

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

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In your last lesson we established that the mobility of your pieces is the first and foremost factor that you should consider before making any other plan of action on the chessboard. I can't stress this point enough; if "the mobility factor" is not properly factored into your strategy, all other efforts will quickly fail.

Now let's consider how this principle is applied to the opening:

The only pieces available on the first move are the Knights. In order to develop other pieces as well, it is necessary to move pawns first, and such pawn moves will be best as give an outlet to as many pieces as possible. For quick development is of the utmost importance, and he who succeeds first in placing all his pieces, from their initial awkward positions, to such places as give them command of the greatest possible number of squares, has the better chance of concentrating a superior force on some important point.

It follows that White, having the first move, is, so to speak, always morally justified in attacking, whilst Black should assume the defensive. It is a step in the right direction, to appreciate the truth of this proposition. Unfortunately most beginners fail to realise it, and so pave the way, from the first, to the loss of the game.

There are not many developing pawn moves to choose from. Apparently from the point of view of quick development only P-K4 and P-Q4 need be considered, since they free both Bishop and Queen, whilst other pawn moves liberate one piece only. Generally speaking it is only required to move two or three pawns to allow all pieces to be developed, and it is good, on principle, to make only such pawn moves in the opening, which are necessary for the development of pieces. To play other pawns really means the loss of a move. To "lose a move" means to make a move which is not essential to the attainment of a desired position. Thus the "loss of a move" results also from playing a piece to a given square in more moves than necessary.

I shall now give a few games showing the far-reaching consequences of losing moves. The first one is a typical though glaring example, which is very instructive and came to my notice some time ago:

- |           |        |
|-----------|--------|
| 1. P-K4   | P-K4   |
| 2. P-Q4   | PxP    |
| 3. QxP    | Kt-QB3 |
| 4. Q-K3   | Kt-B3  |
| 5. P-KR3? |        |

I will not discuss the system of development adopted by White in his first four moves. The last move, however, can at once be recognised as faulty. It is the loss of a move such as occurs in the vast majority of games played by beginners. It was unnecessary to prevent Kk5, since the Knight could not hold that square permanently. In any case B-K2 would have had the same effect, and developed a piece at the same time.

5. ... B-K2

6. P-QR3??

This, of course, is very bad. The consequences of this loss of a second move are swift and deadly.

6. ... Castles

7. B-B4

At last a developing move.

7. ... R-K1

8. Q-Qk3

Another Queen's move. The attack on the Bishop's Pawn may be very tempting, but must necessarily be incorrect--and why? Because White is much behind with his development. It is useless to analyse any kind of attack in face of this fact.

**IMPORTANT POINT:** The beginner finds it hard to get used to this way of thinking. He prefers to try to unravel a long string of variations and combinations, in which he will mostly lose his bearings. Even stronger players obstruct their own powers by refusing to see the value of judging a position on general merits. They lose valuable time in thinking out endless variations, to maintain positions which could be proved valueless by general and logical deductions.

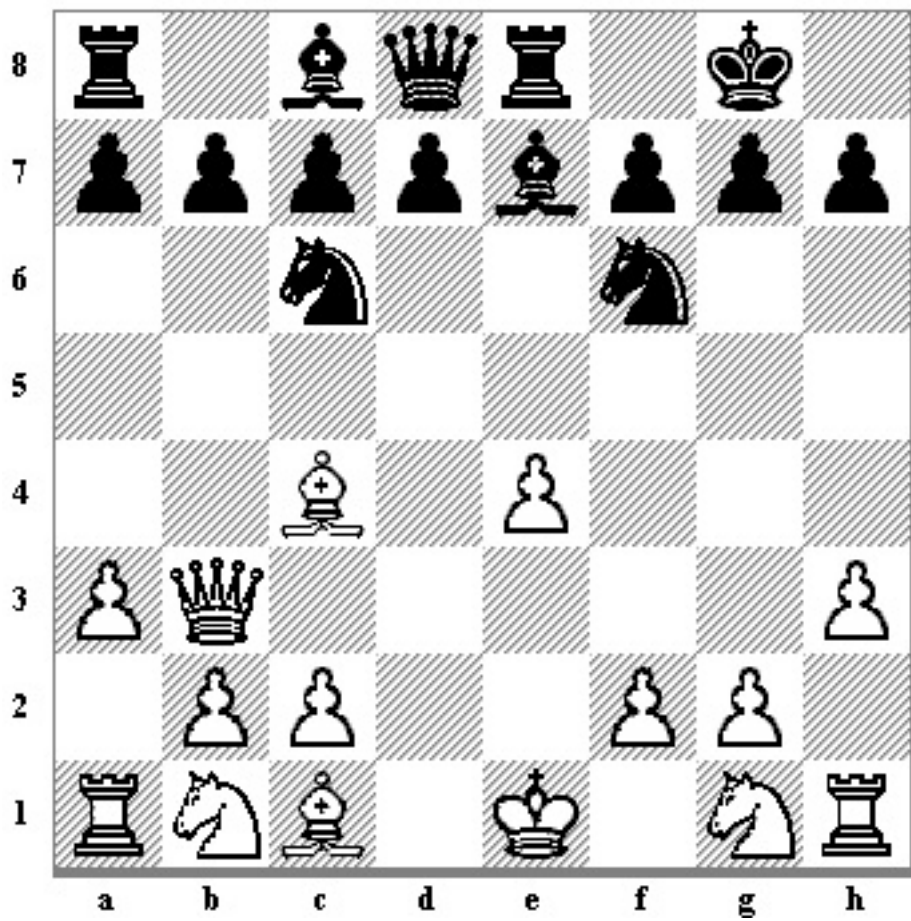


Diagram 15.

Then, as in the present position, retribution comes swiftly.

8. ... P-Q4

White should have considered this move. It was obvious, since the opening of the K file for the Rook is most dangerous, for the White King.

9. BxP KtxB

Black could have played QxB at once.

10. QxKt	QxQ
11. PxQ	B-Kt5 double ch
12. K-Q1	R-K8 mate

A further example in which the loss of moves occurs, though not so glaringly, is the following famous game, which Morphy played against the Duke Karl of Brunswick and Count Isouard in the Royal box at the Paris opera-house.

1. P-K4 P-K4

2. Kt-KB3 P-Q3

According to the principles set out above, Kt-QB3 would have been better, since the text move shuts out the King's Bishop.

3. P-Q4

Now the King's Pawn is attacked twice. It would be bad to support it with Kt-QB3, as White would exchange pawns and then Queens. Black would thus forfeit his chance of castling and lose much time in bringing the King into safety and the Rooks into play. P- KB3, of course, is impossible, as it is not a developing move, and moreover blocks the natural development of the King's Knight. Protecting the pawn with the Queen would also block other pieces, and QKt-Q2 cannot be good, as it blocks the Queen's Bishop.

Since it seems impossible to protect the King's Pawn, the only alternative would be to exchange it; indeed it is on the whole the best course, although it allows a White piece to take up a dominating position in the centre. Wishing to avoid this, Black plays

3. ... B-Kt5

and, by pinning the opponent's Knight, indirectly protects the King's Pawn. This manoeuvre is, however, ill-advised, as Black is forced to exchange the Bishop for the Knight. The Bishop will have moved twice, the Knight only once, therefore White will have gained a move for his development.

4. PxP BxKt

Should Black play PxP at once, White would exchange Queens, release the pin, and win the pawn.

5. QxB PxP

6. B-QB4

White has now two pieces more in play than Black, instead of only one, and the mobility of the White Queen, which Black himself has brought out, begins to have a threatening effect on Black's game.

6. ... Kt-KB3

7. Q-QKt3 Q-K2

Black cannot cover his King's Bishop's Pawn with Q-Q2 because 8. QxP wins the Rook, whilst now Black could play 8. ... Q-Kt5ch in reply, forcing the exchange of Queens. The text move, which is forced, blocks the Bishop, and at the same time prevents the development of the King's Rook, all of which is the direct consequence of the loss of one move.

8. Kt-B3

White rightly disdains the gain of the Knight's Pawn, but prevents the exchange of Queens in developing a piece. He proves the superiority of his position much more convincingly in that way. Black must now lose yet another move to protect his Knight's Pawn.

8. ...	P-B3
9. B-KKt5	P-Kt4

Black must try to develop his Queen's Knight at last. He cannot play QKt-Q2 at once, since his Knight's Pawn would again be unprotected; therefore he plays the move in the text, probably thinking that now White also must lose a move to withdraw his Bishop. But in view of the fact that Black's game is wholly undeveloped, and that he plays practically several pieces down, White sacrifices his Knight for two pawns: he foresees the position which occurs a few moves later, when Black is hemmed in on all sides.

10. KtxP	PxKt
11. BxKtPch	QKt-Q2
12. Castles QR	R-Q1

This is the only piece available to cover Q2, for the King's Knight is pinned. White has another piece in reserve, his King's Rook, and against this Black is defenceless.

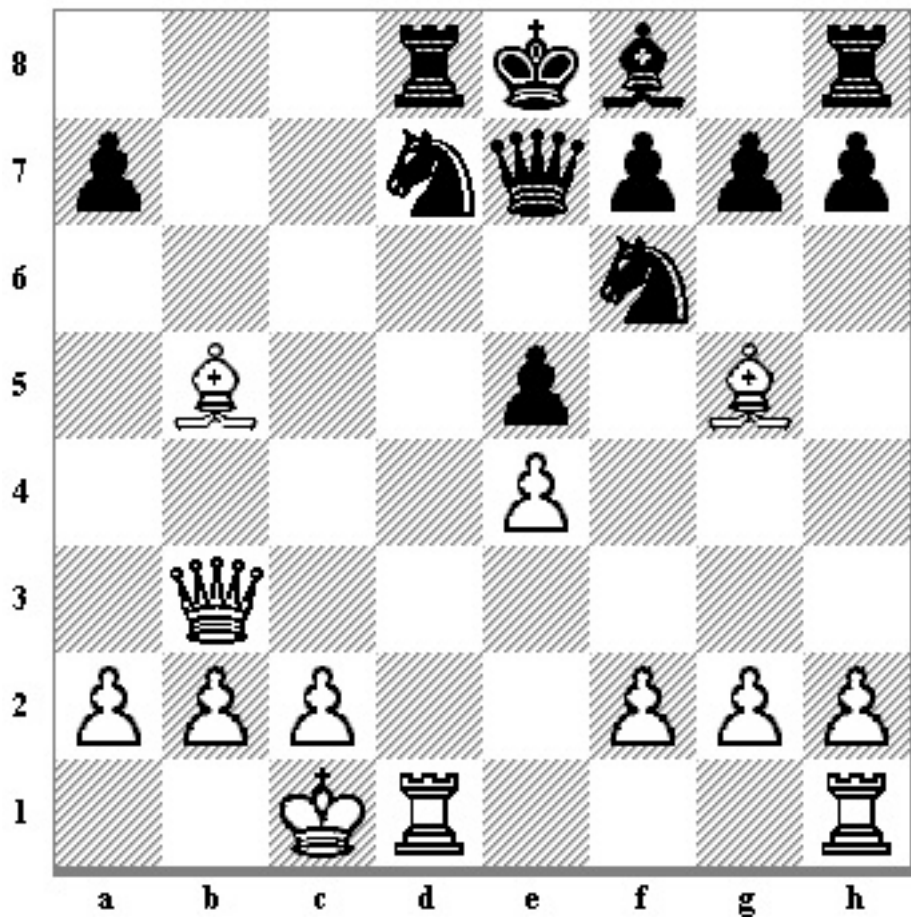


Diagram 16.

### 13. RxKt

compare Diag. 12.

13. ...	RxR
14. R-Q1	Q-K3

This releases the King's Knight. Now White could win by playing BxKt and BxRch, but he prefers to end up with a magnificent sacrifice.

15. BxRch	KtxB
16. Q-Kt8ch!!	KtxQ
17. R-Q8 mate	

The final position shows in a striking manner how a few well- developed pieces can be worth more than many undeveloped ones, and the whole game is an example of the fatal consequences which can follow the loss of a move, since it often leads to the compulsory loss of further moves in the course of the game.

"This is the curse of every evil deed That propagating still it brings forth evil."

The logical sequence of the moves in this game, as pointed out in the commentaries to it, is borne out by the curious coincidence that I once had the opportunity of playing a game in exactly the same sequence of moves, against a player to whom Morphy's "brilliance" was unknown.

In the next lesson, we will discuss the principles of pawn play in the context of the opening. Until next time!

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.

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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>