

2

MATERIAL CHESS

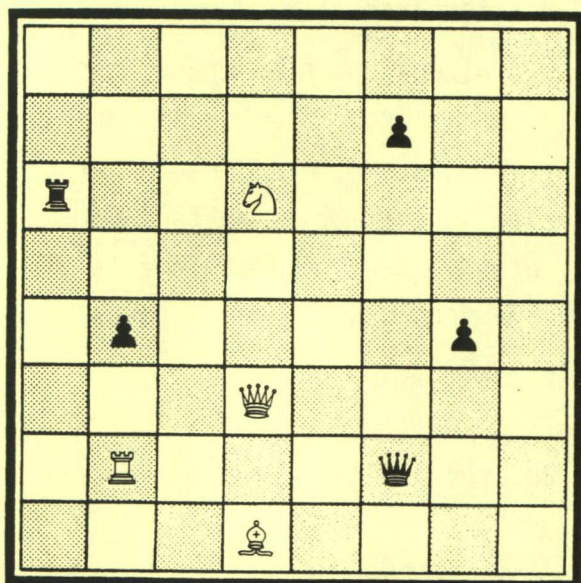
60 Minute Cassette

FROM BEGINNER TO LOCAL CHAMP, TAPE 2

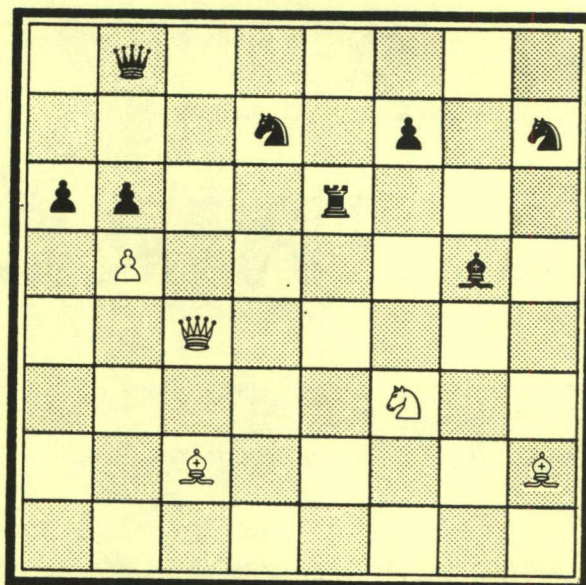
Material Chess, the science of attack and capture is the most important and most neglected aspect of a beginner's play. Lay the foundations for progress with this key cassette.

Section 2 of this tape explains how to assess the quality of your games.

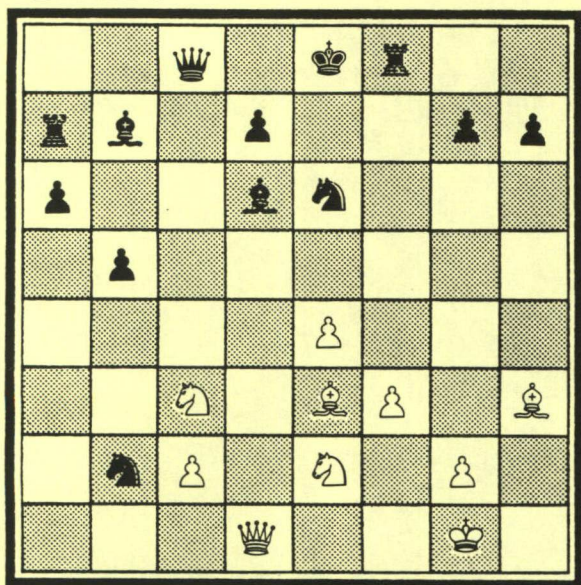
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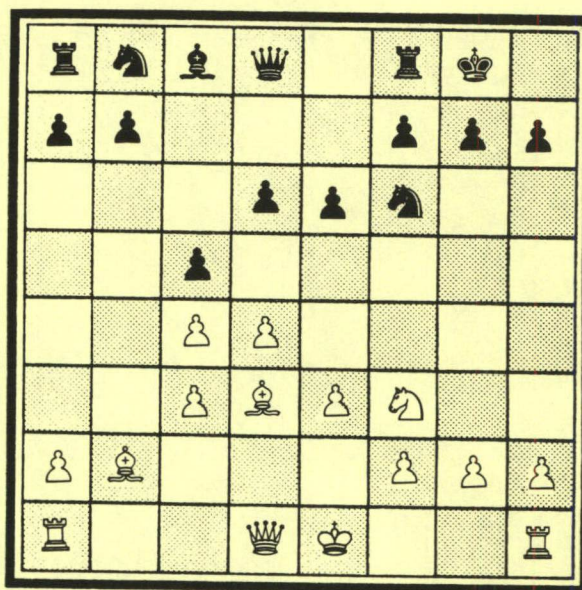
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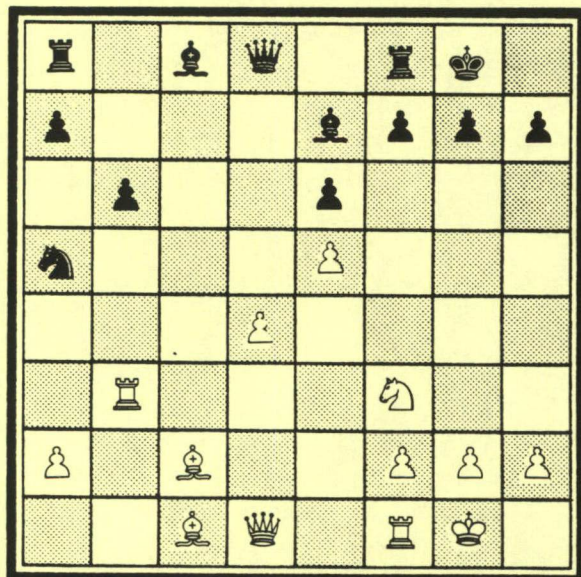
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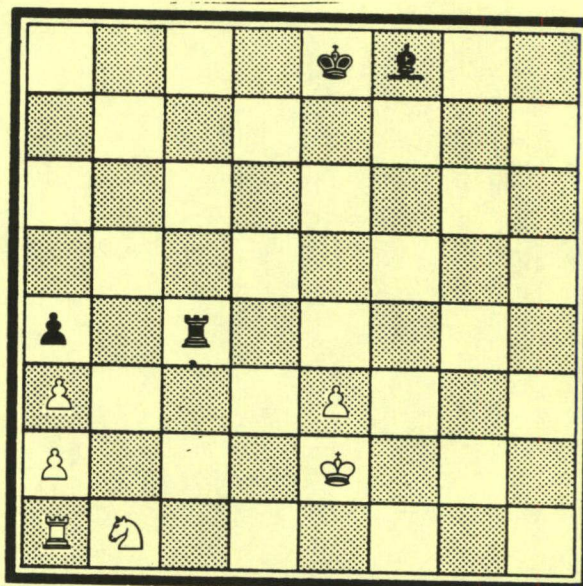
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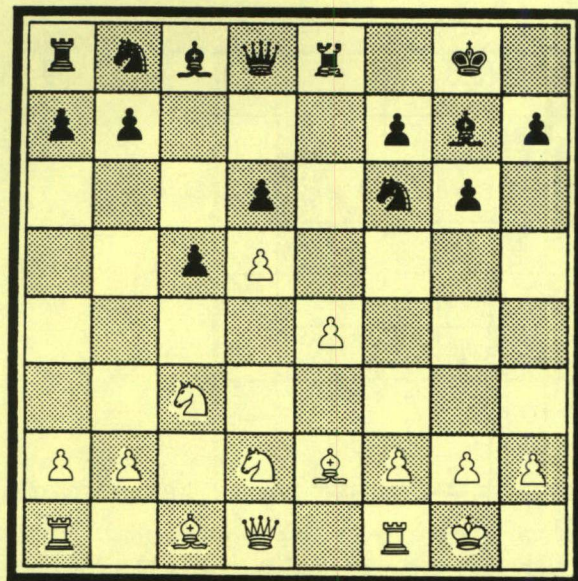
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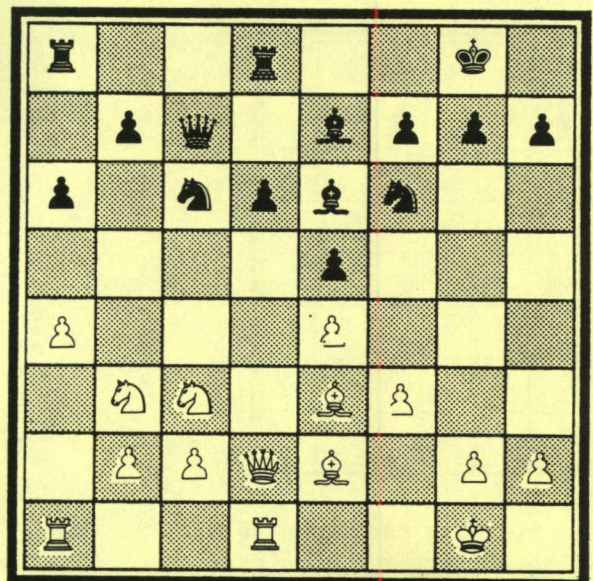
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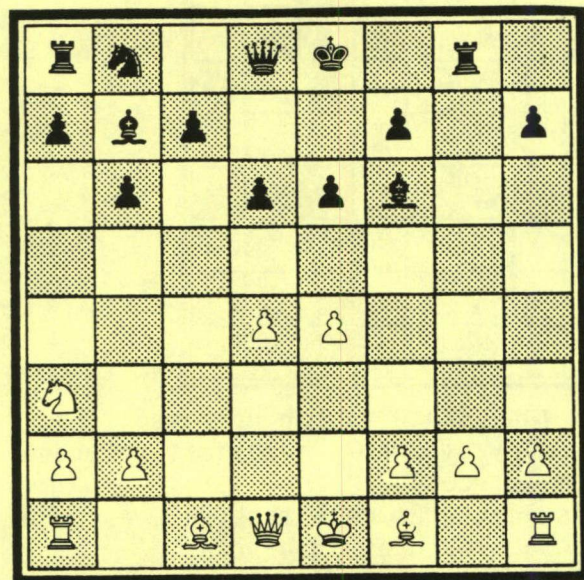
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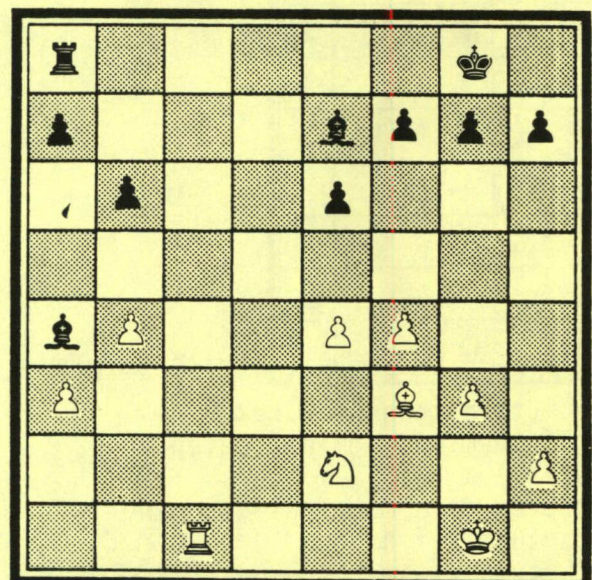
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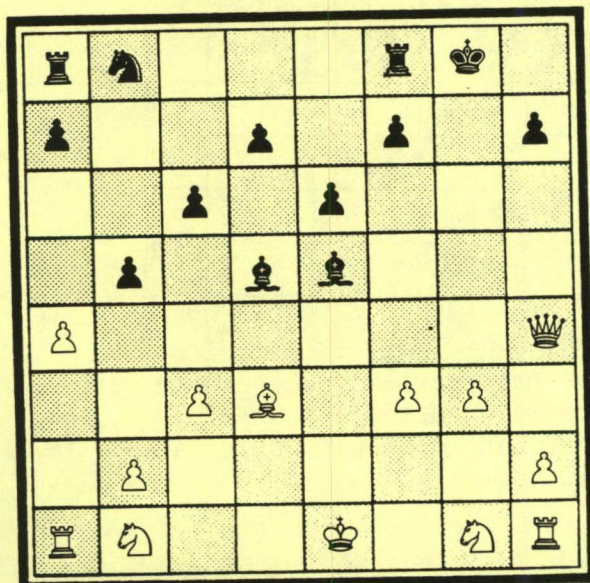
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2.10

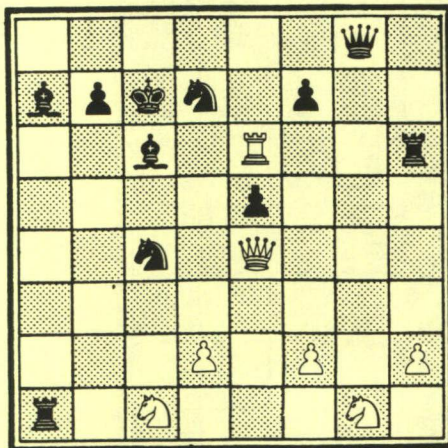


2.11



A. SIMPLE ATTACKS

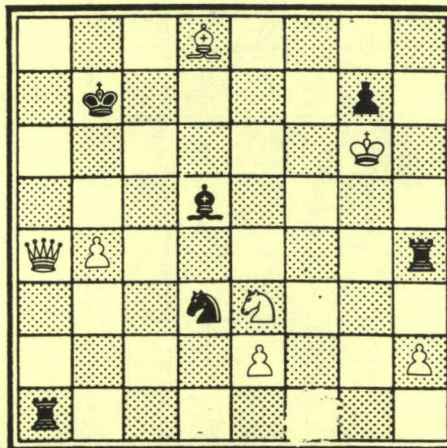
1.



Black to play

- 1) how many captures can he make?
- 2) put them in order of material gain.

2.

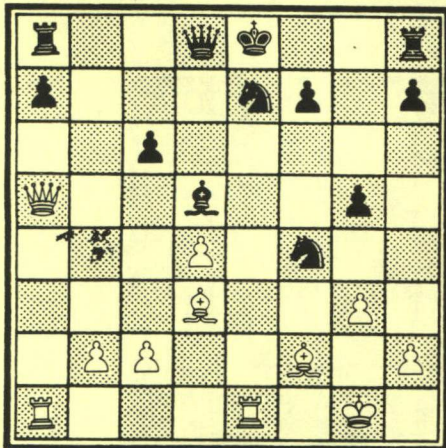


White to play

- 1) how many captures has he?
- 2) put them in order of material gain.

B. ATTACKS ON DEFENDED AND UNDEFENDED PIECES

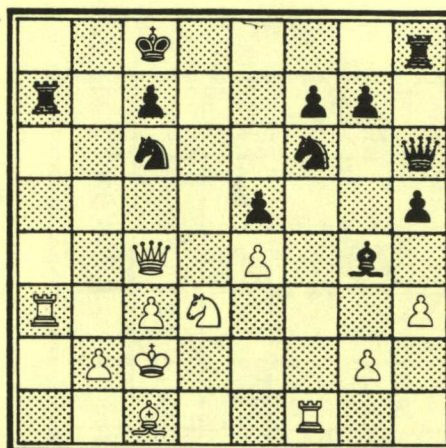
3.



White to play

- 1) how many captures can he make?
- 2) how many of them are against defended enemy pieces?
- 3) which captures gain material assuming black recaptures if he can

4.

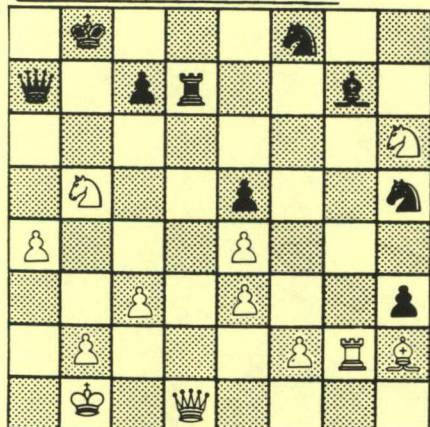


White to play

- 1) how many captures can he make?
- 2) how many of them are against defended enemy pieces?
- 3) which captures gain material, assuming black recaptures if he can.

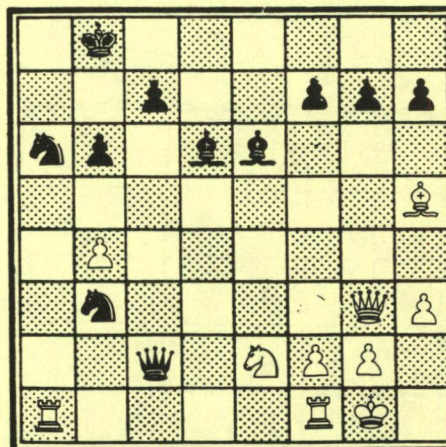
C. ATTACK BY BOTH SIDES

5.



- 1) how many captures for white?
- 2) how many for black?
- 3) what capture should white make, assuming it is his move?

6.



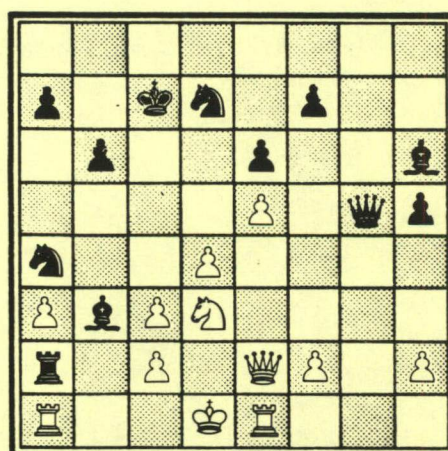
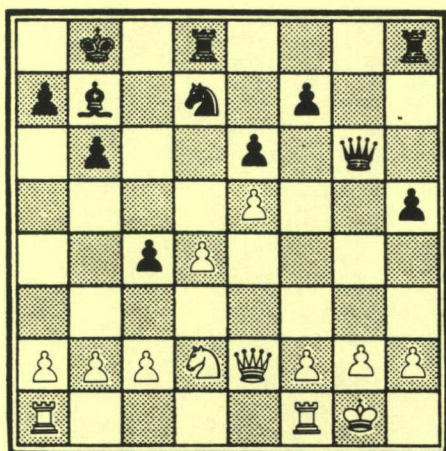
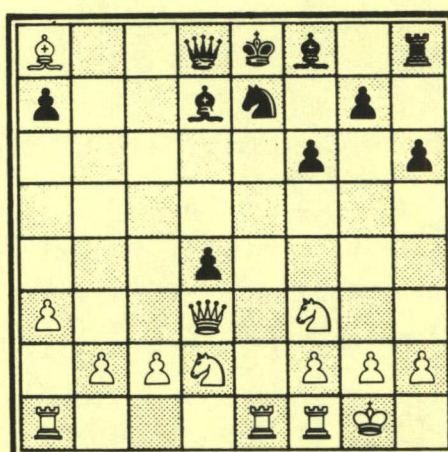
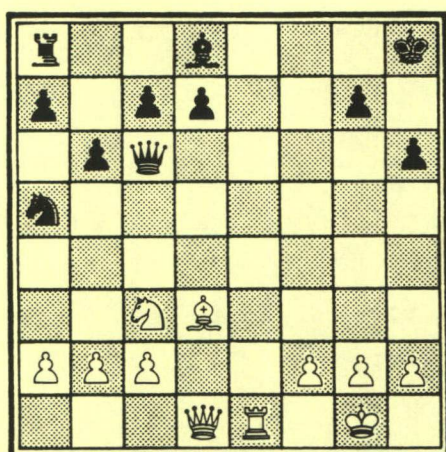
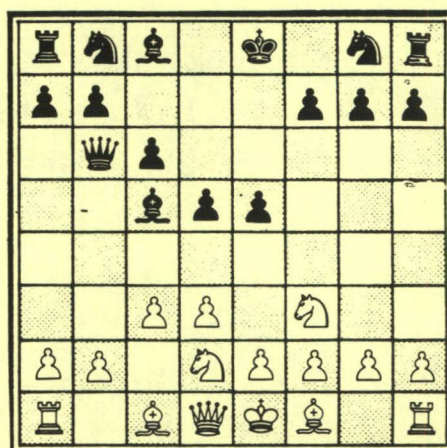
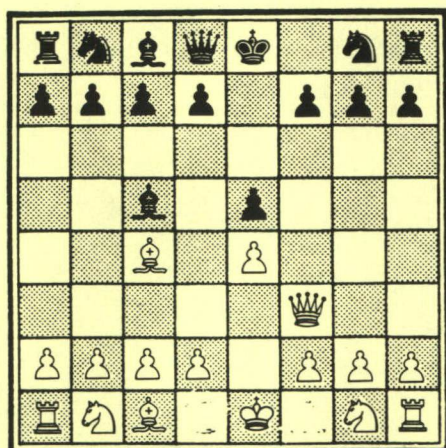
- 1) how many captures does white have?
- 2) how many does black have?
- 3) what capture should white make if it is his move?

ANSWERS TO MATERIAL CHESS TEST

1. (1) 8; 2
(2) 1...Bxe4(Q) 9 points
1...Rxe4 or 1...fxe6 (R) 5 points
1...Rxc1 or 1...Qxg1 (N) 3 points
1...Bxf2 or 1...Nxd2 or 1...Rxh2 (P) 1 point
2. (1) 5
(2) 1 Qxa1 or 1 Bxh4 (R) 5 points
1 Nxd5 (B) 3 points
1 exd2 or 1 Kxg7 (P) 1 point
3. (1) 6
(2) All of them
(3) Only 1 gxf4 gxf4 gains white a knight (3 points) for a pawn (1 point).
4. (1) 7
(2) 5 enemy pieces are defended. Two are undefended.
(3) 1 Bxh6 Rxh6 gains a queen (9 points), for a bishop (3 points). Total gain 6 points.
1 Qxc6 gains a knight (3 points).
1 hxg4 hxg4 gains a bishop (3 points), for a pawn (1 point). Total gain 2 points.
1 Qxf7 gains a pawn (1 point).
5. (1) 6 for white
(2) 5 for black
(3) White should play 1 Qxh5. If he plays 1 Nxa7, he loses his own queen by 1...Rxd1ch.
6. (1) 4 for white
(2) 6 for black
(3) 1 Qxg7, otherwise black will play 1...Bxg3 winning the white queen.

MATE IN ONE MOVE

In each of the positions below, one side has a mate in one threatened. Find out what it is, and then check with the answer at the bottom of the page.



Answers: 1. 1.Qxf7/mate 2. 1...Bxf2/mate 3. 1.Re8 mate 4. 1 Qg6/mate 5. 1...Qxg2/mate 6. 1...Nxc3/mate