

CLASS 3 TOPICS

1. OPENINGS
 - a. Review of team game opening
 - b. Ruy Lopez
 - c. Giuoco Piano
 - d. Sicilian

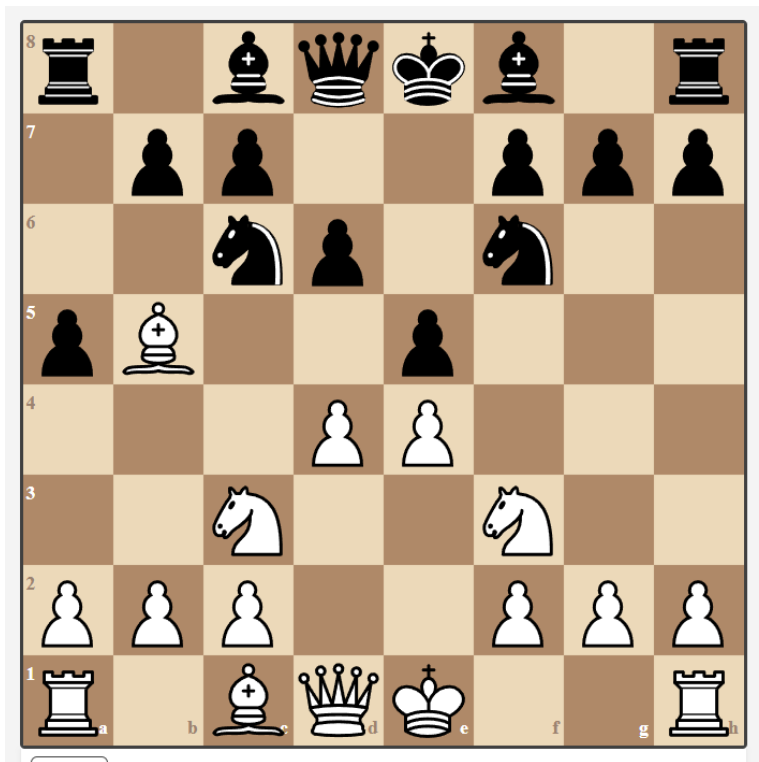
2. Tactics
 - a. Pin
 - b. Skewer
 - c. Review of Double Attack
(Homework Review)

3. Endings
 - a. King and 2 Rooks vs. King
 - b. King and 1 rook vs. King

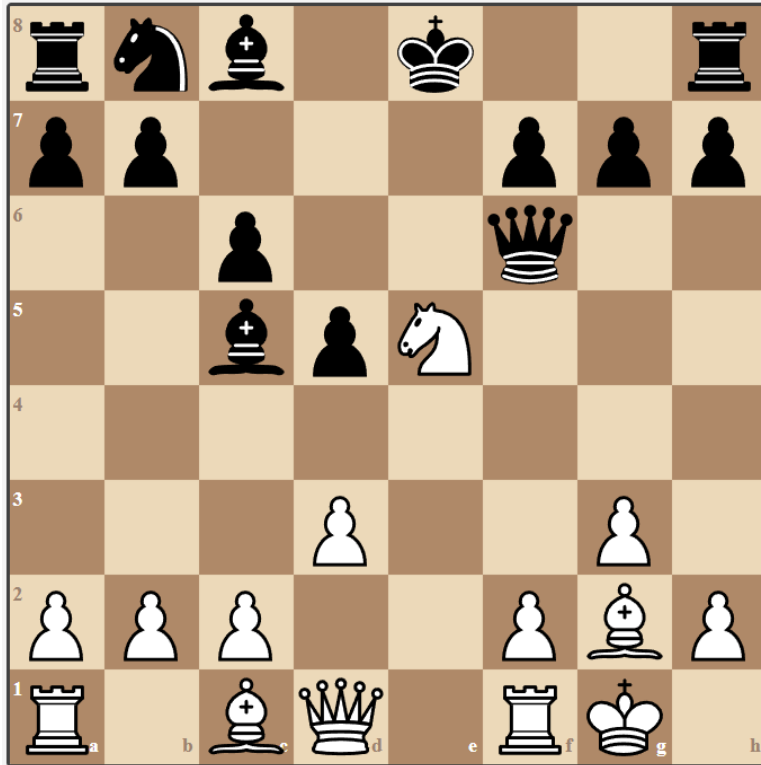
TACTICS

The Pin

The pin is one of the most common tactics used in chess, so you should study it very carefully. Bear in mind that any piece is vulnerable to a pin, but only a Queen, Bishop, or Rook can do the pinning – a King, Knight, or pawn can only play the victim.



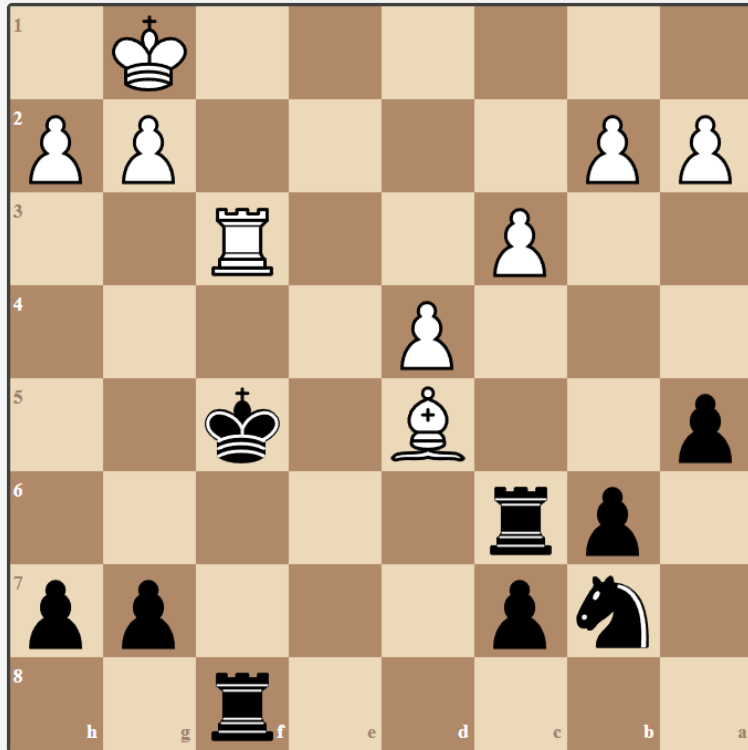
White to Move – What is the threat?



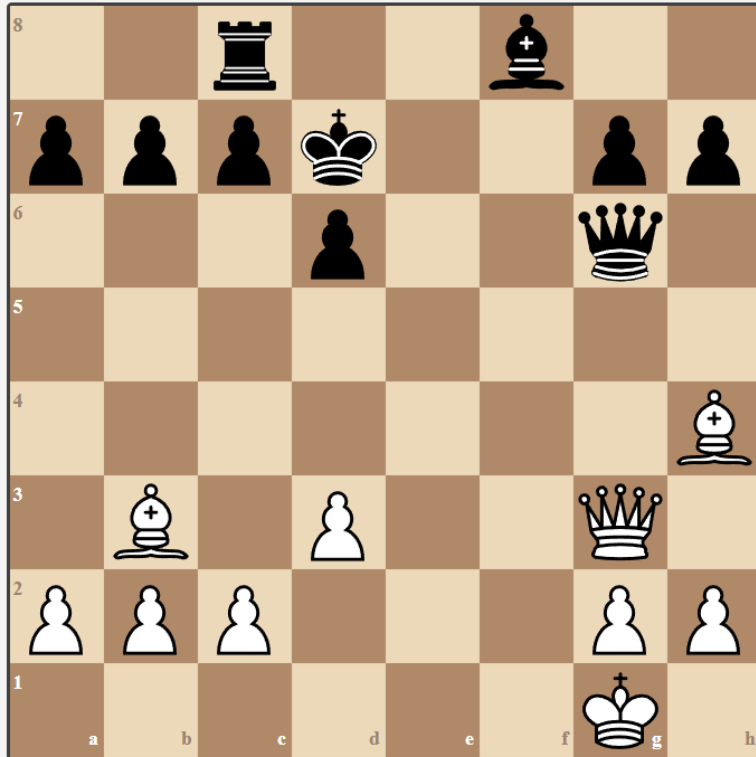
Black to Move White's Knight is hanging. Should Black take the Knight

The Skewer

A skewer has been likened to a pin in reverse. With a pin, the attacker's objective is to win the pinned piece or the more valuable piece behind it. With a skewer, the attacker's objective is to threaten a valuable piece so that it is forced to move, allowing the capture of a piece behind it.



In this Position, there are 2 Skewers. Describe them.

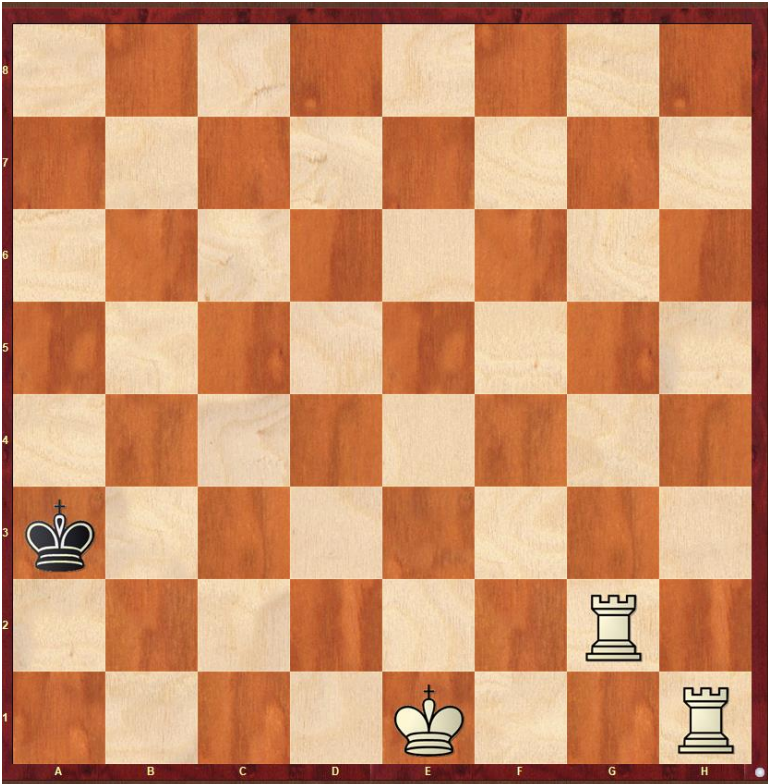


In this Position, it is White to move. With the skewer in mind, what should White play?

ENDINGS

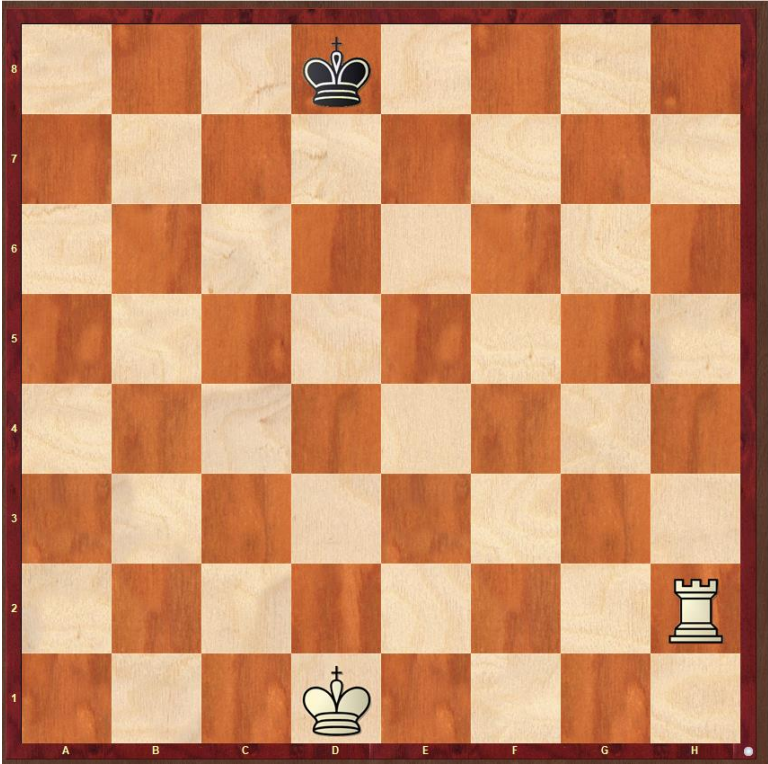
The next 2 Basic mates are King and 2 Rooks vs. King and King and 1 Rook vs King.

King and 2 Rooks vs King



White to Move

King and Rook vs King



White to Move