

Here is Part One of your 11 part email course "Openings and End Game Strategies."

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Before beginning this email course, I want to clarify something. I'm assuming you already know the basic rules of chess, and have an understanding of the concepts of the Opening, the Middle Game, and the End Game.

If you don't know these basic chess principles, please email me at chad@arborgroup.org and I can point you in the direction of some good resources that will prepare you to benefit from the rest of this course.

Now on to your first lesson:

Let me lay one important foundation regarding chess openings and end-game play. Speaking quite generally, common-sense will tell us that, in all operations on the chess-board, the main consideration for the defence will be to maintain that balance, and that there is only justification for an attack when it is possible to concentrate more forces on the strategic point than can be mustered by the defence. However, one very important point must not be neglected, though I did not touch upon it when discussing elementary combinations for fear of complicating matters for beginners: the balance between the contending forces is by no means established by their numerical equality. A paramount factor is the mobility of such forces, and as soon as it is no longer one of the elementary cases of capture and recapture described previously, this factor must be taken into account in order to decide, on a general survey, whether there is a sufficient defence to an impending attack, or whether one's own intended attack is likely to prevail. That mobility is the first and foremost consideration should be self-evident, since the relative value of the pieces can only make itself felt by their greater or lesser mobility.

REGARDING THE MOBILITY AND VALUE OF THE PIECES

Except in certain positions, which are brought about by some particular array of the pieces, the intrinsic value of a Rook is greater than that of a Bishop, because it can command all the squares on the board, whilst a Bishop is tied to its own colour; Knight and Bishop are considered equivalent, because the Knight's advantage in being able to act on all the squares of either colour is balanced by the fact that the Bishop can sweep long diagonals. Two Bishops are, generally speaking, of greater value than two Knights, because together they also act on all the squares, and their command of long diagonals is a clear advantage. The whole of this valuation, however, comes to nought when the pieces are hindered in their mobility by the peculiarity of any particular position.

To explain, let's consider one instance from end-game play, and one from the openings.

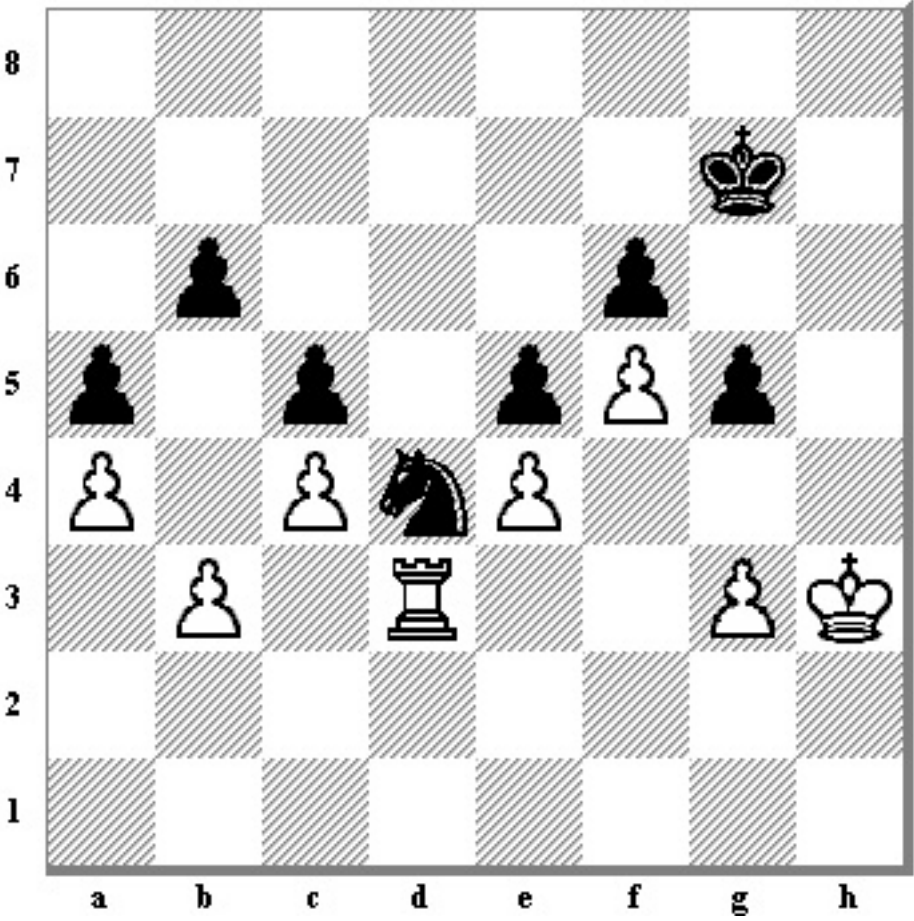


Diagram 13.

In Diagram 13, White derives no advantage from being the exchange to the good, for the Rook has no file which could be used to break into the Black camp.

In Diagram 14, the numerical equality of forces will not save Black, because bad development reduces the mobility of his pieces to such an extent that he has no resources with which he can parry the impending attack.

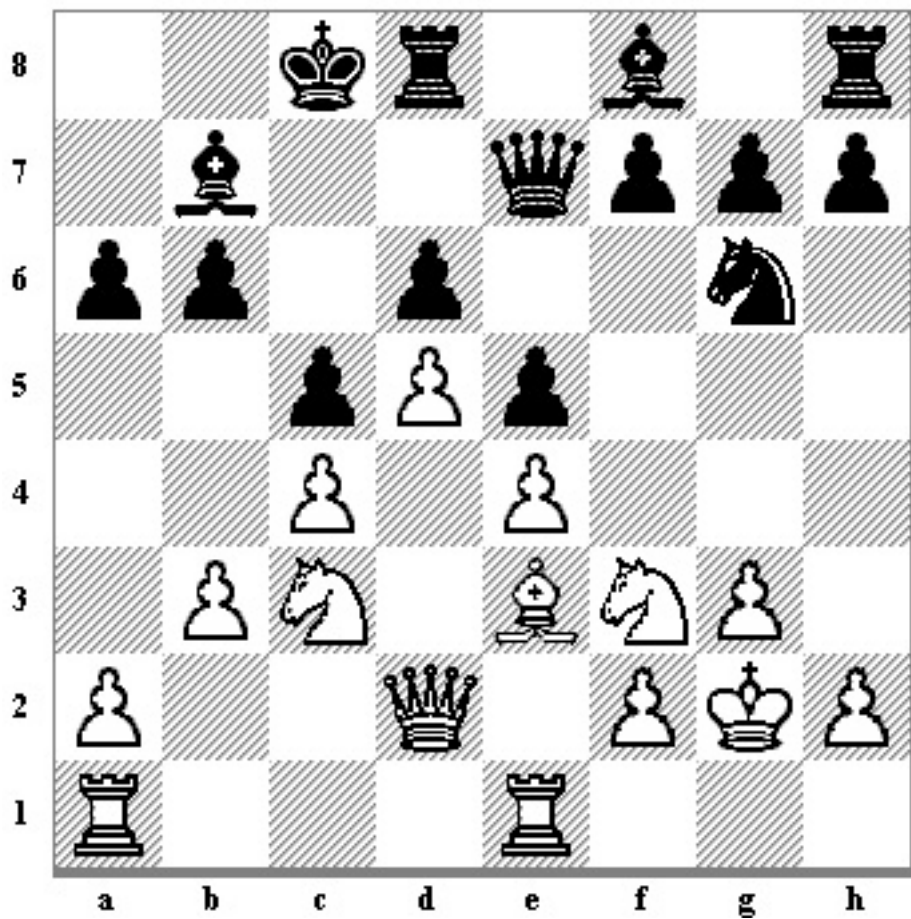


Diagram 14.

White will assail the Black King's position on the Queen side, and Black is unable to concentrate his forces quickly enough for the defence of the jeopardised entrenchments. Let us therefore bear in mind that the mobility of the pieces is the DECIDING FACTOR of their efficiency, and that mobility is the HIGHEST CRITERION by which to judge the merits (or demerits) of their operations.

It is important that you realize this before memorizing tactics, strategies, etc... You must consider this one factor, the mobility of your pieces, before any plan of action, attack, or defense.

Now that we have this first essential foundation established, we can move to discussing actual opening and end game strategies.

Stay tuned for the next lesson, where we will consider this principle in its application to the first stage of play: the opening.

To your Chess Success!

Chad Kimball

P.S. This is an excerpt from my 14 Volume Chess Training Book Set guaranteed to dramatically improve your game! It contains 2,213 pages of tested and proven chess tactics.

To read more about this valuable resource, go to <http://www.chessvictory.com>

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Bio: Chad Kimball has been playing chess since he was a young boy, and is now an editor and publisher, publishing chess instruction books and courses on the Internet. He is responsible for bringing an exciting resource to the Internet: "The Grandmaster Strategy Training Library."

This 14 Volume Set of Training Books contains 2,213 Pages of Winning Chess Strategies for the price of a single chess tips book at the bookstore. These 14 books enable you to confidently sit down at the chessboard, knowing that you are prepared with years of tested strategies to DEFEAT your opponent. Click here for more information about this exciting resource: <http://www.chessvictory.com>