



CHESS WORKSHOP

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PREVIOUS WORKSHOP

- Getting familiar with checkmate
- The basics of how to win a game
- General principles of the opening
 - 1. Control the center squares
 - 2. Activating your pieces (mainly knights and bishops)
 - 3. Get your king to safety

OVERVIEW

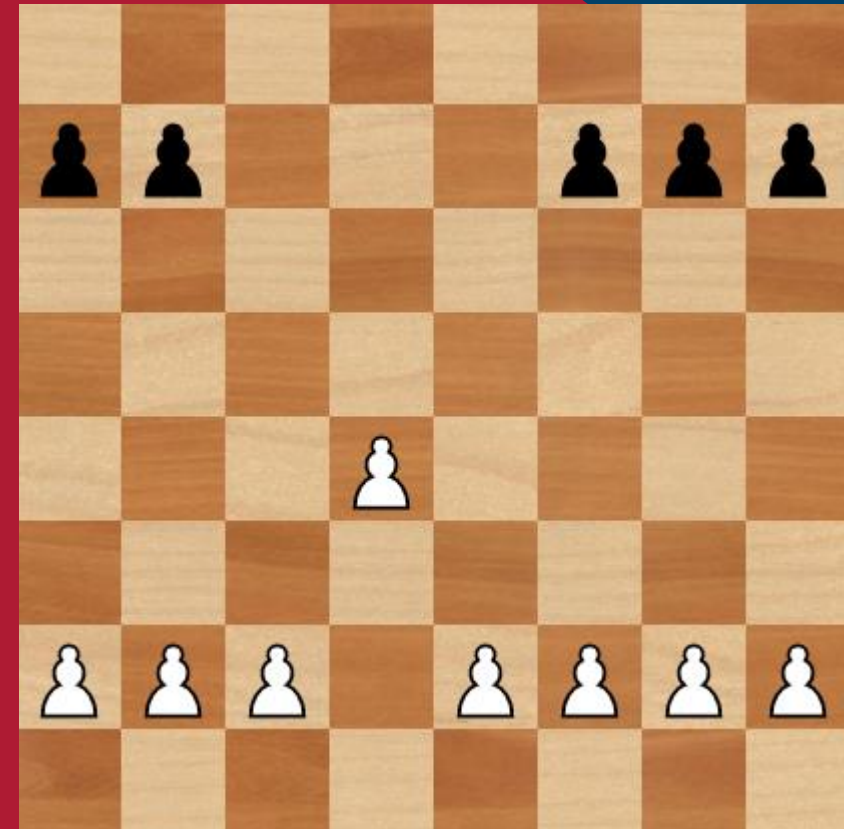
- Theory of pawns and piece play
- What are chess tactics and why are they important?
- Commonly used tactics
- Beginner tactical training
- An online game to apply everything we have learned

UNDERSTANDING PAWN PLAY

- Strong Pawns
 - Passed Pawns
 - Pawn-Chains
- Weak Pawns
 - Isolated Pawns
 - Doubled Pawns
 - Backward Pawns
- Pawn Islands

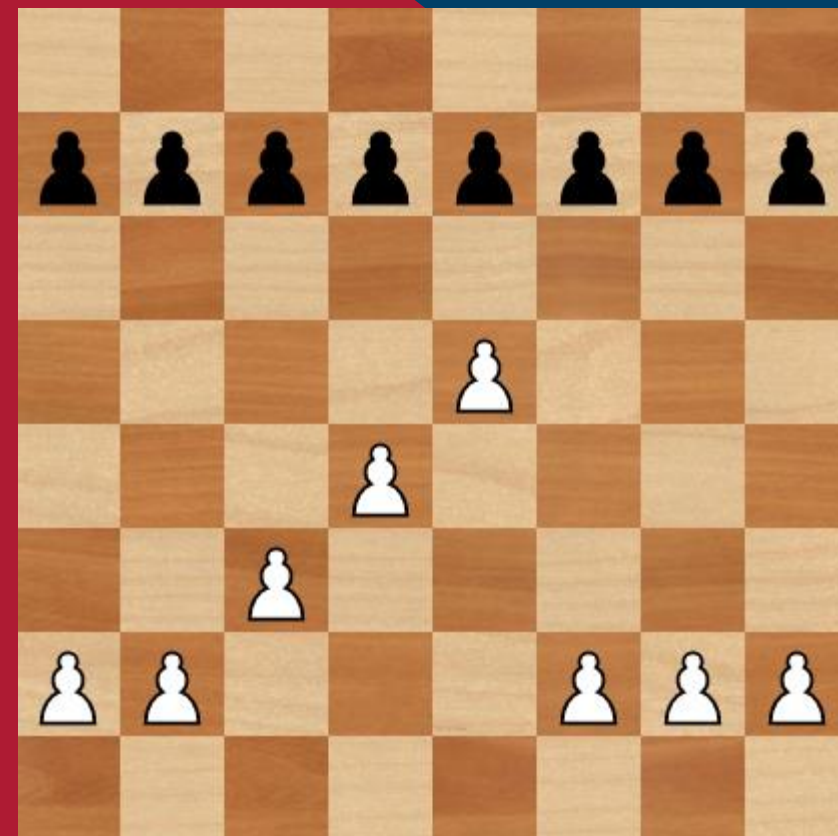
PASSED PAWN

- A passed pawn is a pawn that has no opposing pawn in front of them and no pawns in the adjacent files
- They are strong because they have great potential to promote as they have no opposing pawns to stop them



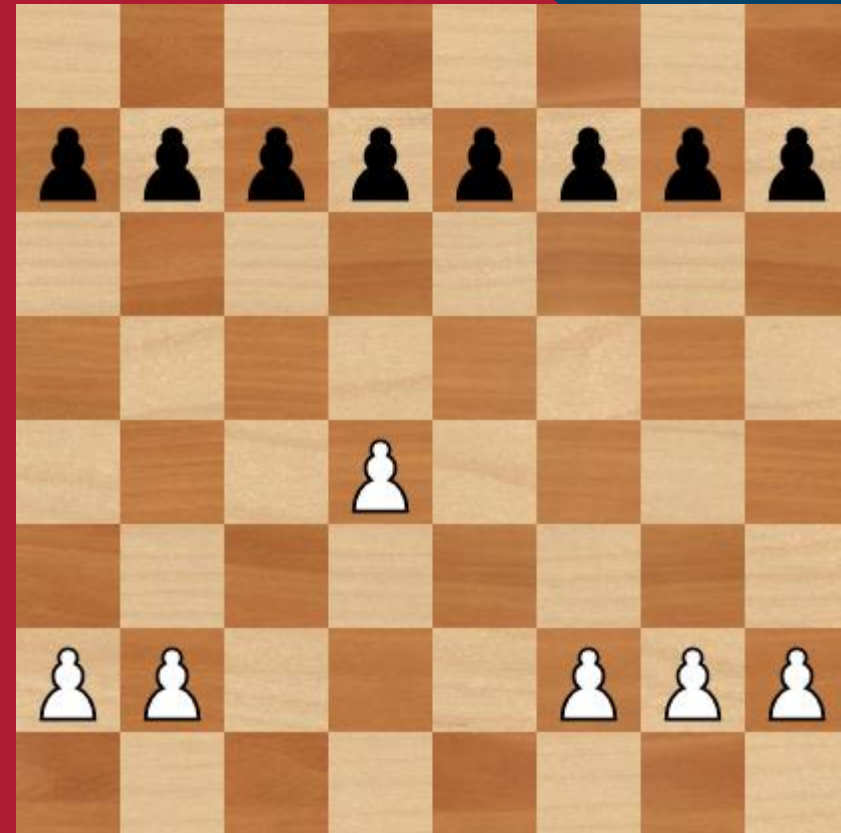
PAWN-CHAINS

- A pawn chain is a series of pawns on a diagonal
- They are strong because they support each other
- They create a wall that prohibits enemy pieces from invading



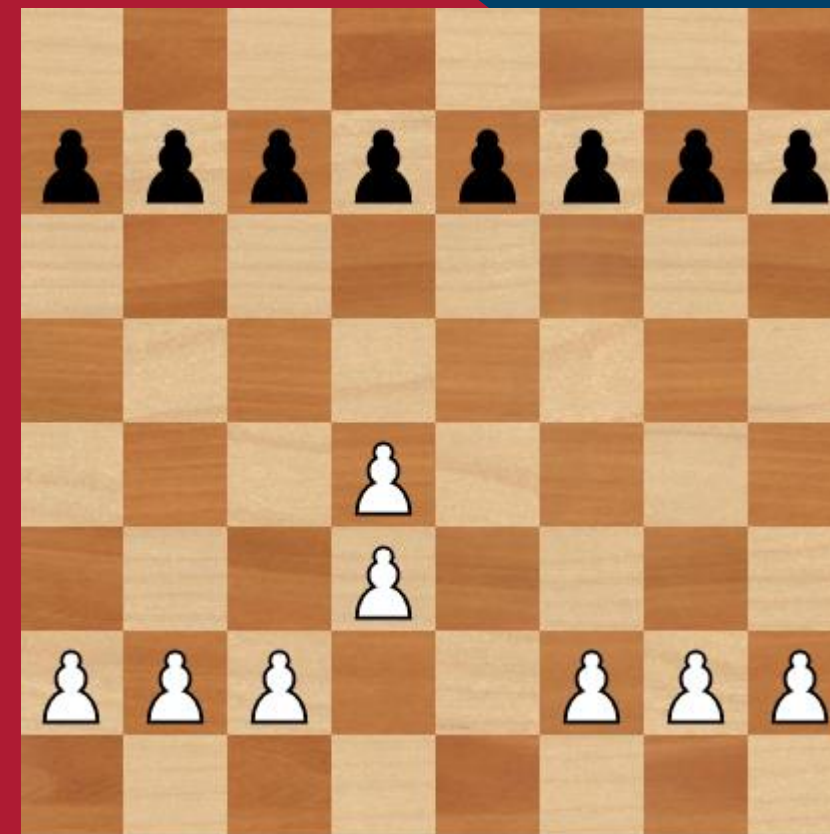
ISOLATED PAWNS

- An isolated pawn is a pawn that has no supporting pawns in the adjacent files
- They are weak because there is no way another pawn can protect them



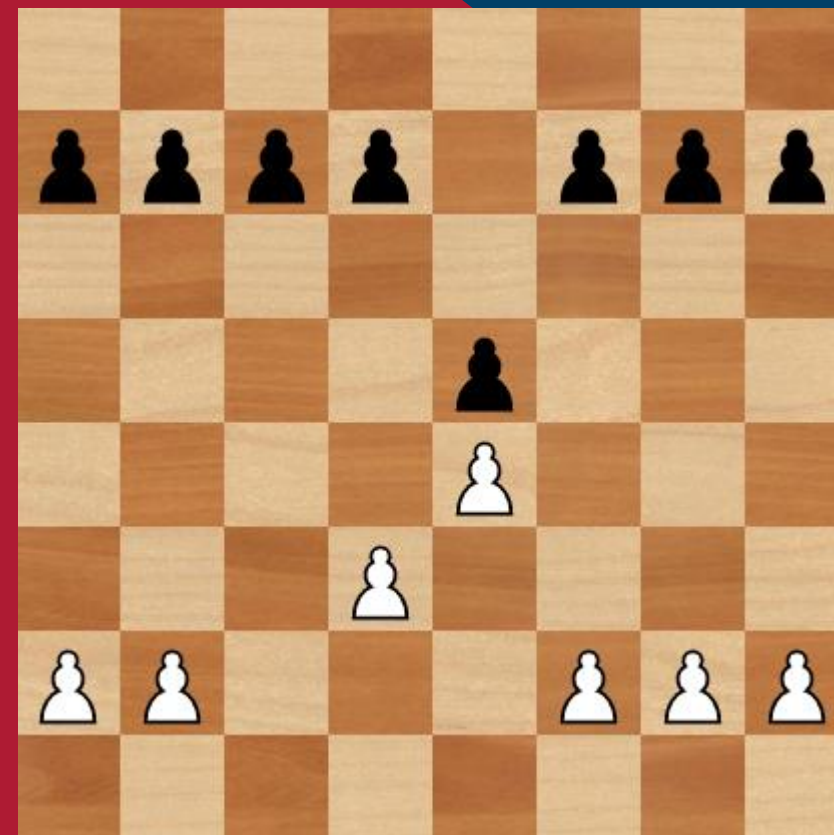
DOUBLED PAWNS

- Doubled pawns are pawns that are stacked on top of each other in the same file
- They are weak because pawns in the same file cannot support each other
- The pawn in the back cannot move until the pawn in front has moved



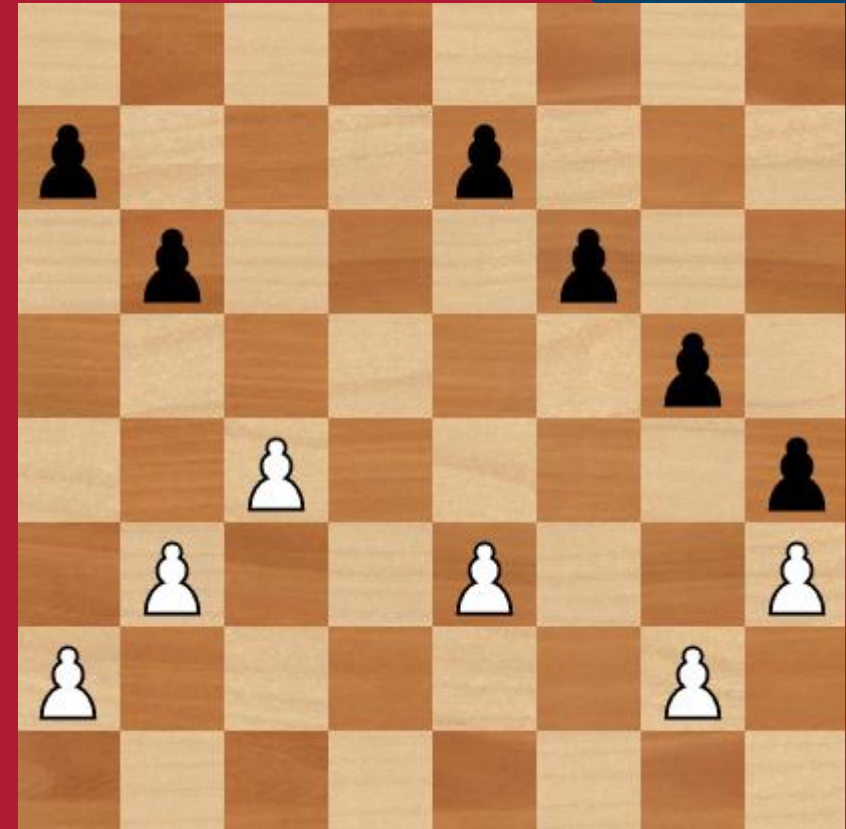
BACKWARD PAWNS

- A backward pawn is the pawn in the back of a pawn chain that is unable to be advanced
- They are weak because they are in the back, so no pawns can protect them
- They are prohibited from moving, and therefore must be defended by pieces



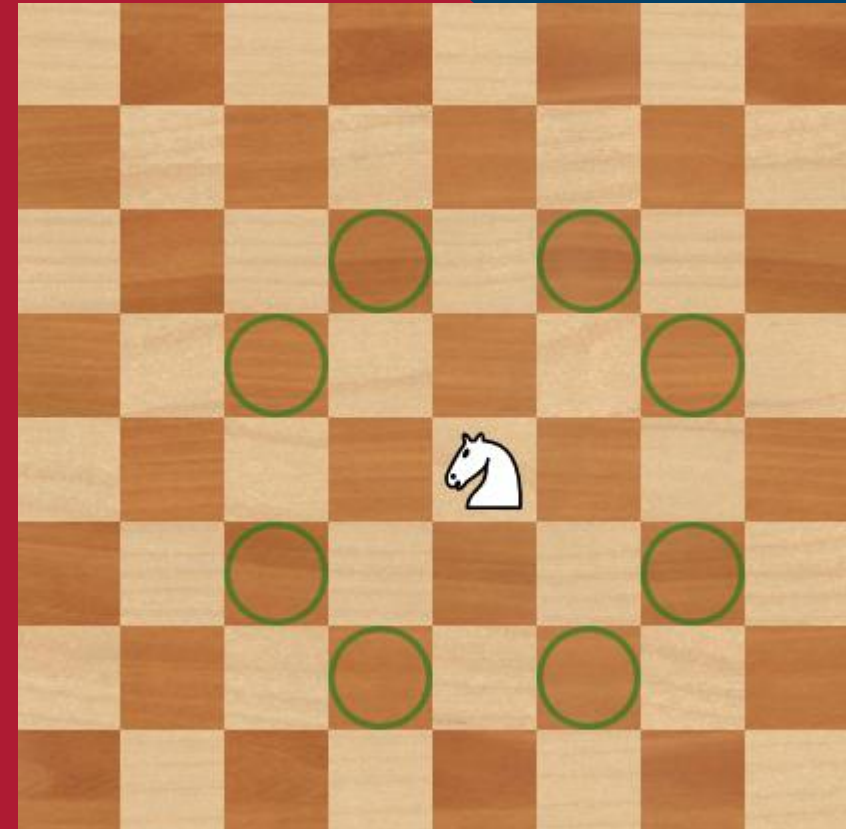
PAWN ISLANDS

- A pawn island is a group of pawns that is separated from other pawns
- The more pawn islands in your position, the weaker your position is
- White must defend more pawn bases than black does



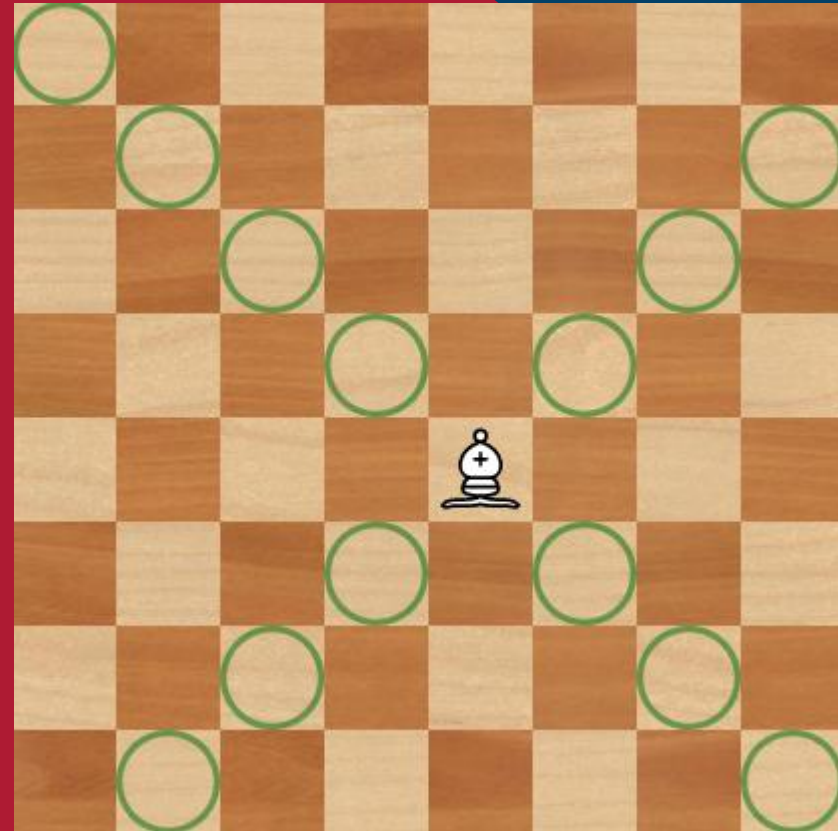
THE KNIGHT

- Good knights
 - 1. In the center
 - 2. On an outpost
 - 3. In closed positions
- Bad knights
 - 1. On the rim
 - 2. On a square it can be kicked out by a pawn
 - 3. In open positions



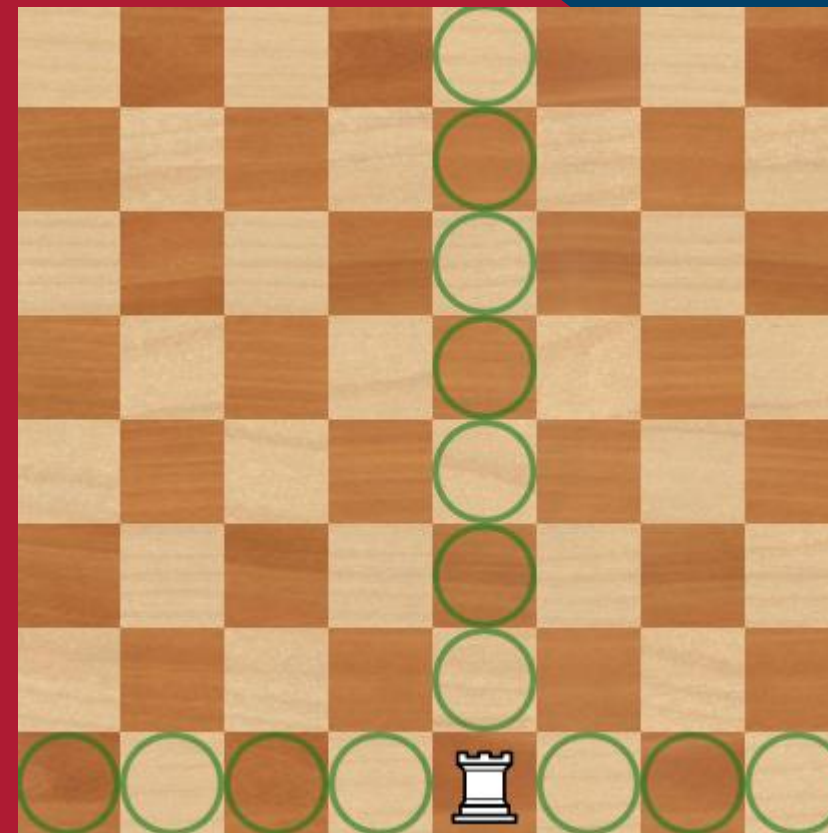
THE BISHOP

- Good bishop
 - 1. Bishops on open diagonals
 - 2. Bishops that aim towards important targets
- Bad Bishop
 - 1. Bishops that are blocked
 - 2. Bishops that aim towards nothing



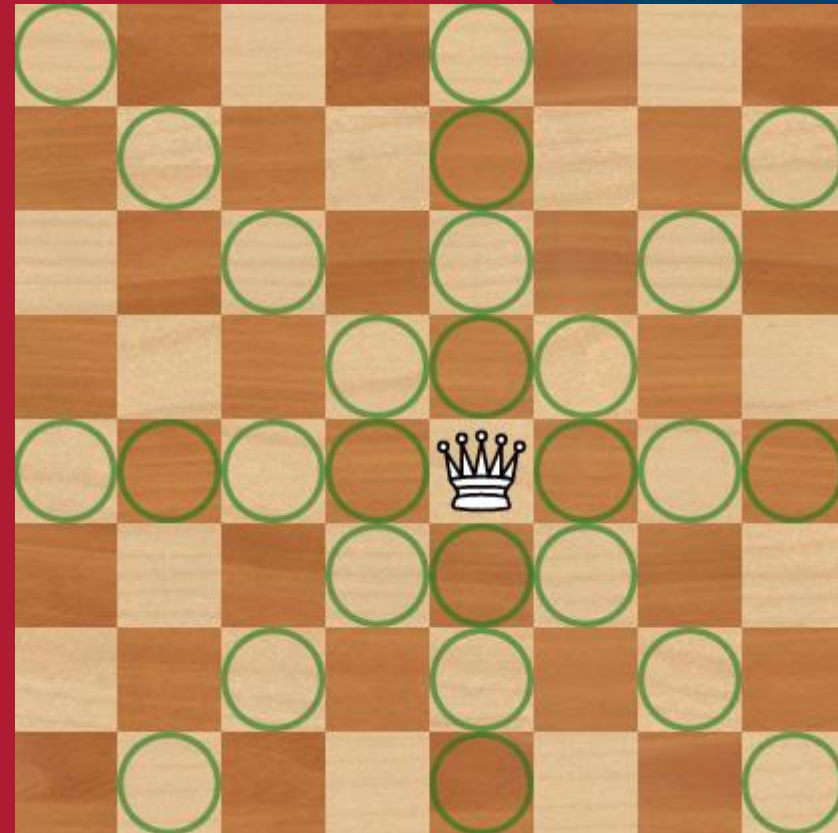
THE ROOK

- Good Rooks
 - 1. Rooks on open files
 - 2. Rooks on the 7th rank
 - 3. Rooks behind passed pawns
- Bad Rooks
 - 1. Rooks on closed files
 - 2. Rooks that have little mobility



THE QUEEN

- Good Queen
 - 1. Queens that are centralized
 - 2. Queens that are not easily kicked around
- Bad Queen
 - 1. Queens that do not control many squares
 - 2. Queens that are exposed to enemy attacks

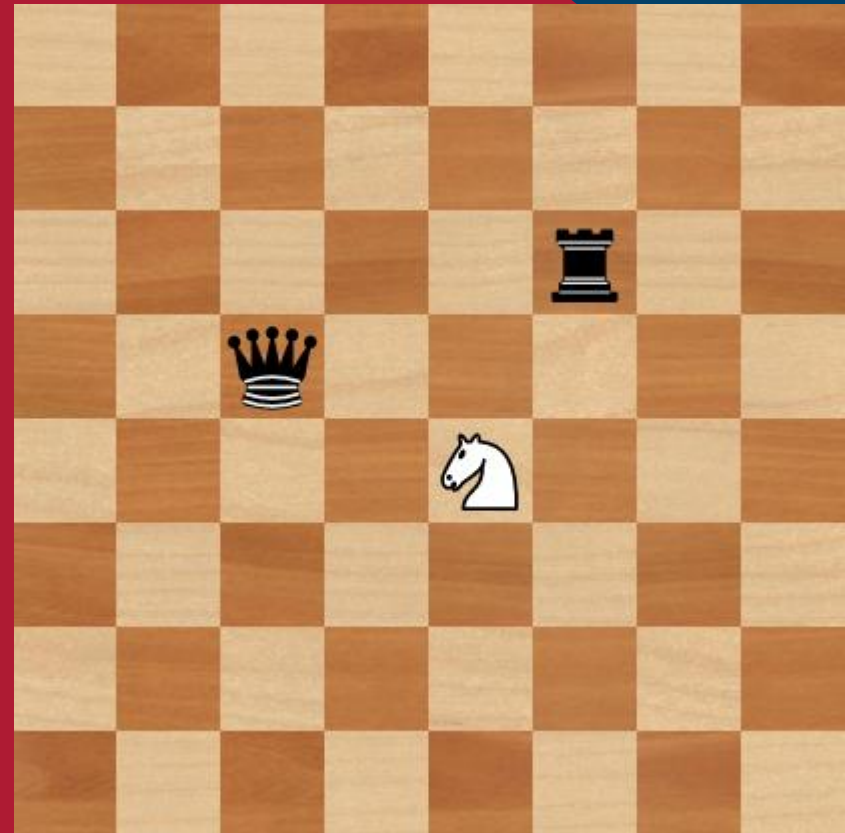


WHAT ARE TACTICS?

- Tactics are generally a sequence of moves that will win material or gain some type of advantage
- Becoming better at tactics will allow you to recognize when you can gain material in your own games
- Common tactics that we will cover
 - 1. Fork
 - 2. Pin
 - 3. Discovered Attack
 - 4. Undermining

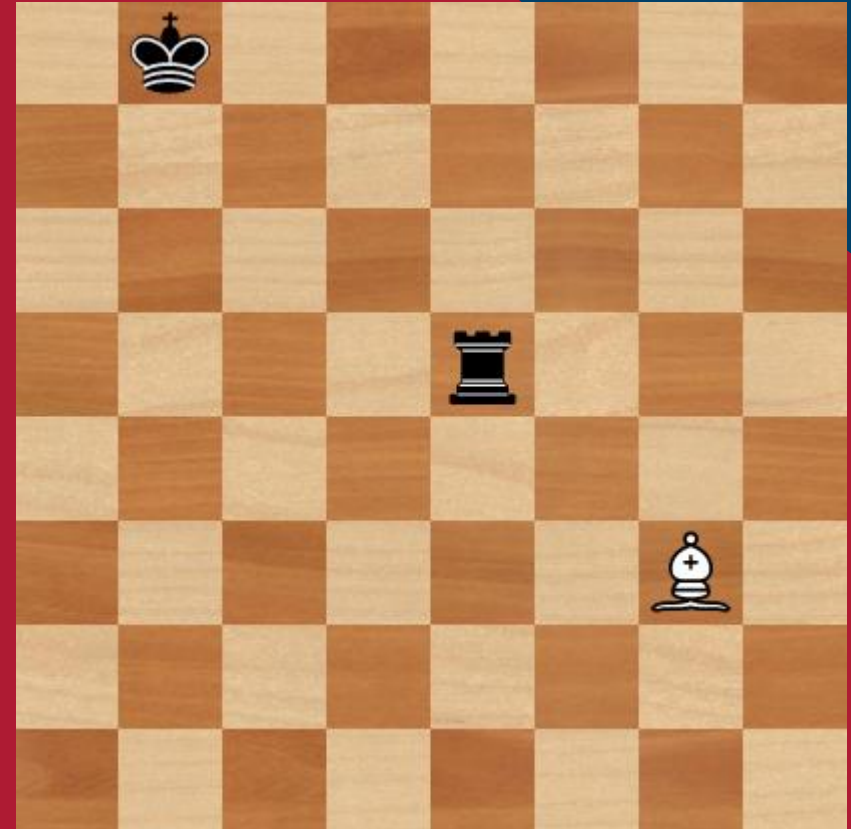
THE FORK

- A fork is when a piece attacks two or more targets at the same time
- This will result in the capture of one of the enemy's pieces



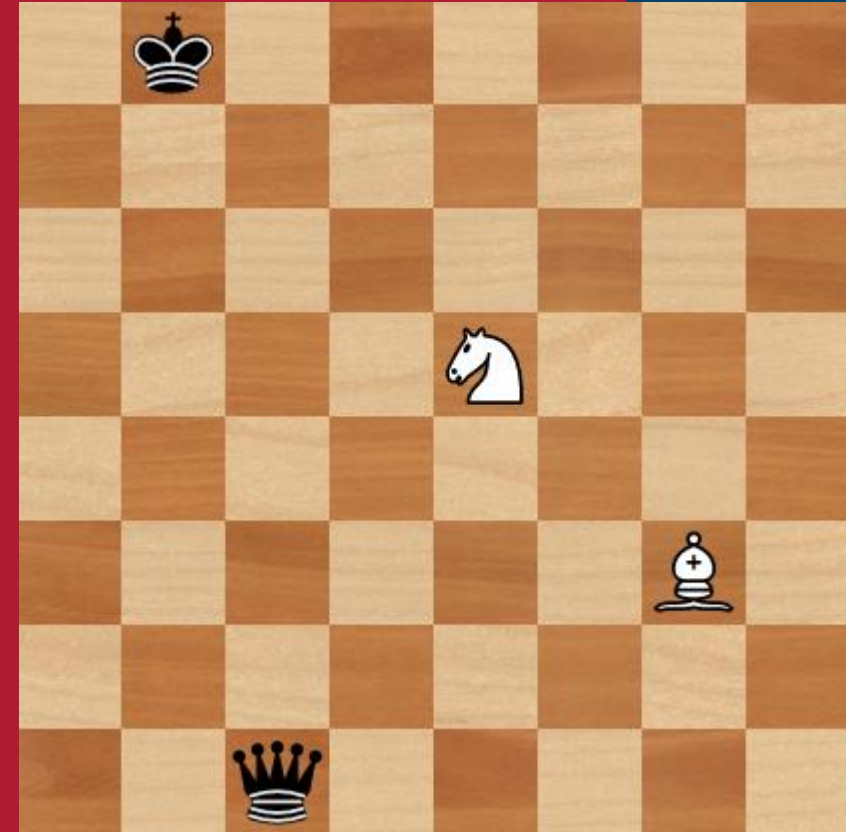
THE PIN

- A pin is when you use a piece to make it so that an enemy piece cannot move without exposing a more valuable enemy piece



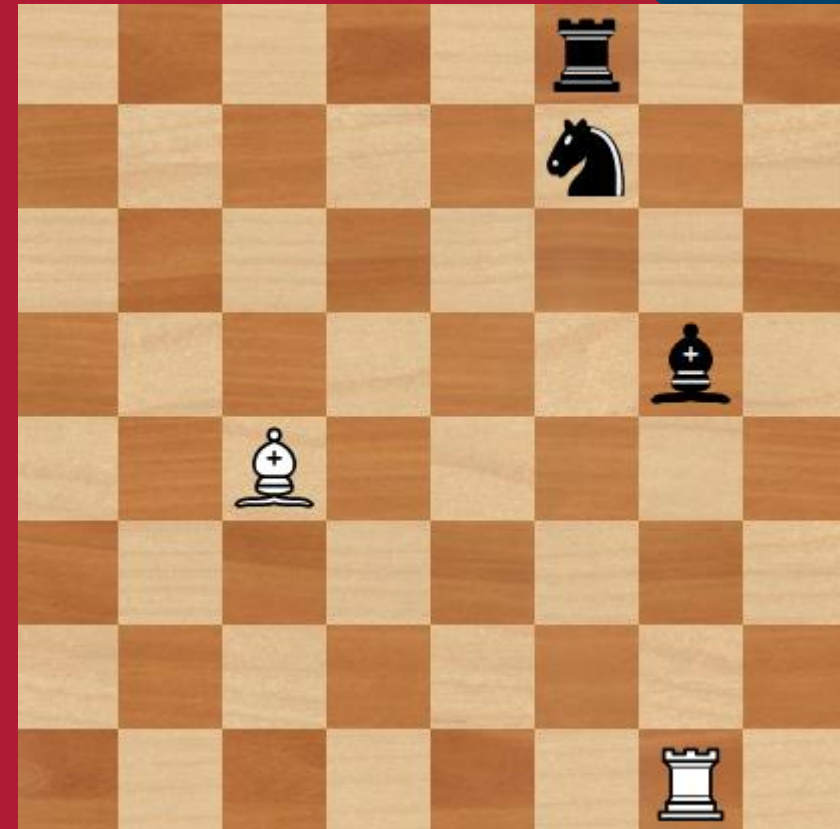
THE DISCOVERED ATTACK

- An attack revealed when one piece moves out of the way of another
- The strongest discovered attacks is when you create multiple threats at the same time



UNDERMINING

- A move when a defensive piece is captured, leaving one of the opponent's pieces undefended or under-defended



SUMMARY

- Understanding pawn and piece play
- Various tactical ideas to gain material