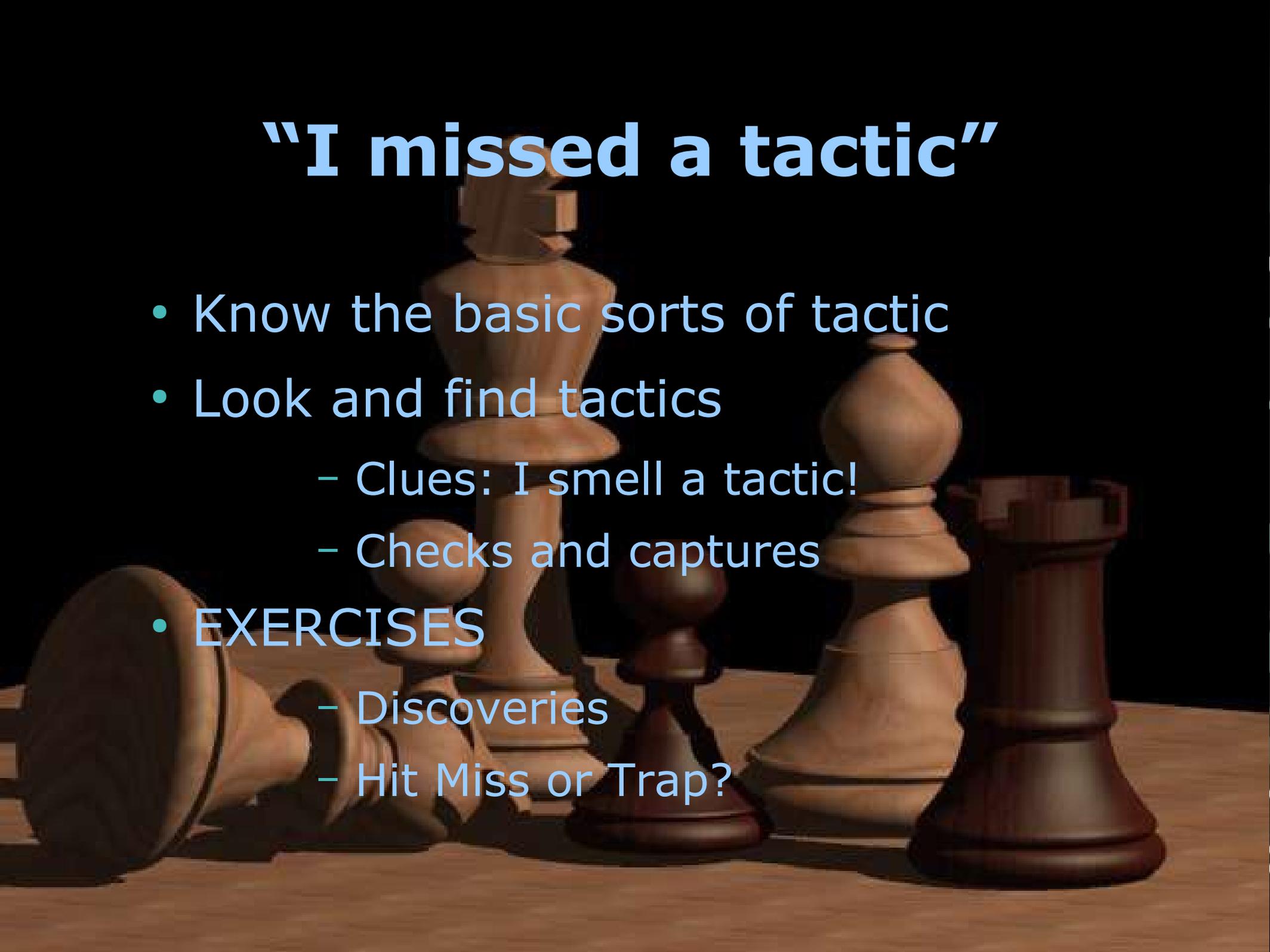


A collection of chess pieces is arranged on a wooden chessboard. The pieces include a white king, a white pawn, a white knight, a white bishop, a white rook, a dark brown pawn, and a dark brown rook. One white rook is lying on its side on the left. The word "TACTICS" is written in a bold, blue, sans-serif font across the center of the image, overlapping the white king and white pawn.

# TACTICS

# “I missed a tactic”



- Know the basic sorts of tactic
- Look and find tactics
  - Clues: I smell a tactic!
  - Checks and captures
- EXERCISES
  - Discoveries
  - Hit Miss or Trap?

# Richard RÉTI

"A knowledge of **tactics** is the foundation of positional play. This is a rule that has stood its test in chess history and one which we cannot impress forcibly enough upon the young chess player.

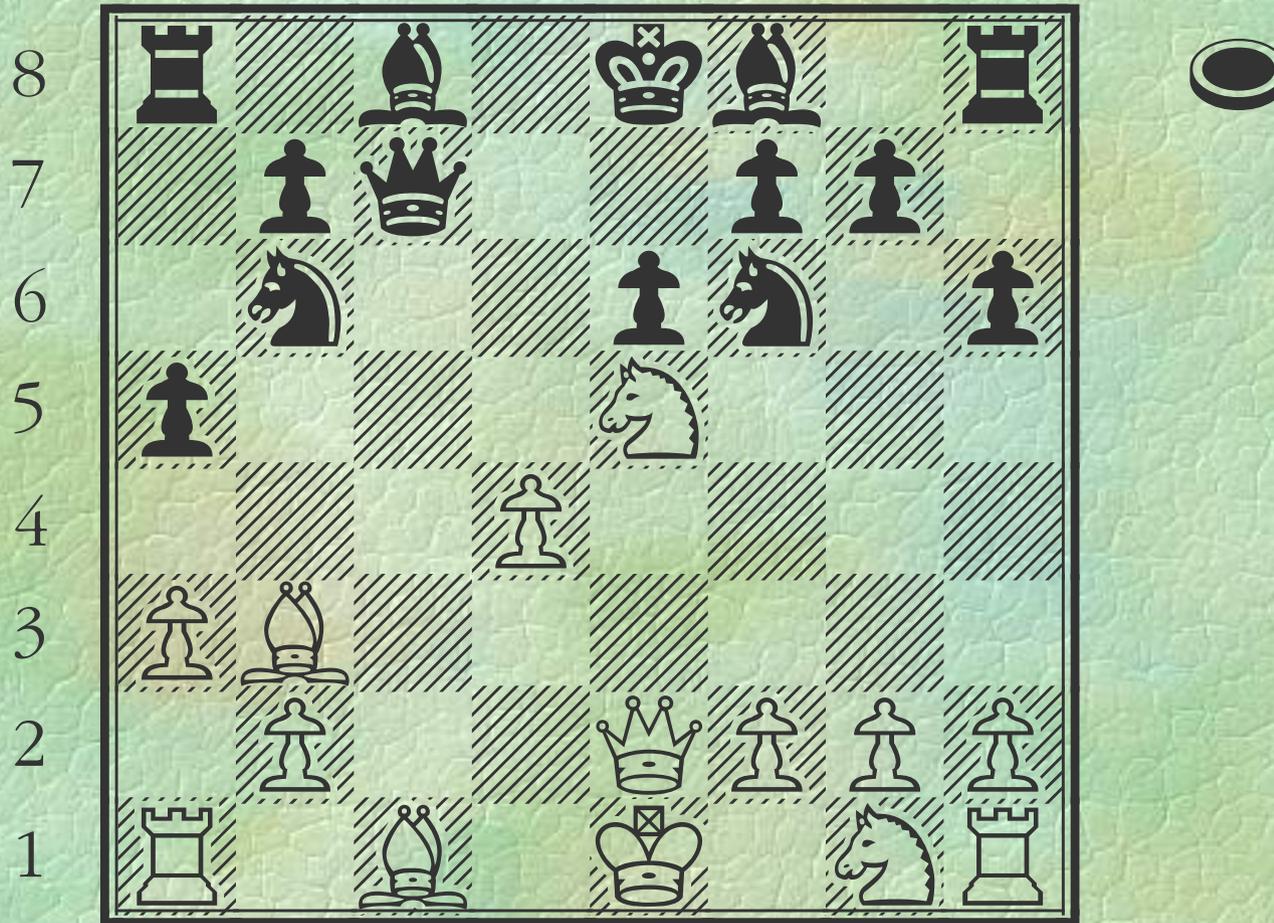


# 6 basic sorts of tactic

- Mates
- Forks
- Pins
- Nets
- Jumps
- Ties (undermining/overloading)

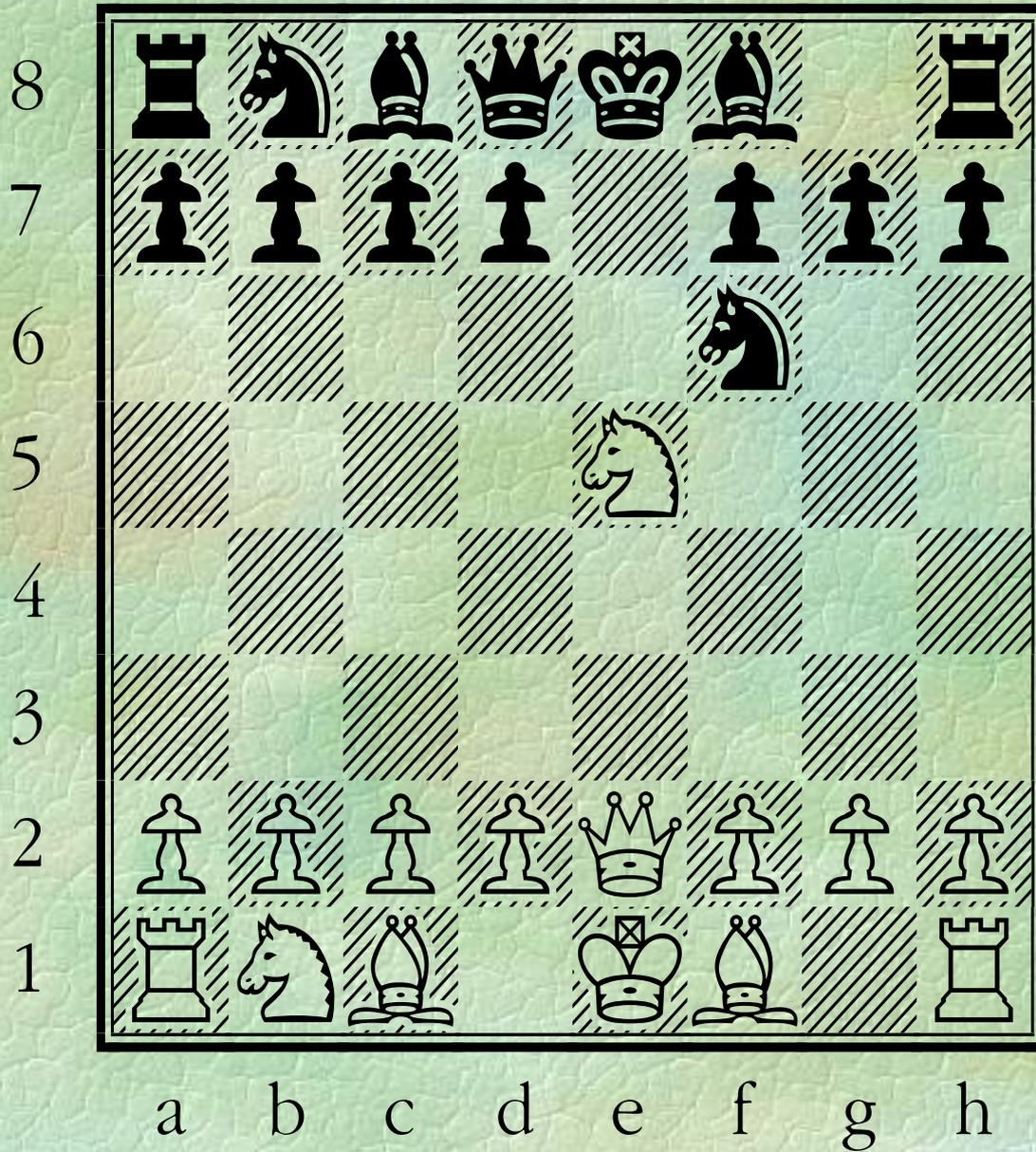


# An introduction to combinations...

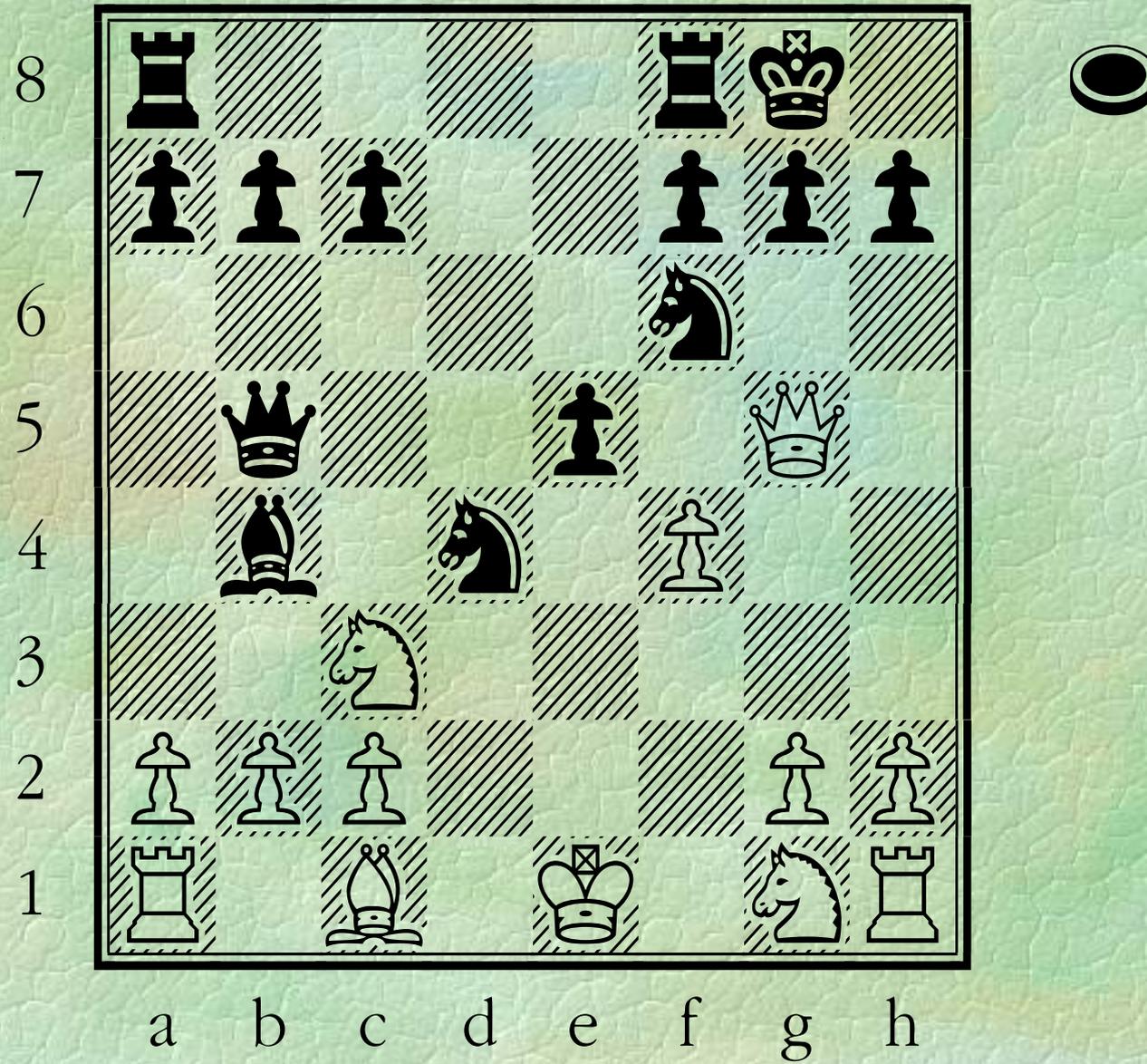




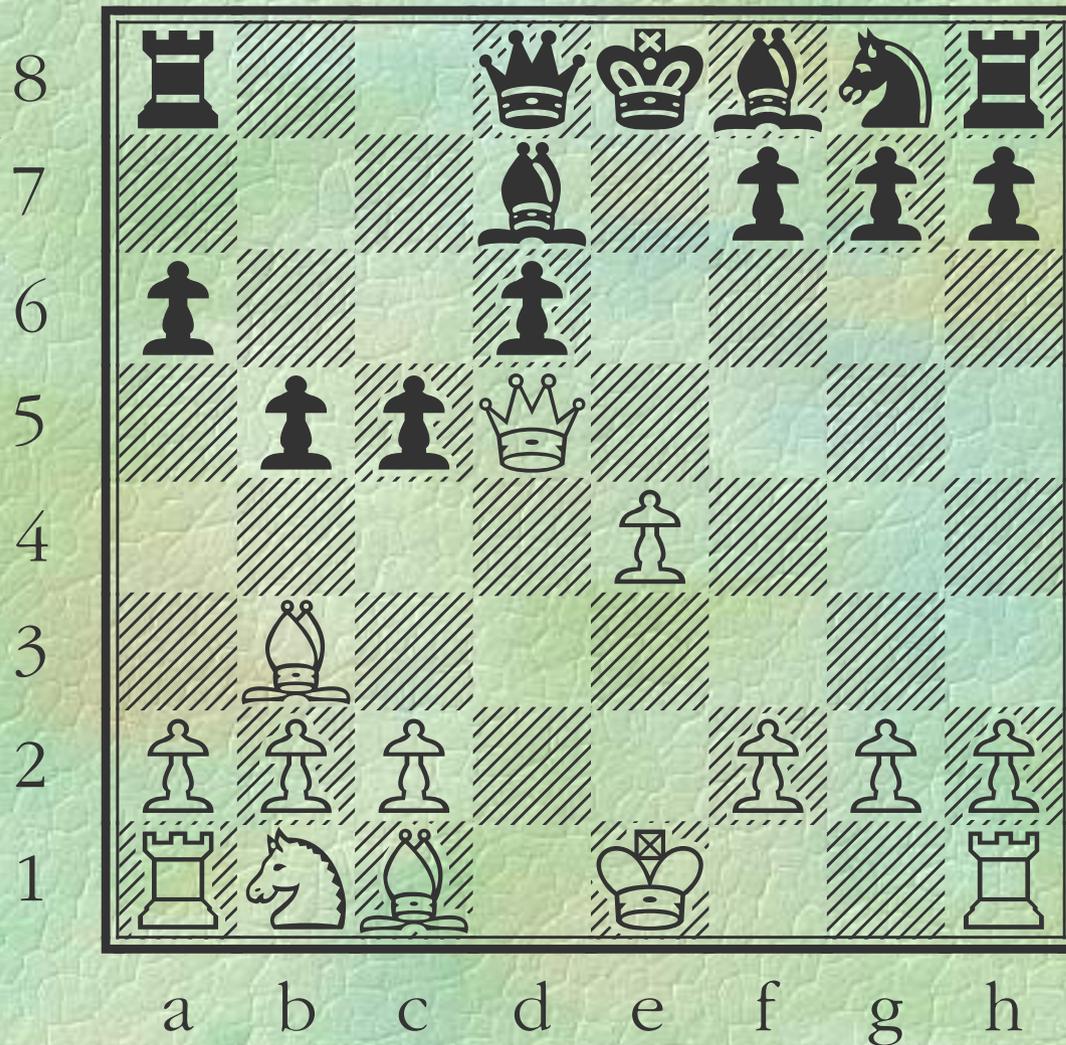
# Jump



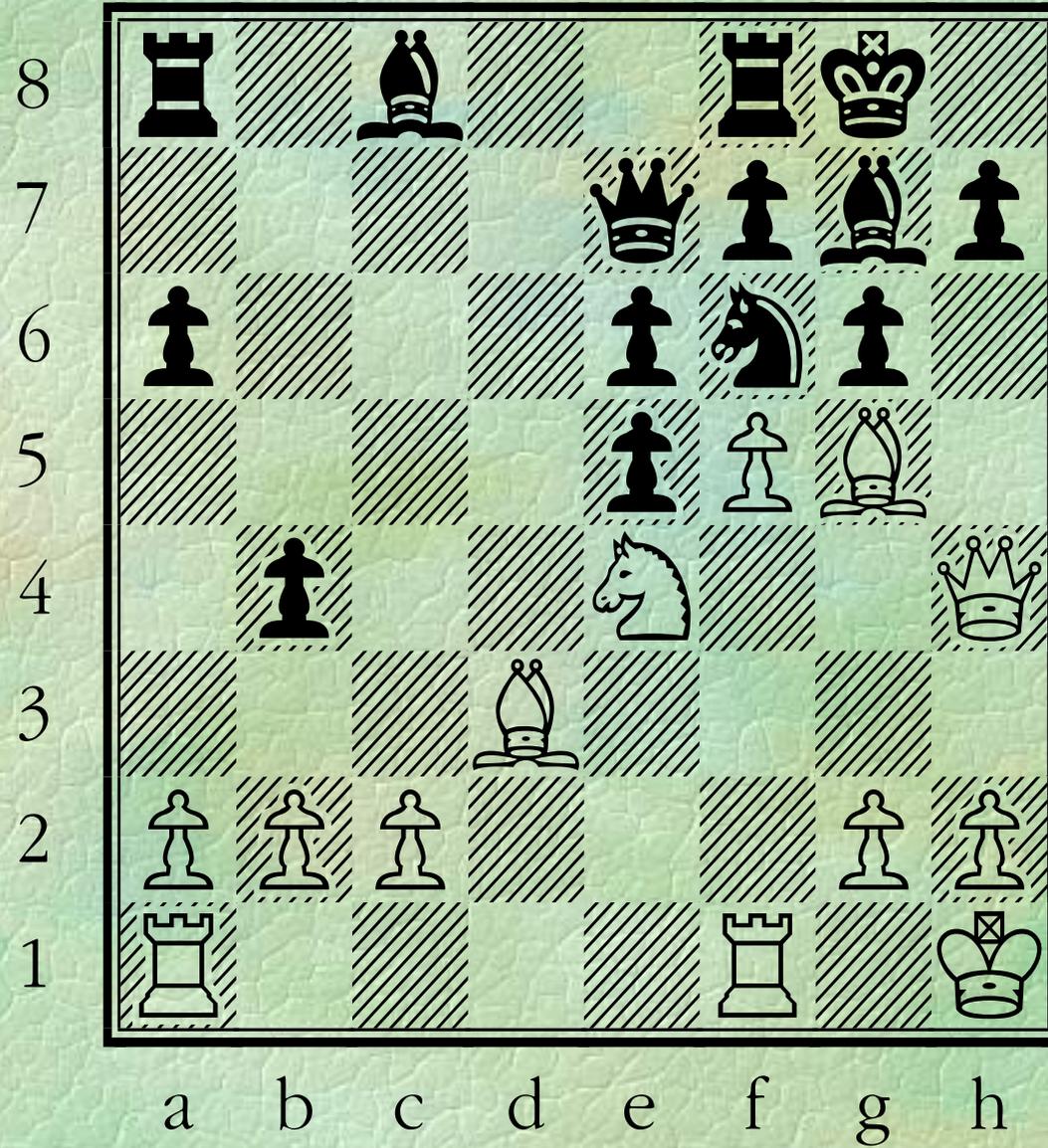
# Fork



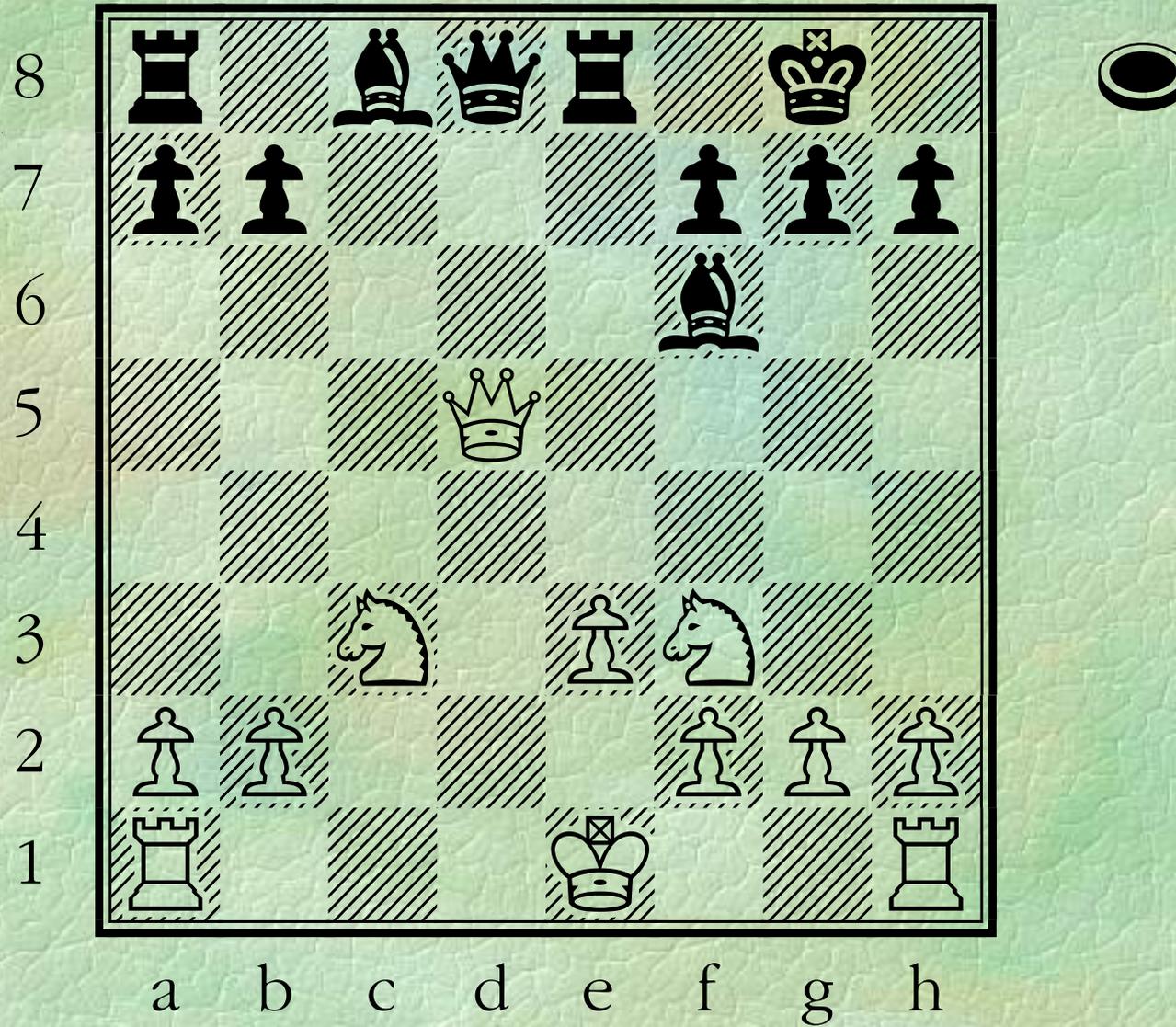
# Net



# Pin

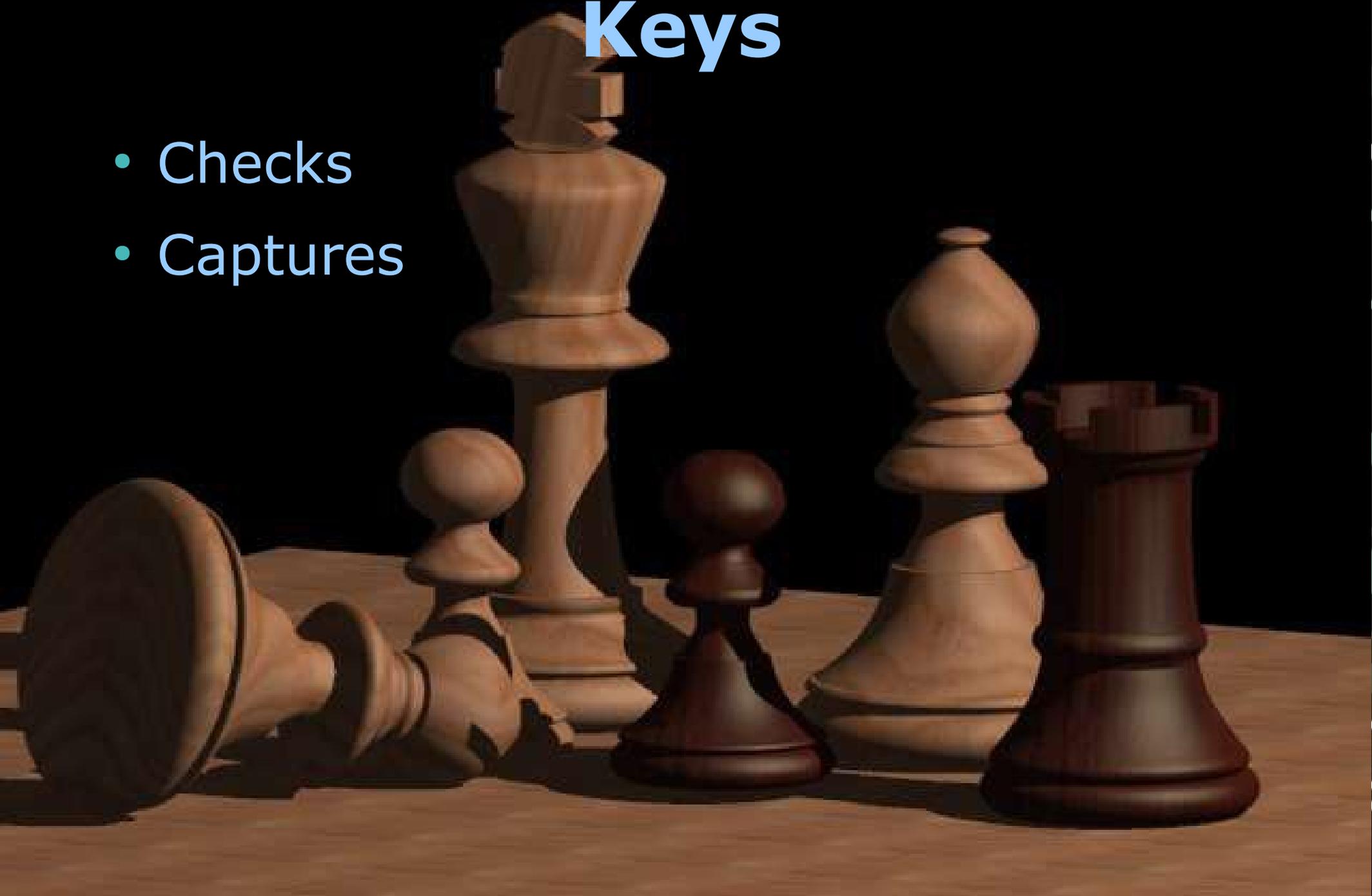


# Ties

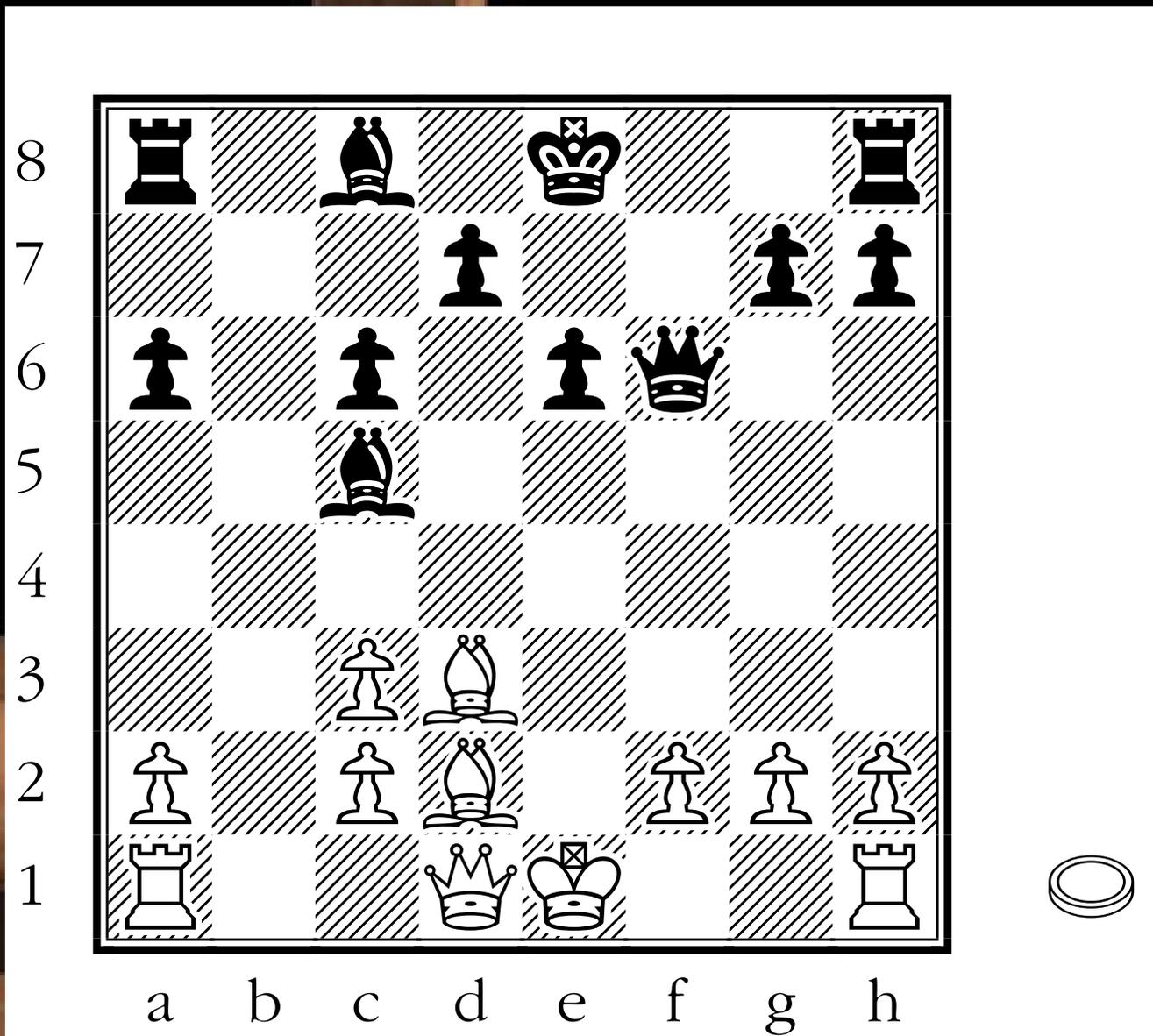


# Keys

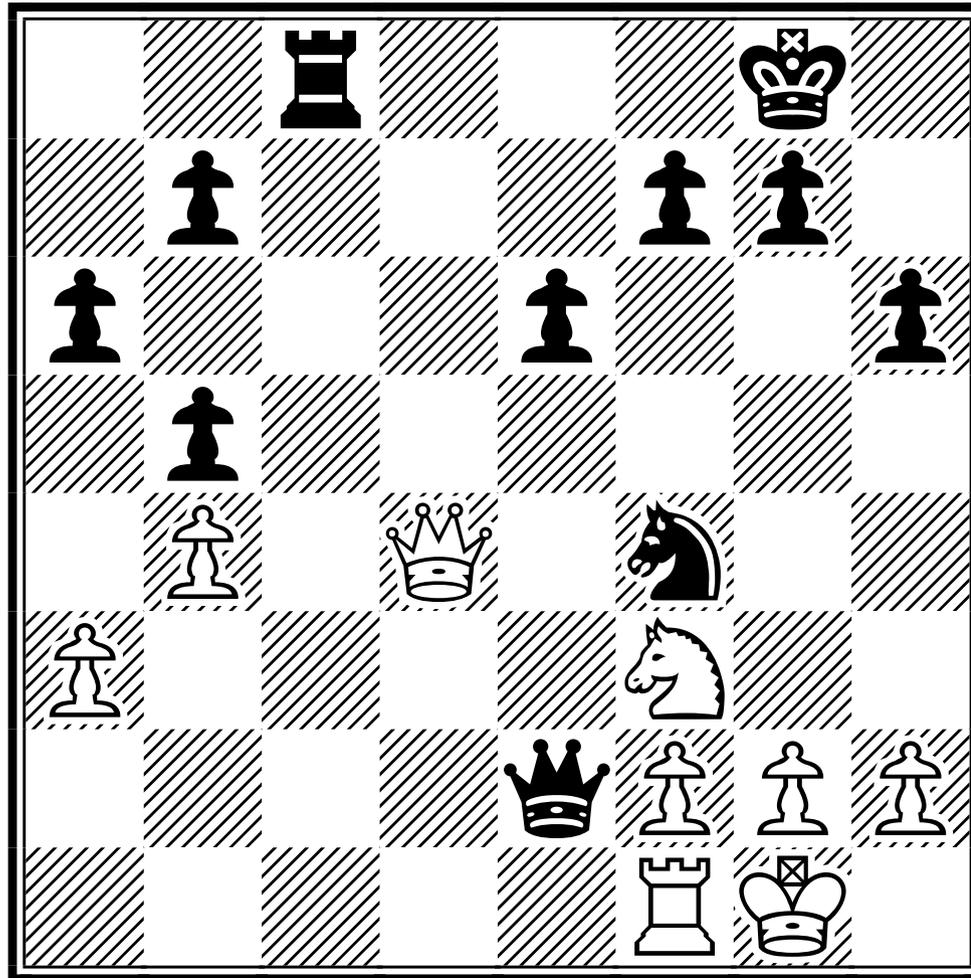
- Checks
- Captures



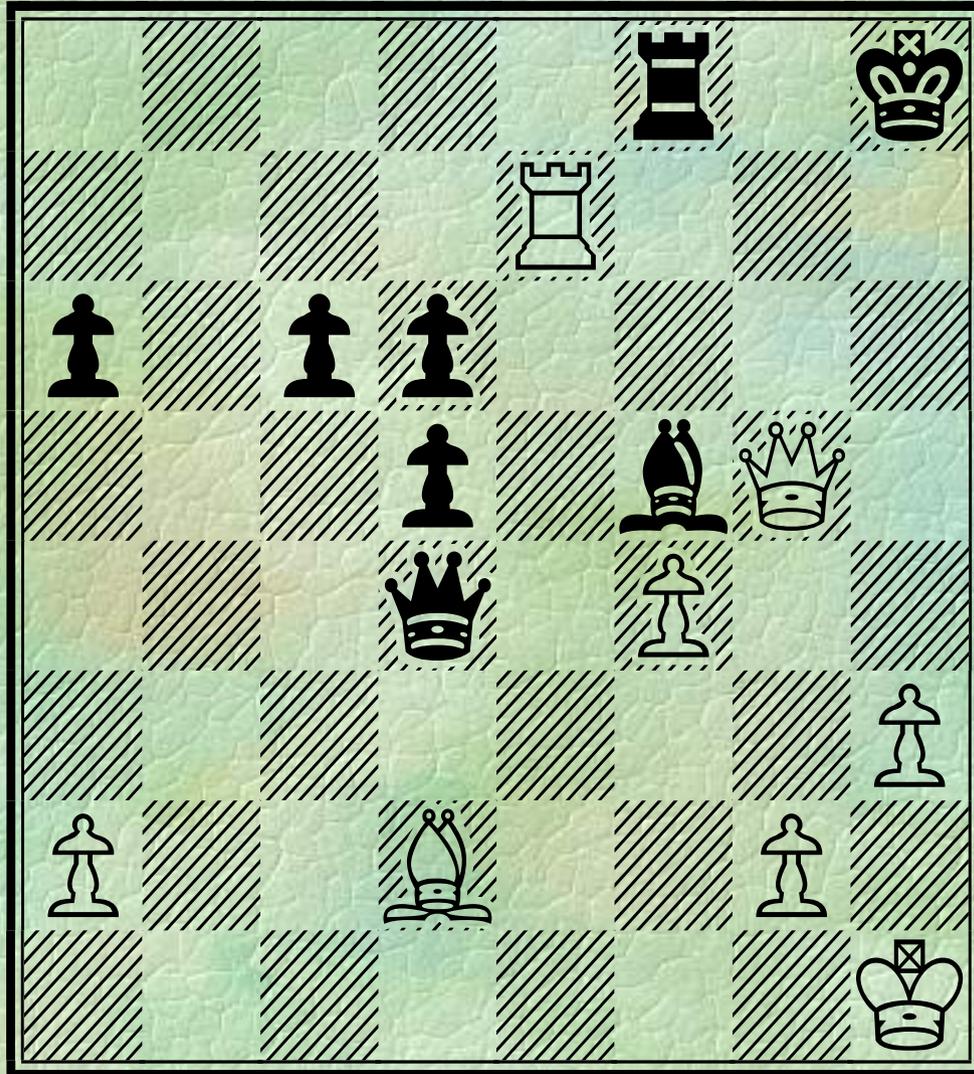
# Key: check



# Key: captures

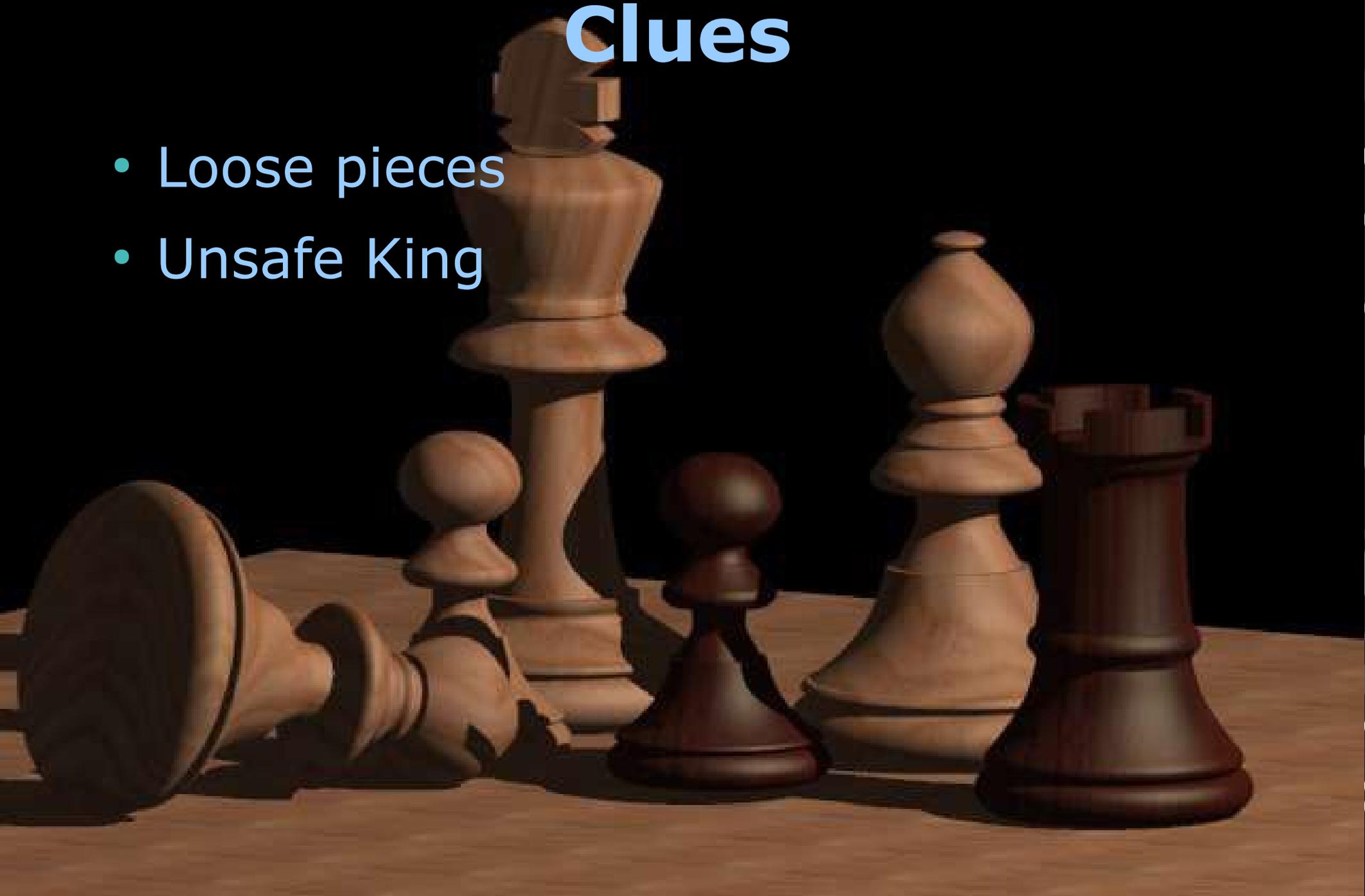


# Making combinations work: checks

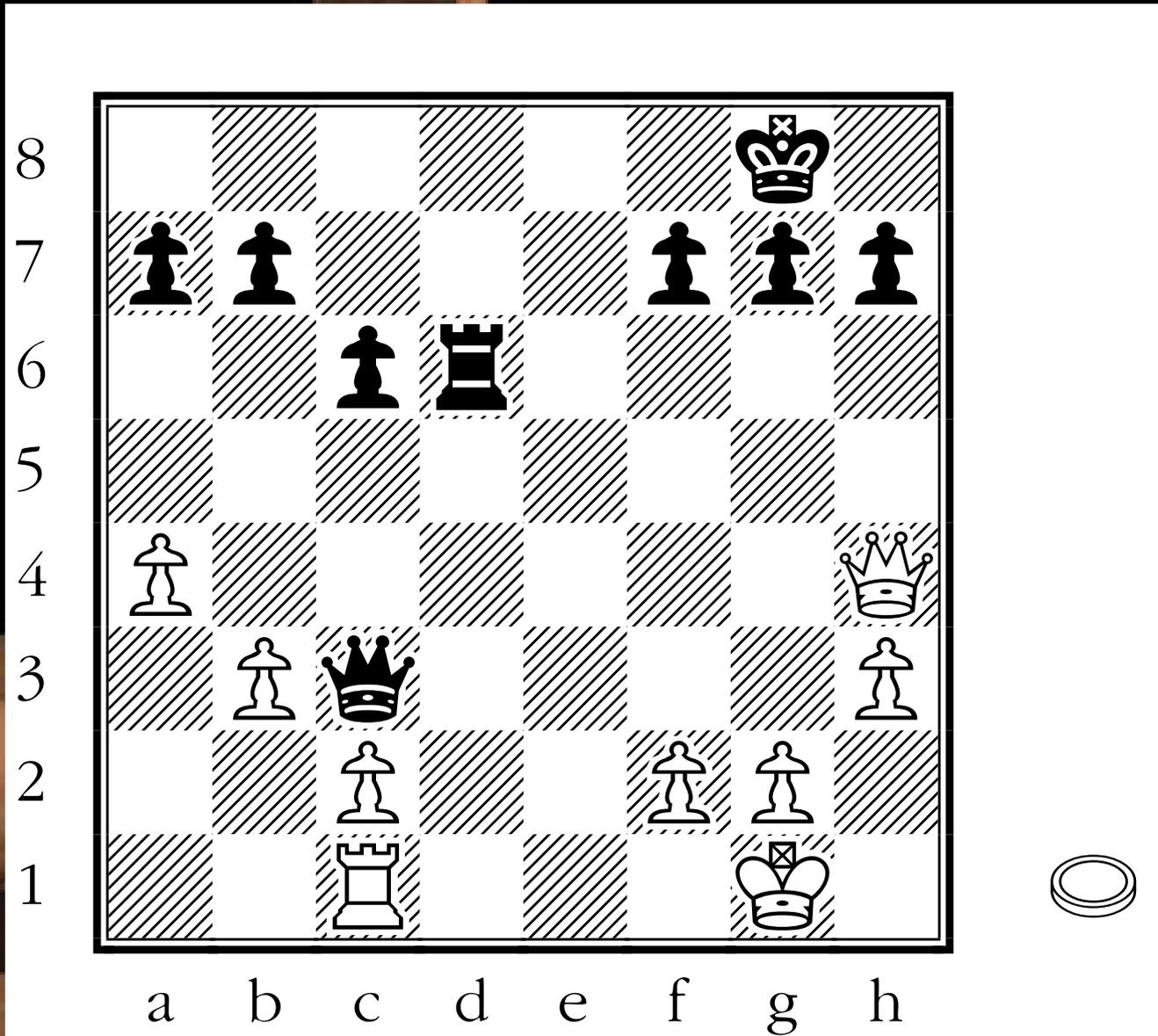


# Clues

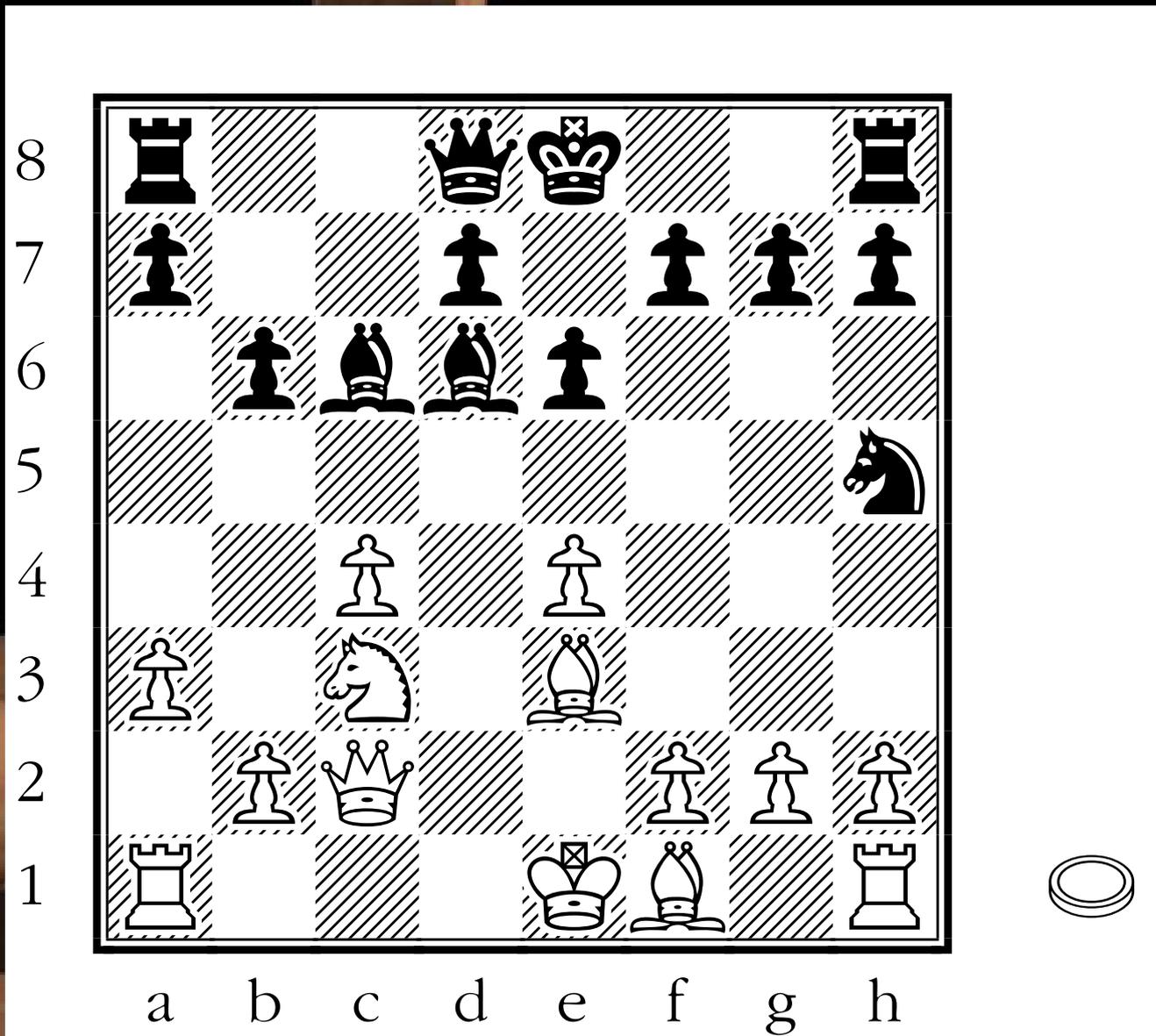
- Loose pieces
- Unsafe King



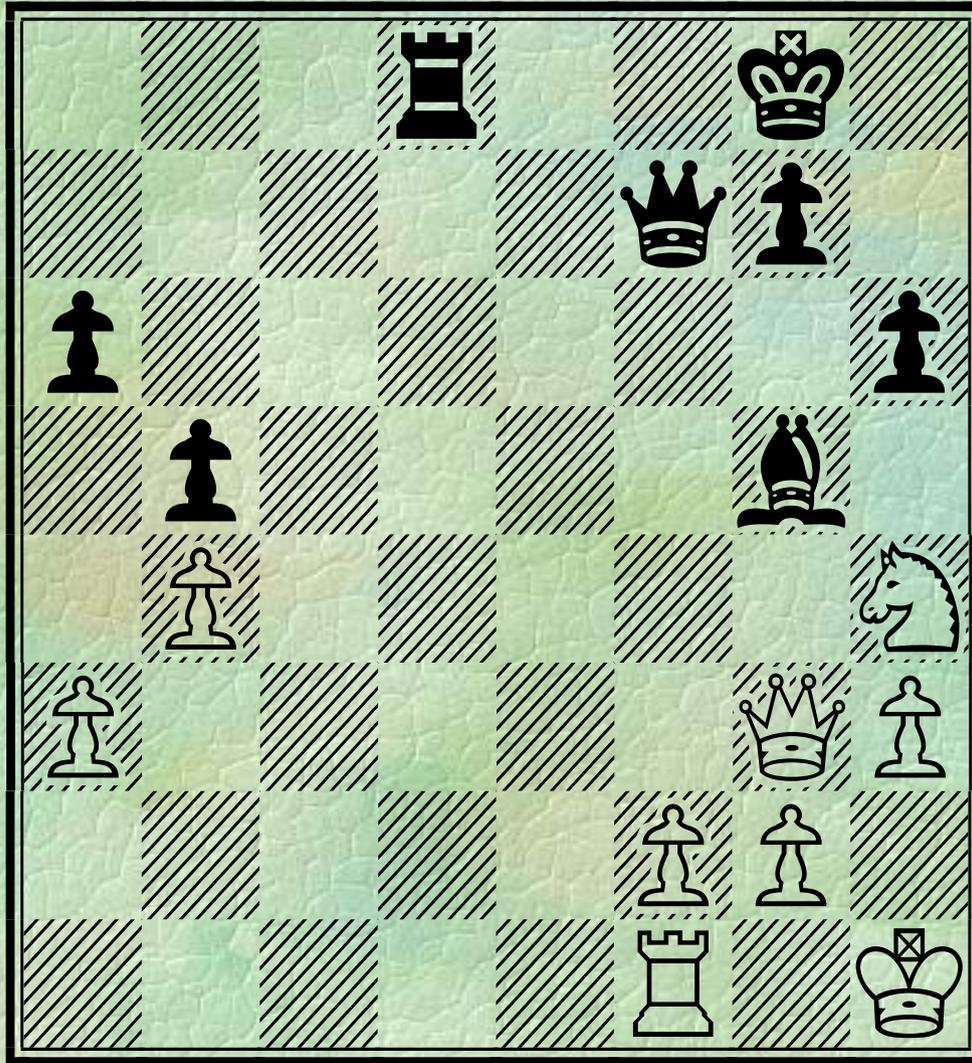
# Clue: unsafe king



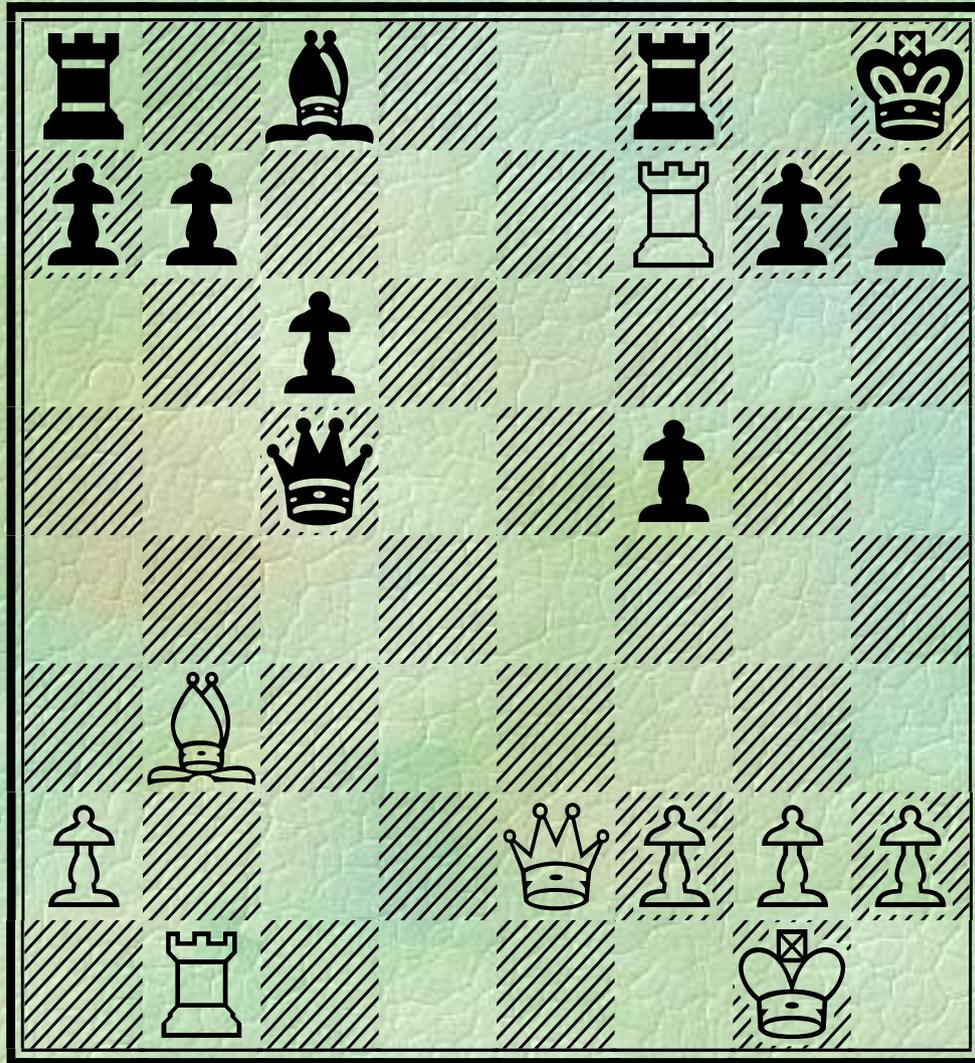
# Clue: loose pieces



# Combination clues: loose pieces

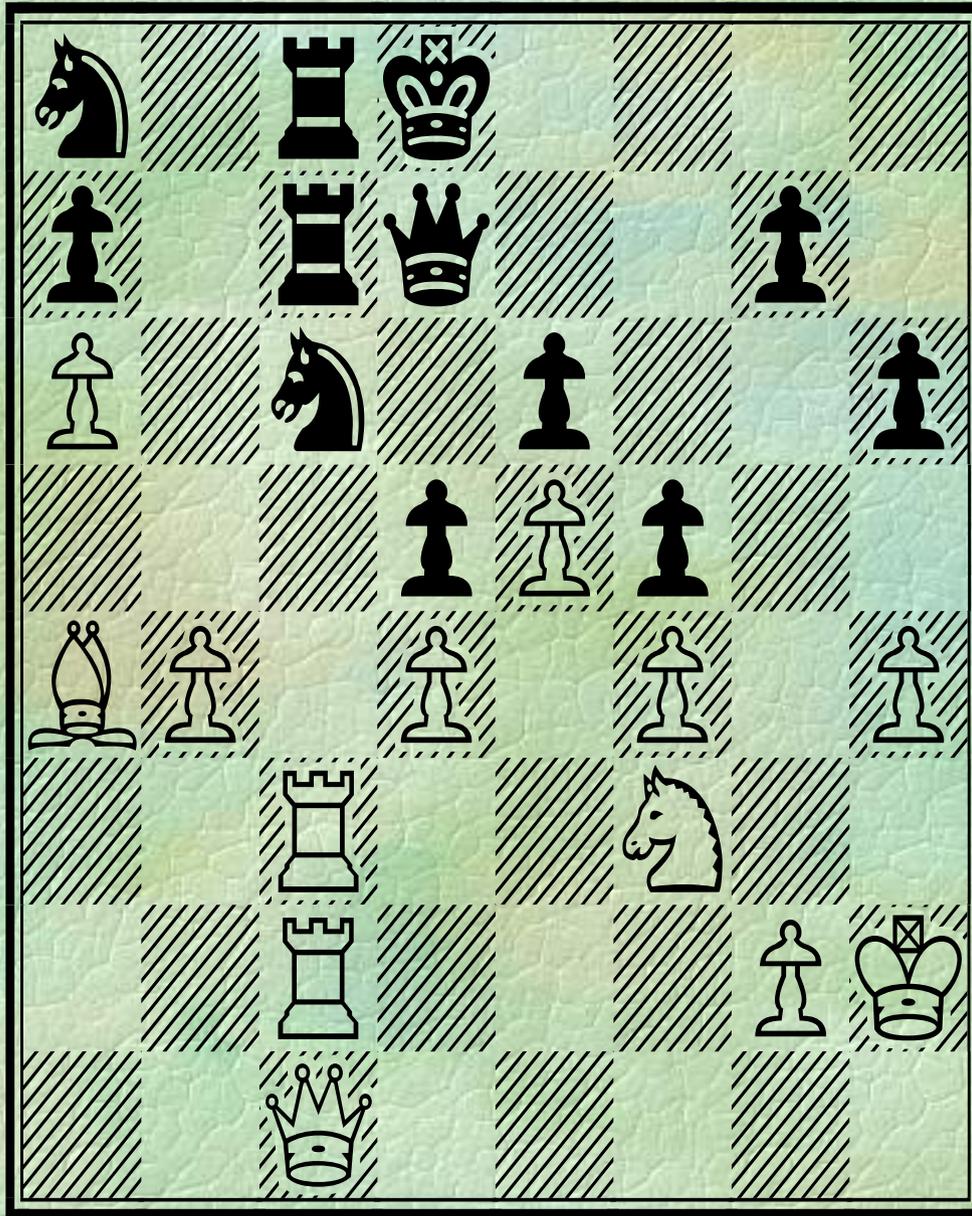


# Combination clues: unsafe king

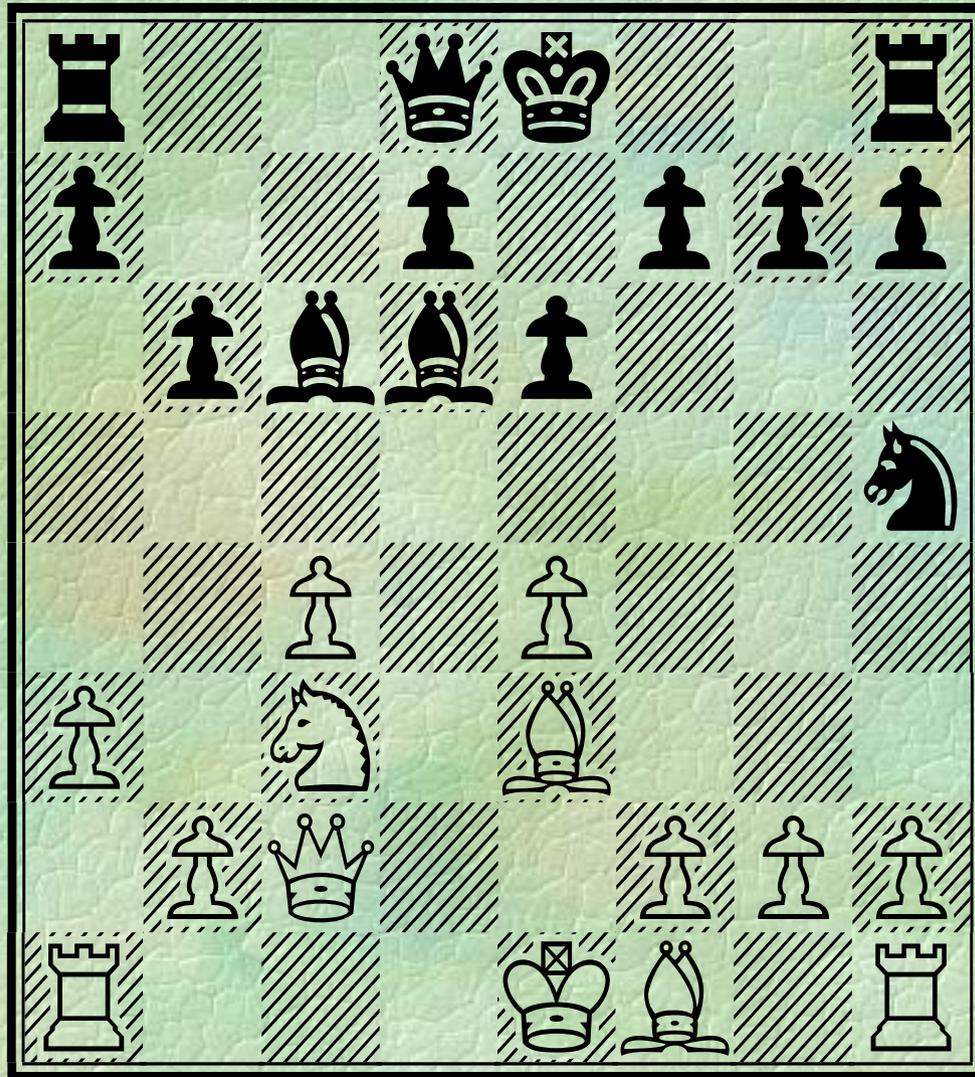




# Keys: force against a fixed point

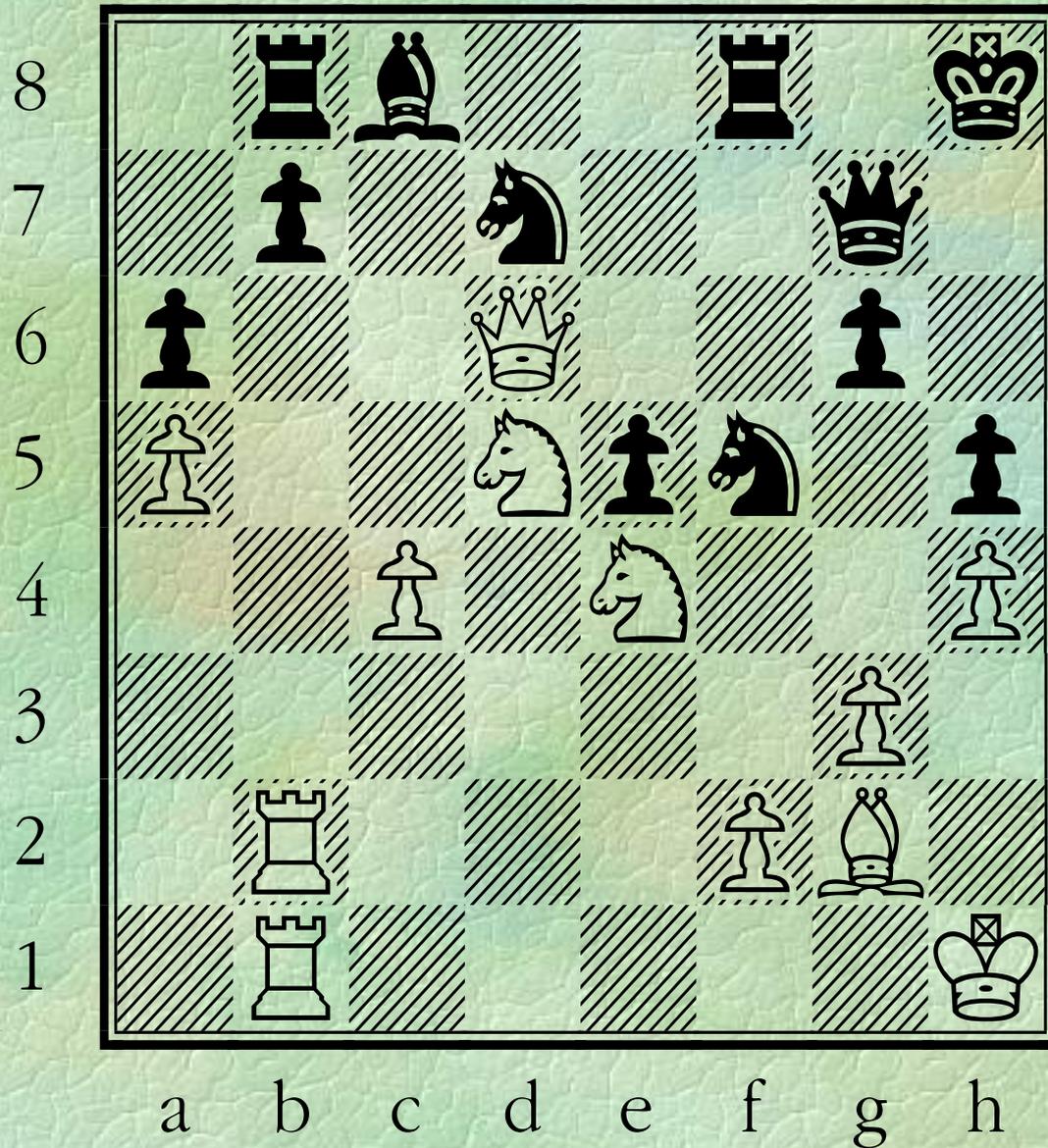


# Keys: double attack



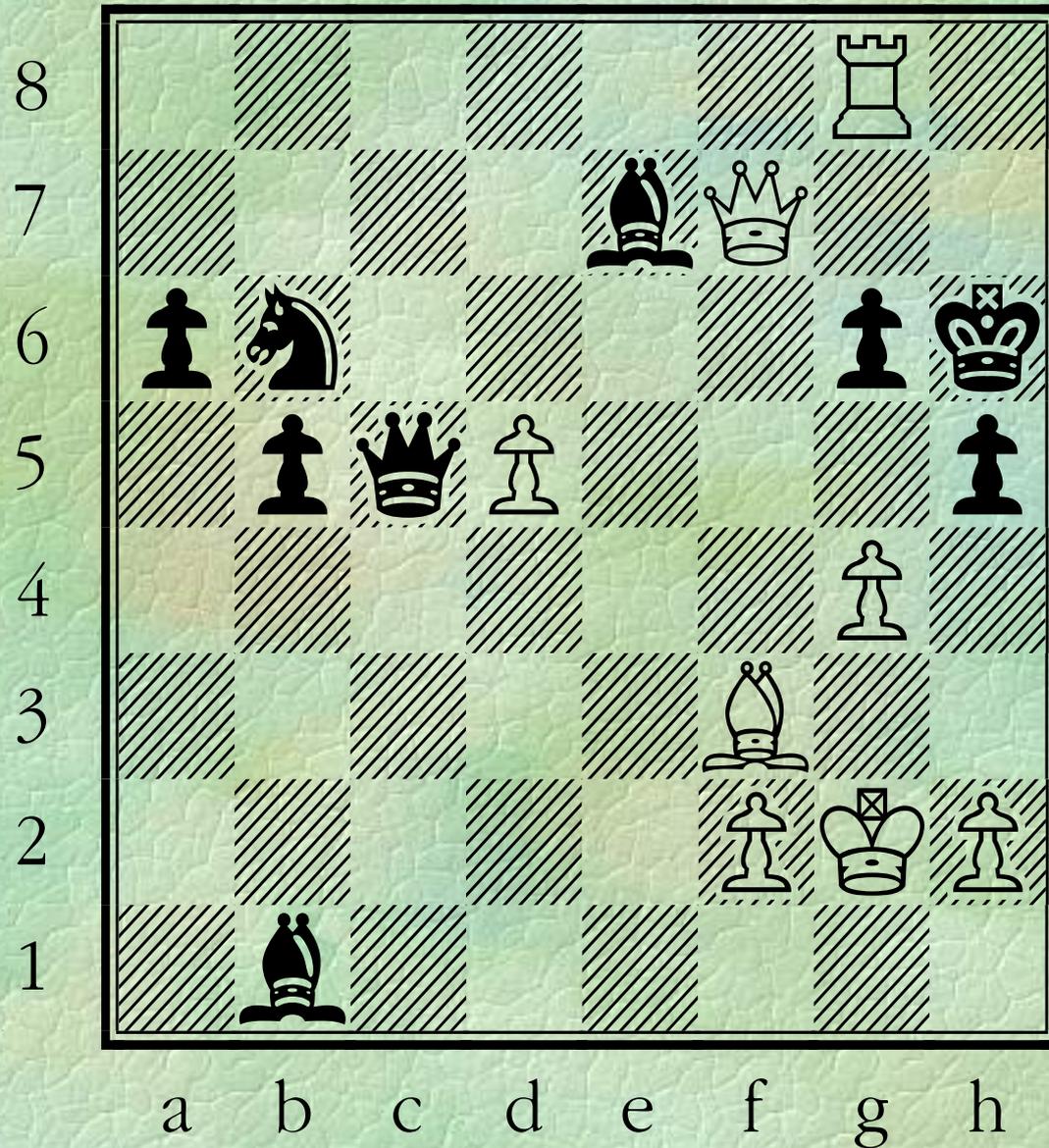
# Hard moves to spot:

Backward



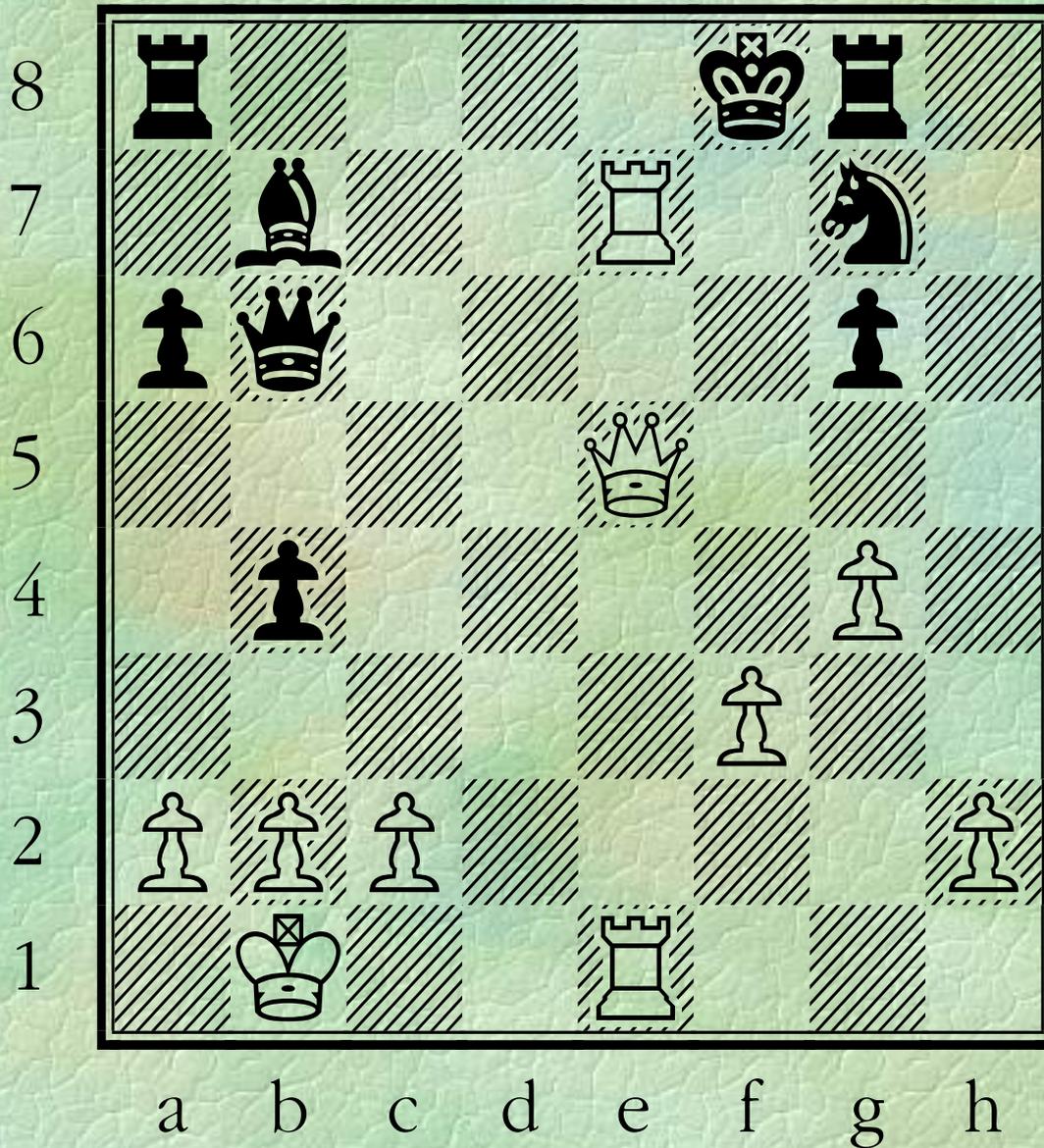
# Hard moves to spot

Long



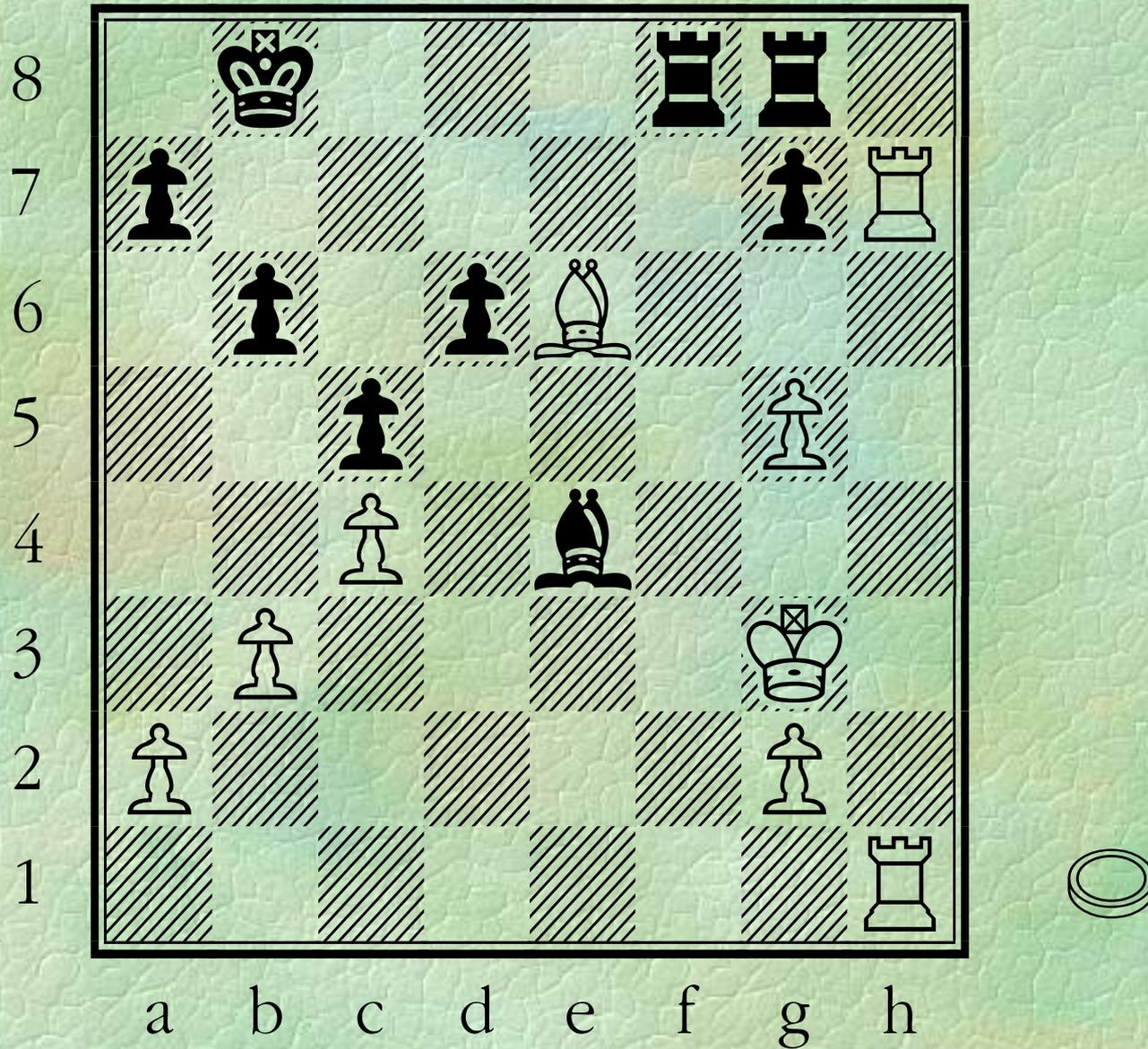
# Hard moves to spot

Short



# Hard moves to spot

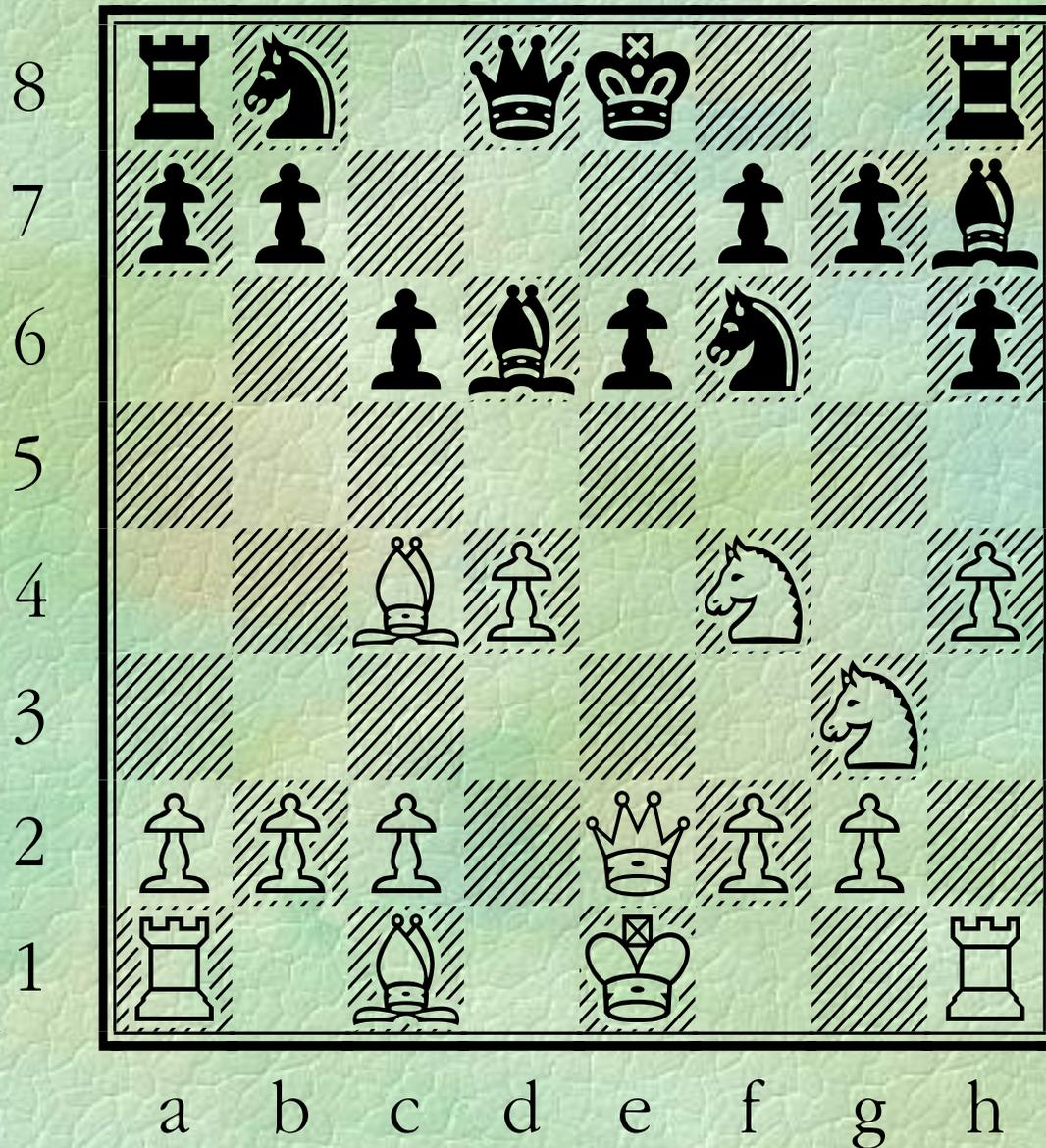
New



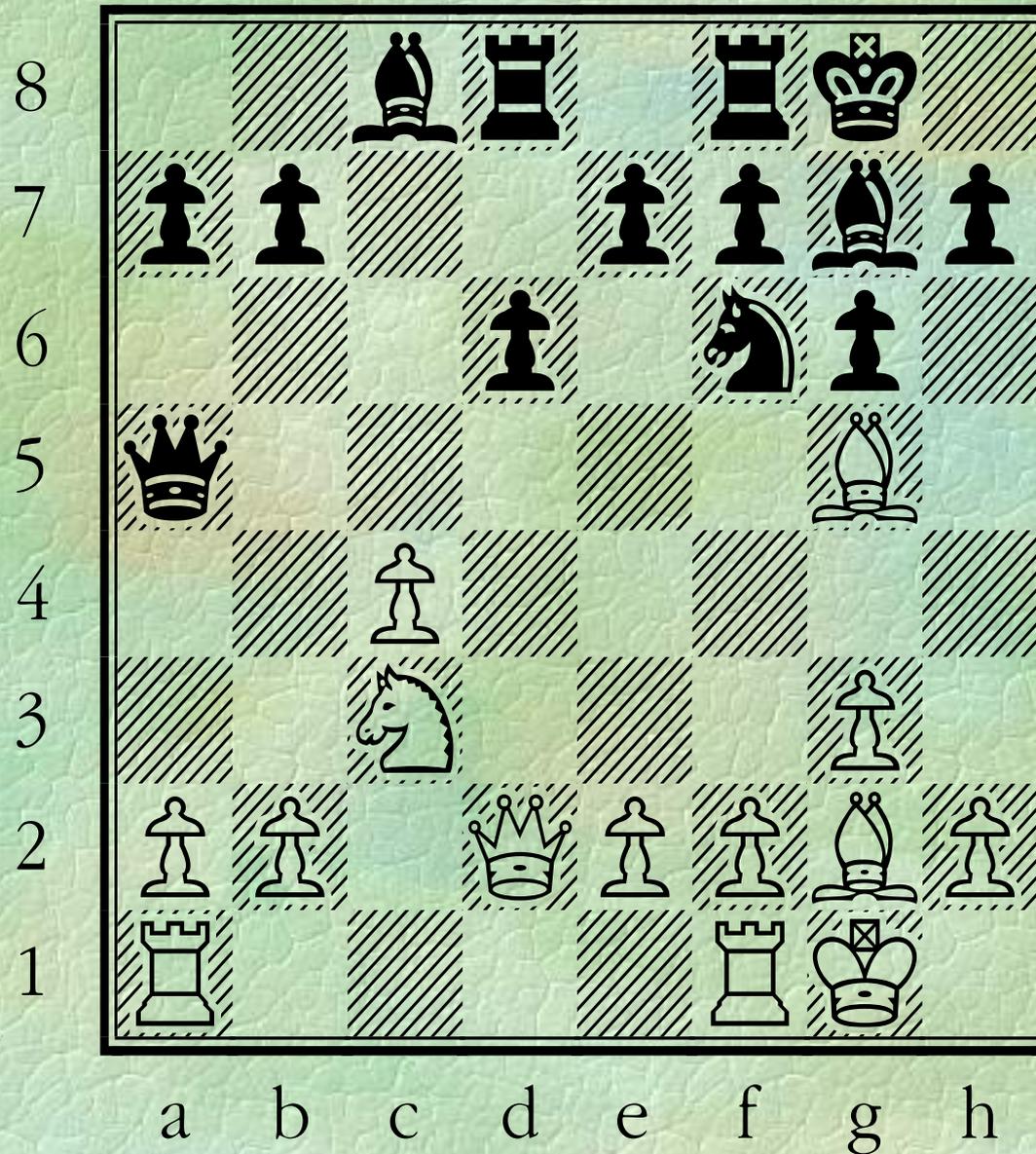
# Hard moves to spot

12. Bxe6!?

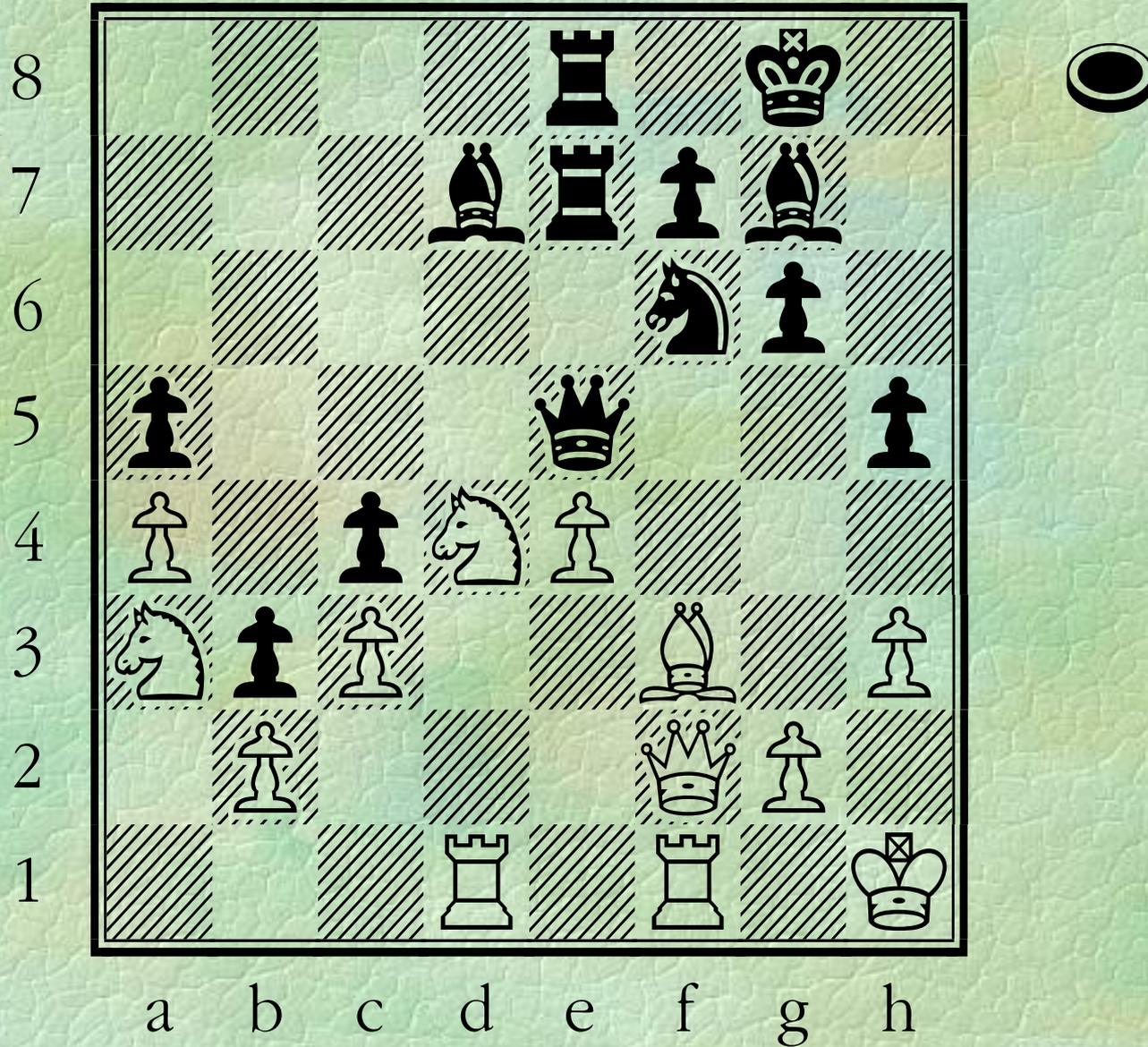
12. Bxe6?  
O-O!



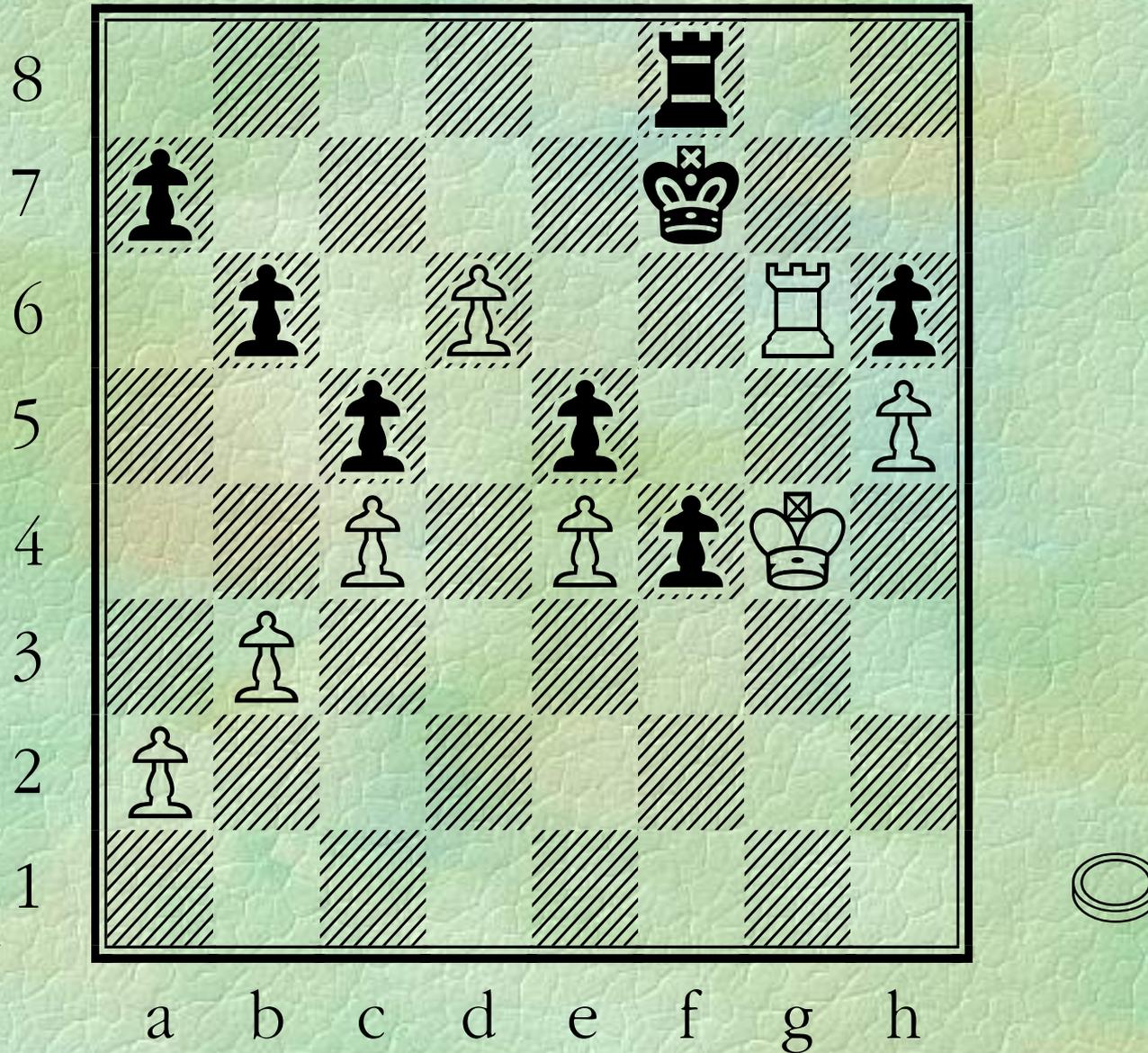
# Hard moves to spot: zwischenzug



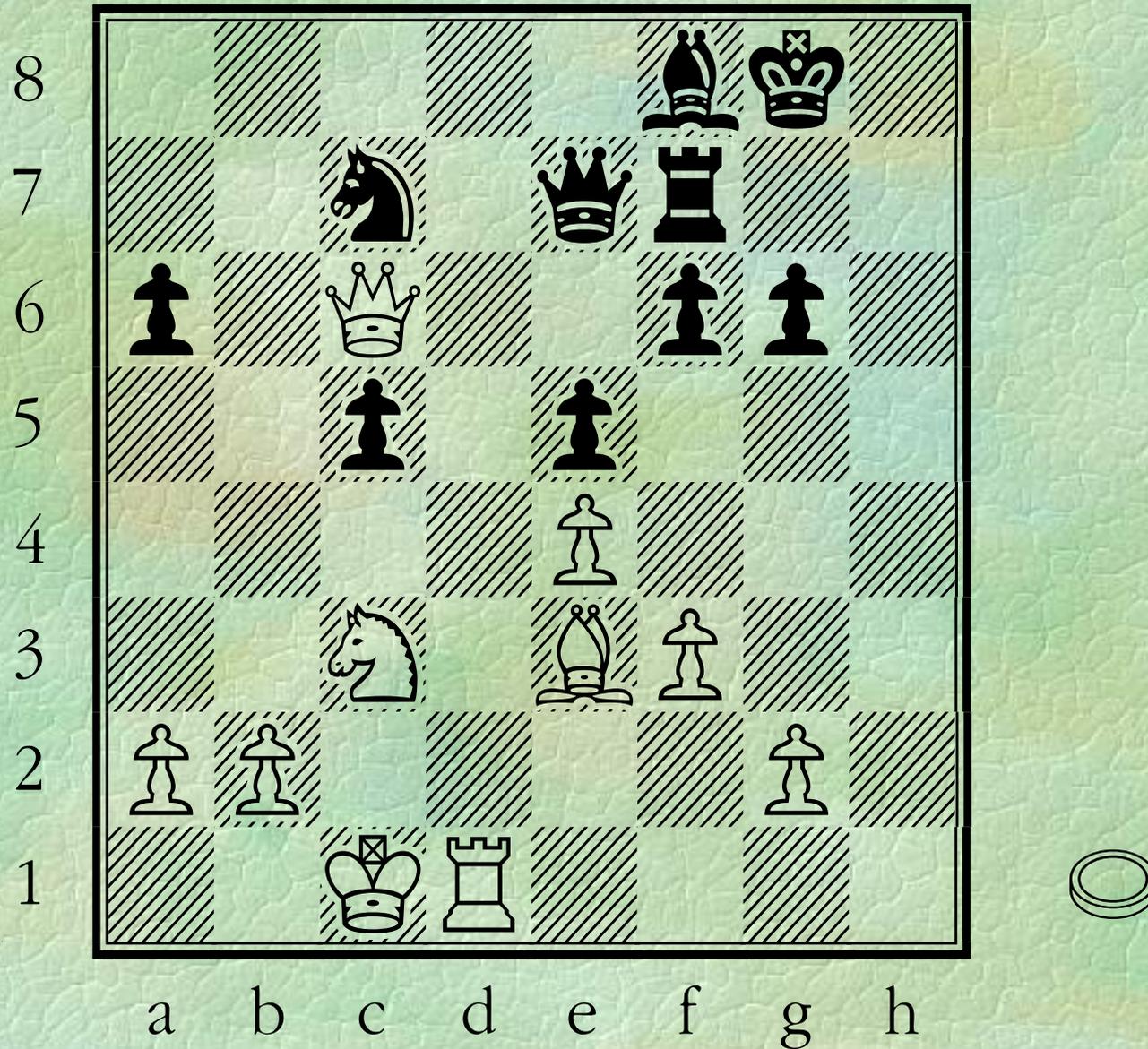
# Hard moves to spot: false ending



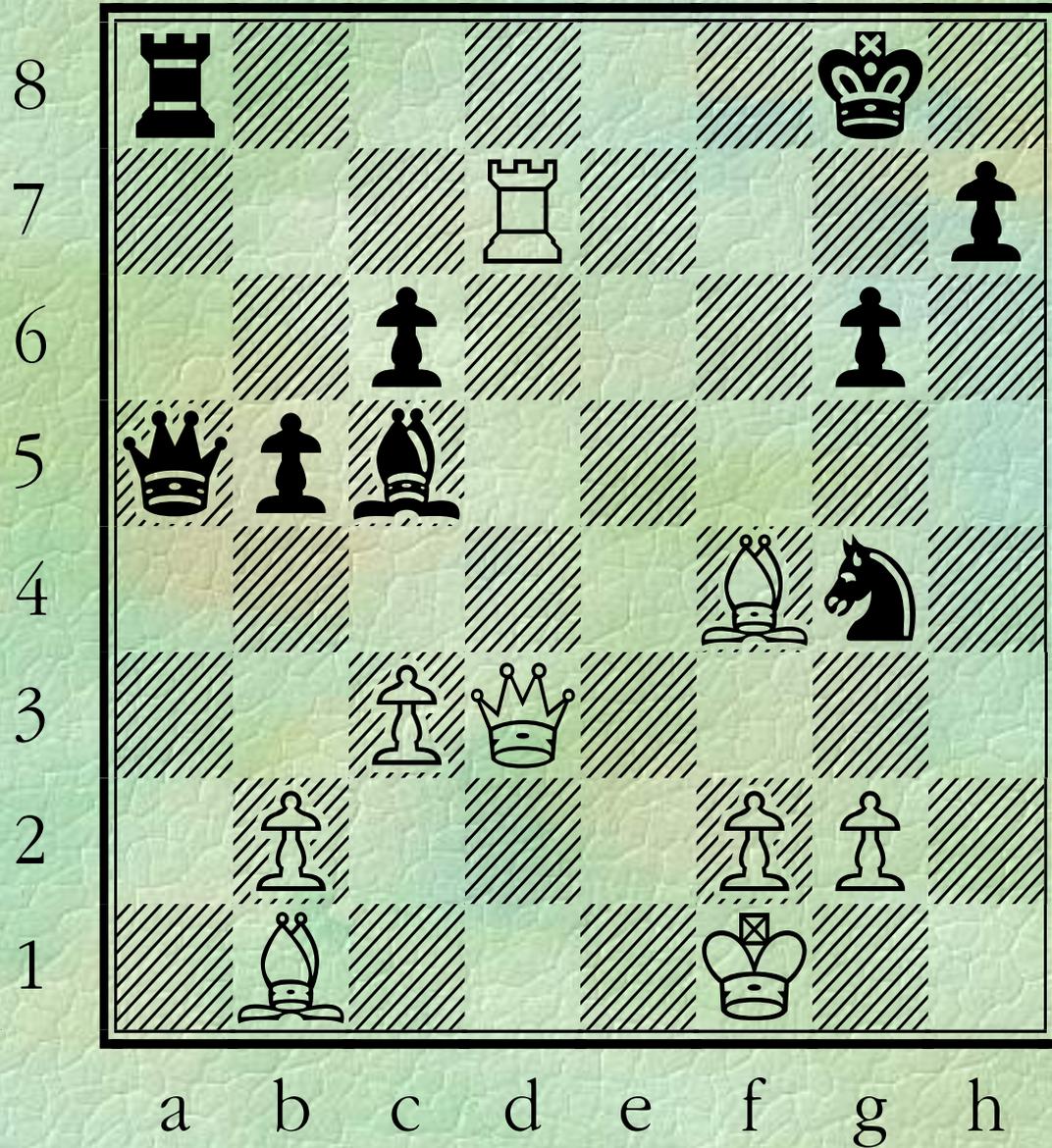
# Hard moves to spot: back from the dead



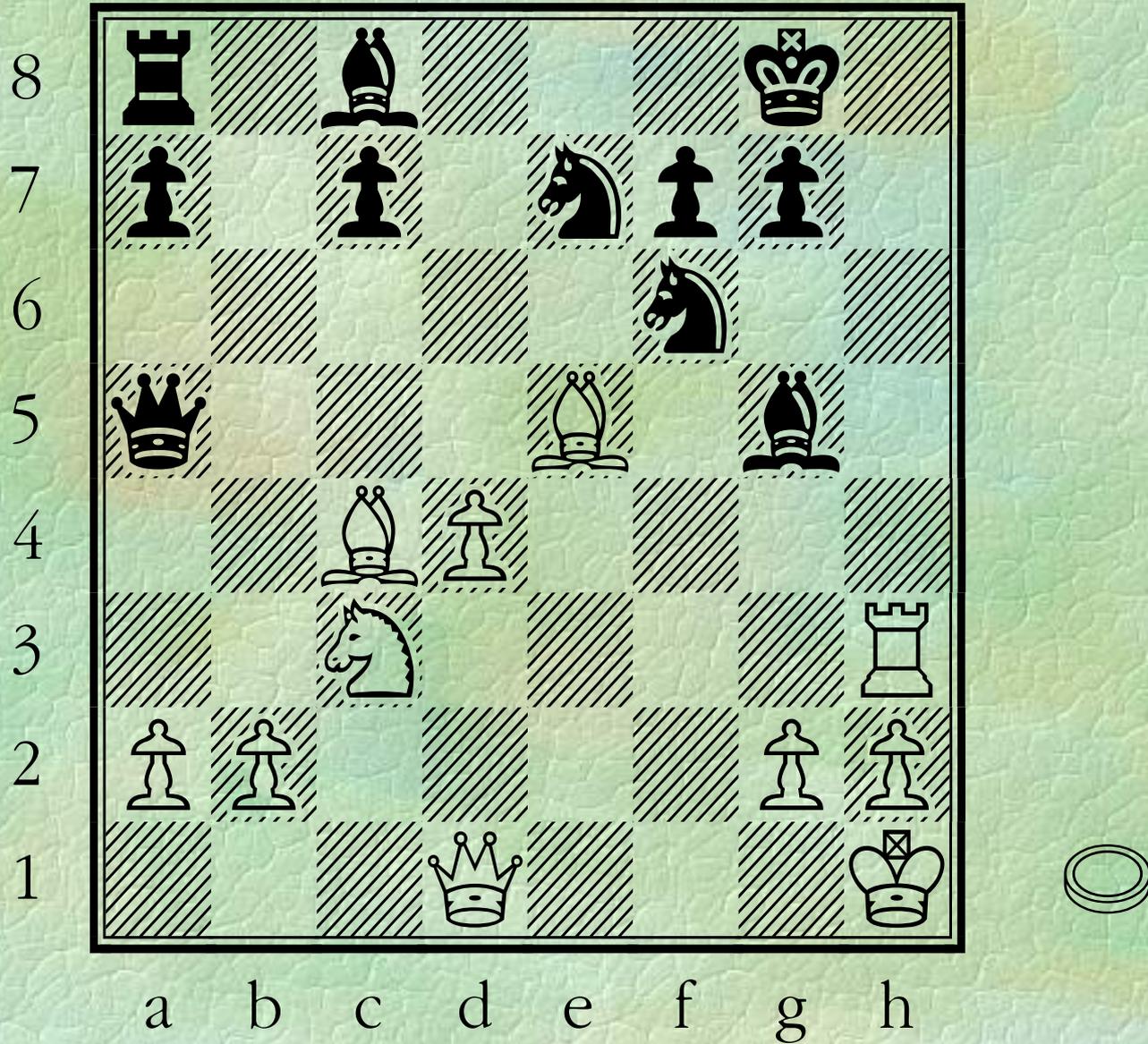
# Hard moves to spot: creeping move



# Hard moves to spot: switchback



# Hard moves to spot: hesitation



# Hard moves to spot: collinear move

