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Chess Fundamentals

Theory and Principles

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PART I

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CHAPTER I

FIRST PRINCIPLES: ENDINGS, MIDDLE-GAME AND OPENINGS

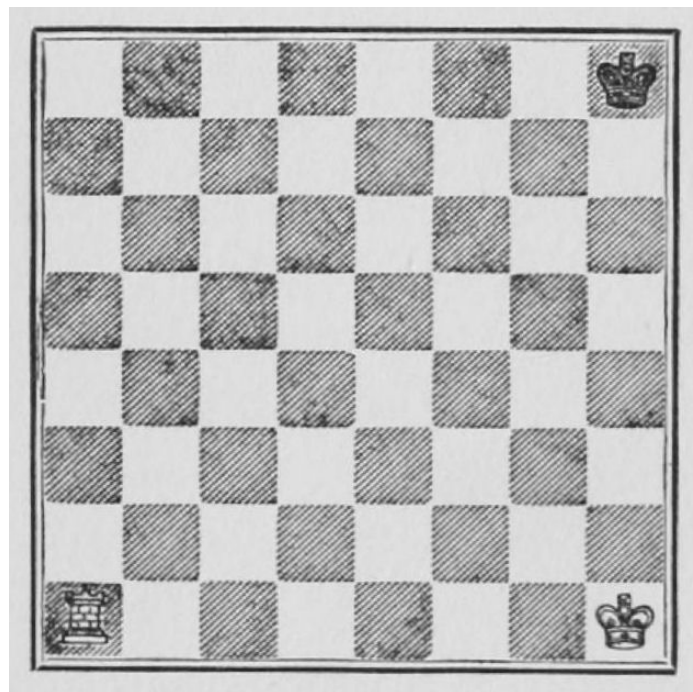
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The first thing a student should do, is to familiarise himself with the power of the pieces. This can best be done by learning how to accomplish quickly some of the simple mates.

1. SOME SIMPLE MATES

Example 1.—The ending Rook and King against King.

The principle is to drive the opposing King to the last line on any side of the board.



In this position the power of the Rook is demonstrated by the first move, R - R 7, which immediately confines the Black King to the last rank, and the mate is quickly accomplished by: 1 R - R 7, K - Kt 1; 2 K - Kt 2.

The combined action of King and Rook is needed to arrive at a position in which mate can be forced. The general principle for a beginner to follow is to

keep his King as much as possible on the same rank, or, as in this case, file, as the opposing King.

When, in this case, the King has been brought to the sixth rank, it is better to place it, not on the same file, but on the one next to it towards the centre.

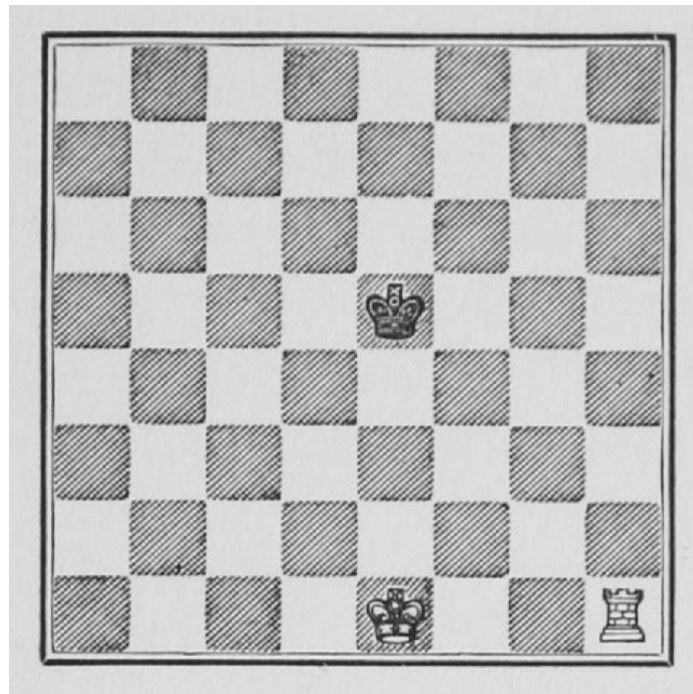
2...K - B 1; 3 K - B 3, K - K 1; 4 K - K 4, K - Q 1;
5 K - Q 5, K - B 1; 6 K - Q 6.

Not K - B 6, because then the Black King will go back to Q 1 and it will take much longer to mate. If now the King moves back to Q 1, R - R 8 mates at once.

6...K - Kt 1; 7 R - Q B 7, K - R 1; 8 K - B 6, K - Kt 1;
9 K - Kt 6, K - R 1; 10 R - B 8 mate.

It has taken exactly ten moves to mate from the original position. On move 5 Black could have played K - K 1, and, according to principle, White would have continued 6 K - Q 6, K - B 1 (the Black King will ultimately be forced to move in front of the White King and be mated by R - R 8); 7 K - K 6, K - Kt 1; 8 K - B 6, K - R 1; 9 K - Kt 6, K - Kt 1; 10 R - R 8 mate.

Example 2.

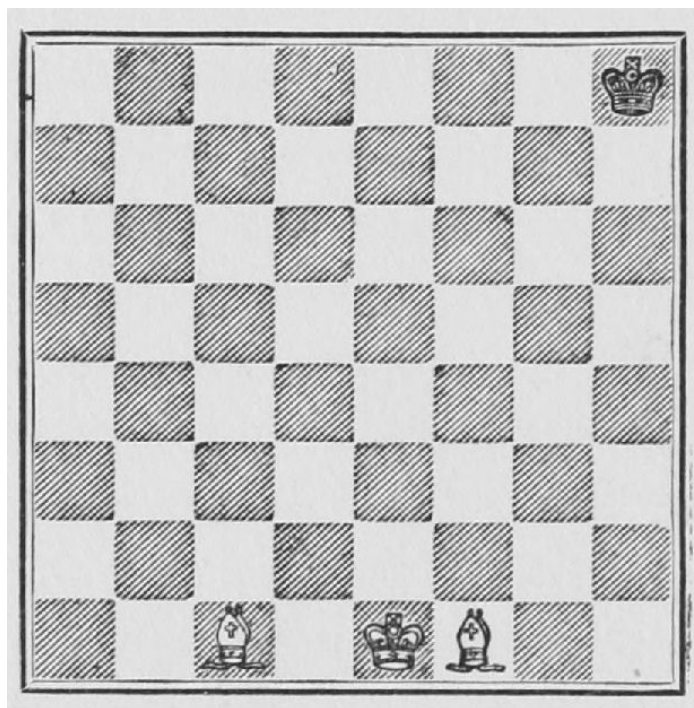


Since the Black King is in the centre of the board, the best way to proceed is to advance your own King thus: 1 K - K 2, K - Q 4; 2 K - K 3. As the Rook has not yet come into play, it is better to advance the King straight into the centre of the board, not in front, but to one side of the other King. Should now the Black King move to K 4, the Rook drives it back by R - R 5 ch. On the other hand, if 2... K - B 5 instead, then also 3 R - R 5. If now 3... K - Kt 5, there follows 4 K - Q 3; but if instead 3... K - B 6; then 4 R - R 4, keeping the King confined to as few squares as possible.

Now the ending may continue: 4...K - B 7; 5 R - B 4 ch, K - Kt 6; 6 K - Q 3, K - Kt 7; 7 R - Kt 4 ch, K - R 6; 8 K - B 3, K - R 7. It should be noticed how often the White King has moved next to the Rook, not only to defend it, but also to reduce the mobility of the opposing King. Now White mates in three moves thus: 9 R - R 4 ch, K - Kt 8; 10 R - any

square on the Rook's file, forcing the Black King in front of the White, K - B 8; 11 R - R 1 mate. It has taken eleven moves to mate, and, under any conditions, I believe it should be done in under twenty. While it may be monotonous, it is worth while for the beginner to practice such things, as it will teach him the proper handling of his pieces.

Example 3.—Now we come to two Bishops and King against King.



Since the Black King is in the corner, White can play 1 B - Q 3, K - Kt 2; 2 B - K Kt 5, K - B 2; 3 B - B 5, and already the Black King is confined to a few squares. If the Black King, in the original position, had been in the centre of the board, or away from the last row, White should have advanced his King, and then, with the aid of his Bishops, restricted the Black King's movements to as few squares as possible.

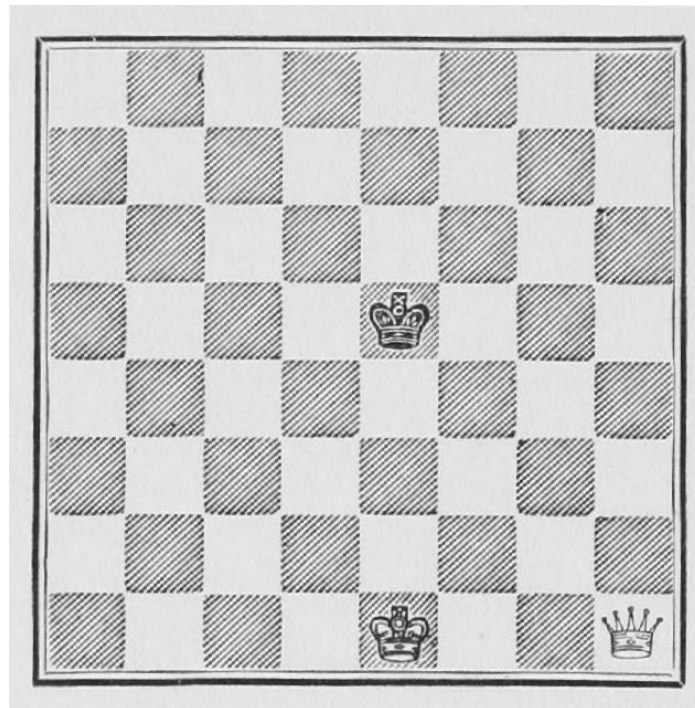
We might now continue: 3...K - Kt 2; 4 K - B 2. In this ending the Black King must not only be driven to the edge of the board, but he must also be forced into a corner, and, before a mate can be given, the White King must be brought to the sixth rank and, at the same time, in one of the last two files; in this case either K R 6, K Kt 6, K B 7, K B 8, and as K R 6 and K Kt 6 are the nearest squares, it is to either of these squares that the King ought to go. 4...K - B 2; 5 K - Kt 3, K - Kt 2; 6 K - R 4, K - B 2; 7 K - R 5, K - Kt 2; 8 B - Kt 6, K - Kt 1; 9 K - R 6, K - B 1. White must now mark time and move one of the Bishops, so as to force the Black King to go back; 10 B - R 5, K - Kt 1; 11 B - K 7, K - R 1. Now the White Bishop must take up a position from which it can give check next move along the White diagonal, when the Black King moves back to Kt 1. 12 B - K Kt 4, K - Kt 1; 13 B - K 6 ch, K - R 1; 14 B - B 6 mate.

It has taken fourteen moves to force the mate and, in any position, it should be done in under thirty.

In all endings of this kind, care must be taken not to drift into a stale mate.

In this particular ending one should remember that the King must not only be driven to the edge of the board, but also into a corner. In all such endings, however, it is immaterial whether the King is forced on to the last rank, or to an outside file, e.g. K R 5 or Q R 4, K 1 or Q 8.

Example 4.—We now come to Queen and King against King. As the Queen combines the power of the Rook and the Bishop, it is the easiest mate of all and should always be accomplished in under ten moves. Take the following position:



A good way to begin is to make the first move with the Queen, trying to limit the Black King's mobility as much as possible. Thus: 1 Q - B 6, K - Q 5; 2 K - Q 2. Already the Black King has only one available square 2...K - K 4; 3 K - K 3, K - B 4; 4 Q - Q 6, K - Kt 4. (Should Black play K - Kt 5, then Q - Kt 6 ch); 5 Q - K 6, K - R 5 (if K - R 4, K - B 4 and mate next move); 6 Q - K Kt 6, K - R 6; 7 K - B 3, K moves; 8 Q mates.

In this ending, as in the case of the Rook, the Black King must be forced to the edge of the board; only the Queen being so much more powerful than the Rook, the process is far easier and shorter. These are the three elementary endings and in all of these the principle is the same. In each case the co-operation of the King is needed. In order to force a mate without the aid of the King, at least two Rooks are required.

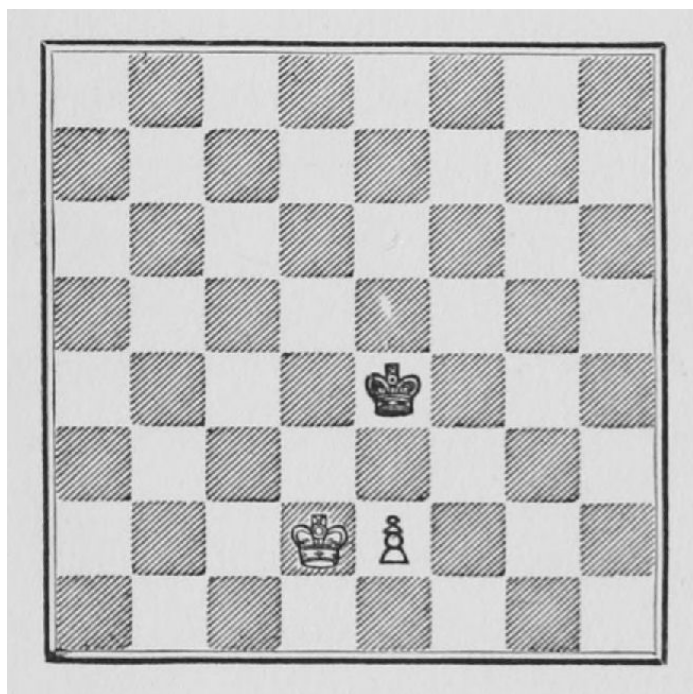
2. PAWN PROMOTION

The gain of a Pawn is the smallest material advantage that can be obtained in a game; and it often is sufficient to win, even when the Pawn is the only remaining unit, apart from the Kings. It is essential, speaking generally, that

the King should be in front of his Pawn, with at least one intervening square.

If the opposing King is directly in front of the Pawn, then the game cannot be won. This can best be explained by the following examples.

Example 5.



The position is drawn, and the way to proceed is for Black to keep the King always directly in front of the Pawn, and when it cannot be done, as for instance in this position because of the White King, then the Black King must be

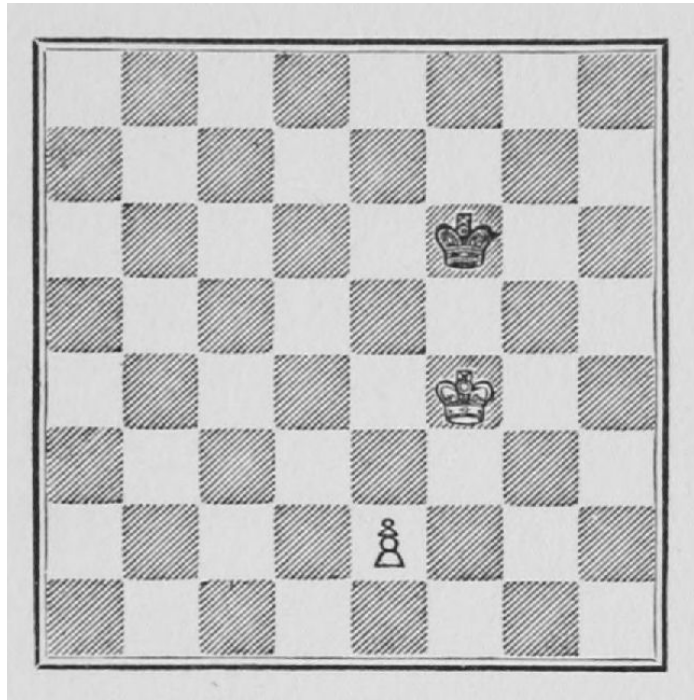
kept in front of the White King. The play would proceed thus: 1 P - K 3, K - K 4; 2 K - Q 3, K - Q 4. This is a very important move. Any other move would lose, as will be shown later. As the Black King cannot be kept close up to the Pawn, it must be brought as far forward as possible and, at the same time, in front of the White King.

3 P - K 4 ch, K - K 4; 4 K - K 3, K - K 3; 5 K - B 4, K - B 3. Again the same case. As the White King comes up, the Black King must be kept in front of it, since it cannot be brought up to the Pawn.

6 P - K 5 ch, K - K 3; 7 K - K 4, K - K 2; 8 K - Q 5, K - Q 2; 9 P - K 6 ch, K - K 2; 10 K - K 5, K - K 1; 11 K - Q 6, K - Q 1. If now White advances the Pawn, the Black King gets in front of it and White must either give up the Pawn or play K - K 6, and a stale mate results. If instead of advancing the Pawn White withdraws his King, Black brings his King up to the Pawn and, when forced to go back, he moves to K *in front* of the Pawn ready to come up again or to move in front of the White King, as before, should the latter advance.

The whole mode of procedure is very important and the student should become thoroughly conversant with its details; for it involves principles to be taken up later on, and because many a beginner has lost identical positions from lack of proper knowledge. At this stage of the book I cannot lay too much stress on its importance.

Example 6.—In this position White wins, as the King is in front of his Pawn and there is one intervening square.



The method to follow is to

advance the King as far as is compatible with the safety of the Pawn and never to advance the Pawn until it is essential to its own safety.

Thus:

1. K - K 4, K - K 3.

Black does not allow the White King to advance, therefore White is now compelled to advance his Pawn so as to force Black to move away. He is then able to advance his own King.

2. P - K3, K - B 3; 3. K - Q 5, K - K 2.

If Black had played 3...K - B 4, then White would be forced to advance the Pawn to K 4, since he could not

advance his King without leaving Black the opportunity to play K - K 5, winning the Pawn. Since he has not done so, it is better for White not to advance the Pawn yet, since its own safety does not require it, but to try to bring the King still further forward. Thus:

4. K - K 5, K - Q 2; 5. K - B 6, K - K 1.

Now the White Pawn is too far back and it may be brought up within protection of the King.

6. P - K 4, K - Q 2.

Now it would not do to play K - B 7, because Black would play K - Q 3, and White would have to bring back his King to protect the Pawn. Therefore he must continue.

7. P - K 5, K - K 1.

Had he moved anywhere else, White could have played K - B 7, followed by the advance of the Pawn to K 6, K 7, K 8; all these squares being protected by the King. As Black tries to prevent that, White must now force him to move away, at the same time always keeping the King in front of the Pawn. Thus:

8. K - K 6.

P - K 6 would make it a draw, as Black would then play K - B, and we would have a position similar to the one explained in connection with Example 5.

8...K - B 1; 9. K - Q 7.

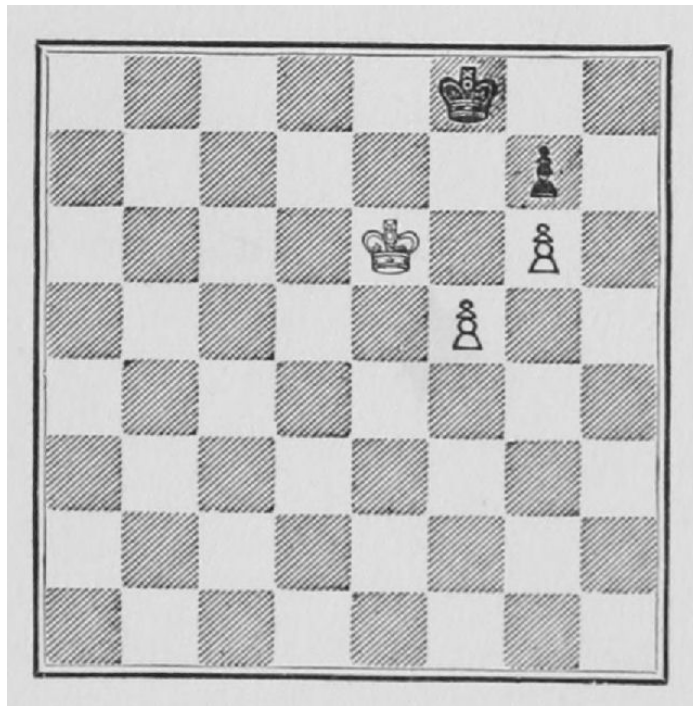
King moves and the White Pawn advances to K 8, becomes a Queen, and it is all over.

This ending is like the previous one, and for the same reasons should be thoroughly understood before proceeding any further.

3. PAWN ENDINGS

I shall now give a couple of simple endings of two Pawns against one, or three against two, that the reader may see how they can be won. Fewer explanations will be given, as it is up to the student to work things out for himself. Furthermore, nobody can learn how to play well merely from the study of a book; it can only serve as a guide and the rest must be done by the teacher, if the student has one; if not, the student must realise by long and bitter experience the practical application of the many things explained in the book.

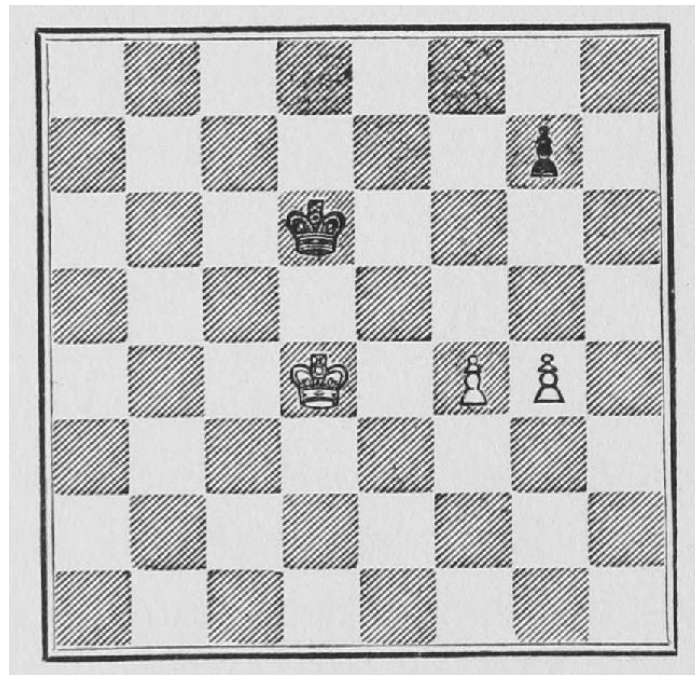
Example 7.



In this position White cannot win by playing 1 P - B 6, because Black plays, not P × P, which would lose, but 1...K - Kt 1, and if then 2 P × P, K × P, and draws, as shown in a previous case. If 2 P - B 7 ch, K - B 1, and White will never be able to Queen his Pawn without losing it. If 2 K - K 7, P × P; 3 K × P, K - B 1, and draws. White, however, can win the position given in the diagram by playing:

1 K - Q 7, K - Kt 1; 2 K - K 7, K - R 1; 3 P - B 6, P × P. If 3...K - Kt 1; 4 P - B 7 ch, K - R 1; 5 P - B 8 (Q) mate.

4 K - B 7, P - B 4; 5 P - Kt 7 ch, K - R 2; 6 P - Kt 8 (Q) ch, K - R 3; 7 Q - Kt 6 mate.



Example 8.—In the above position White can't win by 1 P - B 5. Black's best answer would be P - Kt 3 draws. (The student should work this out.) He cannot win by 1 P - Kt 5, because P - Kt 3 draws. (This, because of the principle of the "*opposition*" which governs this ending as well as all the Pawn-endings already given, and which will be explained more fully later on.)

White can win, however, by playing: 1 K - K 4, K - K 3. (If 1...P - Kt 3; 2 K - Q 4, K - K 3; 3 K - B 5, K - B 3; 4 K - Q 6, K - B 2; 5 P - Kt 5, K - Kt 2; 6 K - K 7, K - Kt 1; 7 K - B 6, K - R 2; 8 K - B 7 and White wins the Pawn.)

2 P - B 5 ch, K - B 3; 3 K - B 4, P - Kt 3. (If this Pawn is kept back we arrive at the ending shown in Example 7.) 4 P - Kt 5 ch, K - B 2; 5 P - B 6, K - K 3; 6 K - K 4, K - B 2; 7 K - K 5, K - B 1. White cannot force his Bishop's Pawn into Q (find out why), but by giving his Pawn up he can win the other Pawn and the game. Thus:

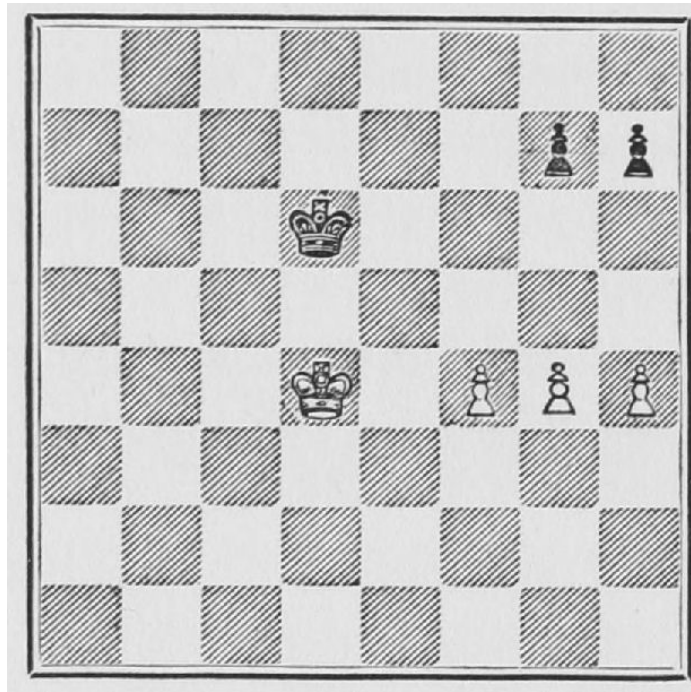
8 P - B 7, K × P; 9 K - Q 6, K - B 1; 10 K - K 6,
K - Kt 2; 11 K - K 7, K - Kt 1; 12 K - B 6, K - R 2;
13 K - B 7, K - R 1; 14 K × P , K - Kt 1.

There is still some resistance in Black's position. In fact, the only way to win is the one given here, as will easily be seen by experiment.

15 K - R 6 (if K - B 6, K - R 2; and in order to win White must get back to the actual position, as against 16 P - Kt 6 ch, K - R 1 draws), K - R 1; 16 P - Kt 6, K - Kt 1; 17 P - Kt 7, K - B 2; 18 K - R 7, and White queens the Pawn and wins.

This ending, apparently so simple, should show the student the enormous difficulties to be surmounted, even when there are hardly any pieces left, when playing against an adversary who knows how to use the resources at his disposal, and it should show the student, also, the necessity of paying strict attention to these elementary things which form the basis of true mastership in Chess.

Example 9.—In this ending



White can win by advancing any of the three Pawns on the first move, but it is convenient to follow the general rule, whenever there is no good reason against it, of *advancing the Pawn that has no Pawn opposing it*. Thus we begin by—

1. P - B 5, K - K 2.

If P - Kt 3, P - B 6; and we have a similar ending to one of those shown above. If 1...P - R 3; 2 P - Kt 5.

2. K - K 5, K - B 2; 3. P - Kt 5, K - K 2.

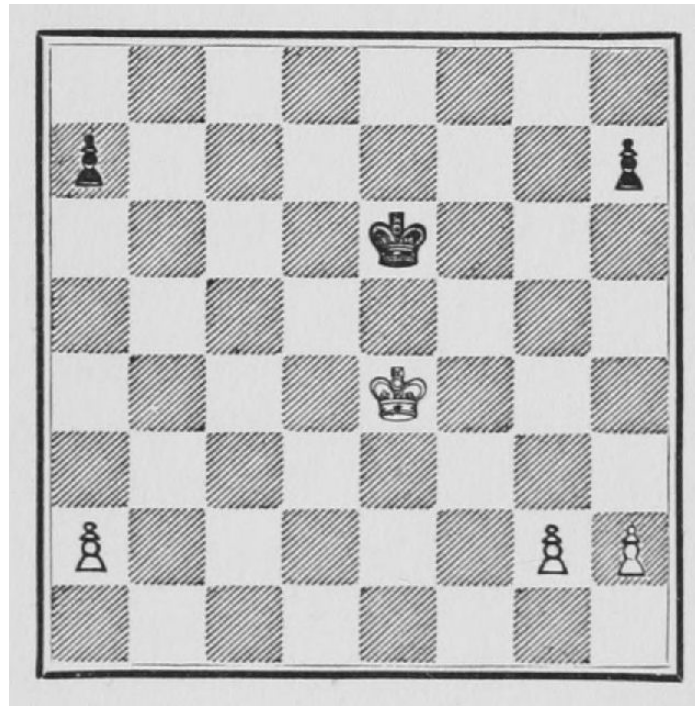
If 3...P - Kt 3; 4 P - B 6, and if 3...P - R 3; 4 P - Kt 6 ch, and in either case we have a similar ending to one of those already shown.

4. P - R 5,

and by following it up with P - Kt 6 we have the same ending previously shown. Should Black play 4...P - Kt 3, then R P × P, P × P; P - B 6 ch with the same result.

Having now seen the cases when the Pawns are all on one side of the board we shall now examine a case when there are Pawns on both sides of the board.

Example 10.—In these cases the general rule is to *act immediately on the side where you have the superior forces*. Thus we have:



1. P - K Kt 4.

It is generally advisable to advance the Pawn that is free from opposition.

1. P - Q R 4.

Black makes an advance on the other side, and now White considers whether or not he should stop the advance. In this case either way wins, but generally the advance should be stopped when the opposing King is far away.

2. P - Q R 4, K - B 3; 3. P - R 4, K - K 3.

If 3...K - Kt 3, then simple counting will show that White goes to the other side with his King, wins the P at Q R 4, and then Queens his single Pawn long before Black can do the same.

4. P - Kt 5, K - B 2; 5. K - B 5, K - Kt 2; 6. P - R 5, K - B 2.

If 6...P - R 3; 7 P - Kt 6, and then the two Pawns defend themselves and White can go to the other side with his King, to win the other Pawn.

7. K - K 5.

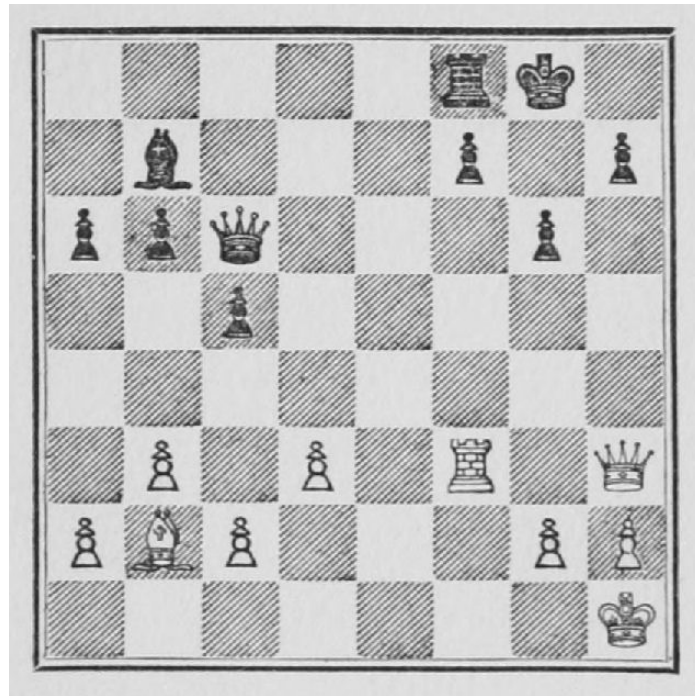
Now it is time to go to the other side with the King, win the Black Pawn and Queen the single Pawn. This is typical of all such endings and should be worked out by the student in this case and in similar cases which he can put up.

4. SOME WINNING POSITIONS IN THE MIDDLE-GAME

By the time the student has digested all that has been previously explained, he, no doubt, is anxious to get to the actual game and play with all the pieces. However, before

considering the openings, we shall devote a little time to some combinations that often arise during the game, and which will give the reader some idea of the beauty of the game, once he becomes better acquainted with it.

Example 11.

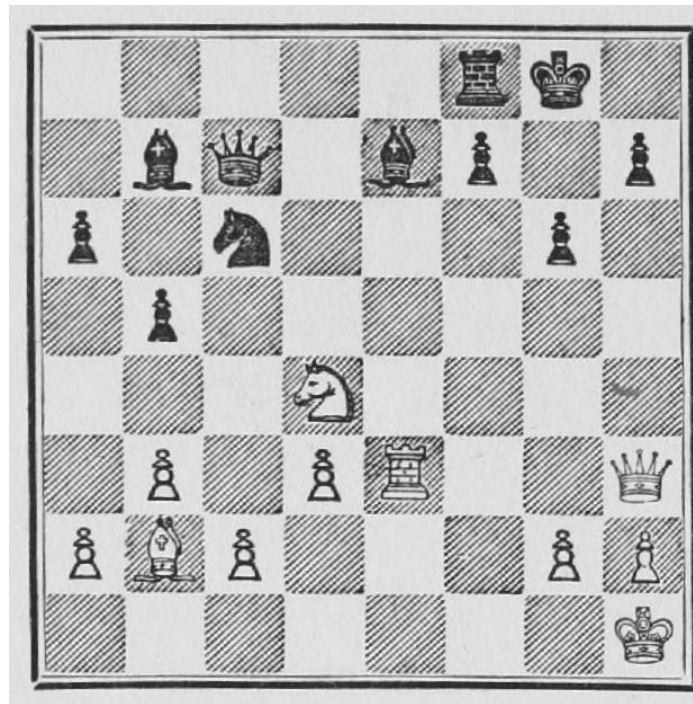


It is Black's move, and thinking that White merely threatens to play Q - R 6 and to mate at K Kt 7, Black plays 1 ... R - K 1, threatening mate by way of R - K 8. White now uncovers his real and most effective threat, viz.:

1 ... R - K 1; 2 Q × P ch, K × Q; 3 R - R 3 ch,
K - Kt 1; 4 R - R 8 mate.

This same type of combination may come as the result of a somewhat more complicated position.

Example 12.



White is a piece behind, and unless he can win it back quickly he will lose; he therefore plays:

1. Kt $\times$ Kt B - Kt 4

He cannot take the Kt because White threatens mate by Q $\times$ P ch followed by R - R 3 ch.

2. Kt - K 7 ch ^{Q $\times$ Kt}

Again if B $\times$ Kt; Q $\times$ P ch, K $\times$ Q; R - R 3 ch, King moves; R - R 8 mate.

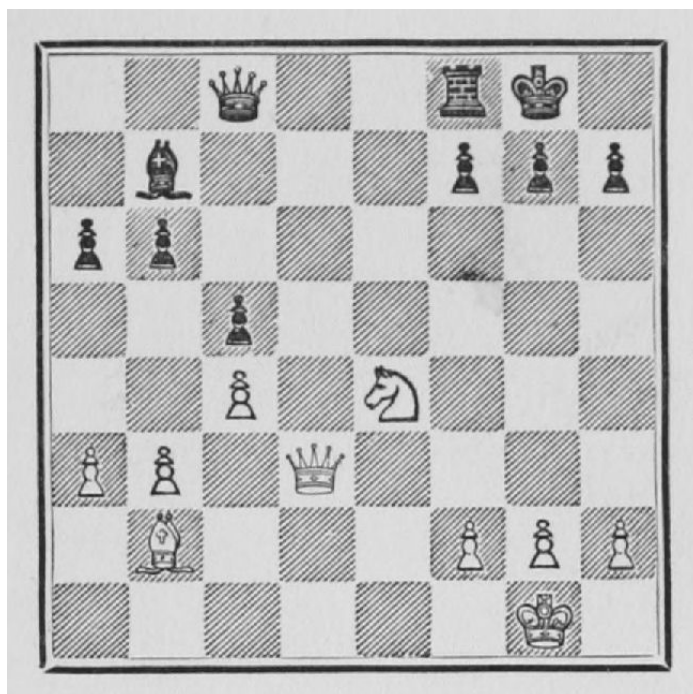
3. R $\times$ Q B $\times$ R

4. Q - Q 7

and White wins one of the two Bishops, remains with a Q and a B against a R and B, and should therefore win easily.

These two examples show the danger of advancing the K Kt P one square, after having Castled on that side.

Example 13.



This is another very interesting type of combination. Black has a R for a Kt and should therefore win, unless White is able to obtain some compensation immediately. White, in fact, mates in a few moves thus:

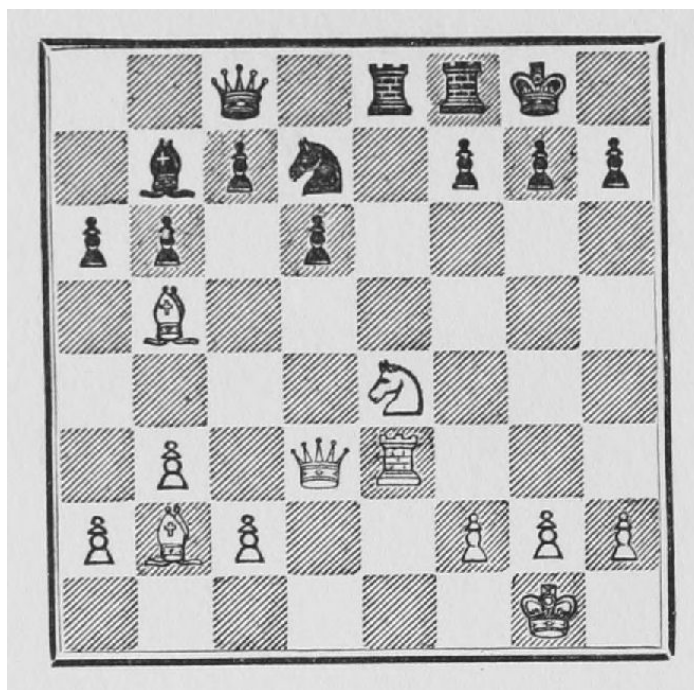
1. Kt - B 6 ch $P \times Kt$

Forced, otherwise Q X P mates.

2. Q - Kt 3 ch K - R 1

3. B $\times$ P mate.

Example 14.—The same type of combination occurs in a more complicated form in the following position.



1. B × Kt Q × B.

If ...B × Kt; Q - B 3 threatens mate, and therefore wins the Q, which is already attacked.

2. Kt - B 6 ch P × Kt

3. R - Kt 3 ch K - R 1

4. B × P mate.

Example 15.—A very frequent type of combination is shown in the following position.