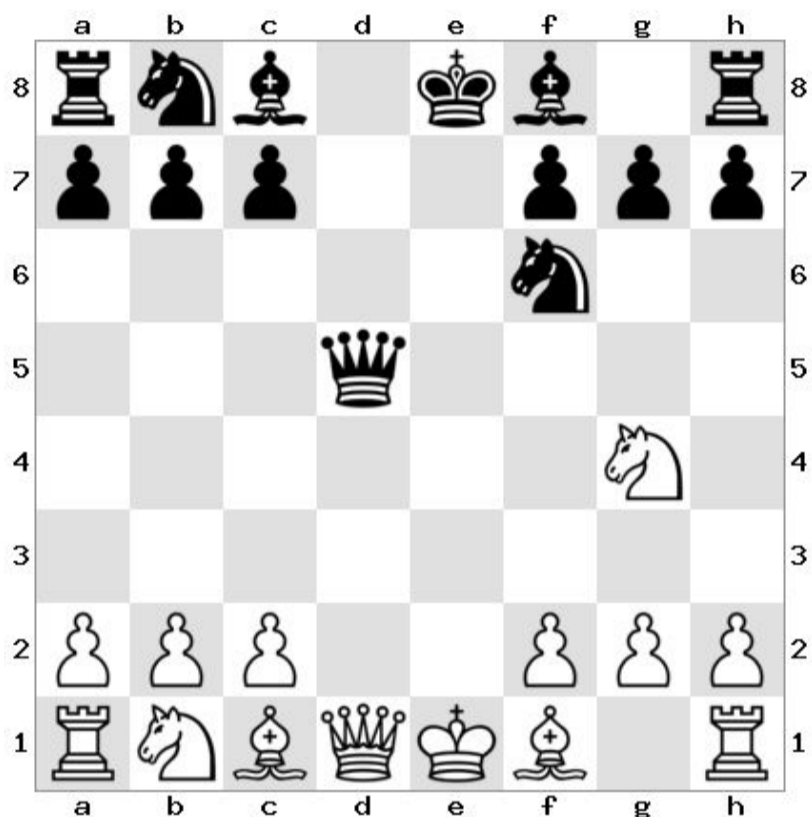


Basic Tactics 1

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V 2.00



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Basic Tactics 1

Introduction - What are tactics?

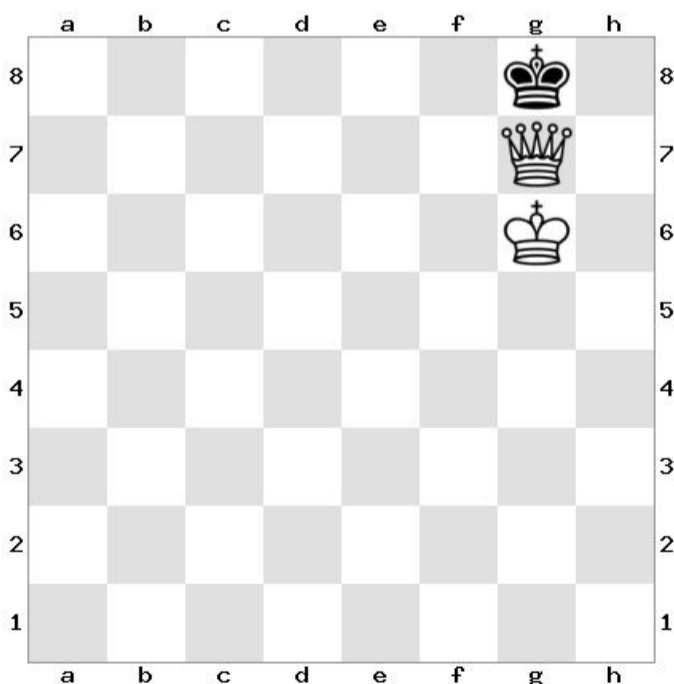
Tactics are moves that use how the pieces on the board work together to gain an advantage. In this book we are going to look at tactics that lead to checkmate or to winning material.

Checkmate wins the game. Winning material can make giving checkmate easier.

So, tactics are how we win.

Review: Checkmate

Checkmate is when the king is in check and cannot escape. When a player checkmates their opponent, they win the game.



Black to play. Black is in check from the white queen. Black can't take the queen because it is defended by the white king. Checkmate.

Winning Material

Point value of the pieces

When we trade pieces and pawns with the opponent it can be an even exchange or we can lose material or win material. We win material when we trade lesser value pawns or pieces for pieces of greater value.

The chart below is a guide for the value of the pieces to see if a trade is even, losing material or winning material.

The king has no value in the chart because the king can never be traded.

	King	
	Queen = 9	
	Rook = 5	
	Bishop = 3	
	Knight = 3	
	Pawn = 1	

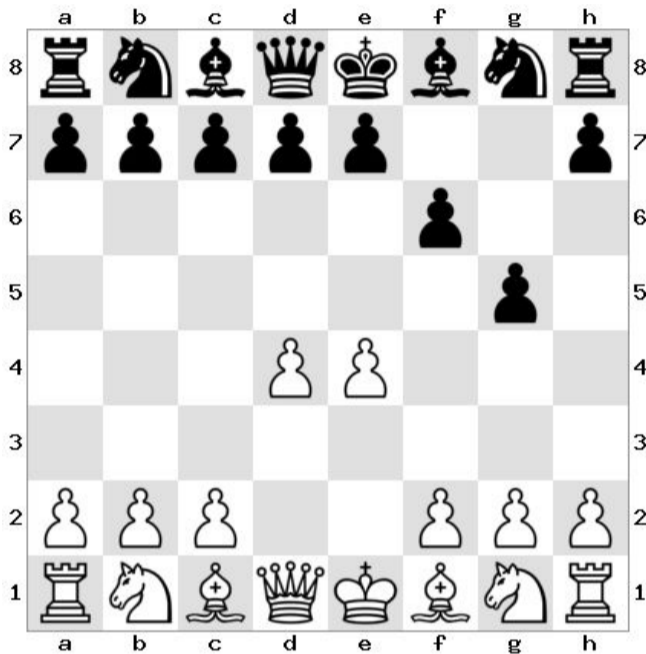
Trading a bishop (3 points) for a knight (3 points) is an even trade. Trading a bishop and two pawns for a rook is an even trade.

A queen (9 points) is worth 2 bishops plus a knight. And, a queen plus one pawn is worth 2 rooks.

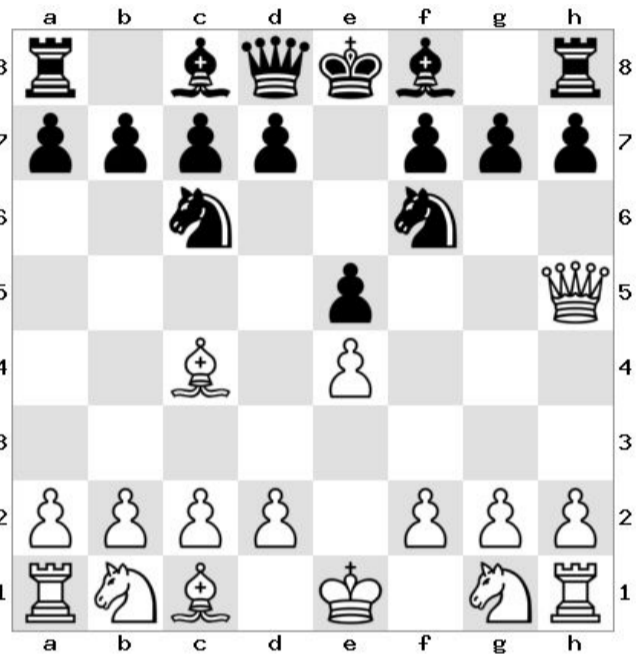
Based on the position it might be better to have a bishop instead of a knight or vice versa. Sometimes it might be better to have a rook instead of a bishop and two pawns. The point values can help evaluate trades but they don't tell us everything about the position.

Checkmate in 1 move

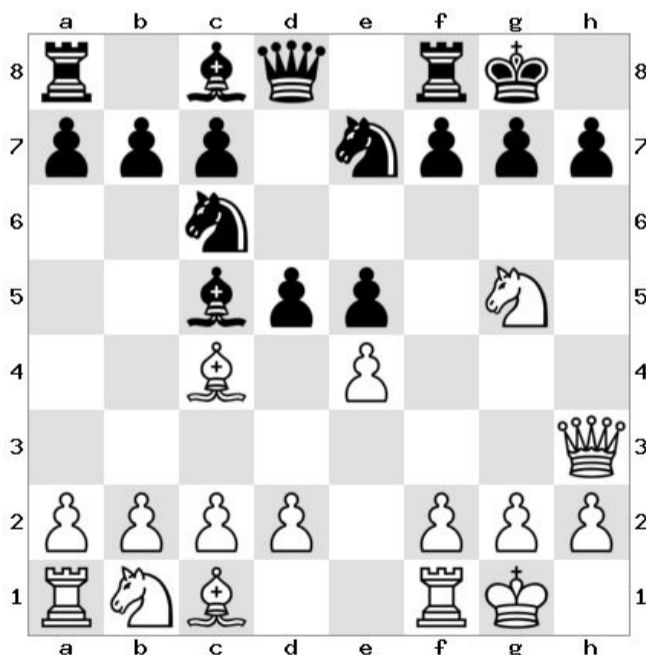
When it is checkmate in 1 move that means if you make the right move then it is checkmate right now. Game over, you win! This can happen when your opponent does not see your threat or as the last move in a checkmate sequence. Here are some examples of checkmate in 1 move.



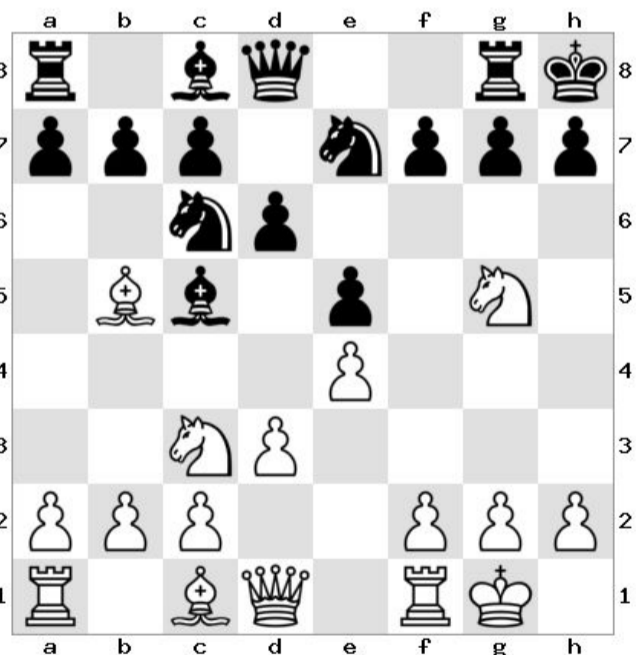
Queen to h5 is checkmate.
1. Qh5# ('#' = checkmate).



Queen takes f7 is checkmate.
1. Qxf7#.



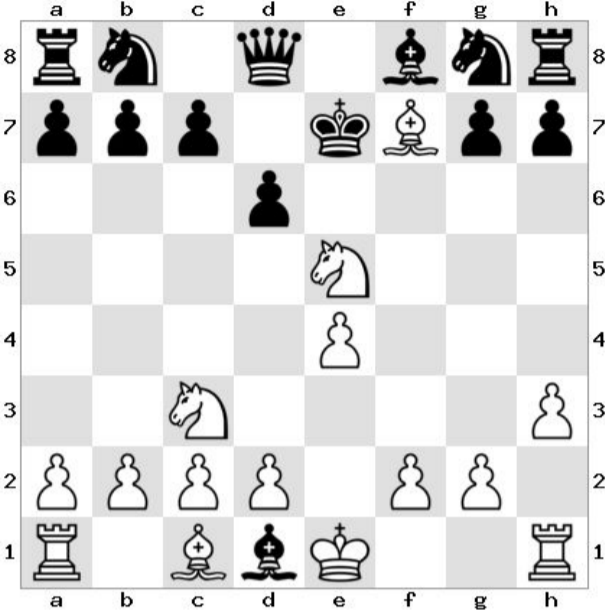
1. Qxh7#.



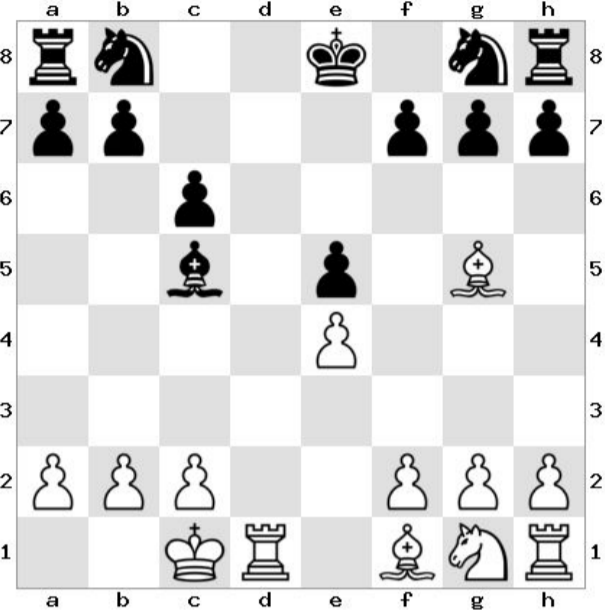
1. Nxf7#.

Exercises - Checkmate in 1 move

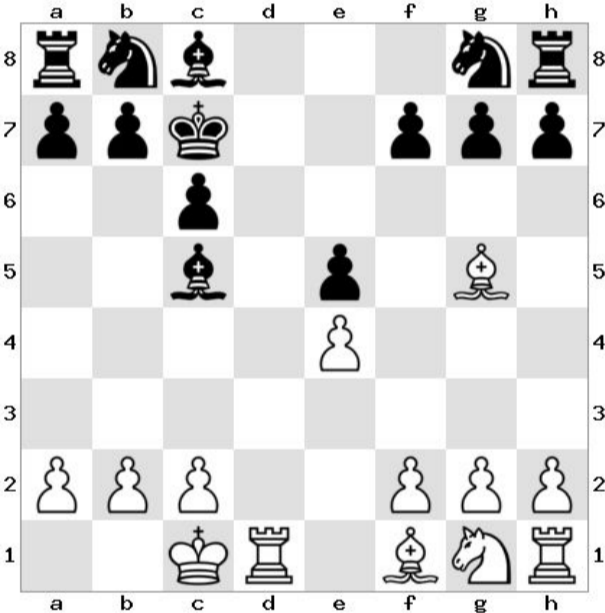
White to move.



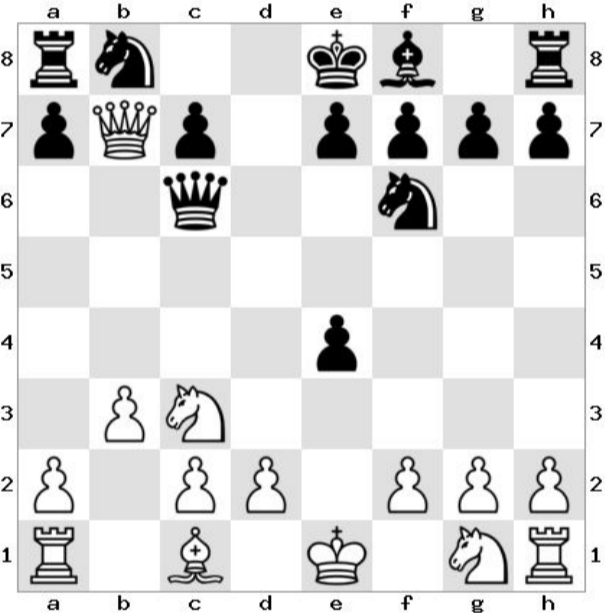
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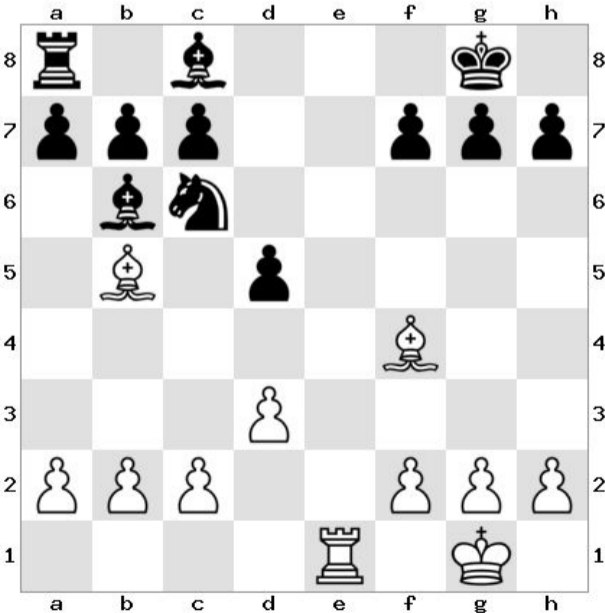
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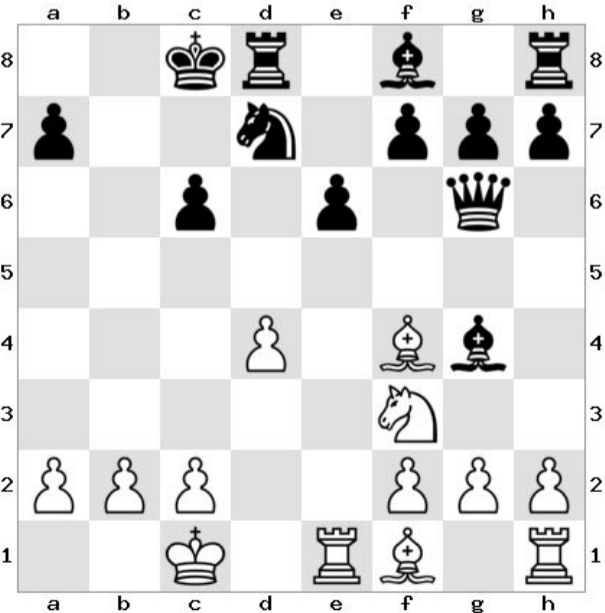
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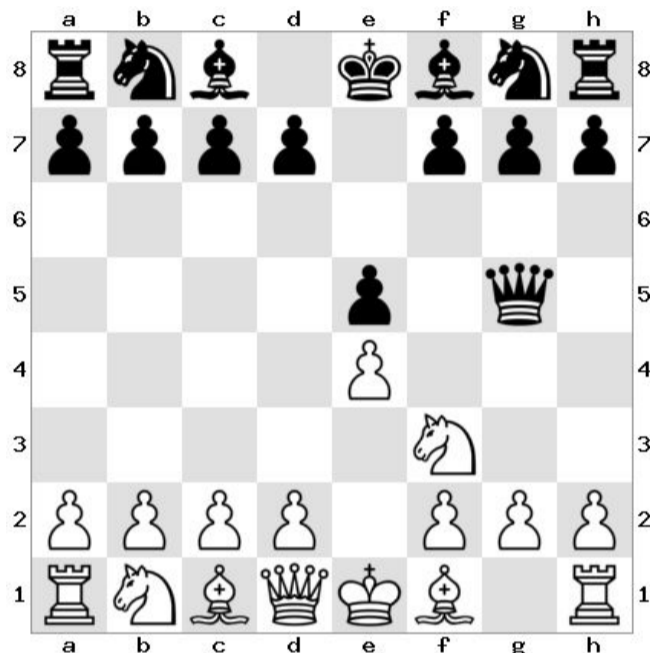
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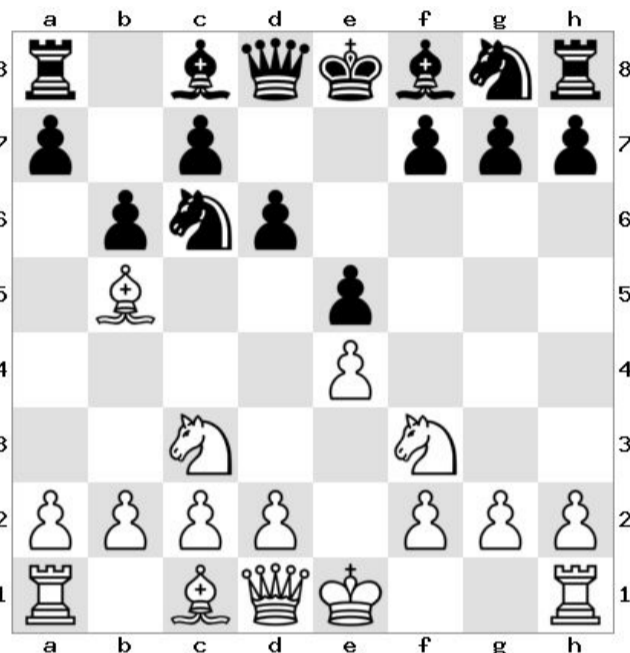
6

Free piece

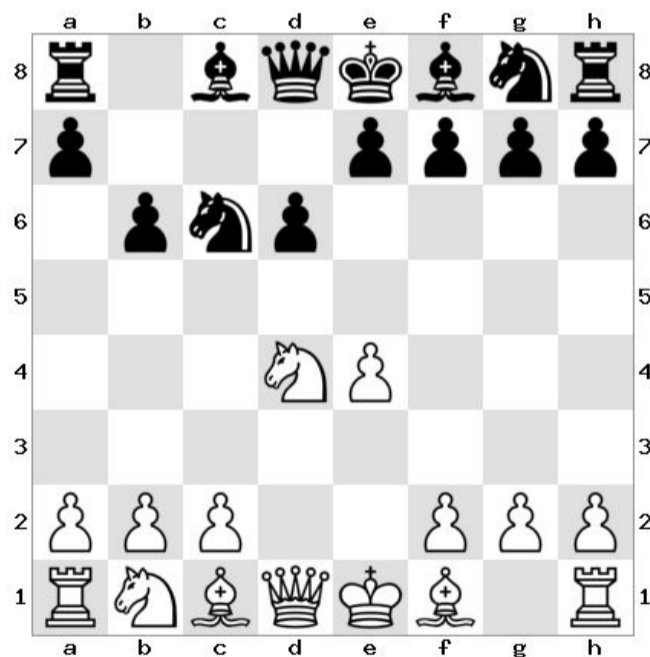
When your opponent leaves a piece or pawn unguarded and you are attacking it, you can take it for “free.” This is an easy way to win material.



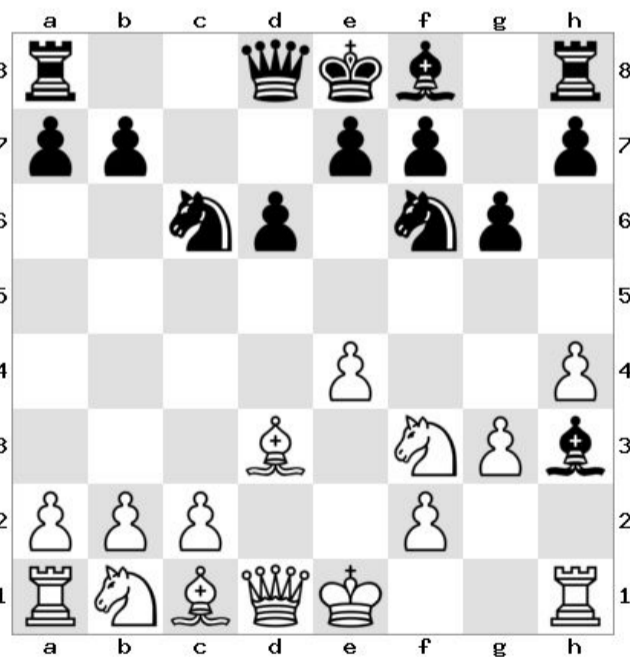
1. *Nxg5* wins a queen.



1. *Bxc6+* wins a knight.
(‘+’ = check.)



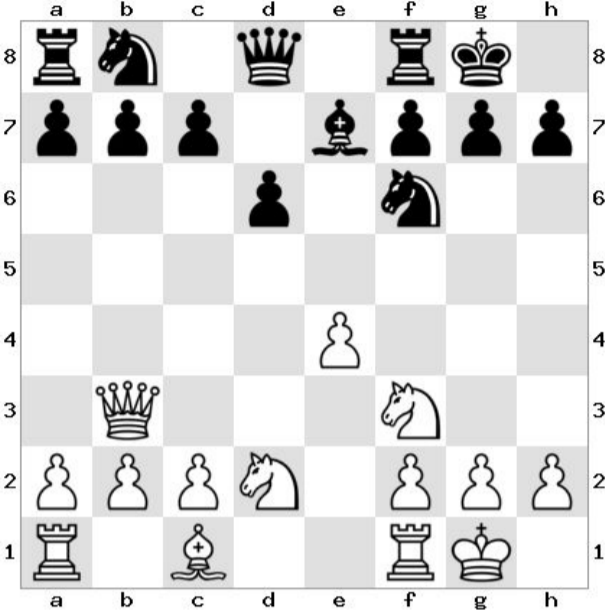
1. *Nxc6* wins a knight.



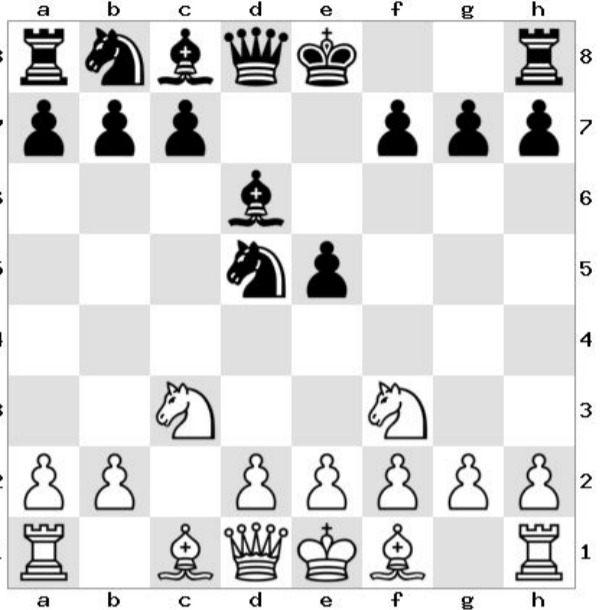
1. *Rxh3* wins a bishop.

Exercises - Free piece or pawn

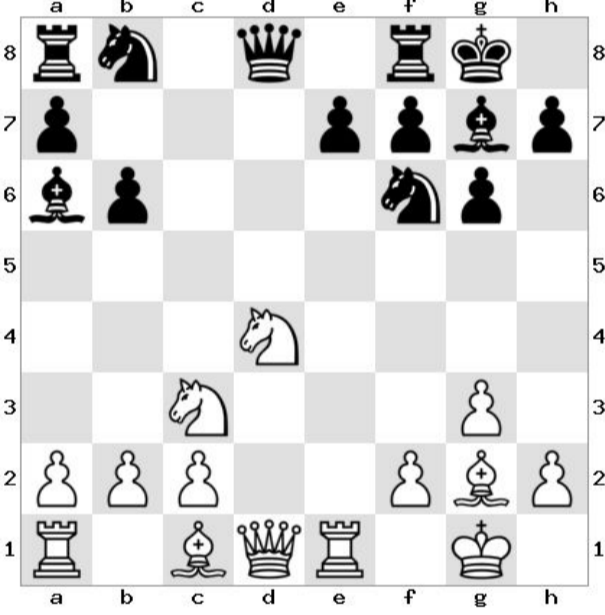
White to move.



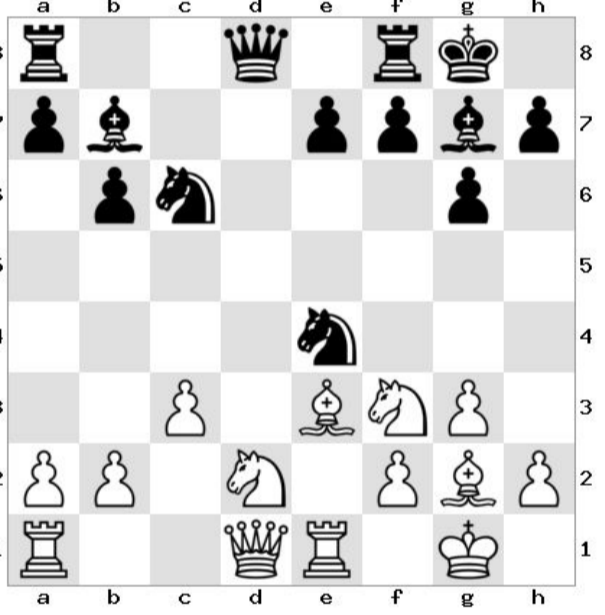
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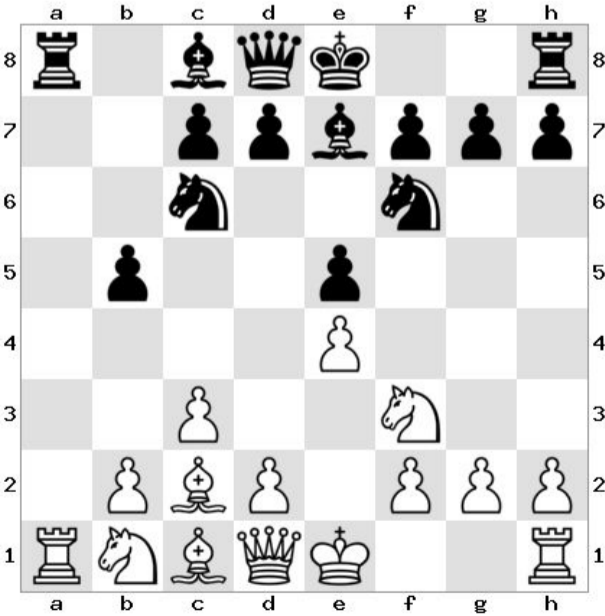
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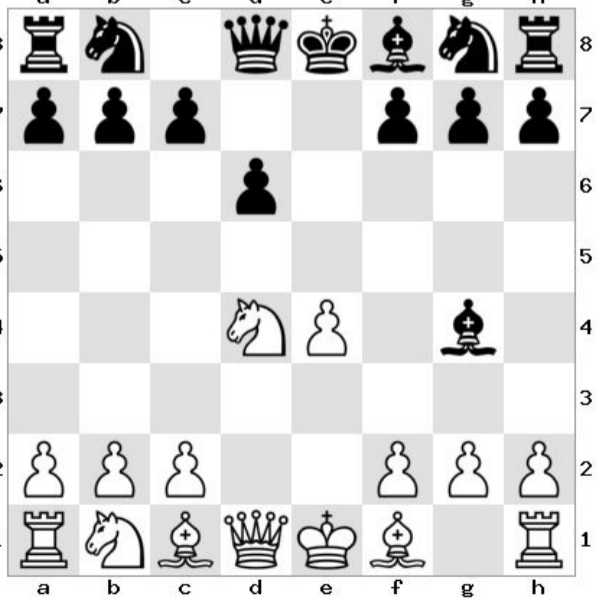
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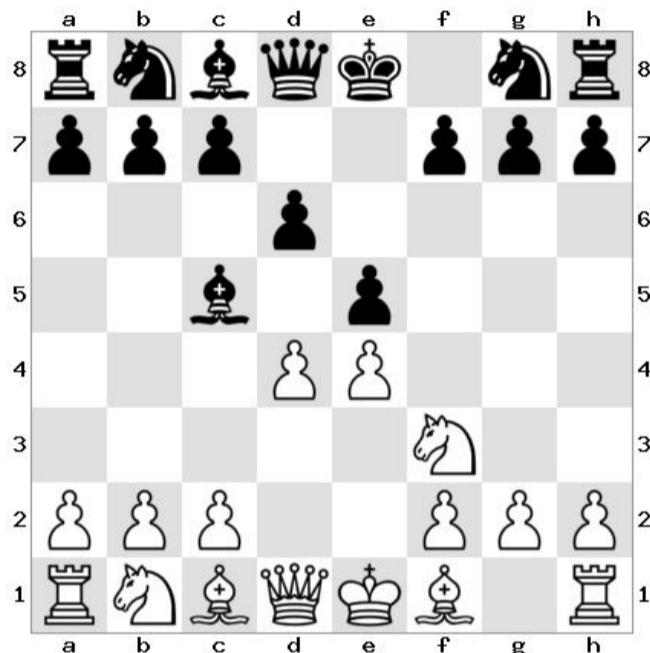
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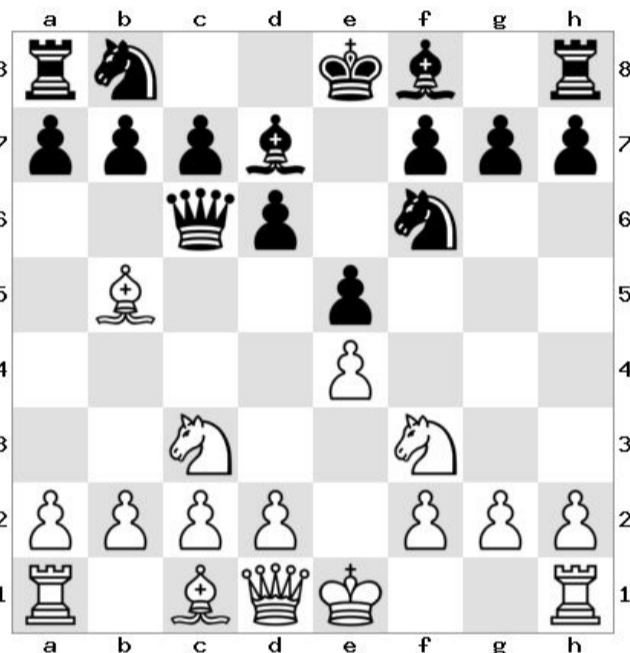
12

“Weaker” piece wins

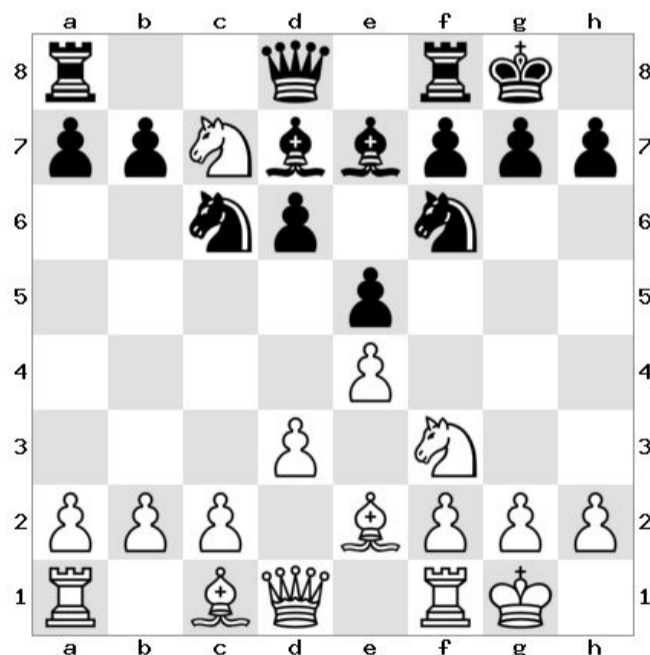
If a piece or pawn is attacking a piece of greater value it can take the “stronger” piece and win material. It wins material whether the “stronger” piece is guarded or not.



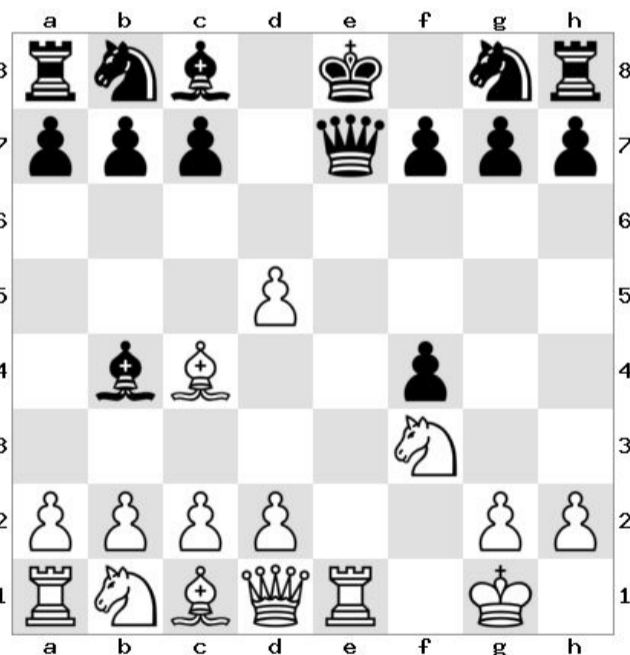
1. *dxc5* (pawn on d4 takes bishop on c5) *dxc5* (pawn on d6 takes pawn on c5) wins a bishop (3 points) for a pawn (1 point).



1. *Bxc6* *Bxc6* (or *Nxc6* or *bxc6*) wins a queen (9 points) for a bishop (3 points).



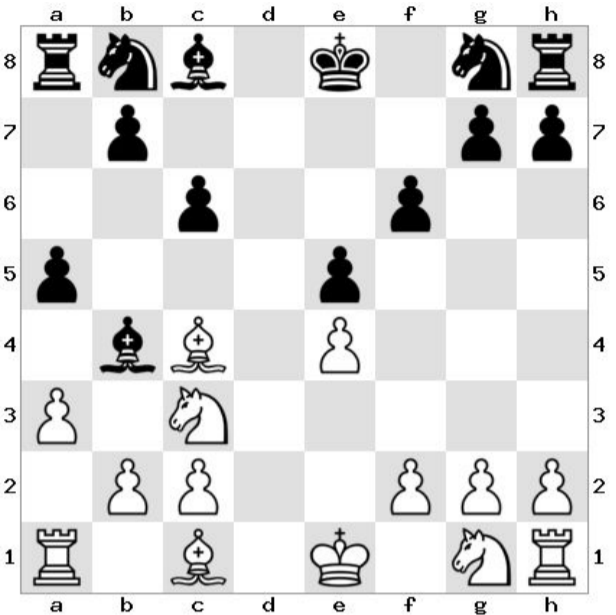
1. *Nxa8* *Qxa8* wins a rook (5 points) for a knight (3 points).



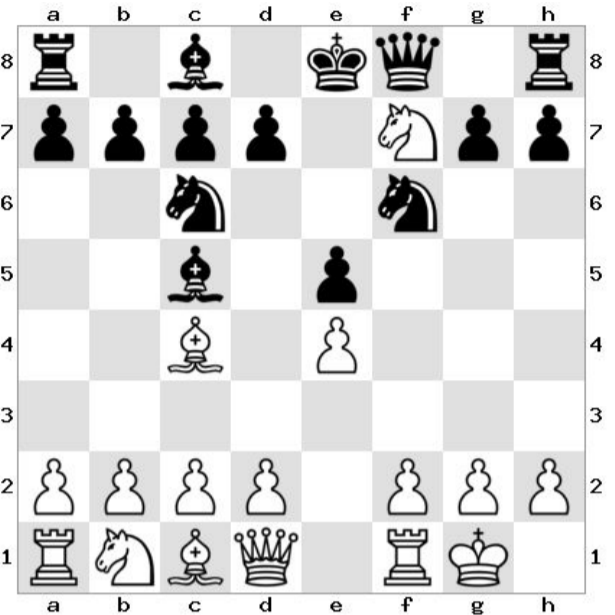
1. *Rxe7* *Nxe7* (or *Bxe7* or *Kxe7*) wins a queen (9 points) for a rook (5 points).

Exercises - "Weaker" piece wins

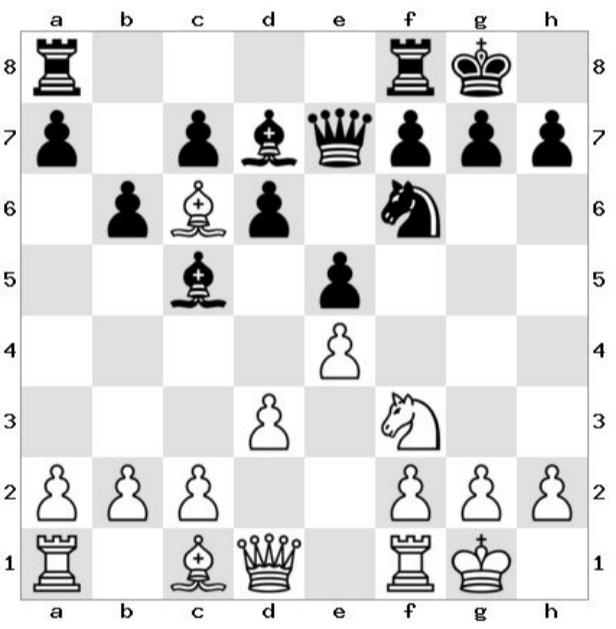
White to move.



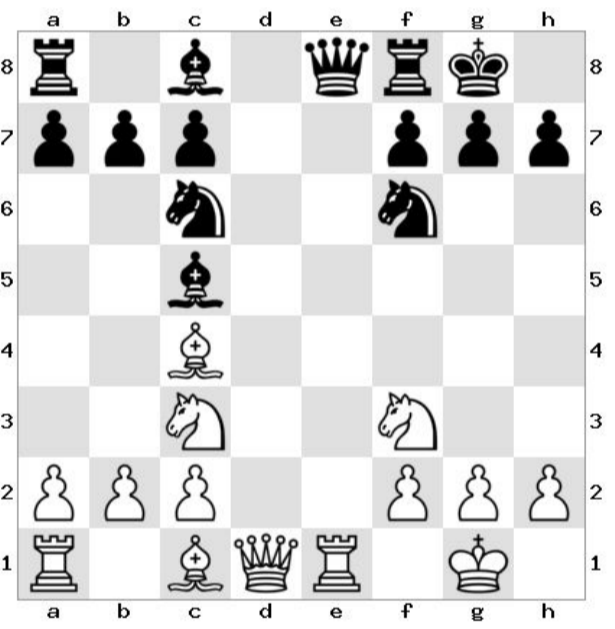
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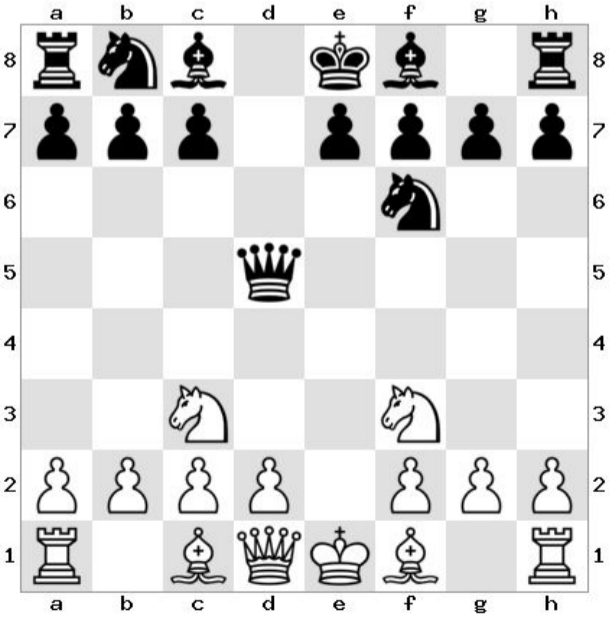
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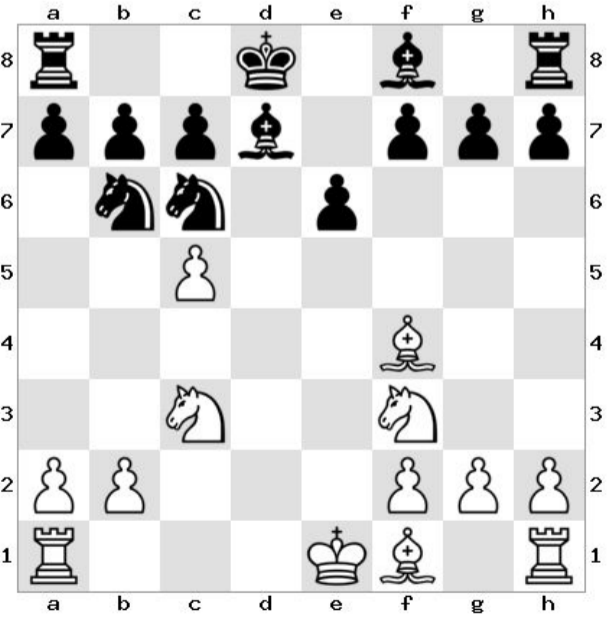
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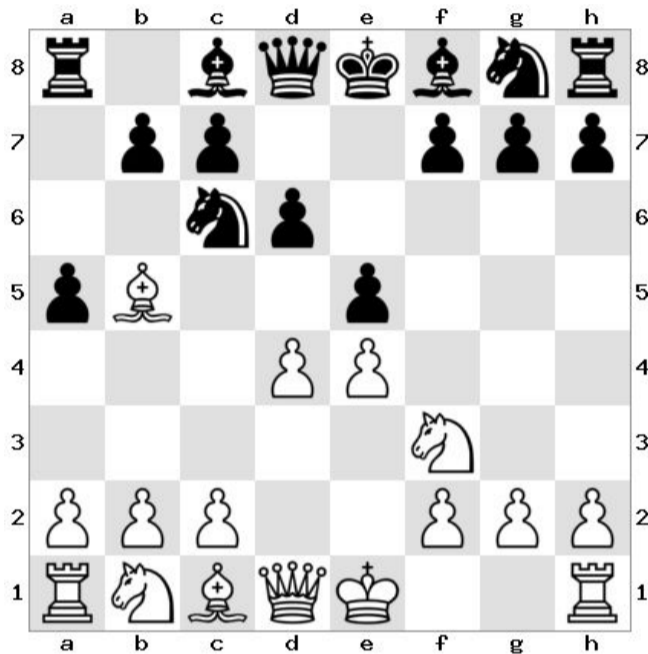
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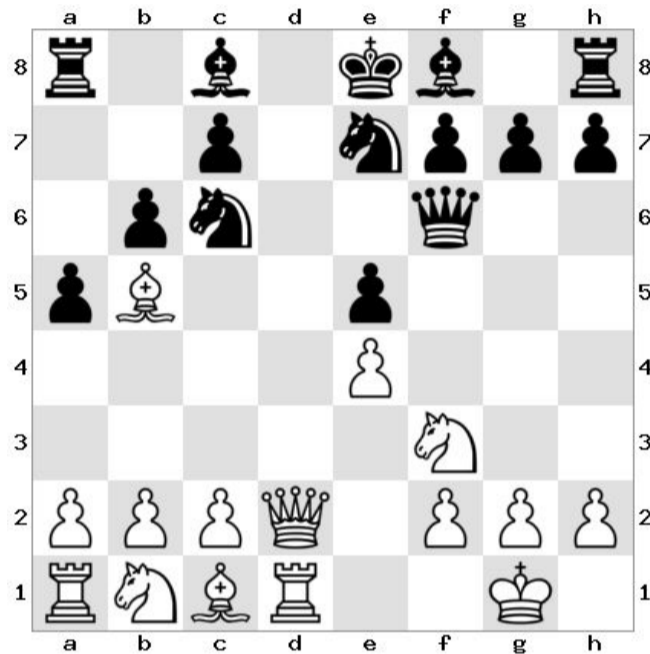
18

Pin

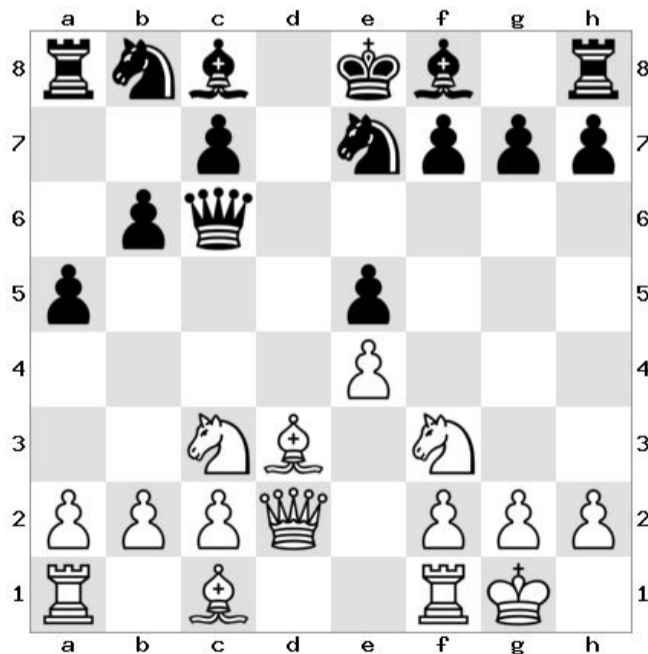
A piece is pinned when moving it would put the king in check or put another piece or important square under attack. Only a queen, rook or bishop can make a pin. If moving the piece would expose the king to check then the pinned piece can not move at all.



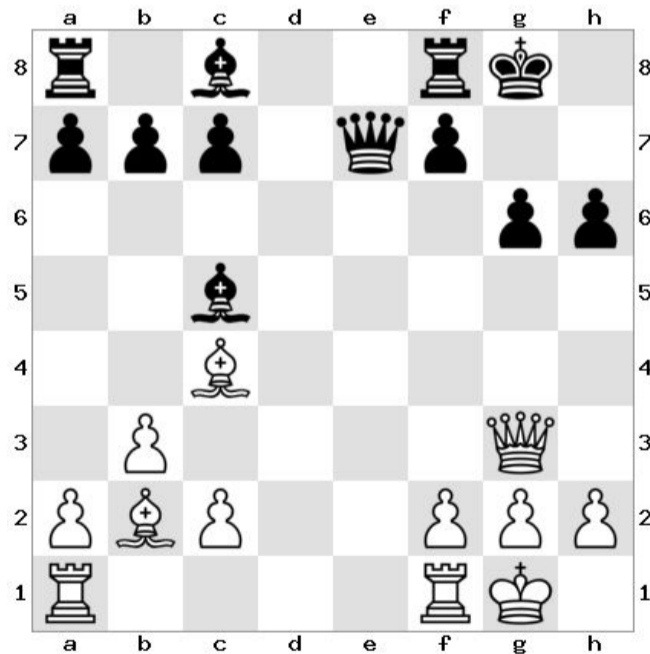
The knight on c6 is pinned to the king by the bishop and can't move (moving it would be check). 1. d5 then 2. dxc6 wins the knight for a pawn.



1. Qd8#. The knight on c6 can't take the queen because it is pinned to the king.



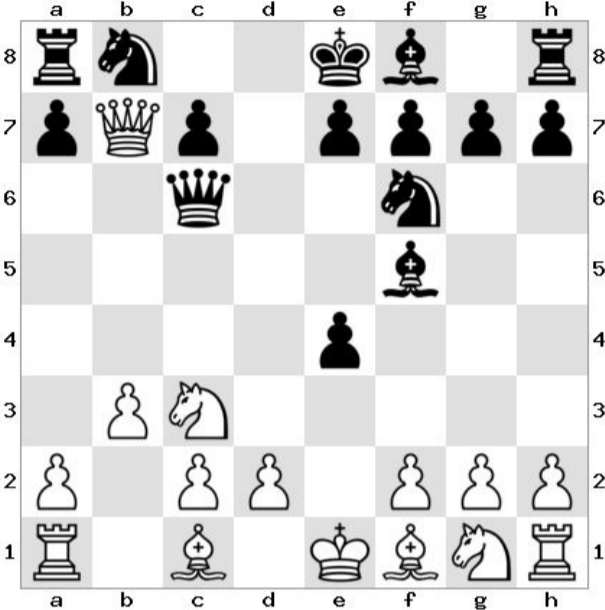
1. Bb5 pins the queen to the king and will win the queen for the bishop.



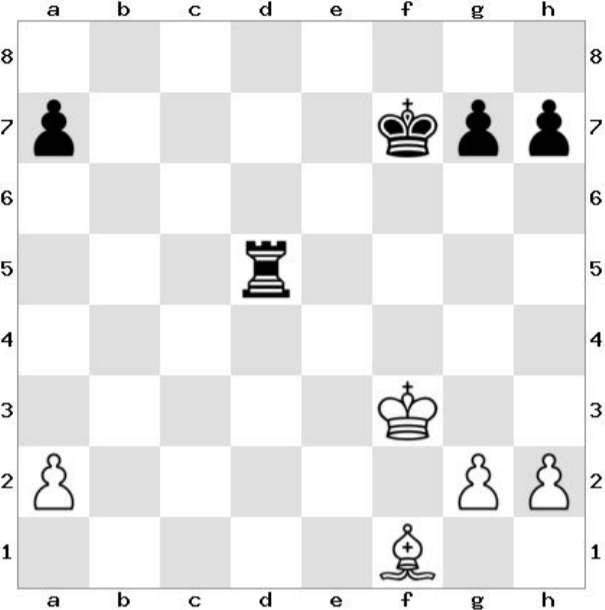
1. Qxg6#. The pawn on f7 is pinned and can't take the queen.

Exercises - Pin

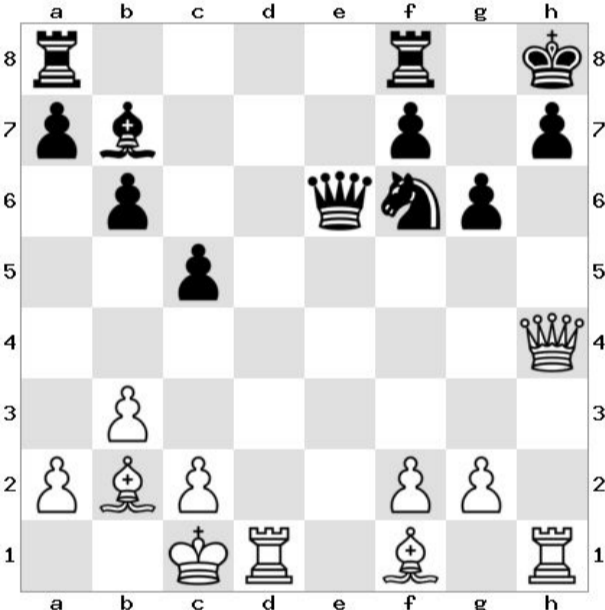
White to move.



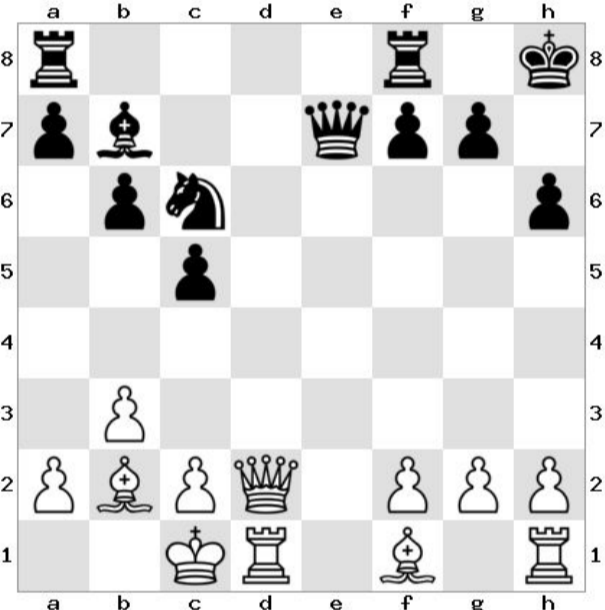
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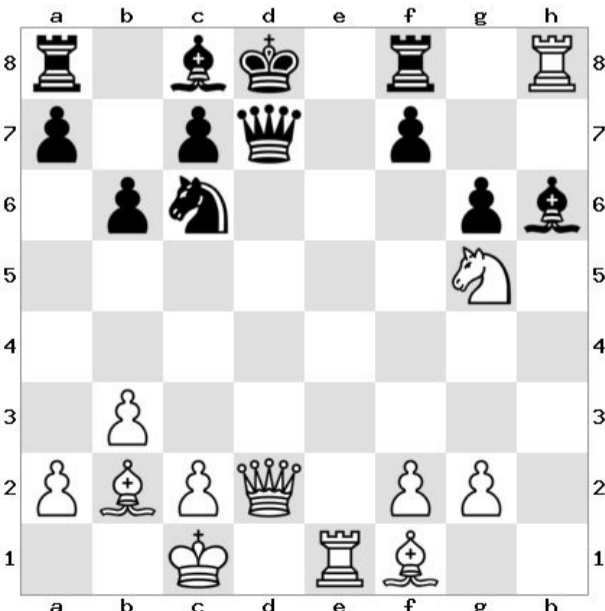
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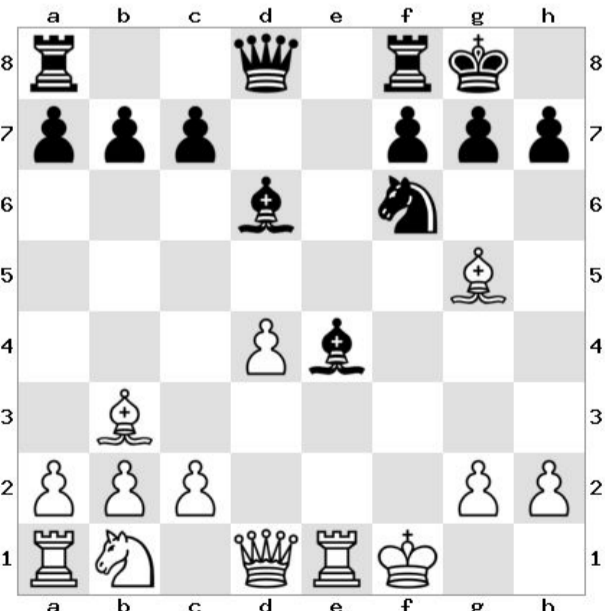
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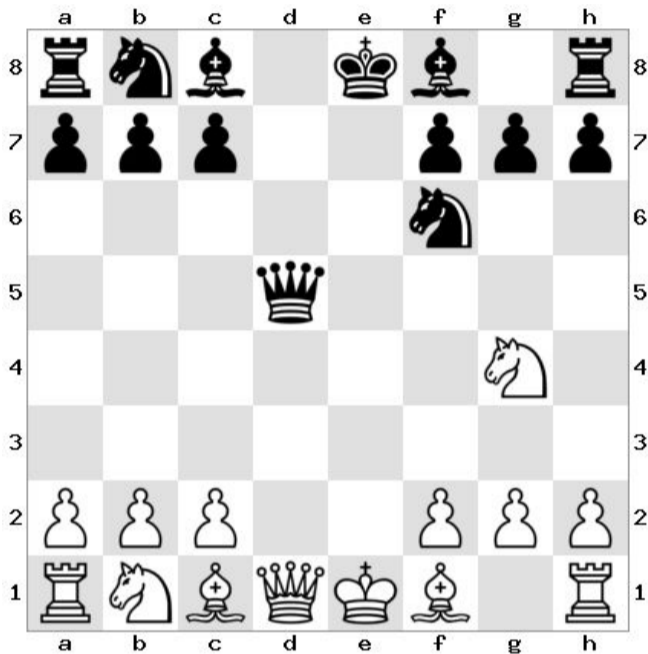
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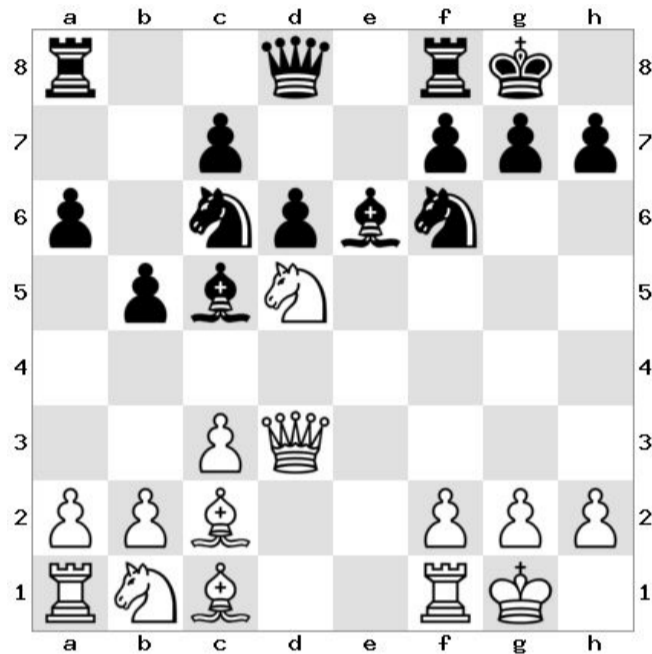
24

Removing the guard

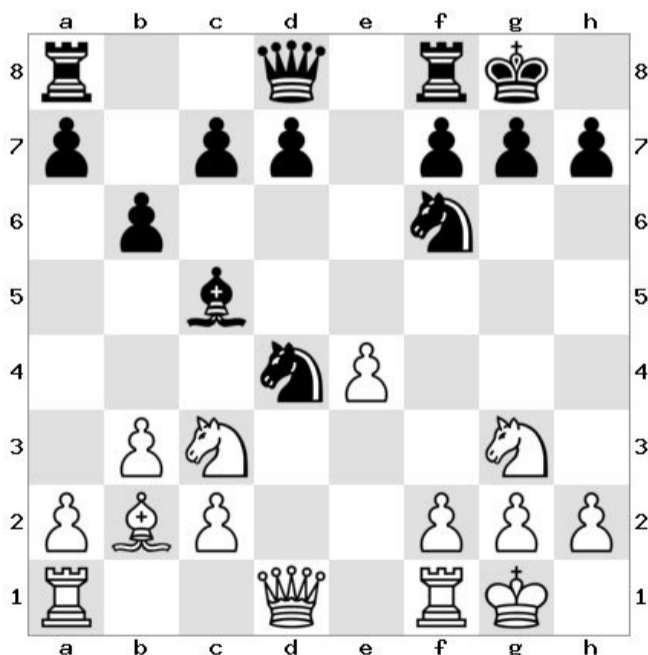
When a piece is guarding another piece or square if you take or chase away the guard piece that leaves the guarded piece or square undefended.



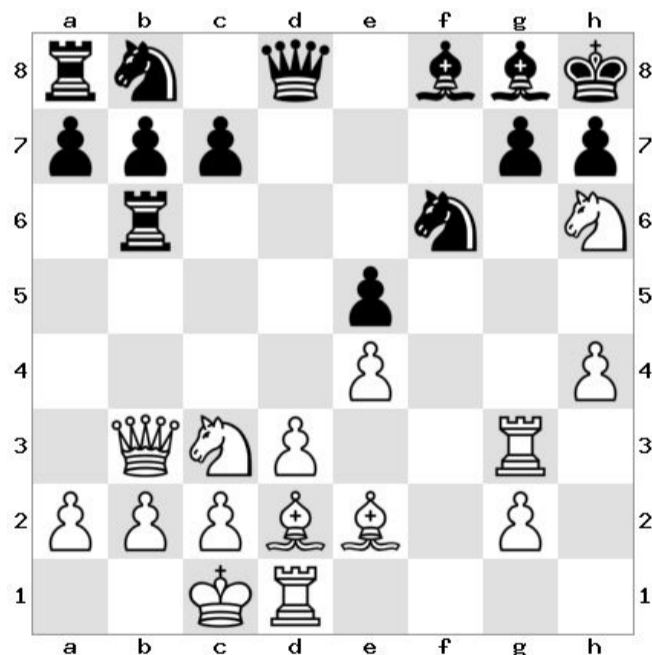
The knight on f6 is guarding the queen on d5. 1. Nxf6+ gxf6 2. Qxd5 wins the queen.



The knight on f6 is guarding against checkmate at h7. 1. Nxf6+ gxf6 (or Qxf6, or Kh8) 2. Qxh7#.



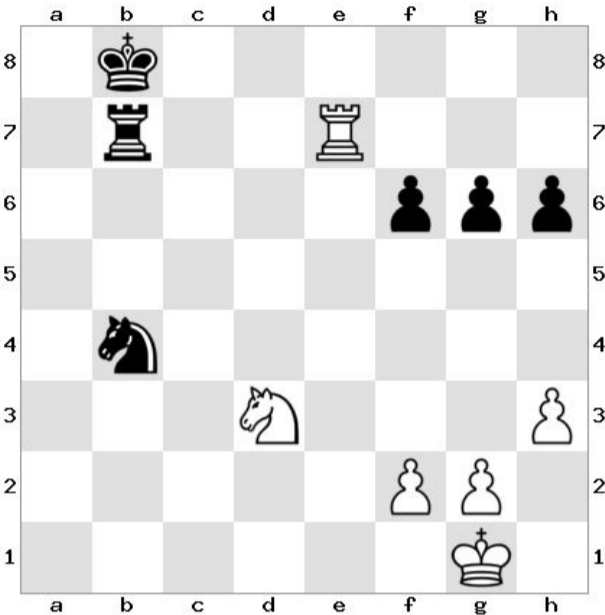
The bishop on c5 is guarding the knight on d4. 1. b4 will win a bishop or a knight for a pawn.



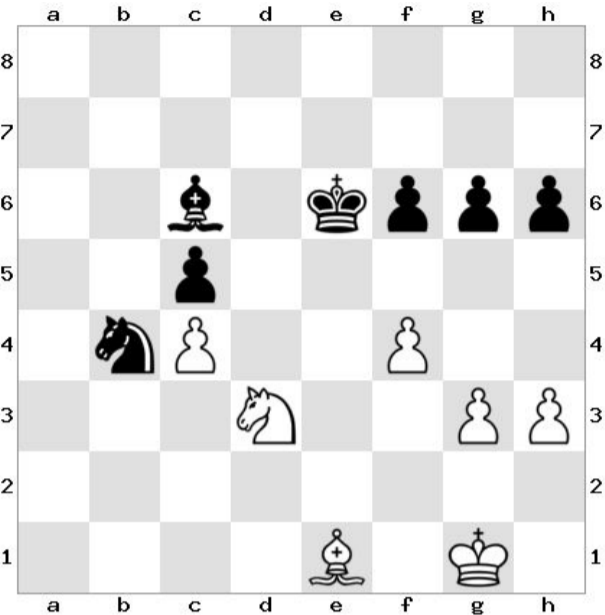
The bishop on g8 guards the square f7. 1. Qxg8+ Nxg8 2. Nf7#.

Exercises - Removing the guard

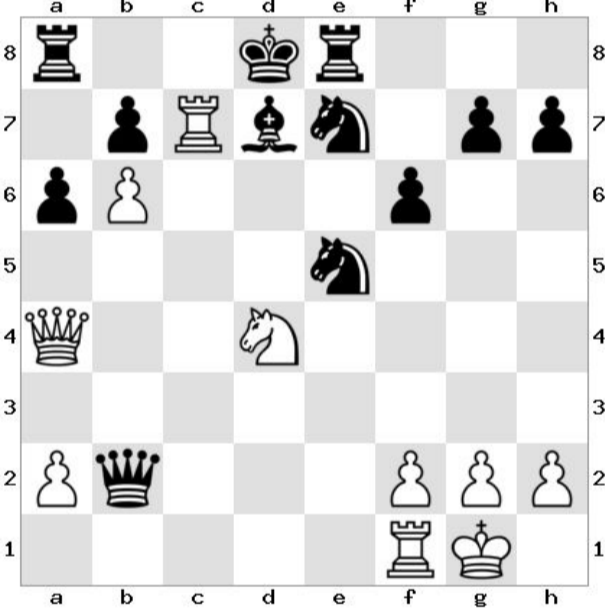
White to move.



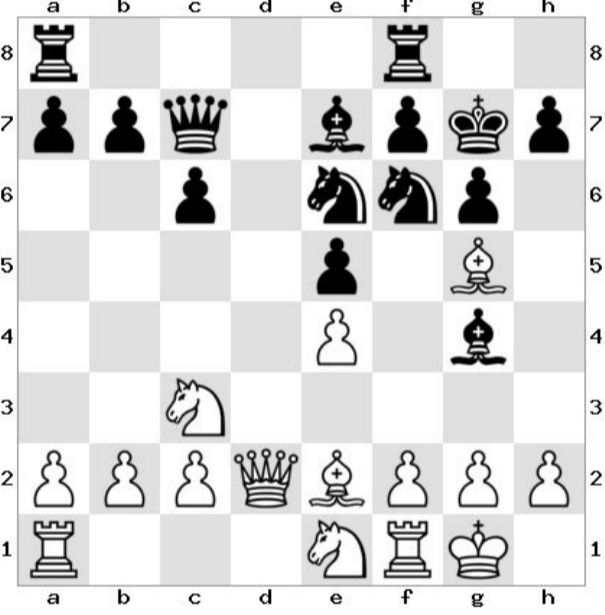
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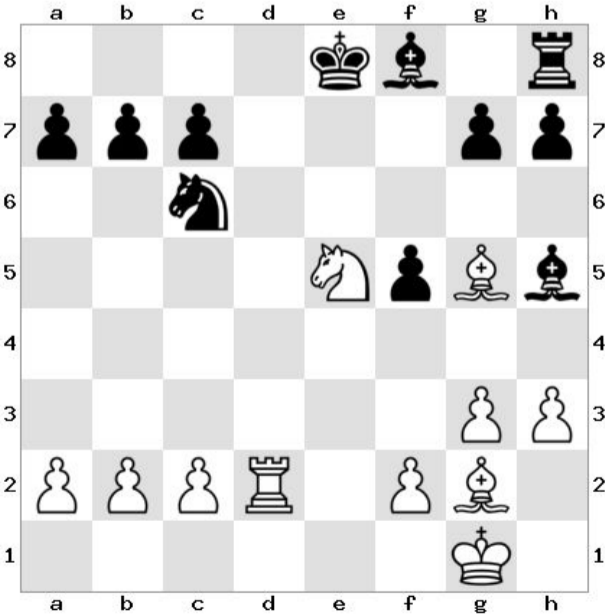
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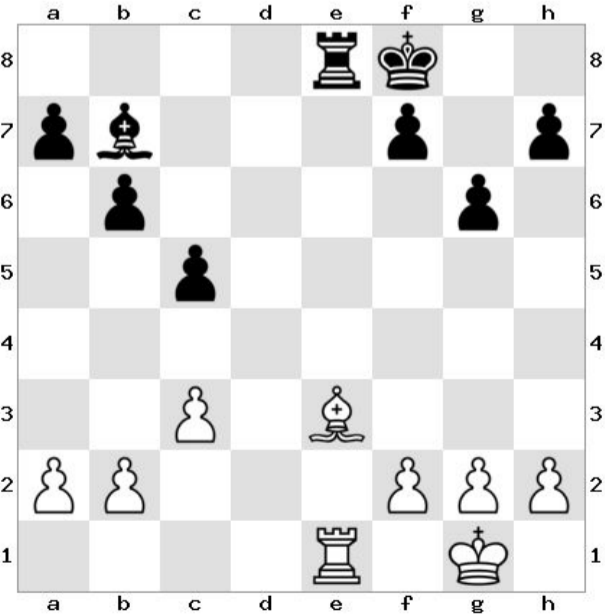
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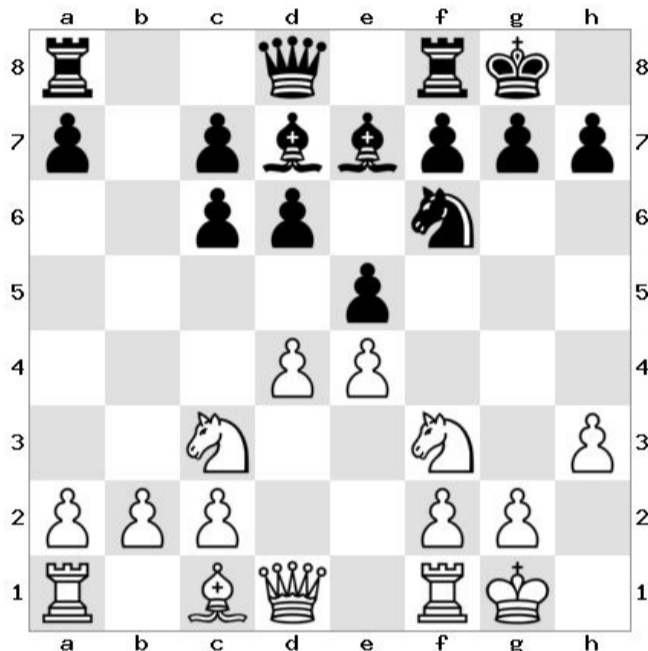
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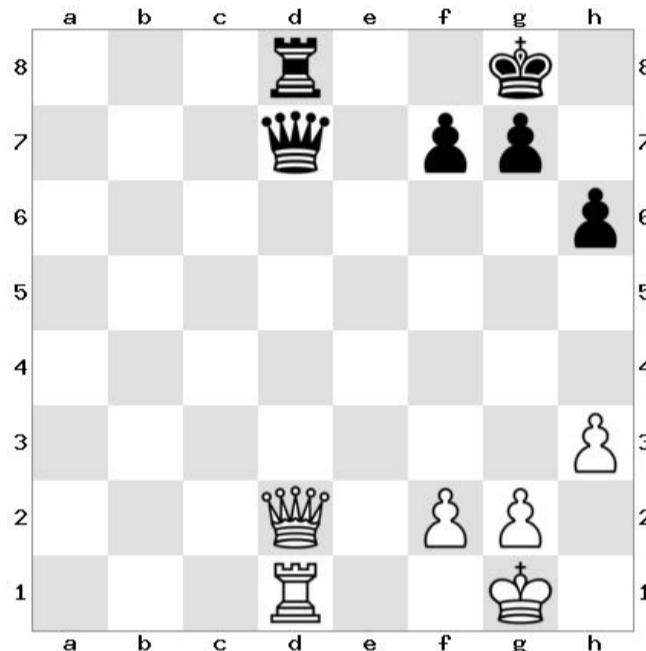
30

More attackers than defenders

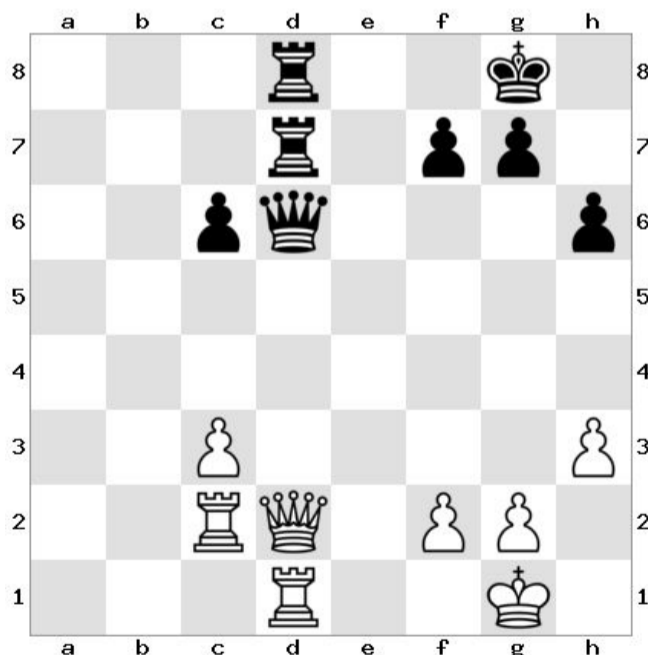
When a piece or pawn is attacked more times than defended you might be able to trade several times and win material. You need to think about the order of the captures and count the point values of everything to be traded to see if it will win material.



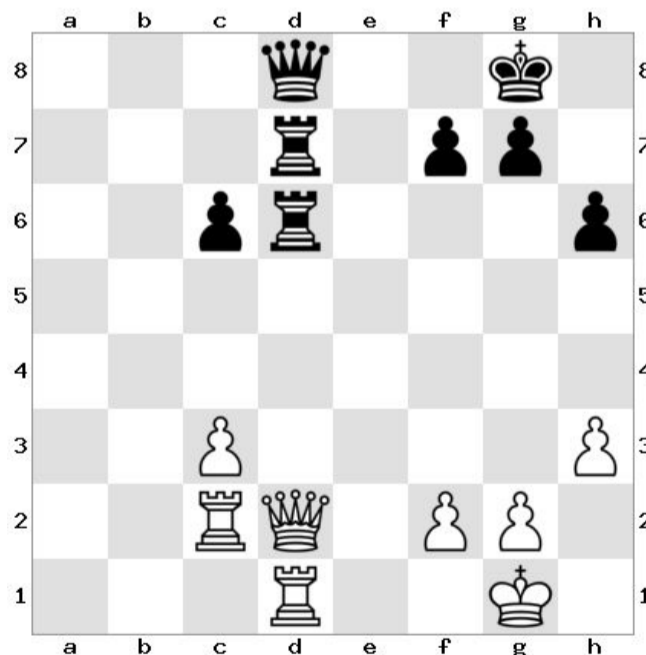
The pawn on e5 is attacked twice and defended once. 1. dxe5 dxe5 2. Nxe5 wins a pawn. Not 1. Nxe5 dxe5 2. dxe5 losing a knight for two pawns. The order of the captures matter.



The queen on d7 is attacked twice and defended once. 1. Qxd7 Rxd7 2. Rxd7 wins a rook.



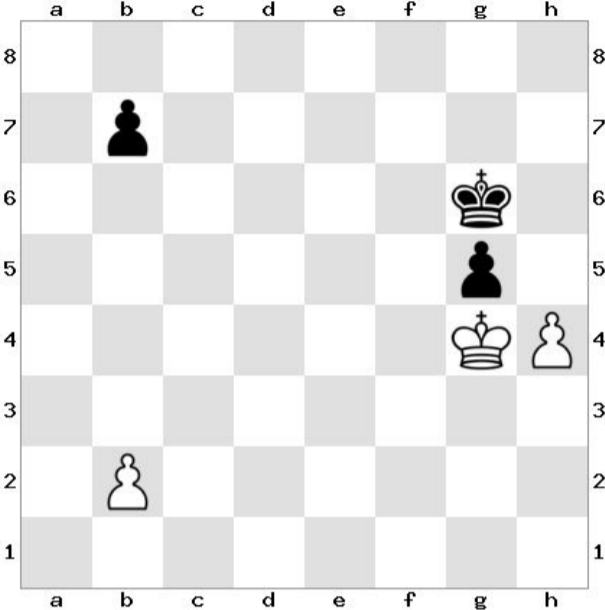
The queen on d6 is attacked twice and defended twice. 1. Qxd6 Rxd6 2. Rxd6 Rxd6 is an equal trade.



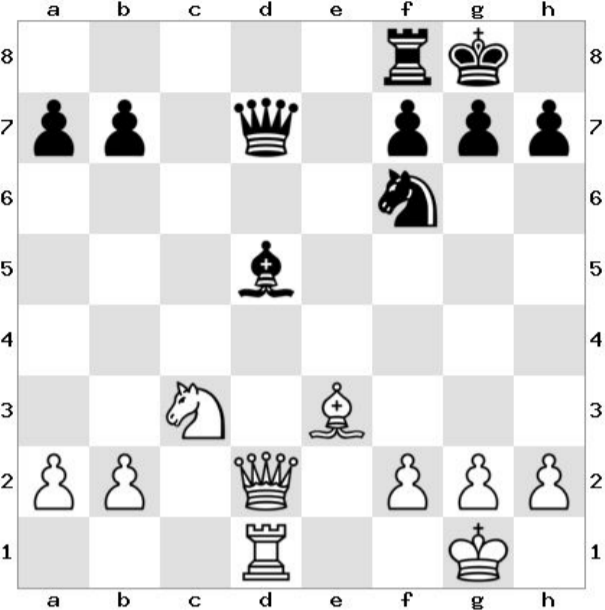
The rook on d6 is attacked twice and defended twice. But 1. Qxd6 Rxd6 2. Rxd6 Qxd6 loses a queen for a rook.

Exercises - More attackers than defenders

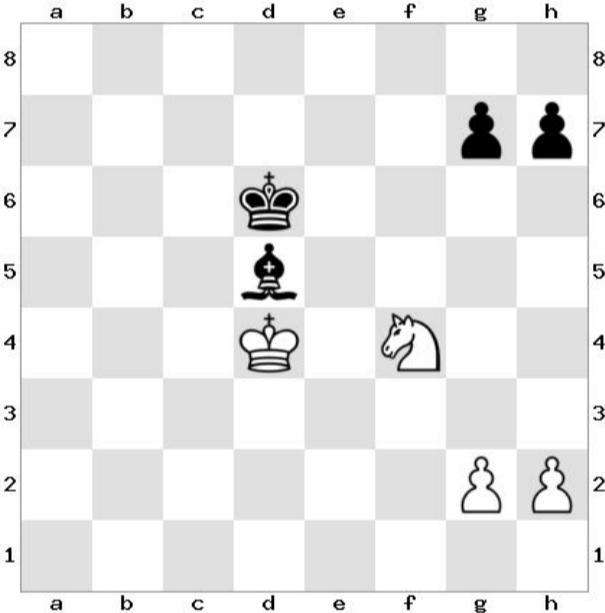
White to move.



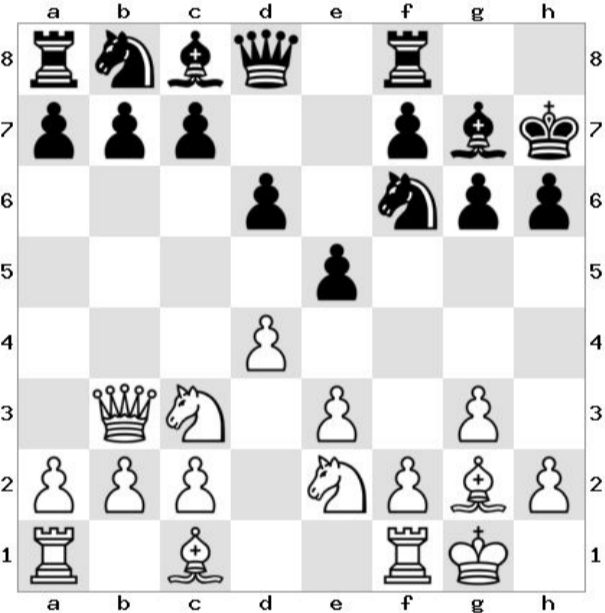
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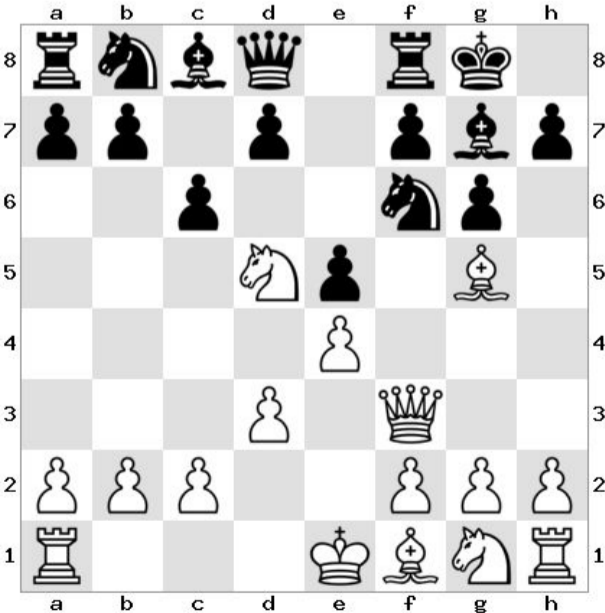
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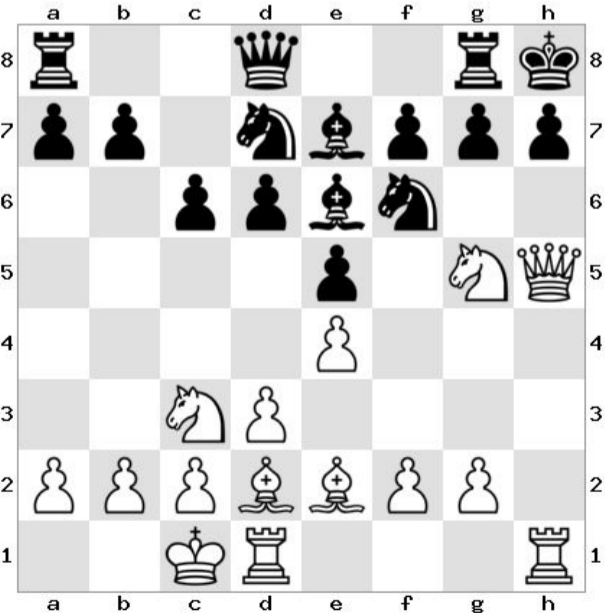
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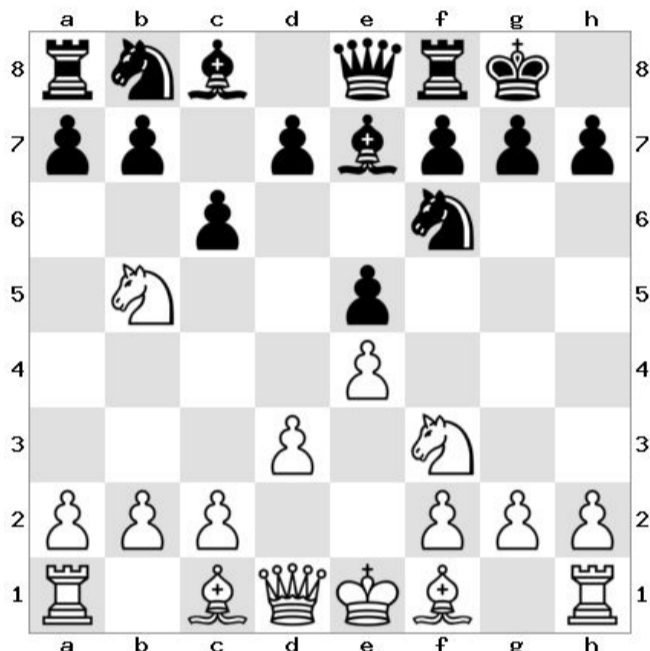
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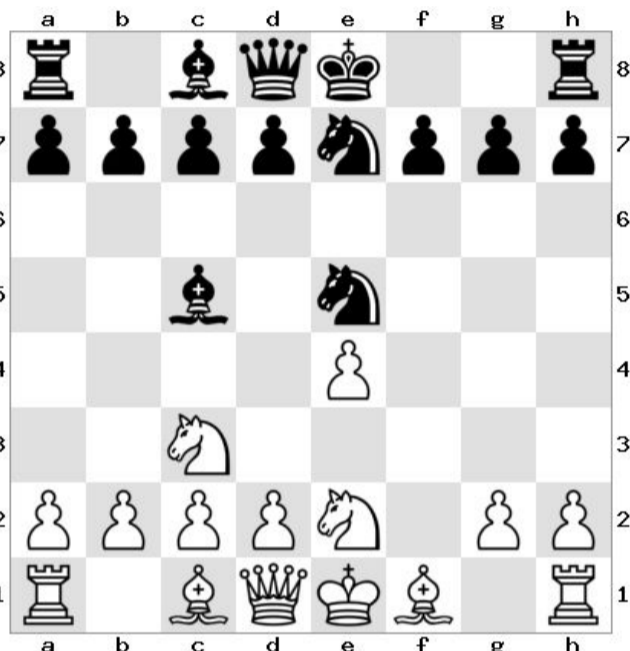
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Fork

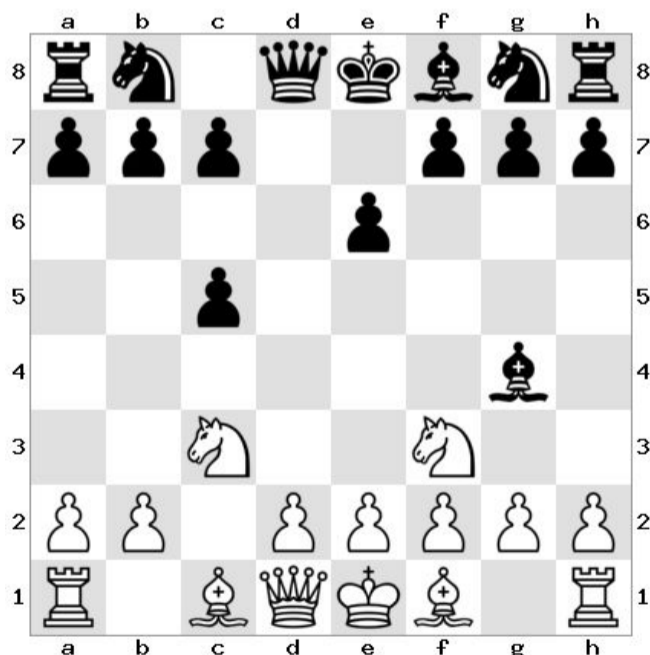
When one piece attacks two or more pawns or pieces at the same time we call that a fork. Forks can often be used to attack and win an undefended pawn or piece. Pawns and every piece, including the king, can fork other pieces.



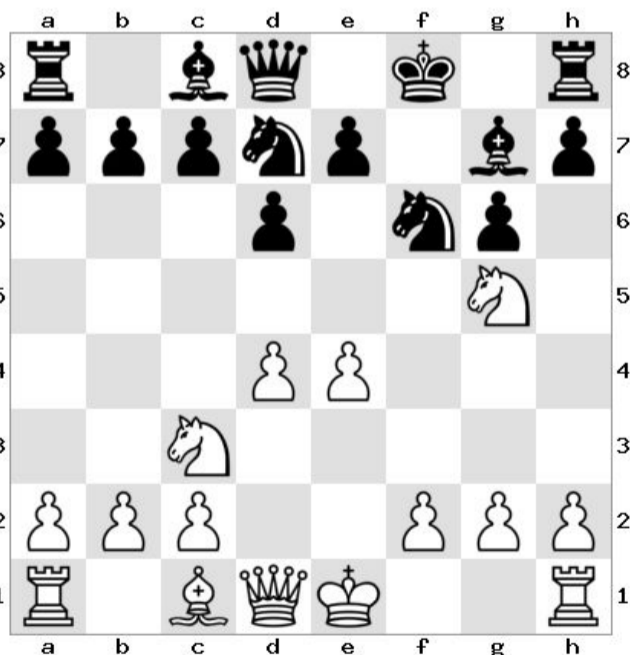
1. Nc7 forks the black rook and queen and wins the rook for a knight (if the knight gets trapped in the corner) after 1. ... Qd8 2. Nxa8.



1. d4 forks the black bishop and knight and wins a piece for a pawn.



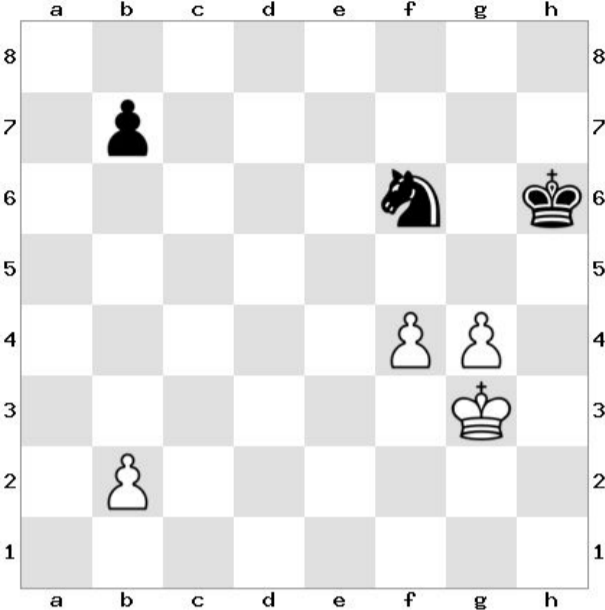
1. Qa4+ forks the black king and the bishop on g4 and wins the bishop.



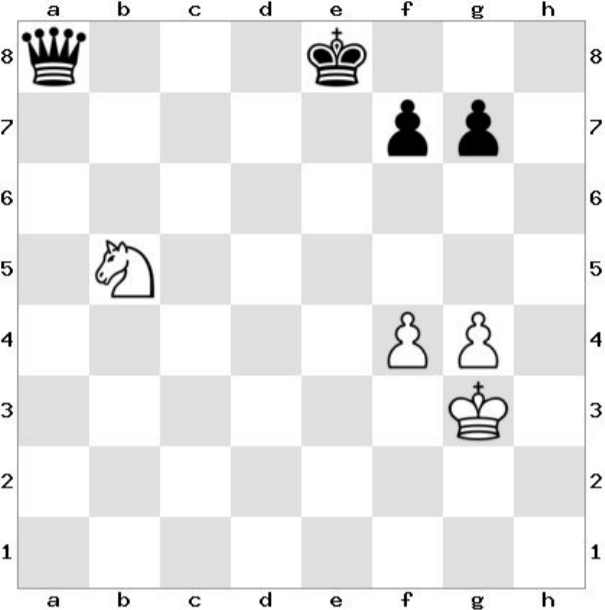
1. Ne6+ Kf7 2. Nxd8+ Rxd8 wins a queen for a knight.

Exercises - Fork

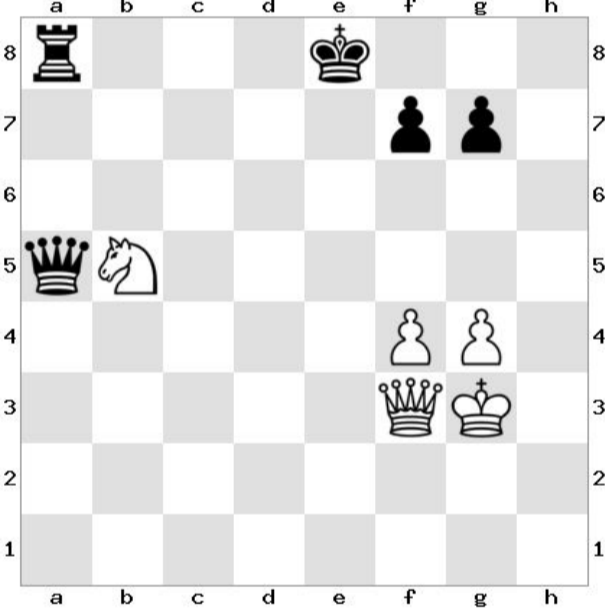
White to move.



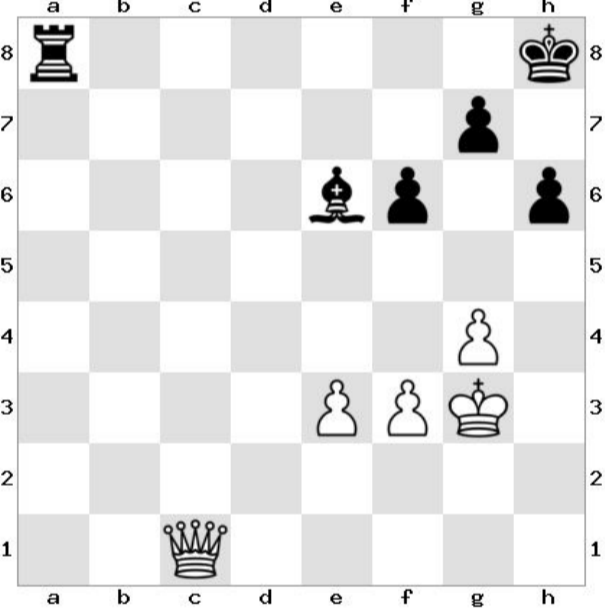
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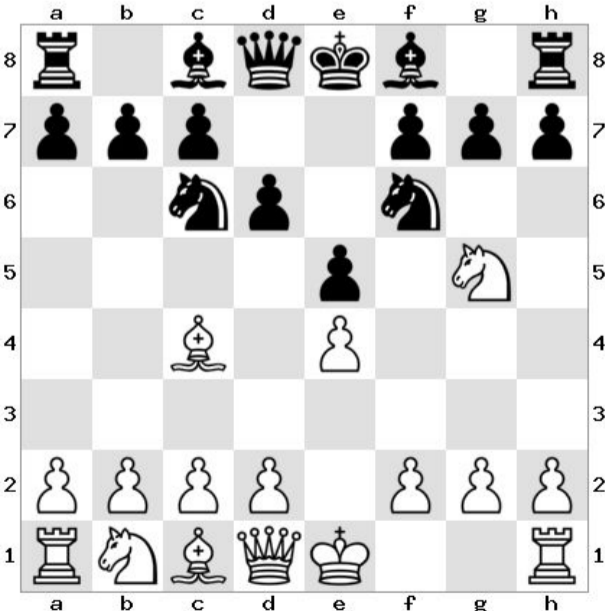
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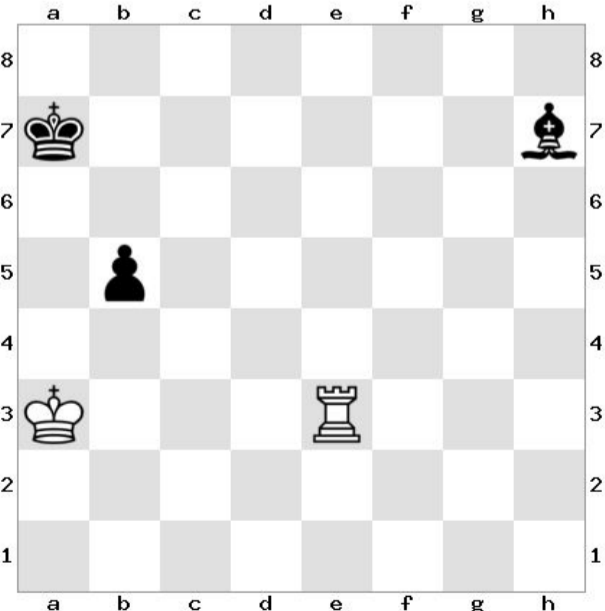
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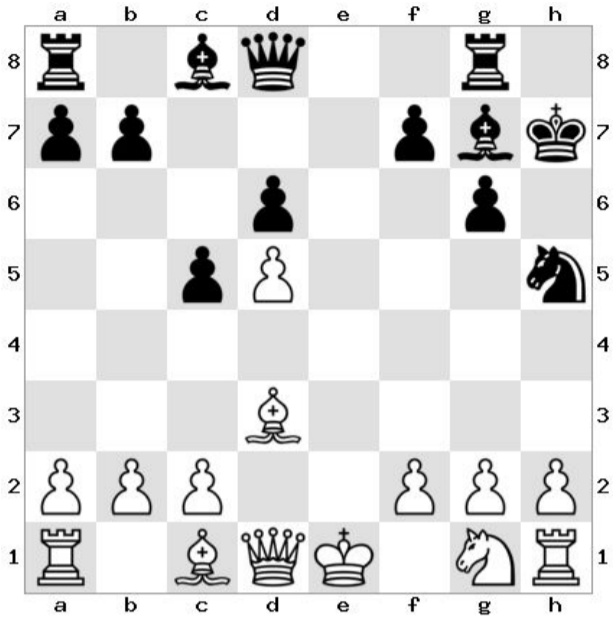
41



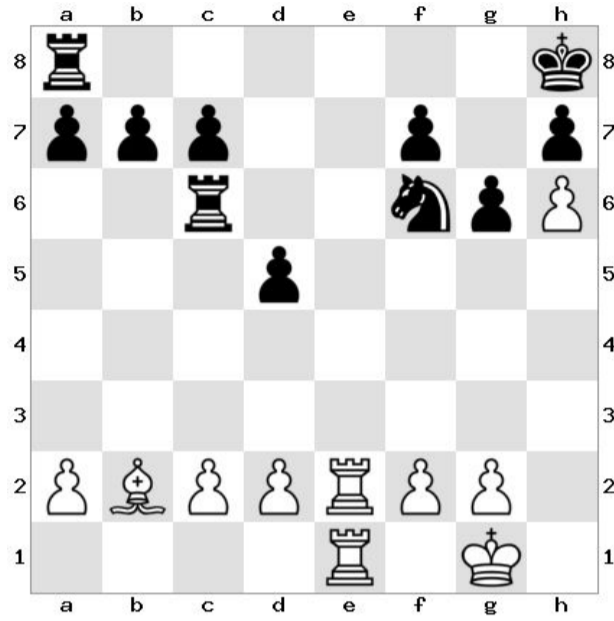
42

Exercises - Checkmate in 2 moves

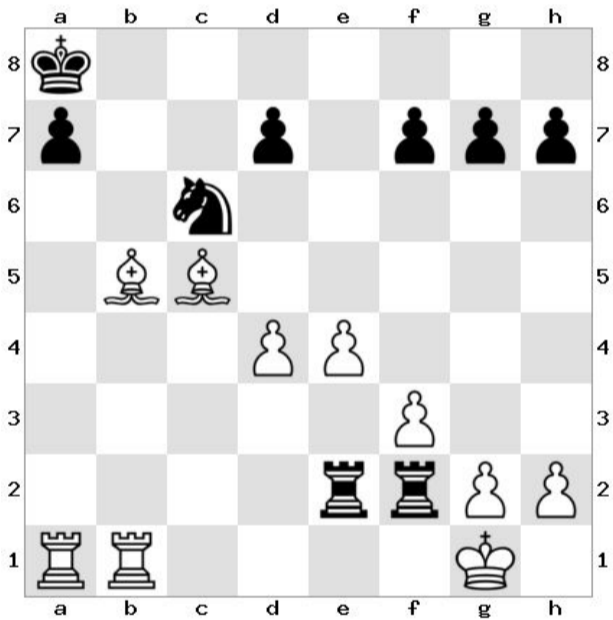
White to move.



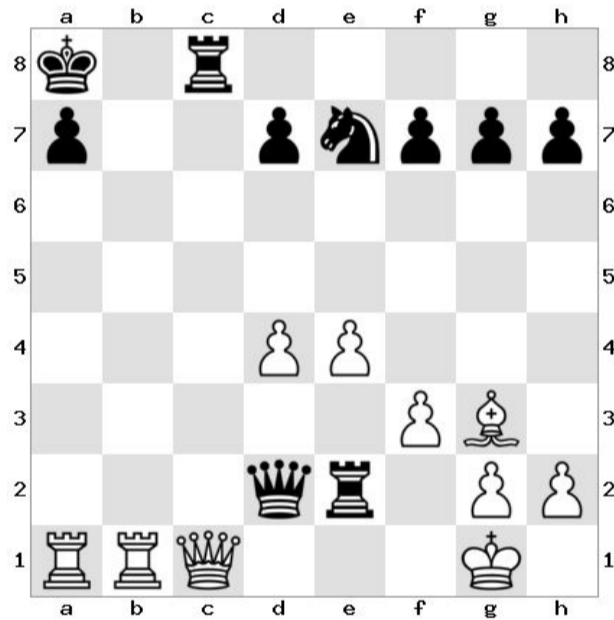
43



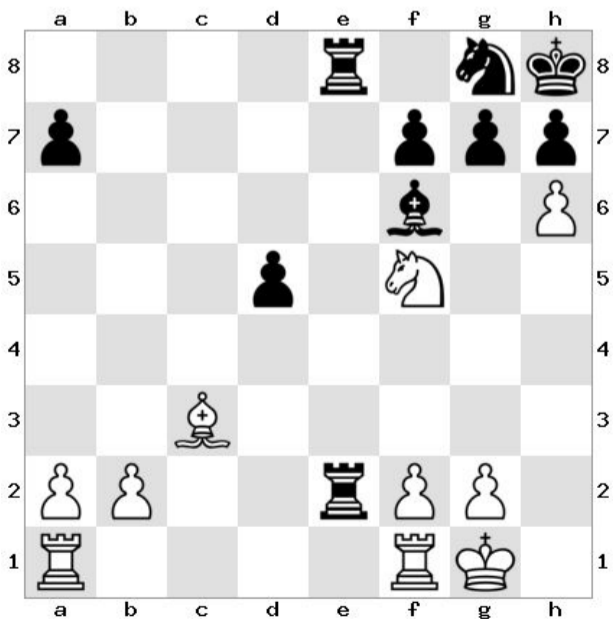
44



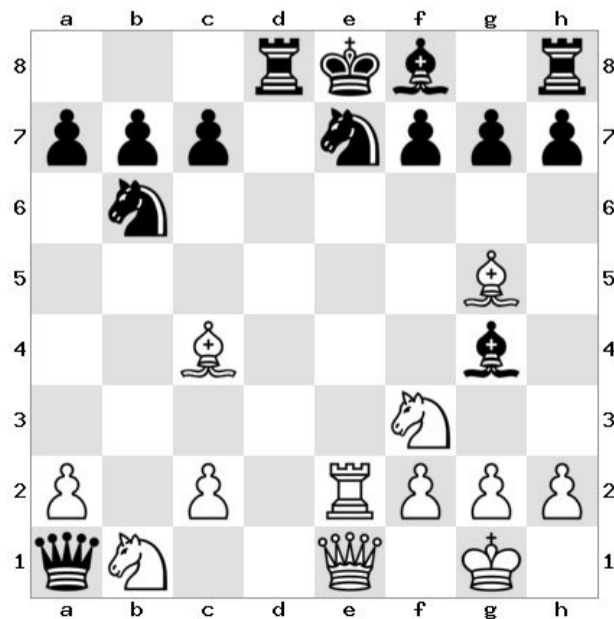
45



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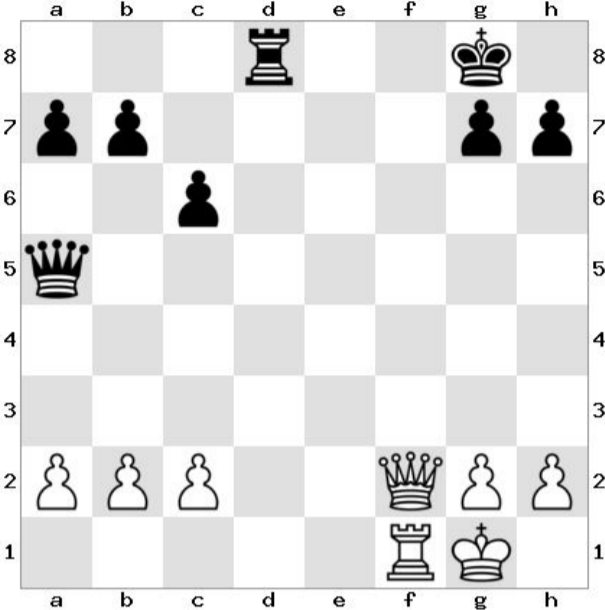
47



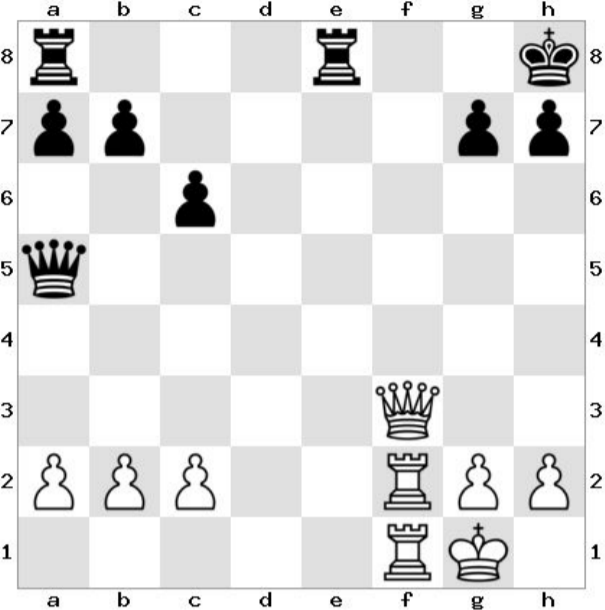
48

Exercises - Checkmate in 3 moves

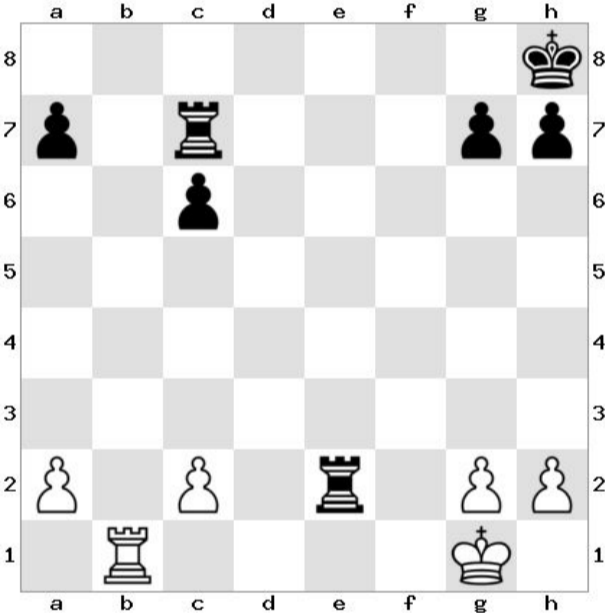
White to move.



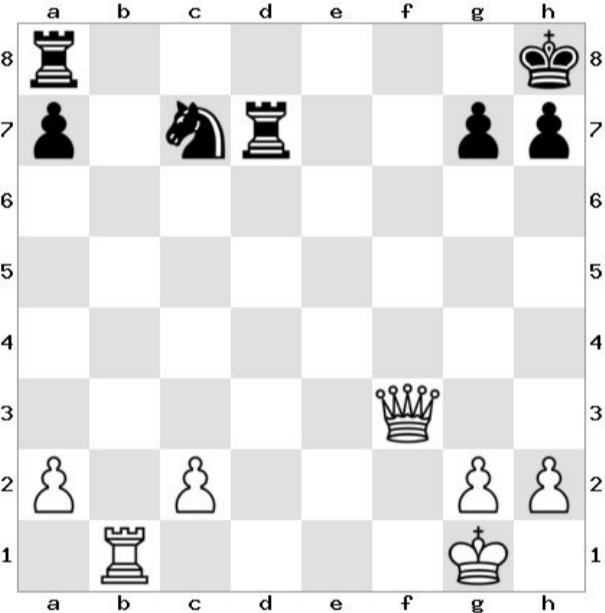
49



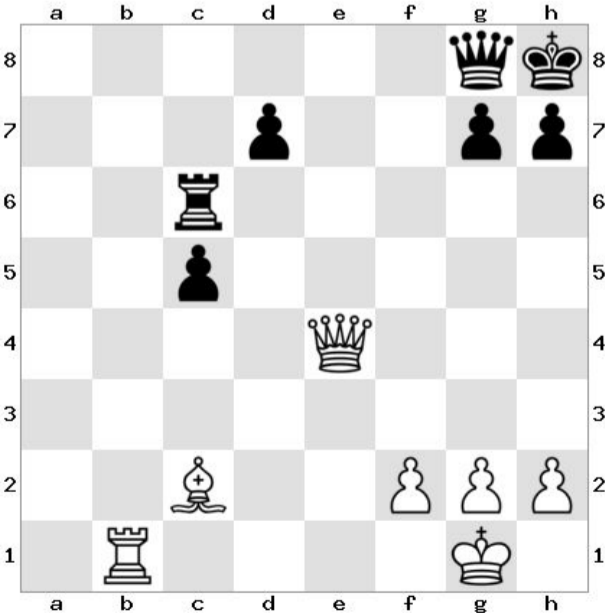
50



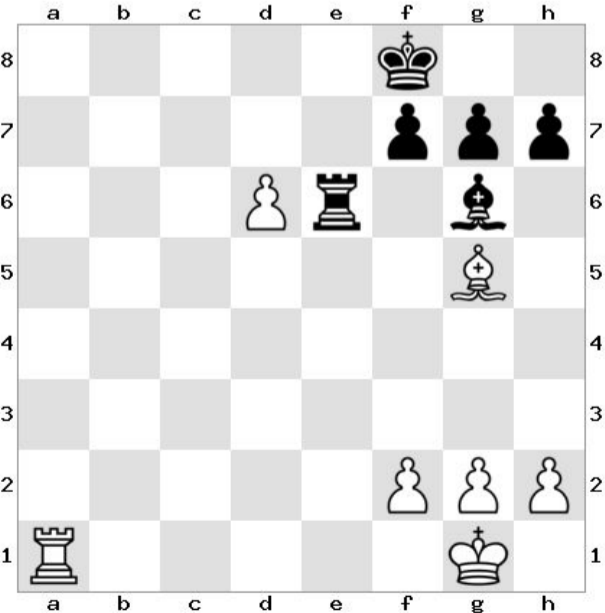
51



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53

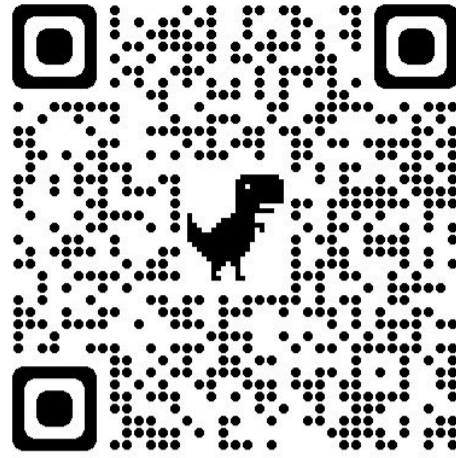


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Answers

K = King, Q = Queen, R = Rook, B = Bishop,
N = Knight, # = checkmate, + = check.

1. 1. Nd5#.
2. 1. Rd8#.
3. 1. Bd8#.
4. 1. Qc8#.
5. 1. Re8#.
6. 1. Ba6#.
7. 1. Qxb7 wins a pawn for free.
8. 1. Nxd5 wins a knight for free.
9. 1. Bxa8 wins a rook for free.
10. 1. Nxe4 wins a knight for free.
11. 1. Rxa8 wins a rook for free.
12. 1. Qxg4 wins a bishop for free.
13. 1. axb4 wins a bishop.
14. 1. Nxh8 wins a rook for a knight.
15. 1. Bxa8 wins a rook for a bishop.
16. 1. Rxe8 wins a queen for a rook.
17. 1. Nxd5 wins a queen for a knight.
18. 1. cxb6 wins a knight for a pawn.
19. 1. Bb5 pins the queen and wins a queen for a bishop.
20. 1. Bc4 wins the rook. For example, 1. ... Ke6 2. Ke4 and 3. Bxd5 wins the rook.
21. 1. Qxh7#. The knight is pinned and can't take the queen.
22. 1. Qxh6+ Kg8 (the pawn is pinned and can't take the queen) 2. Qxg7#.
23. 1. Nxf7#. Both the queen and rook are pinned and can't take the knight.
24. 1. Rxe4 wins the bishop because the knight is pinned to the queen.
25. 1. Rxb7+ (removing the guard) Kxb7 2. Nxb4 wins a knight.
26. 1. Nxc5+ (removing the guard) Kd6 2. Bxb4 wins a knight.
27. 1. Qxd7+ (removing the guard) Nxd7 2. Ne6#.
28. 1. Bxf6+ (removing the guard) Bxf6 2. Bxg4 wins a bishop.
29. 1. Bxc6+ (removing the guard) bxc6 2. Rd8#.
30. 1. Bh6+ (removing the guard - the king) Kg8 2. Rxe8#.
31. 1. hxg5 wins a pawn.
32. 1. Nxd5 wins a bishop.
33. 1. Nxd5 wins a bishop.
34. 1. Bxb7 (or 1. dxe5 dxe5 2. Bxb7 ...) Bxb7 2. Qxb7 wins a pawn.
35. 1. Nxf6+ Bxf6 2. Qxf6 Qxf6 3. Bxf6 wins a bishop.
36. 1. Qxh7+ Nxh7 2. Rxh7#.
37. 1. g5+ Kg6 2. gxf6 Kxf6 wins a knight for a pawn.
38. 1. Nc7+ then 2. Nxa8 wins a queen.
39. 1. Qxa8+ Qxa8 2. Nc7+ and 3. Nxa8 wins a rook.
40. 1. Qc6 forks the rook and the bishop and wins one of them.
41. 1. Nxf7 Qe7 (for example) 2. Nxh8 wins a rook and pawn for the knight.
42. 1. Re7+ then Rxh7 wins a bishop.
43. 1. Qxh5+ Bh6 (the pawn is pinned and can't take the queen) 2. Qxh6#.
44. 1. Re8+ Rxe8 2. Rxe8# (the knight is pinned and can't take the rook).
45. 1. Bxc6+ (removing the guard) dxc6 2. Rxa7#.
46. 1. Qxc8+ (removing the guard) Nxc8 2. Rb8#.
47. 1. hxg7+ Bxg7 2. Bxg7#.
48. 1. Rxe7+ Bxe7 2. Qxe7#.
49. 1. Qf7+ (removing the guard - the king) Kh8 2. Qf8+ Rxf8 3. Rxf8#.
50. 1. Qf8+ Rxf8 2. Rxf8 Rxf8 3. Rxf8#.
51. 1. Rb8+ Rc8 2. Rxc8+ Re8 3. Rxe8#.
52. 1. Qxa8+ (removing the guard) Nxa8 2. Rb8+ Rd8 3. Rxd8#.
53. 1. Rb8 Rc8 2. Rxc8 Qxc8 (removing the guard - the queen) 3. Qxh7#, or 2. ... g6 3. Qe5#.
54. 1. Ra8+ Re8 2. Be7+ (removing the guard - the king) Kg8 3. Rxe8#.



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