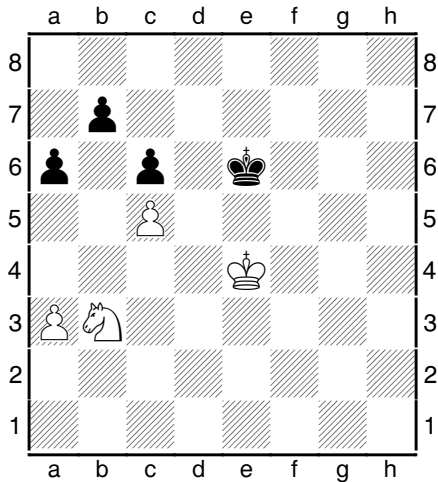
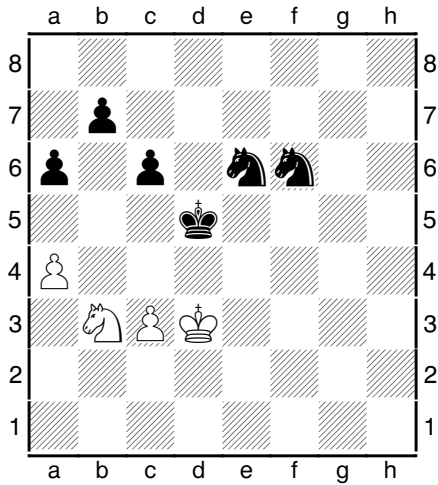


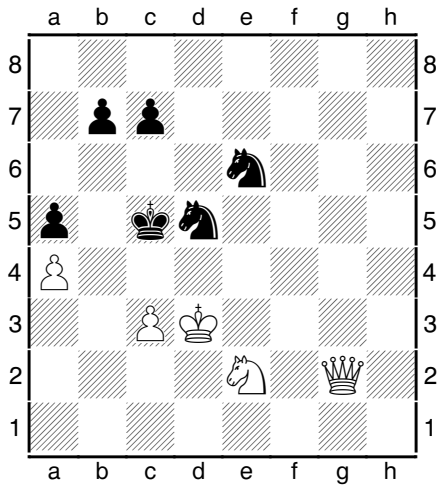
**Knight Tutor 1**



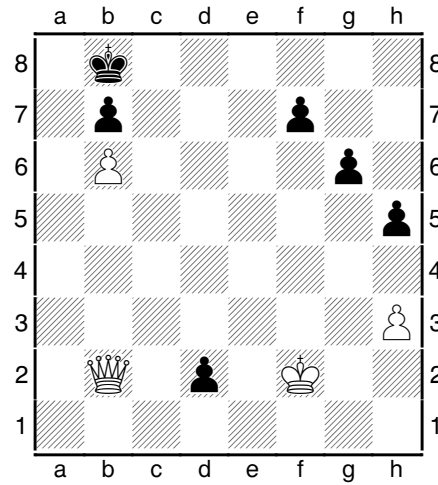
1. White to Move and Win



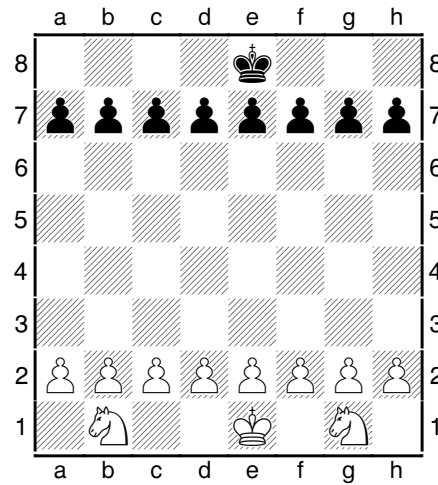
2. Black to Move and Win



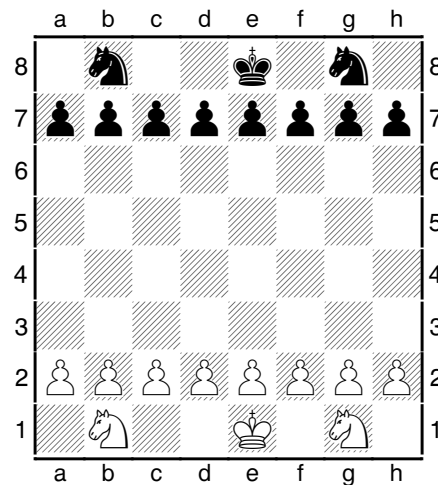
3. Black to Move and Win



4. Black to Move and Win



5. White to Move and Win



6. Knights Game  
Tactical Problem 4.0

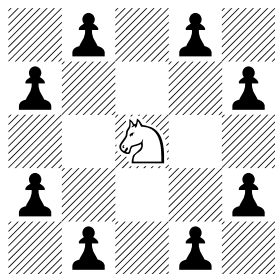


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## Knight Tutor 1

Most people think of the Knight's move as an "L" shape because that is the way they have been taught. Because the "L" may be reversed, sideways, upside down, etc. many people have trouble visualizing all the spots to which a Knight may move from a given square. This is further complicated when several Knight moves in a row are contemplated ("How can I get my Knight from b1 to d4?").



In the above diagram each of the black pawns encircling the Knight represents one of the eight squares to which he may move. To help visualize them on an actual board, you may find it helpful to think of four "T"s or "Y"s (radiating north, east, south, and west). The Knight is at the base and two pawns are at the outer ends of each "T" or "Y" (four total). You may also try to visualize the "circle."

## Solutions to Problems

1. The key move is **1.Na5!** threatening Black's b-pawn. If Black plays 1...b6, then 2.cxb6. Other solutions are possible, but this is quickest.
2. The key move is **1...Nc5+!** which forks the White King and Knight. This forces the trade of White's only Knight giving Black winning material. Other solutions are possible, but this is quickest.

3. The key move is **1...Ndf4+** (or ...Nef4+) which forks the white King, Queen, and Knight leading to the loss of the Queen and probably the Knight as well (2.Nxf4 Nxf4+ 3.K(any) Nxc2), again with winning material.
4. The key move is **1...d1=N+!** forKing the white King and Queen (not ...d1=Q?? 2.Qh8+ Qd8 [forced] 3.Qxd8#) and giving Black winning material after 2...Nxb2.
5. Practice exercise intended to be played against a teacher, computer, or other strong opponent.
6. **Tactical Problem 4.0** Intended for two players of equal strength.

## Terms:

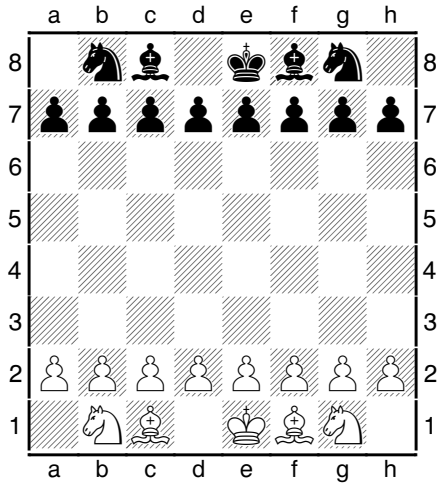
**Fork** - one of the "Four Basic Tactics" ("pins," "forks," "skewers," and "discovered (uncovered) attacks." A fork is a simultaneous attack by one unit on two, or more, enemy units in different directions. The "Knight fork" is the most well known of these, but all types of units can create forking attacks.

**Helper** - a pawn, or piece (Knights in this tutorial), that helps a pawn to advance safely. A 'Knight helper' may become, a 'protector' or 'guard' when the pawn advances but is more effective when aided by his King, or other pieces.

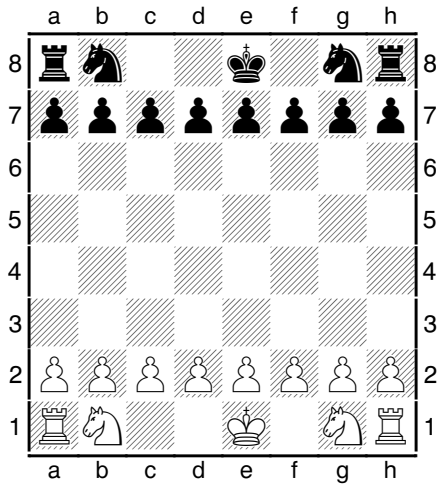
**Protector (Guard)** - a pawn, or piece (Knights in this tutorial), that protects (or guards) another pawn, or piece. A 'Knight protector' may only become a 'helper' by moving, as it cannot guard two adjacent squares on the same file.

**Outpost Square** - a weak square in enemy territory that isn't, or cannot be, guarded by his pawns. Outpost squares are usually on the opponent's third or fourth rank and usually within the central zone (sixteen squares). Outpost squares are often the "hole" in front of an enemy pawn and may often be occupied by friendly pieces (such as Knights), supported by other pieces and pawns. There they may exert a devastating influence.

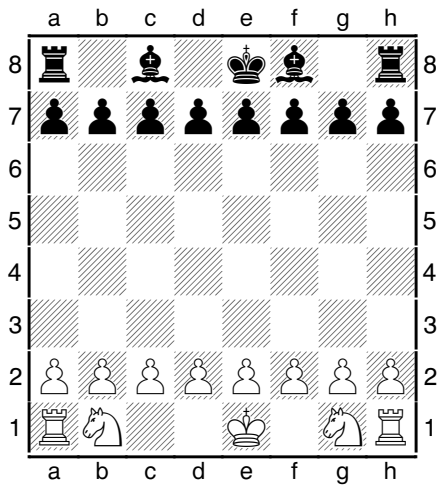
### Knight & Bishop Tutor



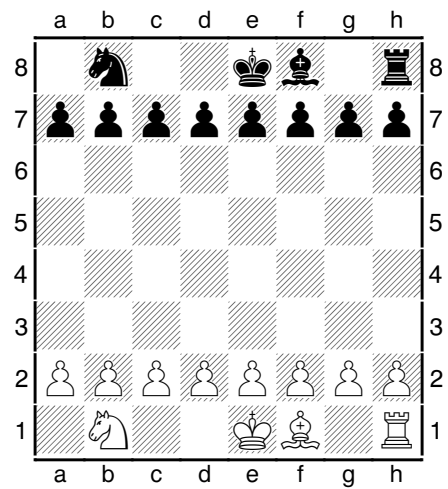
1. Knights & Bishops Game  
Tactical Problem 4.1



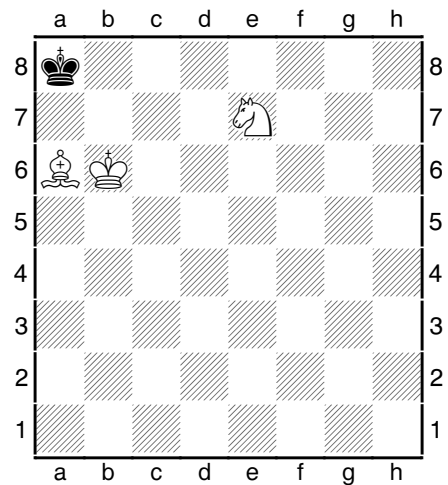
2. Knights & Rooks Game  
Tactical Problem 4.2



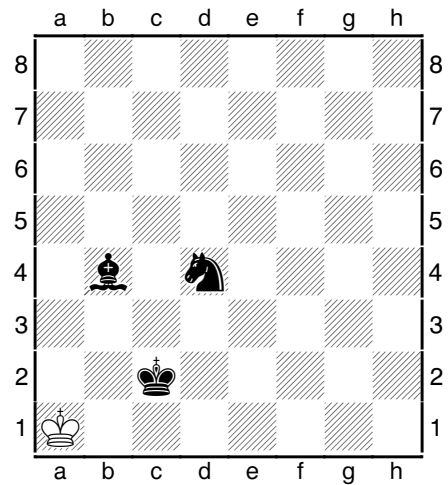
3. Bishops Vs. Knights



4. Opposite Colored Bishops



5. White Mates in Two



6. Black Mates in Three



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## Knight & Bishop Tutor

In exercises 1 - 4 material is usually even, though not always identical. They are intended as short games or endgame practice primarily for two students. There is, however, no rule against non-handicap contests between student and teacher, etc.

Exercises 5 and 6 have “correct” solutions. They are intended to introduce Bishop and Knight checkmates. The combination of Bishop and Knight is difficult to master, even when one has a clear idea of the desired outcome. As an endgame, it is not often encountered in actual play, but understanding the cooperation between these two “minor pieces” *will* help improve your general skill level in a major way.

### Solutions to Problems

5. **1.Bb7+** (not Nc6?? stalemate) **Kb8 2.Nc6#**  
 6. **1.Ne2** (or Nb3+) **Ka2 2.Nc1+ Ka1 3.Bc3#**

## The Major & Minor Pieces

Experienced chess players distinguish between “pawns” and “pieces.” All are “chess men” but “pawns” are not “pieces.” In addition, the Bishops and Knights are known as “minor pieces” while the Rooks and Queens are “major pieces” (the King is neither major nor minor, just “the King”). While many beginners prefer Bishops over Knights, or vice-versa, most of them understand instinctively that neither Bishops nor Knights are as strong as Rooks and Queens.

Many understand the relative strengths that are most commonly used. Under that system, Bishops and Knights are about equal in strength and they are each worth about three times as much as a pawn. Rooks are about as strong as five pawns, or a Bishop and two pawns, etc. The Queen is worth about nine pawns (Rook and four pawns, two Bishops and a Knight, etc.).

I like to add to the distinction between “major” and “minor” pieces by pointing out that against a lone enemy King you can *force* a checkmate with a single “major piece” if you know how (refer to the earlier tutorials, “Rook Tutor 4 – King & Rook Mates” and “Queen Tutor 1”). With only one “minor piece” you cannot achieve mate and the game is a draw. Therefore it is also useful to think of the “major pieces” as the “checkmate pieces”

It is true that checkmate against a lone King can be easily forced with two Bishops and a King, or with a Bishop, a Knight, and a King (although that is more difficult and takes a while). Two Knights and a King *cannot* usually force checkmate, and that is one reason why many experienced players prefer having two Bishops rather than two Knights in an endgame. In addition, Bishops are “long range” pieces while Knights are not

In light of all this it is even more important for beginners to understand the important endgame roles that the minor pieces, Bishops and Knights, may play as “helpers” and “protectors” for the pawns. The minor pieces will remain what they are, but a pawn may become a major piece, and win the game!

It is, therefore, usually advisable to avoid exchanging away your pawns in an ending where you are only ahead by a minor piece. Rather, use it (in concert with your King) to try to attack the enemy pawns and protect your own. On the other hand, if you are behind by a minor piece, or less, you should often seek to exchange away the enemy pawns so that they may not promote.

The beginner who wishes to greatly improve his play will pay special attention to understanding how to coordinate the minor pieces and pawns throughout the game.

In addition, setting up tactical problems and exercises to practice using minor pieces against major pieces, and vice-versa, may be extremely useful. Initially the better player may have the minor pieces as a “handicap” but such exercises are of benefit to all players. Some suggestions are Queen vs. two Bishops and Knight (or Rook), Q vs. RR, R vs. NB (or BB), R vs. N, R vs. B. A few pawns may be added for problems, or all the pawns for longer exercises.