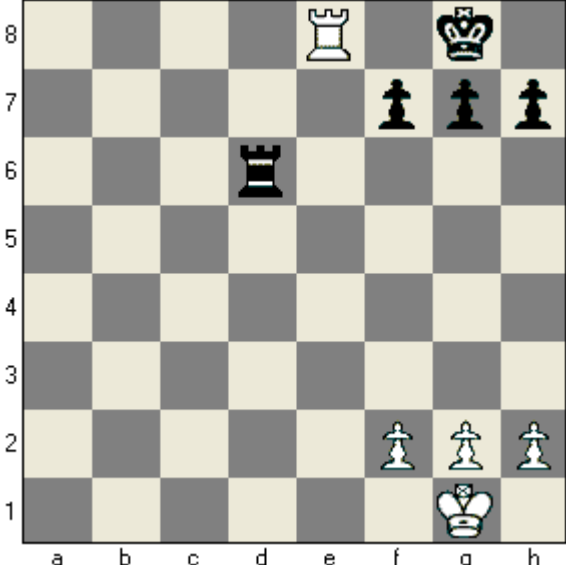
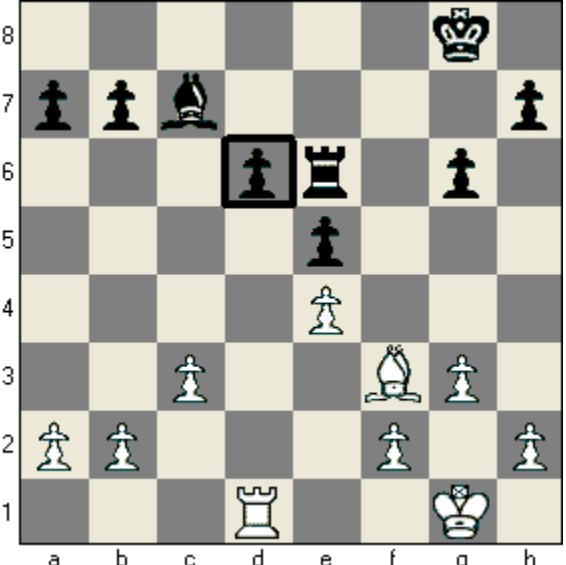
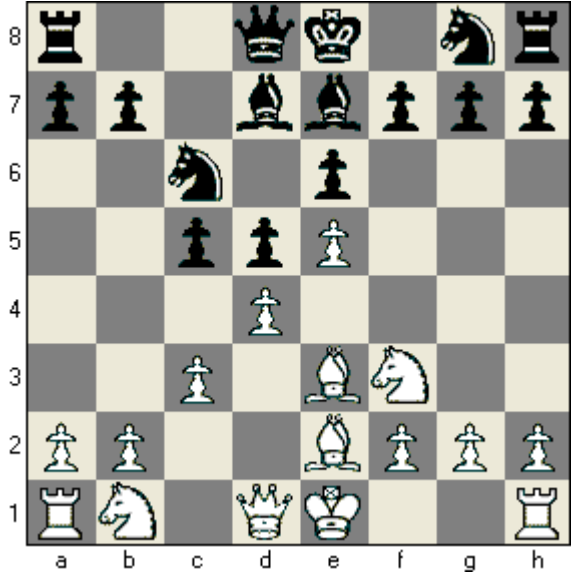
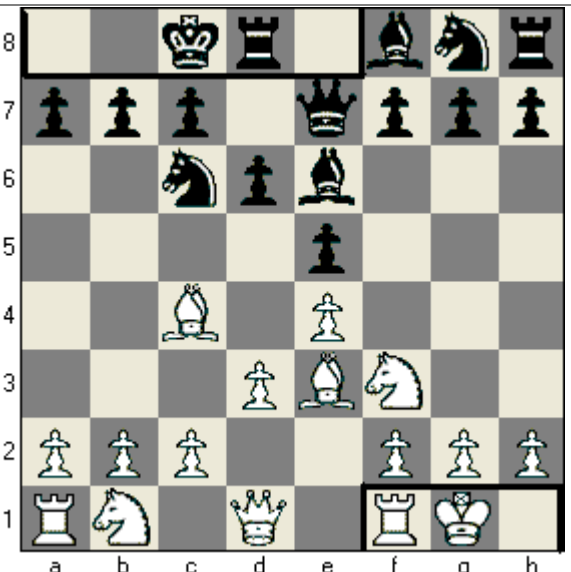


Glossary of Chess Terms

<p>Back Rank</p>	<p>The first rank on the board for each player. It can become weak late in the game if the Rooks do not cover it.</p>
<p>Example:</p> <p>Whites Rook played from e1 to e8. Checkmating the Black King on his Back Rank.</p>	 <p>The diagram shows a chessboard with files a-h and ranks 1-8. A White Rook is on e8, and a Black King is on g8. Black Pawns are on f7, g7, and h7. White Pawns are on f2, g2, and h2. A White King is on g1. This illustrates a back rank checkmate where the White Rook on e8 attacks the Black King on g8, and the Black King cannot escape because of the pawns on the 7th rank.</p>

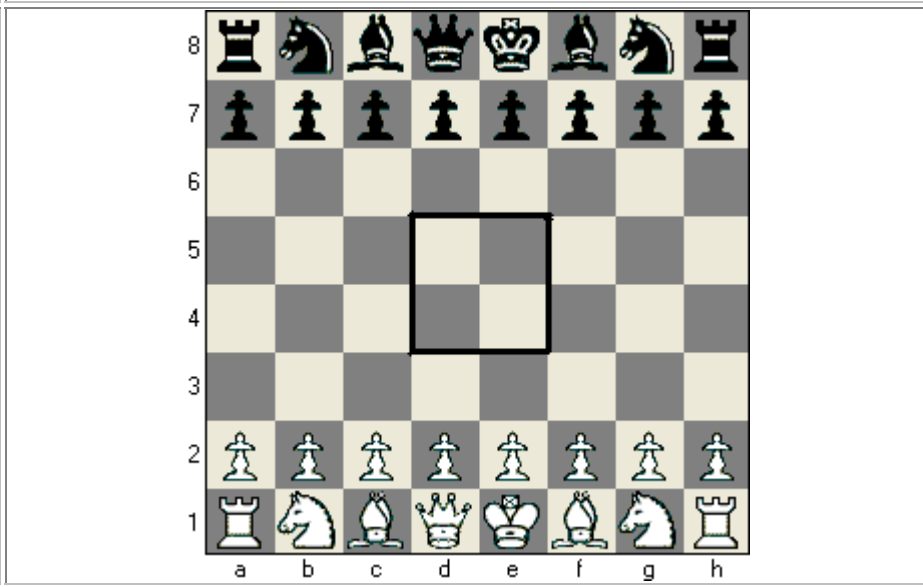
<p>Backward Pawn</p>	<p>A Pawn at the base of a Pawn chain that cannot move forward due to one or more enemy Pawns on the adjacent files, and is not protected by a fellow pawn. Backward Pawns are often weak, as is the square in front of them.</p>
<p>Example:</p> <p>If the Black Pawn on d6 moved forward it would be captured by the e4 Pawn. The Black Pawn cannot move up because Black needs to keep the material even. <i>The Pawn not being able to advance safely, and all its fellow pawns being further than it is, makes it a Backward Pawn.</i></p>	 <p>The diagram shows a chessboard with files a-h and ranks 1-8. A Black Pawn is on d6, which is highlighted with a black square. A White Pawn is on e4. Black Pawns are on a7, b7, and h7. A Black Bishop is on c7. White Pawns are on a2, b2, f2, g2, and h2. A White King is on g1. A Black King is on g8. This illustrates a backward pawn because the Black Pawn on d6 cannot move forward to d5 due to the White Pawn on e4, and it is not protected by another Black Pawn.</p>

<p>Bad Bishop</p>	<p>A Bishop whose movement is restricted by friendly Pawns on its color squares. These friendly Pawns are in turn restricted by enemy Pawns or pieces, thereby being unable to vacate squares for the Bishop.</p>
<p>Example:</p> <p>The center Pawns are blocking the Bishops path (for White, the Bishop on e3, and for black, the Bishop on d7, are “Bad”). A Bad Bishop has its center pawns on the same color squares as it travels on.</p>	

<p>Castling</p>	<p>1. The act of moving the King and Rook simultaneously. This is the only time in the game where two pieces can be moved in the same turn. Castling consists of moving the King two squares either right or left, and placing the Rook on the square beside the King closest to the center. There must be no pieces between the King and Rook, neither piece may have already moved, and the King may not move out of Check, over it, or into it. Castling is usually worthwhile because it moves the King to a safer position in the wings behind Pawns, and the Rook to a more powerful position in the center of the board at the same time.</p>
<p>Example:</p> <p>White has Castled on his Kingside. As you can see the White King protects all of the Pawns in front of him. Black has Castled on the Queenside. You can see that the Black King does not protect all of the Pawns in front of him making the Queen side Castle more of a challenge to play.</p>	

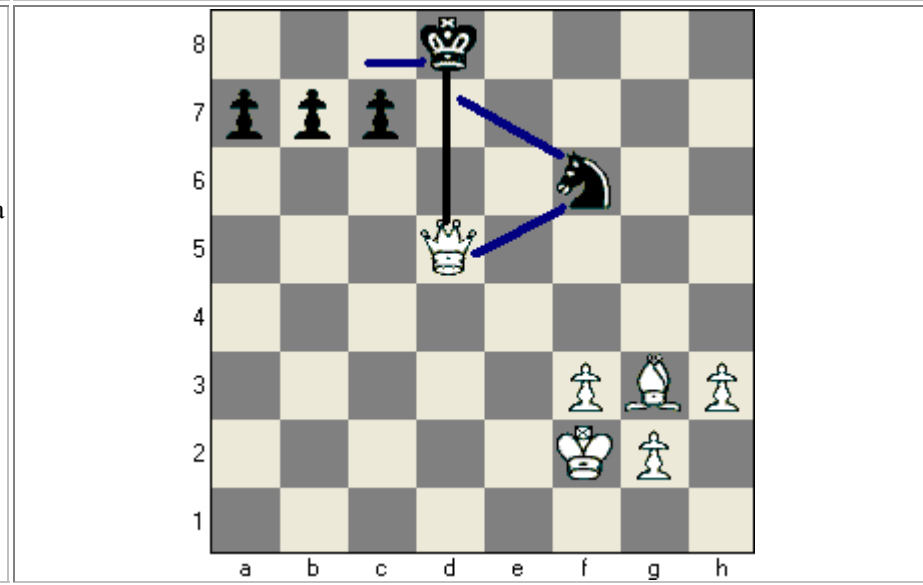
Center
 The four center squares e4, d4, e5 and d5. The area bounded by c3, c6, f3 and f6 is also considered central. The d and e files are the center files. The center of the board is of great strategic significance, as pieces placed there generally have the greatest scope.

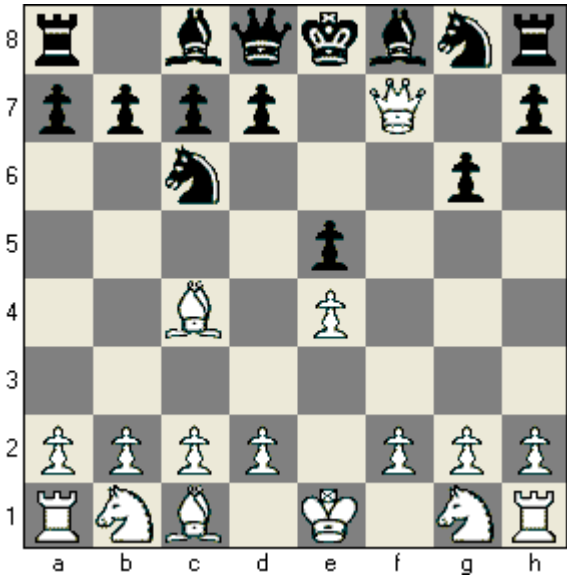
Example:
 Controlling the **Center** is very important in Chess. You often push Pawns into the **Center** for control, and you develop pieces into the **Center** for maximum mobility.

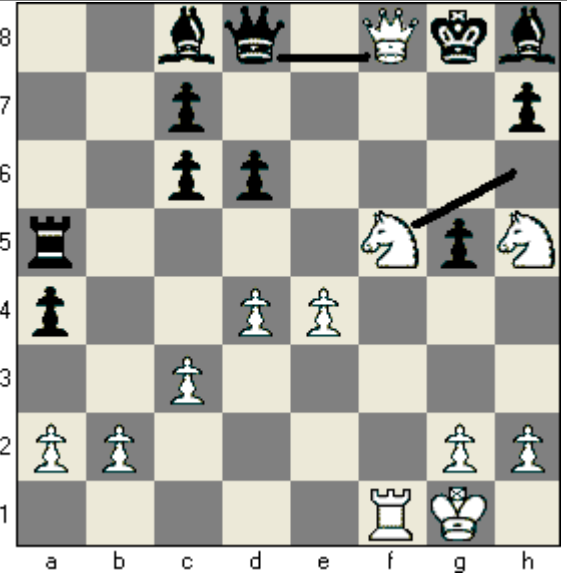


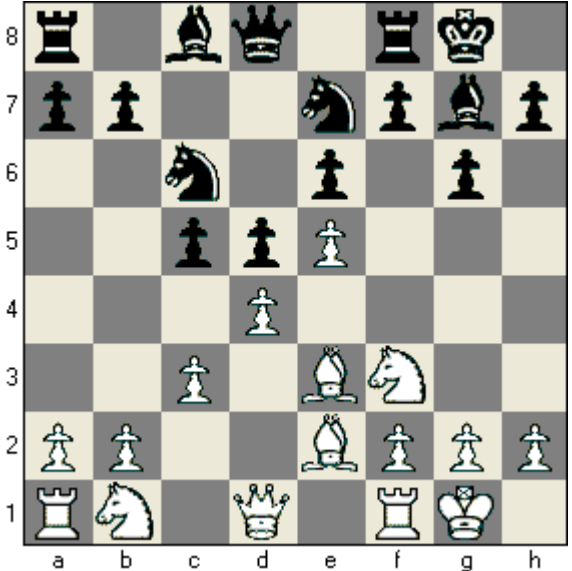
Check
 The act of attacking the opponent's King. The opponent must get out of check on the next move, either by moving the King, capturing the attacking piece, or moving another piece between the King and the attacking piece.

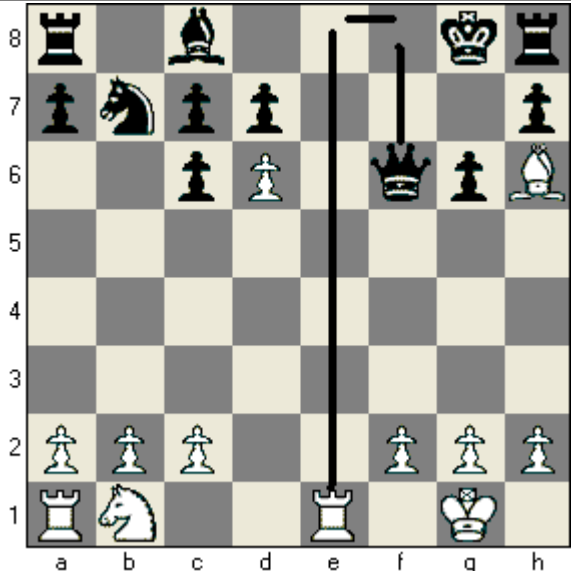
Example:
 The White Queen is directly attacking the Black King creating a **Check**. The Black King now has 3 choices:
 1. Move out of the way
 2. Capture the Checking piece
 3. Block the Checking piece

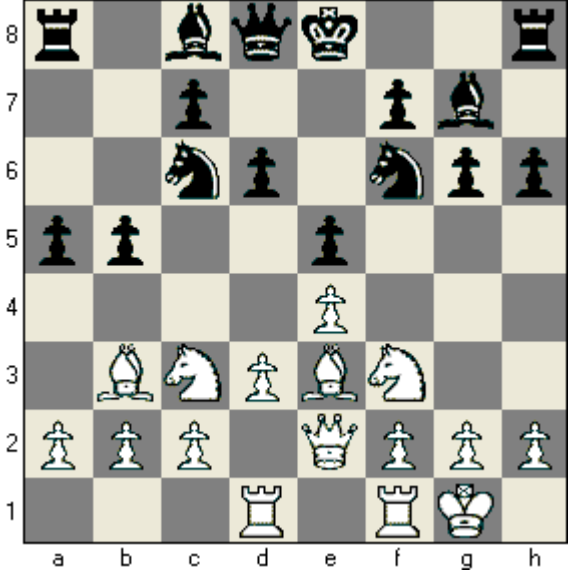


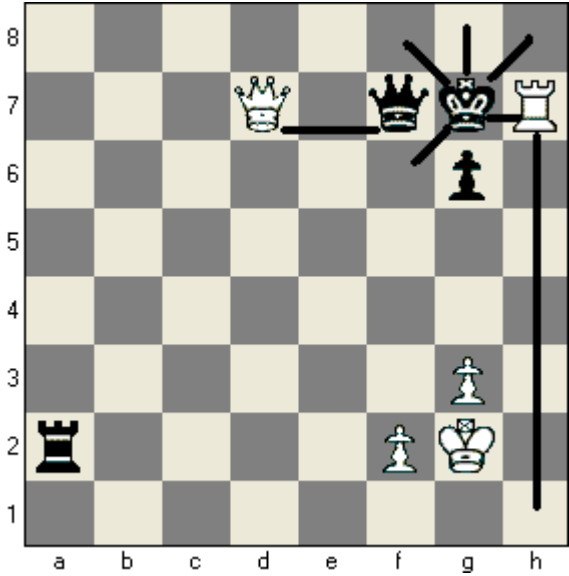
<p>Checkmate</p>	<p>Threatening the capture of the enemy King such that it cannot escape. This wins the game for the attacking side.</p>
<p>Example:</p> <p>When a players King is in check and he can not get out of check it is called Checkmate. Right now the Black King is being placed in check by the White Queen. The Black King can not move out of the way, The Black King can not capture the Queen because the Bishop protects her, and the Queen can not be blocked. Therefore, whatever Black moves he will not be able to get out of check, making this an example of Checkmate.</p>	

<p>Clearance</p>	<p>A move that clears a square for use by a different piece. The new piece can use the square to better advantage. A "clearance sacrifice" is where the vacating piece is sacrificed to make room.</p>
<p>Example:</p> <p>The White Queen has just moved from h6, playing Qxf8+. The Black King must get out of check. The Black Queen takes the White Queen, allowing the White Knight on f5 to move to h6 for checkmate (Nh6++). We saw that if we could just get our Queen off of h6 our Knight could go there for checkmate. So we have to Clear h6. Clearance of h6 was done so in a forced (check) sacrifice allowing our Knight now to play to h6.</p>	

<p>Closed Position</p>	<p>A position where the pawn structure is fixed, the center cluttered with interlocked pawns. Knights thrive in such positions, and play is generally focused on the flanks.</p>
<p>Example:</p> <p>The Pawns in the center make it hard for your pieces to move freely. This closes lines for your Bishops, Rooks and your Queen. Also called a Closed Game.</p>	 <p>The diagram shows a chessboard with the following piece placement: Row 8: Rook on a8, Knight on c8, King on e8, Rook on f8, King on g8. Row 7: Pawn on a7, Pawn on b7, Knight on e7, Pawn on f7, Bishop on g7, Pawn on h7. Row 6: Knight on c6, Pawn on e6, Pawn on g6. Row 5: Pawn on c5, Pawn on d5, Pawn on e5. Row 4: Pawn on d4. Row 3: Pawn on c3, Bishop on e3, Knight on f3. Row 2: Pawn on a2, Pawn on b2, Bishop on e2, Pawn on f2, Pawn on g2, Pawn on h2. Row 1: Rook on a1, Knight on b1, King on d1, Rook on f1, King on g1.</p>

<p>Combination</p>	<p>A forced sequence of moves to gain a certain advantage.</p>
<p>Example:</p> <p>In the diagram White has just sacrificed the Queen. The sacrifice allows White Rook to play to e8 checking the King. Black's only response is to block the check with the Queen on f8. White's Rook will then capture the Black Queen checkmating the King. This sequence of moves is called a Combination.</p>	 <p>The diagram shows a chessboard with the following piece placement: Row 8: Rook on a8, Bishop on c8, Rook on e8, King on g8, Rook on h8. Row 7: Pawn on a7, Knight on b7, Pawn on c7, Pawn on d7, Pawn on h7. Row 6: Pawn on c6, Pawn on d6, King on f6, Pawn on g6, Bishop on h6. Row 5: Empty. Row 4: Empty. Row 3: Empty. Row 2: Pawn on a2, Pawn on b2, Pawn on c2, Pawn on f2, Pawn on g2, Pawn on h2. Row 1: Rook on a1, Knight on b1, Rook on e1, King on g1.</p> <p>A vertical line is drawn from the white rook on e1 to the black king on g8, passing through the black queen on f8, indicating a check.</p>

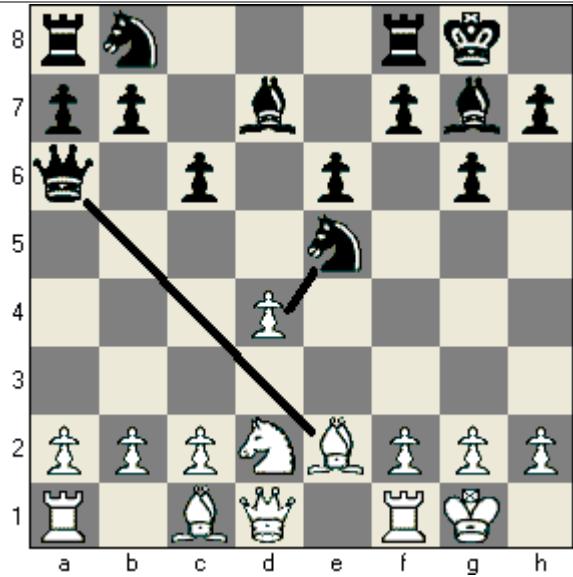
<p>Development</p>	<p>The moving of pieces from their starting positions to new positions where their mobility and activity are increased. To bring pieces into play.</p>
<p>Example:</p> <p>In Chess we do not call Pawns pieces but simply Pawns. So your pieces consist of the major pieces (Queen and the Rook) and the minor pieces (Knight and the Bishop). Developing is when you move your pieces off of their original square. So in the diagram to the right White has Developed all of the pieces off of their original square. Black has not yet Developed the Rooks, the light squared Bishop, the Queen, or the King.</p>	

<p>Deflection</p>	<p>A tactic which forces an opponent piece from a square where it had to be, either because it was defending a piece or square or because it was blocking a threat.</p>
<p>Example:</p> <p>White's Rook moved from h1 to Rxh7+. The Black King must move out of check. The King may either capture the Rook or run to a Flight Square. Moving the Rook to check the King will pull the Black King away from protecting the Black Queen, (that's Deflection) allowing White's Queen to capture Black's Queen for free.</p>	

Discovered Attack The creation of an attack from one piece caused by the moving away of another piece that was masking it. These are potent moves, as they may enable a piece to move away from a threat in safety, or enables two attacks to be launched simultaneously.

Example:

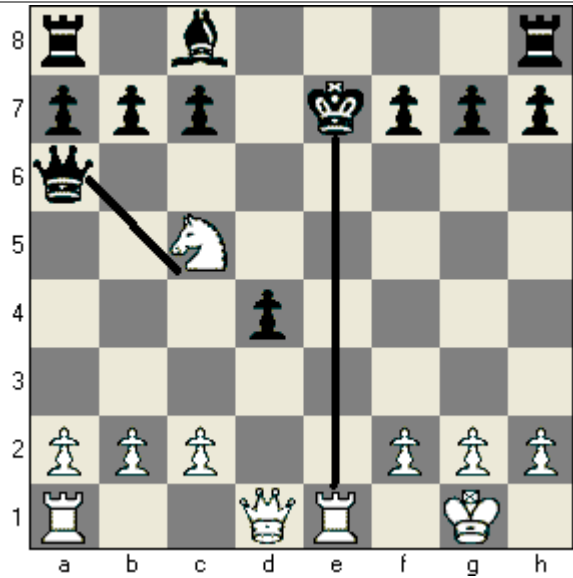
Whites pawn moves from d3 to d4. White has performed a **Discovered Attack**. Whites Pawn is attacking the Knight and the Bishop is attacking the Queen. When the Pawn moved up the Bishop gave a **Discovered Attack** on the Black Queen.

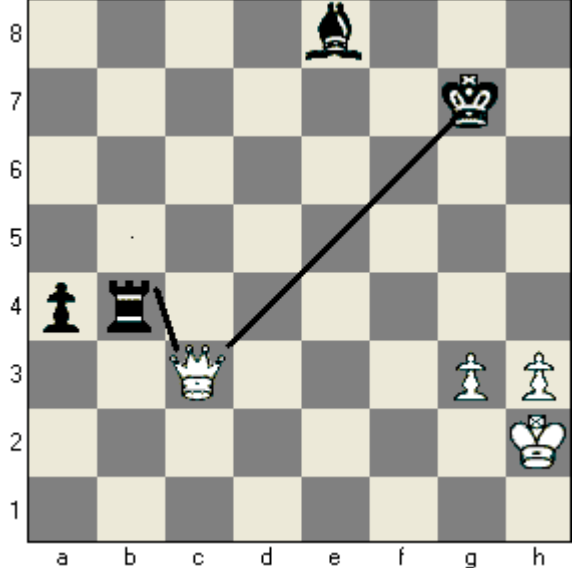


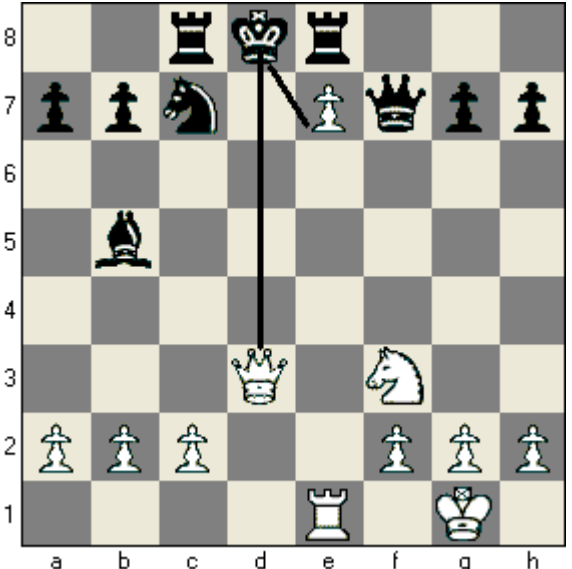
Discovered Check Check given by one piece as the result of the moving away of another piece that was masking it.

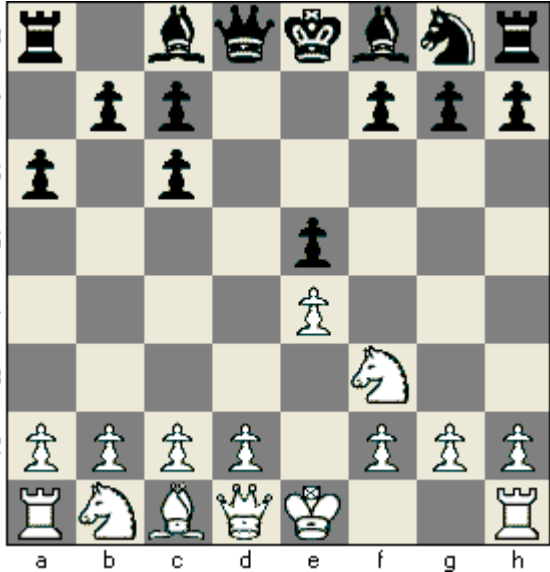
Example:

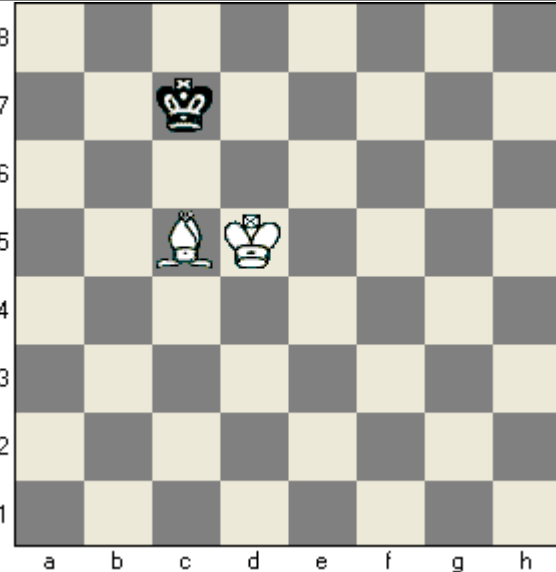
The White Knight was on e4. He then moved Nc5 allowing his Rook to place the Black King in check. The Knight is now also attacking the Black Queen. White will win the Black Queen for a Knight. When the White Knight moved out of the Rooks path he created a **Discovered Check**.

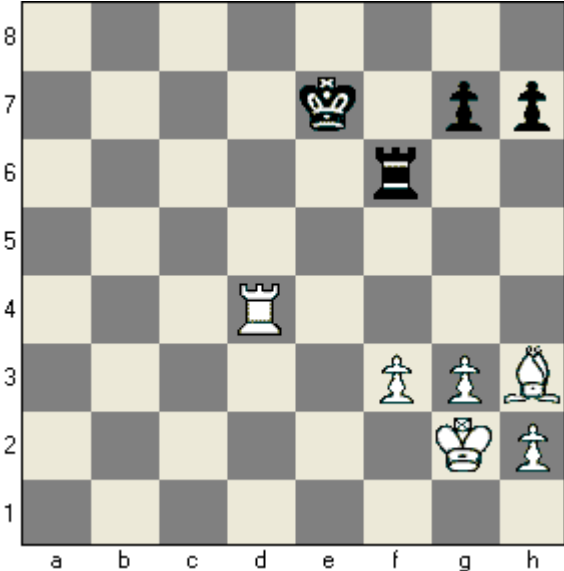


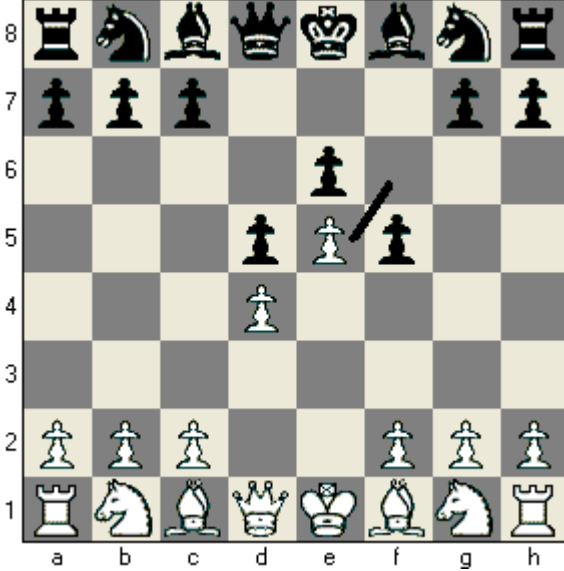
<p>Double Attack</p>	<p>The launch of two threats simultaneously. It is different from a fork in that either or both threats need not be a capture.</p>
<p>Example:</p> <p>The White Queen just played Qf3 to Qc3. This is called a Double Attack because the White Queen is now attacking 2 pieces (Rook and King) simultaneously.</p>	

<p>Double Check</p>	<p>A simultaneous check given by moving one piece to give check, thereby also unmasking another piece which also gives check.</p>
<p>Example:</p> <p>Whites Pawn has just played d6xe7 creating a Double Check. Both the White Queen and the White Pawn are checking the Black King. This is a powerful tactic because you eliminate one way of getting out of check (interposing a piece). You cannot block a Double Check.</p>	

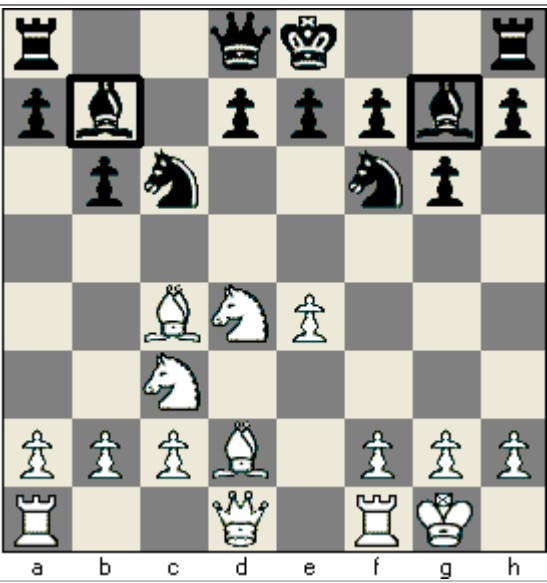
<p>Doubled Pawns</p>	<p>Two Pawns of the same color on the same file, put there by a capture. These Pawns are generally considered to be weak, but they can control valuable squares and create open or half-open files.</p>
<p>Example:</p> <p>The Diagram to the right is A very popular opening called the Ruy Lopez Exchange variation. Black Has just captured the White Bishop Giving him Doubled Pawns. When ever you have 2 Pawns lined up on the same file there are called Doubled Pawns. These kinds of Pawns are generally weak unless attacking the center. In this case they are strong because they are attacking the center.</p>	

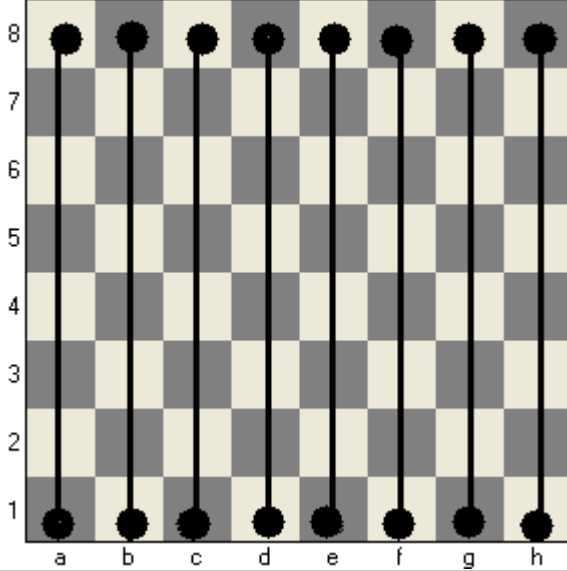
<p>Draw</p>	<p>A game that ends in a tie, where each player is awarded half a point. A draw occurs when 1) there's not enough material to force mate; 2) there is a stalemate; 3) a 3-time repetition of position has been reached, or 4) there is mutual agreement.</p>
<p>Example:</p> <p>Black has just taken Whites last Pawn on c7. In this position There is no way either side will be able to checkmate. So each player will accept a Draw.</p>	

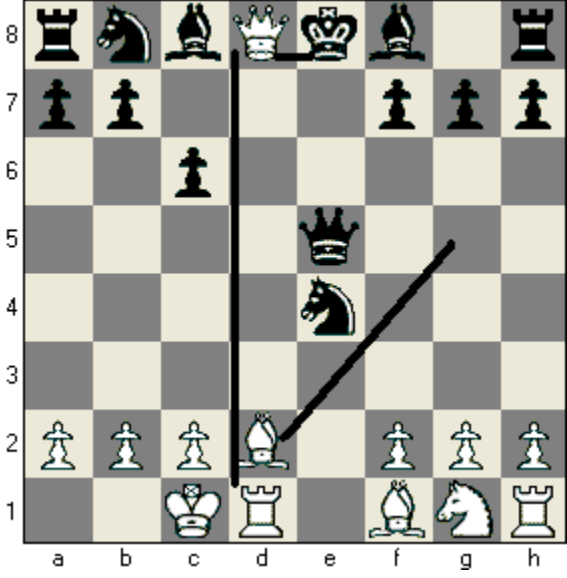
<p>Endgame</p>	<p>The final phase of the game when there are few pieces left on the board. The endgame generally starts after queens have been exchanged or when the immediate goal is to promote a Pawn.</p>
<p>Example:</p> <p>When both players are down to small amounts of material. In the diagram to the right, White is winning the Endgame.</p>	 <p>The diagram shows a chessboard with the following pieces: White King on e2, White Rook on d4, White Pawns on f3, g3, h3, and White Bishop on h2. Black King on e7, Black Rook on f6, and Black Pawns on g7, h7.</p>

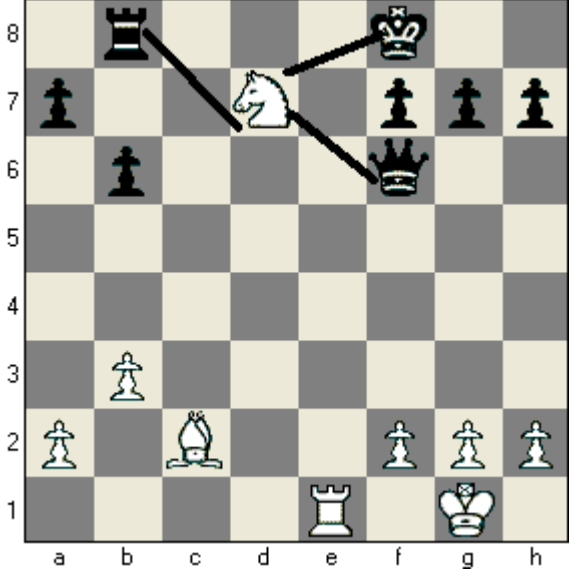
<p>En Passant</p>	<p>French for "in passing." This occurs when a pawn moves two squares from its starting position, and passes an enemy pawn that has advanced to its fifth rank. The advanced Pawn on the fifth rank may choose to capture the pawn as if the Pawn had only moved forward one square. This capture must be made immediately after the two square advance, or else the right to capture "en passant" is lost. In some chess notations an en passant capture is labeled "e.p."</p>
<p>Example:</p> <p>Black has just played f5. This 2 move advance of Blacks Pawn passing the White e5 Pawn allows White the option of right now capturing the Pawn using En Passant.</p>	 <p>The diagram shows a chessboard with the following pieces: White King on e1, White Rook on a1, White Pawns on b2, c2, d4, e5, f2, g2, h2, White Bishop on c1, White Knight on b1, White Queen on d1, White Rook on h1, White Knight on f1, White Bishop on g1. Black King on e8, Black Rook on a8, Black Pawns on b7, c7, d5, e6, f5, g7, h7, Black Bishop on c8, Black Knight on b8, Black Queen on d8, Black Rook on h8, Black Knight on f8, Black Bishop on g8. A black arrow points from the Black Pawn on f5 to the White Pawn on e5, indicating an en passant capture.</p>

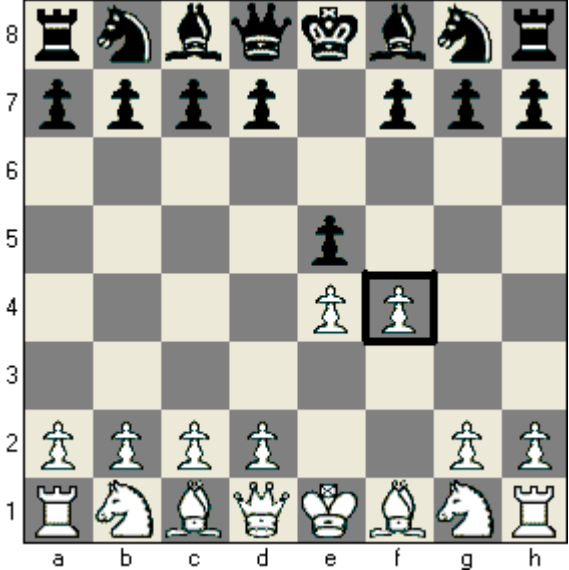
<p>Exchange</p>	<p>A trade of pieces. Trading a minor piece for the opponent's Rook is called "winning the exchange". Trading a Rook for the opponent's minor piece is called "losing the exchange".</p>
<p>Example:</p> <p>In this Diagram if the White Bishop captures the Black Knight and then the d7 Pawn captures the White Bishop we have an even Exchange because 2 pieces of the same value were traded.</p>	

<p>Fianchetto</p>	<p>Italian "on the flank". The development of a Bishop to b2 or g2 (b7 or g7 for Black).</p>
<p>Example:</p> <p>In this diagram the 2 Black Bishops placed on b7 and g7 are called Financhettoed Bishops. They are meant to attack from the side or the "Flank".</p>	

<p>File</p>	<p>A row of eight squares from one end of the chessboard to the other. In Algebraic Notation these are labeled a to h, starting from the queenside of the board.</p>
<p>Example:</p> <p>Files go up and down. Rooks and Queens can attack on Files.</p>	

<p>Forcing Move</p>	<p>A move which leads the opponent into a forced move or moves.</p>
<p>Example:</p> <p>In this diagram the Queen has just played to d8 checking the King. This is a Forcing Move because the Black King has no choice but to capture the White Queen. After Black captures the White Queen, the dark squared White Bishop plays a Discovered Double Attack on the Black King. This forces the Black King either to c7 or back to e8. Either way White has completed his Forcing Move and will Checkmate on his next move no matter where Black plays his King.</p>	

<p>Fork</p>	<p>A form of double attack where one piece threatens two enemy pieces at the same time. In a triple fork, three enemy pieces are threatened.</p>
<p>Example:</p> <p>This is what Chess players call a “Family Fork” because White is threatening to capture both Major pieces (Queen, and Rook), while placing the King in check. The Family Fork in general is the best for obvious reasons. Most forms of Forks are strong and useful. All pieces can perform a Fork .</p>	

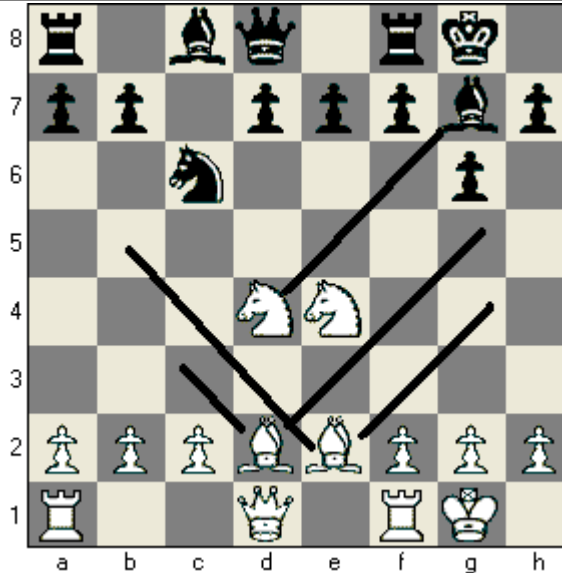
<p>Gambit</p>	<p>Italian for "a trip up". A Gambit occurs when a player voluntarily sacrifices a pawn or piece in the opening for positional or developmental advantage. A counter-gambit is where the second player makes a similar sacrifice for similar aims.</p>
<p>Example:</p> <p>This opening is Called the King’s Gambit. White is offering his f4 Pawn to pull Blacks center Pawn out from the center. It’s a Gambit because if Black captures the White Pawn White will not be able to recapture the Black Pawn immediately. Black generally does not capture the Pawn but instead he will reprotect it and keep his center.</p>	

Good Bishop

1. A Bishop not hindered by friendly pawns on the same color squares.
2. A Bishop with adequate scope.

Example:

As you can see the Bishops here have open diagonals that they can use to move around. Making those **Good Bishops**. Also called an “Active Bishop”.



Grandmaster

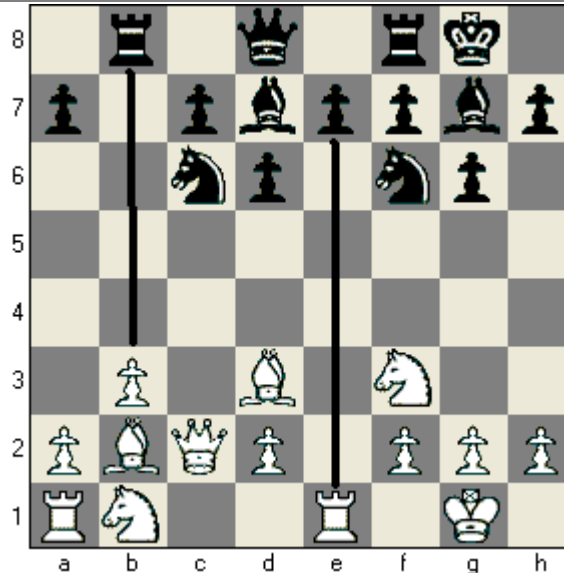
The highest title (apart from World Champion) that a chess player can achieve. It is bestowed by FIDE upon players who have achieved certain performance norms. Abbreviation GM. Other titles (in order of importance) are International Master and FIDE Master.

Half-Open File

A file with Pawns of only one color on it. This file is closed to the Pawn owner, and open to the other player.

Example:

When you only have 1 Pawn on a file it is called **Half Open**. If you have 2 Pawns on a file it is called a closed file. If there are no Pawns on a file it is then called an open file. Rooks generally are placed on a **Half-Open file**, or an Open file.

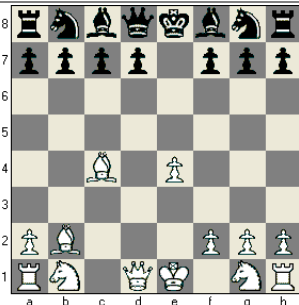


Imbalance

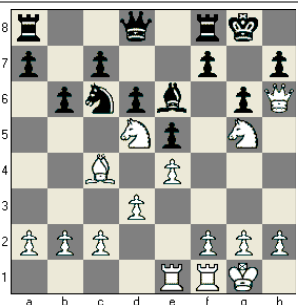
A noticeable difference between the White and Black armies. This may include material advantage, superior pawn structure, space, development, the initiative, or a superior minor piece, King safety, and key squares and files.

Example:

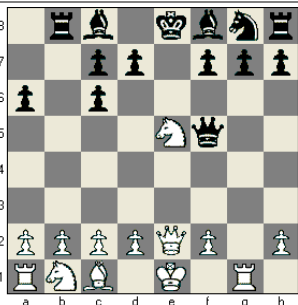
Imbalances are very important in chess. They help determine certain strong points and weaknesses in your game of chess.



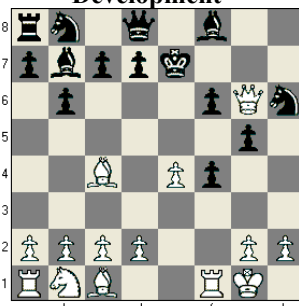
Development



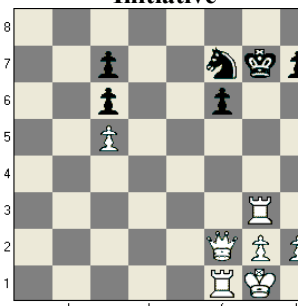
Initiative



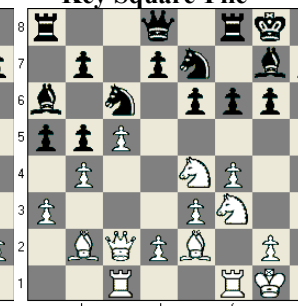
Key Square-File



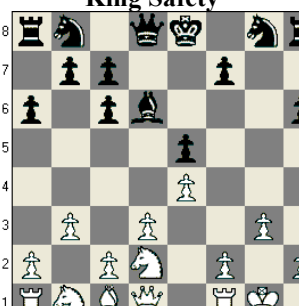
King Safety



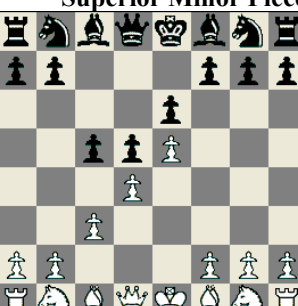
Material



Superior Minor Piece



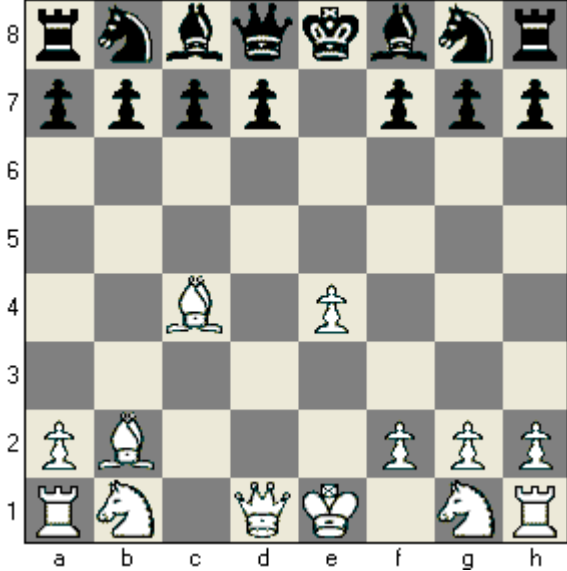
Pawn Structure

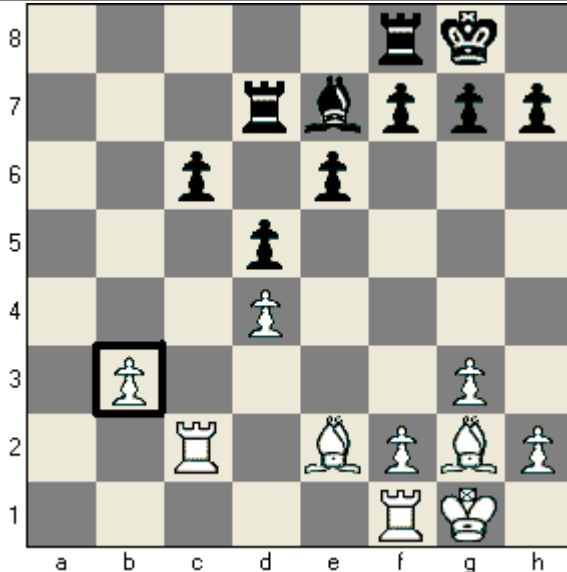


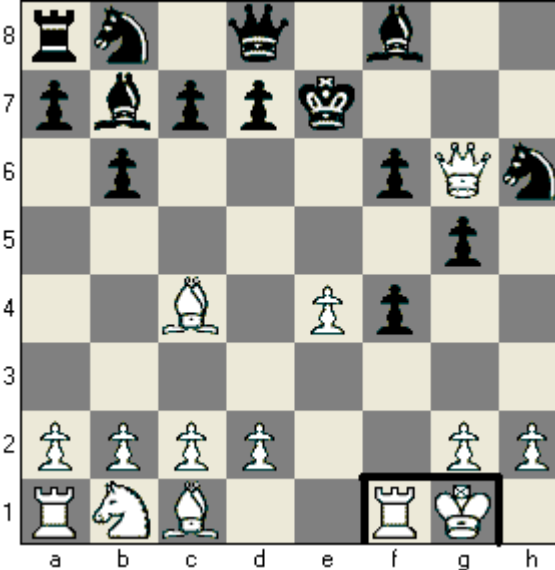
Space

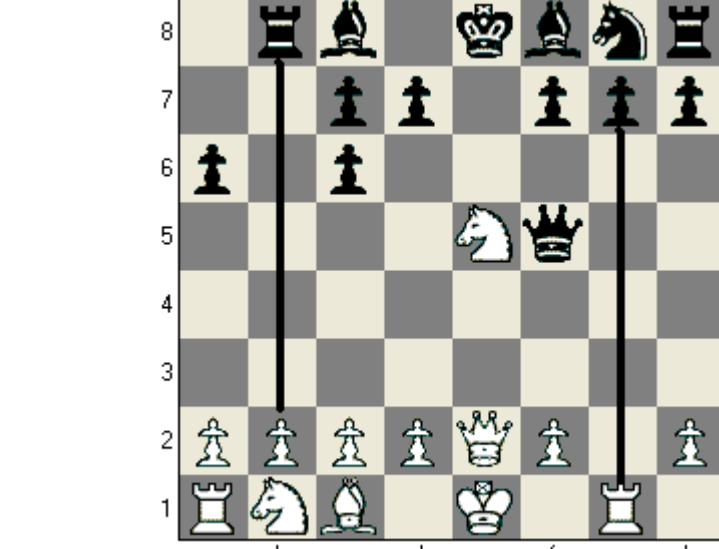
International Master

The next highest title below Grandmaster. Abbreviation IM.

Initiative	The player that is on the attack, or otherwise applying pressure to the opponent on the defensive, is said to "have the initiative."
<p>Example:</p> <p>Right now believe it or not both White and Black have made the same amounts of moves. The difference is, White has developed 2 pieces and is already setting up an attack, where as Black still needs to figure out his defense. This is the opening called the "Danish Gambit". White is also ahead on Development.</p>	

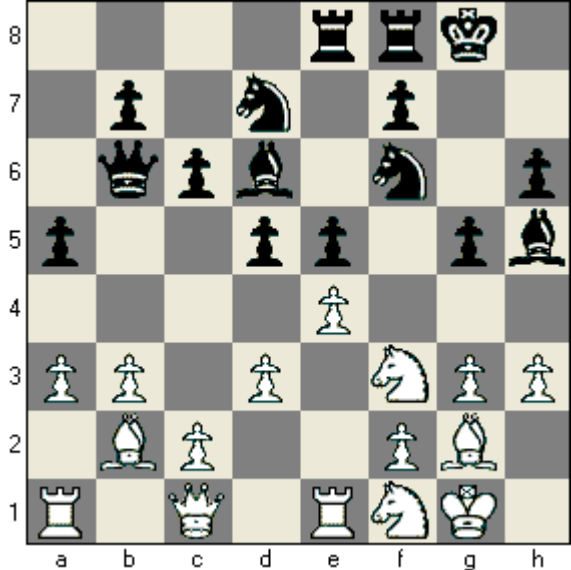
Isolated pawn	A Pawn with no friendly Pawns on the adjacent files. It cannot be protected by Pawns, and the square directly in front of it can be a safe haven for enemy pieces as they cannot be threatened by Pawns.
<p>Example:</p> <p>An Isolated Pawn is not a very strong Pawn. He is easily found. In the diagram to the right the Pawn on b3 is Isolated. You can tell because he has no more little Pawn buddies to help protect him.</p>	

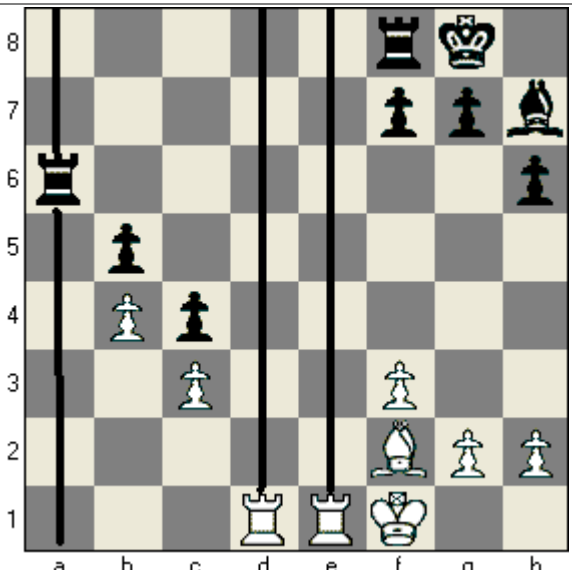
King Safety	Having your King either Castled on the Kingside or Queenside, having your King placed into a safe place with adequate protection.
<p>Example:</p> <p>In the diagram White has a safe King because it is castled. Black's King is exposed and easily attacked.</p>	

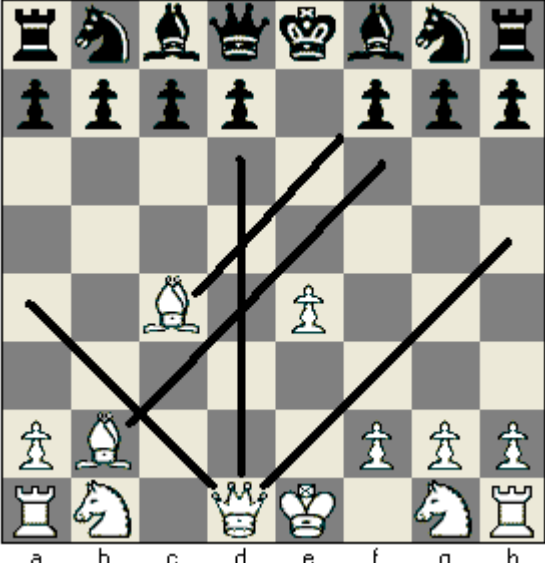
Key Squares and Files	If there are open Ranks, Files, or Diagonals placing pieces that attack on them is Key.
<p>Example:</p> <p>Black and White have half-open files. So it is "Key" to put Rooks on a half open file. That is a Key File.</p>	

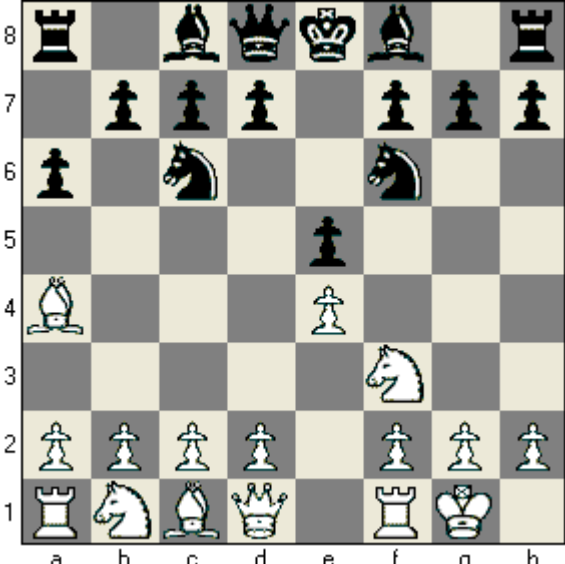
Kingside	The half of the board from which the King starts. The e, f, g and h files.
<p>Example:</p> <p>This is the Kingside of the board. The King has his own Bishop, Knight, and Rook.</p>	

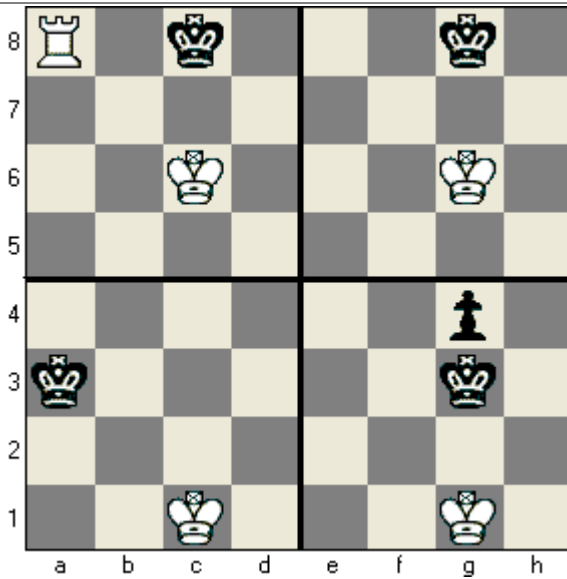
Material	Your pieces and pawns (excluding the King).
<p>Example:</p> <p>King- whole game</p> <p>Queen- 9 points</p> <p>Rooks- 5 points</p> <p>Bishops- 3 points</p> <p>Knights- 3 points</p> <p>Pawns- 1 point</p>	

<p>Middle Game</p>	<p>The phase of the game between the opening and endgame. The Middle Game generally starts after development has been completed by both sides.</p>
<p>Example:</p> <p>This diagram is Kasparov vs Deep Blue. This is the first game. Kasparov and Deep Blue have now finished their development. Once they have both developed and made their Kings safe, we start the Middle Game.</p>	

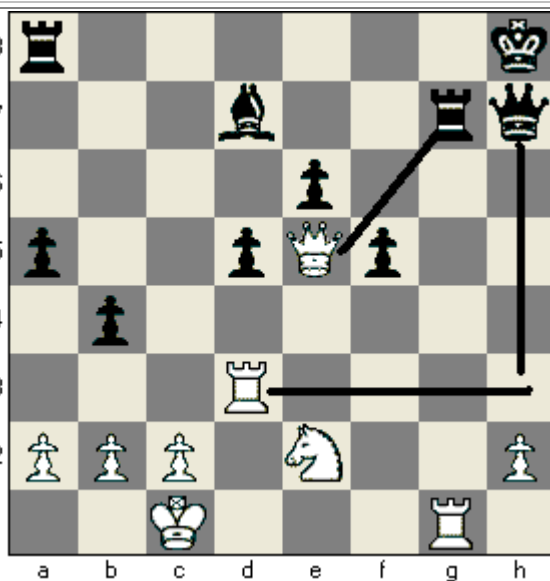
<p>Open file</p>	<p>A file where no pawns are present. Rooks are at their strongest when placed on open files.</p>
<p>Example:</p> <p>When there are no Pawns on a file it is called an Open File. Rooks and Queens are normally placed on open files.</p>	

<p>Open Position</p>	<p>A position where there are few center Pawns, and many open attacking lines. A lead in development is crucial to exploiting an open position.</p>
<p>Example:</p> <p>In an Open Position it is better to keep your Bishops because of the long range attacking possibilities. Where as Knights cannot attack from far away. When there are not many Pawns in the center, and there are open diagonals and open lines, you are probably playing an Open Game.</p>	

<p>Opening</p>	<p>The beginning phase of a game, usually the first 10-15 moves. It is characterized by rapid development of forces, control and/or occupation of the center, and getting the King to safety. The real purpose of the opening is to create an imbalance in the enemy's camp, and development of pieces to exploit this imbalance.</p>
<p>Example:</p> <p>This Opening is a famous one. It is called the Ruy Lopez. Normally in an Opening you try to:</p> <ol style="list-style-type: none"> 1. Control the center 2. Develop your pieces 3. Get your King safe (castling) 	

<p>Opposition</p>	<p>An endgame term meaning the King not forced to move. Where the two Kings stand on the same file or diagonal with an odd number of squares between them, the player that doesn't have to move is said to "have the opposition." This is important in King and Pawn endings as the player who can secure the opposition can effectively guard certain spaces or drive the opposing King back.</p>
<p>Example:</p> <p>Opposition is very important in the end game. It allows you to almost control your opponents King.</p> <p>Opposition is used in a number of different ways. A couple are:</p> <ol style="list-style-type: none"> 1. Rook and King checkmates 2. Direct Opposition 3. Diagonal Opposition 4. King Space King Pawn (promoting a Pawn to a Queen) 	

<p>Overworked Piece</p>	<p>A piece which is required to do too much, defending too many pieces or squares at once. These pieces are open to attack, because moving them leads to a number of weaknesses being exposed.</p>
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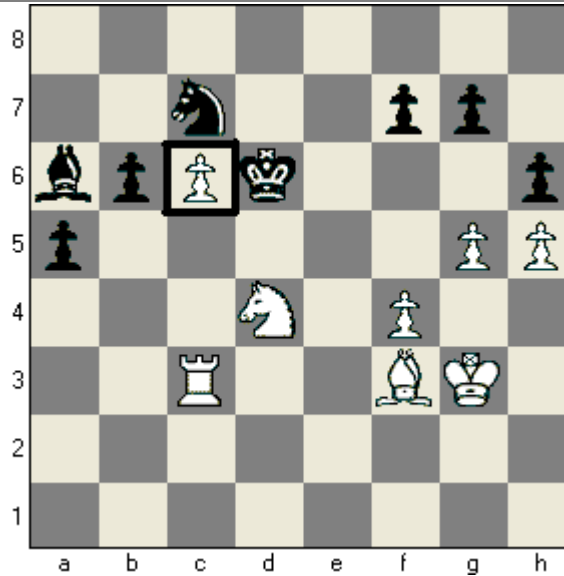
<p>Example:</p> <p>The Black Queen is protecting both the Rook and the King. When White plays his Rook to h3 he creates a pin on the Queen. The Queen has no choice but to capture the White Rook. After the capture we have removed the Overworked Piece and White will now play Queen takes g7 checkmate (Qxg7++).</p>	
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Passed Pawn

A Pawn that has advanced past any enemy pawn that could hinder or capture it. Passed Pawns are what are needed to promote.

Example:

Passed Pawns are the strongest kinds of Pawns you can have in chess. When there are no more enemy Pawns that can threaten to capture your Pawn, its called **Passed** because have passed all enemy Pawns. If you have a **Passed Pawn** it is important to keep it protected because if the Pawn makes it to the 8th rank it can promote to any piece it wants (except a King). If you are playing against a **Passed Pawn** try to block its path with either a Knight or a Bishop.

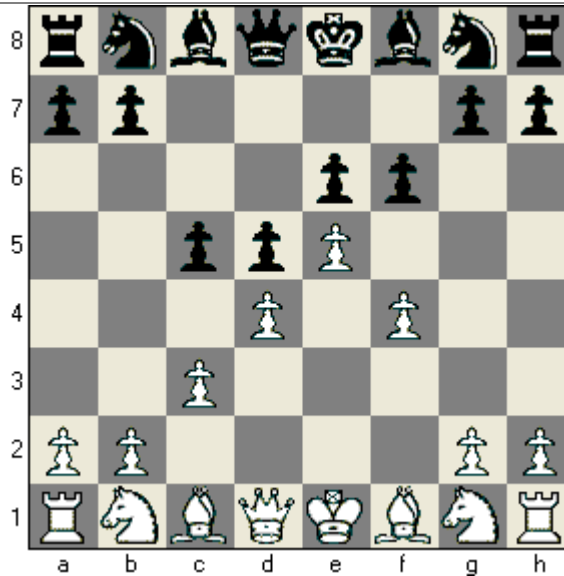


Pawn Chain

Two or more similarly colored Pawns linked on a diagonal. The weakest point of such a chain is its base, as that Pawn cannot be defended by another Pawn.

Example:

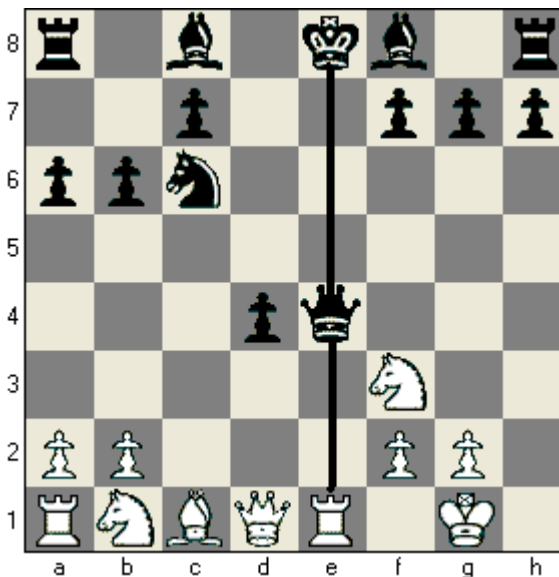
Pawn Chains, are a type of Pawn Structure. **Pawn Chains** are very important in determining who has more space. **Pawn Chains** also help with defensive and offensive attacks. To attack a **Pawn Chain** find the base and try to capture Pawns from the base up.



Pin
 At attack by a Queen, Rook or Bishop on a piece which cannot move without exposing a more important piece or square. The pinned piece is said to be masking or screening the more important piece or square. An absolute pin is where the screened piece is a King, therefore it is illegal for the pinned piece to move as it would expose the King to check. A relative pin is where moving the pinned piece would result in a loss of material or other unfavorable effects.

Example:

Pins are a form of a tactic. **Pins** are very powerful in winning material and trying to stop your opponent from doing certain things. 3 pieces can **Pin**: Bishops, Rooks, and the Queen. You can determine if it is a **Pin** by which piece is in the front. when you are attacking the weaker or less important piece with a stronger or more powerful piece behind it you have a **Pin**. In the diagram the White Rook is attacking the Queen (9 points). Behind the Queen is the King (whole game), so the Queen is less important than the King so this is a **Pin**. Black's Queen cannot move off the e file because it is **Pinned**.

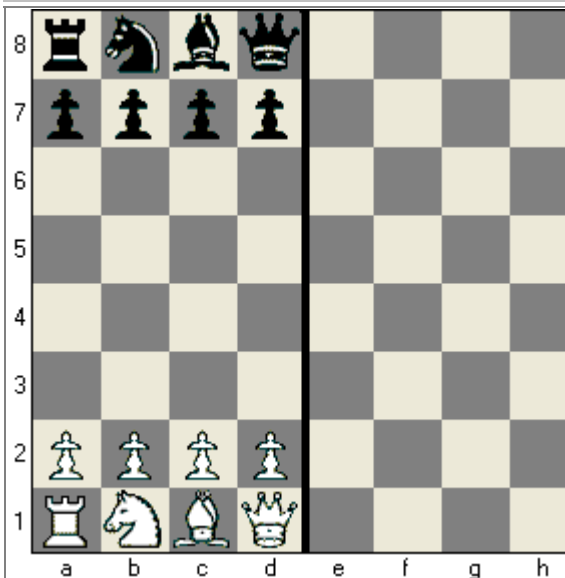


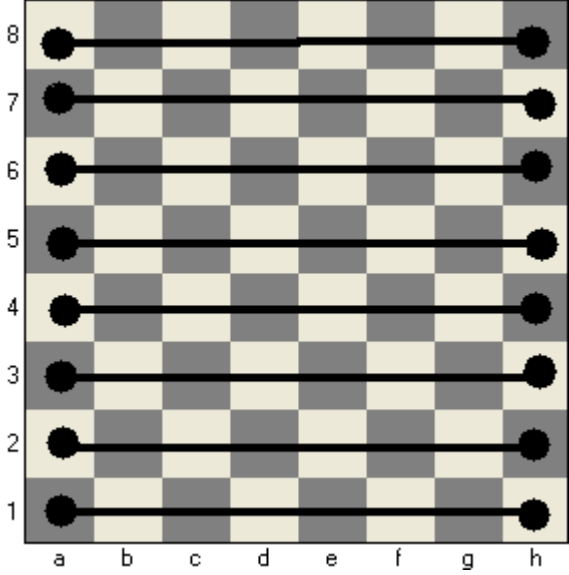
Queenside

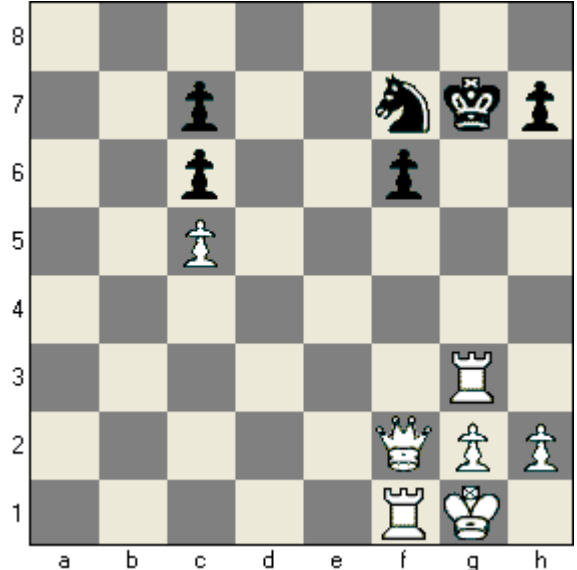
The half of the board from which the queen starts. The a, b, c and d files.

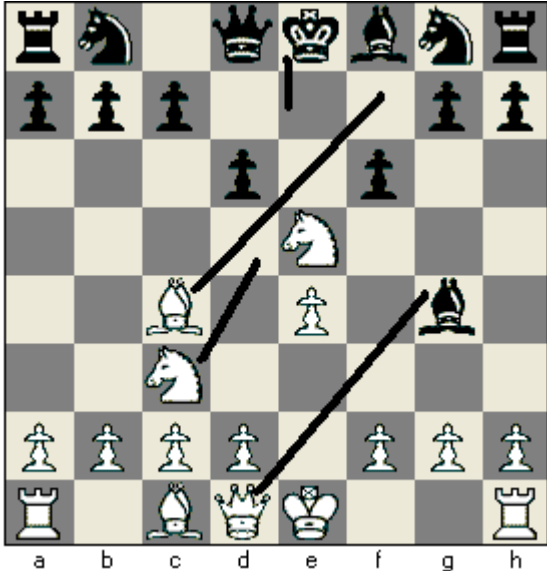
Example:

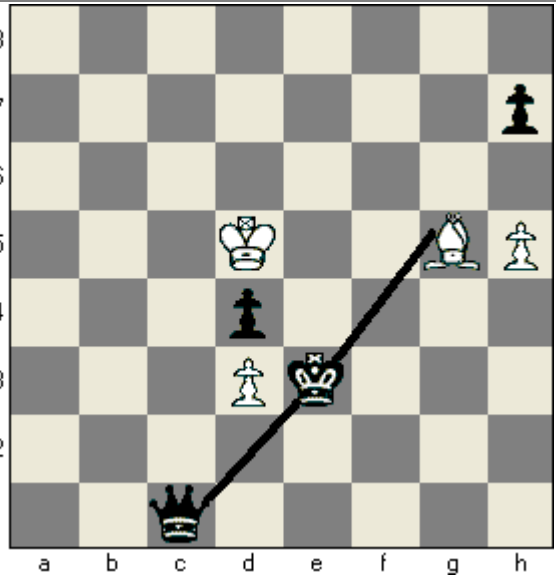
This is the **Queenside** of the board. The Queen has her own Bishop, Knight, and Rook.



Rank	A row of eight squares across the chessboard. In Algebraic Notation these are labeled 1 to 8, starting with the rank at White's end of the board.
<p>Example:</p> <p>Ranks go side to side. Rooks and Queens travel on Ranks.</p>	

Resign	When a player sees his position is hopeless, and ends the game before checkmate.
<p>Example:</p> <p>When you have a position where it is impossible for you to win, you might Resign out of good sportsmanship. To Resign you would gently knock over your King and shake hands.</p>	

Sacrifice	Voluntarily offering material in exchange for a perceived favorable advantage other than the material.
<p>Example:</p> <p>This opening is called Legal's Mate. Famously known for the Queen Sacrifice. You normally only Sacrifice your Queen if you see a checkmating pattern. Sacrificing other kinds of material can be good to gain an advantage in other areas. In this diagram the Black Bishop takes the White Queen (5...Bxd1) Next the White light squared Bishop plays to f7 check (6.Bf7+). The Black King goes up to e7 (6...Ke7). Then the White Knight on c3 moves to d5 for checkmate (7.Nd5++).</p>	

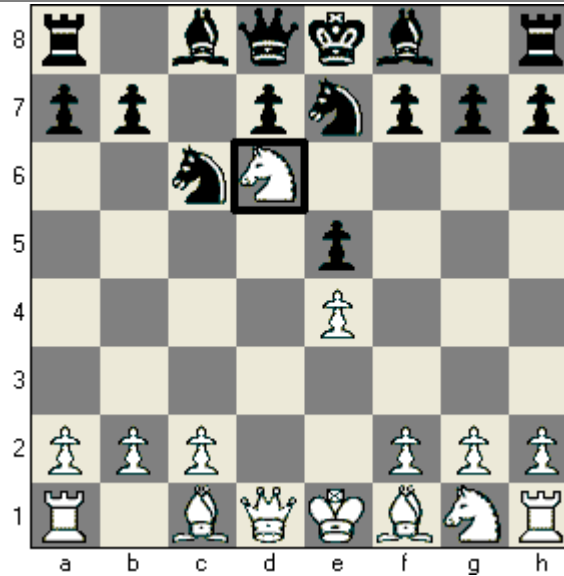
Skewer	A tactic where an enemy piece is attacked and forced to move, exposing another enemy piece behind it to capture.
<p>Example:</p> <p>The Skewer is a very powerful tactic. This tactic can change a game very fast. Like a pin, the Skewer can only be performed on ranks, files, and diagonals. Rooks, Bishops, and the Queen are the only pieces that can perform the Skewer. When you are attacking a more important or more powerful piece and there is a less important or less powerful piece behind that stronger piece you have created a Skewer. In the diagram the White Bishop is attacking (checking) the Black King (whole game), and behind the King is the Black Queen (9 points). Now the Black King must move out of the way allowing the White Bishop to capture the Black Queen. White was losing before the Skewer, now thanks to the all powerful Skewer Whites chances of winning are looking good.</p>	

Smothered Mate

Checkmate by a knight, all squares adjacent to the king being blocked by its own pieces.

Example:

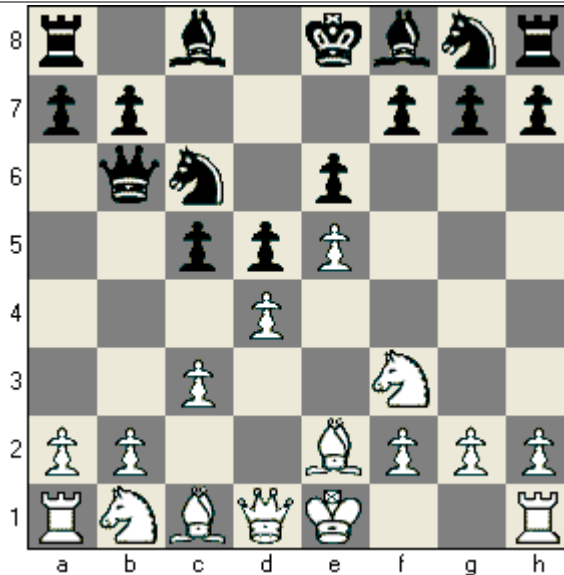
When you are playing chess you must watch out for the **Smothered Mate**. When you have your own King surrounded with pieces it makes it hard for the King to move around. Less King mobility can hurt your position. In the diagram Black has played very defensively and it will cost him the game when the White Knight plays to d6 checkmating the Black King. If Black did not have all of the pieces around the King he would probably be able to move out of the Knight's way but because he **Smothered** himself with his pieces he fell victim to the **Smothered Mate**.

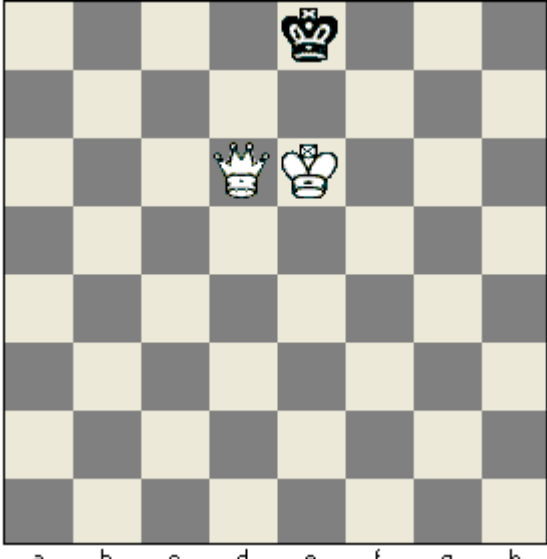
**Space**

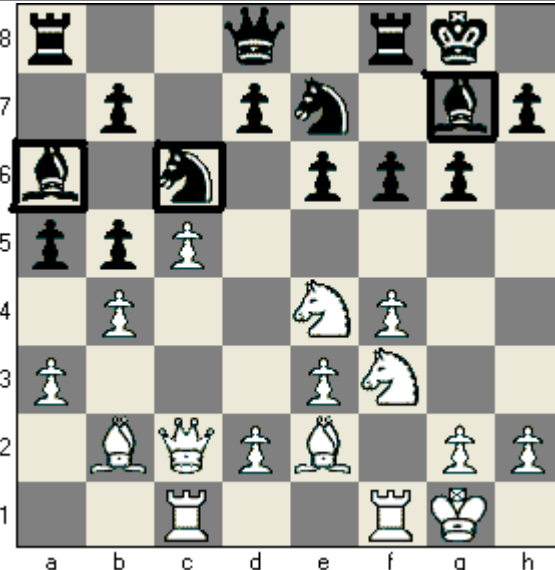
The amount of area of the chess board controlled by each side.

Example:

Space is very important in chess. **Space** lets your pieces move around freely. The more **Space** you have in your game the more tactics you can set up and execute. **Space** is usually defined by your Pawn structure. In the diagram you can see White's Pawns are starting to make more **Space** for him, while Black looks good but he is a little cramped.



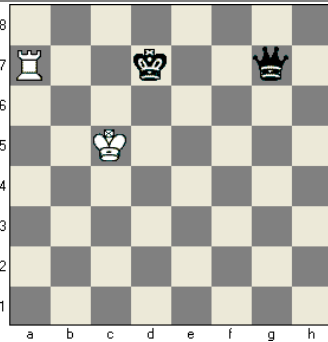
Stalemate	A position is which the player whose turn it is to move has no legal move but is not in check. A drawn game.
<p>Example:</p> <p>Stalemate occurs when you have no legal place to move your King. You can never move into check, so in the diagram the Black King is not being attacked but it is Black's turn and he can not move anywhere that does not put him in check. So the position is a Stalemate.</p>	 <p>The diagram shows an 8x8 chessboard with columns labeled a-h and rows labeled 1-8. A Black King is on e8. Two White Kings are on d6 and e6. All other squares are empty. It is Black's turn to move, but the King on e8 cannot move to any square without being in check.</p>

Superior Minor Piece	Minor pieces are Knights and Bishops. When one player has their minor pieces in better position or developed into the center they are superior to undeveloped or bad positioned minor pieces.
<p>Example:</p> <p>As you can see in the diagram Black cannot move his light squared Bishop, nor can his dark squared Bishop go to far. One of his Knights is in bad position and cannot advance. While Whites dark Bishop and Knights are attacking the center and can move around easily. So White has the Superior Minor Pieces.</p>	 <p>The diagram shows an 8x8 chessboard with columns labeled a-h and rows labeled 1-8. White's pieces include a dark Bishop on b6, a Knight on c6, a Knight on e4, a Knight on f3, a Bishop on f2, and a Knight on g2. Black's pieces include a light Bishop on a6, a dark Bishop on h6, a Knight on d6, a Knight on e5, a Knight on f5, a Knight on g5, a Knight on h5, a Knight on b5, a Knight on c5, a Knight on d5, a Knight on e5, a Knight on f5, a Knight on g5, a Knight on h5, a Knight on a5, a Knight on b5, a Knight on c5, a Knight on d5, a Knight on e5, a Knight on f5, a Knight on g5, a Knight on h5, a Knight on a5, a Knight on b5, a Knight on c5, a Knight on d5, a Knight on e5, a Knight on f5, a Knight on g5, a Knight on h5. The board is otherwise filled with pawns and other pieces.</p>

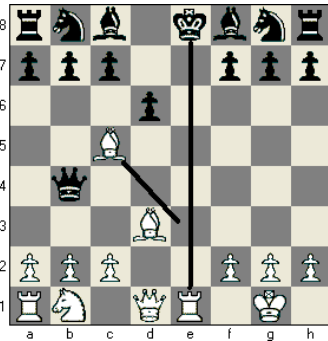
Tactics Traps, threats, and plans based on the calculation of combinations or variations. A position where many combinational ideas are present is a tactical position.

Example:

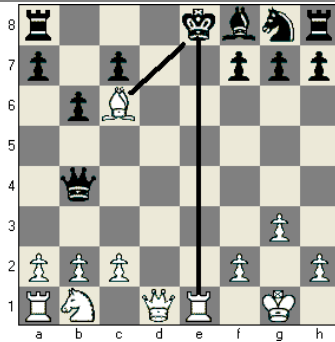
Tactics are a strong way of gaining material or position.



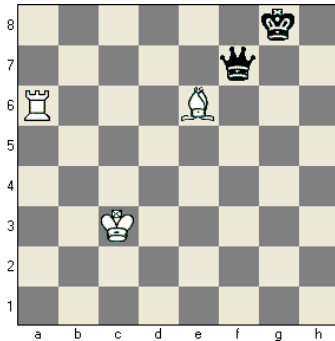
Skewer



Discovered Attack



Double Attack



Pin

Tempo

A unit of time represented by a move. For example, forcing the opponent to move a piece twice in the opening can gain a tempo. Plural is "tempi".

Example:

Tempo is just like a rhythm. It is the amount of time you have used in chess. If White goes first he should always be 1 move ahead and then Black moves and we have an equal position. But sometimes players make moves that can change the **Tempo**. In the diagram White has just lost a **Tempo** because the White Queen is being attacked by the Black Knight. If the Queen moves back to d1 Black will develop his Bishop. Now Black has 2 pieces developed and all White has is 1 Pawn in the center. Black now has the **Tempo** in his favor because Black is a move ahead of White. White moved the Queen in a place where it could be easily attacked by Black. When White moves his Queen to safety he has lost **Tempo**.

