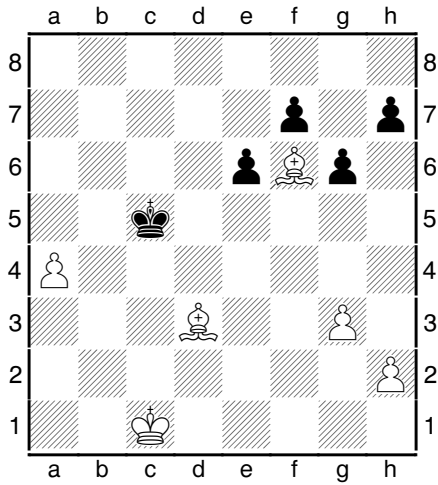
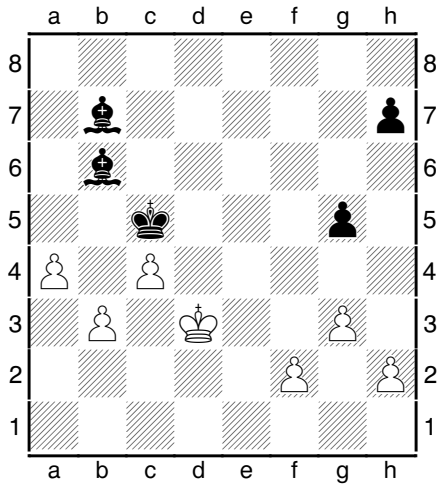


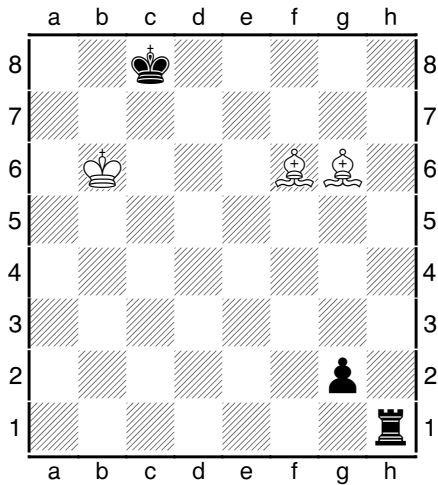
Bishop Tutor 1



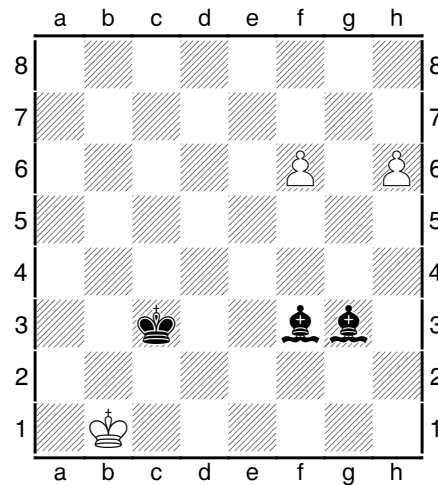
1. White to Move and Win



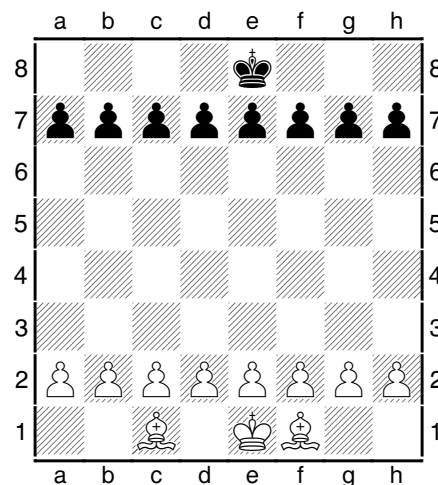
2. Black to Move and Win



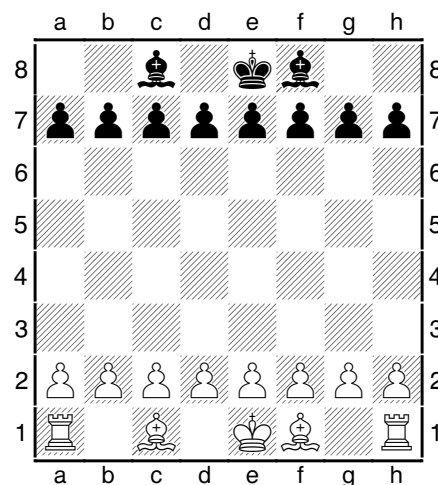
3. White to Move and Win
Mate in Three



4. Black to Move and Win
Mate in Four



5. White to Move and Win



6. Bishops Game
Tactical Problem 3.0



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Bishop Tutor 1

Promote to a Rook or Queen. These tutorial exercises usually are intended to be played against a teacher, computer, or other strong opponent. All of the exercises (except Tactical Problem 3.0) give an overwhelming advantage to one side, which is the side the student should play.

Some exercises have a "correct" solution. Others have a variety of solutions, of which the one given is only an example. Most problems may be used at different levels of study by altering the conditions (promote to Queen) and/or raising, or lowering, the handicap.

Solutions to Problems

1. Bishops as helpers and protectors for pawns. Multiple solutions. **1.Bb5! Kb6 2.Bc3 h5 3.Be8 g5 4.a5+ Ka6 5.Bxf7 e5 6.Kd2 h4 7.Bc4+ Ka7 8.Bxe5 hxc3 9.hxc3 g4 10.Bd4+ Kb7 11.a6+ Kb8 12.a7+ Ka8 13.Bd5#**
2. Multiple solutions. **1...g4 2.Kc3 Ba5+ 3.Kb2 Be1 4.Ka3 Bxf2 5.a5 Bg1 6.b4+ Kxc4 7.Ka4 Bc6+ 8.Ka3 Bxh2 9.a6 Bxc3 10.a7 Bf2 11.a8=Q Bxa8 12.Ka4 KBc6+ 13.Ka5 Be1 14.Kb6 Bb5 15.Kc7 Bxb4 16.Kb6 Bc5+ 17.Ka5 Bc6 (trapping the white King) 18.Ka6 g3 19.Ka5 g3 20.Ka6 g1=R 21.Ka5 Ra1#**
3. **1.Bf5+ Kb8 2.Be5+ Ka8 3.Be4#**
4. **1...Kb3 2.f7 Bf4 3.f8=R Be4+ 4.Ka1 Be5#**
5. & 6. These are longer practice exercises. No solutions are given.

Tactical Problem 3.1 – Add Rooks to each side of Tactical Problem 3.0

Terms:

Bad Bishop - a Bishop whose movement and influence are blocked or obstructed by his own pawns or pieces.

Pin - the most common straight-line "tactic," in which one piece or pawn shields another, usually more important, piece from attack by an enemy piece. The shielding man is said to be "pinned." Bishops, Queens, and Rooks can "pin" other pieces but Bishops are the most common piece used to pin enemy Knights shielding the enemy King or Queen.

Fork - another of the most common "tactics" in which a piece or pawn attacks two, or more, enemy men in different directions. Any piece (except a Rook's Pawn) may make a "fork." Bishops are generally less used to "fork" enemy pieces than to "pin or "skewer".

Skewer - the third most common "tactic." Another straight-line tactic in which a Bishop, Queen or Rook attacks two, or more, enemy men who are on the same line (rank, file, or diagonal). Skewers by a Bishop or Queen along a diagonal are the most common.

Passed Pawn - a pawn with no opposing enemy pawn on the same or adjacent files.

Queening Square - common name for the square on which a particular pawn will be promoted. Your opponent will seek to block, or guard, your pawn's Queening square. You, also, should seek to control it.

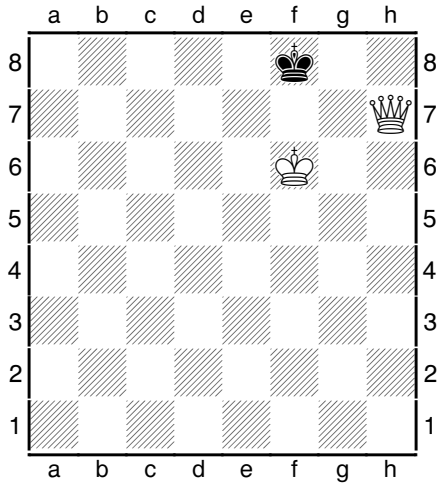
Helper - a pawn, or piece, that helps a pawn to advance safely. A 'helper' may also be, or become, a 'protector' or 'guard.' These exercises stress 'Bishops as helpers.'

Protector (Guard) - a pawn, or piece, that protects (or guards) another pawn, or piece. A 'protector' may also be a 'helper.' These exercises stress 'Bishops as protectors.'

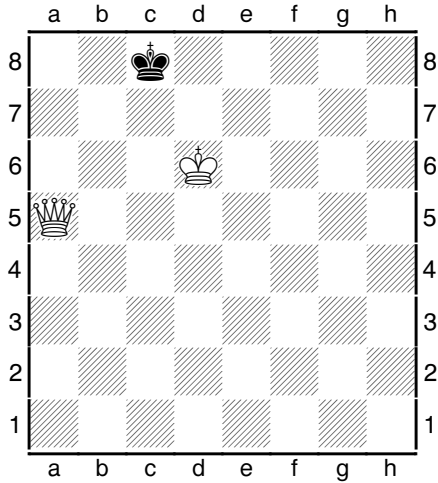
Invisible Walls - a basic concept in Rook or Queen endings, but also useful when using a pair of Bishops. It refers to any squares next to a King onto which he may not move because he would be in check. All pieces and pawns may create invisible walls. Even a King may create an invisible wall for the opposing King.

Cutting Off - Creating an invisible wall, but not necessarily giving check, in order to block the opposing King and help confine him.

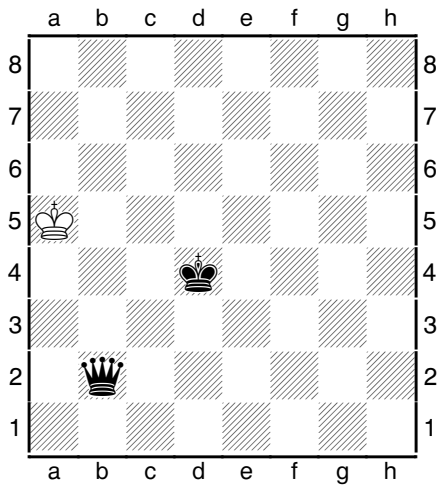
Queen Tutor 1



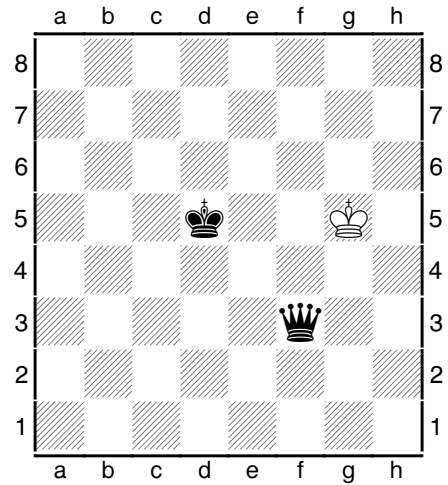
1. White Mates in One
Two Solutions



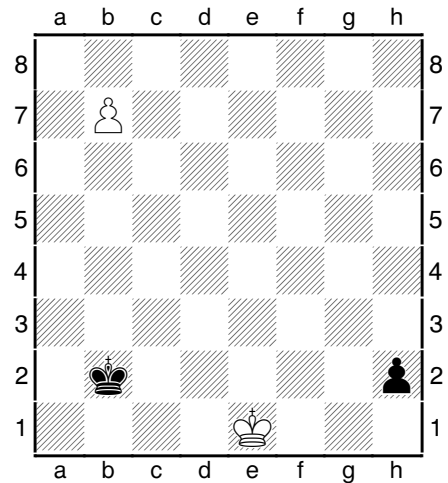
2. White Mates in One
Two Solutions



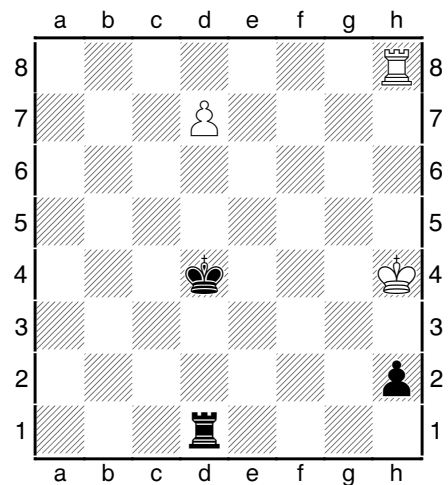
3. Black to Mate in Two



4. Black to Move and Win



5. White to Move and Win
or, Black to Move and Win



6. White to Move and Win
or, Black to Move and Win



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Queen Tutor 1

These tutorial exercises are intended for self study or (for numbers 4-6) to be played against a teacher, computer, or other strong opponent. All of the problems give an overwhelming advantage to the side which moves first. That is the side the student should play.

Some exercises have a "correct" solution. Others may have a variety of solutions, of which the one given is only an example.

Solutions to Problems

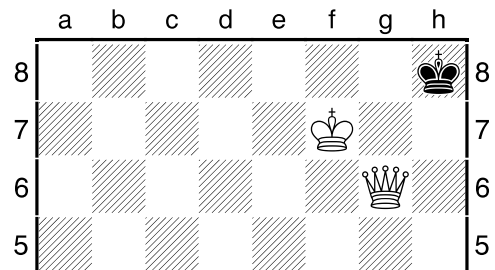
1. A) **1.Qf7#**, the 'Queen' mate (the "kiss of death" for my students) typically has the enemy King held against the wall while the Queen is protected by any piece, including the King. Notice that the white King could also be on e6 or g6 and achieve the same result. The Queen's ability to move diagonally is what makes this position possible.
 B) **1. Qh8#**, the 'Rook' mate. The Queen may deliver mate like a Rook, however, the Rook may not deliver the 'kiss of death' mate seen in "A," above.
2. A) **1.Qc7#** (the 'kiss of death' mate)
 B) **2.Qa8#**, another type of 'Queen' mate. How does it differ from a 'Rook' mate (if it was a Rook, why wouldn't it be checkmate?)?
3. A) **1...Kc5** A) **2.Ka4 Qb4#** (or ...Qa2#)
 B) **2.Ka6 Qb6#** (but not ...Qa2+ 3.Kb7)
4. Multiple solutions **1...Ke5** **2.Kh4 Qg2** (but not ...Kf5?? stalemate) **3.Kh5 Kf5** and mate follows.
5. White Moves. **1.b8=Q+** (Black any) **2.Qxh2** ... and now you have to force the mate.
 Black Moves. **1...h1=Q+** **2.(White any)** **2...Qxc7**, and now you have to force the mate.
6. White Moves. **1.d8=Q+** ... **2.Qxd1** ... and now you have to force the mate.
 Black Moves. **1...h1=Q+** **2. ... Qxh8**, and now you have to force the mate.

Terms:

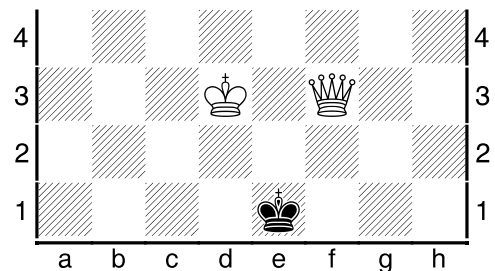
Cutting Off - Creating an invisible wall (but not necessarily giving check) in order to block the opposing King and help confine him. *Sometimes cutting off the King, rather than giving check, may lead to a stalemate rather than a checkmate.*

Invisible Walls - a basic concept in Rook or Queen endings. It refers to any squares next to a King onto which he may not move because he would be in check. All pieces and pawns may create invisible walls. Even a King may create an invisible wall for the opposing King.

Stalemate - a situation where one player has no legal moves, and yet is not in check. A stalemate is one of the five kinds of 'draws' (ties). In a tournament or match it is worth 1/2 a point for each player. *Beginners are more likely to allow a stalemate with the Queen because of the unique pattern of the invisible walls she creates.* In the position below White has just moved **1.Ke7-f7??** creating a stalemate and allowing a draw. With White's King on e7 he could have won by **1.Qg5 Kh7** **2.Kf7 Kh8** and the Queen mates on g8, g7, h4, h5, or h6.



In the position below White has just moved **1.Ke4-d3??** creating another stalemate.



Both: Black to move...
 Stalemate!! The game is drawn.