---|-------------|-------------------------|
| ① | 1. c7+ Q:c7 | 2. Qa7 checkmate.       |
| ② | 1. b4+ Q:b4 | 2. Qe5 checkmate.       |
| ③ | 1. ...Bg1   | 2. R:g1 Q:h3 checkmate. |
| ④ | 1. f4+ g:f4 | 2. Bb2 checkmate.       |

## 6.3 The suffocated checkmate (étouffé)

### 6.3.1. Learning activities

A particular case of the tactical procedure, called blocking the fields, is the etouffe checkmate (suffocated). The enemy is suffocated by his own pieces and a knight gives the final strike.



- ① This is the classic position in which the suffocated checkmate (etouffe) appears. The way to give checkmate must be memorised by every pupil.  
1. Nf7+ Kg8 2. Nh6++ Kh8 3. Qg8+ K:g8 4. Nf7 checkmate.
- ② 1. ...Qg1+ The queen sacrifices itself to block the g1 point and to liberate the f2 square. 2. N:g1 or 2. R:g1 2. ...Nf2 checkmate.
- ③ The white player must liberate a field defended by an enemy pawn to achieve checkmate. 1. Q:g7+ N:g7 2. Nh6 checkmate.
- ④ This time, the white player liberates the field on which he will give checkmate blocking the black players' shelter field.  
1. Qe7+ B:e7 2. Nf7 checkmate.

### 6.3.2. Knowledge evaluation

What does the white move?

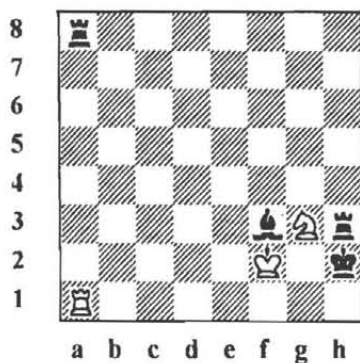


What does the black move?

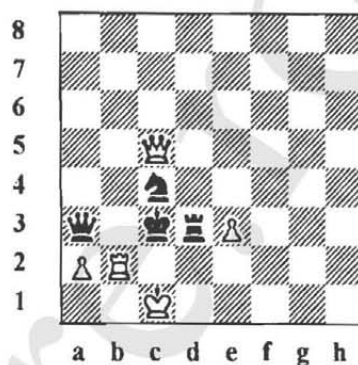


What does the white move?

7



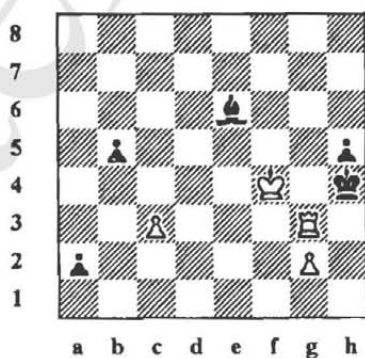
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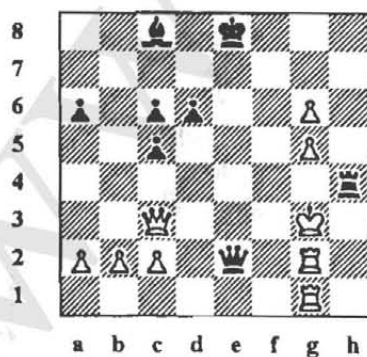


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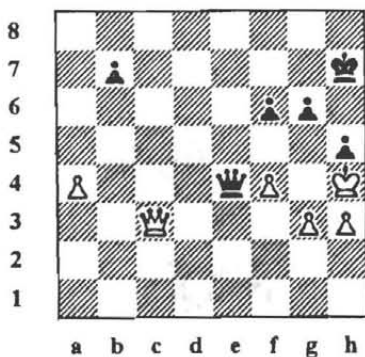


What does the black move?

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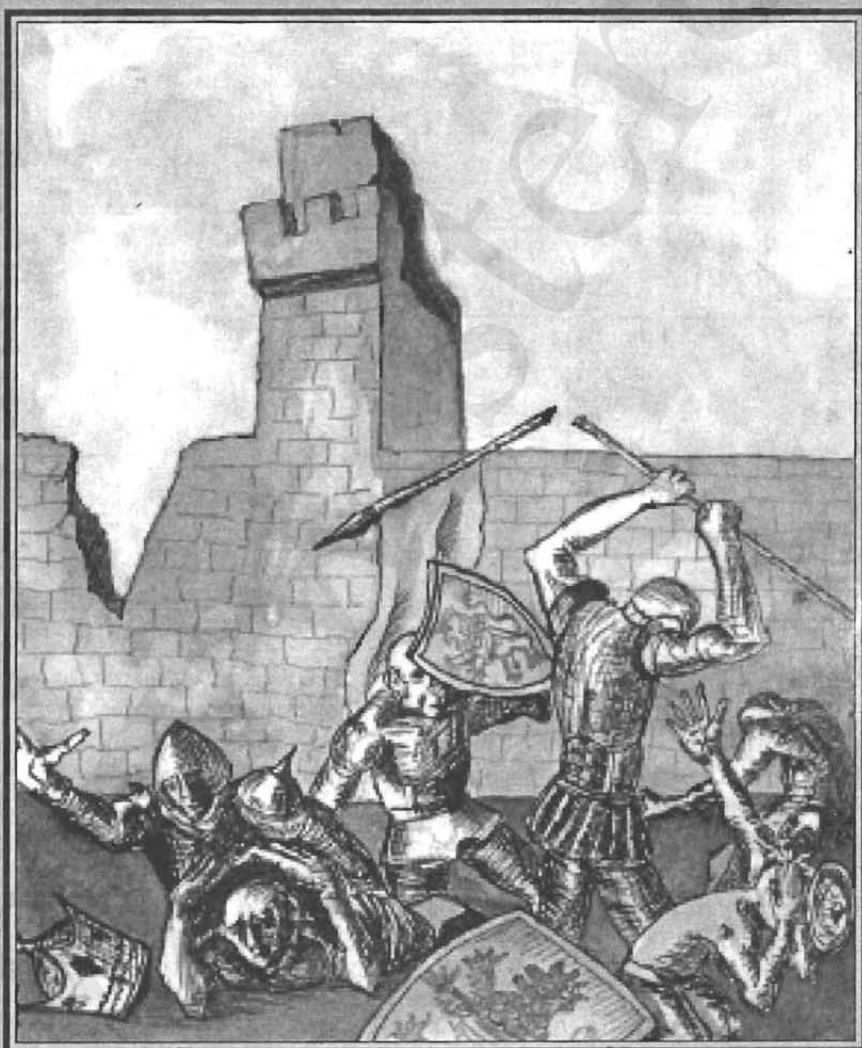




## B. THE MATERIAL GAIN

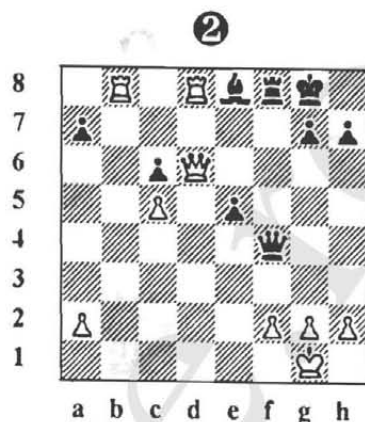
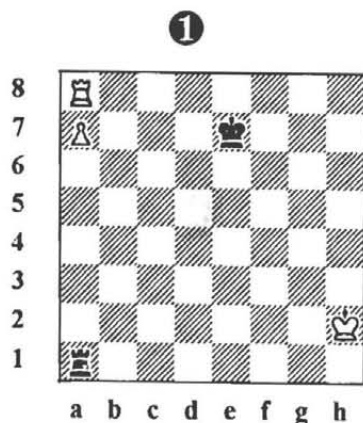
*"The opinion that the combination art depends only on the native talent and that it can't be learned is mistaken. Any experimented chessplayer knows that any combination appears remembering known elements."*

*R. Reti*

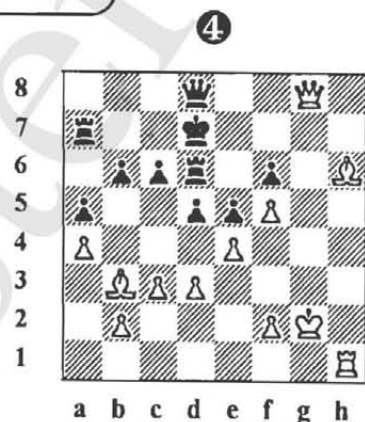








*The rook's attack*



- 1** The white player has an extra pawn , but his king can't help him transform. Will the rook be able to fend for itself?

1. **Rh8!** threatens a8Q

1. ... **R:a7** 2. **Rh7+** and the black rook is captured.

- 2** The white rooks have a special attack force penetrating the a-8-a rank.

1. **Q:f8+** the queen sacrifices itself to lure the opponents pieces on unfavourable positions. 1. ... **K:f8** (for 1. ... **Q:f8**, the following is: 2. **R:e8** with its direct capture) 2. **R:e8+** **Kf7** 3. **Rf8+** and the black queen is lost.

- 3** Even if the white king is well defended, it will be moved on an unfavourable position and the e6 rook will be captured.

1. ... **Q:f1** 2. **K:f1 Rdl+**

3. **Ke2 Re1+**

- 4** 1. **Qh7+ Qe7** 2. **Bf8! Q:h7**

3. **Rh7+** and the a7 rook is captured.



*The bishops attack*



- 1** Even if the game is at the beginning, the black player observed that two white pieces have an unfavourable position.

1. ...Bg4. The black player make the exchange, because the pawn can't move, being pinned by the c5 bishop.

- 2** 1. ...Qa2. The threat 2. ...Qa1 checkmate forces the white player to play 2. c3 or 2. Qd3 and allows the black player make the exchange with 2. ...Bf3

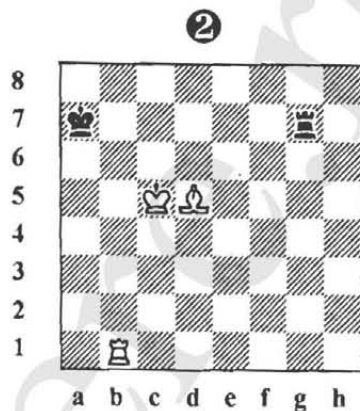
- 3** Let's observe a more complicated example:

1. N:c6 Q:c6 2. Bf3 Nd5 3. N:d5 e:d5 4. B:d5 and the a8 rook will be captured.

- 4** 1. R:c4 Q:c4 2. Bd5

## 1.2. Knowledge evaluation

What does the white move?



What does the black move?



## 2. The double attack

### 2.1. Learning activities

The *double attack* is a tactical procedure based on each piece's ability to control simultaneously two or more fields on the board.

Helped by the double attack the player tries to attack, in a single move two important points from the opponent's position (squares, pawns, chessmen, king)



*With the queen*



- ① 1. Qd4! The queen threatens checkmate and the a7 knight.
- ② 1. Qg5! The queen threatens checkmate and the d8 rook.
- ③ The white player doesn't get frightened of the double attack from the black knight and counter attacks threatening the checkmate and the knight. 1. Qd4!
- ④ 1. Qc3 The queen threatens the knight and the rook.

①



②



*With the rook*

③



④



① 1. Rf5!

② 1. ... Rg3+ . The rook can't captured because the pawn is pinned.

③ 1. Q:d2 R:d2 2. Bb4 Rd1 3. Rc2

④ 1. ... Q:b1! 2. N:b1 R:f3 3. g:f3 Rd1+ and the black player wins a rook.



*With the bishop*



- ①** 1. N:e5 The knight liberates the d file and lures the black queen on an exposed square.  
 1. ... Q:e5      2. B:d6+
- ②** 1. ... R:b3 The black player captures the defensive rook  
 2. a:b3 Bd4+      3. Kh1 B:a7
- ③** 1. Ra6+ Kb3      2. Bd5+
- ④** 1. ... Rg3      2. R:g3      3. B:f4+



**Remember!** *that the debt of its smaller value and the way it moves makes the knight a very dangerous weapon which allows you to obtain a material advantage rather easily.*



*With the knight*



- ① 1. Nd5+ The knight can't be capture because the pawn is pinned.
- ② 1. Q:c6 Q:c6 2. N:e7+ and the white player wins two pieces.
- ③ 1. f:g8N R:f6 2. N:f6+Kg6 3. N:d7 and the white player must win the ending.
- ④ 1. Q:c8+ R:c8 2. Ne6+ and the white player has an extra knight.

①



②



*With the pawn*

③



④



- ① 1. N:e5 luring the rook on an unfavourable field.  
 1. ...R:e5 2. f4! And the white player wins a piece.
- ② 1. Qe7+ K:f5 2. g4+
- ③ 1. f6+ e:f6 2. e7
- ④ 1. R:e5 Destroying a piece situated in a dominant position  
 1. ...f:e5 2. K:e5 A double attack made by the king  
 2. ...Rd8 3. f6+ with a clear advantage.

## 2.2. Knowledge evaluation

What does the white move?

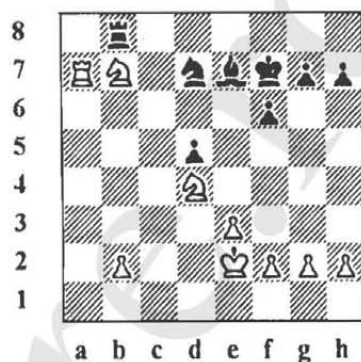


What does the white move?

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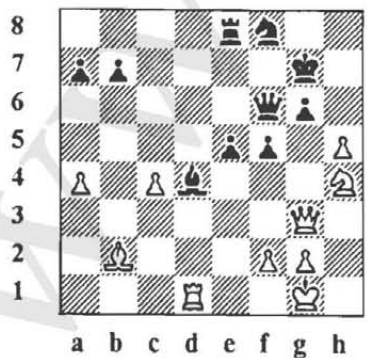
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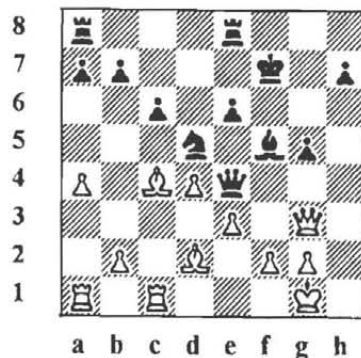
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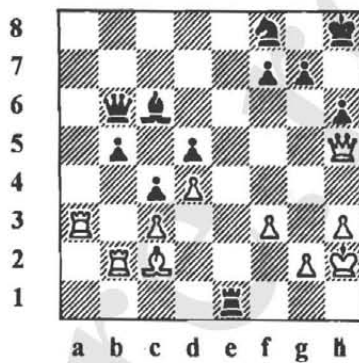


What does the black move?

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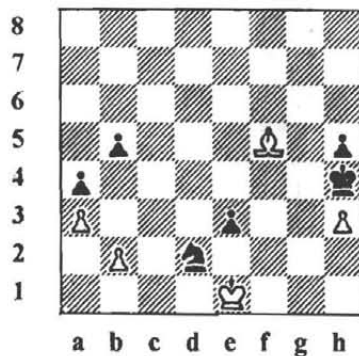
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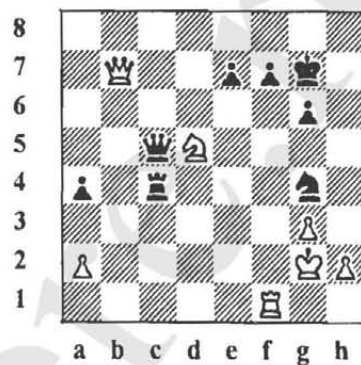


What does the black move?

19



20



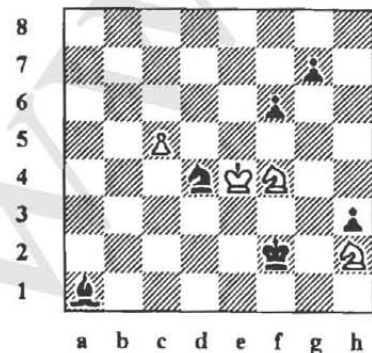
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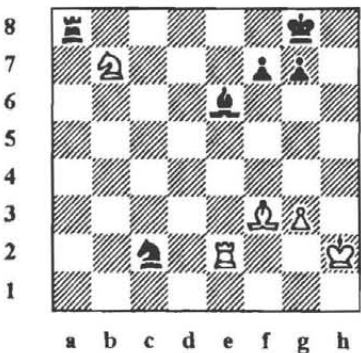
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## 3. The pin

### 3.1. Learning activities

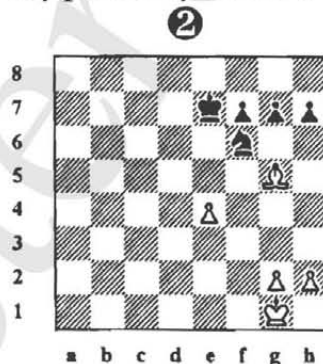
The biggest faults of a piece are pinned and overcharging.

The pin is

- total
- partial
- relative

#### 3.1.1. Total pin

It appears when the piece that protects the king loses its mobility. It's called total pin because the pinned piece doesn't have any possibility to move.



- 1** 1. g4! A double attack which brings the black king on a bad field.  
1. ...K:g4 2. Be6
- 2** The black knight is pinned and can be captured.  
1. e5! h6 2. e:f6+ g:f6 3. B:h6
- 3** 1. R:h6+ The piece can't be captured 1. ...Kg8 2. Rg6!
- 4** 1. R:f4 The white player opens the a1-h8 diagonal  
1. ...e:f4 2. Bh8 The black knight is pinned and the checkmate on g7 can't be stopped.



### 3.1.2. Partial pin

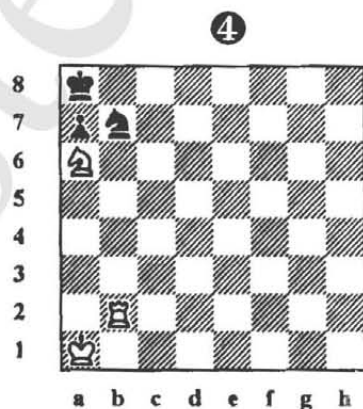
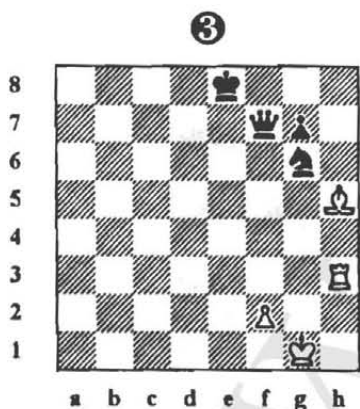
It appears when the pinned piece keeps its liberty to move on the file or diagonal, even if it defends its king.



- ① 1. Bd4! e5 2. B:e5 Q:e5 The black player succeeded in capturing the bishop, but stopped defending its king 3. Qh6 checkmate.
- ② The black player threatens with checkmate at f2. Following: 1. R:g7+ The rook sacrifice allows the queens bind with 2. Rg1. Even if it keeps its liberty to move on the g column, will be captured.
- ③ The white bishop can unbind itself capturing at b7. A new pin will end the battle. 1. ...Qf5! 2. Nc3 Rfe8 3. Re1 R:e4 4. R:e4 Re8 The partial pin transformed into an absolute one. The e4 rook can be moved only when the king will leave the a8-h1 diagonal. 5. g4 R:e4 and the white player ceases. The double check threatened by the black player proves itself final. 6. g:f5 Re1++ checkmate.
- ④ 1. R:d7 R:d7 2. Rd1 Qe6 3. B:d7+ N:d7 4. Qb8+! N:b8 5. Rd8 checkmate.

### 3.1.3. Relative pin

It appears when the pinned piece doesn't defend the king and has the possibility to unpinned itself by counter attacking.



- ① Even if the black player the impression that he has gained the initiative, the pinning of its pieces on the c5 field will loose him another piece.

1. N:c5 N:c5 2. Qf2! and the black knight can't be saved.

- ② Watch carefully ! Everything seems to be alright. Although the black bishop will be pinned and captured. 1. Rd4 Ba5 (1. ...Be1 2. Kf1) 2. R:a4

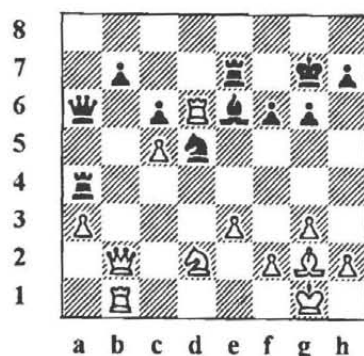
- ③ Look how complicated the situation on the e8-h5 diagonal. We see here all three types of pinnings. 1. Rg3! And the white player obtains a theoretical draw position.

- ④ The black knight is pinned on the b8 square defence

1. Rb3 (b1, b4, b5) 1. ...Nd6 (a5, c5, d8) 2. Rb8 checkmate.

### 3.1.4. Capturing the pieces defended by the pinned pieces

①



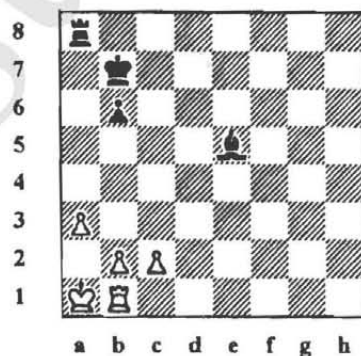
②



③



④



- ① The d5 knight seems well defended, but 1. B:d5. To 1. ...c:d5, follows 2. R:a6. For 1. ...B:d5 follows 2. Q:f6+
- ② The knight in e3 doesn't have a brighter fate! 1. R:e3. The f2 pawn is pinned on the king's defence and the d2 pawn defends the d1 square. For 1. ...d:e3 follows 2. Qd1 checkmate.
- ③ 1. ...Re1! 2. Q:e1 N:f3+ and the black player captures the queen.
- ④ 1. ...R:a3 checkmate.

### 3.1.5. Capturing the pinned pieces

Most of the captured pieces are the pinned ones.



- ①** 1. R:f6 the white player transforms a partial pin (the black bishop can move on the diagonal) in a total pin (the rook has lost any possibility to move)

1. ...R:f8 Rf1 New forces are brought to capture the pinned rook.

2. ...Rf8 3. Qg5 Kg7 All the reserves have been prepared. Apparently, the black player has sorted his problems. 4. R:f6 R:f6 5. B:f6 Q:f6 this trades goal was to bring the queen in an unfavourable position. 6. Nh5+ the knight can't be captured because the black bishop is pinned. The white player wins.

- ②** The pin has been made. How can the white player use this in his behalf?

1. N:f6 B:f6 2. Nh5+ g:h5 3. Qg5+

Being pinned, the bishop can't capture the queen. (watch attentively how the white player used in its behalf the tactical procedures: pinning, the opening of the g column, removing the piece, the double attack.

- ③** To win the pinned knight, the white player has to move its rook from f4 to e2. But, if he plays: 1. Rf2, the black player can unpin and can attack through discover. 1. ... Nf3+

So, he must: 1. Kf1 Kg7 2. Rf2 Kf6 3. Rfe2 h5 4. R:e5 and the white wins.

- ④** 1. ...h4 2. Nf1 h3 capturing the bishop.

### 3.1.6. The checkmate



- ① 1. Qf6 checkmate. The g7 pawn can't capture the queen, because it's pinned.
- ② 1. Q:h7 K:h7 2. Rh5 checkmate The rook can't be captured because the pawn is pinned.
- ③ The black player seems to be losing. But: 1. ...Rh6+ 2. Kg1 Rh1+ bring the black king in an unfavourable position. 3. K:h1 Qh3+ the pawn is pinned by the bishop in b7 4. Kg1 Q:g2 checkmate.
- ④ A funny ending. The white player has the exchange but his pieces are blocked in the pinned g2 pawns defence.
  1. ...Kh7! 2. Be1 Kh6 3. Bg3 Kh5 4. Be1 Kg4
  5. Bg3 h:g2+ 6. R:g2+ Kh3 follows 7. B:g2 checkmate.

### 3.1.7. The unpinning

The pupils have to understand the way to get rid of a pin so that they do not think that all is lost when a piece is pinned.



- 1** In this position the black player hopped to get back the piece he doesn't have, because the white knight is pinned. 1. Qa8! The white queen pins the black knight and captures him in the next move.
- 2** In this diagram, the black player threatens to capture the white knight, moving his own to c5. The white player finds a brilliant way to save himself.  
1. N:c6 Qd7 (if R:d1, then: 2. N:e7+ and 3. Ra:d1) 2. Ne7+! Q:e7  
3. Q:d5 and the white player gains the exchange and a pawn.
- 3** The black queen is pinned and will be captured in the 1<sup>st</sup> move. Although, it's a partial pin. If you do not panic you will see that the bishops defence isn't that sure either. 1. ...R:b3!+ The rook can't be captured by the pawn in c2 because he is also pinned. 2. Ka2 Q:c4 (if 2. B:b3 then: Q:b3 and the queen can't be captured).
- 4** The white player was so impressed by the queens pinning, that he gave up. He could've unpin as so:  
1. B:f7+! K:f7 2. Rf1+ Kg8 3. Rf8+ R:f8 4. Qg7 checkmate.



### 3.2. Knowledge evaluation

What does the white move?



What does the black move?

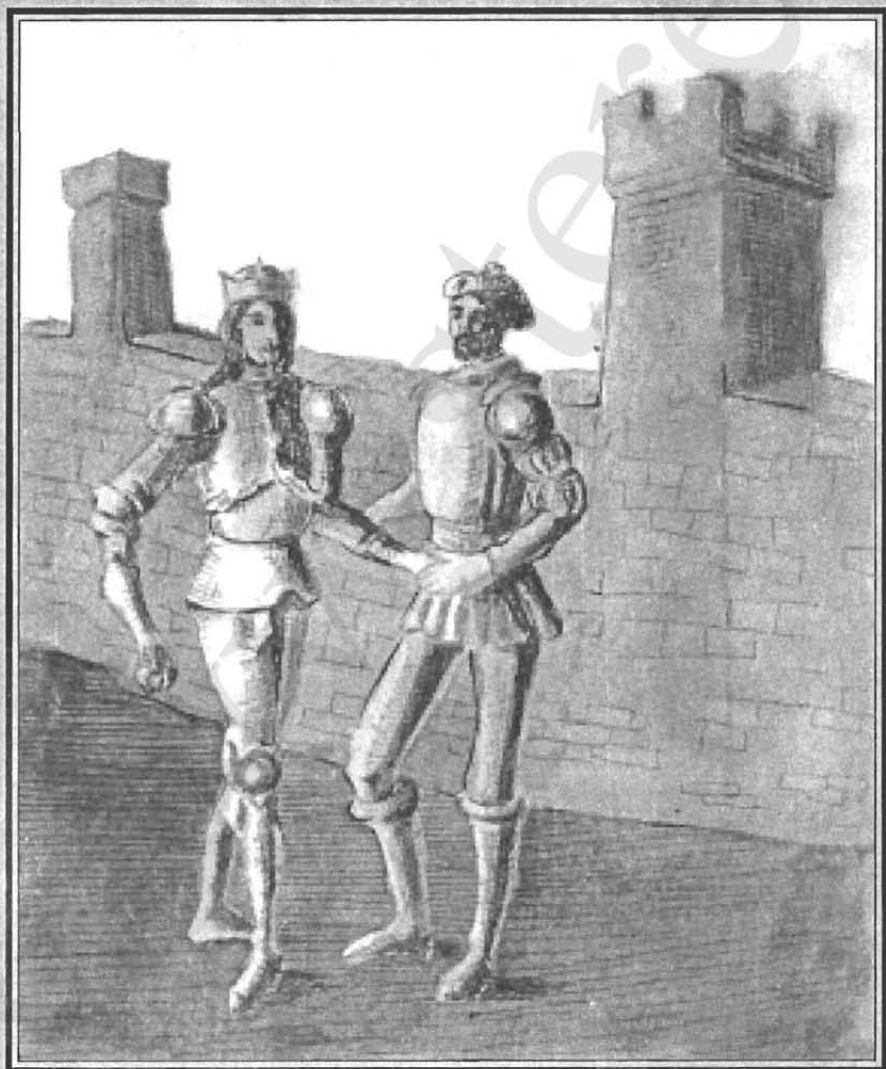




## C. THE PIECES CO-OPERATION

*"The secret of victory in chess.  
Don't move until you've understood  
perfectly the position."*

*R. J. Fischer*



# 1. Isolating and capturing the opponent pieces

## 1.1. Learning activities

Stolen by the easy gains, some players forget that the pieces must co-operate with each other. Situated on an unfavourable fields they can be captured.



- ① The black player has captured a pawn. But next comes 1. Na4 and he loses the queen.
- ② Another misfortunate event: 1. Nf4 and the queen is lost again.
- ③ In this case the queen is captured in the middle of the board: 1. Ne3
- ④ The queen was lured on the d4 square by a trade. After comes: 1. ...c5 and 2. ...c4.

Things aren't this simple always. Often, the opponents pieces have to be lured on unfavourable squares.

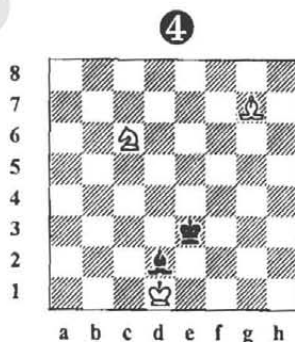
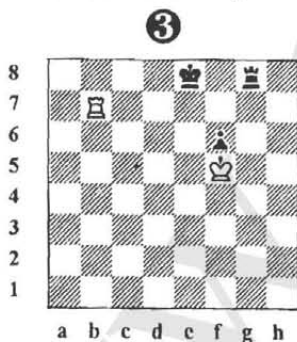
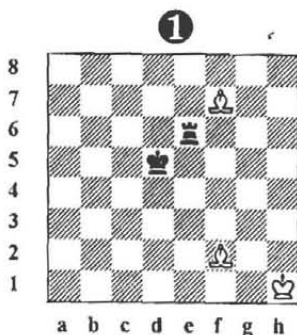


- ①** 1. R:b2 Q:b2 2. Nc3 The trap has closed. Follows 3. Rb1
- ②** 1. ...Nd5 2. Qd6 (2. Q:e4 N:c3+) 2. ...N:c3+
3. Kd2 e5! and the queen is captured.
- ③** 1. B:h7+ N:h7 2. Ng6 capturing the queen.
- ④** 1. Bg5 B:f3 2. Qd2!

## 2. Eliminating defensive pieces. Zugzwang

### 2.1. Learning activities

In general, the right to move is an advantage. To bring your opponent in Zugzwang means to create a position in which his right to move is a disadvantage so big on the board, that it leads to the loss of the game.



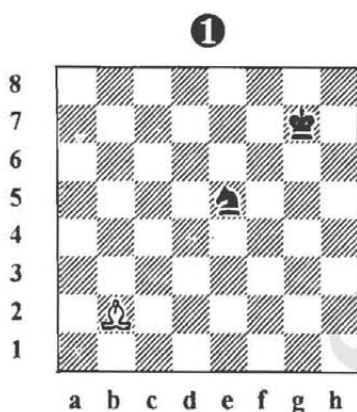
- 1** 1. The rook is pinned. How can we eliminate the piece that defends it? 1. Bg3! K anywhere 2. B:e6 The white player wins.
- 2** 2. Let's observe a harder example. 1. Kd6 The whole board is controlled by 2 white bishops. The rook finds shelter next to its king. 1. ...Rc5 (1. ...Re2 2. Bd3+) 2. Bd3+ and the defensive piece is forced to flee. If 2. ...Kb6, then 2. Be3; if 2. ...Rc4 then 3. Kd5
- 3** 3. The black player has an extra pawn. Though, positional he is lost. 1. Ke6! The white player threatens checkmate (if 1. K:f6? the game would've ended a draw) 1. ...Kf8 2. K:f6 Again, the checkmate threatens to appear. The black player is forced to leave the pieces defence: 2. ...Ke8 3. Rb8+ and the black rook is captured.
- 4** 4. The knight and the bishop win against the solitary king. We only have to capture the bishop removing the defending piece. 1. ...Kd3 (no bishop move possible) 2. Ne5+ the black player doesn't have any choice : 2. ...Kc3 followed by a check through discover 3. Nf3+; at 2. ...Ke3 loses through double attack 3. Nc4+.

## 3. Discovered attack

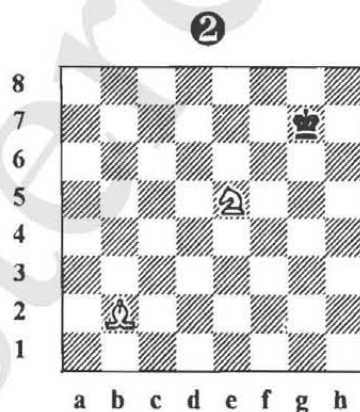
### 3.1. Learning activities

Like the *pin*, the *attack through discovered* has three pieces that enter the battle. They are placed on the same file, diagonal or rank.

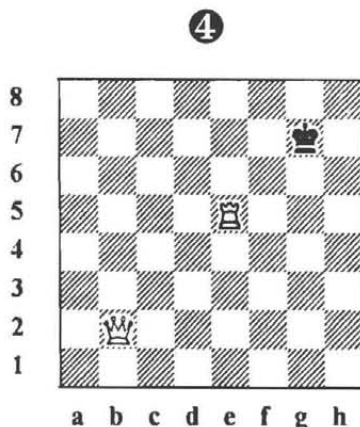
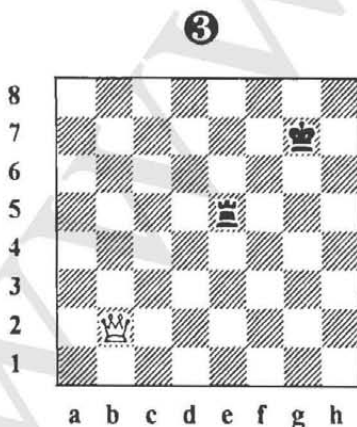
If the pinned piece is immobilised, the piece that attacks through discovered can reach a field controlled by its opponent or can come up with other threats.



*Pin*



*Discovered attack (check)*





- ①** 1. Ng5! The white player threatens checkmate at h7 and liberates the g2 bishops action diagonal.  
 1. ...Q:g5      2. B:b7 followed by the gain of the rook
- ②** 1. Qc6+! The white player is preparing an attack through discovered  
 1. ...Kh7    2. Ng5+    or 1. ...Kh5    2. Nf6+    3. Q:e1
- ③** 1. Q:b5! Q:b5 2. c4 the 1<sup>st</sup> attack through discover: the queen as well as the g7 square are attacked.      2. ...Qd7    3. R:g7+ Rh8  
 4. Rg8++. An attack through discover: 4. ...K:g8    5. Rg1+ Qg4  
 6. R:g4 checkmate.
- ④** 1. Rc7! Q:c7    2. R:d8 Attack through discover. The black player can't defend the queen, the rook and the g7 point at the same time.  
 2. ...Q:c5    3. R:e8 checkmate    or 2. ...Q:d8    3. Q:g7 checkmate;  
 or 2. ...R:d8    3. Q:c7.



## 4. Discovered check

### 4.1. Learning activities

There is a very powerful discover attack, which, most times, ends the chess battle.

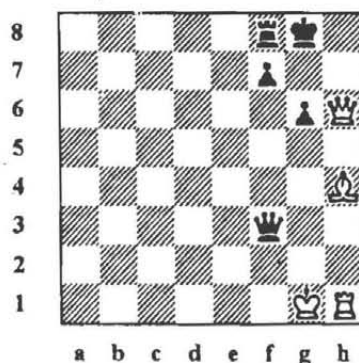


- ① Qd5! The white queen is centralised and is threatening both the bishop in d4 and the black queen (that he can take through a discover check)  
1. ...Qc1+ 2. Rf1, discover check followed by the gain of the queen.
- ② 1. R:f6 The white player eliminates a defensive piece 1. ...g:f6 2. Q:d7 R:d7 The black king is lured on an unfavourable field 3. d:c5+ Followed by a discover check and the white player has an extra piece.
- ③ 1. Re7 The rook penetrates the 7-a rank and threatens simultaneously the c7 bishop and the g7 pawn. 1. ...B:c6 2. R:g7+ Kh8 3. R:c7, discover check 3. ...Kg8 4. R:c6 and the white player wins a piece.
- ④ The white player is threatening with a discover check, but the opponents pieces are placed on black fields. Let's bring the knight on an unfavourable field. 1. b4 Next: 1. ...Nc6 2. Bd5+ or 1. ...Nc4 2. B:c4+ and the white player wins.



## 5. Double check

①



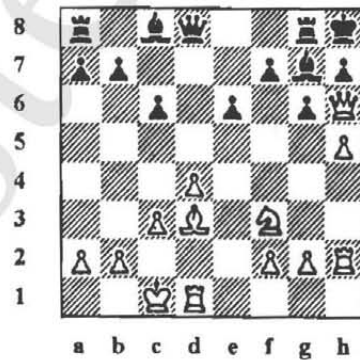
②



③



④



- ① The white player is preparing a double check  
1. Qh8! K:h8 2. Bf6++ Kg8 3. Rh8 checkmate.
- ② The white player miscalculates. 1. Nb5+? He can't capture the queen through discover check, because the black player defends himself with:  
1. ...Nd4++. Next: 2. Kd1 (Kd2) Qc2+ 3. Ke1 Qe2 checkmate  
2. Kb2 Qc2+ Ka3 3. Qb3 checkmate, or 2. Kb1 Qc2 checkmate.
- ③ The white player sacrifices two small pieces so that he can penetrate the enemies camp with his queen. 1. Ng6+ K:h7 2. Nf8++ Kg8  
3. Qh7+ K:f8 4. Qh8 checkmate.
- ④ How can the white player continue his attack?  
1. Q:h7 K:h7 2. h:g6++ checkmate.

## 6. Knowledge evaluation

1



2



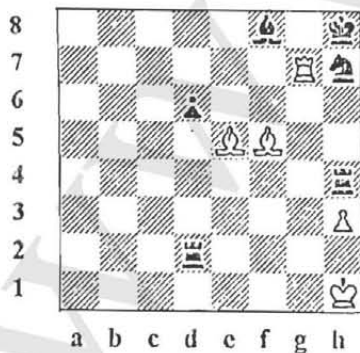
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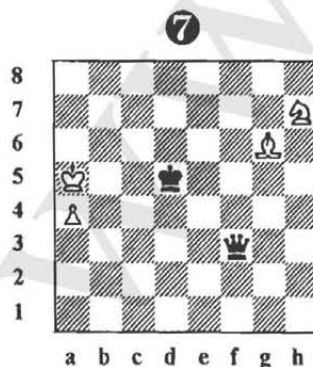
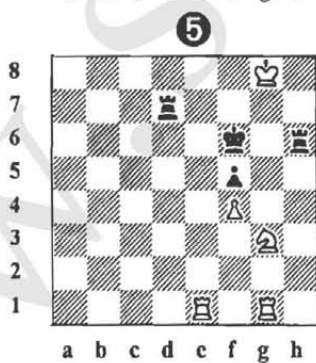
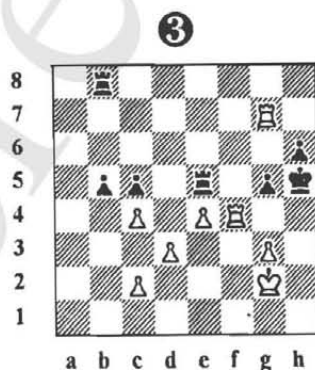
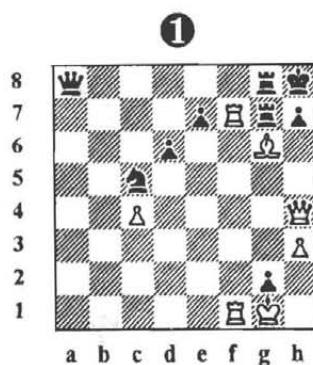
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# D. REVISION LESSON

Chess combination is a forced variation that contains a sacrifice and that leads to a positive result. A combination has in view:

- Checkmate
- The material and positional advantage
- Establishing equality



## Answers

### 1.2. Luring the king - page 51

- ① ...g4+                      2. K:g4 Be2 mate
- ② 1. Bh3+                    2. K:h3 Nf4 mate
- ③ 1. ...Q:g2+                2. K:g2 Bh3 mate
- ④ 1. R:h7+ *The rook sacrifices itself luring the black king in an unfavourable position: 1. ...K:h7 (the black rook is pinned) 2. Qh4 mate*
- ⑤ 1. B:g6+ Kg6              2. Qh5 mate

### 2.2. Removing the defensive pieces - page 53

- ① 1. Qf7+ B:f7                2. B:f7 mate
- ② 1. Nf6 Q:f6                2. Q:f8 mate
- ③ 1. ...Ne3+                 2. Q:e3 B:c2 mate
- ④ 1. ...Q:g2+                2. Q:g2 Be3 mate
- ⑤ 1. ...Q:g4+                2. N:g4 Nh3 mate

### 3.2. Destroying the defenders - page 55

- ① 1. ...Q:c1+                2. B:c1 Rf1 mate
- ② 1. ...Q:e1+                2. B:e1 R:e1 mate
- ③ 1. ...N:f3+                2. e:f3 Re1 mate
- ④ 1. ...Q:h3+                2. g:h3 Rh2 mate
- ⑤ 1. ...R:h3+                2. g:h3 Q:h3 mate

### 4.2. The weakness of the last rank - page 57

- ① 1. Q:f8+ R:f8               2. R:f8 mate
- ② 1. Rd8+ K:d8               2. Q:f8 mate
- ③ 1. Qg2+ R:g2               2. f:g2 mate
- ④ 1. R:h2                      2. K:h2 Qh4 mate
- ⑤ 1. Qe1+                      2. N:e1 Rf1 mate

### 5.2. Liberating the files - page 59

- ① 1. Na6+ b:a6                2. Qb4 mate
- ② 1. Ng6+ b:g6               2. Rh4 mate
- ③ 1. ...Bc4+                  2. N:c4 Rg1 mate

- ④ 1. ...Nf4 2. Kh2 (or 2. Kh4 or 2. g:f4) 2. ...Rh8 mate  
 ⑤ 1. ...Rh4+ 2. B:h4 2. Qg2 or 2. Kg1 Q:g3 mate

## 5.2 Liberating the diagonals - page 61

- ① 1. Q:b6 g:b6 2. Bf6 mate  
 ② 1. Ne7+ followed by: 2. Qh7 mate  
 ③ ...Q:f1 2. R:f1 f2 mate  
 ④ 1. ...Q:b3+ 2. N:b3 R:e1 mate  
 ⑤ 1. ...Qg3+ 2. B:g3 B:g3 mate

## 5.3 Liberating the squares - page 63

- ① 1. R:h7+ N:h7 2. Qg7 checkmate  
 ② 1. c6! with the 2. Nc5+ threat or 2. c7+-  
 ③ 1. d6! with the 2. Nd5 + threat  
 ④ 1. Q:f6 g:f6 2. Nf7 checkmate  
 ⑤ 1. ...Nc5+ and 2. e4 checkmate  
 ⑥ 1. ...b3 2. ab3 Nb4 - +

## 6.4 Interferencing and blocking - page 67

- ① 1. Rg6+ f:g6 2. Nb6+  
 ② 1. Qf8+ R:f8 2. Ng7 mate  
 ③ 1. ...Rf1+ (discover check, luring of the king on an unfavourable field and liberating the f2 field for mate) 2. K:f1 Qf2 mate  
 ④ 1. ...Qf1+ 2. R:f1 Ne2 mate  
 ⑤ 1. ...Qf2+ 2. R:f1 Nd2 mate  
 ⑥ 1. ...Re1+ The white player has to choose: if 2. K:e1, then 2. ...Q:c1 mate; or he blocks the e1 square with the queen leaving the defence of the c2 square: 2. Q:e1 and then 2. ...Q:c2 mate  
 ⑦ 1. Rh1+ B:h1 2. Nf1 mate  
 ⑧ 1. Qb4+ Q:b4 2. Rc2 mate  
 ⑨ 1. b5+ K:b5 2. Bc4 mate or 1. ...B:b5 2. Bc8 mate  
 ⑩ 1. Rh3+ B:h3 2. g3 mate  
 ⑪ 1. ...Rh3+ 2. Kf4 Rf3+ 3. Q:f3 Qe5 mate  
 ⑫ 1. ...g5+! 2. K:h5 Qe2+ 3. g4 Qe8 mate

## B. The material gain

### 1. The X ray attack - page 73

- ① 1. R:e5 d:e5 2. Rd1+
- ② 1. Ra1+ Kb8 2. Ra8+ Kc7 3. Ra7++
- ③ 1. Qg6+ Ke7 2. R:c7+ Q:c7 3. Qg7+Kd6 4. Bf4+
- ④ 1. Ba3 Nf6 2. Ne7! Q:e7 3. B:d6
- ⑤ 1. ...N:c4 2. Q:c4 Be6
- ⑥ 1. ...Re5+ 2. Kc4 (at 2. Kc6 Bd7 checkmate) Be2+ and the black player wins the knight

### 2. The double attack - page 79

What does the white move?

- ① 1. R:f7 R:f7 2. Qe8+
- ② 1. f4 Bd6 2. Qe8+
- ③ 1. R:c6 d:c6 2. Q:c6+
- ④ 1. R:g7 K:g7 2. Qd4+
- ⑤ 1. B:a6 R:a6 2. Qd3
- ⑥ 1. R:e4 R:e4 2. Qc6
- ⑦ 1. Qa8+ Kh7 2. Nf3 gaining the exchange
- ⑧ 1. Nd6+ B:d6 2. R:d7+ Be7 3. R:e7+ K:e7 4. Nc6+
- ⑨ 1. Q:d4! c:d4 2. Nf6+Kh8 3. R:e8+ R:e8  
4. Bg7++ K:g7 5. N:e8+
- ⑩ 1. B:g7 K:g7 2. f5 gf5 3. gf5 Qc6 4. f6+
- ⑪ 1. R:d4 e:d4 2. B:d4 Q:d4 3. N:f5+
- ⑫ 1. f3 Qh4 2. Q:h4 gh4 3. e4

What does the black move?

- ⑬ 1. ...c6 2. Bc4 Qa5+
- ⑭ 1. ...Qc7+ 2. g3 Qe7!
- ⑮ 1. ...B:c3 2. b:c3 3. f:e3 Q:e3+
- ⑯ 1. ...R:h2 2. K:h2 N:f3+
- ⑰ 1. ...Nc5 2. R7b1 Nd3
- ⑱ 1. ...Nf3+ 2. Kd1 e2+ 3. K:e2 Nd4+
- ⑲ 1. Nf2+
- ⑳ 1. ...Q:d5 2. Q:d5 Ne3+
- ㉑ 1. ...Q:f3 2. g:f3 Ne2+

- 22 1. ...d3 2. R:d3 R:d3 3. Q:d3 e4! 4. B:f6 g:f6  
 23 1. ...f5+ 2. Kd5 Kg3+-  
 24 1. ...Nd4 2. Rf2 N:f3+ 3. R:f3 Bd5!

### 3. The pin - page 90

- 1 1. Rd8+! K:d8 2. Q:e4  
 2 1. N:f5 Q:b3 2. Nh6 mate  
 3 1. R:f6 Q:f6 2. Rf1+-  
 4 1. R:b5 and the black player loses the bishop (1. ...c:b5 2. Q:a8, or  
 1. ...a:b5 2. R:a8+)  
 5 1. ...Re2 2. Q:f3 Rh2 mate  
 6 1. ...Re1+ 2. Kh2 Rc1+-

### C. The co-operation of the chessmen - page 99

- 1 1. Ng6+ Double attack, opening a file, discover check: 1. ...f:g6 2. f:g6+  
 2 1. Q:b5 Removing the defensive pieces, liberating a diagonal, discover check  
 1. ...B:b5 2. f7+ e5 3. B:e5 checkmate  
 3 1. N:f6++ 1. ...Kh8 2. Rg8 mate or 1. ...Kf8 2. Rg8 mate  
 4 1. ...Bg1! 2. R:g1 R:d3  
 5 1. Rg8++ K:g8 2. Be6 mate  
 6 1. Q:d7+ K:d7 2. Bf5++ Followed by 2. ...Kc6 3. Bd7 mate or  
 2. ...Ke8 3. Bd7+ Kd8 4. B:e7 mate

### D. Revision lesson - page 100

- 1 1. Q:b7+ R:b7 2. R:b7 mate  
 2 1. Q:b6+a:b6 2. Ra8 mate  
 3 1. Rh4+g:h4 2. g4 mate  
 4 1. Nf5+ K:f8 2. e7 mate  
 5 1. Nh5+ R:h5 2. Rg6+ K:g6 3. Re6 mate  
 6 1. Bc6+ K:c6 2. Qd7 mate (1. ...Ka5 2. Qb6 mate)  
 7 1. Be4+ K:e4 2. Ng5+ (1. ...Q:e4 2. Nf6+) +-  
 8 1. f4+ K:g4 2. Qh3 mate  
 9 1. Bg8 R:g8 2. Nf7 mate



## THE 3<sup>RD</sup> YEAR

*"Apparently, chess is a game, but by its contents it is an art and because of the difficulty to appropriate it, it's a science."*

T. Petrosian



## Reference objectives; learning activities; contents

The power to play and the chess knowledge learnt in the first years of study will be used to understand the importance of the ending, the way in which the openings are studied and A. Nimzovics' aphorism:

**"Theory is the practice of masters"**

### *A. The ending-11 hours*

The pupils must know how to materialise the positional or material advantages that they've realised in the middle game:

- transforming the passed pawn
- centralising the pieces(the king)
- activating the pieces
- regrouping the isolated pieces
- attacking the enemy weaknesses

The next endings will be analysed :

1. King and pawn against king
2. King and pawn against king and pawn
3. Knight and pawn against knight
4. Bishop and pawn against bishop
5. Rook and pawn against bishop
6. Rook and pawn against rook
7. Knight and pawn against bishop
8. Bishop and pawn against knight
9. Bishop and pawn against rook
10. Pawn against rook
11. Pawn against queen

## ***B. The openings- 8 hours***

The pupils must know:

- what developing means (a strategical advancement of the troops to the frontier line)
- that moving a pawn mustn't be seen as a move of development, but merely as an aid to development
- that development superiority is the goal of open games
- how the battle for the centre takes place

These notions will be learned analysing type positions from:

1. Giuoco Piano (Italian)
2. Two Knights Defence
3. Four Knights Defence
4. Scotch
5. Ruy Lopez: Open
6. Ruy Lopez: Chigorin
7. The Kings Gambit
8. The Evans Gambit

*“The most important thing in the opening is the quick development of forces. That is why anyone who knows this can observe that not so experienced chess players take care of useless things in this part of the match. In view we have the game of winning pawns in detriment of development, also called «pawn hunger».”*

**A. Nimzovici**

### *C. Practical examples - 11 hours*

Every notion studied in the last two years and a half must be applied when playing chess

For this to happen, it is essential that pupils learn and analyse the matches of classical and contemporary chess masters.

Matches that contain the knowledge learned previously and typical mistakes will be selected and discussed with the pupils in:

- the opening - 3 hours
- the middle game - 4 hours
- the ending - 4 hours

The pupils must not forget that "chess's essential element is the real, live match, that represents the foundation of the whole chess theory."

*"Every defeat is a precious lesson for the defeated party. One who does not loose, does not make progress . This is a golden law valid for everything is alive. The one who succeeds in everything looses the capacity to create. "*

Em. Lasker

## A. THE ENDING

*"We must remember that the knowledge to play well in the ending of a match is a necessary condition of success. all the champions of the world praise themselves through art and the extraordinary force thy show in the ending of the game."*

*J.R. Capablanca*

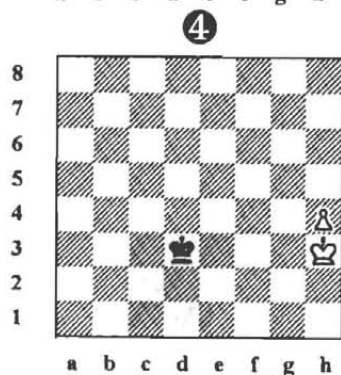
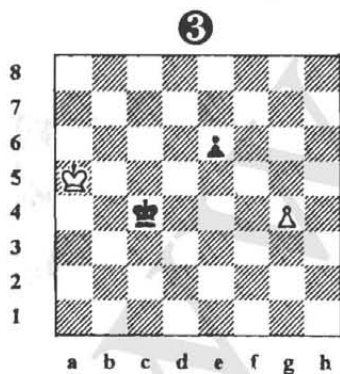
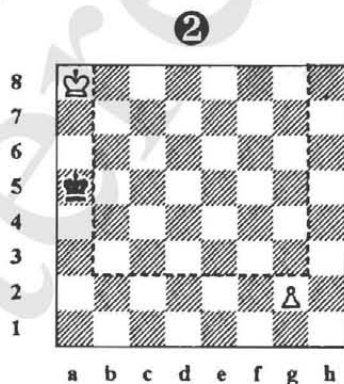
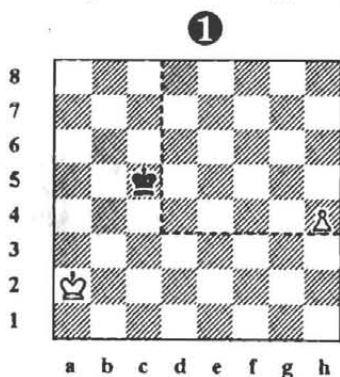


# 1. The square's rule

## *Opposition*

### 1.1. Learning activities

The end of a king-pawn battle can be easily calculated using the square's law. We imagine drawing a square, whose side has the number of fields between the pawn and the transformation field. The square moves in front of the pawn for the pawn situated on the initial square. The pupils must convince themselves that when they have to move, the king catches the pawn if he penetrates the drawn square. This imaginary drawing helps them in calculating the variants.



If, on the board, there are obstacles, the square's law doesn't work.

1. g5 Kd5 2. g6. The e6 pawn stops the black king from reaching the g pawn. If the king would have been situated on c5 it would've got there in time.

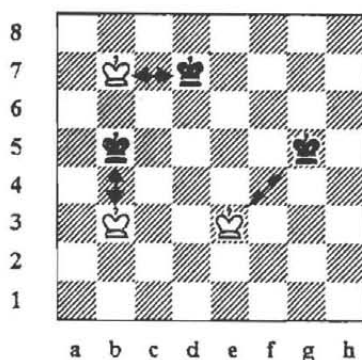
1. g5 Kd6 2. g6 Ke7 3. g7 Kf7.

In the next diagram, the white king helps the pawn to transform

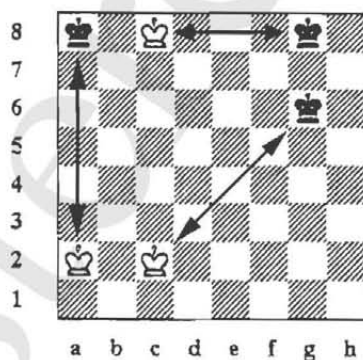
1. ...Ke4 2. Kg4! (not 2. h5 Kf5=) 2. ...Ke5 3. Kg5! (at 3. ...Kf6=) 3. ...Ke6 4. Kg6! Ke7 5. Kg7! and the h pawn transforms into a queen.

Trough opposition we understand the kings face to face position on a file, diagonal or line (the distance between them = an odd number of fields); if the distance is only one field, the simple opposition occurs, and at the 3 or 5 field distance, the distance opposition occurs. If both kings are in opposition and it's the black players' turn to move, then the white player has opposition. If it's the white players' turn to move, then the black player has opposition. Obtaining opposition is a big advantage in the pawn endings (the king that moves is in Zugzwang and must let the opponent king to penetrate)

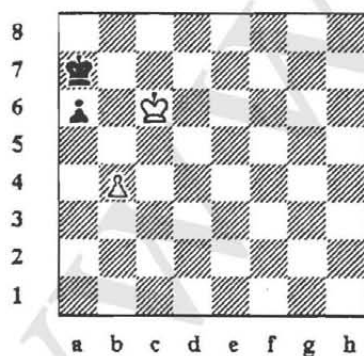
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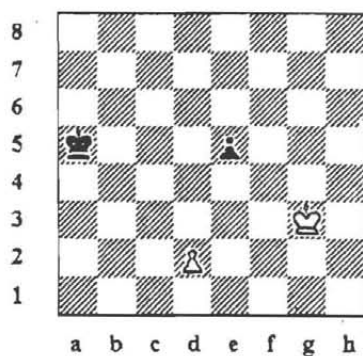
②



③



④



1. Kc7 Ka8! 2. Kb6 a5!  
3. b5! Kb8! (3. ...a4? Kc7) 4.  
K:a5 Ka7 and the black player  
gains opposition.

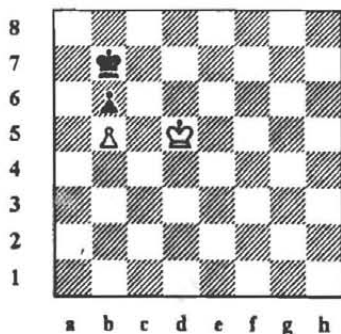
1. Kg4! Kb4 2. Kf5!  
(2. Kf3? Kc5! 3. Ke4 Kc4=)  
2. ...Kc4 3. Ke4! and the  
white player gains opposition.



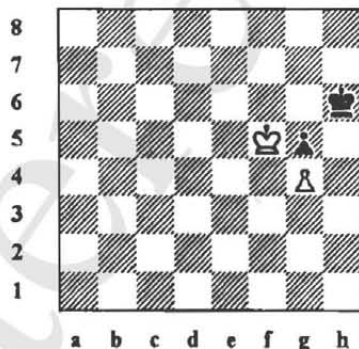
## 2. Pawn against pawn

### 2.1. Learning activities

The pupils must compare the two endings and understand that, although the black pawn will be captured in both cases, only in the first diagram, the white player will win (because the king has reached the 6<sup>th</sup> line in front of the pawn and if he gains or not opposition is not important now)



1. Kd6 Kb8
2. Kc6 Ka7
3. Kc7 Ka8
4. K:b6 Kb8
5. Ka6 Ka8
6. b6 Kb8
7. b7 and the white player wins.

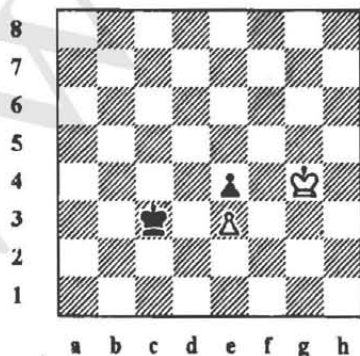


1. Kf6 Kh7
2. K:g5 Kg7
3. Kf5 Kf7
4. g5 Kg7
5. g6 Kg8!
6. Kf6 Kf8
7. g7+ draw.

The player that moves, wins. A difficult ending, that has to be learned, because it's important.

a) 1. Kf5 (not directly 1. Kf4?, because after 1. ...Kd3 the white king is in zugzwang and has to leave it pawns defence.

2. Kg3 K:e3 3. Kg2 Kd2 and the white player wins) 1. ...Kd3 2. Kf4 (for the white player to win he has to wait for the opponents' turn to move:



this is the reason for which the white king reached f4 in two moves instead of one. Now the black player is in zugzwang) 2. ...Kc4 3. K:e4 and the white player wins

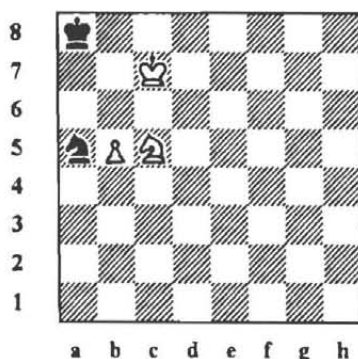
b) If it's the black players turn to move, then 1. ...Kd2! (not 1.

...Kd3 because 2. Kf4 and the black player is in zugzwang) 2. Kf4 Kd3 (now the white player is in zugzwang) 3. Kg3 K:e3 with gain.

# 3. Knight and pawn against knight

## 3.1. Learning activities

The match usually ends in a draw, the weaker part blocking the opponents pawn and capturing it. There are exceptions.



1. **b6 Nb7** the black knight can't be captured because of the stalemate

2. **Ne6!** the white player obtains an impressive mate position 2. ...Nc5

3. **Kc8!** whatever the knight moves, the white player would've reacted the same. The threat:

4. **Nc7** mate or 4. **b7+** the black player gives up.

1. **b7+ Kb8** 2. **Ne4!** observe how the white player controls all the important fields on the board. The black player is in zugzwang - he is lost because it's his turn to move.

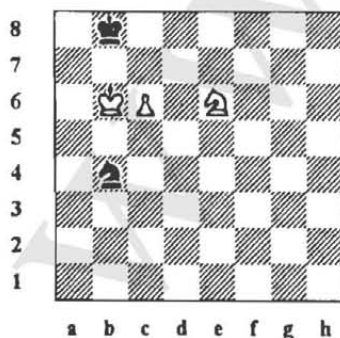
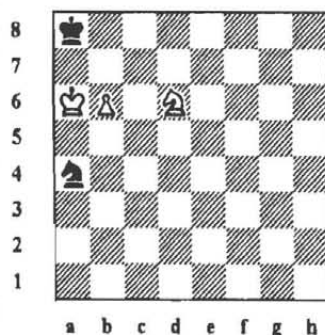
a) 2. ...Kc7 3. **Ka7** with the pawns' transformation

b) 2. ...Nb2 3. **Nc5** with the 4. **Nd7+** threat

c) 2. ...Nb6 a beautiful stalemate 3. **Nf6!**

(a position with the same threat) 3. ...Kc7

4. **Nd5+** (a double attack combined with luring the defensive piece) 4. ...N:d5 5. **Ka7** and the white pawn transforms.



Do not forget that these kinds of positions mostly end as a draw.

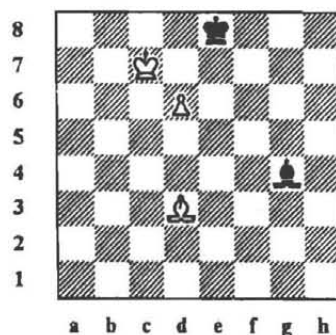
1. **c7+ Kc8**

2. **Nf4 Na6!** The relative value of the black king has increased. He has a new field and can try a new tactical procedure (luring the defensive piece). If the white player doesn't capture it, the knight will sacrifice itself on the last pawn. The match ends a draw.

## 4. Bishop and pawn against bishop

### 4.1. Learning activities

In this case you obtain a draw through the bishops sacrifice on the same pawn. If the bishops are the same colour and the pawn is advanced, there are exceptions.

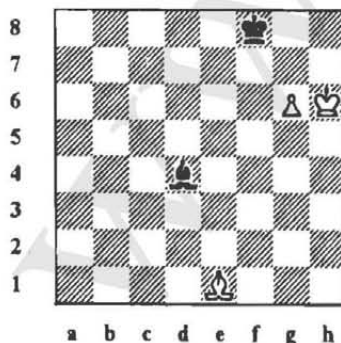
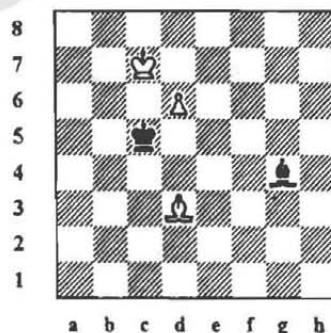


To win the white player must remove the black bishop from the d7 field defence.

1. **Ba6! Bf5**
2. **Bc8** followed by
3. **d7+** and
4. **d8Q** winning

Let's analyse this position. Compared with the first diagram, the difference is that the king doesn't have control on the transformation field and attacks the pawn. The plan can't be applied because: 1. **Ba6? Bf5** 2. **Be8?**, follows 2. **...B:c8** 3. **K:c8** and 3. **...K:d6**.

After 1. **Bg6 Bh3** 2. **Be8 Bg4** 3. **Bd7 Bd1** 4. **Bf5 Ba4**, the black player stops the d7 pawn on the short diagonal. 5. **Bc2 Bb5** 6. **Bf5 Ba4** 7. **Bd7 Bd1** 8. **Bc6 Bg4** 9. **Bd7 Bd1** etc. The match ends a draw.



If the pawn is placed at the right or the left of the king its force increases.

1. **Kh7! Be5** 2. **Bd2 Bd4**
3. **Bh6+ Ke8** 4. **Bg7 Bc5**
5. **Bc3 Bf8** 6. **Bb4** or 6. **Bd2 Kd7**
7. **Bh6** winning

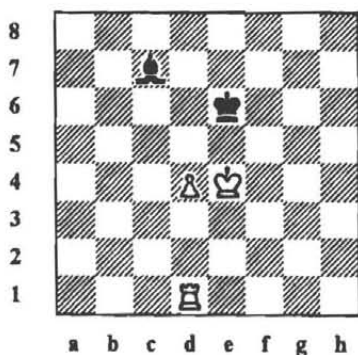
If in the same diagram it's the black players' turn to move, he would draw with the

1. **...Kg8!** move.

## 5. Rook and pawn against bishop

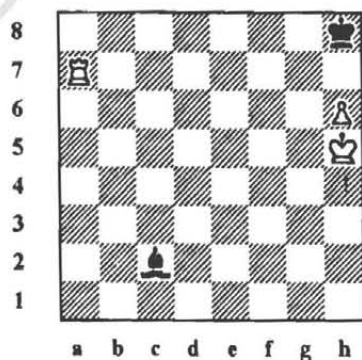
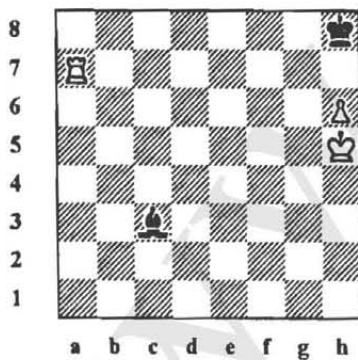
### 5.1. Learning activities

Usually the white players' advantage is crucial. The white player has to strengthen the rooks' position. To isolate the opposite king to the side of the board and to transform the pawn (same endings finish as a draw with the pawn in the front of the king).



1. **Ra1** (not **d5+**? which would give the white player a headache to win)

1. ... **Bb8** 2. **Ra6+ Bd6**  
 3. **Rb6 Kd7** 4. **Kd5 Bg3** 5. **Rb7+ Bc7** (or 5. ... **Kc8** 6. **Kc6** followed by **Kh7** and the movement of the pawn)  
 6. **Ra7 Kd8** 7. **Kc6 Bg3** 8. **d5 Bf4**  
 9. **d6** and the black player gives up.



Compare the two diagrams. If in the first diagram the white player wins after:

1. ... **Bd4** 2. **Rb7 Kg8** 3. **Kg6 Be5** 4. **Ra7 Bd6**  
 5. **Ra8+ Bf8** 6. **h7+ Kh8** 7. **R:f8 mate.**

In the second, the black king can't be forced to leave the corner of the board. It's enough to move the bishop on the b1-h7 diagonal and capture the pawn in the moment in which it advances. Then it enters a theoretical draw position.

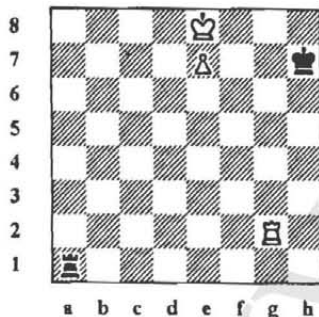
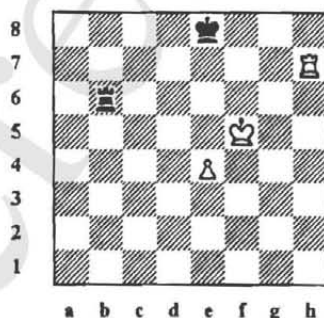
## 6. Rook and pawn against rook

### 6.1. Learning activities

The pupils must understand that the rook endings are the most difficult because the rooks defy the general rule. The absolute value (the number of fields it controls) is the same wherever it's placed. And because these are the most common endings they need special attention.

Every chess player must know Philidor's ancient position. Because the black king isn't separated from the opponent pawn, the rook must be kept on the 6<sup>th</sup> line until the white player advances his pawn on this line. Then he will move behind the pawn and will stop him from advancing and giving checkmate.

1. ...Ra6 2. e5 Rb6 3. e6 Rb1! 4. Kf6 Rf1+ 5. Ke5 Re1+ 6. Kd6 Rd1+ or 4. e7 Re1 5. Kf6 Re6+ 6. K:e6 stalemate.



If the black king is separated from the pawn, the white players' chances of winning increase. If you want to show real progress in chess, it is important to learn all three ways to win:

a) 1. Re2! Kg7 2. Kd7 Ra7+ 3. Kc6 Ra7+ 4. Kb7 winning

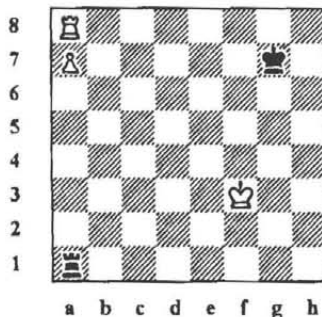
b) 1. Rd2 (preparing 2. Kd7) 1. ...Kg7 (at 1. ...Ra7, 2. Kf8) 2. Kd7 Ra7+ 3. Ke6 Ra6+ (or 3. ...Ra8 4. Rd8 Ra6+ 5. Kd5 winning) 4. Rd6 R:d6+ (4. ...Ra8 5. Rd8) 5. K:d6 Kf7 6. Kd7 winning

c) 1. Rg4 Ra2 2. Kf7 Rf2+ 3. Ke6 Re2+ 4. Kf6 (with the threat, 5. Rg5 6. Re5) 4. ...Rf2+ 5. Ke5 Re2+ 6. Re4 and the white player wins.

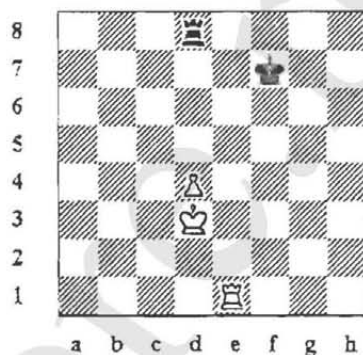
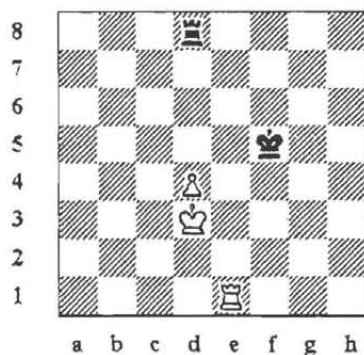
On the rooks' files, the black player has a brilliant way to draw.

He has to stay on the g7 and h7 fields until the white king approaches a7. In that moment he will give checks and return the rook on the a file.

It doesn't work, of course: 1. ...Kf7? because 2. Rh8! R:a7 3. Rh7+ and the white player wins.



Even if the black player is stopped from entering the battle, the pawns advancement is quite tough. Let's analyse two similar diagrams:



1. **Kc4 Rc8+** 2. **Kb5 Rd8**  
 (after 2. ...Rb8+? 3. **Kc6 Rc8+**  
 4. **Kd7** the pawn can't be stopped)  
 3. **Kc5** (don't win: 3. **Re5+** **Kf6**  
 4. **Kc4 Rc8+** 5. **Rc5 Ra8** followed  
 by 6. ...**Ke6**)  
 3. ...**Rc8+** 4. **Kb6 Rd8!**  
 (loses again 4. ...**Rb8+** 5. **Kc7**  
**Rb5** 6. **Kc6** and **d5**)  
 5. **Kc5** (for 5. **Rd1 Ke6** 6. **Kc7**  
**Rd5** 7. **Kc6 Rd6+** 8. **Kc5 Rd5+**  
 9. **Kc4 Rh5** followed by  
 10. ...**Kd6**)  
 5. ...**Rc8+** 6. **Kb4 Rd8**  
 7. **Kc4 Rc8+** 8. **Kd3 Rd8** with  
 draw.

If the black king stops controlling the **e4** square, the white player can win.

1. **Kc4 Rc8+**  
 2. **Kb5 Rd8**  
 3. **Kc5 Rc8+**  
 4. **Kb6 Rd8**  
 5. **Re4!** the pawn can be  
 defended with the rook  
 5. ...**Kf6**  
 6. **Kc7 Rd5**  
 7. **Kc6 Rd8**  
 8. **d5** and the d pawn advances  
 forward to the queen.

\*\*\*

If it's the black player turn to move he can get a draw:

1. ...**Re8!**  
 2. **R:e8 K:e8**  
 3. **Kc4 Kd8!**  
 4. **Kd5 Kd7!** or 4. **Kc5 Kc7!**  
 with equality.

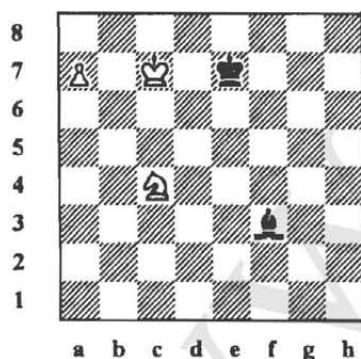
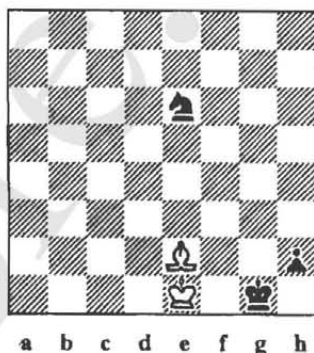


## 7. Knight and pawn against bishop

### 7.1. Learning activities

The match usually ends a draw. The bishop can sacrifice itself on the free pawn. In some cases the sacrifice is spectacular

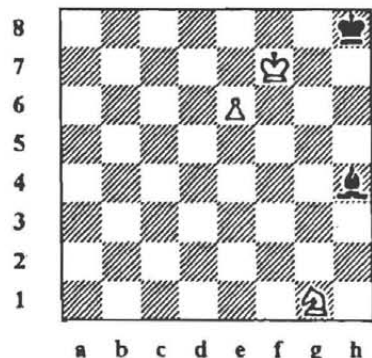
1. Bf3 Nf4 (2. ...Ng2+) 2. Bh1! 8  
(a beautiful move, The bishop sacrifices 7  
itself because the black player can't win time 6  
to escape with the h1 king) 2. ...K:h1 (or 5  
2. ...Ng2+ 3. Ke2 K:h1 4. Kf1! 4  
draw) 3. Kf2! (loses 3. Kf1? because 3  
3. ...Nd3 or 3. ...Nh3) 3. ...Nh3+ 2  
4. Kf1! draw. 1



There is also exceptions: 1. Na5 Ba8 2. Kc8 Ke8 (2. ...Ke6 3. Kb8 Kd6 4. Nc4+ Kc6 5. K:a8 Kc7 6. Nd6 etc.) 3. Nc4 Ke7 4. Kb8 Kd8 5. Nd6 Kd7 6. Nb7 Kc6 7. K:a8 Kc7 8. Nd6 and the white king can leave the a8 field.

We end with a study by J. Kling and B. Horowitz from 1851

1. Nf3 Bd8 2. Ne5! The crucial move. (at 2. ...Kh7 3. Ng4 Kh8 4. Nf6 or 3. ...Bh4 4. Nf6+) 2. ...Bg5 3. Ng4 Bd8 4. Nf6 and the black player is in zugzwang again

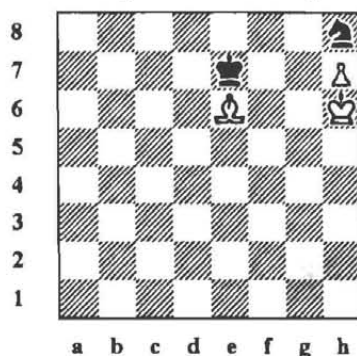




## 8. Bishop and pawn against knight

### 8.1. Learning activities

The bishop helps the pawn transform into a queen taking advantage of its' superior mobility.



1. Bg4! ( not 1. Kg7 K:c6 2. K:h8 Kf7 with draw)

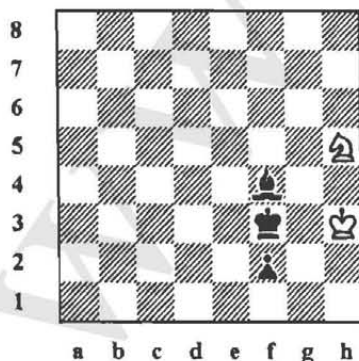
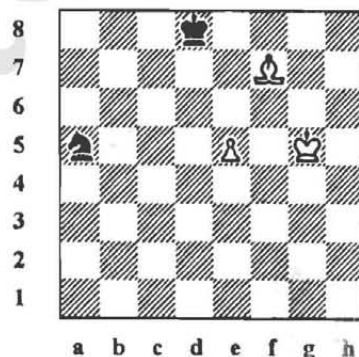
1. ...Kf7 (or 1. ...Kf6 2. Bh5 and we return to the main variant ) 2. Bf3! (It's the opponents' turn to move)

2. ...Kf6 (or 2. ...Kf8 3. Bh5) 3. Bh5 Ke7 4. Kg7 etc.

What's more important: to help the pawn transform with 1. Kf6 or to maintain the black knight outside the game with 1. Bd5?

1. Kf6? Nc6! 2. e6 He7 3. Ke5 Nc6+ 4. Kd6 Ne7 draw

1. Bd5! Ke7 2. Kf5 Kd7 3. Kf6 Ke8 4. e6 Kf8 5. e7+ Ke8 6. Bf7+ or, even better 6. Ke6! with checkmate in the next move



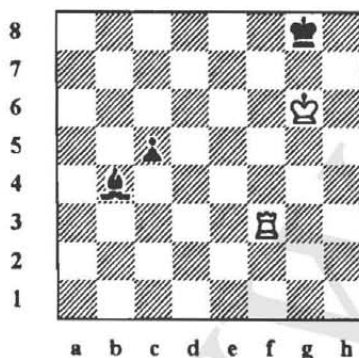
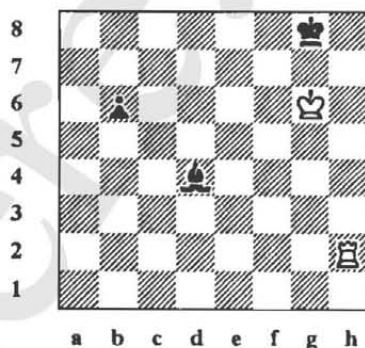
There are exceptions : 1. Ng3! Be5 (1. ...B:g3 stalemate) 2. Nf1 Ke2 3. Kg2 Bf4 4. Kh1! Kf3 (4. ...K:f1 stalemate) 5. Ng3! Be3 (5. ...K:g3 stalemate, 5. ...B:g3 stalemate) 6. Kh2 (6. Nf1) 6. ...Bf4 7. Kh1 with draw

## 9. Bishop and pawn against rook

### 9.1. Learning activities

The battle of the rook against a bishop and a pawn usually ends a draw. One of the secrets of chess is that every rule has exceptions:

1. Rd2 Bc5
2. Rd8+ Bf8
3. Rb8 b5
4. R:b5 Bd6
5. Rb6 Be7
6. Rb8+ Bf8
7. Rc8 Kh8
8. R:f8 checkmate

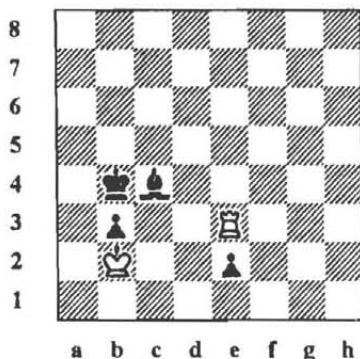


1. Rf5 Ba3
  2. Rf1 Bb4
  3. Rf3! c4 (he would've attacked simultaneously at any of the white bishops' moves threatening checkmate on the 8<sup>th</sup> line)
  4. Rf5!. The white player can't let the black king to flee from its corner.
  4. ...c3
  5. Rb5
  4. ...Bc3
  5. Rf7!
- both winning variants

1. ...Bd3
2. Re7 Kc4
3. Re8 Kd4 (with the 4. ...Be4 idea)
4. R:e2! and 5. K:b3 with draw.

### Remember!

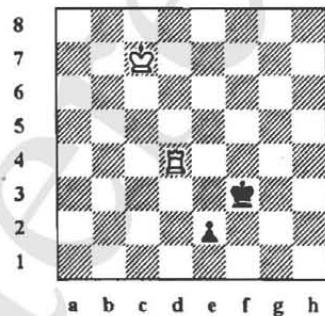
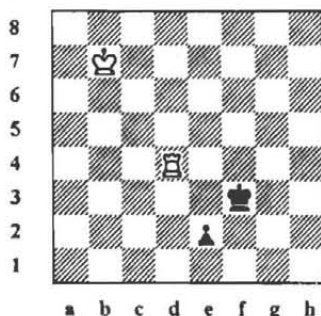
To play well chess, you must learn the rules and their exceptions.



# 10. Pawn against rook

## 10.1. Learning activities

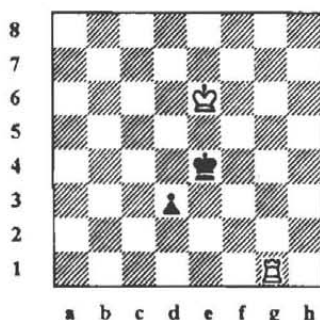
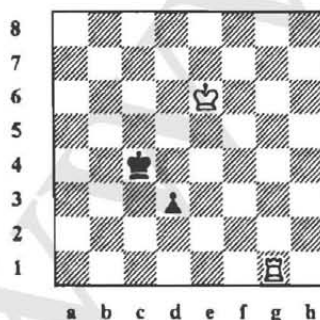
The pupils must understand that between the absolute and relative value of rooks there are big differences. As in life, there are moments when one single pawn can successfully oppose a rook or even a queen. Let's watch carefully the two diagrams. The sole difference is the white king's position, which permits the white player to obtain, in the second diagram a draw.



1. **Rd3+ Kf4!** (1. ...Kf2? doesn't work, 2. Rd2 and neither does 1. ...Ke4? 2. Rd8! e1Q 3. Re8+) 2. **Rd4+ Kf5** 3. **Rd5+ Kf6** 4. **Rd6+ Ke7**. Now we can observe the difference between the two diagrams. With the c7 king, normally would follow 5. **Rd7+** etc.

When the pawn reached the second to last line, the rook can win only if he can control simultaneously the pawns' transformation field with the king.

Let's follow attentively the battle to reach the pawns' transformation field, between the two kings.



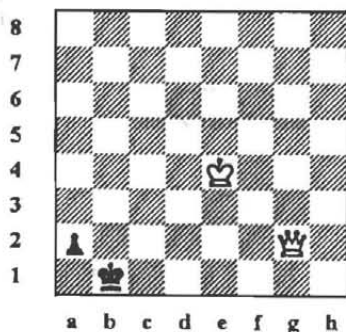
1. **Ke5 d2** 2. **Ke4 Kc3**  
3. **Ke3 Kc2** 4. **Ke2** or  
4. **Rg2** winning

1. **Kd6 d2** 2. **Kc5 Kd3** 3. **Kb4 Kc2**  
4. **Rg2 Kc1** or 1. **Re1+ Kf3** 2. **Kd5 d2**  
3. **Ra1 Ke2** with draw

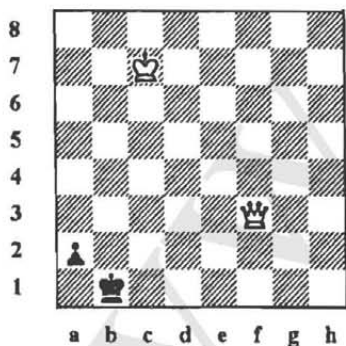
# 11. Pawn against queen

## 11.1. Learning activities

To hope to obtain the draw against a queen, the player must be clever. Anyway, in most cases, the queen helped by the king wins easily the pawn and the match.

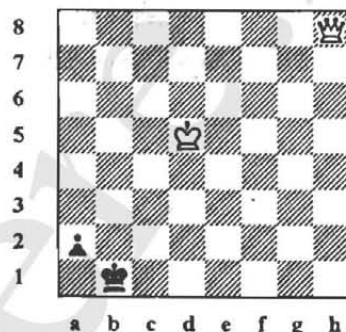


1. Kd3! a1Q
2. Qc2 checkmate

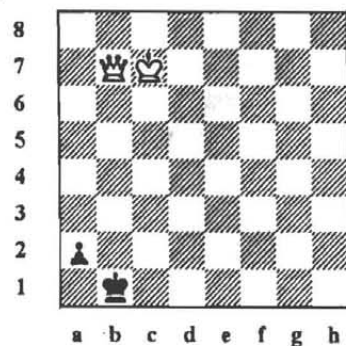


If the white king isn't placed near the black pawn the match ends a draw.

1. Qb3+ Ka1 and the white player can't come close with his king because of the stalemate.



1. Qh1+ Kb2 2. Qh2+ Kb1 (if 2. ...Kb3?, then 3. Qe5 and 4. Qa1)
3. Kc4! a1Q 4. Kb3 and the white player wins.

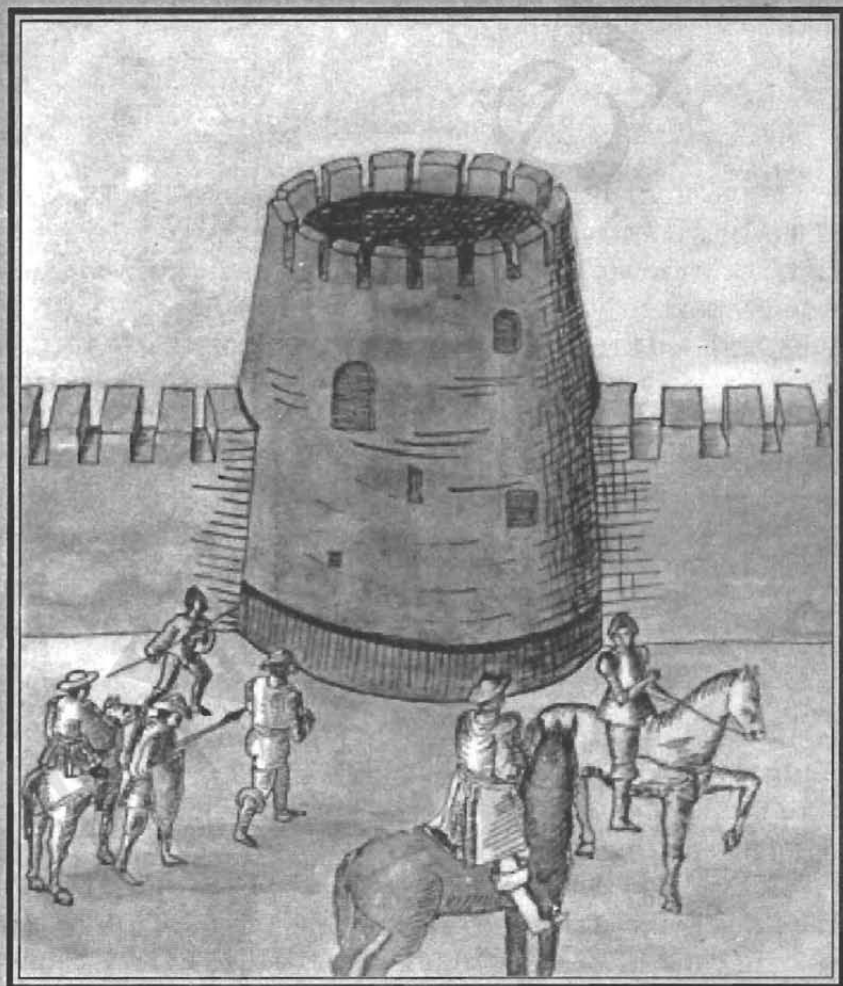


- In this diagram, the black player obtains a draw playing 1. ...Kc2! If he plays 1. ...Ka1? to obtain a draw (like in the other diagram) he will lose, because the white player enters with his king in the zone that ensures the win. 1. ...Ka1? 2. Kb6! Kb1 3. Ka5+! Kc2 4. Qg2+ Kb1 5. Ka4! a1Q+ 6. Kb3 and the white player gives checkmate at the next move.

## B. THE OPENINGS

*"The moves must be chosen with consideration even from the initial faze of the match. Nothing is more dangerous than the pattern. It is always bounded by the peril of falling into a bad situation and spoils the game of chess."*

*A. Alehin*



# 1. Giuoco Piano (Italian)

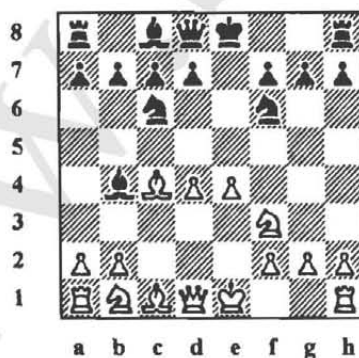
## 1.1. Learning activities

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5



In this position, the white player delays the advancement of the d4 pawn until it will be backed up by the c pawn to try to keep a pawn in d4. If the defence will look sloppy, the two central pawns will act as a real compressor.

4. c3 Nf6 5. d4 ed4 5. cd4 Bb4+



We can block the check with 7. Nc3 or 7. Bd2

Both the moves lead to a slippery game, with big chances for each side. The most common moves are:

- a) 7. Nc3 N:e4 8. o-o B:c3! 9. d5 Bf6! 10. Re1 Nc7  
 11. R:e4 d6 and  
 b) 7. Bd2 B:d2 8. Nb:d2 d5! 9. ed N:d5 10. Qb3 Nce7  
 11. o-o o-o

## 1.2. Knowledge evaluation

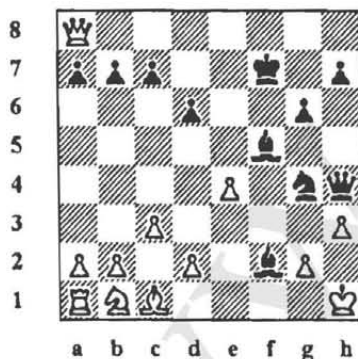
### N.N.- Blackburne, London, 1880

1. e4 e5 2. Nf3 Nc6

3. Bc4 Bc5 4. B:f7? K:f7 5. N:e5+ N:e5 6. Q:h5+ g6 7. Q:e5 d6! 8. Q:h8

The white player succeeded in gaining a quality, but as an old Romanian proverb states: "greed spoils humanity."

8. ...Qh4 9. o-o Nf6 10. c3 Ng4 11. h3 B:f2+ 12. Kh1 Bf5! The white player is lost



13. Q:a8

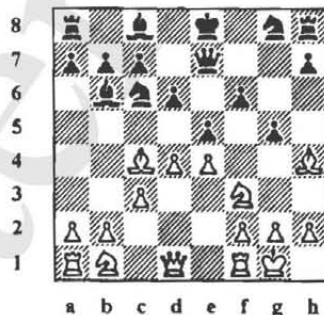
Following: 13. ...Q:h3+ 14. g:h3 B:e4 checkmate.

### Greco - N.N. Rome, 1619

Even if the matches are a few centuries older, their beauty is still intact.

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. c3 Qe7 5. o-o d6 6. d4 Bb6 7. Bg5 f6? 8. Bh4 g5?

A wall of pawns that can scare



any beginner. Is it that powerful?

9. N:g5! f:g5 10. Qh5+ Kd7 11. B:g5 Qg7?



What do you think about this position? How does the white player win?

12. Be6+!! K:e6 13. Qe8+ Nge7 14. d5 checkmate



## 2. Two Knights Defence

### 2.1. Learning activities

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6



If in the Italian match the white player takes initiative that he keeps sometimes with the price of a pawn, in the match of the two knights, the black player is the one that sacrifices a pawn to control the course of events and to reach a more comfortable position.

In the next position, the game is slippery, with chances on both sides.

Example:

- a) 4. d4 e:d4 5. e5 d5 6. Bb5 Ne4 7. N:d4 Bd7  
 8. B:c6 b:c6 9. o-o;  
 b) 4. d4 e:d4 5. o-o N:e4 6. Re1 d5 7. B:d5  
 Q:d5 8. Nc3 Qa5 9. N:e4 Be6 10. Neg5 o-o-o 11. N:e6  
 f:e6 12. R:e6 Bd6;  
 c) 4. d4 ed4 5. Ng5 Ne5 6. Q:d4 N:c4 7. Q:c4 d5  
 8. e:d5 Q:d5 9. Qe2 Be7 10. o-o;  
 d) 4. Ng5 d5 5. e:d5 Na5 6. Bb5+ c6 7. d:c6 b:c6 8 .  
 Be2 h6 9. Nf3 e4 10. Ne5 Bd6. A classic position. At the  
 price of a pawn, the black player obtains a powerful attack. To illustrate  
 the fact that there are chances for both sides, we will watch two matches  
 from the great Russian player M. Cigorin.

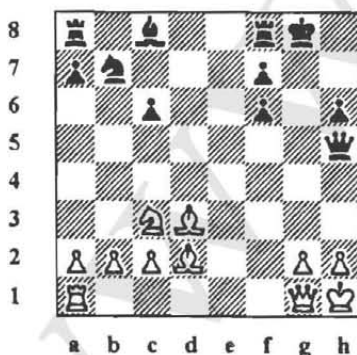
## 2.2. Knowledge evaluation

### M. Cigorin - E. Schmidt

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6  
4. Ng5 d5 5. e:d5 Na5  
6. Bb5+ c6 7. d:c6 b:c6 8.  
Be2 h6 9. Nf3 e4 10.  
Ne5 Bd6 11. f4 Qc7 12. d4  
e:d3 (Cigorin recommends 12. ...o-  
o) 13. B:d3 o-o (at 13. ...B:e5  
14. Qe2!) 14. o-o! B:e5  
15. f:e5 Q:e5 16. Bd2 Ng4

The black players' threat can be easily blocked, and the white players' superiority will be up fronted in a beautiful quality sacrifice.

17. Rf4! Qc5+ 18. Kh1 Qh5  
(18. ...Nf2+ 19 R:f2 Q:f2  
20. B:a5) 19. Qg1 Nf6  
20. Nc3 Nb7 21. R:f6! g:f6



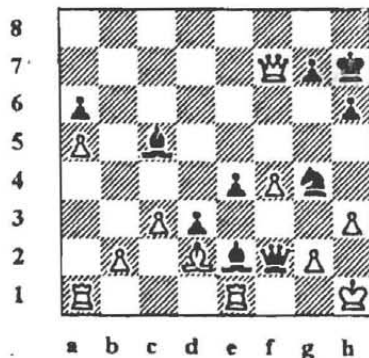
22. Ne4 Qh4 23. g3 Qh3 2 4 .  
N:f6+ Kg7 (24. ...Kh8 2 5 .  
Bc3)  
25. Qd4 Rg8 (25. ...c5 26. Ne8++  
with mate) 26. Nd7+ f6 27. Q:f6.

### P. Arnold - M. Cigorin

1. e4 e5 2. Nf3 Nc6  
3. Bc4 Nf6 4. Ng5 d5  
5. e:d5 Na5 6. Bb5+ c6 7.  
d:c6 b:c6 8. Be2 h6  
9. Nf3 e4 10. Ne5 Qc7 11. f4  
Bd6 12. d4 o-o 13. o-o c5  
14. c3 Rb8! 15. Na3 (at 15. Nd2  
c:d4 16. c:d4 Rb4! 17. Nb3 N:b3  
18 a:b3 R:d4!) 15. ...c:d4  
16. Nb5?

Again the players' superiority is up fronted in a beautiful quality sacrifice.

16. ...R:b5 17. B:b5 Qb6 18. a4  
d3+ 19. Kh1 a6! 20. Nc4 N:c4  
21. B:c4 Bg4 22. a5 Qa7  
23. Qa4 Be2 24. Re1 Ng4 25. h3  
Qf2 26. Bd2 Bc5 (26. ...Qg3 wins  
also) 27. B:f7+ R:f7  
28. Qe8+ Kh7 29. Q:f7  
(29. Q:e4+ g6 30. R:e2 Qg3 etc)



29. ...Q:g2+ 30. K:g2 Bf3+  
(31. Kf1 Bf2 checkmate)  
31. Nh2 checkmate.

## 3. Four Knights Defence

### 3.1. Learning activities

1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6



In this relatively tranquil opening, the white player strays from his usual idea, to obtain advantage playing quick d4. Because of the few direct threats, the black player can copy the opponents moves, at first. Later, he has to supervise his moves, because he can't copy his opponent forever.

- a) 4. d4 e:d4 5. Nd5 Be7 6. Bf4 d6 6. N:d4 N:d5  
 8. e:d5 N:d4 9. Q:d4 Bf6;  
 b) 4. d4 e:d4 5. N:d4 Bb4 6. N:c6 b:c6 7. Bd3 d5  
 8. e:d5 c:d5 9. o-o o-o 10. Bg5;  
 c) 4. Bb5 Nd4 5. Ba4 Bc5 6. N:e5 o-o 7. Nd3 Bb6 8. Nf4  
 d5;  
 d) 4. Bb5 Bb4 5. o-o o-o 6. d3 d6 7. Bg5 B:c3  
 8. b:c3 Qe7 9. Re1 Nd8 10. d4 Ne6.

### 3.2. Knowledge evaluation

#### Capablanca - N.N., New York, 1918

Capablancas' opponent is copying the white players' moves. Is this the solution?

1. e4 e5      2. Nf3 Nc6
  3. Nc3 Nf6      4. Bb5 Bb4
  5. o-o o-o 6. d3 d6 7. Bg5 Bg4?
- (it must 7. ...Ne7 or 7. ...B:c3)
8. Nd5 Nd4      9. N:b4 N:b5
  10. Nd5 Nd4      11. Qd2! Qd7??
  12. B:f6 B:f3

The position is symmetric, but...

13. Ne7+ Kh8      14. B:g7+
  - K:g7 15. Qg5+ Kh8      16. Qf6
- checkmate

#### Gershwiler - Salzmann

1. e4 e5      2. Nf3 Nc6
3. Nc3 Nf6      4. d4 e:d4
5. Nd5! h6 (5. ...N:e4 6. Qe2 or
5. ...Be7 6. N:d4 N:d5 7. e:d5
- N:d4 8. Q:d4 o-o) 6. Bf4 d6
7. N:d4 Ne5 (7. ...Be7)
8. B:e5 d:e5      9. Bb5+

The development advantages is crucial. 9. ...Nd7 (9. ...c6

10. N:c6 b:c6      11. B:c6+ Bd7
12. B:a8 Q:a8      13. Nc7+ with
- gain. 9. ...Bd7      10. N:f6+ g:f6
11. B:d7+ Q:d7      12. Nf5 with
- great positional advantage)
10. Ne6! The black player gives
- up 10. ...f:e6      11. Qh5+.

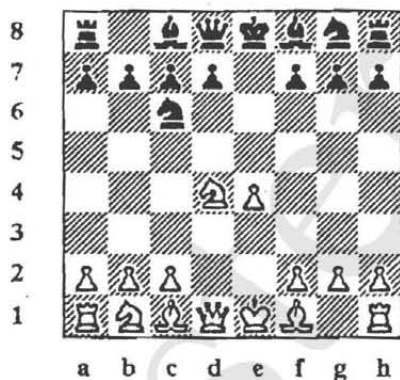
#### Belsitzman - Rubinstein, 1917

1. e4 e5
2. Nf3 Nc6
3. Nc3 Nf6
4. Bb5 Nd4
5. Bc4 Bc5
6. N:e5 Qe7
7. Nd3 (at 7. N:f7? follows d5 and
- for 7. B:f7+ Kf8 and d6) 7. ...d5!
8. N:d5? (in the Nimzovici-Alehin
- match, 1914, 8. B:d5 N:d5
9. N:d5 Q:e4+ 10. Ne3 Bd6
11. o-o Be6)
8. ...Q:e4+
9. Ne3 Bd6
10. o-o? (it must 10. c3) 10. ...b5
11. Bb3 Bb7
12. Ne1 Qh4
13. g3 Qh3
14. c3 h5! (the black player
- sacrifices a piece to the h file)
15. c:d4 h4
16. Qe2 (doesn't save: 16. f3 hg3
17. Qe2 gh2+ 18. Kh1 Nh5
19. Nf5+ Kf8) 16. ...Q:h2+!
17. K:h2 hg3++
18. Kg1 Rh1 checkmate.

## 4. Scotch

### 4.1. Learning activities

1. e4 e5 2. Nf3 Nc6 3. d4 e:d4 4. N:d4



A perfectly logical solution to stop the Black kings' consolidation with d6. Unfortunately, the counter attack on the e4 pawn is very efficient. The white player obtains a superior mobility, but this is a fragile weapon, which has to be well handled because the black player has high chances to equal the position.

a) 4. ...Nf6 5. Nc3 Bb4 6. N:c6 b:c6 7. Bd3 d5  
 8. e:d5 c:d5 9. o-o o-o 10. Bg5 Be6 11. Qf3;  
 b) 4. ...Bc5 5. Be3 Qf6 6. c3 Nge7 7. Nc2 d6!  
 8. B:c5 d:c5 9. Ne3 Qg6 10. Nd2 o-o

Let's see what can happen when the general rules are broken and our urge to seek and pick the best alternative doesn't reach the beauty and complexity of chess.

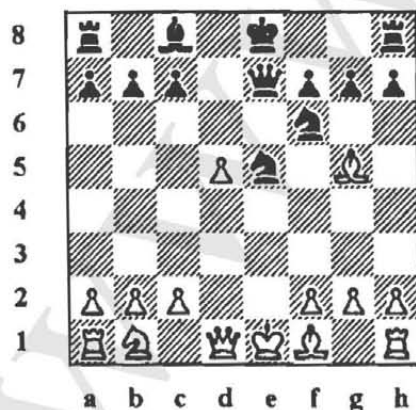
## 4.2. Knowledge evaluation

### Fraser - Tanbenhaus, Paris, 1888

1. e4 e5      2. Nf3 Nc6
3. d4 e:d4    4. N:d4 Qh4?!
5. Nc3 Nf6?(Bb4=)
6. Nf5! Qh5
7. Be2 Qg6
8. Nh4 the black queen is captured

### Miller - Chemey, New York, 1935

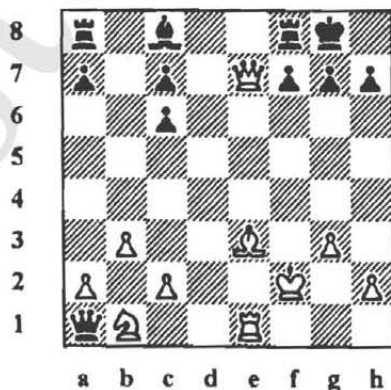
1. e4 e5      2. Nf3 Nc6
3. d4 e:d4
4. N:d4 Nf6
5. Bg5 Be7
6. Nf5 d5
7. e:d5 Ne5



8. N:e7 Q:e7
9. B:f6?? Nf3++ checkmate

### Boatner - Patterson, USA, 1958

1. e4 e5      2. Nf3 Nc6
3. d4 e:d4    4. N:d4 Bc5
5. N:c6 b:c6   6. Bc4 d5
7. e:d5 B:f2+   8.      K:f2
- Qh4+ 9. g3 Q:c4      1 0
- Re1+ Ne7   11. b3 Q:d5
12. Qe2 o-o? (12. ...Be6)



13. Q:e7 Qd4+
14. Be3 Q:a1

The black player has a material advantage but:

15. Q:f8+ K:f8      16.      Bc5+
- Kg8
17. Re8+ checkmate

## 5. Ruy Lopez (Spanish)

### 5.1. Learning activities

1. e4 e5 2. Nf3 Nc6 3. Bb5



The most famous, the most studied and complicated opening. By attacking the c6 knight and the e5 pawn, the white player is clear in his idea to keep his initiative in the centre. He can quickly advance d2-d4 helped by c2-c3. Because of the b5 bishop, the black player has difficulties in making the d7-d5 move. Mostly, he will be happy just continuing d7-d6. The most natural way to free itself from the b5 bishops' pressure is to banish him with the a7-a6 move, followed by the b7-b5 move.

If you want to understand chess, do not avoid "the Spanish torture".

3 ...d6 The Steinitz defence

3 ...Nf6 The Berliner defence

3 ...Bc5 the classic system, first played in 1490(!)

3 ...f5!? the Yanisch defence

3 ...a6 4. B:c6 d:c6 exchange variant

3 ...a6 4. Ba4 Nf6 5. o-o N:e4 the open Spanish

3 ...a6 4. Ba4 Nf6 5. o-o Be7 6. Re1 b5 7.

Bb3 d6

8. c3 o-o 9. h3 Na5 - Chigorin.



## 5.2. Knowledge evaluation

### Berger - Fröhlich, Graz, 1888

1. e4 e5      2. Nf3 Nc6
3. Bb5 a6      4. Ba4 d6
5. Nc3 Bg4      6. Nd5 Ne7?
7. c3 b5
8. Bb3 Na5 the black pieces don't co-operate and the kings' position isn't secure 9. N: e5! B:d1 (for 9. ...N:b3, follows 10. N:g4 N:a1 11. Nf6+ g:f6 12. N:f6 checkmate and for 9. ...N:d5! the black player loses a pawn)
10. Nf6+ g:f6
11. B:f7 checkmate

### Pearsall - White, 1953

1. e4 e5      2. Nf3 Nc6
3. Bb5 Nf6      4. o-o N:e4
5. Re1 f5? (wanting to consolidate his position in the centre, the black player loses his queen. He must play 5. ...Nd6 6. N:e5 Be7 7. Bd3 o-o 8. Nc3 with chances on both sides) 6. d3 Nd6 7. B:c6 d:c6 8. R:e5+ Kf7 (at 8. ...Kd7 or 8. ...Be7 9. Bg5) 9. Bg5 Qd7 10. Re7+! the black player gives up. After 10. ...B:e7, follows 11. Ne5+ with the queens' gain.

### Steiner - Capablanca, Budapest, 1929

1. e4 e5      2. Nf3 Nc6
3. Bb5 a6      4. Ba4 d6
5. d4?! b5      6. Bb3 N:d4
7. N:d4 e:d4      8. Q:d4? (the black player should've played 8. Bd5 or 8. c3) 8. ...c5
9. Qd5 Be6      10. Qc6+ Bd7
11. Qd5 c4 and the black player wins the bishop.

### Busuine - Birnberg, London, 1924

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Ba4 Nf6
5. d3 d6
6. c3 Be7
7. Nbd2 o-o
8. Nf1 b5
9. Bc2 Nh5 (The theory recommends 9. ...d5)
10. N:e5? N:e5
11. Q:h5 Bg4! The white queen is captured.

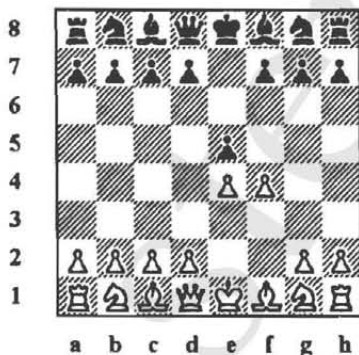
## 6. King Gambit

### 6.1. Learning activities

Through *gambit* we understand the sacrifice of a pawn or of another rook, in the opening, in exchange of obtaining an important development advance. Almost every year this kind of ideas appear.

The most famous gambit is the Gambit of the king.

1. e4 e5 2. f4



It's numerous attack ideas deserve to be analysed by the ones who want to learn chess.

Let's analyse the position from the diagram. Opening the f file emphasises that the white players' attack will concentrate on the f7 field. If the black player accepts the gambit, the pawns' deviation will let the white player move d4 as soon as possible. But first, he must stop the check on h4. In this position the black player can accept the gambit hoping that his defensive technique is just enough to block the white players' attack or to prove a counter-gambit playing 2. d5. Psychologically speaking, the best way to respond to a gambit is to accept the sacrifice and to give back the material obtained in exchange for the fast development, at the right time.

Theory says that, in the opening, three times won equal a small rook. Let's see if that is true.

## 6.2. Knowledge evaluation

### Nimzovici - Neumann, Riga, 1899

1. e4 e5                      2. f4 e:f4  
3. Nf3 g5                    4. Bc4 g4  
5. o-o g:f3                  6. Q:f3 Qf6  
7. d3 Bg7?    8. Nc3 Nc6    9. B:f4 Nd4    10. Qf2 d6

All the white pieces are prepared to enter the battle.



11. Nd5 Qd8  
12. e5! c6?  
13. Bg5 Qd7  
14. Nc7+ The white player frees the bishops diagonal 14. ...Q:c7  
15. B:f7+ Kd7  
16. Q:f5+ N:f5  
17. e6 checkmate.

### Marshall - Maroczy, Vienna, 1903

1. e4 e5                      2. f4 e:f4                      3. Nf3 g5  
4. Bc4 g4  
5. Nc3 g:f3  
6. Q:f3 d5                      7. N:d5 c6?



8. N:f4 Qf6    9. c3 Bh6  
10. d4 Ne7? (B:f4)    11. o-o o-o

The black player succeeded to castle. Are his problems over?

12. Nd5! Attack through disclosure  
12. ...N:d5  
13. Q:f6 N:f6                      14. B:h6 Nbd7

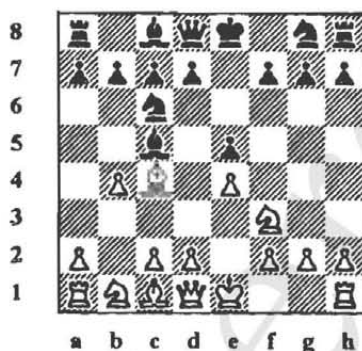
15. B:f8 K:f8    16. e5 and the white players' advantage is crucial.

I've chosen two matches in which the white player wins by purpose, to convince you to try the joy of playing a gambit.

## 7. Evans Gambit

### 7.1. Learning activities

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4



Another gambit from the romantic chess era. The white player offers a pawn so that he can occupy the centre and to stop the liberating d5 move.

Also, he has the possibility to pressure the f7 field and to stop the small castle with Ba3.

Let's watch a match from 1862.

### 7.2. Knowledge evaluation

#### Steinitz - Pilhol, Vienna, 1862

1. e4 e5 2. Nf3 Nc6  
3. Bc4 Bc5 4. b4 B:b4  
5. c3 Ba5 6. o-o Nf6?! 7. d4  
ed4? (d6) 8. Ba3 d6 9. e5! The  
white player offers a third pawn.  
What is going to happen to the  
opponents king placed in the centre  
of the board? 9. ...d:e5  
10. Qb3 Qd7 11. Re1 Qf5  
12. Bb5 Nd7 13. Qd5 B:c3  
14. N:c3 d:c3 15. N:e5 Ne7

Everything looks well defended  
and the queen must retreat. But any  
retreat can annihilate the white  
players' development advance. He  
must find a solution so that he can  
continue his attack.

16. N:d7! Q:d5 17. Nf6++  
and 18. B:e7 checkmate

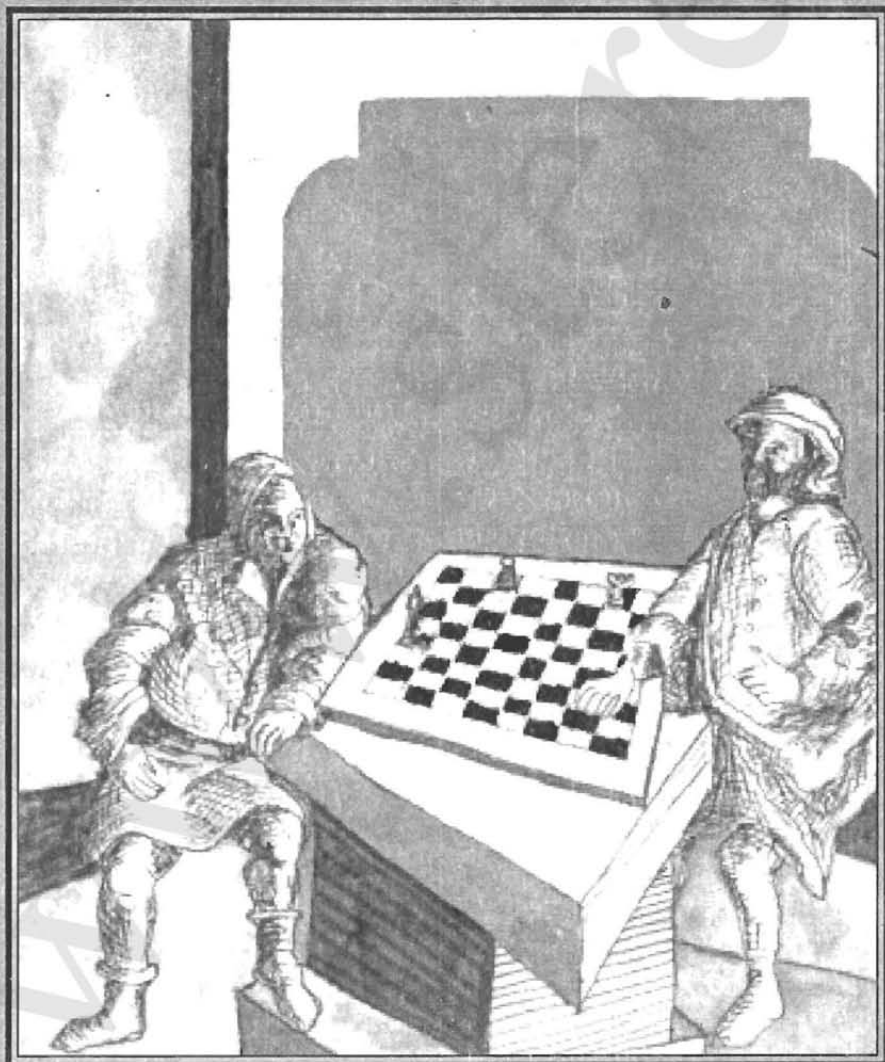
An elegant and simple ending

But how many hours of hard work  
hide behind this kind of combination?

## C. PRACTICAL EXAMPLES

*"Without the habit of independent work, of an objective evaluation, the young chessplayer can't deal with the difficulties that appear in a tournament"*

*M. Botvinnik*



*We end this manual with a famous match discussed by the great Alehin. Be sure that to understand chess you will need a lot of hours of hard work. At the end of that your satisfaction is guaranteed.*

## Alehin - Capablanca

*The 34<sup>th</sup> match (the last) of the world title battle, Buenos Aires, 1927.*

1. d4 d5
2. c4 e6
3. Nc3 Nf6
4. Bg5 Nbd7
5. e3 c6
6. a3

This move is tranquil, whose goal is to avoid the Cambridge-Springs defence, doesn't promise more than equalising the game. I chose it just to divert further from the known variants from books.

6. ...Be7
7. Nf3 o-o
8. Bd3 d:c4 Another good possibility would have been 8. ...h6 9. Bh4 c5
9. B:c4 Nd5
10. B:e7 Q:e7 (10. ...N:c3)
11. Ne4 N5f6
12. Ng3 c5

This should've been 12. ...b6 followed by Bb7, the way that Maroczy played against me at San Remo in 1930. The negative part of this move is that it can't solve

the queens' bishop development problem.

13. o-o Nb6
14. Ba2 c:d4
15. N:d4 g6

The black player wants to respond with e5 to e4 so that he will not surrender the f5 field to the white knights.

16. Rc1
- threatens Nb5
16. ...Bd7
17. Qe2! Rac8
18. e4 e5
19. Nf3 Kg7

The black player should have changed both the rooks, because after 19. ...R:c1 20. R:c1 Rc8 21. R:c8+ N:c8, at the 22. Ng5 attack he could have responded with 22. ...Be8.

The 19. ...Kg7 move and the next move bring the black player in an unfavourable situation.

20. h3 h6?
21. Qd2!

At this "harmless" move it's tough to find a good response.

The greatest white threat is 22. Qa5 and if the black player would

have tried to block through the Bc6



counter attack (or 21. ...Bb5) then the white player would have decided the match through an unexpected attack on the kings' flank:

22. Nh4! N:e4 (or 22. ...B:e4  
23. Qe3!, or 22. ...Bd7  
23. Qa5)

23. Nhf5+! gf5

24. N:f5+ Kf6

25. Q:h6+ K:f5

26. g4 checkmate!

The only move that had some chances of success is 21. ...Na4! Indicated by Lasker. In this case, the white player would have simply consolidated his position, example 22. Rfd1.

21. ...Be6?

The position is now very difficult for the black player. Now he loses a pawn and after a desperate battle, he loses the match and the tournament. The

next harsh combinations, as well as the queens and rooks ending have many instructive and touching moments.

22. B:e6 Q:e6

23. Qa5 Nc4

Or 23. ...Qb3 24. Q:e5  
Nc4 25. Qd4 in favour of the white player.

24. Q:a7 N:b2

25. R:c8 R:c8

26. Q:b7 Nc4

27. Qb4 Ra8

28. Ra1 Qc6!

The black player threatens to block the "a" pawn through 29. ...Ra4 and to win the e4 pawn. The next two white players' moves clarify the true situation on the board.

29. a4 N:e4

30. N:e5

This way the white player avoids the battle. 30. N:e4 Q:e4 31. Rc1 Rc8 32. N:e5? Ne3! 33. Q:e4 R:c1+ 34. Kh2 Nf1+ followed by 35. Ng3+ 36. N:e4 and the black player wins

30. ...Qd6!

In the created situation, this is relative the best move, because the knights leave the board soon.

31. Q:c4 Q:e5

32. Re1 Nd6

33. Qc1 Qf6

34. Ne4 N:e4



### 35. R:c4

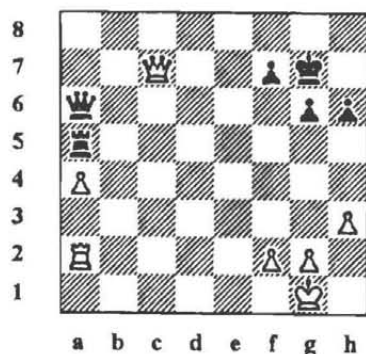
The winning method now relays in combining the threats created by the free pawn with the attack on the kings' weak position. First, the white player obtains control on the important a1-h8 diagonal.

35. ...Rb8

36. Re2 Ra8

37. Ra2 Ra5

38. Qc7 Qa6



Clearly the only way of stopping the "a" pawns' advancement.

39. Qc3+ Kh7

40. Rd2. With the terrible 41. Rd8 threat.

40. ...Qb6 41. Rd7. Secret move. The black players' next moves are his only chance, if not to save the match, at least to oppose a long resistance.

41. ...Qb1+

42. Kh2 Qb8+

43. g3 Rf5

44. Qd4

Threatens

45. a5!, followed by Rd8

44. ...Qe8

(Threatens 45. ...R:f2+, which would have followed at 45. Rd8 also)

45. Rd5 Rf3

Passing in the queens ending would've meant defeat.

46. h4

The white player doesn't have reasons to stop the black queens' next move, which leads to a rooks ending, easy won by the white player.

46. ...Qh8.

47. Db6 In this moment, the exchange would've been premature, because it would have let the black player place it's rook behind the free pawn.

47. ...Qa1

48. Kg2 Rf6

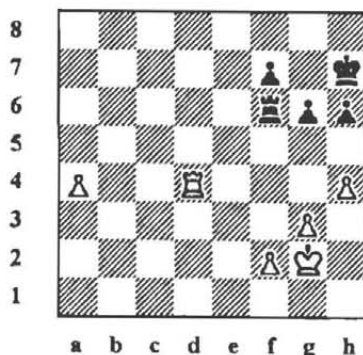
At 48. ...Ra3 the white player would have won : 49. Td7 Kg8 (49. ...Kg7 50. Qe6! or 49. ...Qa2 50. Qf6) 50. Qe6+ Kg7 51. Qe7 Qa2 52. Qe5+ Kh7 53. Qf6

49. Qd4

Now is the moment to exchange the queens, because the white rook, not the black one will get behind the free pawn.

49. ...Q:d4

50. R:d4



50. ...Kg7

He loses immediately 50. ...Ra6 because of 51. Kf3 followed by Kf3-e4-d5

51. a5 Ra6

52. Rd5 Rf6

53. Rd4 Ra6

54. Ra4 Kf6

55. Kf3 Ke5

56. Ke3 h5

57. Kd3 Kd5

58. Kc3 Kc5

59. Ra2 Kb5

60. Kb3

The white player uses everything to gain time through repeating the moves, to avoid any mistake in a moment in which the champion title is so close.

60. ...Kc5

61. Kc3 Kb5

62. Kd4

If 62. ...Kb4, then 63. Ra1!

62. ...Rd6+

63. Ke5 Re6+

64. Kf4 Ka6

65. Kg5 Re5+

66. Kh6 Rf5

67. f4

The simplest way to obtain the opponents capitulation was the

67. Kg7 Rf3 68. Kg8 Rf6

69. Kf8! Rf3 (or 69. ...Rf5

70. f4) 70. Kg7 Rf5 71. f4

67. ...Rc5!

68. Ra3 Rc7

69. Kg7 Rd7

70. f5

Again a vague move. It would have been better to move first 70. Kf6 and just as an answer to 70.

...Rc7 to continue 71. f5 gf5

72. K:f5 Rc5+ 73. Kf6 Rc7

74. Rf3 K:a5 75. Rf5+ and the white player wins.

70. ...g:f5

71. Kh6 f4

72. g:f4 Rd5

73. Kg7 Rf5

74. Ra4 Kb5

75. Re4 Ka6

76. Kh6 R:a5

Or 76. ...Kb7 77. Re5 R:f4 78. Kg5! Rf1 79. K:h5 f5 80. Kg5 f4 81. Rf5 f3 82. Kg4 and the white player wins

77. ...Re5 Ra1

78. K:h5 Rg1

79. Rg5 Rh1

80. Rf5 Kb6

81. R:f7 Kc6

82. Re7 The black player gives up.

# ***FIDE Laws of Chess***

## **RULES OF PLAY**

### **Article 1: *The nature and objectives of the game of chess***

The game of chess is played between two opponents who move their pieces alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when his opponent's move has been made.

The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal move which would avoid the 'capture' of the king on the following move. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. The opponent whose king has been checkmated has lost the game. If the position is such that neither player can possibly checkmate, the game is drawn.

### **Article 4: *The act of moving the pieces***

4.1 Each move must be made with one hand only.

4.2 Provided that he first expresses his intention (e.g. by saying "j'adoube" or "I adjust"), the player having the move may adjust one or more pieces on their squares.

4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard

a. one or more of his own pieces, he must move the first piece touched that can be moved, or

b. one or more of his opponent's pieces, he must capture the first piece touched, which can be captured, or

c. one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.

4.4 a. If a player deliberately touches his king and rook he must castle

on that side if it is legal to do so.

b. If a player deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3(a).

c. If a player, intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king which may include castling on the other side. If the king has no legal move, the player is free to make any legal move.

4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.

4.6 A player forfeits his right to a claim against his opponent's violation of Article 4.3 or 4.4, once he deliberately touches a piece.

4.7 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot then be moved to another square. The move is considered to have been made when all the relevant requirements of Article 3 have been fulfilled.

### **Article 5: The completion of the game**

5.1 a. The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was a legal move.

b. The game is won by the player whose opponent declares he resigns. This immediately ends the game.

5.2 a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was legal.

b. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was legal.

c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)

d. The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2)

e. The game may be drawn if each player has made the last 50 consecutive

moves without the movement of any pawn and without the capture of any piece. (See Article 9.3)

## COMPETITION RULES

### Article 6: *The chess clock*

6.1 'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.

'Clock' in the Laws of Chess means one of the two time displays. 'Flag fall' means the expiration of the allotted time for a player.

6.2 a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.

b. The time saved by a player during one period is added to his time available for the next period, except in the 'time delay' mode. In the time delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.

6.3 Each time display has a 'flag'. Immediately after a flag falls, the requirements of Article 6.2(a) must be checked.

6.4 Before the start of the game the arbiter decides where the chess clock is placed.

6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.

6.6 If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives; unless the rules of the competition specify or the arbiter decides otherwise..

6.7 Any player who arrives at the chessboard more than one hour after the scheduled start of the session shall lose the game unless the rules of the competition specify or the arbiter decides otherwise.

6.8 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See Articles 5.1, and 5.2)

The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time

allotted to the player.

b. A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.

c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.

d. If a player is unable to use the clock, an assistant, who is acceptable to the arbiter, may be provided by the player to perform this operation. The clocks shall be adjusted by the arbiter in an equitable way.

6.9 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.

6.10 Except where Articles 5.1 or one of the Articles 5.2 (a), (b) and (c) apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves, even with the most unskilled counterplay.

6.11 Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall use his best judgement when determining the times to be shown on the replacement chess clock.

6.12 If both flags have fallen and it is impossible to establish which flag fell first, the game shall continue.

6.13 a. If the game needs to be interrupted, the arbiter shall stop the clocks.

b. A player may stop the clocks only in order to seek the arbiter's assistance, for instance when promotion has taken place and the piece required is not available.

c. The arbiter shall decide when the game is to be restarted in either case.

d. If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player has no valid reason for stopping the clocks, the player shall be penalised according to article 13.4.

6.14 If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter.

6.15 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim based on information shown in this manner.



## **Article 7: Irregularities**

7.1 a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played.

b. If during a game it is found that the only error is that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.

7.2 If a game has begun with colours reversed, then it shall continue, unless the arbiter rules otherwise.

7.3 If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, either the player or his opponent shall stop the clocks and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.

7.4 a. If during a game it is found that an illegal move has been made, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. Article 4.3 applies to the move replacing the illegal move. The game shall then continue from this reinstated position.

b. After the action taken under Article 7.4(a), for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third illegal move by the same player, the arbiter shall declare the game lost by this player.

7.5 If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be identified, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. The game shall then continue from this re-instated position.

## **Article 8: The recording of the moves**

8.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix E), on the 'scoresheet' prescribed for the competition.



A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another. Both players must record the offer of a draw on the scoresheet. (Appendix E.12) If a player is unable to keep score, an amount of time, decided by the arbiter, shall be deducted from his allotted time at the beginning of the game.

8.2 The scoresheet shall be visible to the arbiter throughout the game.

8.3 The scoresheets are the property of the organisers of the event.

8.4 If a player has less than five minutes left on his clock and does not have additional time of 30 seconds or more added with each move, then he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard.

8.5 a. If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

b. If only one player is not required to keep score under Article 8.4 he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's scoresheet, but must return it before making a move

c. If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times and the number of moves made, if this information is available, before reconstruction takes place.

8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.

8.7 At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

## **Article 9: The drawn game**

9.1 a. A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid, but Article 12.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way.

b. The offer of a draw shall be noted by each player on his scoresheet with a symbol (See Appendix E).

c. A claim of a draw under 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

9.2 The game is drawn, upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by sequential repetition of moves)

a. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or

b. has just appeared, and the player claiming the draw has the move.

Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same. Positions are not the same if a pawn that could have been captured en passant can no longer be captured or if the right to castle has been changed temporarily or permanently.

9.3 The game is drawn, upon a correct claim by the player having the move, if

a. he writes on his scoresheet, and declares to the arbiter his intention to make a move which shall result in the last 50 moves having been made by each player without the movement of any pawn and without the capture of any piece, or

b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without the capture of any piece.

9.4 If the player makes a move without having claimed the draw he

loses the right to claim, as in Article 9.2 or 9.3, on that move.

9.5 If a player claims a draw as in Article 9.2 or 9.3, he shall immediately stop both clocks. He is not allowed to withdraw his claim.

a. If the claim is found to be correct the game is immediately drawn.

b. If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent's remaining time. Additionally, if the claimant has more than two minutes on his clock the arbiter shall deduct half of the claimant's remaining time up to a maximum of three minutes. If the claimant has more than one minute, but less than two minutes, his remaining time shall be one minute. If the claimant has less than one minute, the arbiter shall make no adjustment to the claimant's clock. Then the game shall continue and the intended move must be made.

9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves, even with the most unskilled play. This immediately ends the game.

### **Article 10: Quickplay Finish**

10.1 A 'quickplay finish' is the last phase of a game, when all the remaining moves must be made in a limited time.

10.2 If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall stop the clocks and summon the arbiter.

a. If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.

b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes thinking time and the game shall continue in the presence of an arbiter, if possible. The arbiter shall declare the final result after a flag has fallen.

c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes thinking time.

d. The decision of the arbiter shall be final relating to 10.2 a, b, c.

10.3 If both flags have fallen and it is impossible to establish which flag fell first the game is drawn.

## **Article 11: Scoring**

11.1 Unless announced otherwise in advance, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits scores no points (0) and a player who draws his game scores a half point (1/2).

## **Article 12: The conduct of the players**

12.1 The players shall take no action that will bring the game of chess into disrepute.

12.2 During play the players are forbidden to make use of any notes, sources of information, advice, or to analyse on another chessboard. The scoresheet shall be used only for recording the moves, the times of the clocks, the offer of a draw, and matters relating to a claim.

12.3 Players who have finished their games shall be considered to be spectators.

12.4 Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter. The player having the move is not allowed to leave the playing area without permission of the arbiter.

12.5 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims or offers of a draw.

12.6 Infraction of any part of the Articles 12.1 to 12.5 shall lead to penalties in accordance with Article 13.4.

12.7 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.

12.8 If both players are found guilty according to Article 12.7, the game shall be declared lost by both players.

## **Article 13: The role of the arbiter (see Preface)**

13.1 The arbiter shall see that the Laws of Chess are strictly observed.

13.2 The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.

13.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made and impose penalties on

players where appropriate.

13.4 The arbiter can apply one or more of the following penalties:

- a. warning,
- b. increasing the remaining time of the opponent,
- c. reducing the remaining time of the offending player,
- d. declaring the game to be lost,
- e. reducing the points scored in a game by the offending party,
- f. increasing the points scored in a game by the opponent to the maximum available for that game,
- g. expulsion from the event.

13.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.

13.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5, when at least one player has used all his time. The arbiter shall refrain from informing a player that his opponent has completed a move.

13.7 Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing venue.

#### **Article 14: FIDE**

14.1 Member federations may ask FIDE to give an official decision about problems relating to the Laws of Chess.

### **B. Rapidplay**

B1. A 'Rapidplay game' is one where all the moves must be made in a fixed time from 15 to 60 minutes for each player.

B2. Play shall be governed by the FIDE Laws of Chess, except where they are overridden by the following Laws of Rapidplay.

B3. Players do not need to record the moves.

B4. Once each player has completed three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting. In case of reverse king and queen placement castling with this king is not allowed.

B5. a. The arbiter shall make a ruling according to Article 4 (The touched piece), only if requested to do so by one or both players.

b. The player loses the right to claim according to Articles 7.2, 7.3 and 7.5 (Irregularities, illegal moves) once he has touched a piece according to

### Article 4.3.

B6. The flag is considered to have fallen when a player has made a valid claim to that effect. The arbiter shall refrain from signalling a flag fall.

B7. To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped.

B8. If both flags have fallen, the game is drawn.

## **C. Blitz**

C1. A 'Blitz game' is one where all the moves must be made in a fixed time less than 15 minutes for each player.

C2. Play shall be governed by the Rapidplay Laws as in Appendix B except where they are overridden by the following Laws of Blitz.

C3. An illegal move is completed once the opponent's clock has been started. However, the opponent is entitled to claim a win before making his own move. If the opponent cannot checkmate the player's King by any possible series of legal moves with the most unskilled counterplay, then he is entitled to claim a draw before making his own move. Once the opponent has made his own move, an illegal move cannot be corrected

C4. Article 10.2 does not apply.

## **D. Quickplay finishes where no arbiter is present in the venue**

D1. Where games are played as in Article 10, a player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game. He may claim on the basis

- a. that his opponent cannot win by normal means, or
- b. that his opponent has been making no effort to win by normal means.

In (a) the player must write down the final position and his opponent verify it.

In (b) the player must write down the final position and submit an up-to-date scoresheet, which must be completed before play has ceased. The opponent shall verify both the scoresheet and the final position.

The claim shall be referred to an arbiter whose decision shall be the final one.



## Glossary of Chess Terminology

### A

**Algebraic notation:** A way of recording a chess game using alphanumeric codes for the squares.

### B

**Bad bishop:** A bishop which is hemmed in by pawns of its own color. **Good bishop:** A bishop which has high mobility, typically because the player's pawns are on squares of color opposite to that of the bishop.

**Blitz chess:** A form of chess with a very small time limit, usually 3 or 5 minutes per player for the entire game. With the advent of electronic chess clocks, it is often the case that the time remaining is incremented by 1 or 2 seconds per move.

### C

**Castle:** A special move in which a King and a Rook move simultaneously.

**Centre/Center:** Usually considered to be the e4, d4, e5 and d5 squares, though the territory within the c4, c5, f4 and f5 parameters can also be thought of as central. The 4 squares in the middle of the board.

**Checkmate:** A position in which a player's king is in check and the player has no legal move (i.e. cannot move out of check). A player whose king is checkmated loses the game.

**Combination:** A clever sequence of moves, often involving a sacrifice, to gain the advantage. The moves of the other player are usually forced, i.e. a combination does not rely on the opponent to make a mistake.

### D

**Development:** The process of moving one's pieces from their starting posts to new positions where their activity and mobility are enhanced. It must be remembered that one's pieces should be developed to squares where they work with the rest of their army towards a particular goal. If an individual piece is providing a useful service on its original square, then there may be no reason to move it.

**Diagonal:** A line of squares along which a bishop moves.

**Discovered check:** When one piece moves out of the way to enable another piece to give check.

**Double check:** When a king is in check by two pieces at the same time. A double check must necessarily be a discovered check.

**Doubled rooks:** Two of a player's rooks placed on the same (open) file.

**Doubled pawns:** A pair of pawns (of the same color) on the same file.



## E

**Endgame:** The portion of the game when most of the pieces have been taken off the board.

**En passant** (from the French): The rule that allows a pawn that has just advanced two squares to be captured by a pawn on the same rank and adjacent file.

**Exchange:** can mean two different things depending whether it is 'an exchange' or 'the exchange'. **An exchange** means mutual capture of pieces of equal value: a Queen for a Queen, a Pawn for a Pawn, or a minor piece for a minor piece. This is also known as a trade of pieces. There can be more than two pieces involved in an exchange or trade, if several pieces are captured in a sequence of almost consecutive moves. **The exchange** means the trade of a Rook for a minor piece. The player capturing the Rook 'wins the exchange'. The player losing the Rook 'loses the exchange'.

## F

**Fianchetto:** The development of the bishop to the second square on the file of the adjacent knight (that is, b2 or g2 for white, b7 or g7 for black).

**File:** Vertical columns, labeled A to H, on the chessboard.

**Fifty move rule:** The game is drawn after fifty moves without a pawn move or capture.

## G

**Gambit:** A sacrifice (usually of a pawn) in the opening.

## H

**Hole:** A hole (for one player) is a square that the player does not, and cannot in future, control with a friendly pawn.

## I

**Isolated pawn:** A pawn with no pawn of the same color on an adjacent file.

## K

**King-side:** The side of the board where the kings are at the start of the game, as opposed to the **queen-side**.

## L

**Long diagonal:** One of the two diagonals of length 8.

## M

**Major piece:** A queen or rook.

**Majority:** A player has a majority of pawns on one flank when the opponent has fewer pawns.

**Mate:** Short for checkmate.

**Material:** The (estimated) value of a player's pieces. The player with more pieces is said to have a "material advantage".

**Middlegame:** The part of the game that occurs after the opening and before the endgame.

**Minor piece:** A bishop or knight.

## O

**Opening:** The beginning phase of a chess game.

**Open file:** A file on which there are no pawns. Sometimes used to refer to a file on which one player has no pawns.

**Opposition:** A situation in which two kings stand on the same rank or file with one empty square between them. The player on move may be forced to move the king to a less advantageous square.

## P

**Passed pawn:** A pawn with no opposition on an adjoining file.

**Pawn structure:** Pawns being the least mobile of the pieces, the position of the pawns influences the character of the game. The type of placement of the pawns is known as the pawn structure.

**Perpetual-check:** When one side can continually check the other.

**Pin:** A pin is a tactical device involving a piece which shields a friendly piece of higher value from an enemy line piece. If the pinned piece moves, it exposes the shielded piece to capture by the pinning piece.

For example, after 1.e4 d6 2.Nf3 Bg4 the Knight on f3 is pinned, because it shields the Queen from the Bishop. If the shielded piece is a King, the pinned piece is unable to move off the line of attack without violating the rules of chess.

**Plan:** A method or line of play designed to improve a position. A chess player should always have a plan. Your plan often lasts only as long as it takes for your opponent to make a move.

**Position** - The arrangement of chess pieces. The player whose pieces have better placement is said to have a "positional advantage."

**Promotion:** Advancing a pawn to the eighth rank, converting it to a queen, rook, bishop or knight. Promotion to a piece other than a queen is called **underpromotion**.

**Protected passed pawn:** A passed pawn that is supported by another pawn.

## Q

**Queen-side:** The side of the board where the queens are at the start of the game, as opposed to the **king-side**.

## R

**Rank:** Horizontal rows on the chessboard, numbered from 1 to 8.

## S

**Sacrifice:** The voluntary offer of material for the purpose of gaining a more favorable advantage than the material investment.

**Scholar's mate:** A four-move checkmate (common among novices) in which white plays 1. e4, follows with Qh5 (or Qf3) and Bc4, and finishes with 4. Qxf7#.

**Simplify:** An exchange of pieces to reach a won ending, to neutralize an enemy attack or simply to clarify a situation.

**Space:** The territory controlled by each player. Thus, whoever controls the most territory has a spatial advantage.

**Skewer** - A tactical concept when a piece attacks two or more enemy pieces on a row (with a rook or queen) or diagonal (with a bishop or queen).

**Stalemate:** A position in which a player's king is not in check and the player has no legal move. A game is drawn if one of the kings is stalemated.

**Strategy:** The foundation of a player's moves. The way to achieve a particular plan.

## T

**Tactics:** Traps, threats and schemes based on the calculation of variations (at times rather long-winded). A position with many combinative motifs present is considered tactical.

**Tempo:** An extra move, an initiative at development. A player gains a tempo (usually in the opening) by making the opponent move the same piece twice or defend an enemy piece.

**Threat:** The essence of a chess game. Threats can be subtle, mating, positional, etc.

## V

**Variation:** The analyses of a chess game; specifically a line of play or annotation.

## X

**X-ray attack:** An Xray is a tactical device where an enemy piece is attacked by a line piece and forced to move, thereby exposing a second enemy piece to capture. It is also widely known as a **skewer**.

## Z

**Zugzwang** (from the German): When a player is put at a disadvantage by having to make a move. Usually occurs in the endgame, and rarely in the middlegame.

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