

Chess

Compendium

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Abstract

This document primarily serves as an aid for me to remember past chess lessons.
If anyone else finds use from this document, you're welcome!

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1 Tactics

Tactics are short-term sequences of moves giving the executing side an advantage.

1.1 Fork

Forks attack multiple pieces at the once, resulting in at least one of these pieces being taken.

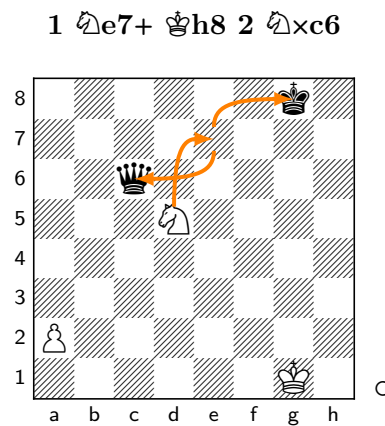


Figure 1.1: Example of a fork.

1.2 Pin

Pins restrict the movement of one piece covering another more valuable piece (relative pi) or the king (absolute pin).

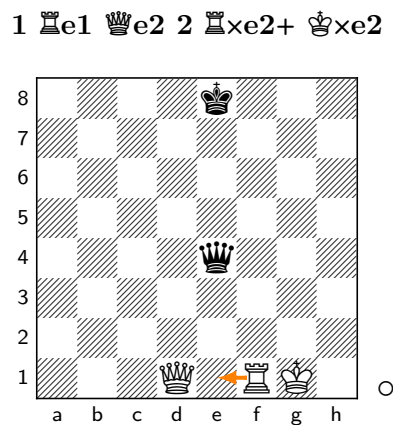


Figure 1.2: Example of an absolute pin.

1.3 Skewer

Skewers are the opposite of a pin. The more valuable piece escapes the attack and reveals the other piece, which can now be taken.

1 ♖g8 ♔e5 2 ♖xb3

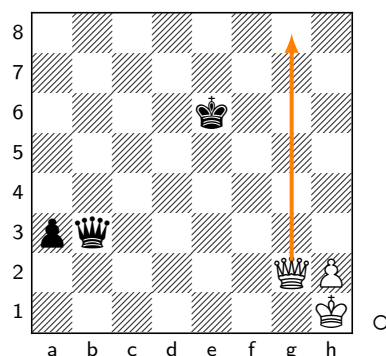


Figure 1.3: Example of a king-queen skewer.

1.4 Other Tactics

Attraction Force or lure opponent's piece onto a bad square.

Battery Line up two or more pieces on the same diagonal, rank or file.

- Rooks
- Bishop & Queen
- Alekhine's Gun (two rooks with a Queen tailing)

Counter Threat Defend against a threat by threatening a more valuable piece.

Deflection Pull a defender from a square it's defending.

Windmill Use discovered checks to capture multiple pieces.

Perpetual Check Force draw by repetition with checks.

f-Pawn Weakness Due to only the king defending the f-pawns, they are very vulnerable.

Greek Gift Sacrifice Sacrifice the bishop to destroy the pawn-structure in front of a castled king.

Interference Place a piece in the line of sight of an opposing piece as a defense.

Overloaded A piece that defends multiple targets, that can't all be defended at once.

Zugzwang Play a move that makes any of the opponent's moves a bad move.

Zwischenzug An intermediate move (usually involving a check) that helps you gain a tempo.

X-Ray The ability of pieces to see through other pieces.

2 Puzzles

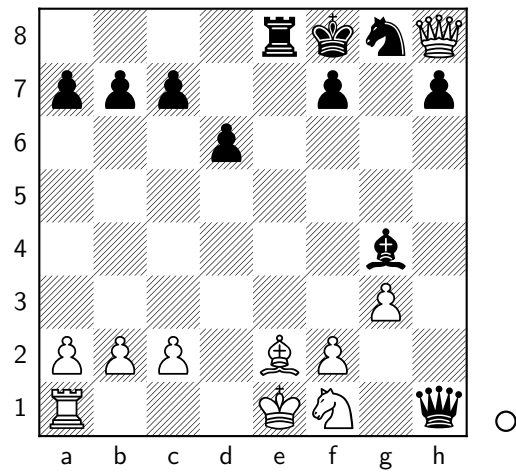


Figure 2.1: What is the only move, that avoids a forced checkmate?

2.1 Solutions

Puzzle 1 1. O-O-O

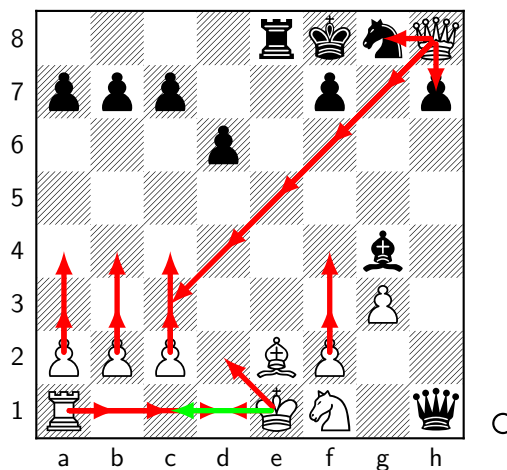


Figure 2.2: The only good move is 1. O-O-O. All other moves are marked in red.

1. 1. ♔xh7 loses a queen.
2. 1. ♕xg8+, 1. ♕g7+ and 1. ♕e5 loses a queen and doesn't prevent the forced checkmate (see point 4).
3. 1. f3 is pointless, because of 1... ♗xf3.
4. 1. [a/b/c][3/4], 1. f4 and 1. ♖[b/c]1 allow mate in two with 1... ♗xe2+ 2. ♖d1 ♕xf1#.
5. 1. ♗d1 allows mate in one with 1... ♗xe2#.
6. 1. ♖d1 allows mate in two with 1... ♗xe2 2. ? ♗xf1#. White's second move cannot prevent the mate.
7. 1. ♖d2 allows mate in two with 1... ♗xe2+ 2. ♖[c/d]1 ♕xf1# and mate in 5 with 1... ♗xe2+ 2. ♖[c/d]3 ♕f3+ 3. ♖[b/c/d]4 ♗e4+ 4. ♖[a/b/d]5 ♕f5+ 5. ♕e5 ♕xe5#