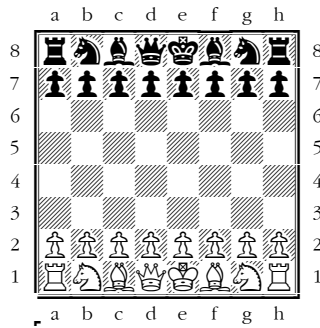


Chess

Strategy and Tactics For Novice Players



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Chess Strategy and Tactics For Novice Players

Set up:

1. Align board so the white square corner is to right. “White is right!” as you look at your side of the board.
2. Queen is on her own Color. White Queen is on a white square. Black Queen is on a black square.

Values:

Pawn = 1 point (but an advanced Pawn grows in value – especially after crossing the middle of board if it is protected).

Bishop = 3 points (but if the Bishop’s diagonals are blocked by its own men or by enemy Pawns – it may have less value).

Knight = 3 points (but if the Knight is blocked by its own men occupying squares or if the Knight is stuck on the side of the board, it may have less value).

Rook = 5 points (a Rook on an open file is usually more valuable than a Rook blocked by other pieces).

Queen = 9 points (The Queen is so valuable she should usually stay near shelter until you have tried to move out your Knights and Bishops and in many cases your Rooks. Otherwise you will waste your precious moves hiding her from attack when you should be using your opening moves to develop your 3 and 5 point pieces).

Each Move = (Although moves are not assigned points, they should not be wasted as they too have value – just as a head start has value in a foot race).

King = game – if you checkmate the opponent’s King – you win! Before each move look to see that your King is safe from attack.

Note: A game is not normally won on points. But this system of point values will guide you on what moves and exchanges of Pawns and pieces to select. A game is only won by checkmating the opponent’s King or by a player resigning. Games may also be a draw: by agreement, or stalemate, or three times repeat of the same position. Games can also be a draw by failure to either move a Pawn or capture a piece for 50 moves – if one player claims a draw.

Opening

CONTROL the CENTRAL 4 SQUARES. A good opening is to move your King’s Pawn forward 2 spaces. You should protect this Pawn – often by moving your Queen’s Pawn out one space – also you could protect the King’s Pawn with your Queen’s Knight as shown in fig. 1.

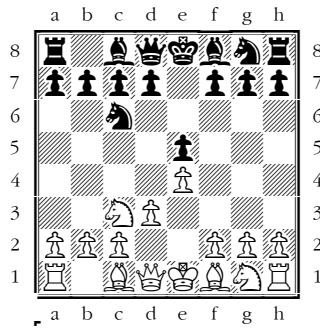


Fig. 1

White has moved the e2 Pawn forward 2 spaces to occupy the e4 square. This move attacks the d5 and the f5 squares and still shields the White King from a frontal attack on the e file. The White Bishop on c1 and the White Queen each have a clear way out. (fig. 1).

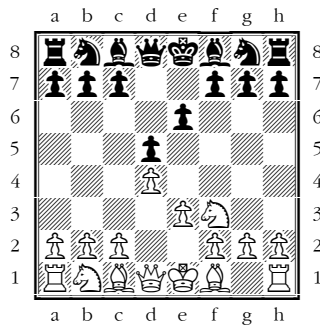


Fig. 2

Alternatively you could open with your Queen's Pawn moving 2 spaces forward and protecting the Queen's Pawn in a similar manner such as with your King's Pawn and King's Knight. See fig. 2.

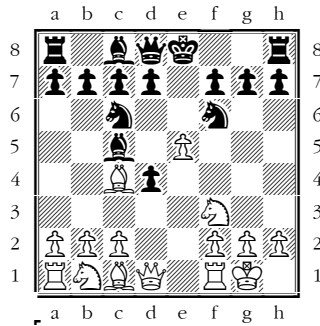


Fig. 3

Two Knight's Defense
 The White King has Castled early.

Always CHECK OUT YOUR KING'S SAFETY before each move. Protect your King – normally by castling early. This opening is called the Two Knights' Defense. See fig. 3.

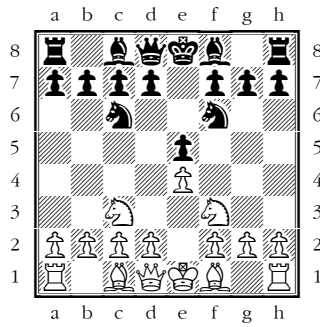
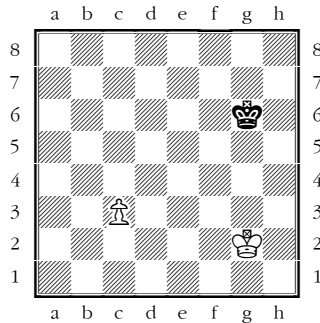


Fig. 4

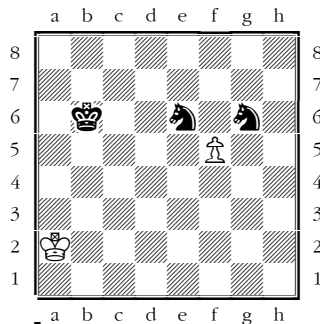
Four Knight's Game

Never leave your Pawns or pieces under attack without guarding them with another Pawn or piece. You want to get an equal EXCHANGE or better than fair exchange with your opponent in case of attack. See fig. 4. Usually you must GANG UP YOUR PIECES to win an opponent's Pawn or piece, such as 2 on 1 or 3 on 1. You can't peel a carrot with one hand and you can't play chess very well with just one piece. Get those Knights and Bishops off the back row – and by the middle game – get one (or better) two Rooks onto a clear file.

Middle Game Tactics

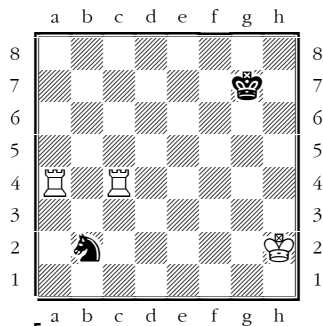


1. FORK; A PAWN FORKS 2 pieces if it can take either piece on a diagonal (left or right) – and the Pawn is either not able to be taken or is protected by a piece.

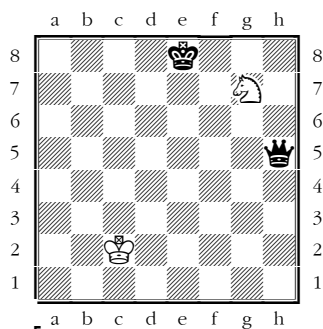


Pawn Fork: The Black Knights are FORKED. Even if it's black's turn to move, only one Knight has time to escape.

Knight Fork: A KNIGHT FORKS 2 PIECES IF IT CAN TAKE EITHER PIECE AND IS NOT IN DANGER OF BEING TAKEN ITSELF.

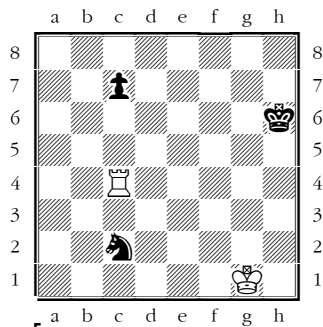


The Black Knight can capture either one of the two White Rooks. Only one Rook has time to escape.

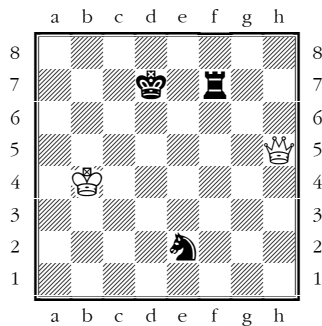


The White Knight can capture either the Black King or the Black Queen.

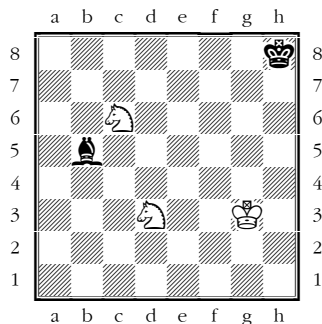
A Bishop, Rook, or Queen can also fork two pieces. All of these pieces, to include a Knight, can also fork Pawns.



Double attack by Rook. (Fork)



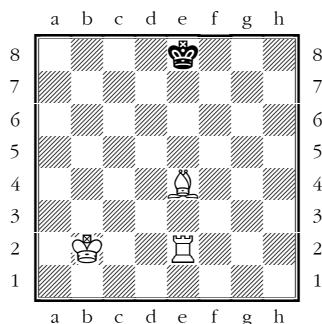
Double attack by Queen. (Fork)



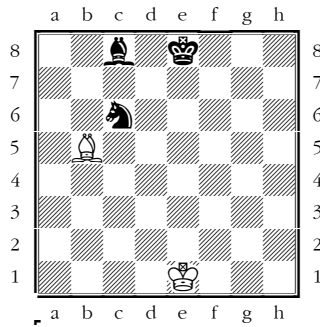
Double attack by Bishop (Fork)

Discovered Check:

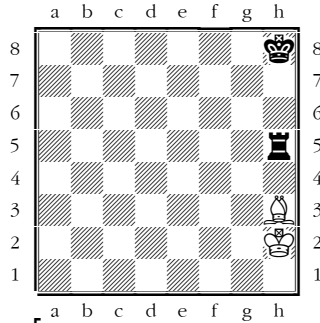
An attacking piece whose path is blocked by one of its own men may be able to deliver a “discovered check.” In the diagram, the Black King will “discover” it is “in check” by the White Rook if the White Bishop makes any move. The impact is that the Bishop gets a “free move” to take another piece or take a better square with no danger of being captured as Black’s next move must protect its King. If the piece is not a King, the maneuver is called a “discovered attack.”



2. PIN: A piece is pinned if it is stuck because moving it would expose a more valuable piece to attack. For example, Knights are often pinned by Bishops in the opening (masking the King). The Pin is relieved by moving the valuable piece (the Black King) or placing another piece, (i.e. the Black Bishop, between the King and the pinned Knight.

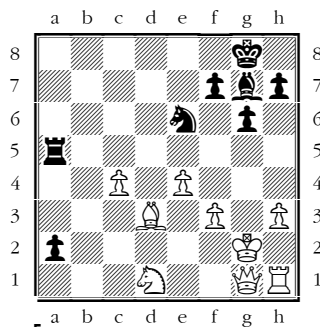


The Black Knight cannot move; it is pinned by the White Bishop.



The Bishop cannot move; it is pinned by the Rook.

Position Analysis:



1. The Black Pawn on a2 threatens to become a Queen.
2. The Black Bishop's diagonals are clear. The White Bishop's diagonal are blocked.
3. The Black Knight is centrally placed with maximum mobility. If the Black Knight moved to f4 it could attack both the White King and the White Bishop after the White King escapes.
4. The Black Rook is mobile on an open file and on an open rank. It supports the Black Pawn which threatens to become a Queen. It threatens to check the unsheltered White King and to create an x-ray attack on the Queen through the King (which must move).

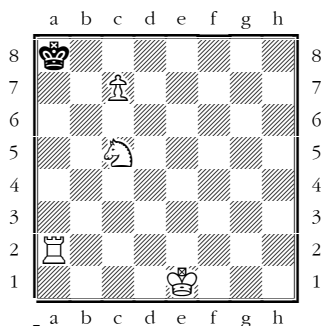
Strategy:

1. Each turn check out the safety of your King.
2. Each turn check out whether your opponent's King is exposed.

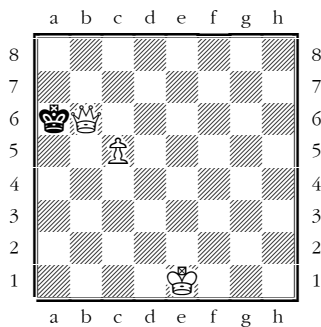
3. What is your opponent trying to do? – consider how to protect yourself from your opponent’s plan if it threatens you.
4. Don’t hurry. Don’t hurry in terms of time left on the clock. Don’t hurry by starting an attack before you have several pieces working together and your King is safe. Let your opponent hurry. Spend your moves protecting your King and moving out (developing) your Knights, Bishops, Rooks and Queen – normally in that order. Try to reinforce your developed pieces by placing them where they can be protected by your other pieces or Pawns if they are attacked by your opponent. Place your Pieces and later your Pawns so they control squares on the opponent’s half of the board. With this plan, your plan can grow out of your opponent’s failure to have a plan.
5. Attack and Defense: Whether you or your opponent are preparing an attack or defense, always count the attackers and the defenders. Value the attackers. Value the defenders. A successful attack requires more attacking men than there are “available” defenders – always minding the point value of the exchanged men. Remember: a pinned defender is not available to defend. The successful attack simply outnumbers the “available” defenders, with the final point count in the attacker’s favor. For example: 1 attacker and 0 defenders or 2 on 1 or 3 on 2. Note that although an exchange may be equal, the use of certain “available” defenders may result in one side building a later successful attack because of the resulting position. Look for positions that will allow Forks or take advantage of Pins.

End Game:

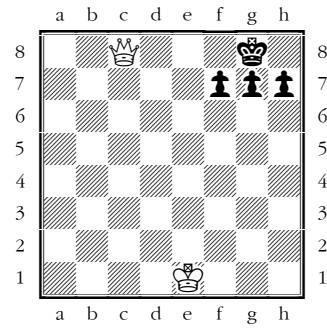
1. March your Pawns (often “hand in hand” as “Pawn chains”) to threaten to become a Queen. Protect the loss of your Pawn chains with your remaining pieces or your King.
2. Now your King becomes a fighter – under protection of Pawns or pieces, advance your King to escort your Pawns so they may become a Queen. You may now use your King to support your remaining pieces when they deliver Checkmate.
3. Block the opponent’s King’s escape:



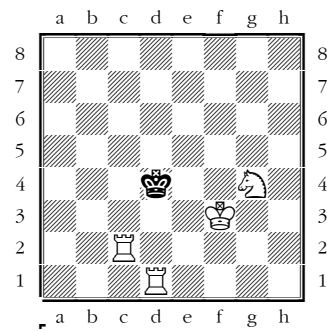
- a. Black King checkmated in a corner.



- b. Black King checkmated along the side of the board.



c. Black King Checkmated on his own back rank.



d. Black King Checkmated in the middle.
