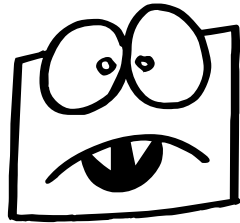


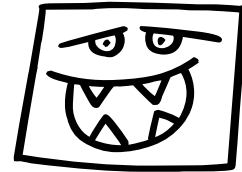
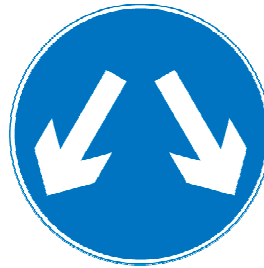
THINK

How to choose your move



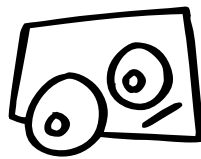
Threat

♘ You MUST look to see if your opponent has a threat, and if so, find a move using the ABCD system



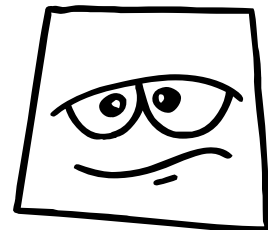
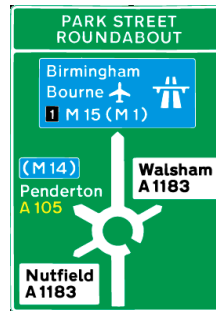
Hope

♔ You might have a chance to do something to your opponent: perhaps to take a piece for nothing, or make a threat that can't be stopped (like a fork or other double attack).



Improve

♘ Nothing you have to do right now? Then improve the position of your worst-placed piece – the piece that is doing nothing, sleeping or still parked on its starting square.

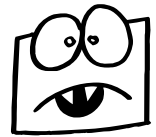


Next

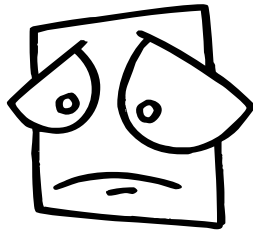
♘ As you get better at chess, you will start to form plans. Try and have some sort of idea about what you are trying to do at this point in the game.



Dealing with Threats

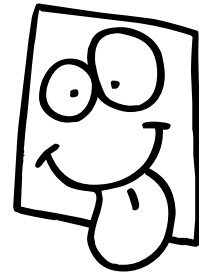


There are four different ways of getting out of trouble:



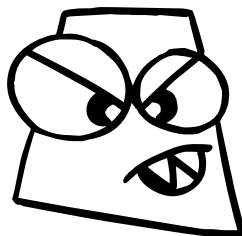
Avoid

Just move your piece out of the way



Block

Block the attack by putting something in the way

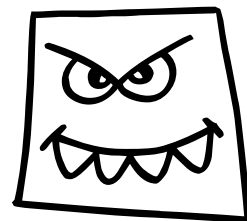


Capture

Take the piece that is attacking you.



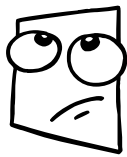
Patrol



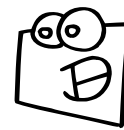
Defend

Defend your piece, so if it is taken, you can take back.

But you might also be able to use Ingredient X: counterattack! If your threat is more important than your opponent's threat, then they won't get a chance to attack you!



Self-Analysis



How to get better at chess

1. Make a list of all the things you need to do to play chess well – here's my list so far...

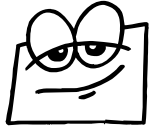
<p style="text-align: center;">ALL THE TIME</p> <ul style="list-style-type: none"> <input type="checkbox"/> Know all the basic kinds of tactic (jumps mates forks pins nets ties) <input type="checkbox"/> Spot your opponent's threats <input type="checkbox"/> Spot your threats, and the clues that you might have a tactic to play (loose pieces, unsafe king) <input type="checkbox"/> Play with a plan 	<p style="text-align: center;">OPENING</p> <ul style="list-style-type: none"> <input type="checkbox"/> Get your pieces out <input type="checkbox"/> Get at least a stake in the centre <input type="checkbox"/> Castle <input type="checkbox"/> Open up lines for your rooks
<p style="text-align: center;">MIDDLEGAME</p> <ul style="list-style-type: none"> <input type="checkbox"/> Keep all your pieces active <input type="checkbox"/> Use all your pieces when attacking <input type="checkbox"/> Pick on a weakness 	<p style="text-align: center;">ENDGAME</p> <ul style="list-style-type: none"> <input type="checkbox"/> Use your king <input type="checkbox"/> Win pawns <input type="checkbox"/> Know what to swap and what to keep on <input type="checkbox"/> Know how to finish off your opponent

Now decide:

2. Which of these are you good at? Tick each one
3. Which of these do you get wrong? Underline these
4. Which is the thing you get wrong that makes you lose the most games? Put a circle around it. What are you going to do about it? Can you practise something?

How to win a game of chess

You have to do 4 or 5 things well



1 Get all your pieces out

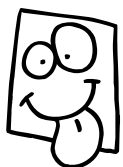


2 Win as many pieces or pawns as you can



3 Swap off pieces when you're winning

If you haven't got enough left to checkmate with, you need to:



4 Get a new queen



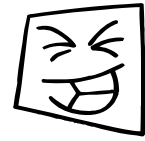
5 Checkmate!

Remember: **checkmate** is the end of the game, so if you think there's a chance to do it earlier, go for it!

**Do you know how to do all these things?
Do you practise any of them?**



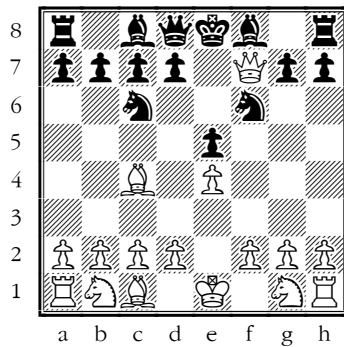
The 6 basic tactics



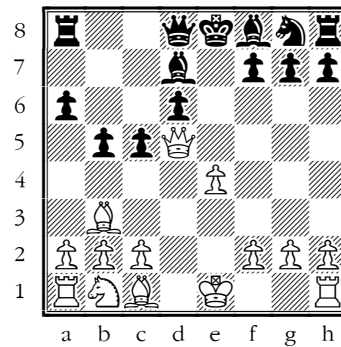
you **Might Just Find a Neat Powerful Tactic!**

[Mates Jumps Forks Nets Pins & Ties]

Basic pattern for a Mate

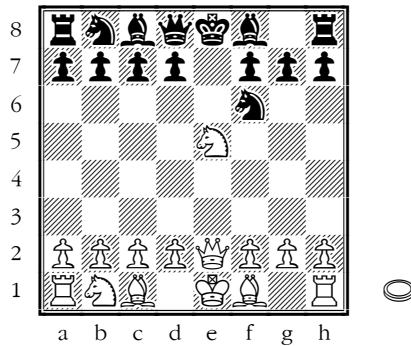


Basic pattern for a Net



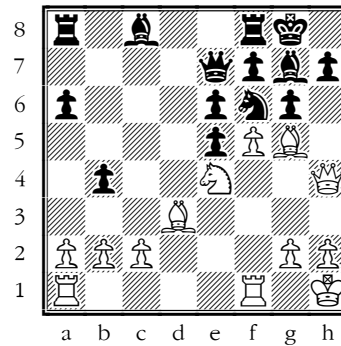
Black wins the Bishop after 1...c4!

Basic pattern for a Jump

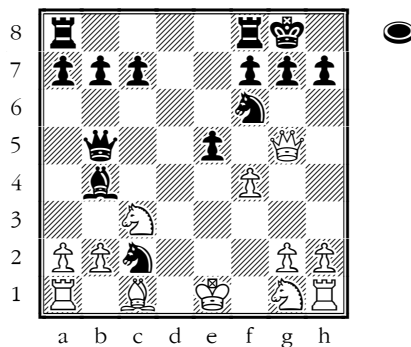


White wins after 1. Nc6+!

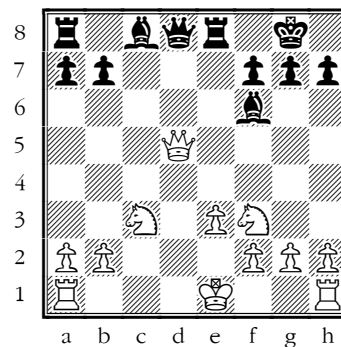
Basic pattern for a Pin



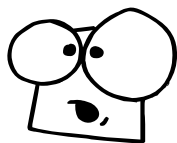
Basic pattern for a Fork



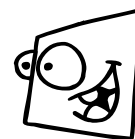
Basic pattern for a Tie



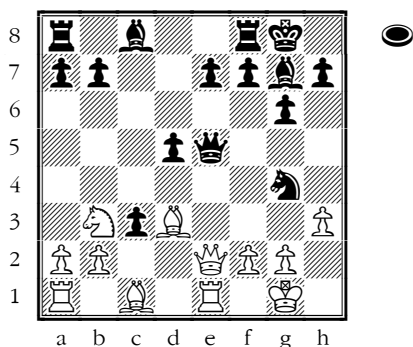
1...Bxc3+ undermines the Queen



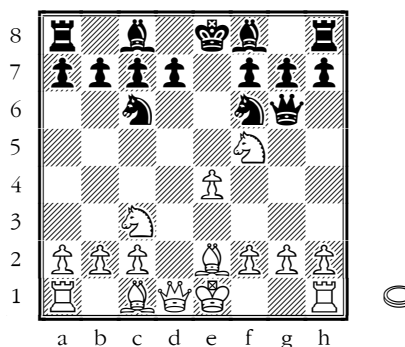
Test your tactics!



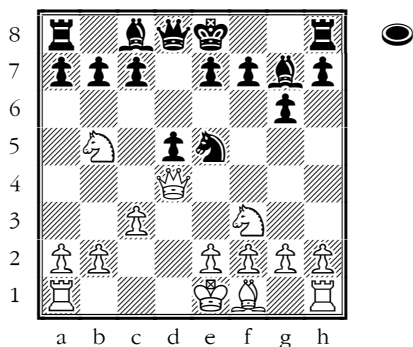
Find the Mate



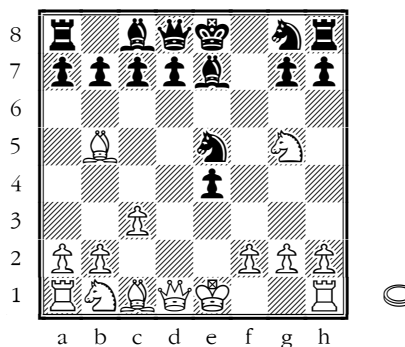
Find the Net



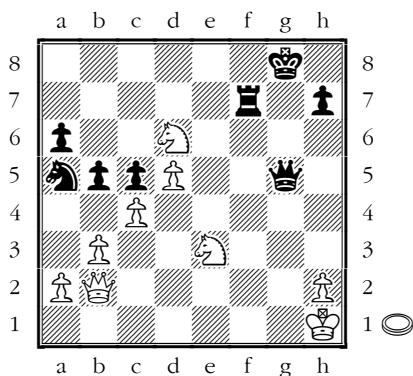
Find the Jump



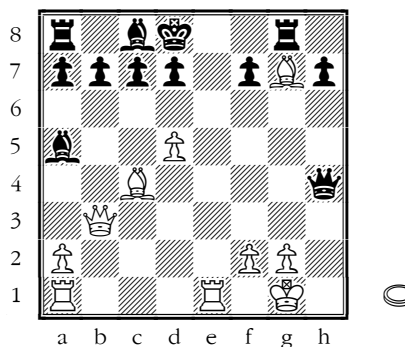
Find the Pin



Find the Fork



Find the Tie



Answers:

Mates : 1...Qh2+ and 2...Qh1#

Jumps : 1...Nxf3+ and 2...Bxd4

Forks : 1. Qh8+ and 2. Nxf7+ (one of Spassky's)

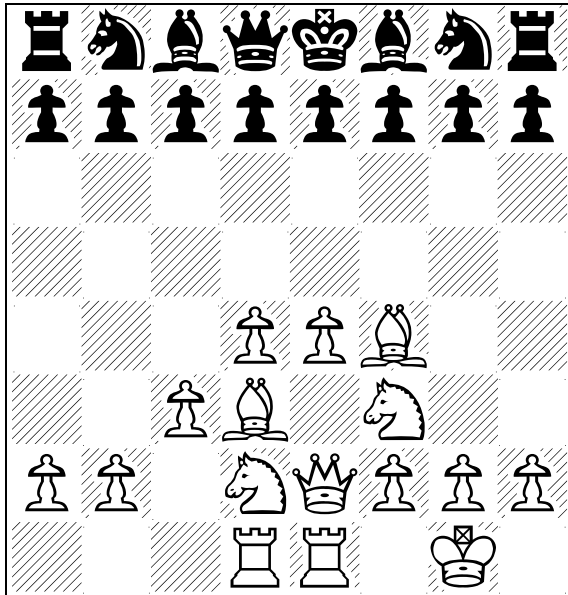
Nets : 1. Nh4

Pins : 1. Ne6!

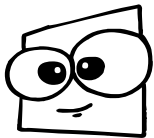
Ties : 1. Qg3 (one of Fischer's)



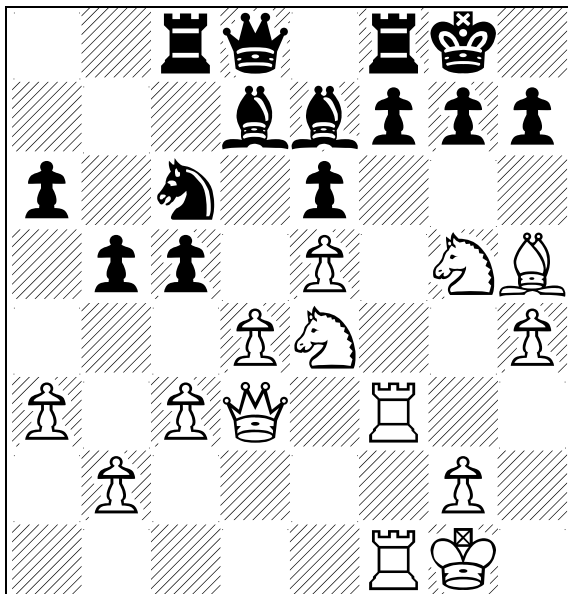
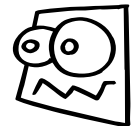
In the Opening



- * get your minor pieces out towards the centre
- * get at least a share of the centre
- * get your king into safety by castling
- * get your rooks out of the corners



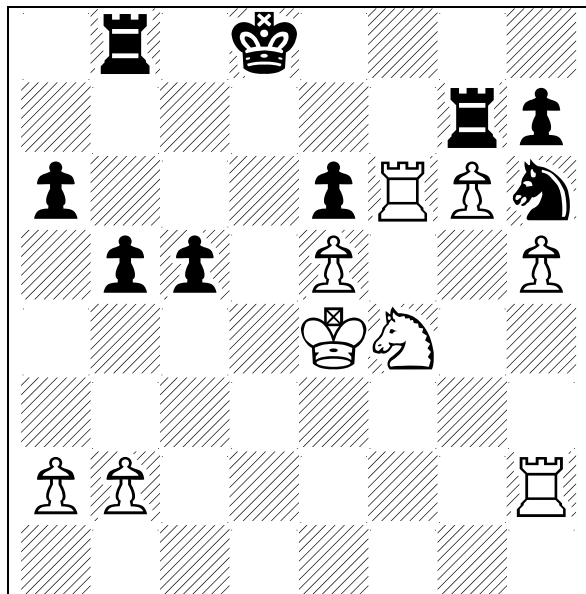
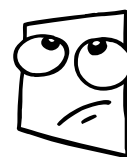
In the middlegame



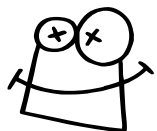
- * use space and open lines to attack the enemy king and other targets
- * always think about what your opponent is trying to do to you
- * look for tactics, especially when you have a clue that there might be one



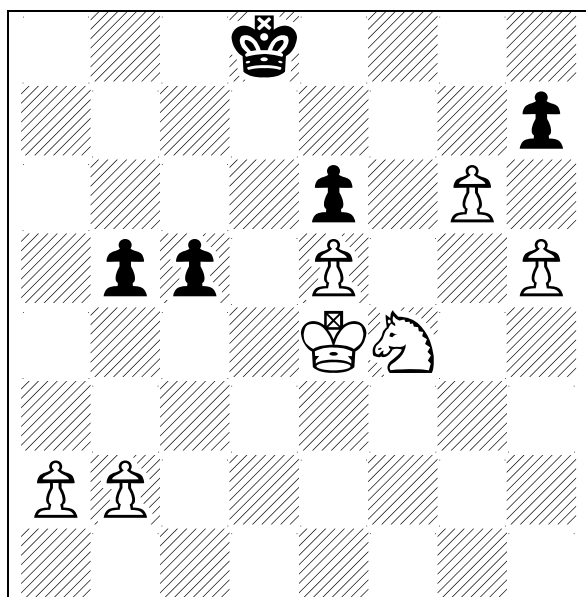
In the endgame



- * attack and win enemy pawns
- * move your own pawns up as fast as possible to become queens
- * get your King Up For The Ending (KUFTE)



Winning and losing

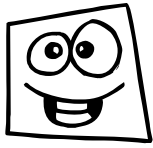


If you are ahead:

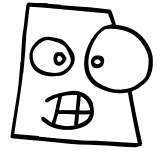
- * *Don't relax*
- * *Keep control*
- * *Swap pieces off*
- * *Leave pawns on*

If you are behind:

- * *Don't give up*
- * *Get some counterplay*
- * *Swap pawns, not pieces*

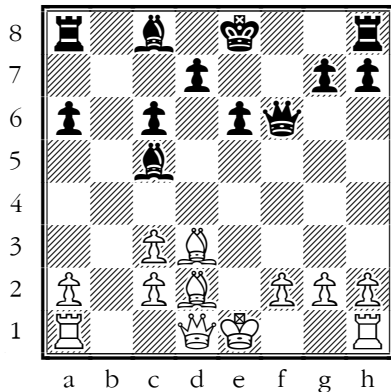


Making tactics work



Look at forcing moves like checks and captures

Checks



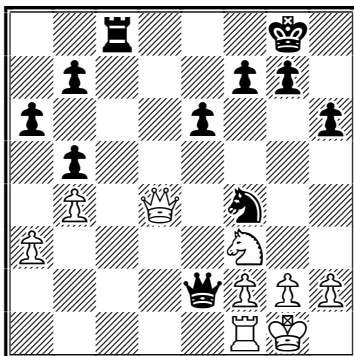
Never play a check unless it does something. But because everything stops for a check, it can give you time to do something great!

1. Qh5+!

wins the Bc5 (a fork by the Queen)



Captures

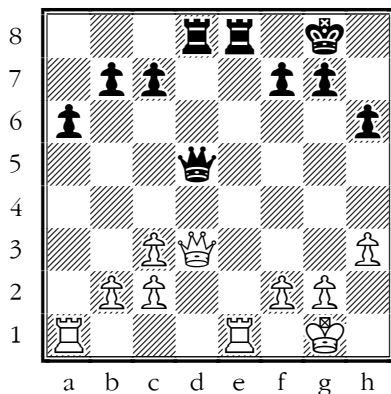


Look at every check and every capture.

1...Qxf3!

would normally be daft, but it makes space for the knight fork ...Ne2+ without giving White time to defend

Both at once!



1. Qxd5 looks promising but it doesn't work (can you see why?)

But

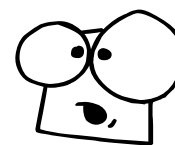
1. Rxe8+!

Wins the Queen



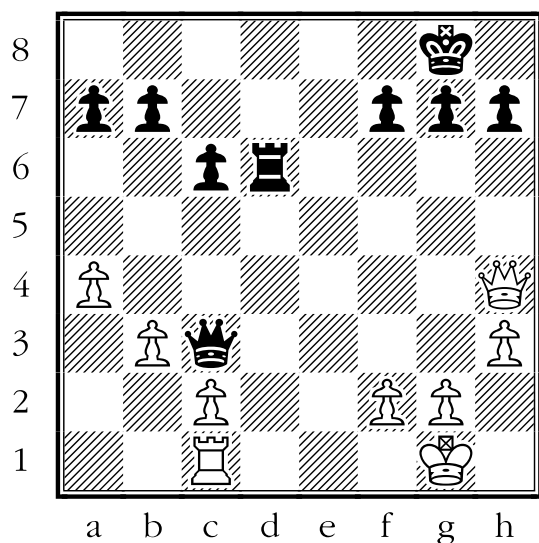


I smell a tactic!



Look harder if you see loose pieces or an unsafe king

Unsafe king? Is there a tactic around?



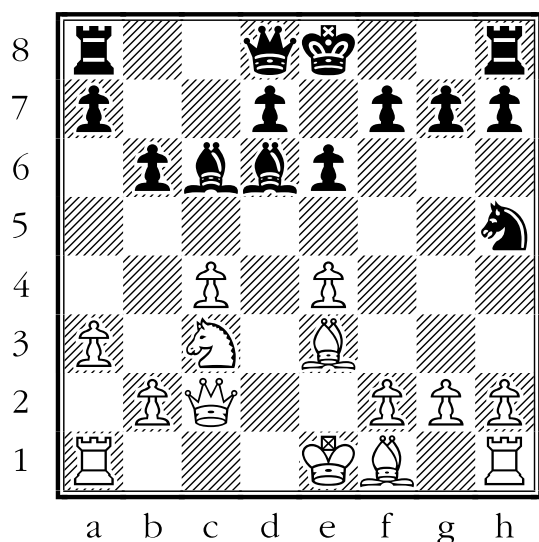
If the black Rook wasn't on the board, **Qd8+** would be checkmate.

And if Queens could bend it like Beckham, **Qe8+** would be good.

1. Qe7!

Threatens mate, and attacks the Rook, and stops the Rook moving to d8, and... wins.

Loose piece? Is there a tactic around?

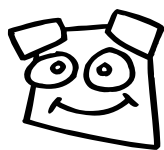


The Knight on h5 is obviously loose. But if you attack it, Black will move or defend it.

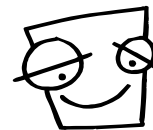
Aha! The Bishop on d6 is also loose. If you can attack both at once, you will win a piece.

1. Qd1!

Simple but deadly!



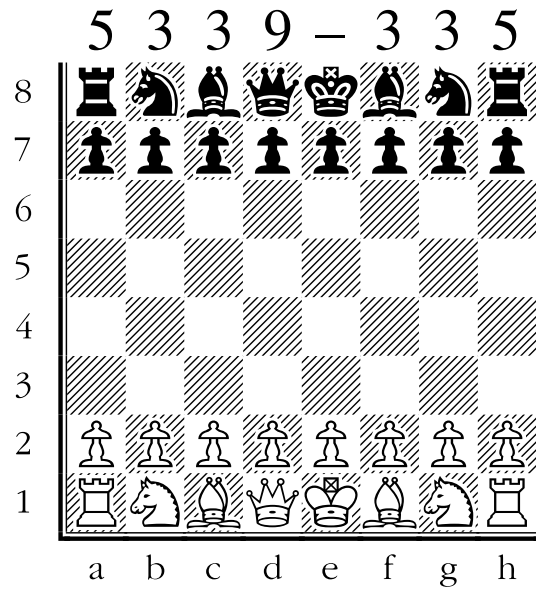
Winning your first chess games



Here's a junior game:

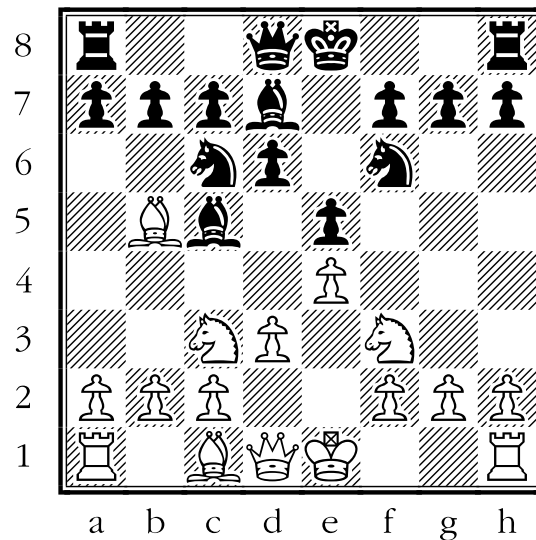
**1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Nc3 Nf6 5.d3
d6 6.Bb5 Bd7 [Diagram] 7.b3 a6 8.Bc4 b5
9.Bd5 Nxd5 10.exd5 Bb4 11.Bd2 Nd4 12.a3
Bxc3 13.Bxc3 c5 [Diagram] 14.a4 b4 15.Bd2
Bg4 16.h3 Bxf3 17.gxf3 Qf6 18.c3 Nxf3+
19.Ke2 0-0 [Diagram] 20.cxb4 Rae8 21.bxc5
dxc5 22.h4 e4 23.Rc1 exd3+ 24.Kxd3 Qd4+
25.Kc2 Nxe4 26.Re1 Qxf2 27.Qg4 Nf3 28.Rf1
Qxd2+ [Diagram] 29.Kb1 Nh2 30.Qf4 Nxf1
31.Qxf1 Qxd5 32.Qc4 [Diagram] 32...Qxc4
33.bxc4 f5 34.Rd1 Re4 35.Rc1 f4 36.Kb2 f3
37.Kb3 f2 38.Rf1 Re1 [Diagram] 39.Rxe1
fxe1Q 40.a5 Rf3+ 41.Kc2 Rc3+ 42.Kb2 Qc1+
43.Ka2 Ra3# [Diagram] 0-1**

1. Know all the rules of the game, how to set up the board and what the pieces are worth

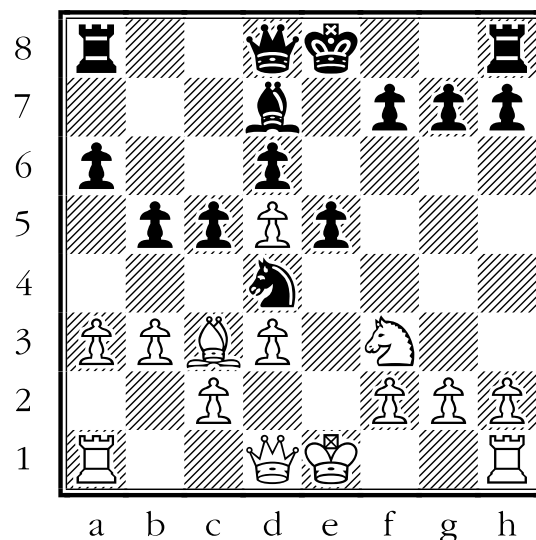


2. In the opening:

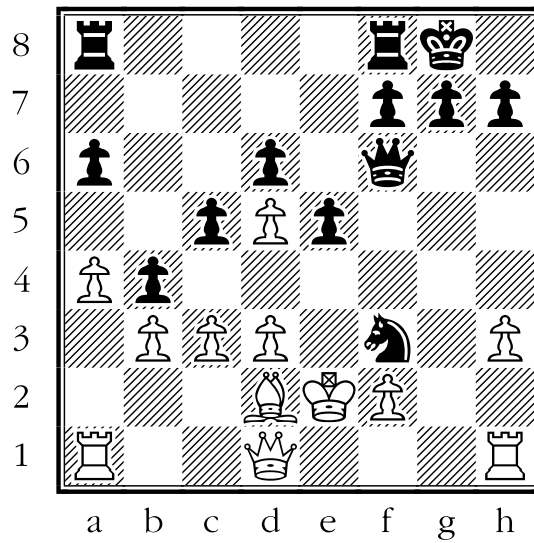
(a) get your pieces out



(b) Get at least a stake in the centre

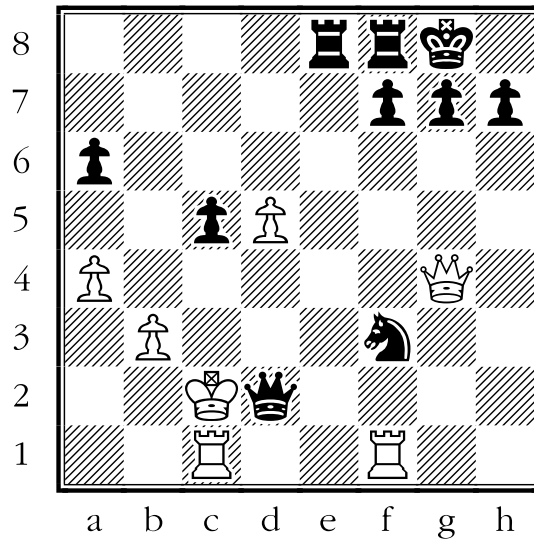


(c) Get castled

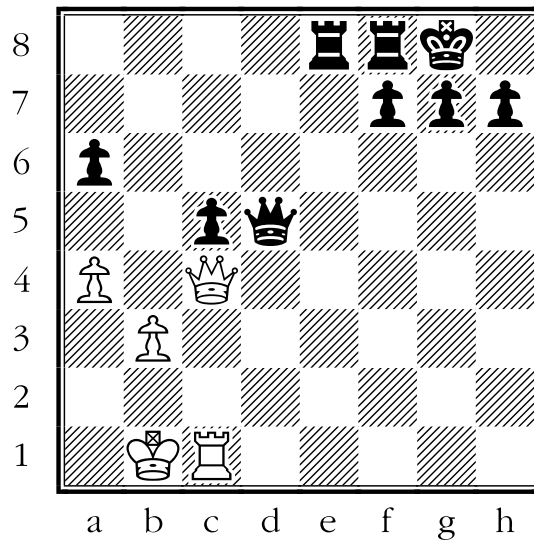


3. Next: win a piece or two

- Look for undefended pieces
- Look for underdefended pieces
- Win material by **tactics**
- Make an attack and win pawns or pieces that way (or get checkmate!)

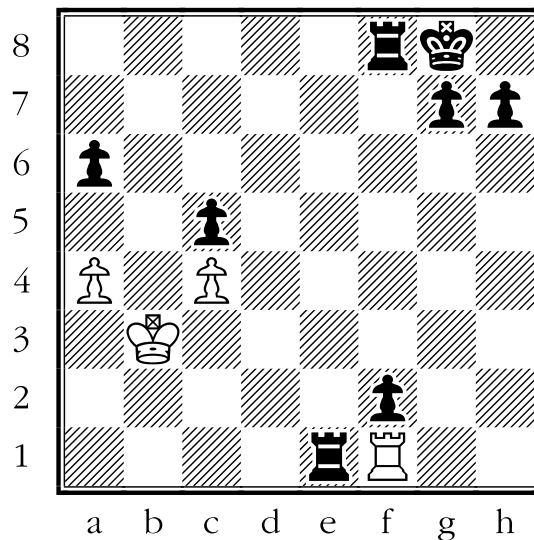


4. Swap off pieces not pawns (and win more pieces if you can)

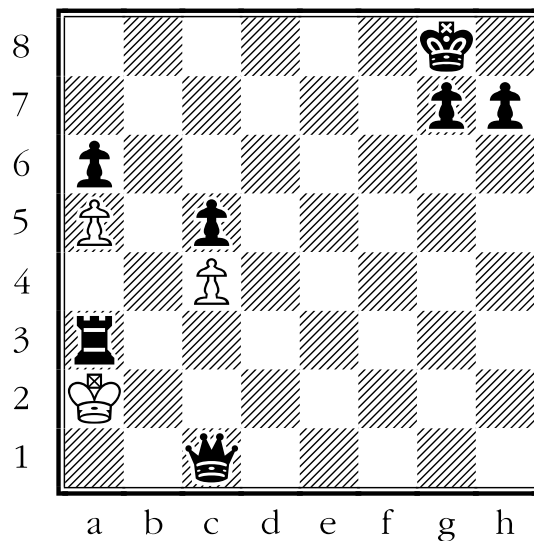


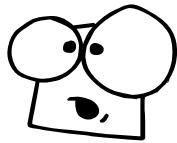
5. Win your opponent's pawns

6. Move up your pawns and get a new Queen if you can (or win more pieces if you can't)

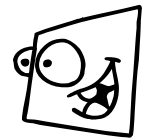


7. Checkmate with your extra pieces





Diamond 9: Why do you lose?



Being over- confident, attacked too soon	Being under- confident, playing too quietly	Not thinking about your opponent's threats
Mistake in analysis e.g. overlooked a check	Didn't know what to do next and got confused	Mistake in position e.g. made a weakness
Ignored the endgame	Didn't understand the opening you played	Didn't develop fast enough

