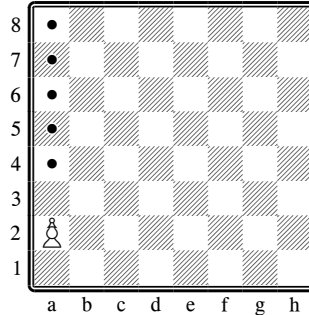
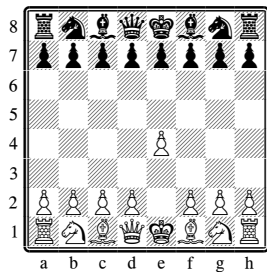


# CHESS STRATEGY AND TACTICS

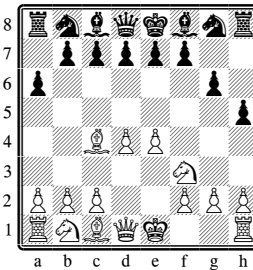
## TEMPO



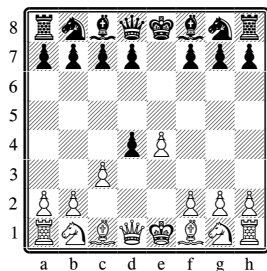
How long does it take a foot soldier to run across a field? It depends on the soldier and the field, but your answer will be in a unit of time, such as minutes. How long does it take a pawn to reach the far rank? In chess, there is a sense of time because moves are sequential (they follow each other) but we can't say it takes 10 minutes or 10 seconds, since that simply reflects how long we spend thinking and actually moving the pieces. As far as the chess position itself is concerned, it takes five moves (moving two squares initially) to reach the far rank. A single move is the smallest unit of time in chess, and we call it a *tempo*. It takes five *tempi* for the pawn to reach the end.



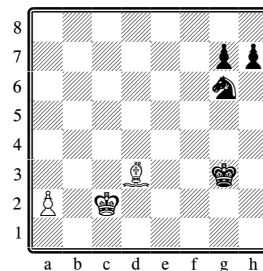
White moves first, so he is one tempo ahead of Black. If he had three more tempi (free moves) he could checkmate Black with Bc4, Qf3 (or Qh5), and Qxf7#.



In the opening, you are racing to form or prevent a central phalanx, to get your minor pieces (knights and bishops) into action, and to castle. In this position, White is four tempi ahead, which is a big advantage.



In open games (those starting 1 e4 e5), three extra tempi give you attacking chances that are generally worth a pawn. An opening that sacrifices a pawn for tempi is called a gambit. In the Danish Gambit above, White will even sacrifice two pawns: 3 ... dxc3 4 Bc4.



Can White win by capturing the knight at g6? Who is a tempo short?

# CHESS STRATEGY AND TACTICS

## Chess Symbols

<b>N</b>	<b>Knight</b>
<b>B</b>	<b>Bishop</b>
<b>R</b>	<b>Rook</b>
<b>Q</b>	<b>Queen</b>
<b>K</b>	<b>King</b>
<b>x</b>	<b>captures</b>
<b>+</b>	<b>check</b>
<b>#</b>	<b>checkmate</b>
<b>O-O</b>	<b>castles</b>
<b>O-O-O</b>	<b>castles long</b>
<b>ep</b>	<b>en passant</b>
<b>!</b>	<b>a good move</b>
<b>!!</b>	<b>a brilliant move</b>
<b>!?</b>	<b>an interesting move</b>
<b>?</b>	<b>a bad move</b>
<b>??</b>	<b>a blunder</b>
<b>?!</b>	<b>a dubious move</b>
<b>=</b>	<b>the position is equal</b>
<b>+ =</b>	<b>slightly better for White</b>
<b>- =</b>	<b>slightly better for Black</b>
<b>+/-</b>	<b>much better for White</b>
<b>-/+</b>	<b>much better for Black</b>
<b>+ -</b>	<b>White is winning</b>
<b>- +</b>	<b>Black is winning</b>
<b>∞</b>	<b>the position is unclear</b>
<b>1-0</b>	<b>White won</b>
<b>0-1</b>	<b>Black won</b>
<b>1/2</b>	<b>draw</b>

## Value of the Pieces

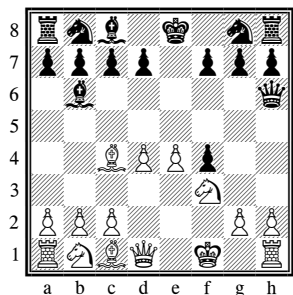
<b>N</b>	<b>3 pawns</b>
<b>B</b>	<b>3¼ pawns</b>
<b>R</b>	<b>5 pawns</b>
<b>Q</b>	<b>9 pawns</b>
<b>K</b>	<b>Infinite</b>

*In an endgame, a king has the fighting power of about 4½ pawns.*

## Sample Game

### Greco Gioachino vs. NN, 1620

1. e4 e5 2. f4 exf4 3. Bc4 Qh4+ 4. Kf1 Bc5 5. d4 Bb6 6. Nf3 Qh6



7. g3 Qh3+ 8. Kf2 fxg3+?? 9. hxg3 Qg4 10. Bxf7+ Kf8 11. Rh4 and Black resigns.

## Simple Tempo Scoresheet

*Score one tempo for any of the following:*

- If it is your turn to move.
- If you have a pawn in the center.
- If you have a second pawn in the center, or one defending your center pawn.
- For each minor piece developed. (knight or bishop)
- If you have castled.

*Score one tempo for any of the following, only if all minor pieces are already developed:*

- If your queen is developed.
- For each rook in an open file.

In the diagram at the left, White scores five tempi to Black's score of one tempo, so White is four tempi ahead.

**In the opening, the value of a tempo depends on the position, but in general a tempo is worth 1/3 pawn.**

In the diagram at the left, Black is up a pawn, but down four tempi, so White is ahead 1/3 pawn in general.

That is to say, White should have attacking chances worth more than the pawn sacrificed.