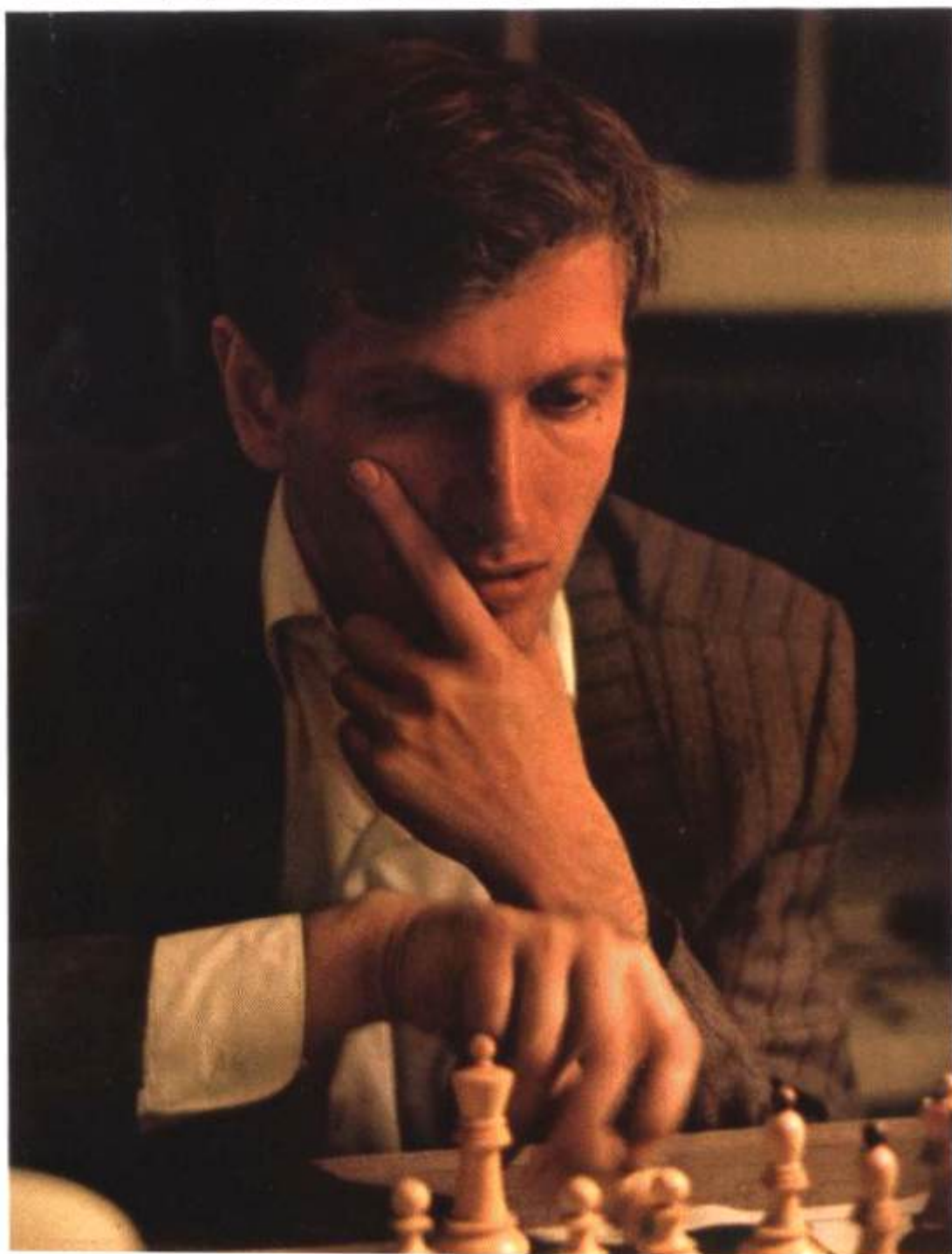





BOBBY FISCHER TEACHES CHESS





**Bobby
Fischer
Teaches
Chess**

BY
Bobby Fischer
International Grandmaster

Stuart Margulies, Ph.D.
Educational Design, Inc.

Donn Mosenfelder
Educational Design, Inc.



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ACKNOWLEDGMENTS

For some time we have been convinced that by merging the efforts of outstanding experts in Chess and in programmed instructions we could improve the Chess skills of a wide range of people. Then coordinated efforts of many people were necessary to realize this aim. In particular, we would like to express our appreciation to: Leslie H. Ault (a former U.S. Intercollegiate Champion), who assisted with the original development of the programmed sequence and who served as general editor during the preparation for publication; Raymond Weinstein (an International Master who has represented the U.S. in the Chess Olympics), who assisted with the original design; and Michael (a master-rated player who has played with the U.S. Student Team), who served as technical editor. We would also like to thank the professional staffs of Basic Systems, Inc., Predecessor company of Learning International, Inc. and Educational Design, Inc., for their significant contributions to the design, development testing, and production of the program.

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BOBBY FISCHER TEACHES CHESS

Here is the fastest, most efficient, most *enjoyable* book on chess ever compiled.

YOU

as the student start at the beginning and progressively develop your skills as you apply Bobby Fischer's principles and learn how to play Chess the Bobby Fischer way.

When you finish this book, you will not be able to beat the greatest Chess player the world has ever known, *BUT* you will be a much better Chess player than you were.

Bobby Fischer was born in Chicago, Illinois, in 1943. He was introduced to Chess and learned the moves when he was six years old. In his teens he achieved international prominence by winning every United States Chess competition for four years running without the loss of a game. He was the youngest International Grandmaster in Chess history.

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A WORD FROM BOBBY FISCHER

My book was written to help you play better Chess. It can help you even if you don't know Chess notation and only play casually every now and then. It can help you if you are more experienced and have begun to play in tournaments. It can also help you if you don't know how to play at all.

For the beginner, I have included an Introduction on the moves. After reading this Introduction, beginners will be able to go through the book easily. However, a little practice playing at this point—even a game or two—would help.

The book teaches the common mating positions and combinations. Since checkmating is the object of the game, I think it is the most basic thing to learn. The checkmate is the "knockout" of Chess. The book starts with one-move mates and then develops these ideas into mates of two, three, or four moves. You will be able to see these mates and apply them in your games.

Ordinarily, Chess books place you in a passive role. You are expected to study the material and remember it. My book presents material as a tutor would and requires you to actively use the new ideas immediately by answering questions. After answering each question, you simply turn the page to find the right answer and my explanation. In this way, you will absorb the material thoroughly.

Programmed instruction, the method used in this book, is a new concept in teaching. It has been used previously in industry and schools with excellent results.

You can learn quickly and retain the material far better than with ordinary textbooks or lectures. Even the beginner will remember what I teach him and be able to use it immediately.

The book will do two things for you. First, it will teach you to analyze Chess problems better. Second, it will teach you the themes to look for so that you can find the right move fairly quickly, sometimes in just a few seconds. There are lots of positions in the book to practice on. You will begin to recognize when mates are possible and how to pull them off. Just be sure to start at the beginning and work through the book. If you run into difficulties and can't work out an answer by yourself, turn the page to find my answer and explanation.

You can pick up the book whenever you have a chance, then break off and continue later. You can set your own pace in figuring out your moves and answering the questions. You don't need a chessboard and a set—only this book and a few minutes to spare now and then.

After you finish this book, you can buy a small but serviceable chessboard and set very inexpensively. Even a good tournament set costs only eight or ten dollars.

Chess games are being played everywhere—on benches and tables in the park, at Chess clubs, YMCA's, high schools, colleges, army posts, prisons. Even by mail. You shouldn't have any trouble in getting a game. I certainly hope that my book will help everyone to enjoy this wonderful game.

⁸
Bobby Fischer

THE PHENOMENAL BOBBY FISCHER

He was born Robert James Fischer on March 9, 1943, in Chicago, and grew up in Brooklyn. His sister, Joan, bought a Chess set when he was six, and together they learned the moves from the enclosed directions.

Bobby's development in Chess was unparalleled. By the time he was thirteen, he had achieved international prominence by winning what is generally known as the "Game of the Century." In 1957 he won the United States Chess Championship for the first time. He was fourteen. Bobby won or drew every single game in United States Chess competition for the next four years.

In the 1963-64 United States Chess Championship, Bobby achieved the unprecedented feat of winning all eleven games (without a single draw).

In the 1965 Capablanca Memorial Tournament, Bobby showed not only his great Chess ability but also his amazing stamina. Because of travel restrictions to Cuba, Bobby played all his opponents by teletype. This was undoubtedly one of his toughest tournaments.

In 1970 he began possibly the most famous drive in Chess history. He won seven straight games in international tournament play. Then, in May 1971, Bobby met Mark Taimanov, a Russian, in the challenge rounds of the World Championship.

He achieved the first shutout in the history of grand-master play. The score was six games to none. He had won thirteen consecutive games. In the next round he

beat Denmark's Bent Larsen by the same score! Nineteen games in a row. Bobby next met ex world champion Tigran Petrosian, a Russian, in Buenos Aires. If he beat Petrosian, Bobby would play Boris Spassky, another Russian, for the world title. Bobby won the first game stretching his winning streak to twenty. Then he caught a cold and lost a game. It was deadlocked for a short time until Bobby regained his momentum with the score at $2\frac{1}{2}$ to $2\frac{1}{2}$ ($\frac{1}{2}$ points are awarded for draws). Bobby ran the last four games to win $6\frac{1}{2}$ to $2\frac{1}{2}$ and begin a new winning streak.

As a German Chess expert told *Life* magazine, "No other master has such a terrific will to win. At the board he radiates danger, and even the strongest opponents tend to freeze, like rabbits, when they smell a panther. Even his weaknesses are dangerous. As white, his opening is predictable—you can make plans against it—but so strong that your plans almost never work. In middle game his precision and invention are fabulous, and in the end game you simply cannot beat him."

ABOUT THE COAUTHORS

The coauthors of this book are Chess addicts, pioneers in the development of instructional techniques, and personal friends of long standing who have worked together on many projects.

DR. STUART MARGULIES, President of Ludi Education, a wholly owned subsidiary of Educational Design, Inc., has written a large number of instructional programs used in industry and the schools. His most famous contribution is the Effective Listening course, once

voted the outstanding programmed course in the country by a poll of experts in advanced learning techniques. Dr. Margulies is rated a Chess Master, and has tied for first place in the U.S. Amateur Chess Championships.

DONN MOSENFELDER, cofounder and Editor-in-Chief of Educational Design, Inc., is one of the leading innovators in the field of programmed instruction. He has designed and written a large number of programmed courses, and has also pioneered in the development of new approaches to such varied instructional problems as on-the-job training, classroom management, and the evaluation of systems of instruction.

Dr. Margulies and Mr. Mosenfelder began to think of writing a new and truly different Chess book—a book that would systematically develop a student's ability to recognize and exploit some of the infinite variations on basic tactical and strategic themes that actually occur in Chess play. But to do this they needed the insights that only a truly great Chess mind could provide—they needed a collaborator who was both a great player and a great theorist, who could develop and evaluate positions, refine themes, and contribute insights from actual games of Grand Master caliber.

They found such a collaborator in Bobby Fischer.

This book is the result. It teaches faster, more efficiently, and more enjoyably than conventional methods. You, the student, progressively develop your skills as you learn to apply Bobby's principles. You will not be able to beat Bobby Fischer after you take this course, but one thing is guaranteed: you will become a far better Chess player than you were. The coauthors did.

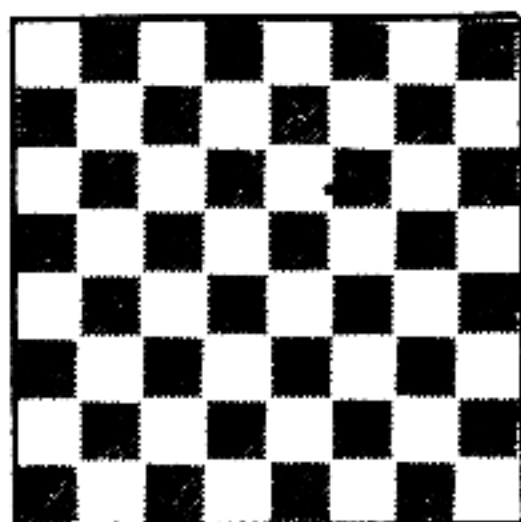
INTRODUCTION: HOW TO PLAY CHESS

This section is optional. It is intended for readers who do not know how to play Chess or for those who need to review the rules before starting the main part of this book.

If you are already familiar with the moves, turn to page 15.




A DESCRIPTION OF THE BOARD AND THE PIECES

Chess is played by two players who move by turns. Play takes place on a chessboard that contains 64 squares, i.e., eight rows of eight squares. The squares are alternately colored white and black. The board should be arranged in such a way that each player has a white square in the corner at his right.



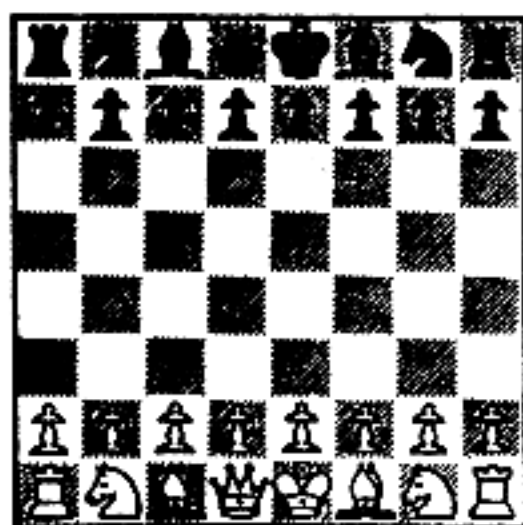
The Chessboard.

The chess pieces are colored light and dark, and are designated as White and Black. Each side starts off with sixteen chessmen:

<u>White</u>		<u>Black</u>
	1 King	
	1 Queen	
	2 Rooks	
	2 Bishops	
	2 Knights	
	8 Pawns	

The starting arrangement of the pieces on the board, looking from the White side:

Black



Note that the Queen starts from the square of its own color and that the King is placed next to its Queen. (Opposing Kings and Queens face each other.)

White always moves first.

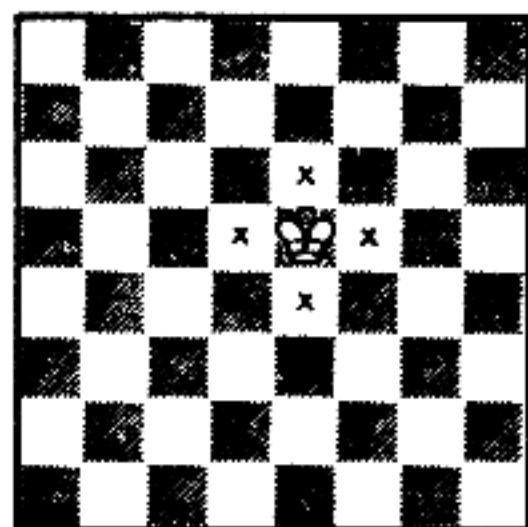
White

MOVING AND CAPTURING

A move is the transfer of a chess piece from one square to another. A capture is the removal of an opposing piece from the board; it is accomplished by actually removing the piece from its square and replacing it with the capturing piece. (You cannot capture your own piece.)

Powers of the Pieces

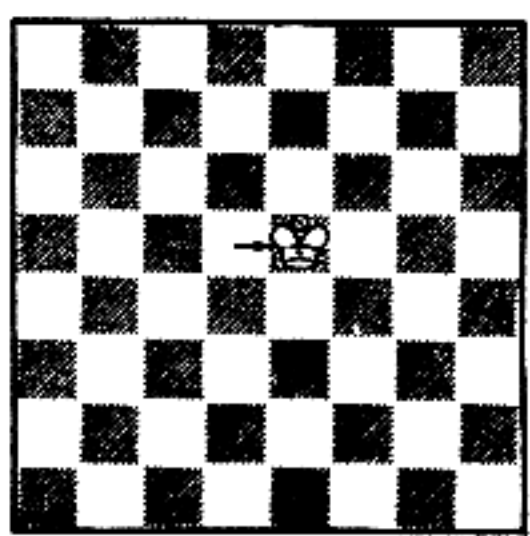
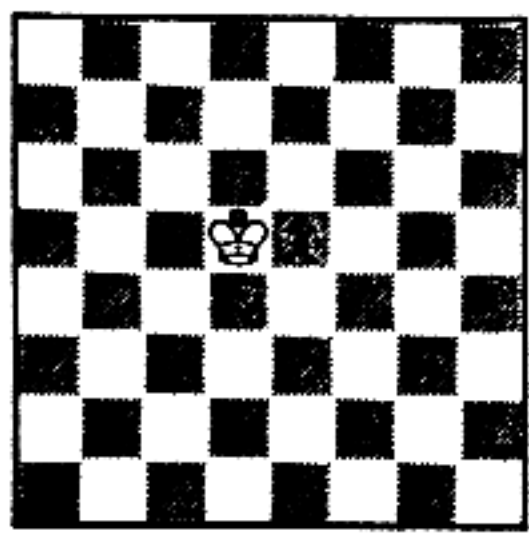
The King can move or capture one square in any direction.



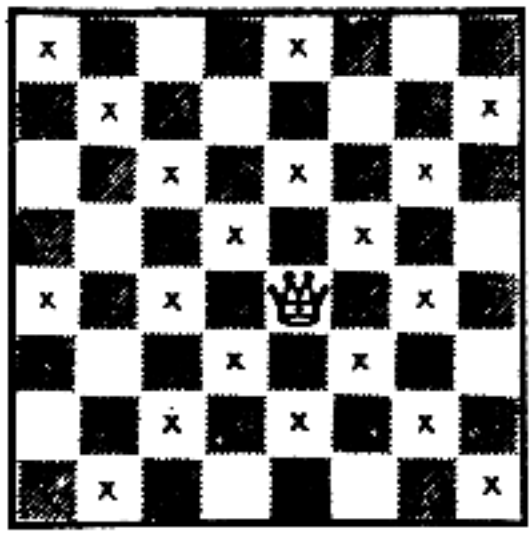
The King can move to any square marked with an x.

The King cannot move to squares where it may be captured by enemy pieces; nor can the King move to squares already occupied by its own pieces. The King can capture an enemy piece within its moving range by removing the enemy piece from the board and by placing itself on the square occupied by the removed piece.

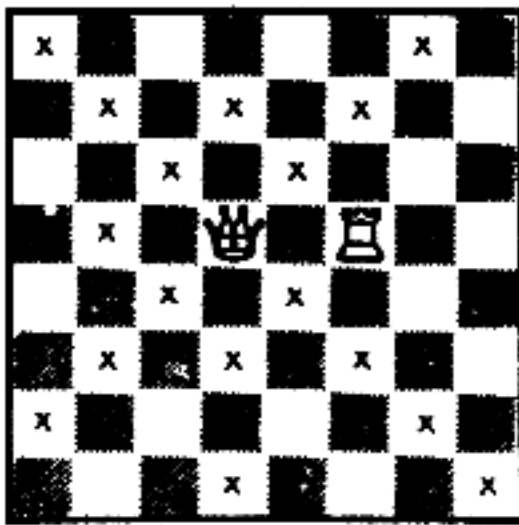
The King can capture the Pawn as shown:



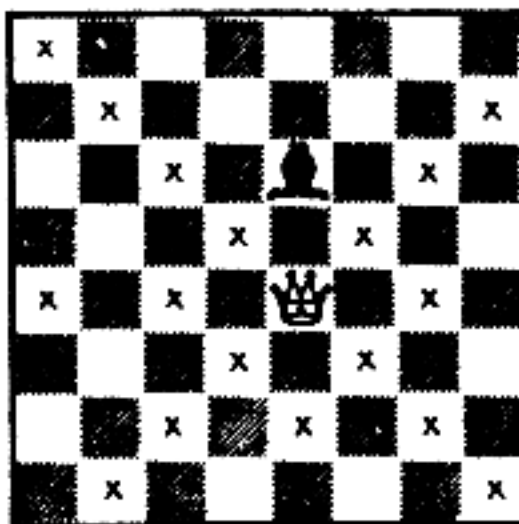
The Queen can move or capture as far as it wants in any direction—horizontally, vertically, or diagonally—unless it is obstructed by a piece belonging to either side.



The Queen can move to any square marked with an x.

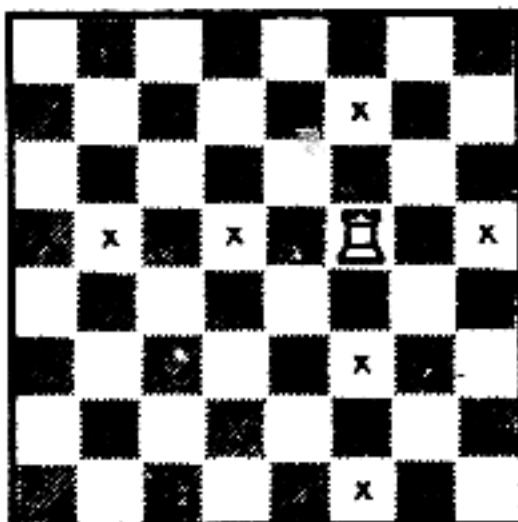


Here, too, the Queen can move to any square marked with an x, but it cannot move to the square occupied by its own Rook or the squares that lie beyond the Rook.



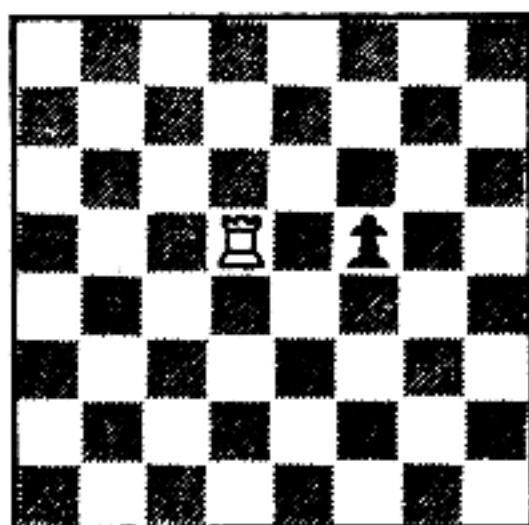
The Queen can move to any square marked with an x, or it can capture the Black Bishop by removing it from the board and placing itself on the square occupied by the Bishop. But, it cannot move to the squares that lie beyond the Bishop.

The Rook can move or capture horizontally or vertically like the Queen, but lacks the power to move diagonally.

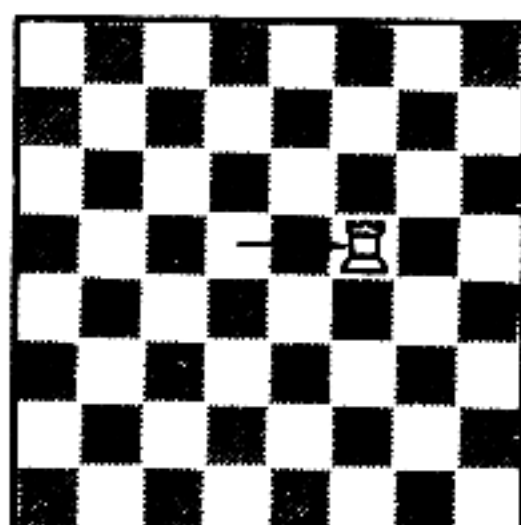


The Rook can move to any square marked with an x.

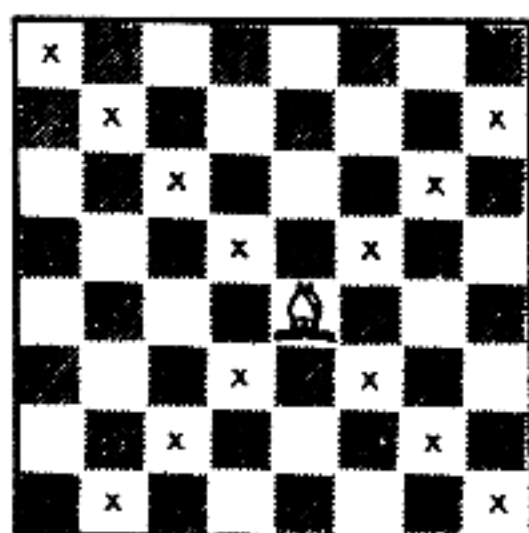
The Rook also captures by removing the enemy piece and occupying its square.



or



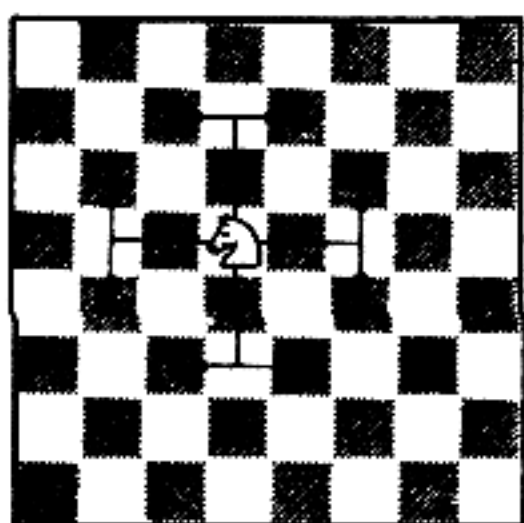
The Bishop is limited to diagonal moves or captures. It cannot move horizontally or vertically.



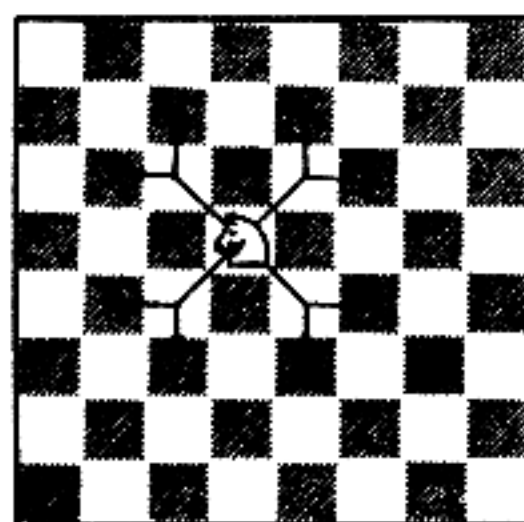
The Bishop's moves.

Since the Bishop can only move diagonally, it is confined to squares of the same color throughout the game. The Bishop can capture any enemy piece within its moving range.

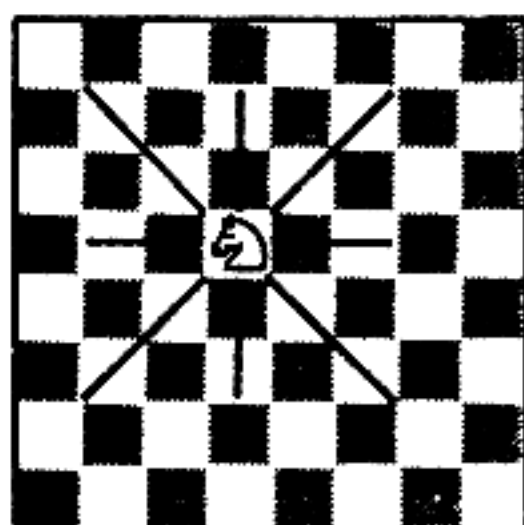
The Knight moves differently from any other piece. Its crooked move often confuses beginners, so I will describe it in three ways:



The Knight moves to squares reached by going two squares vertically or horizontally, and one square to the left or right.



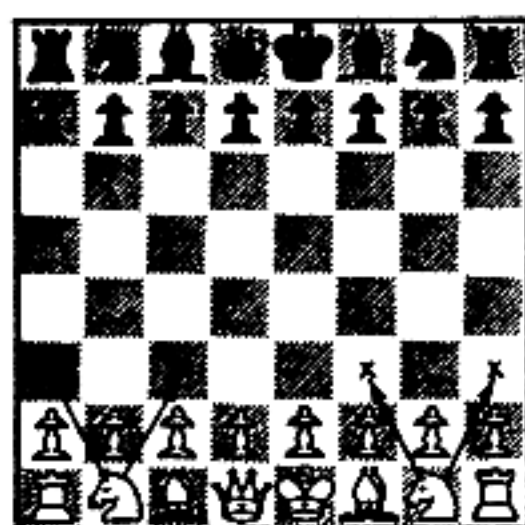
The Knight moves to squares reached by going one square diagonally and then one square horizontally or vertically in roughly the same direction.



The Knight moves to the eight nearby squares which are not in a horizontal, vertical, or diagonal straight line from the square it occupies.

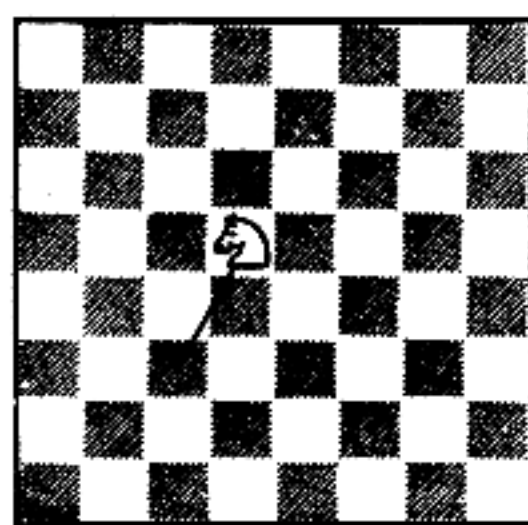
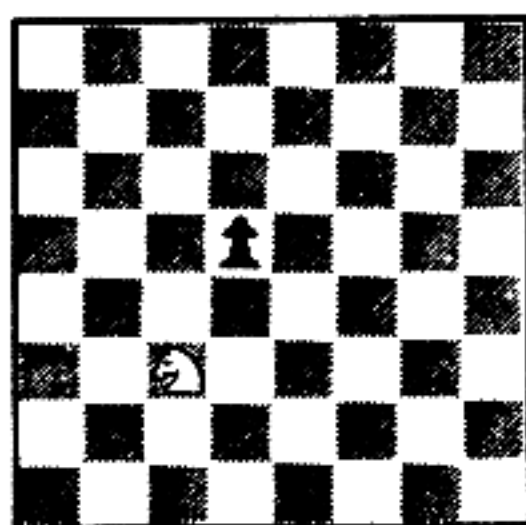
Note that the Knight always lands on a square of a different color from the one it started on.

The Knight is the only piece that can jump over other pieces (either its own or the enemy's) in the course of its move.

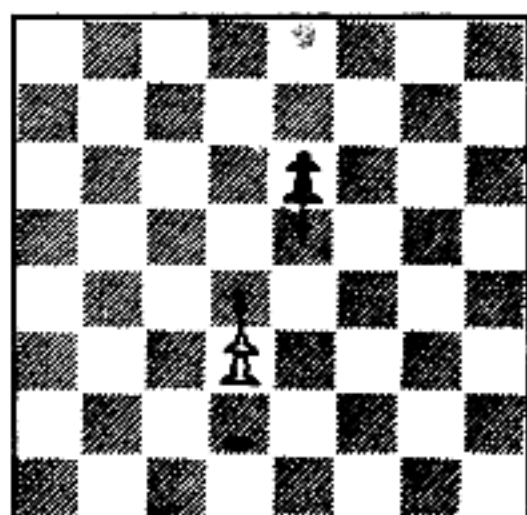


For example, in the initial position, White could start with any of four Knight moves, as shown.

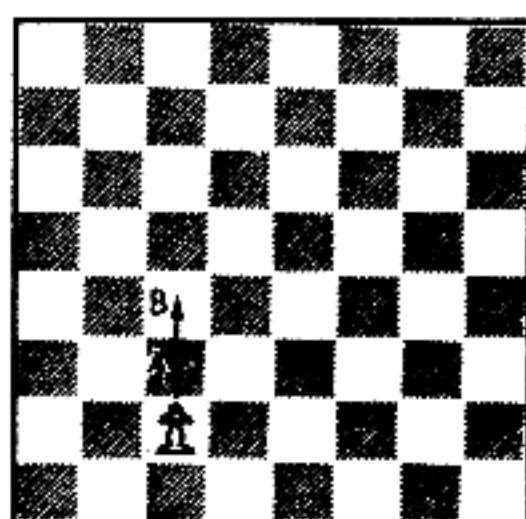
The Knight captures in the same way that it moves: by replacing the enemy piece on the square to which it moves.



The Pawn, unlike the other pieces, moves in one fashion and captures in another. Also, it can only advance, never retreat. The Pawn moves forward—never backward—one square at a time, as shown:

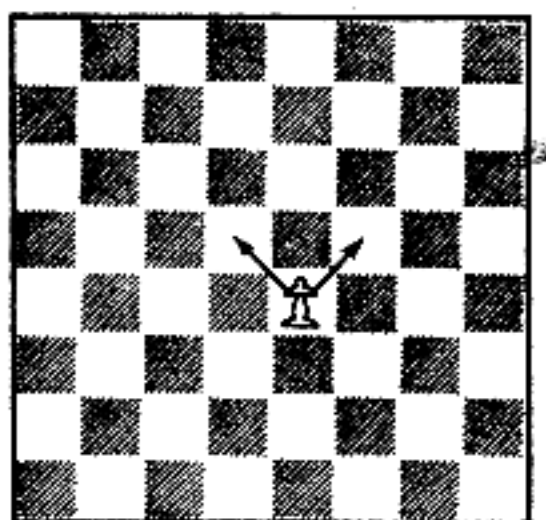


However, when the Pawn is on its original square, it has the option of advancing one or two squares on its first move.



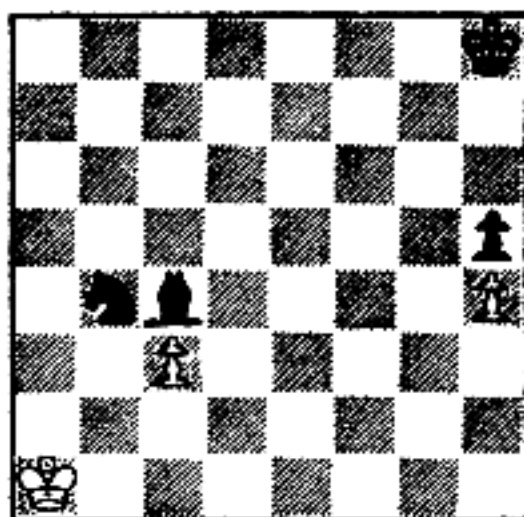
The Pawn can move to square A or square B.

The Pawn captures diagonally forward to the left or right, as shown:

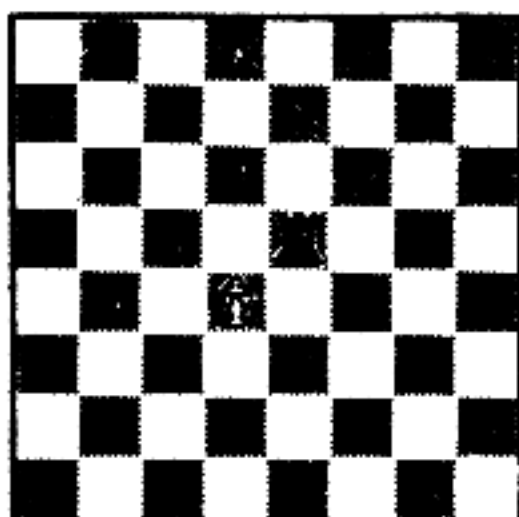


How the Pawn captures.

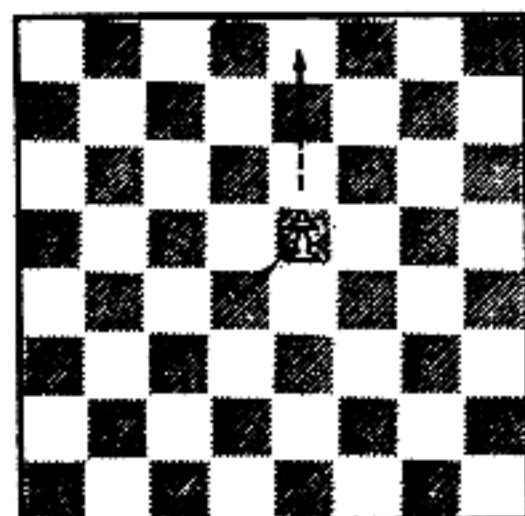
In the position shown below, the White Pawn on the left can capture the Knight; however, it cannot move one square ahead, since it is blocked by the Black Bishop. Neither Pawn on the right can move since each blocks the other.



Remember that the Pawn, like the other pieces, replaces the piece it captures.



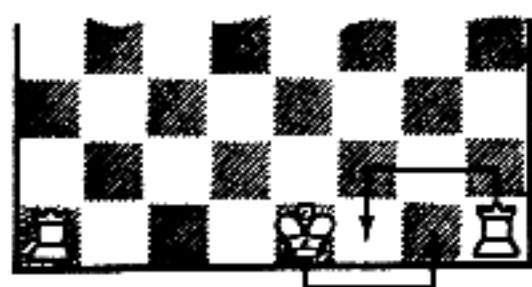
Position before the Pawn captures.



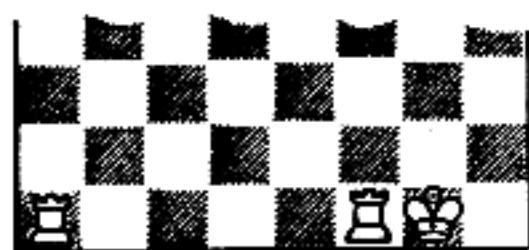
After the Pawn captures. The Pawn then proceeds as shown by the broken line, unless it changes files (the vertical rows) when making another capture.

Special Moves

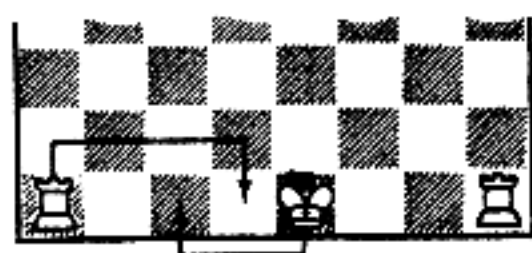
Castling is a move that allows you to place your King on a square that is reasonably safe from enemy attack. It is the only move that involves a move of two pieces on a player's turn. Castling is accomplished by the King and either Rook as shown below:



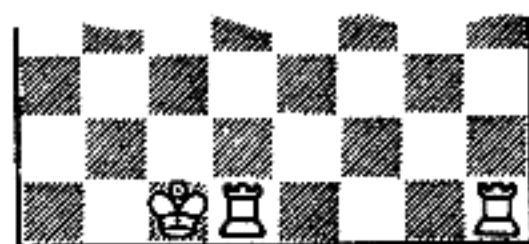
Position before castling on the King's side of the board.



After castling "King-side."

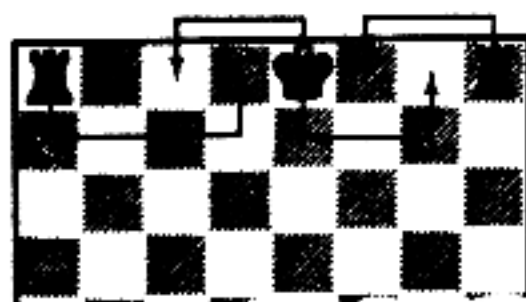


Position before castling on the Queen's side of the board.



After castling "Queen-side."

Black castles as shown:



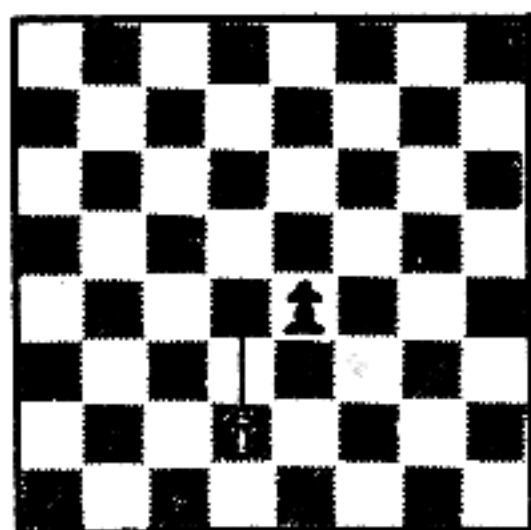
Note: The King is moved two squares toward the Rook he intends to castle with, then the Rook is placed on the other side of the King.

Castling may not be played when:

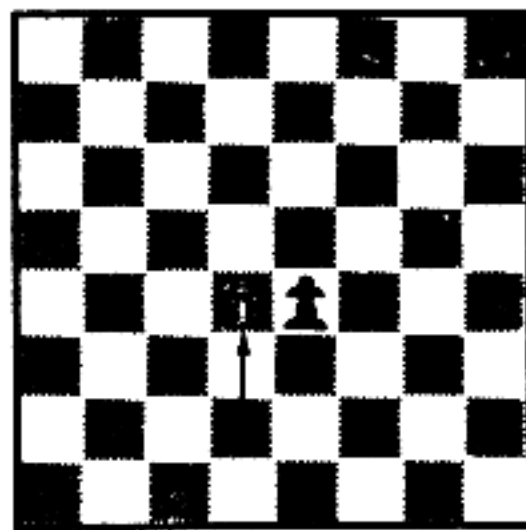
- 1) The King is in check, i.e., under enemy attack.
- 2) Either the King or Rook involved has previously moved.
- 3) Pieces (either side) are between the King and the Rook.
- 4) Squares passed over or landed on by the King are under enemy attack.

Pawn Promotion: When a Pawn reaches the eighth rank (the enemy's back rank) it is promoted to a Queen, Rook, Bishop, or Knight of its own color, according to the player's choice.

Capturing En Passant (in passing): This special capturing power of a Pawn applies only to the capture of a Pawn by a Pawn, in a specific type of situation. That situation occurs when a Pawn on the second rank (horizontal row) uses its option to advance two squares on its first move and bypasses an enemy Pawn as shown here.

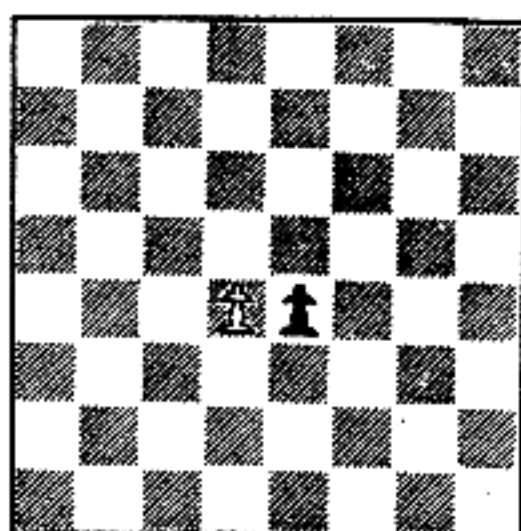


White moves.

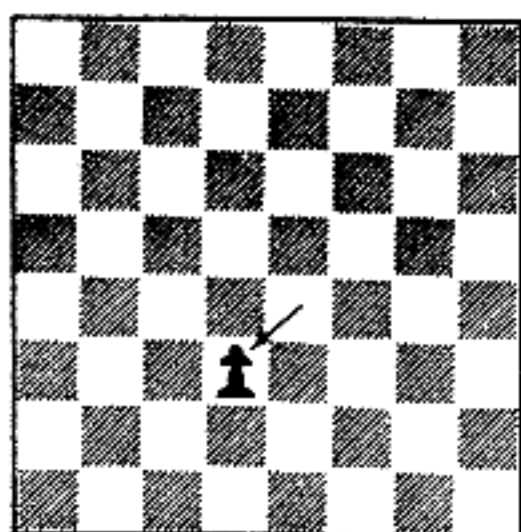


Now it is Black's move..

Black now has the option of capturing the White Pawn as if it had advanced one square.



Before Black captures en passant.



After Black captures en passant.

If the bypassed Pawn does not exercise its option of capturing en passant at once, it cannot do so later on in the game.

RELATIVE VALUES OF PIECES

Numerically, the relative values of the various pieces can be expressed as follows: Pawn = 1; Knight = 3; Bishop = 3.25; Rook = 5; Queen = 9; King = Infinity (if you lose the King, you lose the game).

NOTE: You may now start the program on page 15. If you are new to Chess, you may find that you need to review some of the rules as you are working through the first part of the program. If you do, you may turn back here and "brush up" before continuing.

Chapter 1

ELEMENTS OF CHECKMATE

HOW TO USE THIS BOOK

In preparing this book, I did not want to write just an ordinary Chess book—so I used a new method called programmed instruction. Instead of merely presenting information that you have to try to understand, this book, called a program, actively teaches the material it contains.

A program consists of a series of small informational steps called frames. Each frame presents information and usually requires a written response from you, the learner. Some frames will ask you to check a “yes” or “no” answer, others will ask you to write a sentence of explanation, and most will ask you to indicate a correct move by drawing an arrow on a diagram. My answer to each frame appears in the answer box at the top of the next right-hand page. This allows you to compare your answer with mine after you've had a chance to work out your own response. You are not asked questions about information that hasn't been taught in the program. You will notice that each frame builds on positions previously presented and prepares for positions to follow.

When you reach the last page of this book, turn the book around and continue working on the right-hand pages.

When you finish the book, you will find that you can “finish off” your opponent with mating combinations you never would have seen before.

You may now turn to frame number 2 on the next right-hand page. I hope you will enjoy learning Chess from BOBBY FISCHER TEACHES CHESS.

DIAGRAMS

Diagrams may seem puzzling at first, but once you know what each symbol stands for they are very simple. Let's review the pieces and their symbols one by one:

King



symbol



Queen



symbol



Rook



symbol



Bishop



symbol



Knight



symbol



Pawn



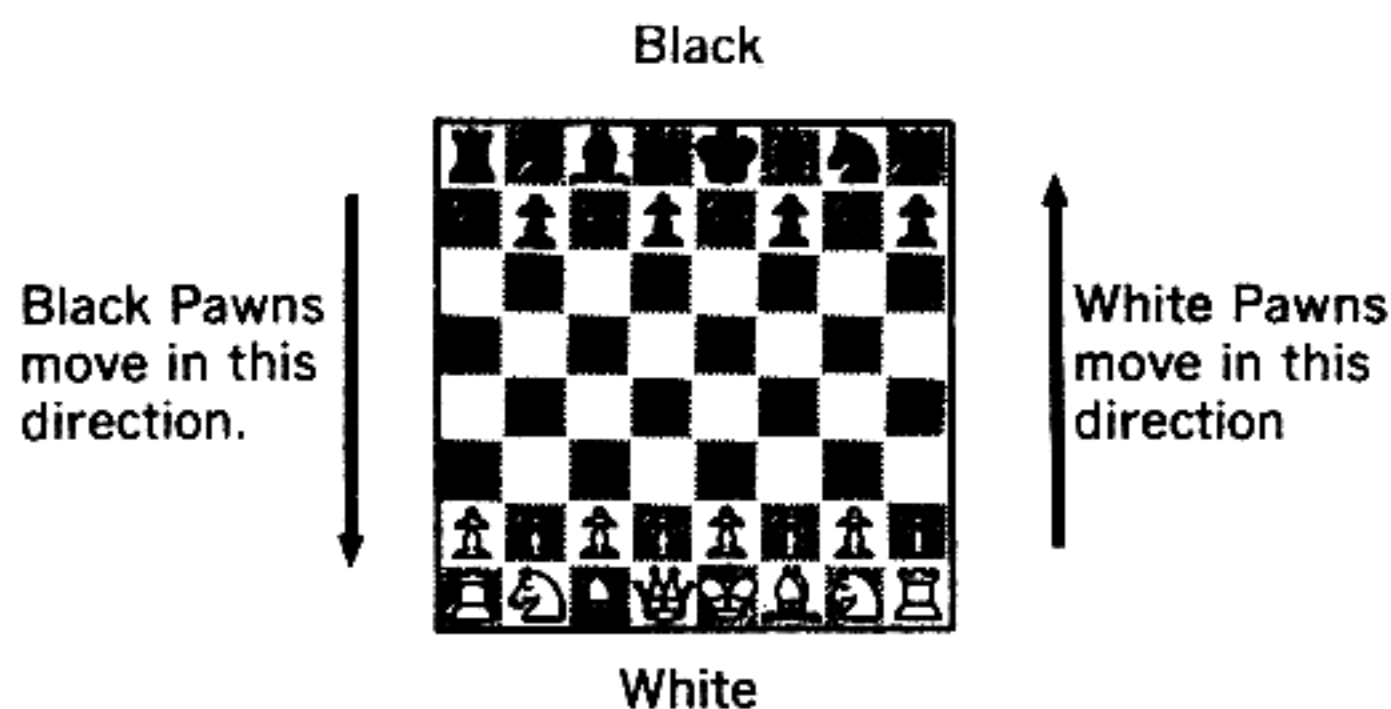
symbol



(continued)

2 (continued)

The initial position in diagram form:



In diagrams, the White side of the board is always placed on the bottom.

3

TO THE EXPERIENCED PLAYER

If you have played Chess several times and are confident that you understand checkmate, you may now turn to frame 39 on page 60 and begin the program. You should turn back to frame 5 if you find frame 39, or any of the frames immediately following it, difficult to answer.

If you haven't played much Chess, you should turn to the next frame and begin.

4 (continued)

Remember, if a King is in check and has no way of escaping, then that King is "checkmated."

Consider this position:

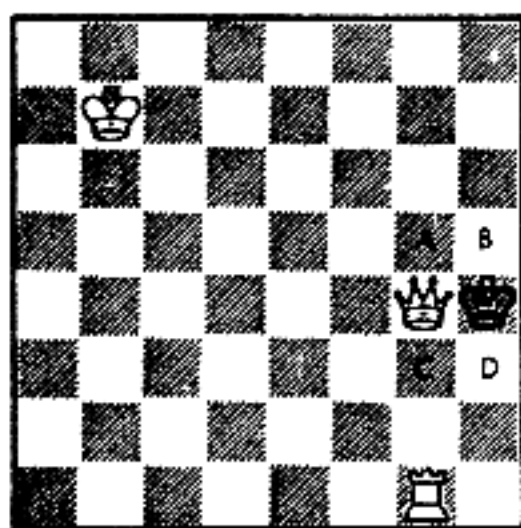


Diagram B
Checkmate!

Here the checking piece (Queen) can't be captured because it is protected by the Rook. Black has no possible interpositions and all the potential fleeing squares (A, B, C, D) are attacked by the White Queen. Black is in check and has no means of escaping: Black is checkmated. The game is over.

Compare the position above with the one that follows:

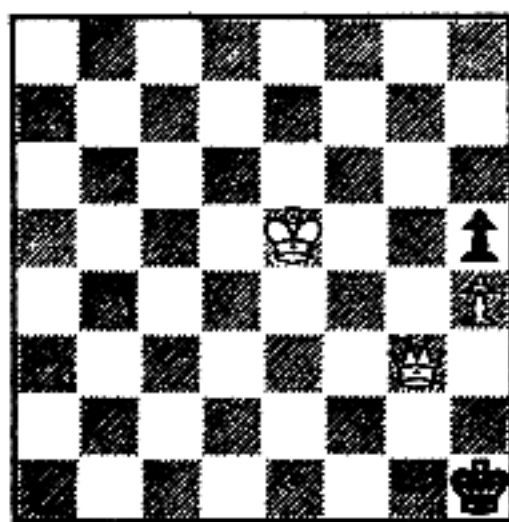


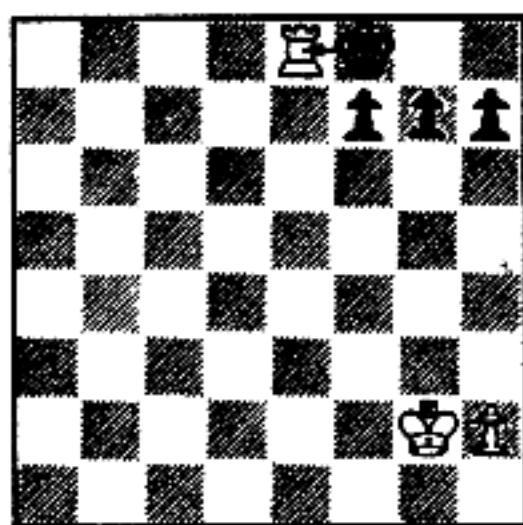
Diagram C
(Black to move.)
(What move can Black make?)

In diagram B, Black is in check and has no moves to escape from check. But in diagram C, Black is not in check; any move with his King would put his King in check, and his Pawn is blocked. Black has no legal move. This situation is known as "stalemate" and the game is drawn.

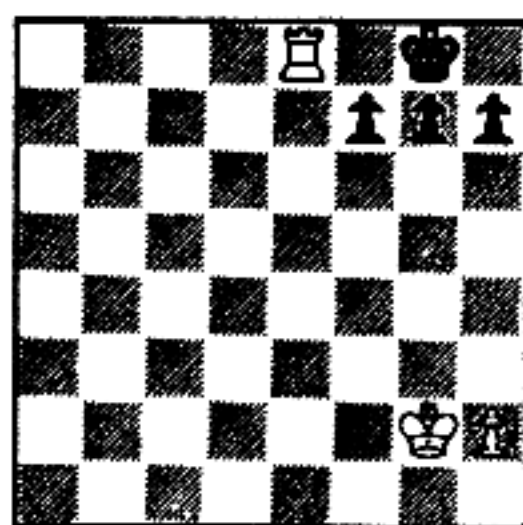
5

Let's see how checkmate is accomplished and how your opponent might escape it.

Observe the difference between the two positions in each of the groups below:

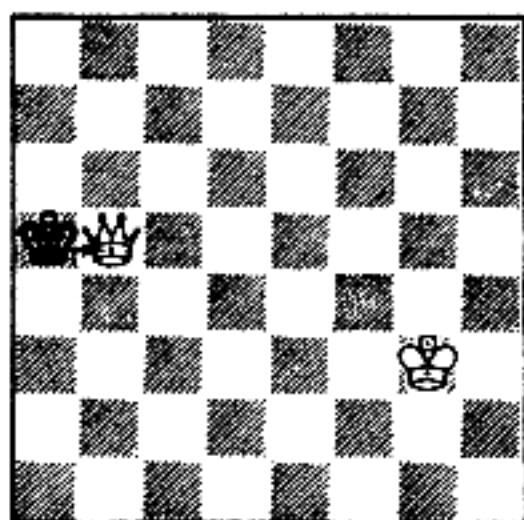


A1. White has just moved his Rook down, giving check. But the Black King can capture the checking White Rook. Black is saved.

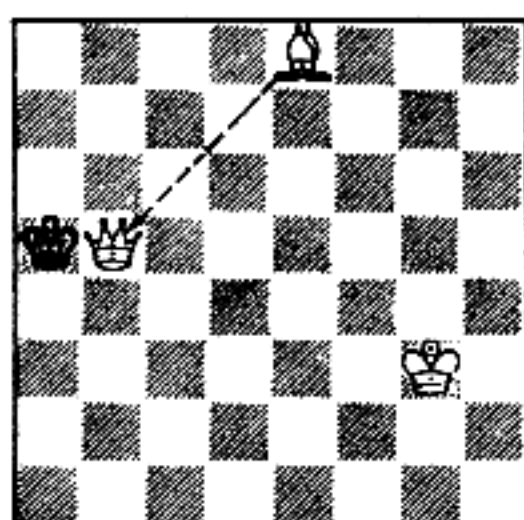


A2. In this slightly different position, the attacked King cannot capture the White Rook. As a matter of fact, Black has no defense; he is checkmated. The game is over.

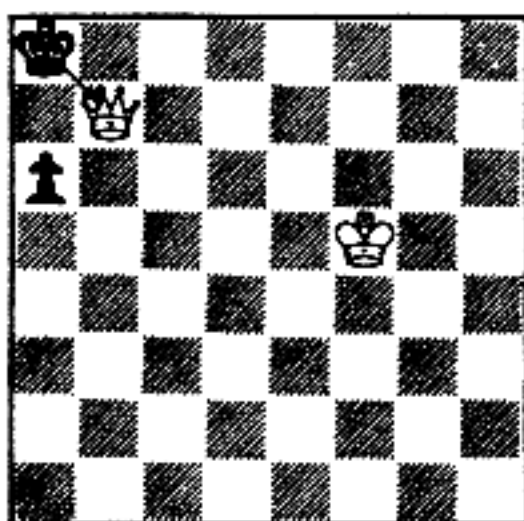
5 (continued)



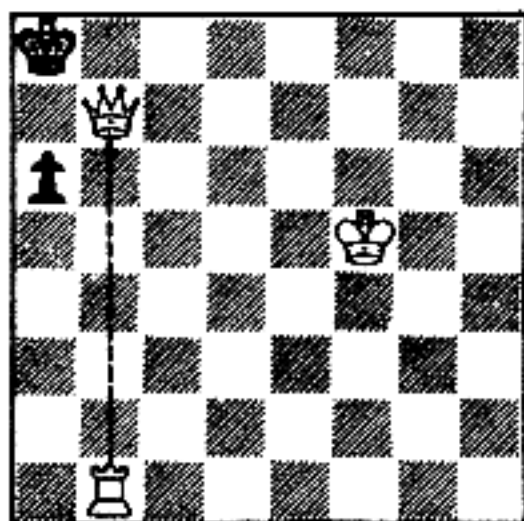
B1. The White Queen has cornered Black's King, but Black's King can capture the checking White Queen.



B2. The checking White Queen is protected by the Bishop. The Black King cannot capture. Black is checkmated.



C1. Again, the Black King can capture the attacking Queen.

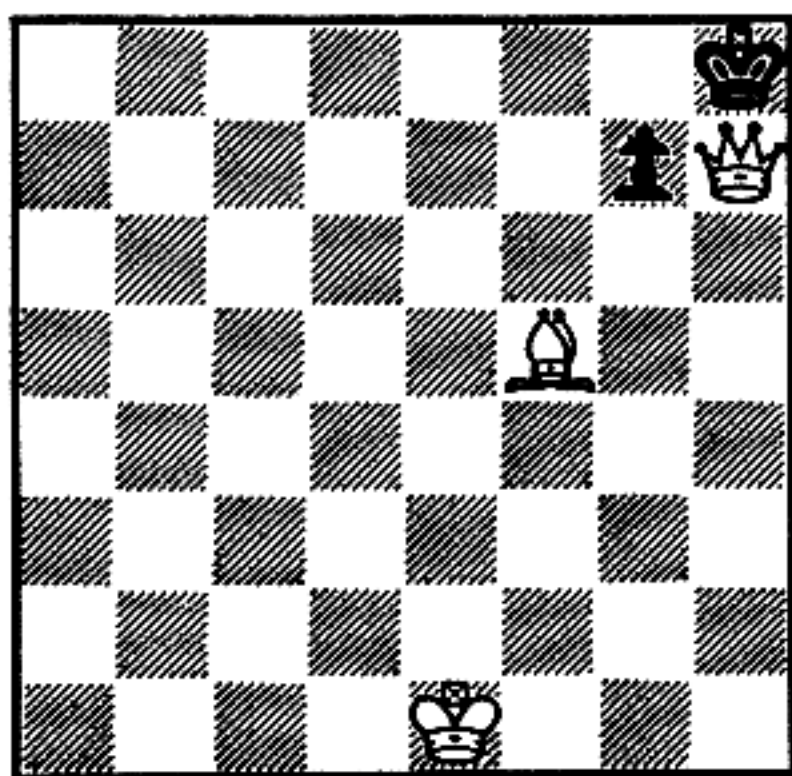


C2. Here the Queen, protected by a Rook, has checkmated Black.

NOW TURN THE PAGE AND CONTINUE WITH FRAME 6

6

Observe this position; then decide whether the Black King can capture the checking White piece.



The White Queen is giving check. The Black King:

- can capture
- cannot capture

FOR THE CORRECT ANSWER TURN TO THE NEXT PAGE

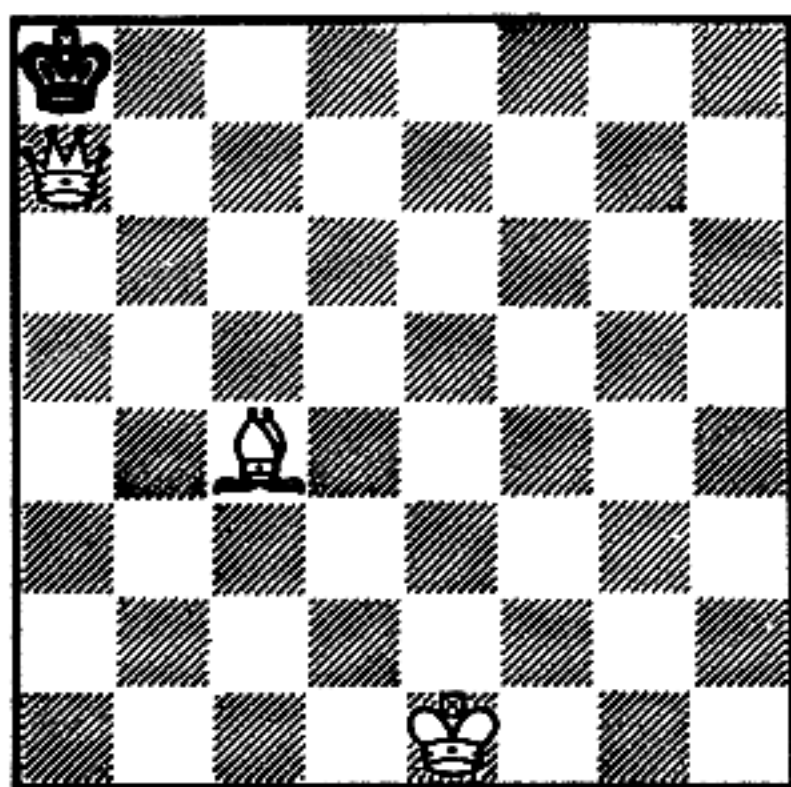
6

cannot capture

(NOTE: The Queen is protected by the Bishop; therefore the King cannot capture. In fact, the King has no safe place to move to. So Black is checkmated.)

7

Again, observe the position; then decide whether the Black King can capture the checking White piece.



The White Queen is giving check. The Black King:

- can capture
- cannot capture

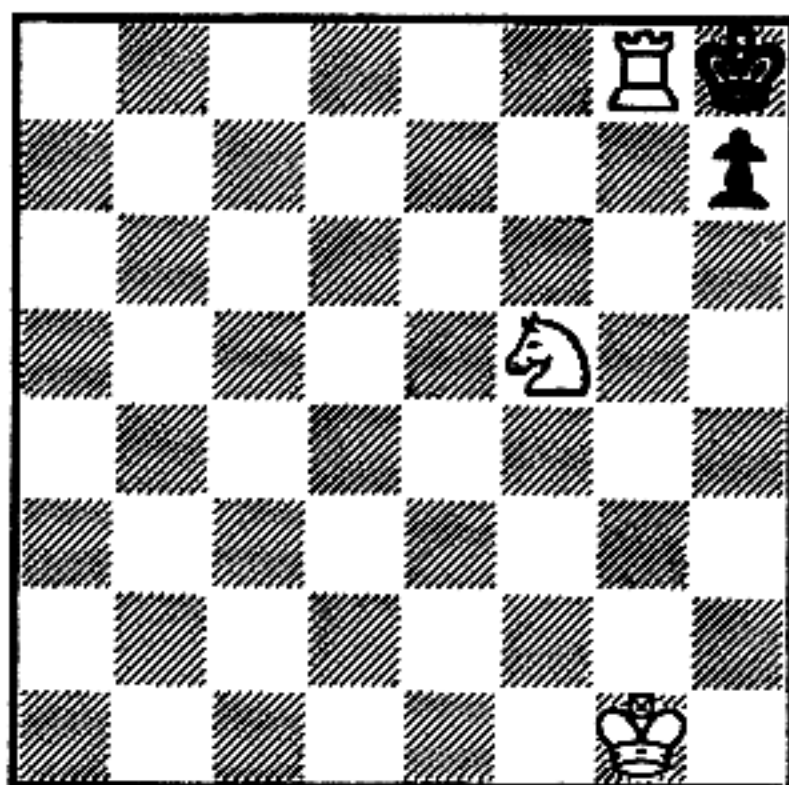
FOR THE CORRECT ANSWER TURN TO THE NEXT PAGE

7

can capture

(NOTE: The Bishop is not protecting the Queen.)

8



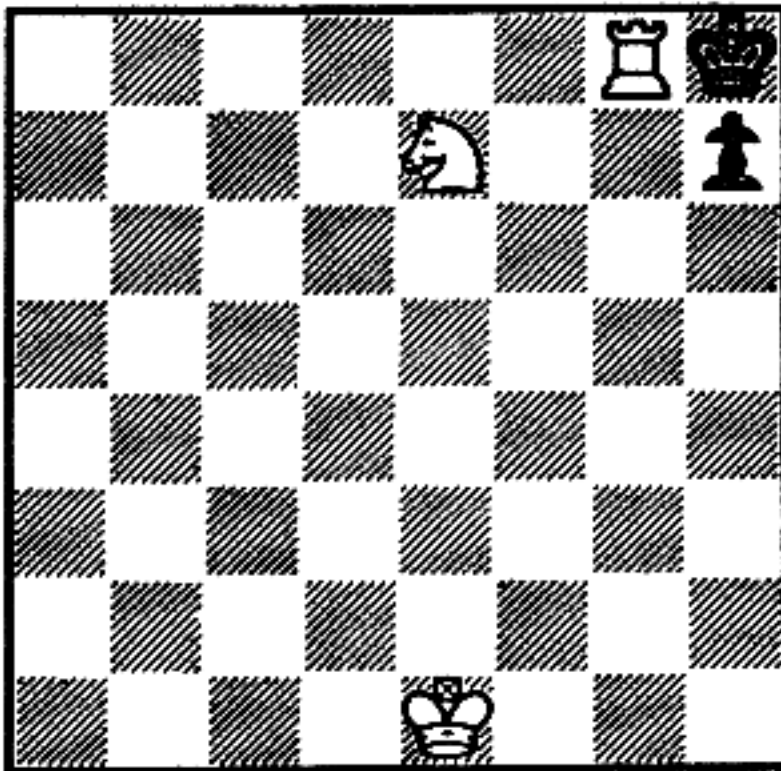
Black King:

- can capture checking White Rook
- cannot capture checking White Rook

8

can capture checking White Rook

9



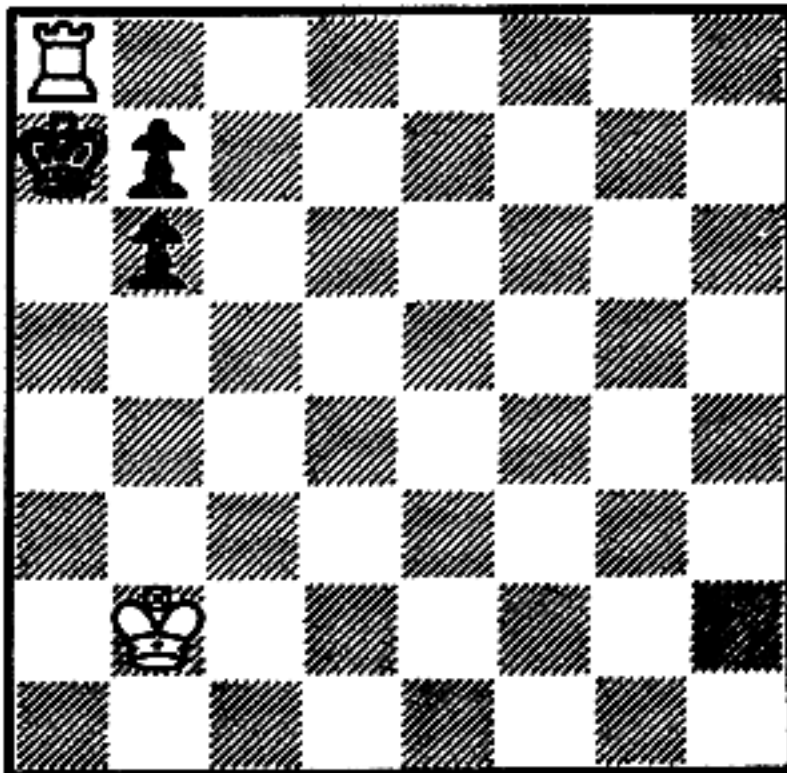
Black King:

- can capture checking White Rook
- cannot capture checking White Rook

9

cannot capture checking White Rook
(The Rook is protected by the Knight.)

10



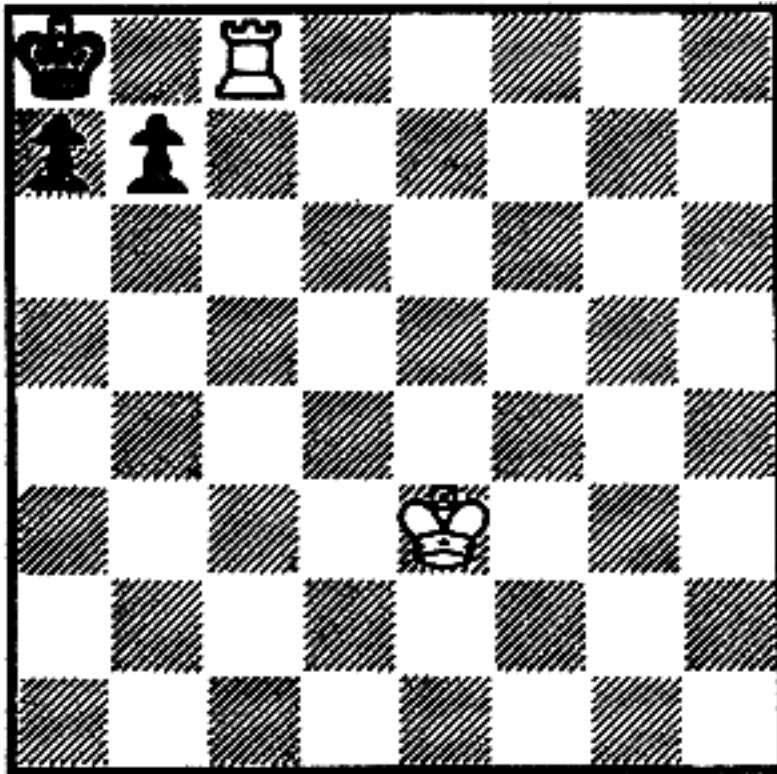
Black King:

- can capture checking White Rook
- cannot capture checking White Rook

10

can capture checking White Rook

11



Black King:

- can capture checking White Rook
- cannot capture checking White Rook

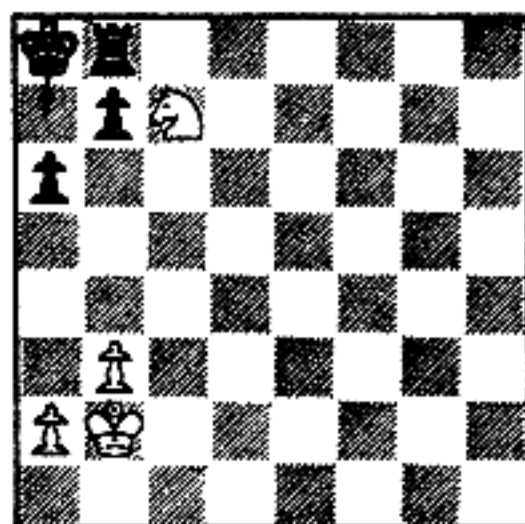
11

cannot capture checking White Rook
(Black is "mated"—or checkmated. Remember, the King can only move one square, so the Rook is beyond the Black King's reach.)

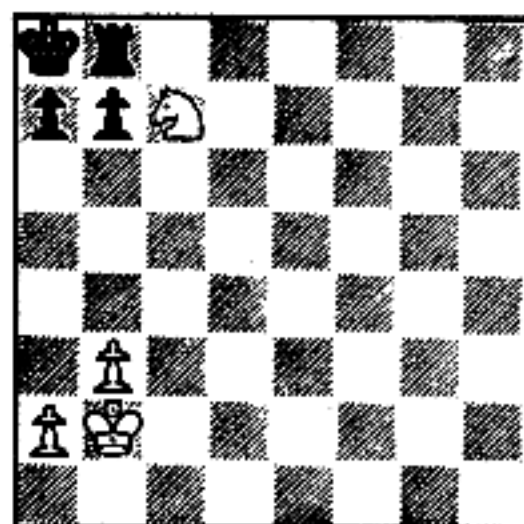
12

Sometimes the Black King can escape from check by fleeing to a "flight" square.

Observe the difference between the two positions in each of the groups below:



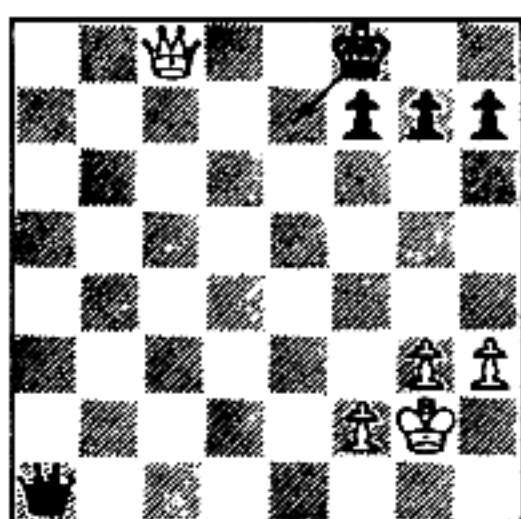
A1. The Black King can flee (as shown by arrow) from a check by the White Knight.



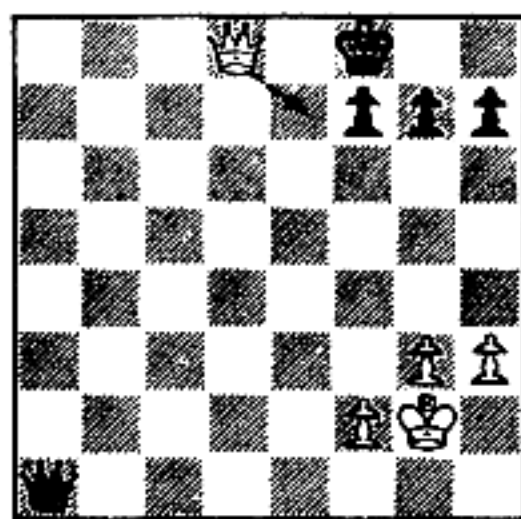
A2. In this slightly different position Black's King, in check, has no flight squares and no other defense—he is mated. We call this a "smothered" mate because the Black King, hemmed in by its own pieces, has no place to move when checked by the Knight.

(continued)

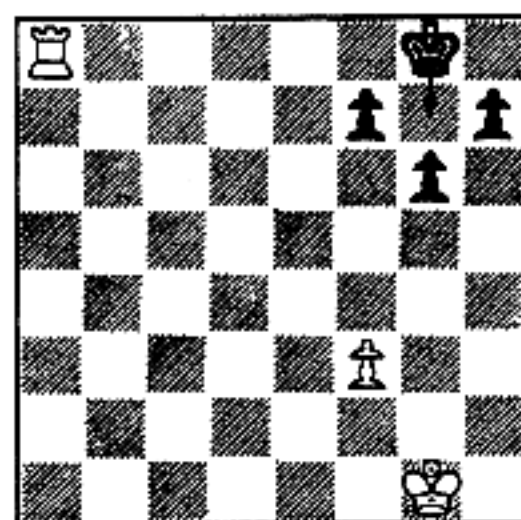
12 (continued)



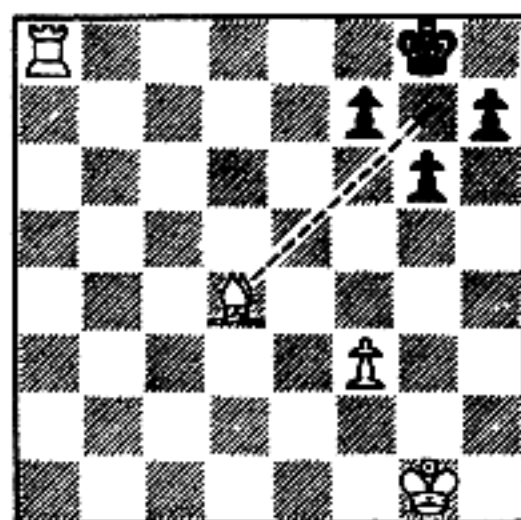
B1. The White Queen has checked, but Black's King can flee to the square indicated.



B2. Here White's Queen not only checks, but also covers the enemy King's flight square. Black has no place to flee safely, so he is mated.



C1. The White Rook checks. Black's King flees as indicated.



C2. White's Bishop covers the flight square. Therefore, Black is mated.

TURN THE PAGE AND CONTINUE WITH FRAME 13

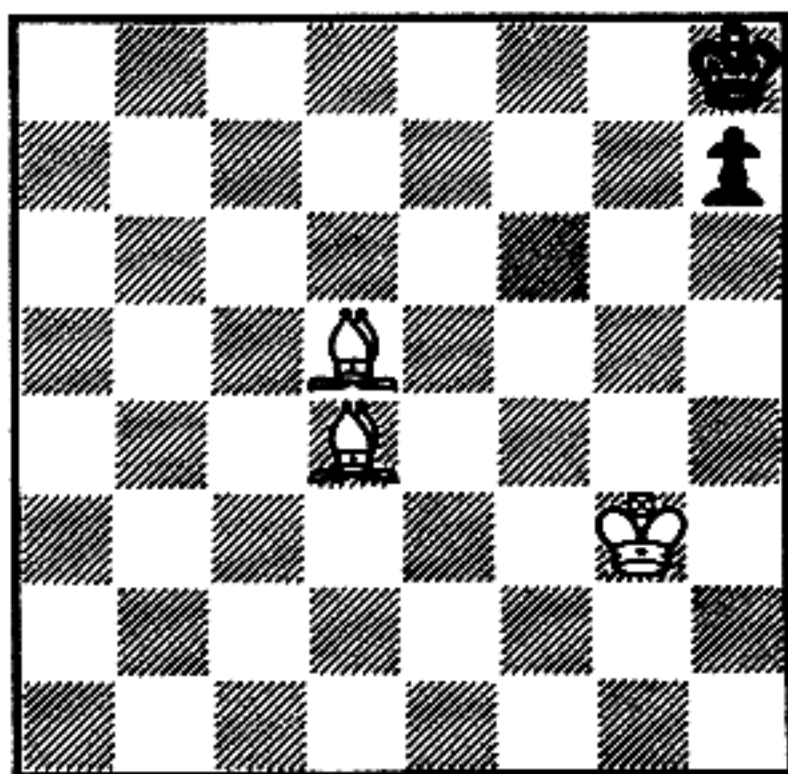
12

NO ANSWER REQUIRED

.

13

Now you decide what Black can do in this position.



Black King:

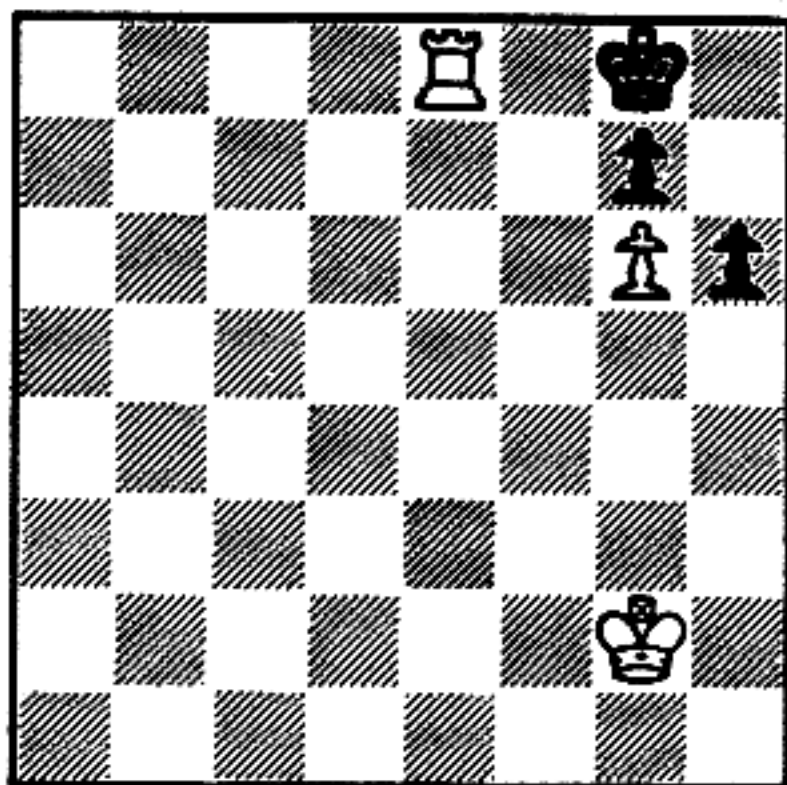
- can capture its attacker
- can flee
- can do neither

14

can flee

(One square to your left. Work it out.)

15



Black King:

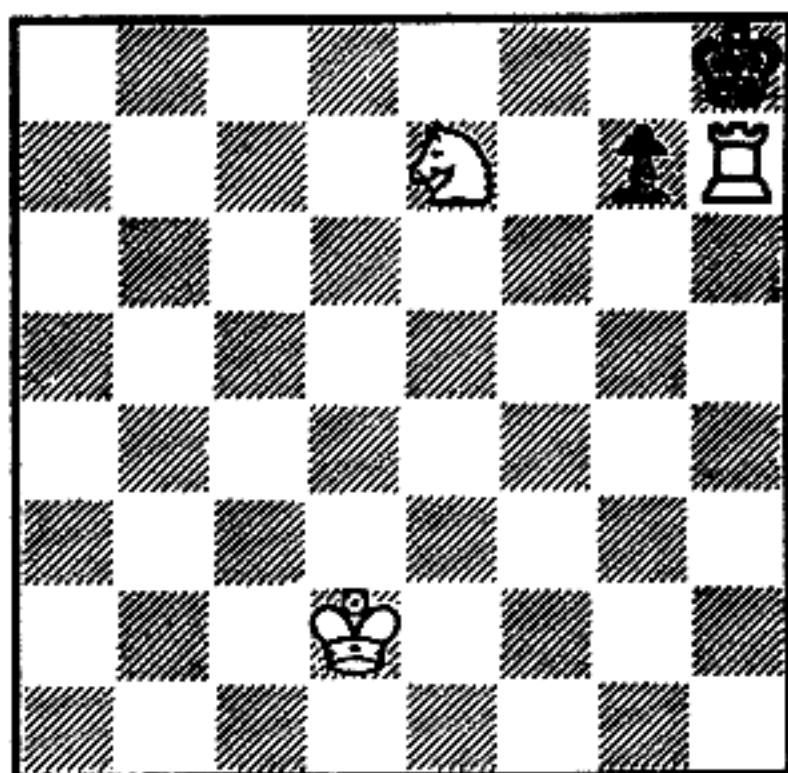
- can capture attacker
- can flee
- can do neither

15

can do neither

(White's Pawn stops Black's King from fleeing.)

16



Black King:

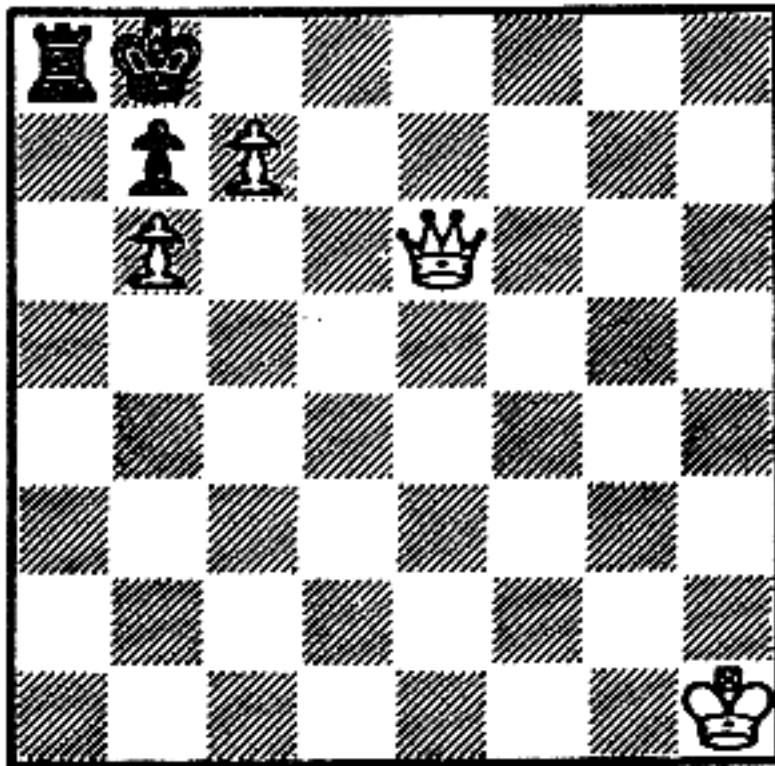
- can capture attacker
- can flee
- can do neither

16

can capture attacker

17

Here the lowly Pawn is giving check:



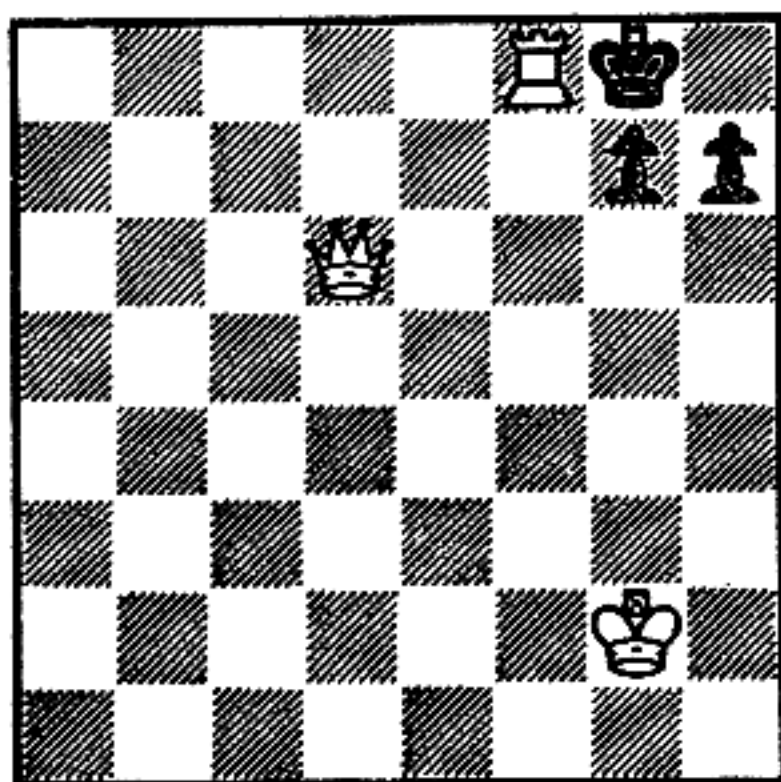
Black King:

- can capture attacker
- can flee
- can do neither

17

can do neither
(Black is mated.)

18



Black King:

- can capture attacker
- can flee
- can do neither

18

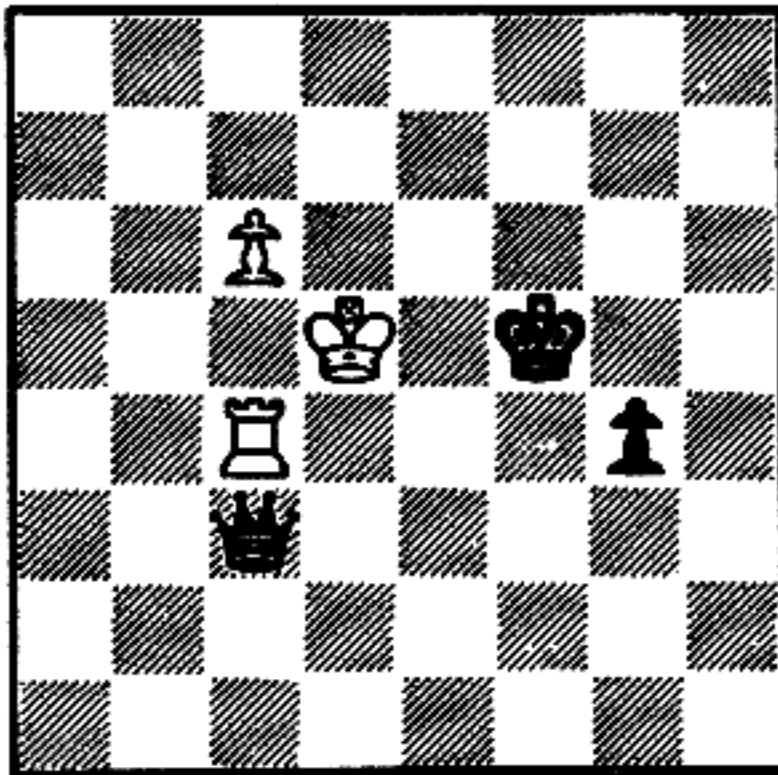
can do neither

(Checking Rook is protected by Queen. Black is mated.)

19

Draw an arrow to show how I (Black) mated Paul Keres in this position.

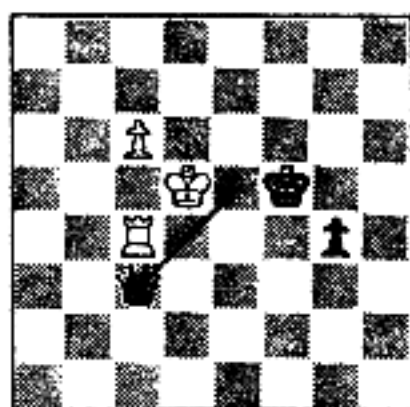
Fischer



Keres

19

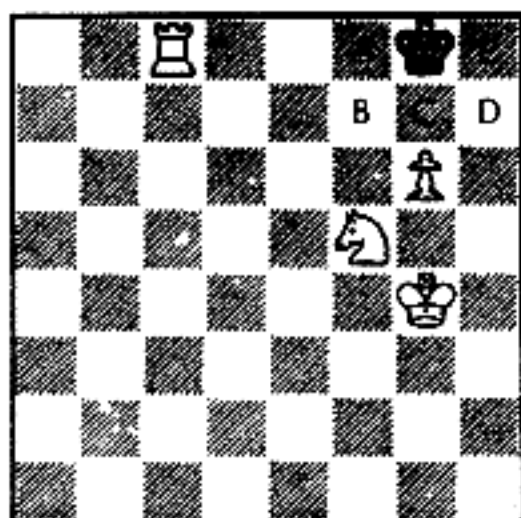
Fischer



Keres

NOTE: This mate actually happened! The position is taken from our game in the 1959 Bled Tournament (Yugoslavia). Since 1938 Keres has been considered one of the very top players in the world.

20



White's Rook has checked. The Black King, having no flight square, is mated.

Note the lettered squares, then identify the White piece that guards each of them. (For example, if the Black King were to move to square A, which White piece could capture it?) I'll do the first one to give you the idea.

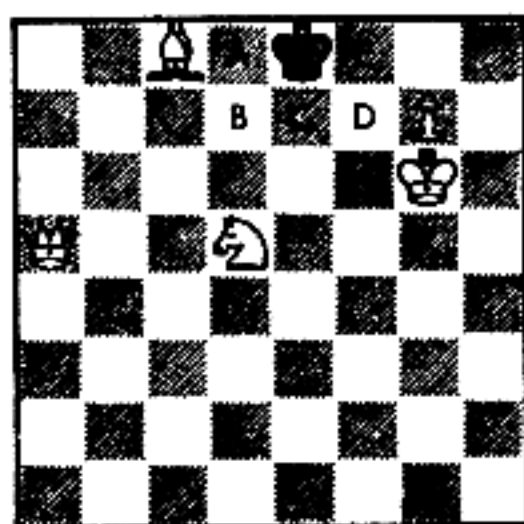
ROOK _____ guards square A
 _____ guards square B
 _____ guards square C
 _____ guards square D
 _____ guards square E

20

Pawn (guards square B)
Knight (guards square C)
Pawn (guards square D)
Rook (guards square E)

21

Now try this one:



Identify the White piece that guards each square:

- _____ guards square A
- _____ guards square B
- _____ guards square C
- _____ guards square D
- _____ guards square E

By the way, which White piece is giving check?

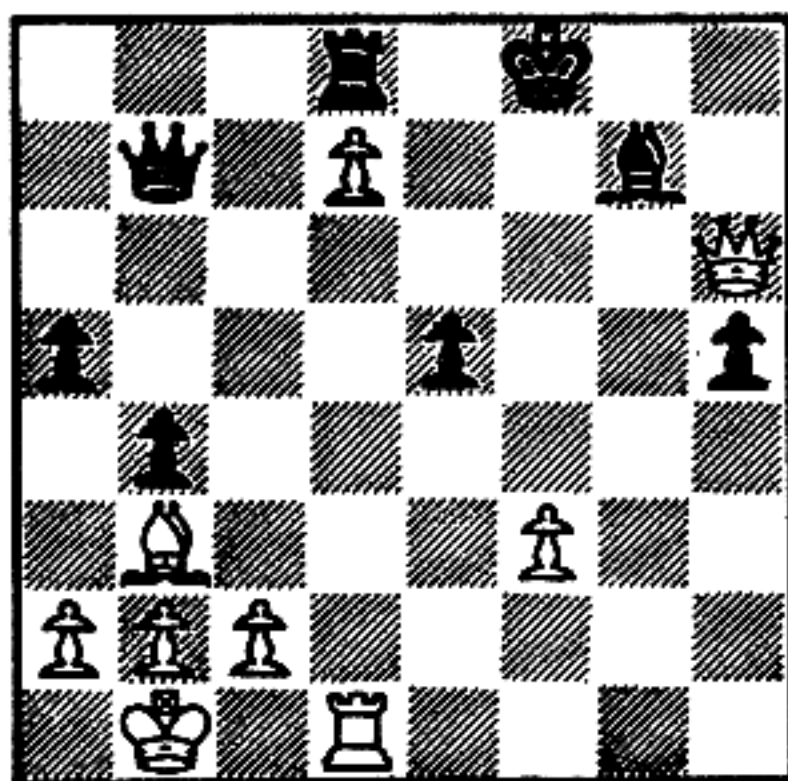
21

Queen (guards square A)
Bishop (guards square B)
Knight (guards square C)
King (guards square D)
Pawn (guards square E)
No White piece is giving check.

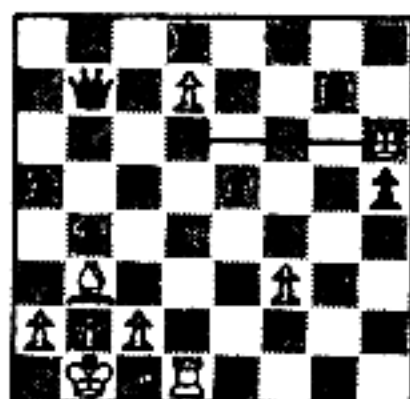
(Black has no possible move; therefore, the game is a stalemate, or draw.)

22

Observe this position; then draw an arrow to show White's mating move:



22

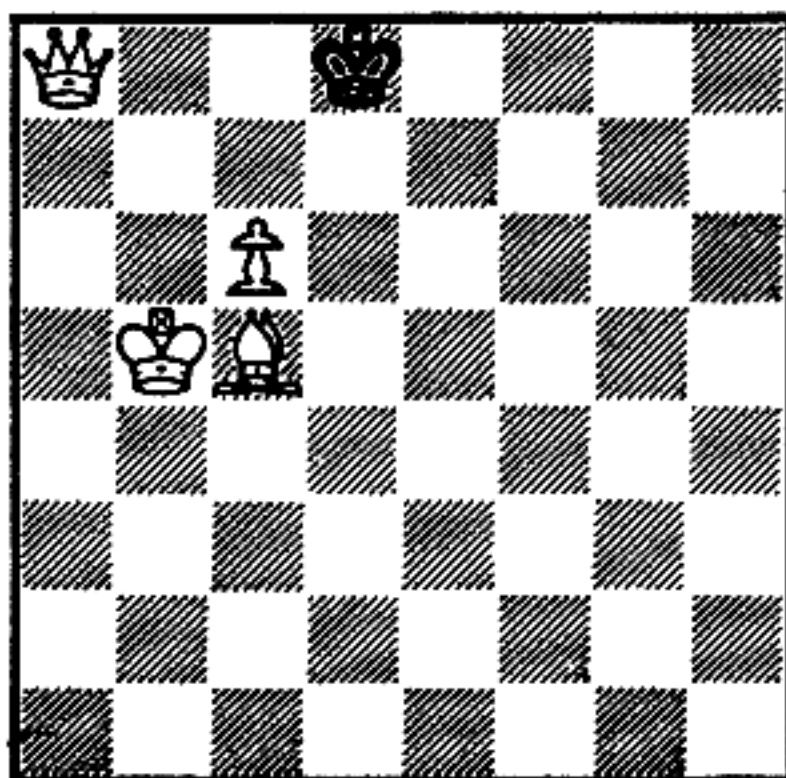


(This was taken from my game with Bent Larsen [Black] in the 1958 Interzonal Tournament, in Portoroz, Yugoslavia.)

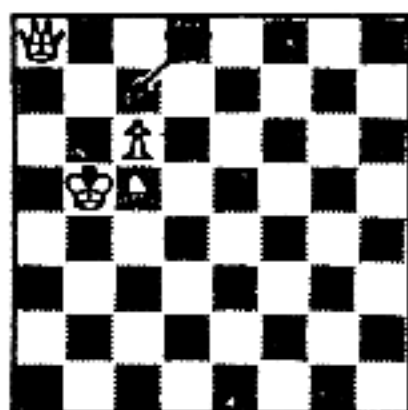
23

Black is in check again.

Draw an arrow pointing to the one square to which Black can flee:

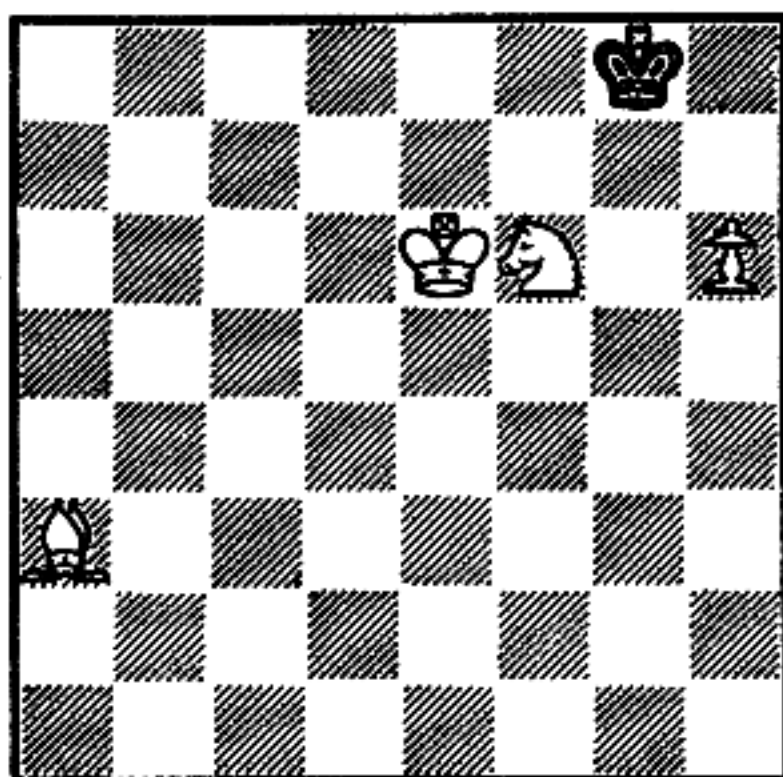


23

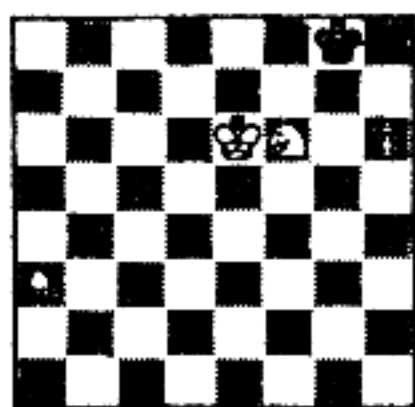


24

Again, draw an arrow to show Black's flight square:



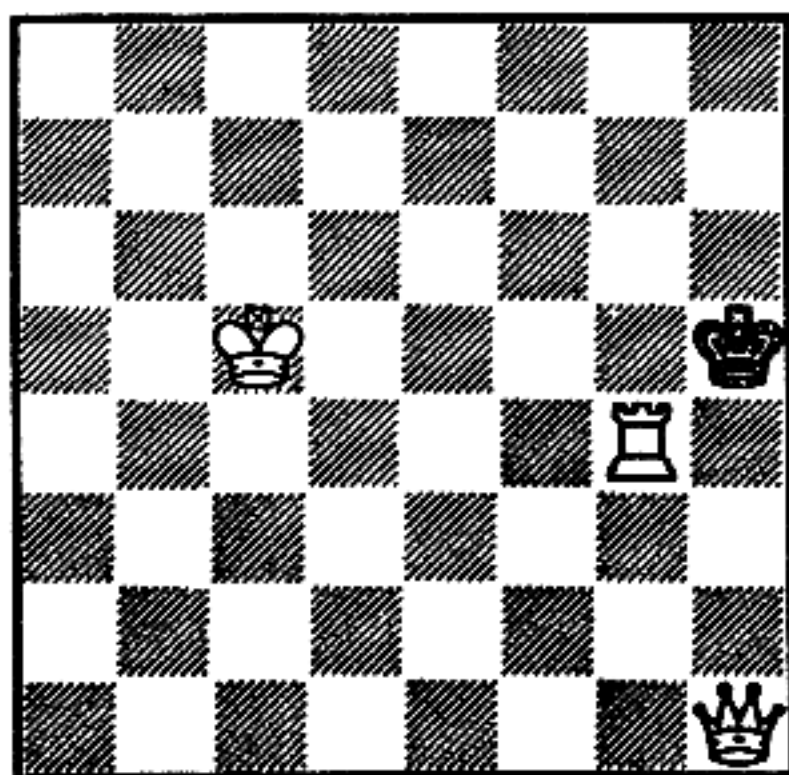
24



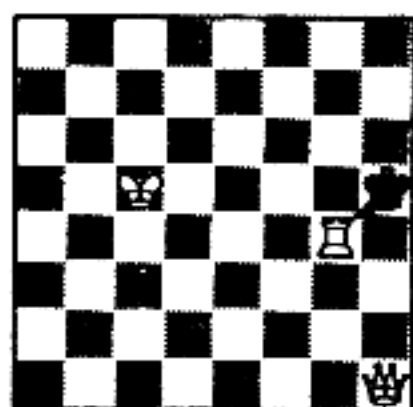
25

Here's a common position in which Black appears to be checkmated. Actually he can escape, but in a slightly different way from what you've been accustomed to.

Draw an arrow on the diagram to show how Black's King gets out of check:

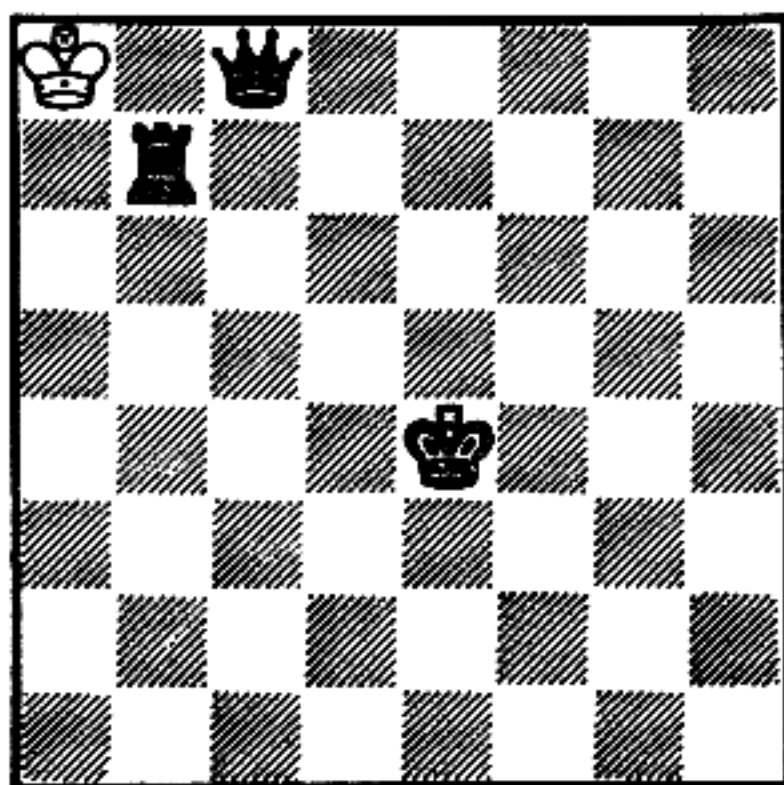


25



(Black has only one place to go, and it just happens that a White Rook is occupying that square. The King saves himself by capturing the Rook—so much the better.)

26



Can White save himself by playing King-takes-Rook in this position?

- yes
 no (checkmate)

26

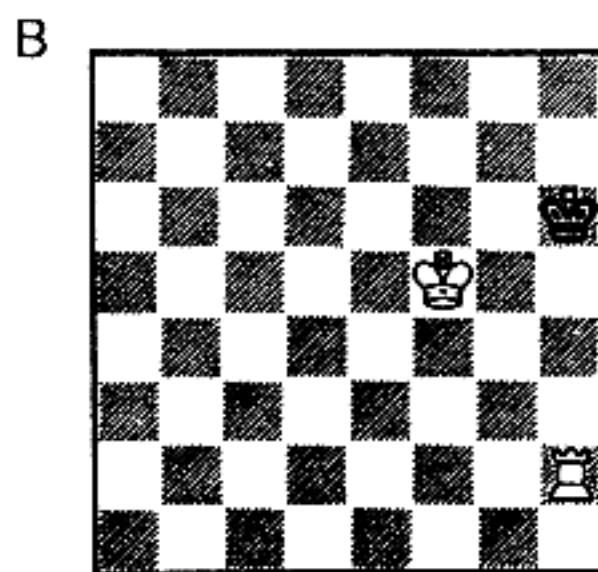
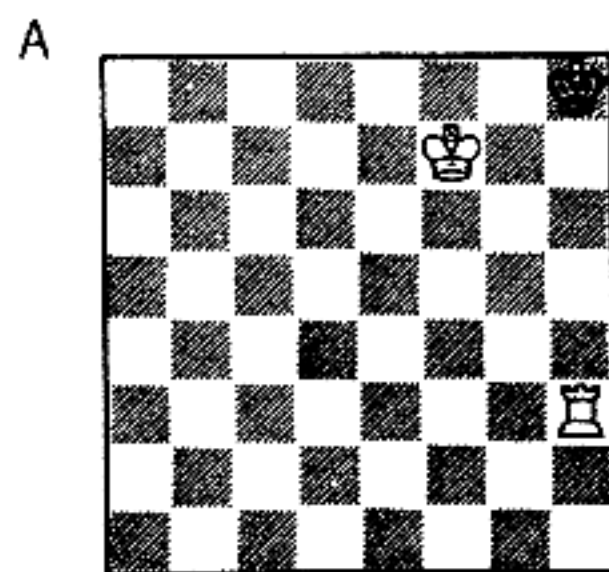
no (checkmate)

(In this case the Queen, which is giving check, also protects the Rook. White is checkmated.)

27

Remember that one King can help trap the other. In fact, in the later stages of the game when most of the pieces have been traded off, the King can be a very valuable offensive piece—and not one that you have to hide away in the corner.

Observe the positions below:



Black is checkmated in:

- position A only
- position B only
- both positions
- neither position

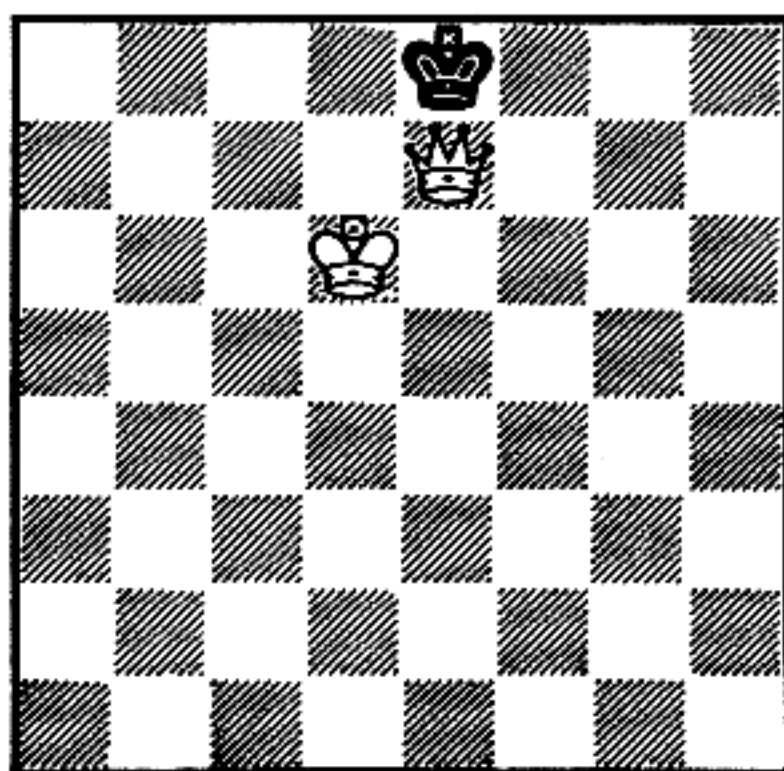
27

position A only

(Note that in position A the White King hems in Black's King while the Rook gives check. This is a common type of mate. In position B, Black has a fleeing square that gets him safely out of check. Look again for it if you didn't notice it.)

28

Now that you have the idea, observe this position:



Is Black checkmated?

- yes
- no

28

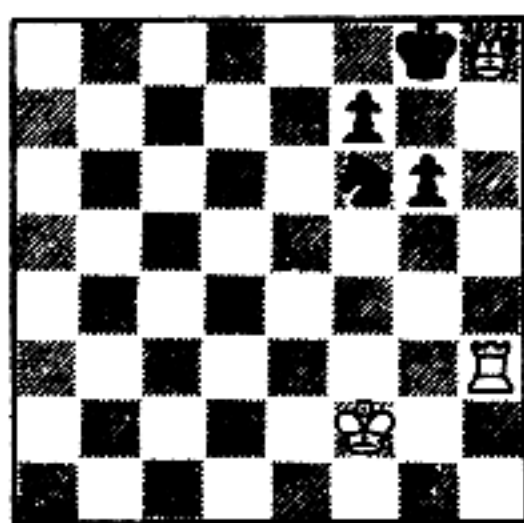
yes

(The Queen gives check and covers all the fleeing squares, while White's King protects the Queen from capture.)

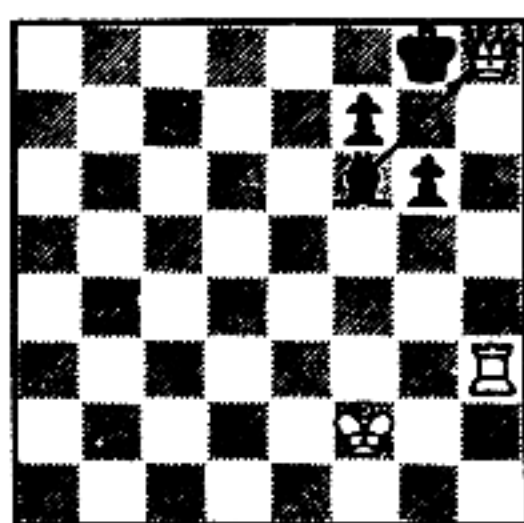
29

Sometimes Black can avoid check or mate by capturing with a piece other than his King.

Observe the difference between the two positions in each group below:

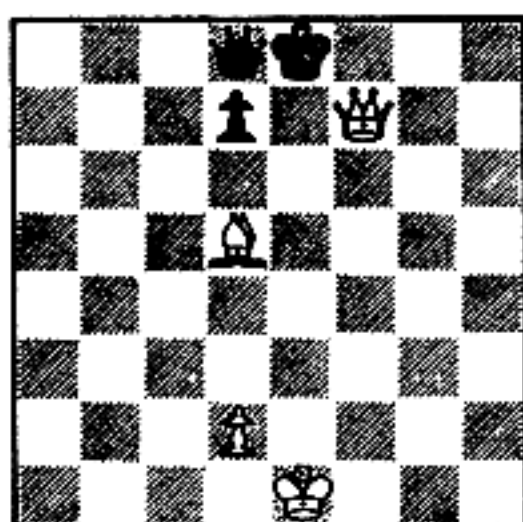


A1. White's Queen, protected by the Rook, has mated.

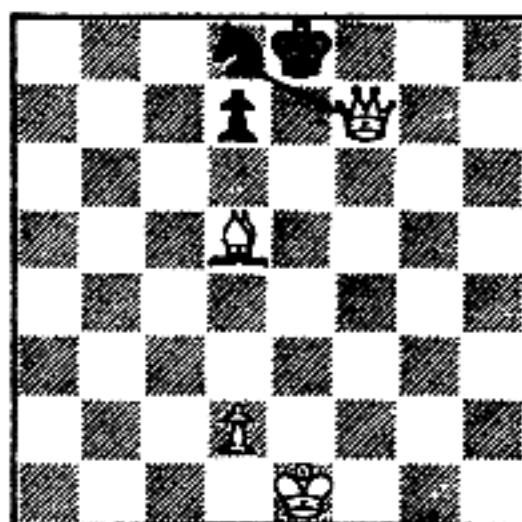


A2. The same position, except for the Black Bishop, which can capture the attacker.

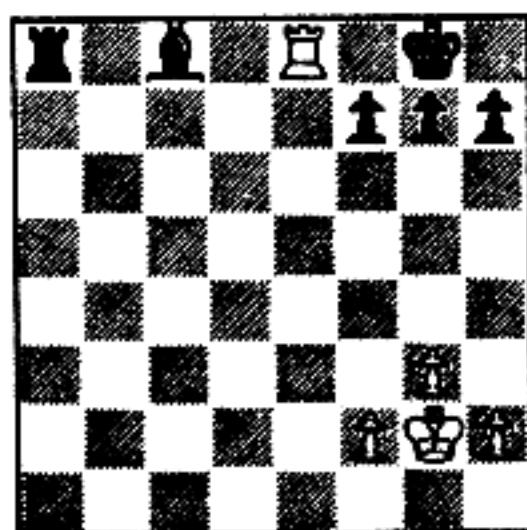
(continued)



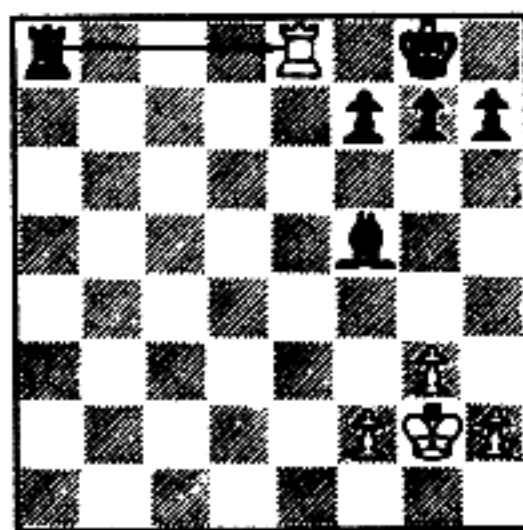
B1. White's Queen, protected by Bishop, mates.



B2. But here the Black Knight can capture the attacker.



C1. The White Rook mates. The Bishop prevents the Black Rook from capturing the White Rook and thereby saving the game.



C2. With the Black Bishop out of the way, Black's Rook captures White's Rook.

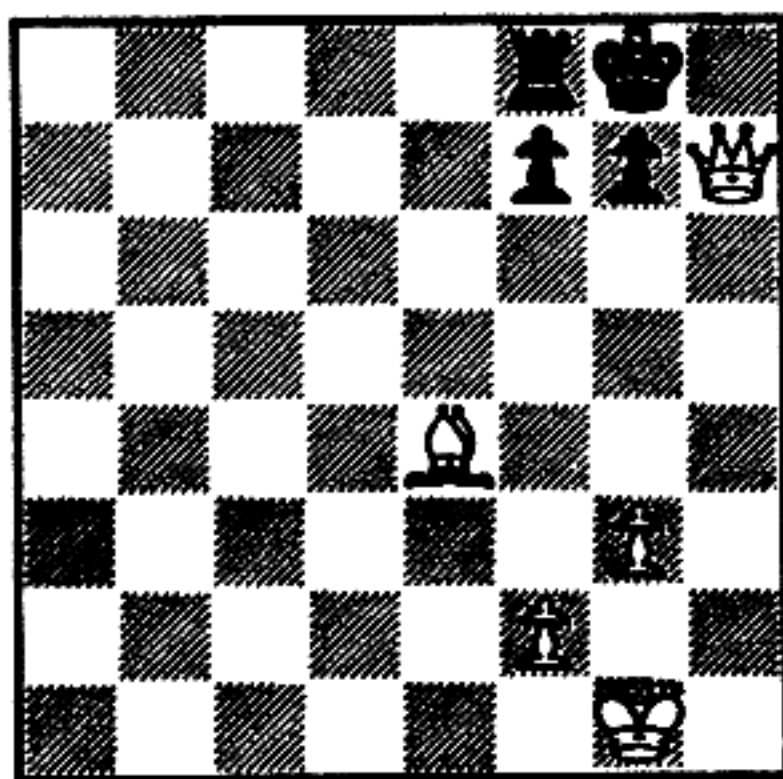
TURN THE PAGE AND CONTINUE WITH FRAME 30

29

NO ANSWER REQUIRED

30

Observe the following position; then determine Black's defense, if any.



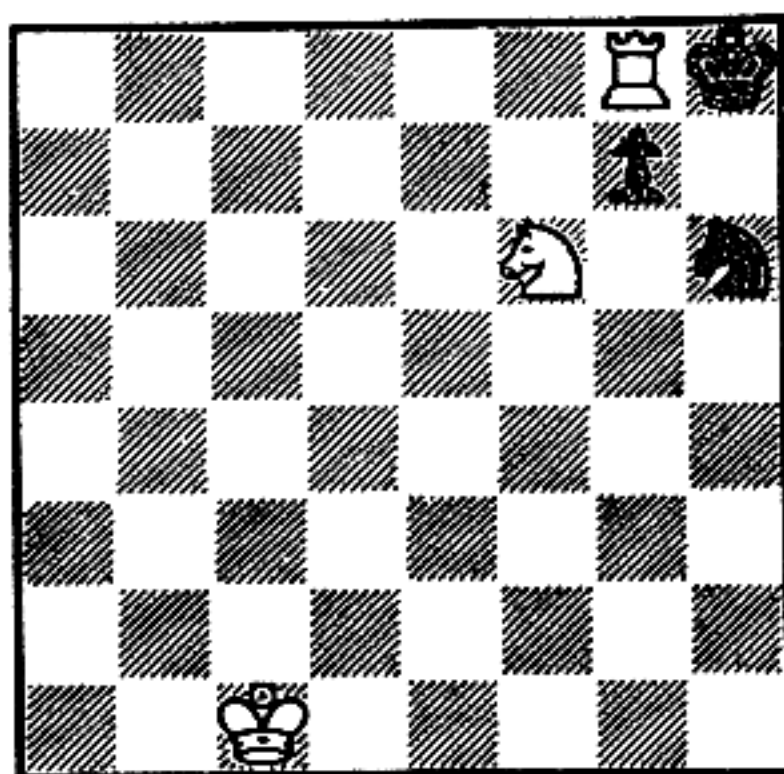
What is Black's defense?

- King-takes-Queen
- King flees
- other piece-takes-Queen
- no defense: checkmate

30

no defense: checkmate

31



Check Black's defensive move:

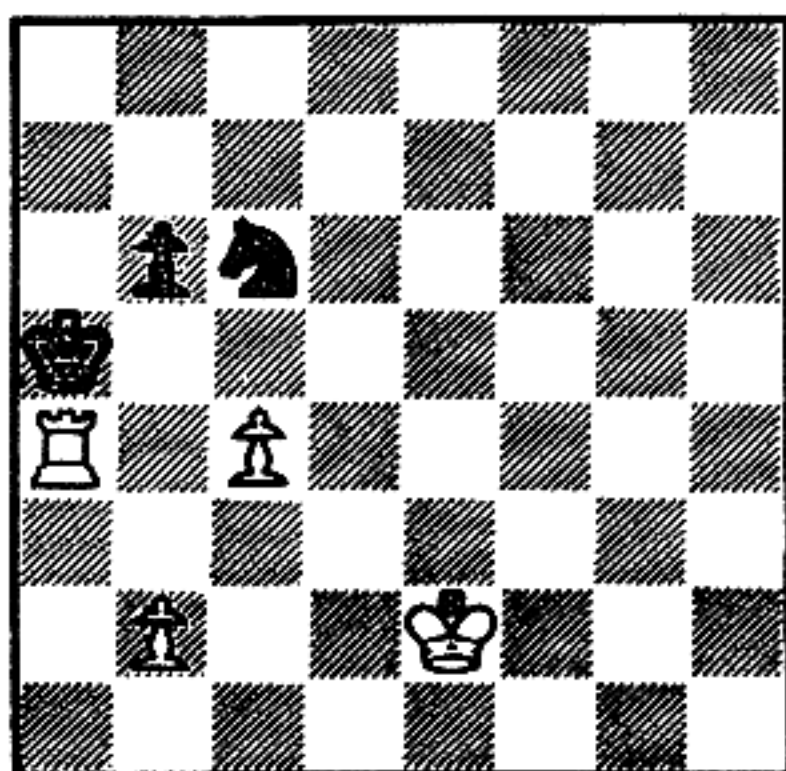
- King-takes-Rook
- King flees
- other piece-takes-Rook
- no defense: checkmate

31

other piece-takes-Rook

(In this case the Knight is the capturing piece.)

32



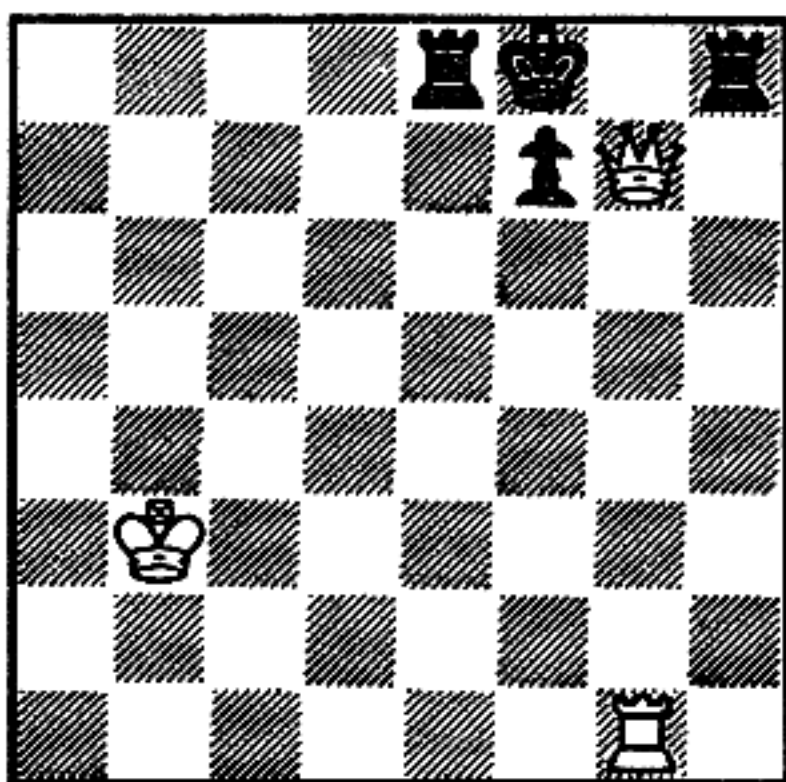
What does Black play?

- King-takes-Rook
- King flees
- other piece-takes-Rook
- no defense: checkmate

32

King-takes-Rook

33



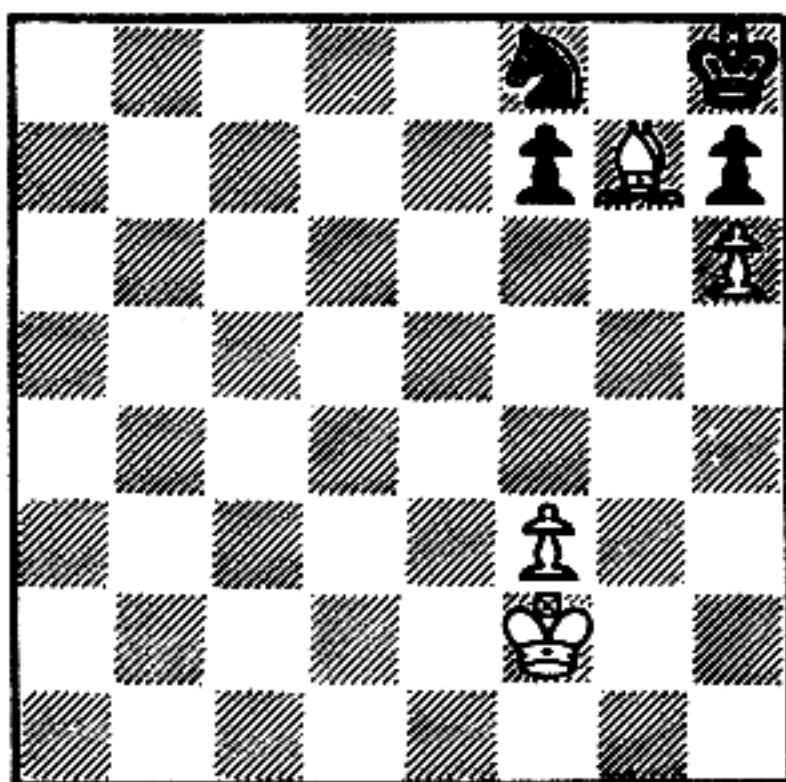
What is Black's defense?

- King-takes-Queen
- King flees
- other piece-takes-Queen
- no defense: checkmate

33

King flees

34



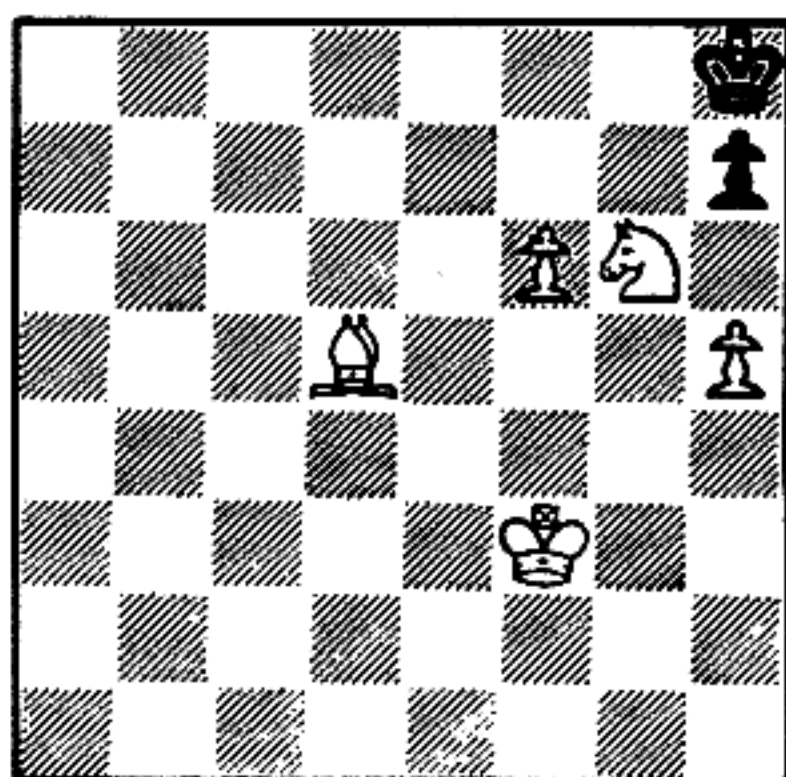
What is Black's saving move in this example?

- King-takes-Bishop
- King flees
- other piece-takes-Bishop
- no defense: checkmate

34

King flees

35



What can Black do to escape check?

- King-takes-Knight
- King flees
- other piece-takes-Knight
- no defense: checkmate

35

other piece-takes-Knight

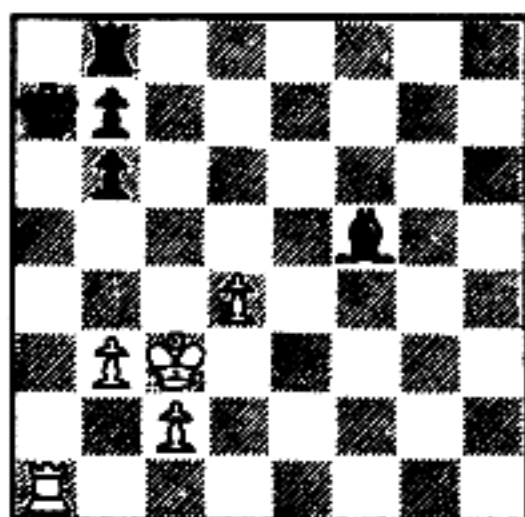
(In this case, the Pawn saves Black by capturing the checking White Knight.)

.

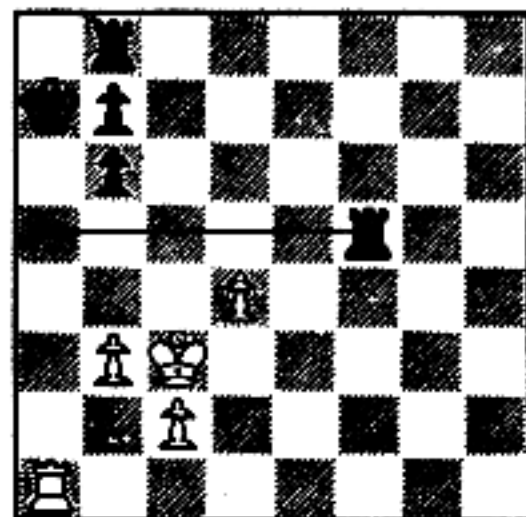
36

Another way for Black to escape check is to "interpose" one of his pieces between the checking piece and his King.

Observe the following positions:

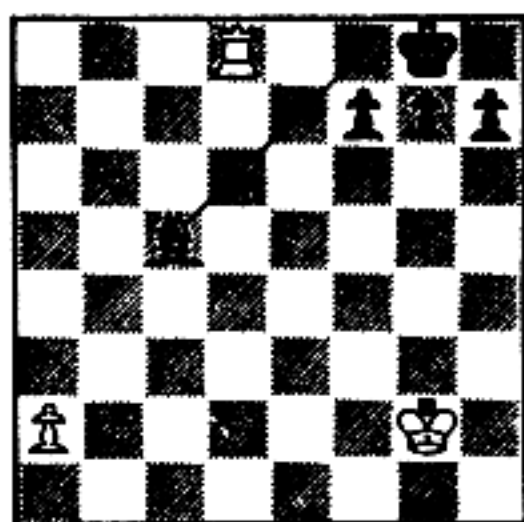


A. White's Rook has checked. Black has no defense and is mated.

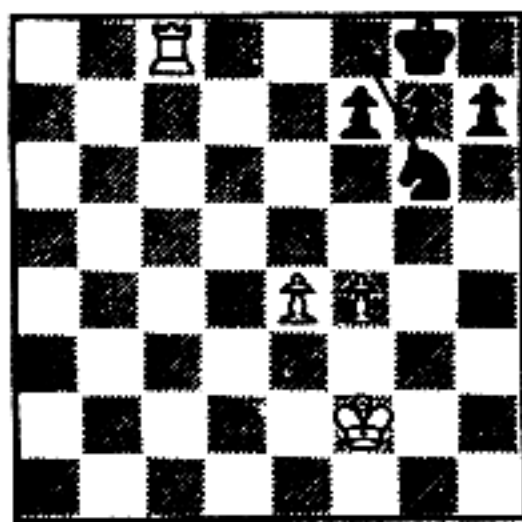


B. But in this similar position, Black's Rook prevents mate by interposing (as shown by arrow).

(continued)



- C. Here Black's Bishop interposes, defending against mate by the White Rook.



- D. This time the Black Knight interposes.

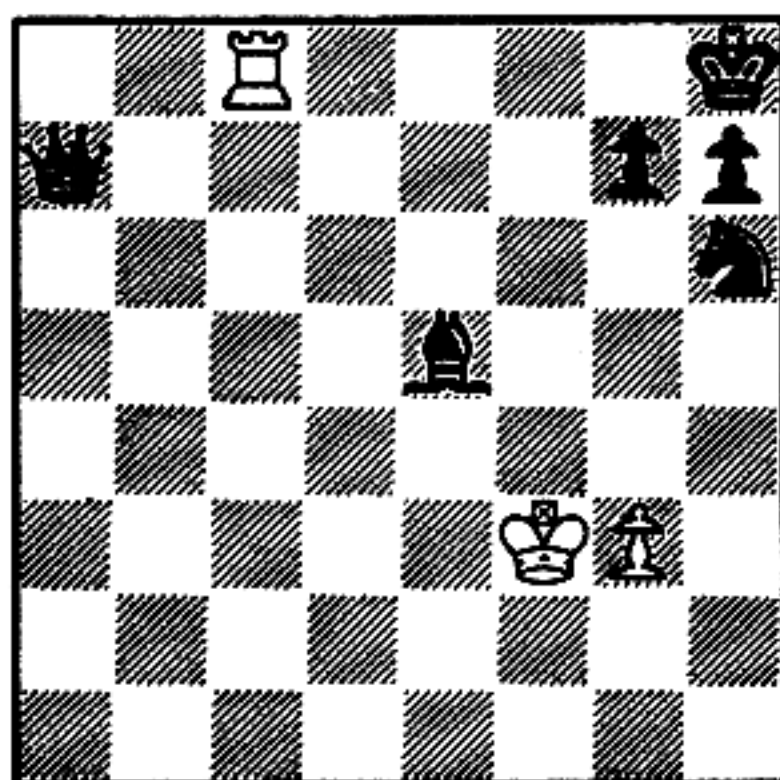
NOW TURN THE PAGE AND CONTINUE WITH
FRAME 37

36

NO ANSWER REQUIRED

37

In this position, the White Rook is checking:



Which Black piece can defend against the check?

What does that Black piece do?

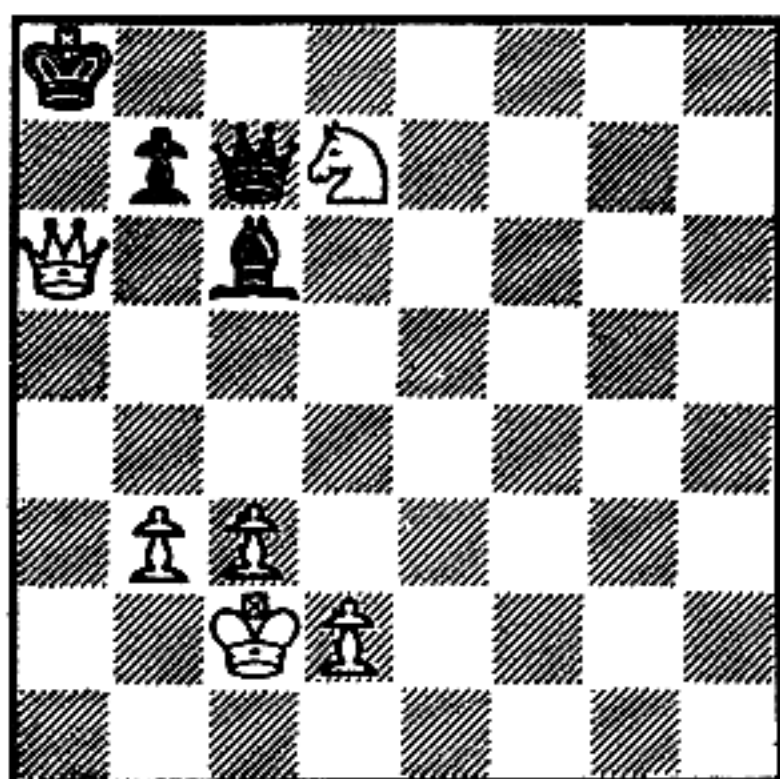
- captures
- interposes

37

the Knight

interposes

38



Which Black piece can defend against this check?

What does that Black piece do?

- captures
- interposes

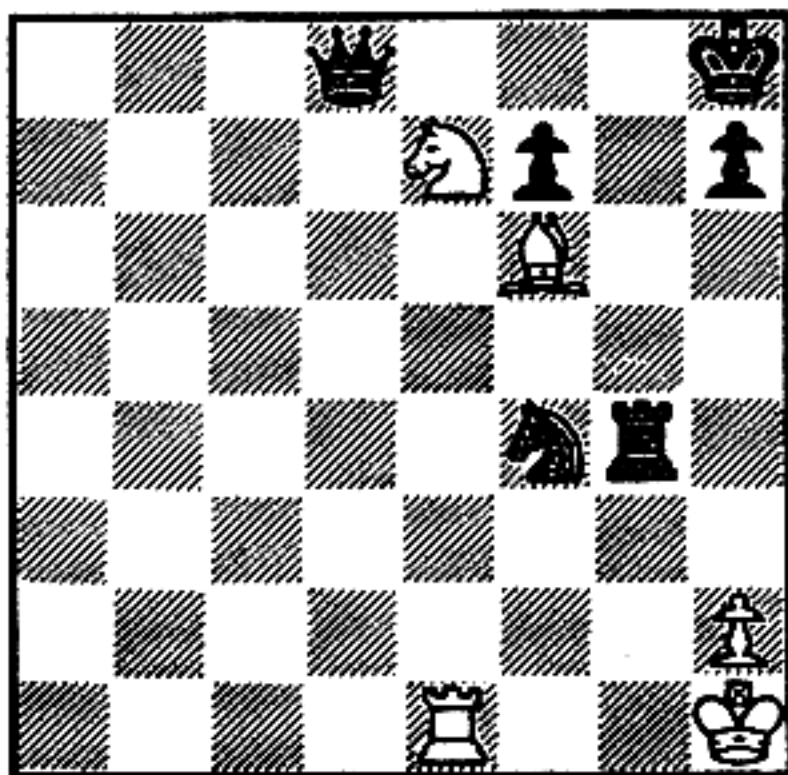
38

Pawn

captures (the Queen)

39

In this and the next few frames you will be shown various positions: in some Black is mated; in others he can defend by capturing the White attacker, moving his King, or interposing. You will be asked to determine Black's defense, if any exists.



Is Black mated by White's Bishop?

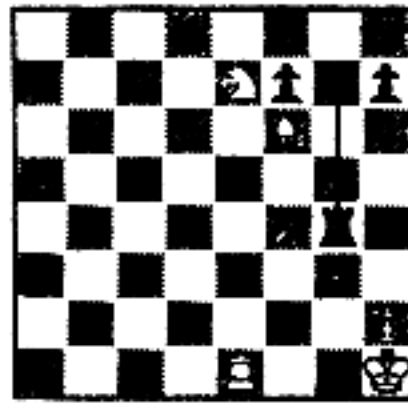
yes

no

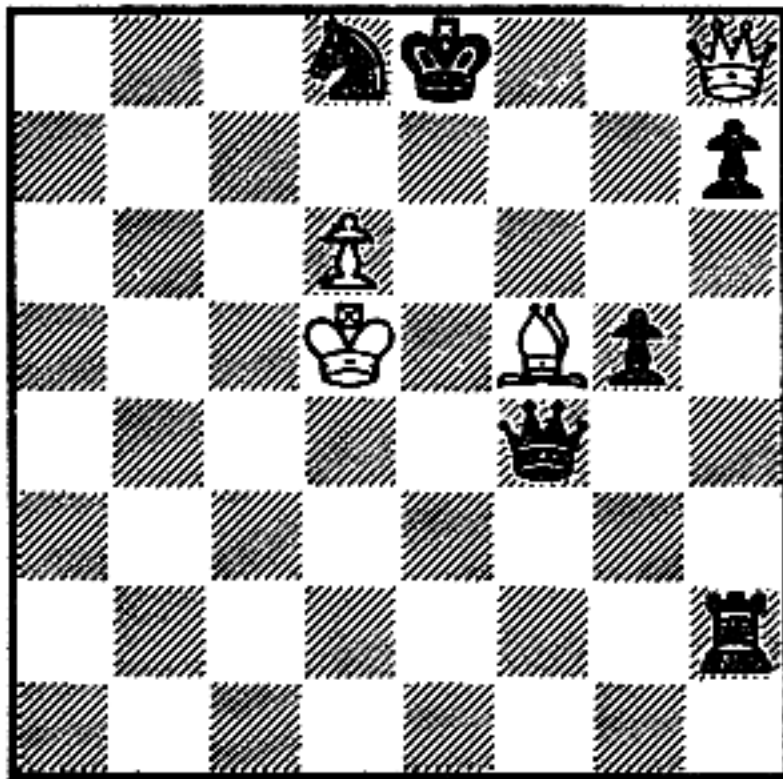
If not, draw an arrow on the diagram to show Black's defense.

39

no
(Black is not mated;
the Rook interposes, as
shown.)



40



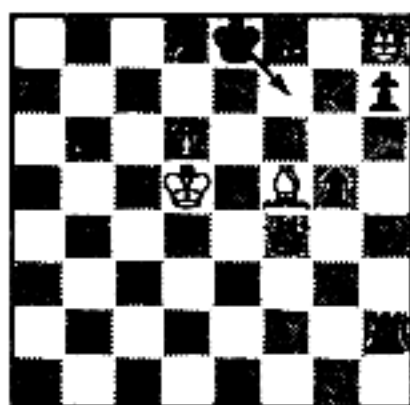
Is Black mated?

- yes
- no

If not, draw an arrow to show his defense.

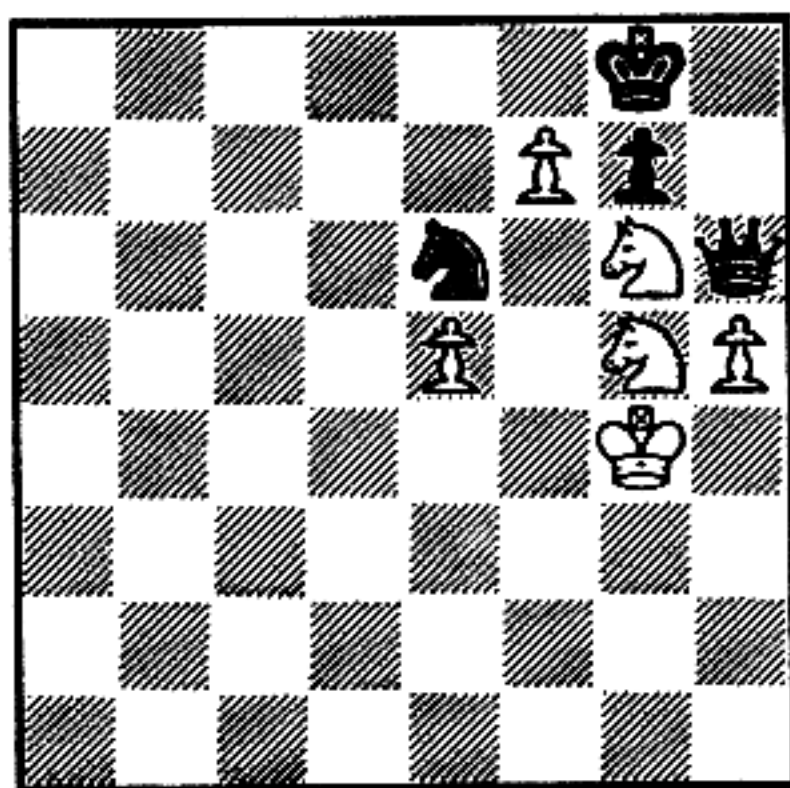
40

no
(King flees as shown.)



41

Observe the board carefully. This is a tricky one.



Is Black mated?

yes

no

If not, draw an arrow to show his defense.

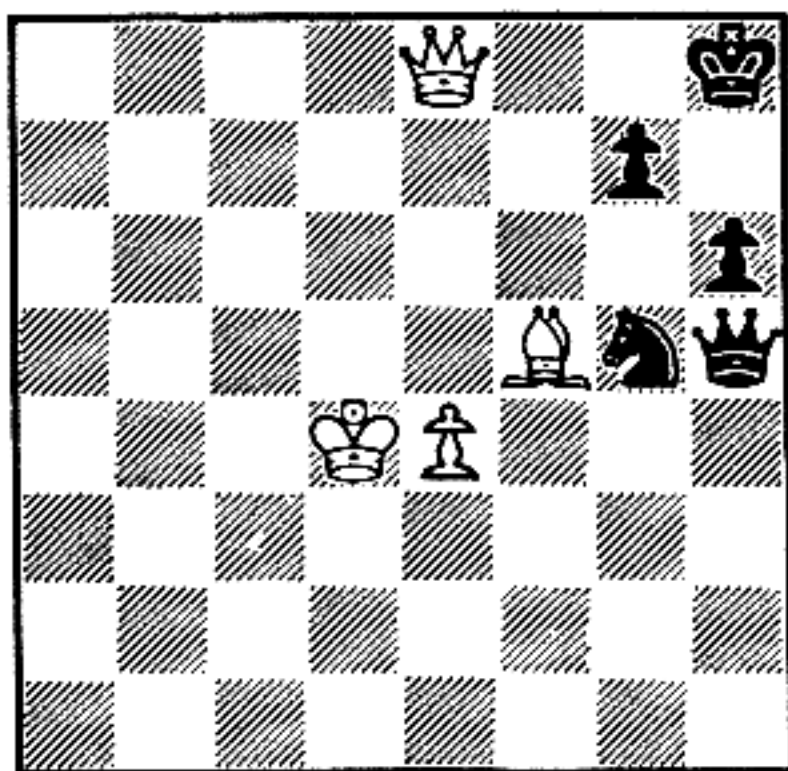
41

yes

(You have to watch those Knights!)

42

Here's another tricky one:



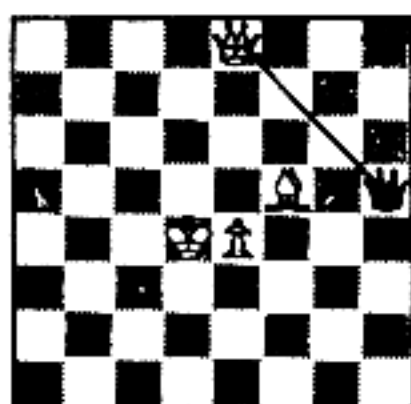
The position is:

- checkmate
- not checkmate

If you answer "not checkmate," draw an arrow to show Black's defense.

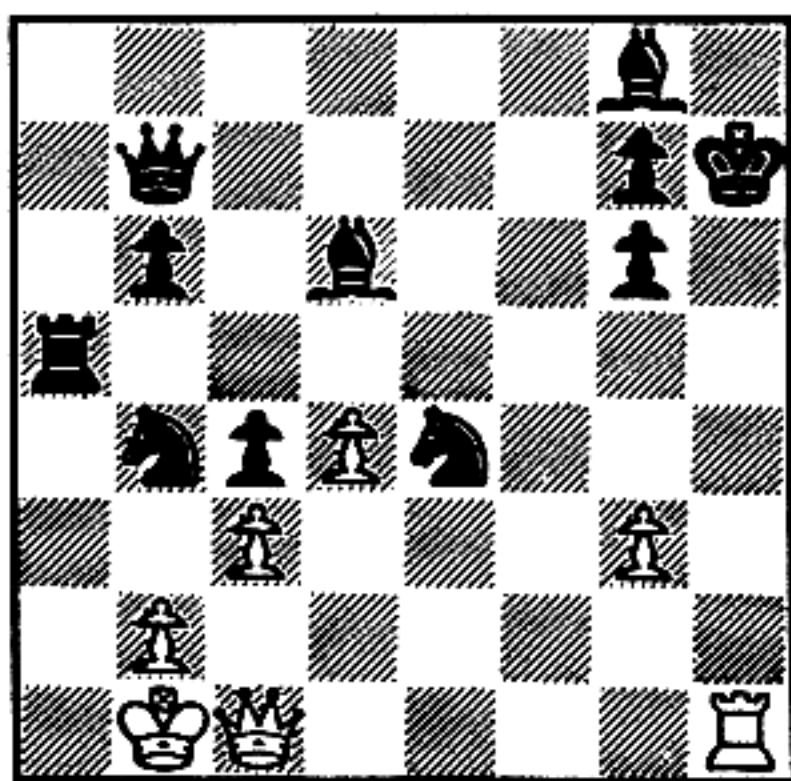
42

not checkmate
(Queen takes Queen, as shown.)



43

You will now see more complex positions that require careful consideration of every piece on the board.



Which Black piece can defend against mate?

How does this piece defend?

- by capturing attacker
- by interposing

43

the Rook

by interposing

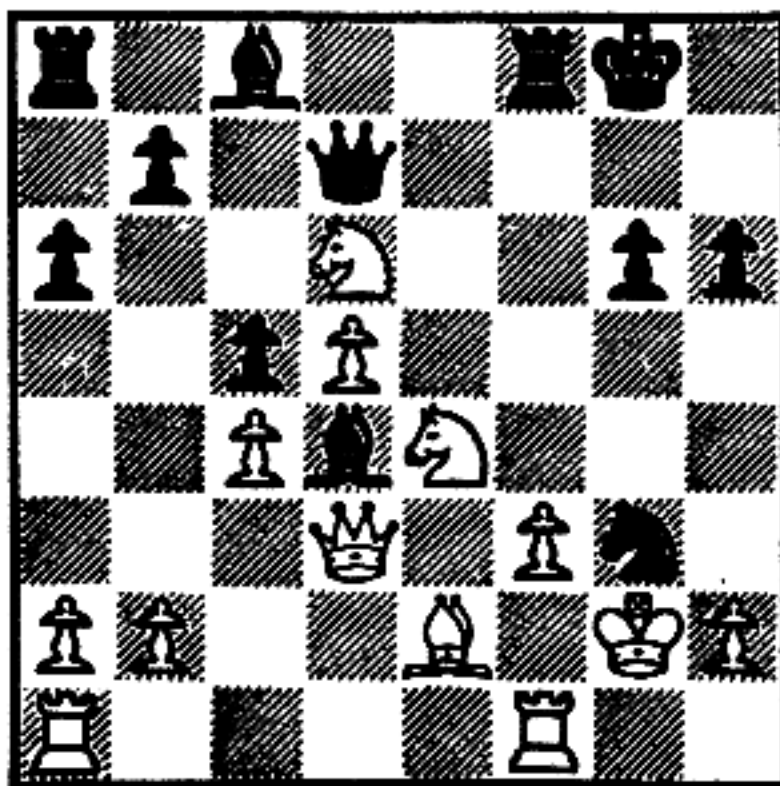
(You have to watch all of the pieces on the board and observe how they affect the position.)

44

Here's a position from one of my games in which I was Black.

Assume White's Pawn captures the Black Knight. Draw an arrow to show how I would then mate in one move:

Fischer



Gligorich

44 After White's Pawn takes Knight, Queen mates as shown:

Fischer



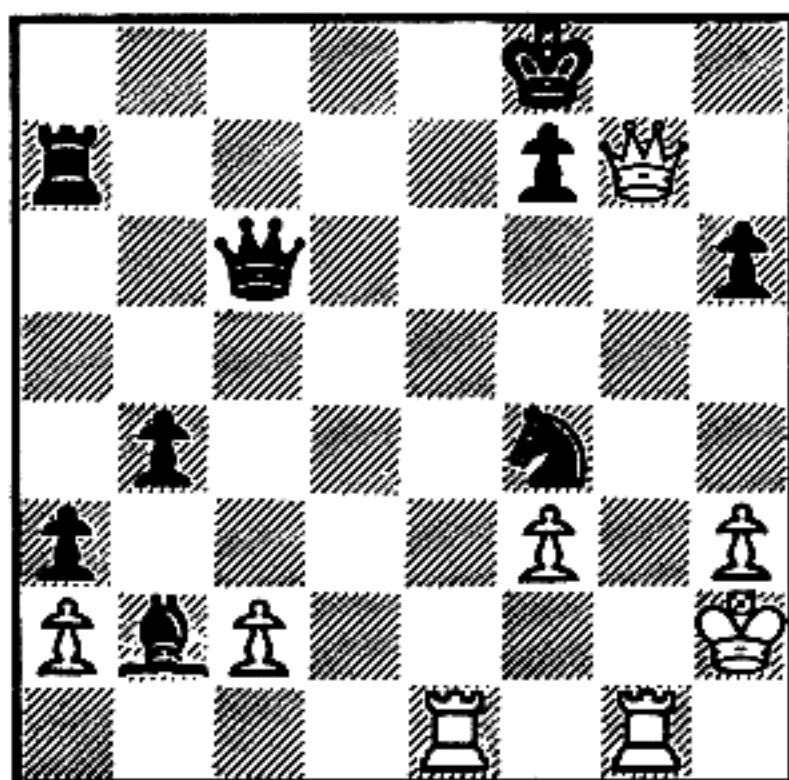
Gligorich

NOTE: This position is from my game with Gligorich in Bled, Yugoslavia (1961). Gligorich has been Yugoslavian Champion many times. He has qualified for the Candidates Tournament for the World Championship three times.

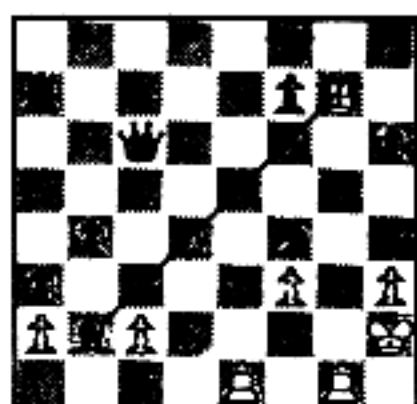
Actually, my opponent made a different move (Knight-takes-Bishop), and after some complicated play the game was eventually drawn.

45

Draw an arrow to show Black's defense against checkmate:



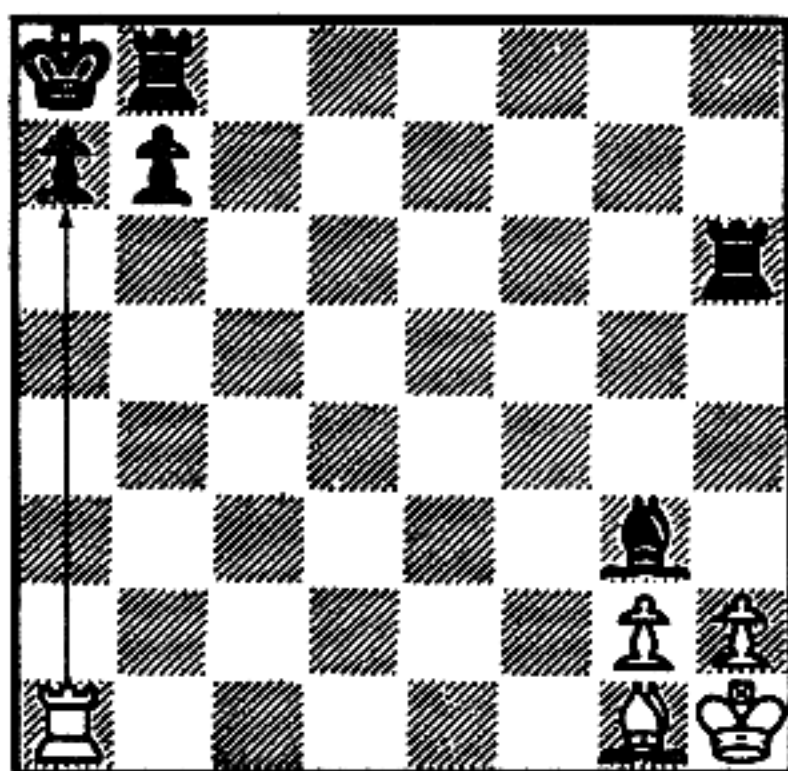
45



(Remember, watch the whole board!)

46

Observe the board carefully:



Can White's Rook mate by capturing the Pawn, as shown?

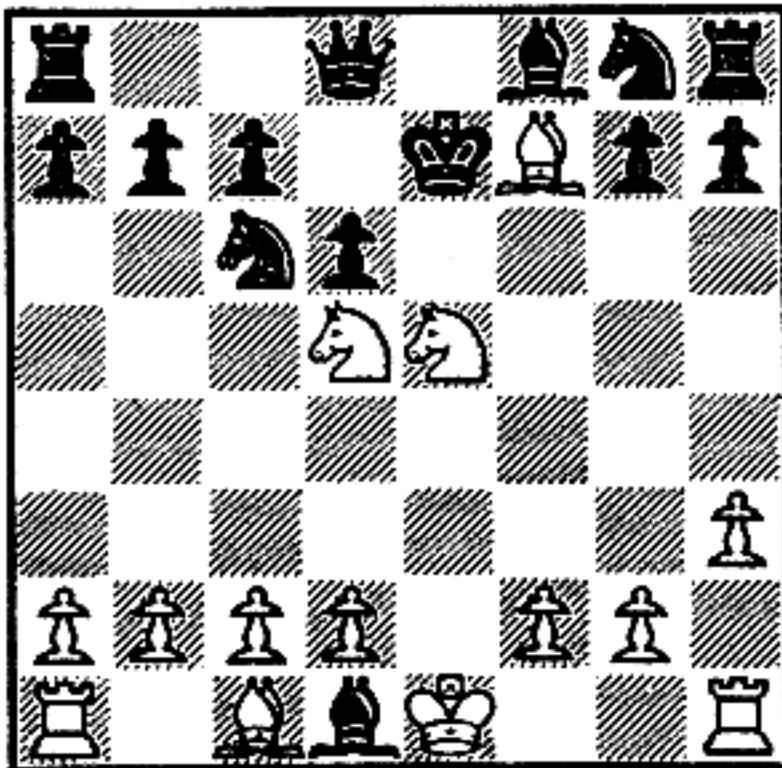
- yes
 no

46

yes

(White's Rook is protected by the Bishop.)

47



Is Black mated in this position?

yes

no

If not, draw the usual arrow to show the defense.

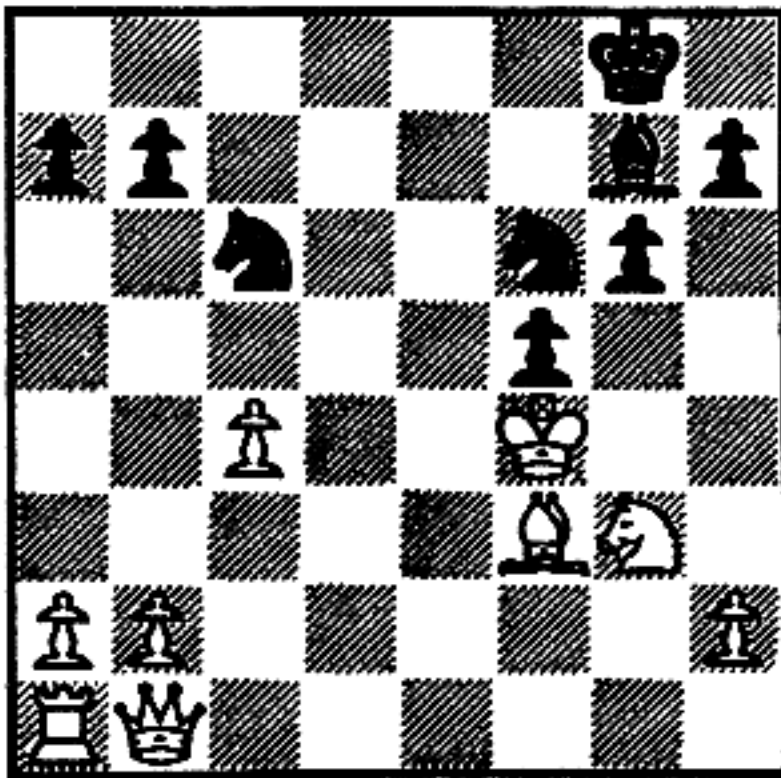
47

yes

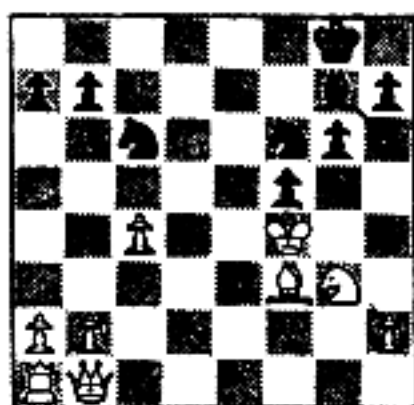
(Black is mated. White sacrificed his Queen to achieve this mate. Note Black's Bishop next to White's King.)

48

Here is a position from one of my games. Draw an arrow showing how Black can mate:



48

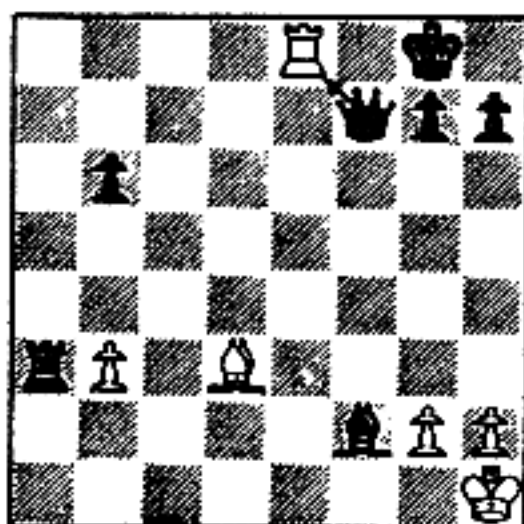


NOTE: This position is from my game with Letelier (White) in the Leipzig team tournament, 1960. Letelier resigned rather than permit the Bishop to mate.

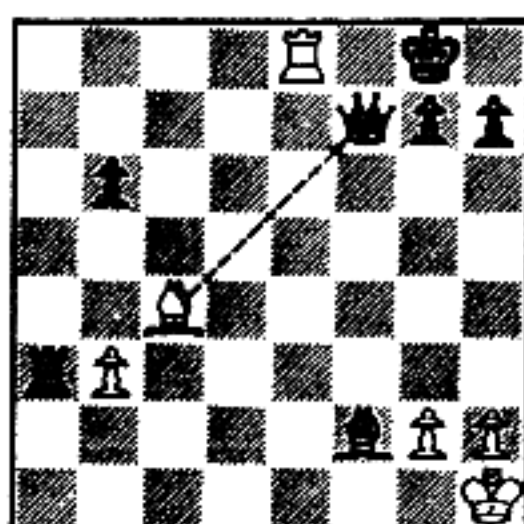
49

PINS

Observe the differences in each of the following three pairs:

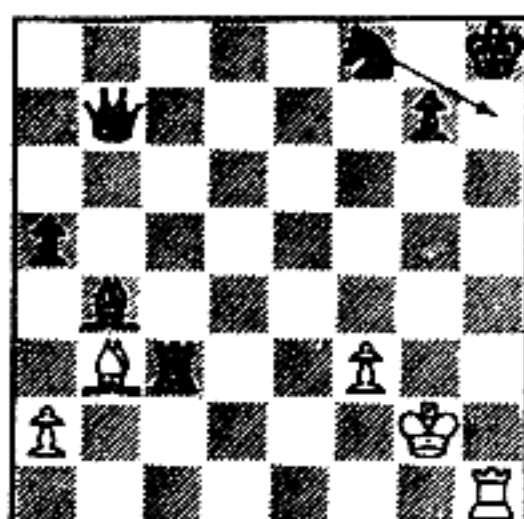


A1. In this position, Black's Queen can capture the attacker.

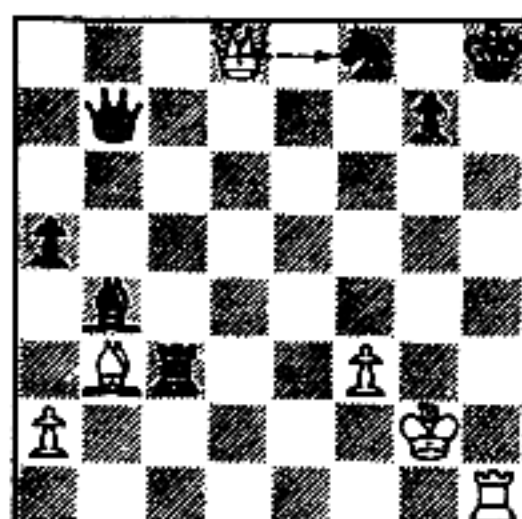


A2. But here, Black's Queen cannot capture the attacker. The Queen is "pinned" by White's Bishop (i.e., capturing would expose the Black King to capture).

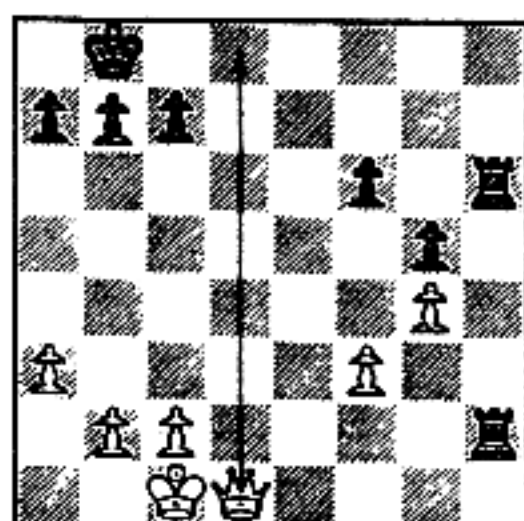
(continued)



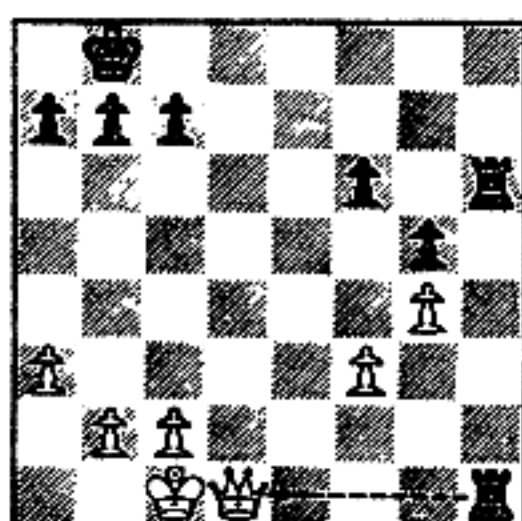
B1. Black's Knight can interpose to defend against the White Rook's check.



B2. The Black Knight cannot interpose (it's pinned by White Queen).



C1. White's Queen can check—and mate.



C2. The White Queen cannot check (it's pinned by Black Rook).

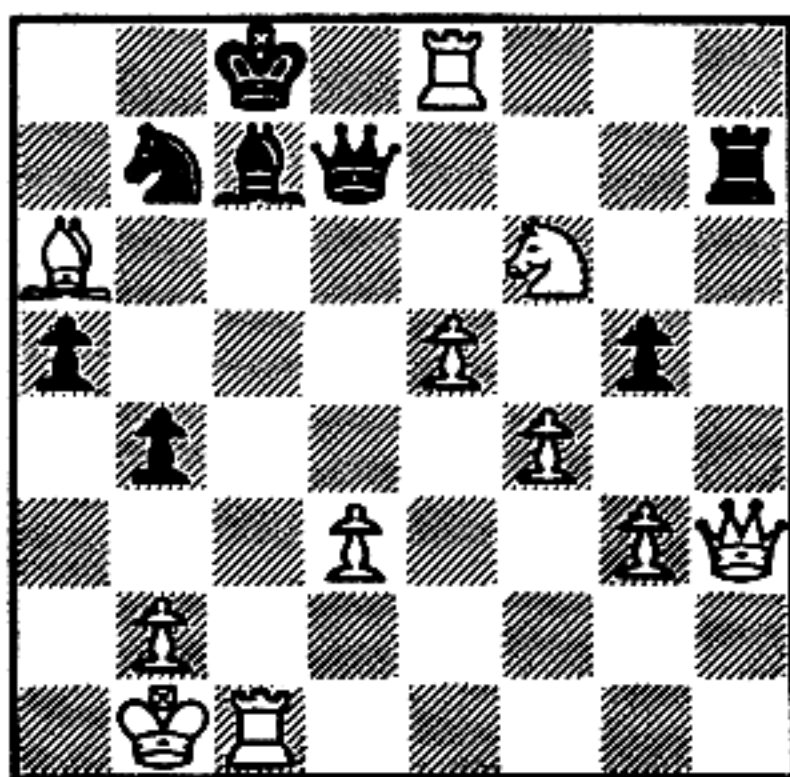
NOW TURN THE PAGE AND CONTINUE WITH FRAME 50

49

NO ANSWER REQUIRED

50

Black is mated. A fantastic position! Black's Queen, Bishop and Knight are all "pinned" and thus unable to come to the defense of the Black King.



What White piece prevents Black's Queen from capturing the checking Rook? _____

What White piece prevents the Black Bishop from interposing? _____

What White piece prevents Black's Knight from interposing? _____

50

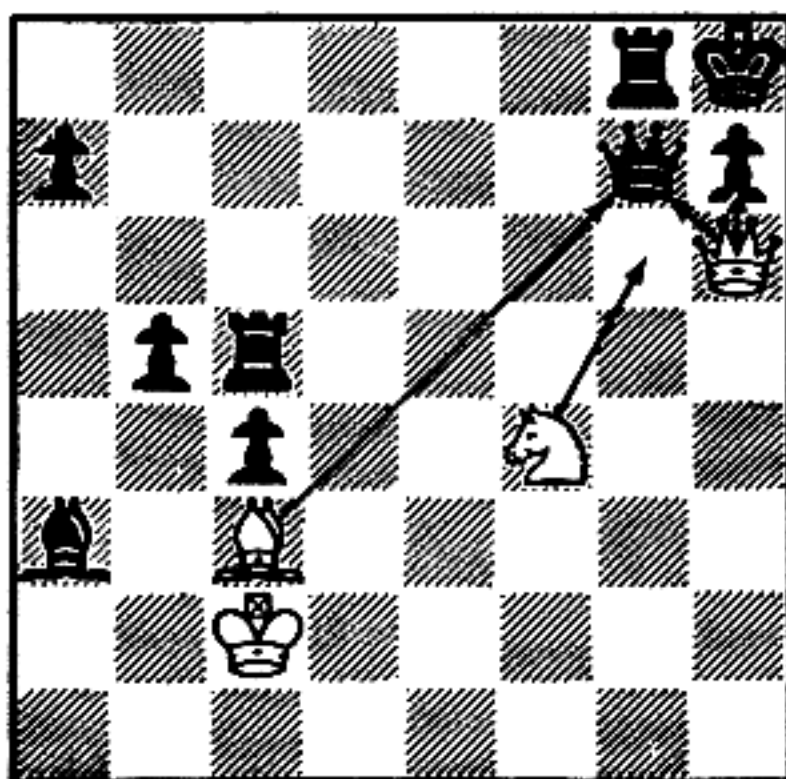
Queen

Rook (next to White King)

Bishop

51

White has several checks, but only one mate.



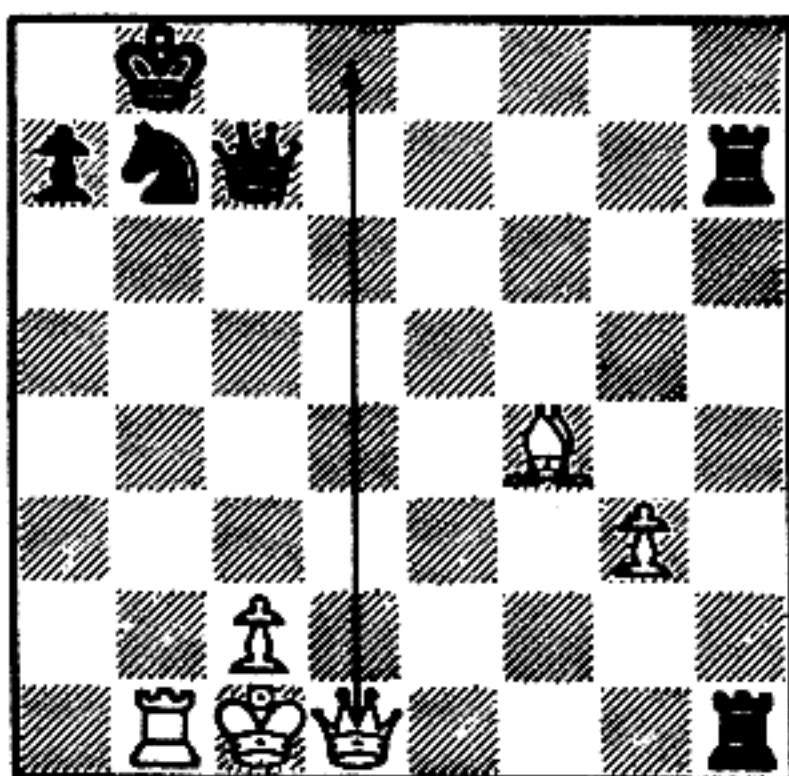
Which move mates?

- Bishop-takes-Queen
- Queen-takes-Queen
- Queen-takes-Pawn
- Knight checks

52

- a. yes
(Black's Queen is pinned and cannot interpose.)
- b. no
(Black's Bishop can capture!)

53



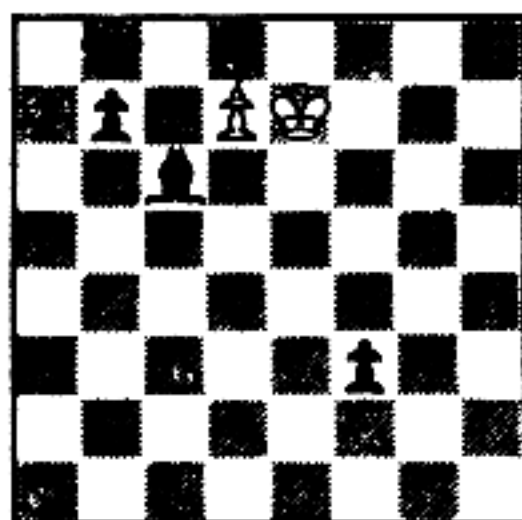
Why can't White's Queen mate as shown?

53

White's Queen is pinned by the Black Rook! Otherwise it could mate, since Black's Queen and Knight are both pinned.

54

Let's review the rule of Pawn promotion. When your Pawn advances all the way to the other end of the board, it becomes a Queen, Rook, Bishop or Knight, according to your choice.



Here White's Pawn can advance and mate Black.

To do so, it must become a:

- Bishop
- Knight
- Queen
- Rook

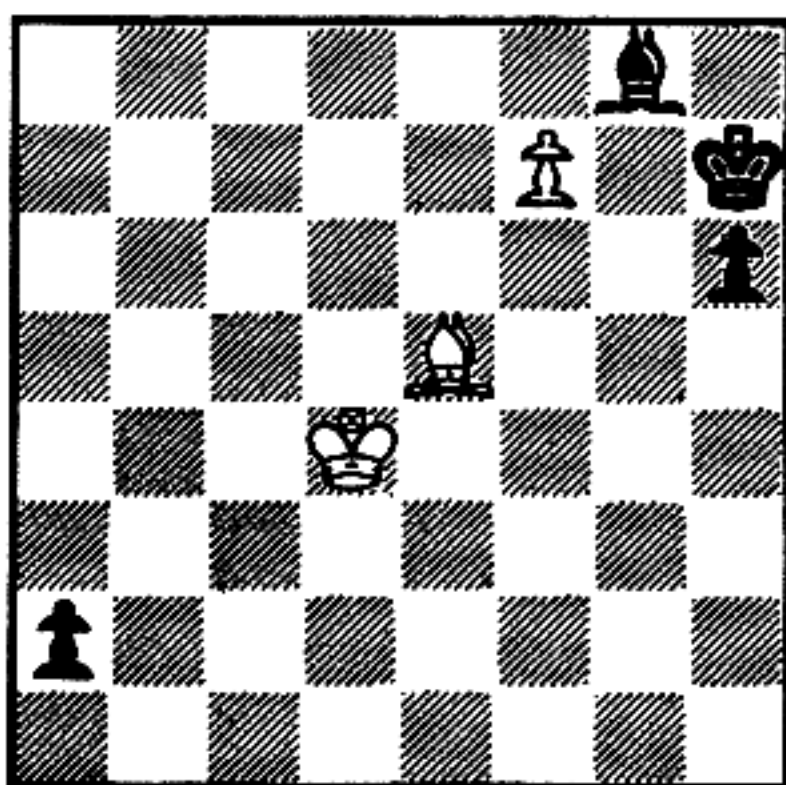
54

Queen

(Promotion to a Rook would not work because the Black King could escape to a flight square. Usually it is best to promote a Pawn to a Queen, since the Queen is the strongest piece. On rare occasions, however, promoting to a weaker piece [e.g., Knight] is a better play.)

55

Believe it or not, White can mate in this position:



The correct White move is:

- Pawn advances straight ahead and becomes a Knight
- Pawn advances straight ahead and becomes a Queen
- Pawn takes Bishop and becomes a Queen
- Pawn takes Bishop and becomes a Bishop

57

no

(Neither of the Queen checks will be mate.)

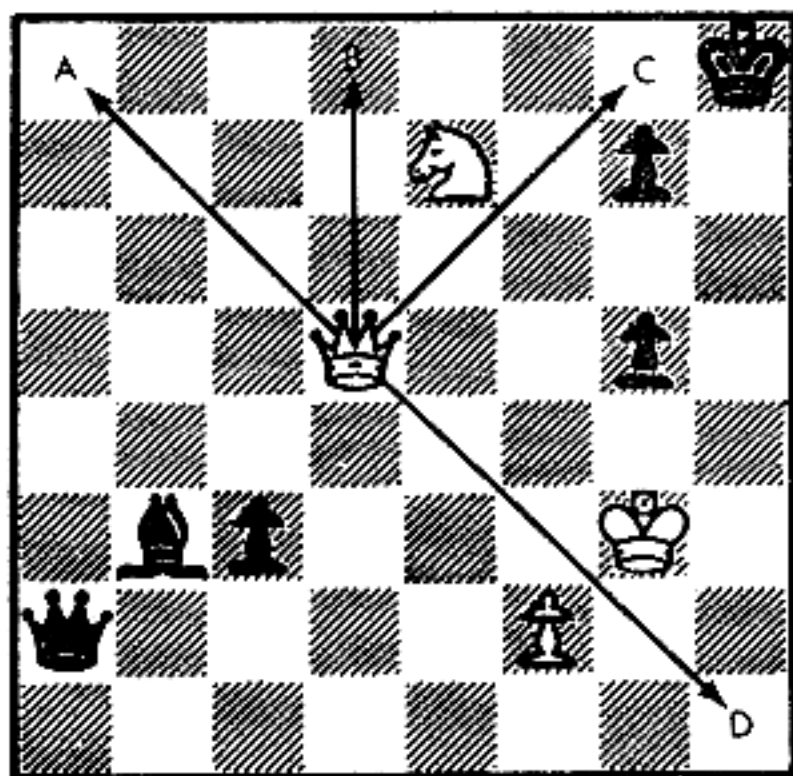
yes

(Black Pawn is pinned by White Rook.)

•

58

Here is a complex position. Observe all pieces carefully.



The Queen has several checks. The only one that mates is at square:

- A
- B
- C
- D

58

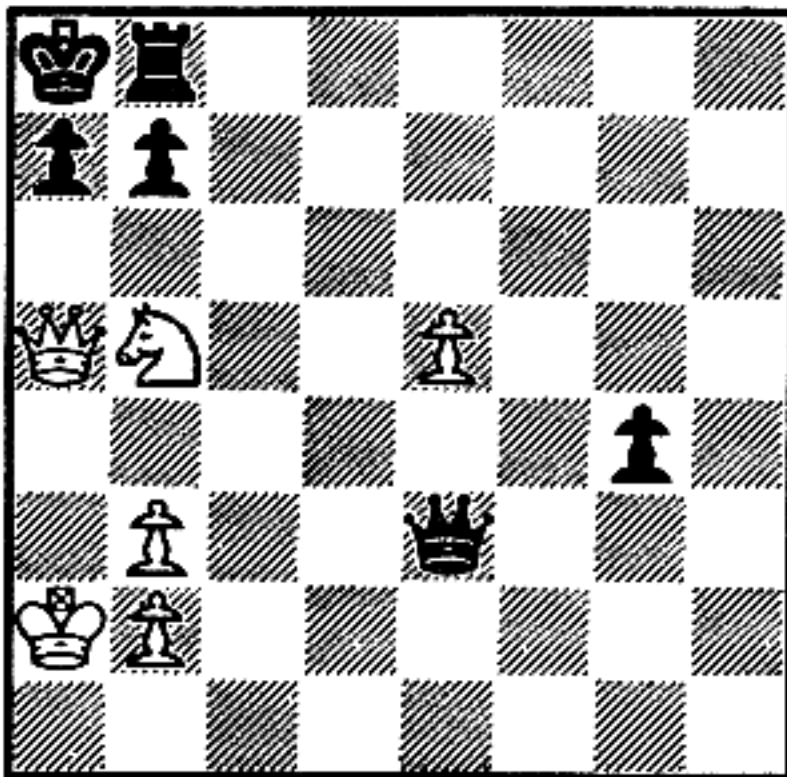
D

59

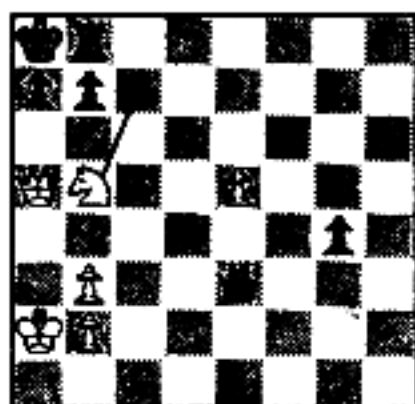
Observe the board carefully.

White's Queen and Knight have checks.

Draw an arrow showing the mating White move:



59

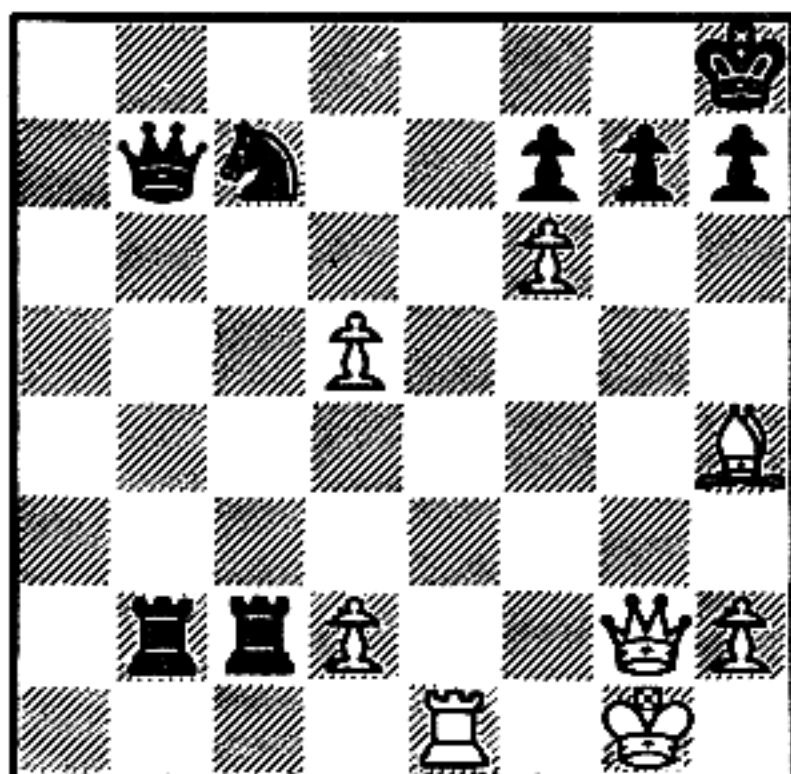


(This position is a smothered mate—Black's own pieces prevent him from fleeing from check.)

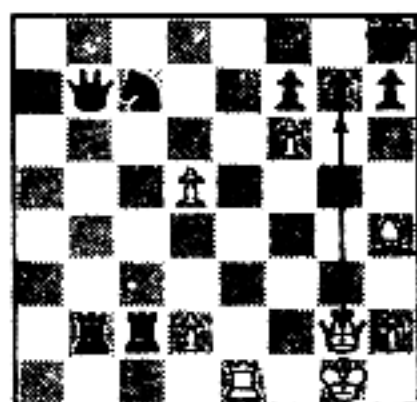
60

Here White's Pawn, Queen and Rook have checks.

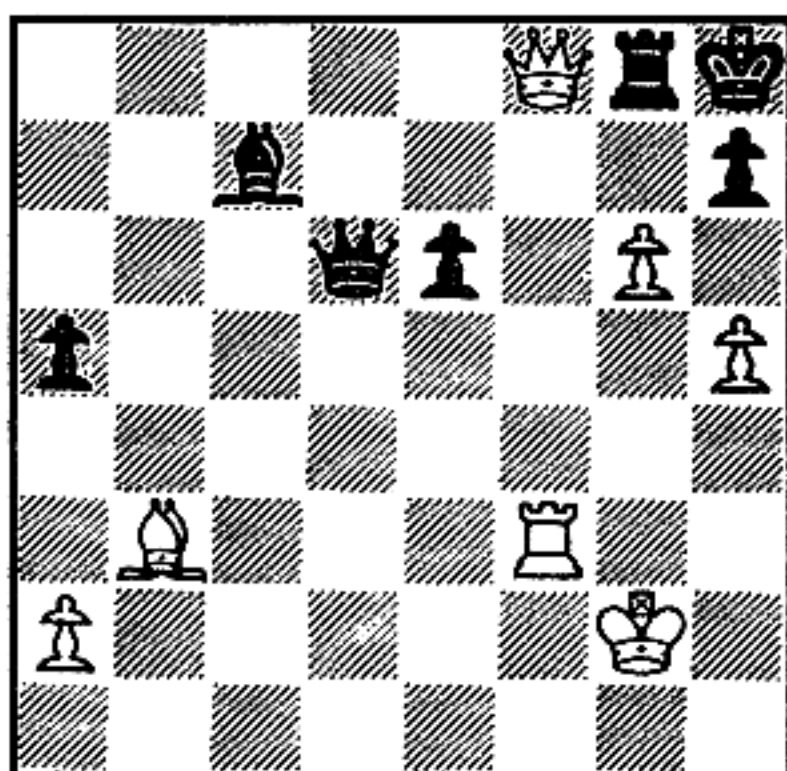
Draw an arrow to show the one mating move:



60



61



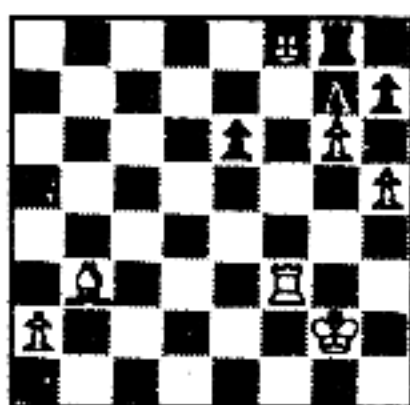
White's Pawn and Queen can check, but only one of them mates.

Which one?

- Pawn
 Queen

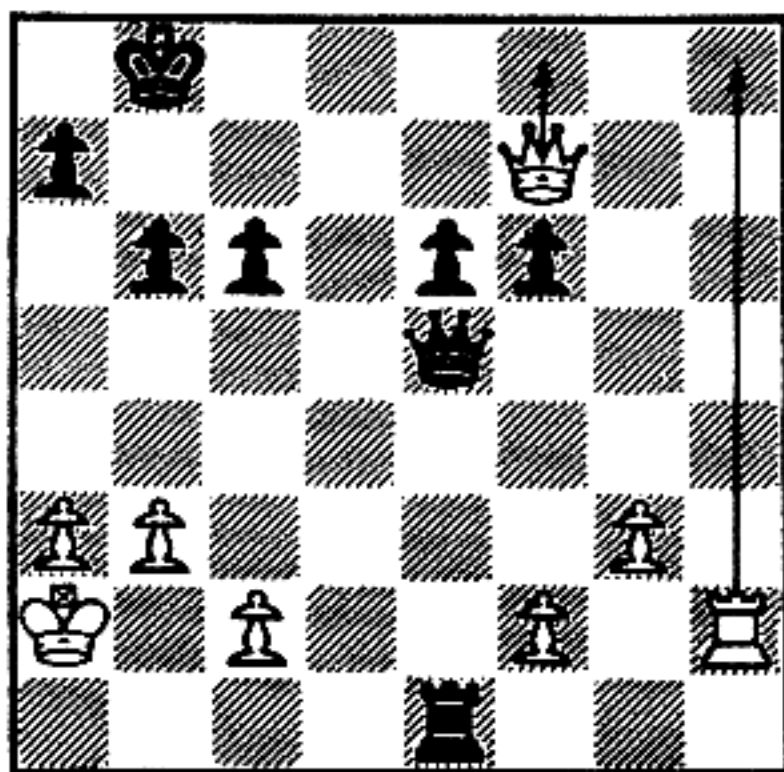
61

Pawn
 (Black's Rook is pinned,
 but would be free to inter-
pose if the White Queen
checked.)



62

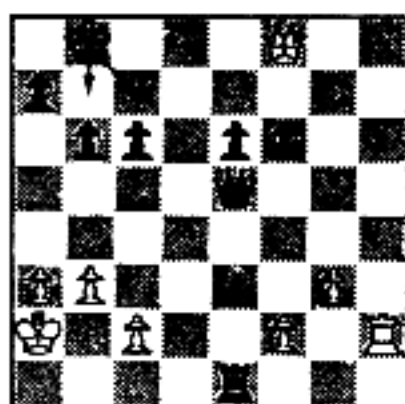
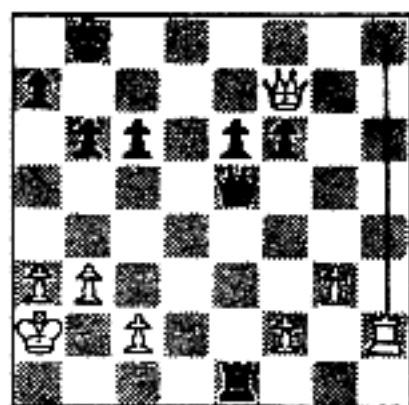
In choosing the check in this position, you must be careful not to allow the Black King any flight squares.



Which White move (as shown) mates?

- move by White Queen
- move by White Rook

62

move by White Rook

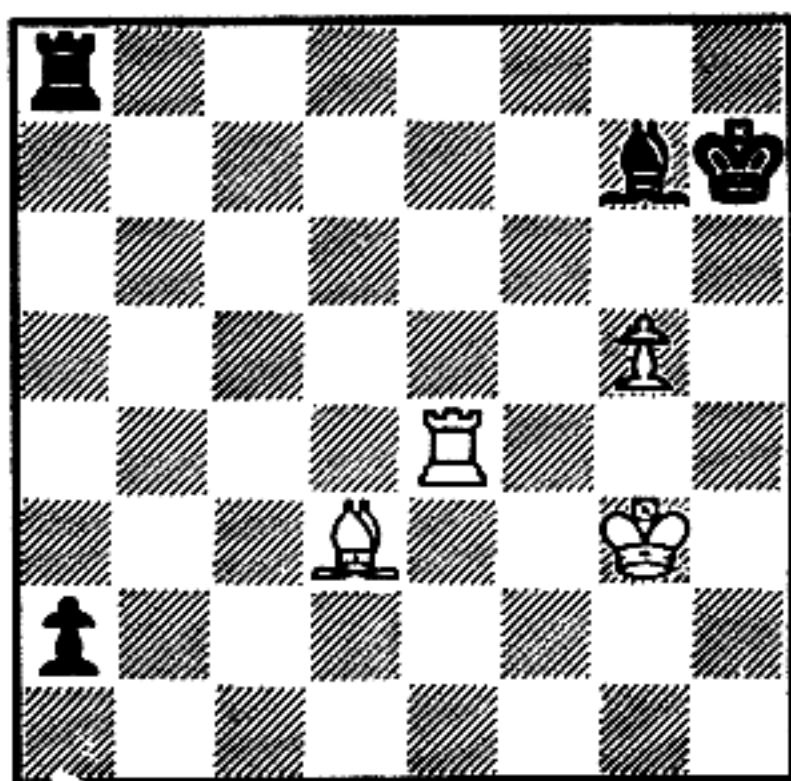
(The Queen check would allow Black two fleeing squares, as shown above.)

63

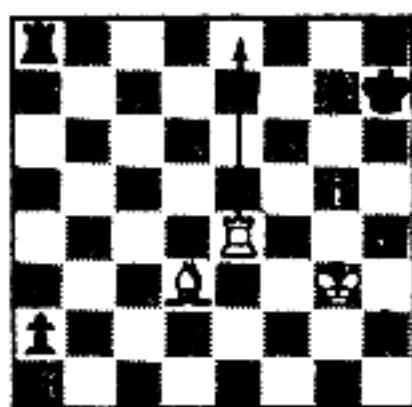
Here's a fancy one.

When the White Rook moves, the White Bishop will be checking. (This is called a "discovered check.") The Rook has an opportunity to move to a square that cuts off the Black King's flight squares.

Draw an arrow to show the mate:



63

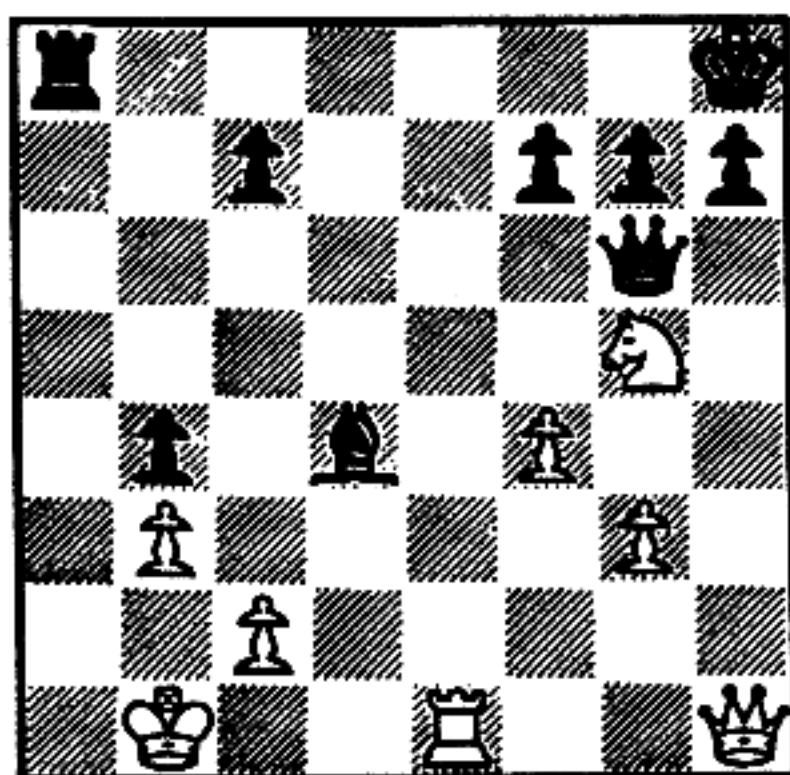


64

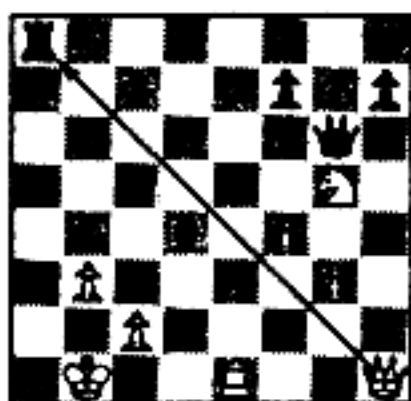
In this and the following frame, you will have to select the mates from among a number of tempting checks. I've made the positions a little tricky, so be careful!

In the first position there are four checks, but only one mate. Be accurate! Black threatens mate, too.

Draw the usual arrow to show White's mating move:

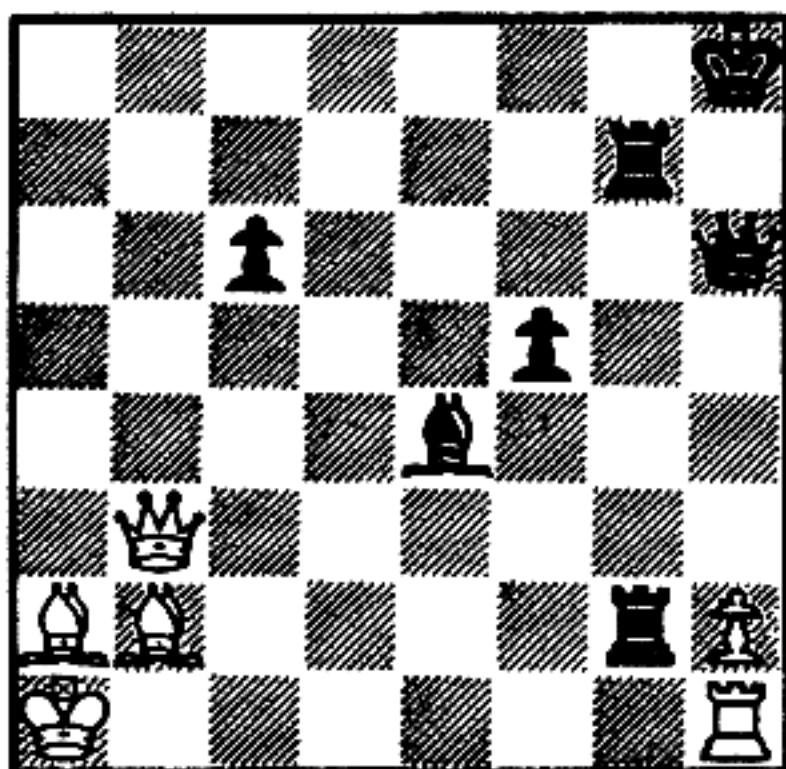


64

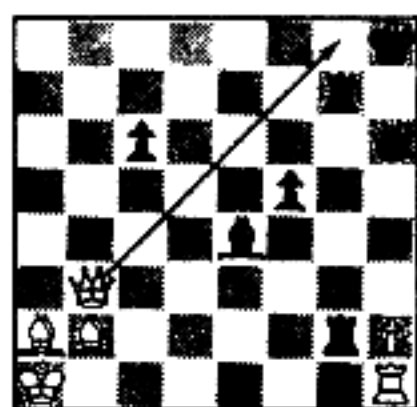


65

Here is the second position. Again, show the mate by an arrow.



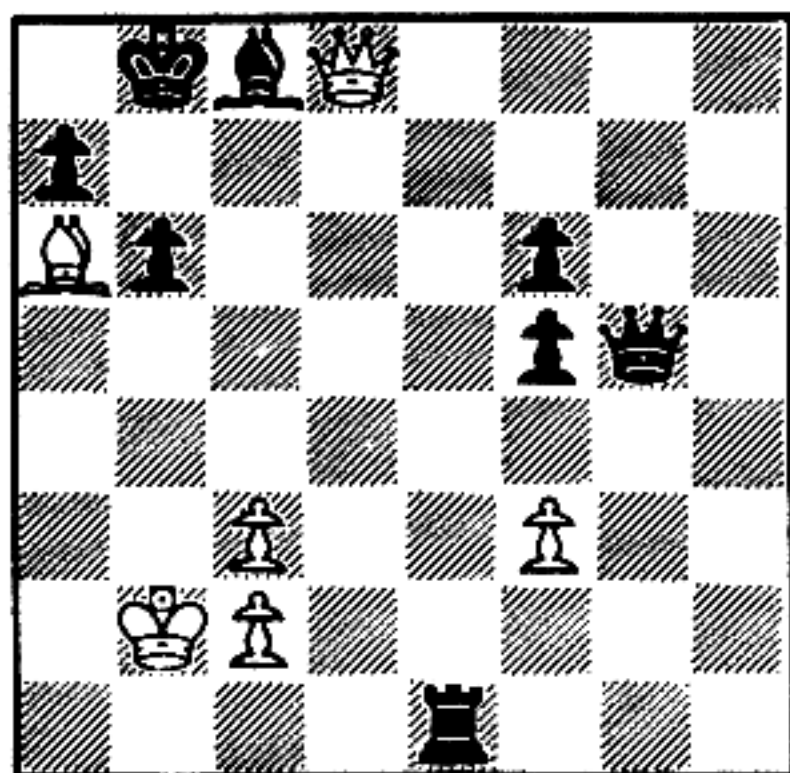
65



(The Black Rook, pinned by one of White's Bishops, stands by powerless while the other White Bishop protects the Queen from capture by Black's King. The Queen cuts off Black's one flight square—Black could flee if White moved his Queen straight down to the last rank.)

66

In this next series of frames you will be shown various positions. In some, White can mate Black in one move; in others, White has many checks, but no mates. You will have to decide whether White can mate, and if so, how.



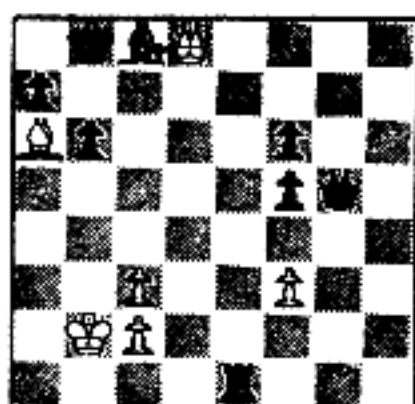
In this position:

- White can mate in one move
- White cannot mate

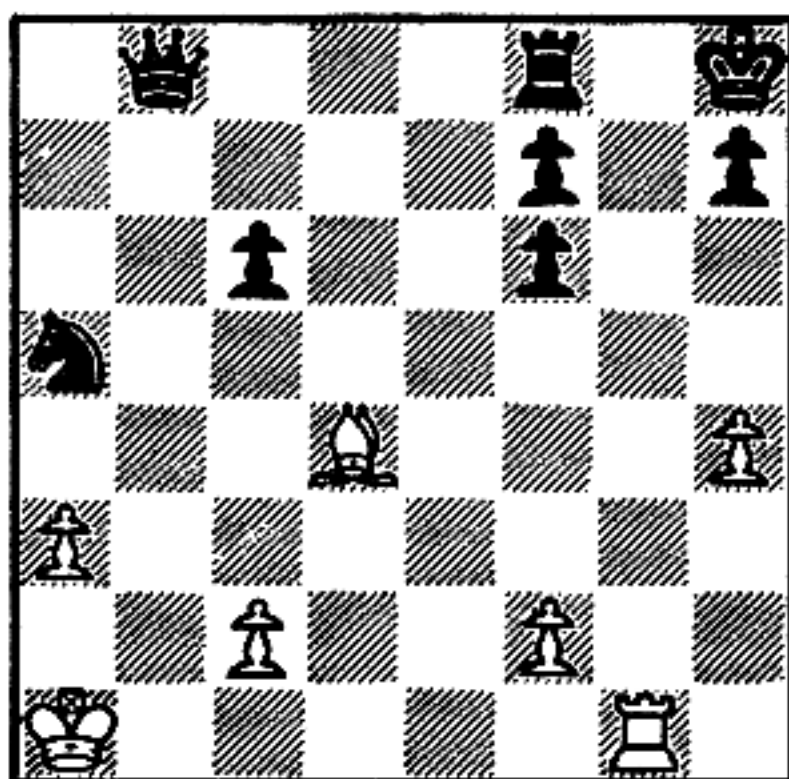
If there is a mate, draw an arrow to show White's mating move.

66

White can mate in one move



67



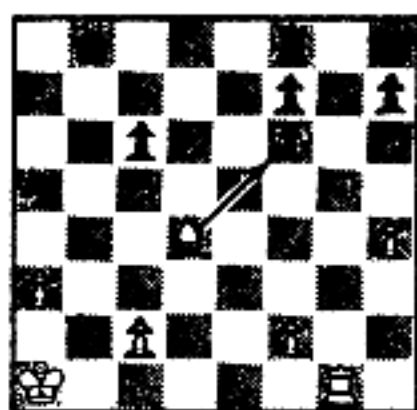
In this position:

- White can mate in one move
- White cannot mate

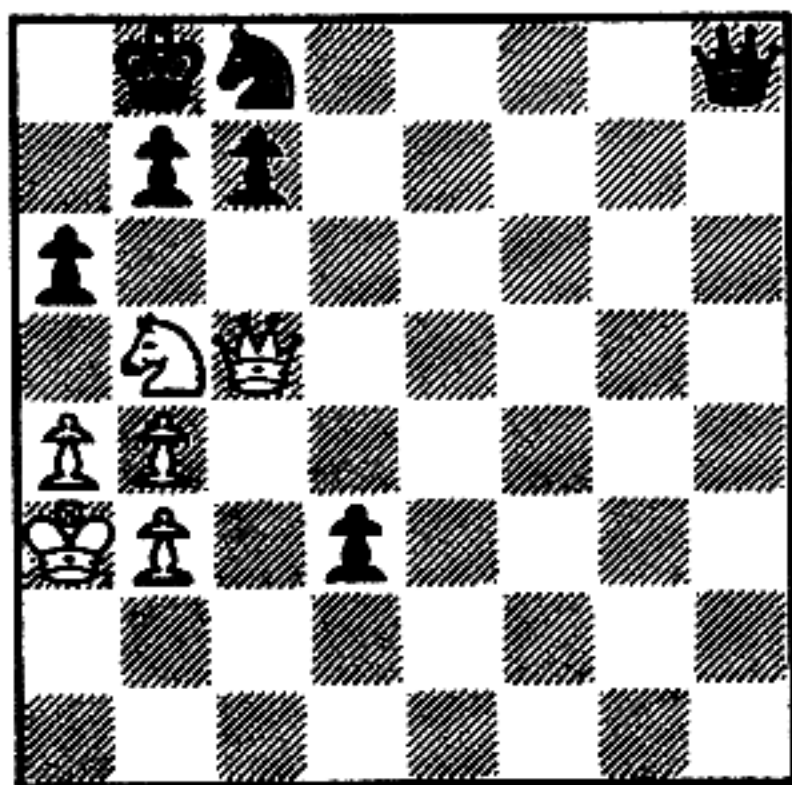
If there is a mate, draw an arrow to show White's mating move.

67

White can mate in one move



68



In this position:

- White can mate in one move
- White cannot mate

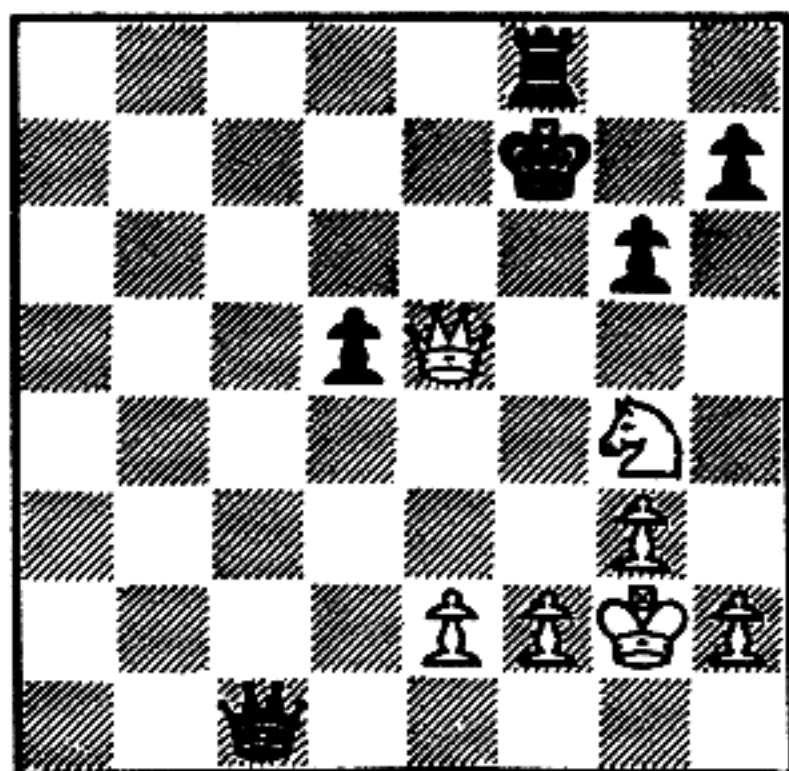
If White can mate, draw an arrow to show his mating move.

68

White cannot mate

69

Here's a position from a game I played:



Can White mate in one move?

yes

no

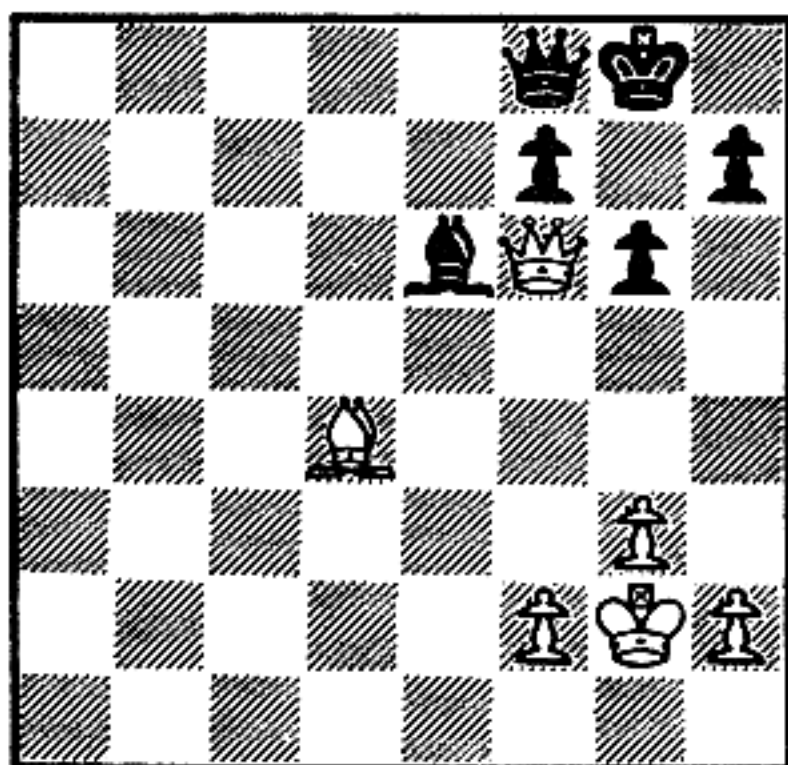
If "yes," draw an arrow to show White's mating move.

69

no

(The Knight check is met by the Queen's capture of the Knight! This position is from my game with Otteson [White] in 1957.)

70



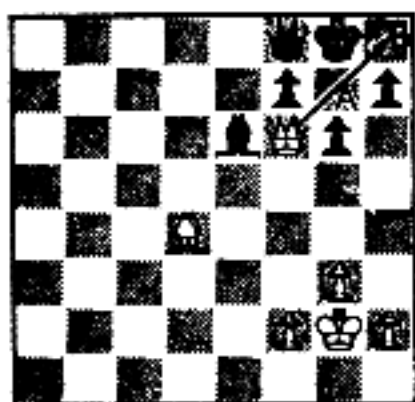
In this position:

- White can mate in one move
- White cannot mate

If there is a mate, draw an arrow to show the mating move.

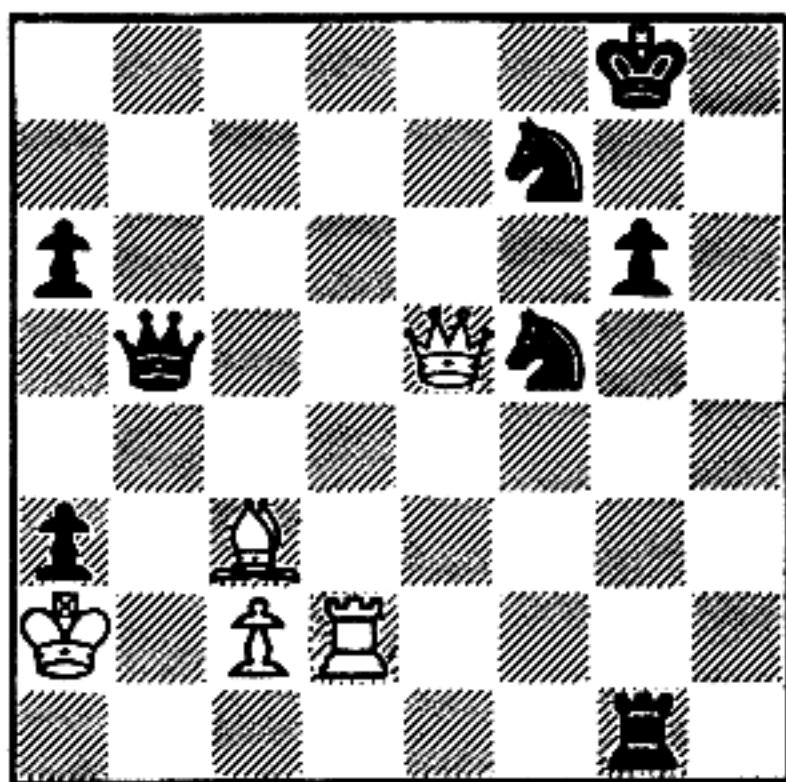
70

White can mate in one move



(White mates on square B. He cannot mate on square A because the Black Queen defends that square.)

71



In this position:

- White can mate in one move
- White cannot mate

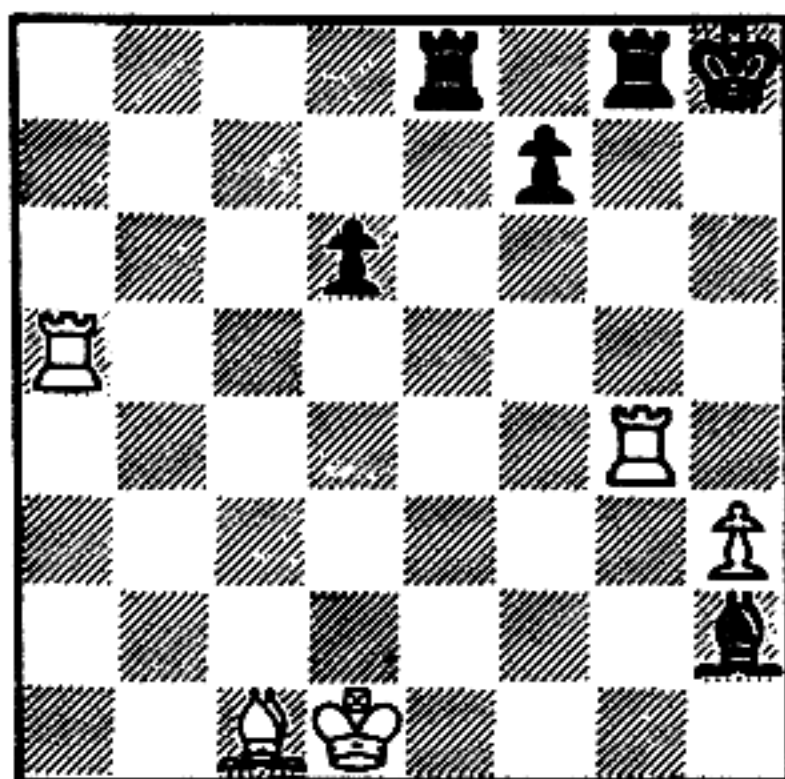
If there is a mate, draw an arrow to show the mating move.

71

White cannot mate

(In fact, any White piece that dares to check will be promptly captured.)

72



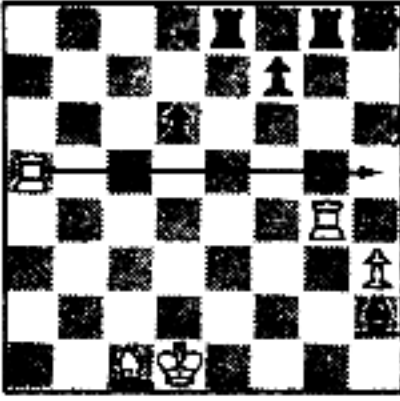
In this position:

- White can mate in one move
- White cannot mate

If White can mate, draw an arrow to show his mating move.

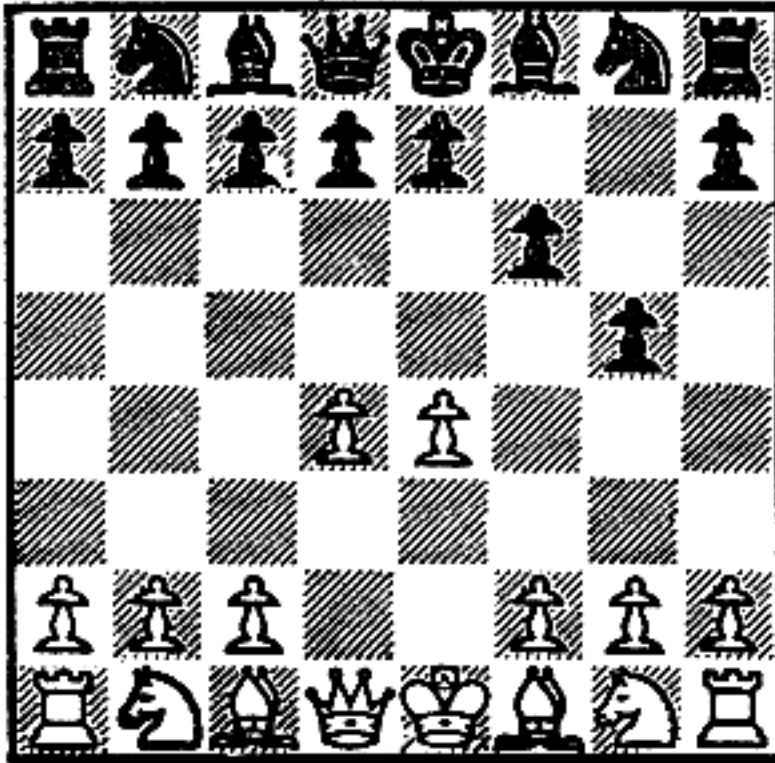
72

White can mate in one move



(One of White's Rooks keeps the Black King imprisoned, while the other delivers the mate!)

73



Can White mate in one move?

- yes
- no

If "yes," draw an arrow to show White's mating move.

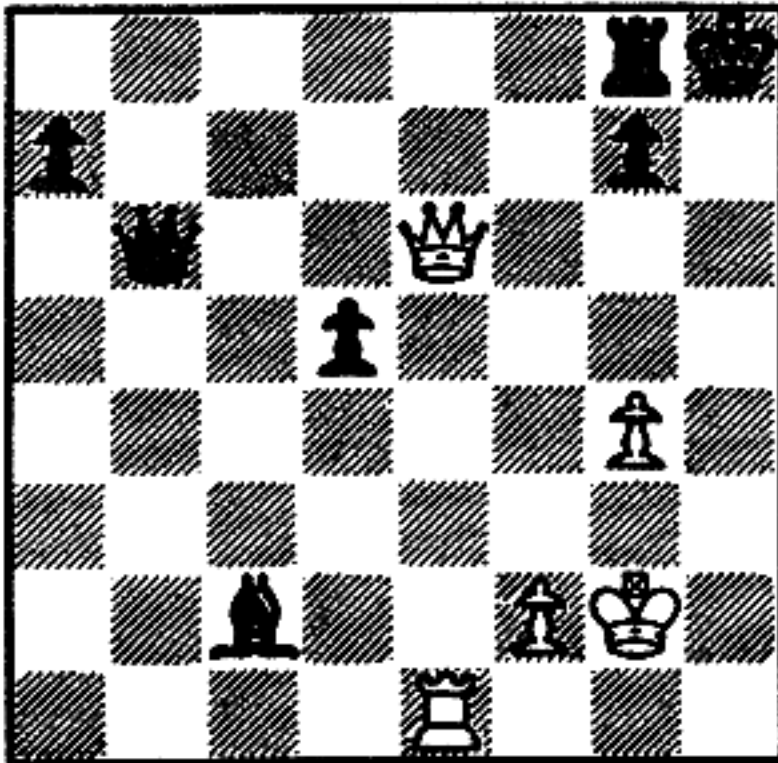
73

yes



(Black foolishly weakened his King's defenses. This game took three moves!!)

74



In this position:

- White can mate in one move
- White cannot mate

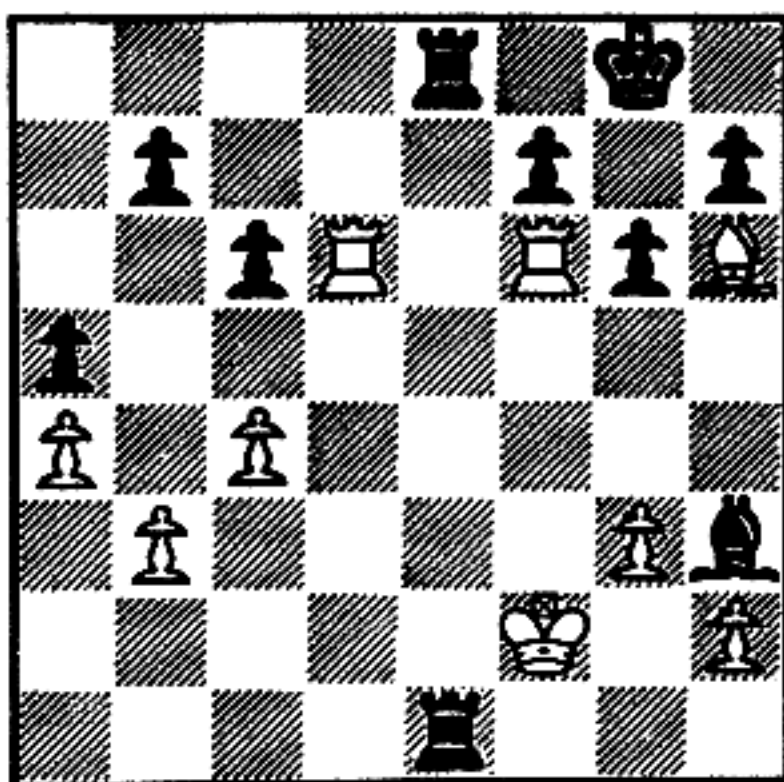
If White can mate in one move, draw an arrow to show his mating move.

74

White cannot mate

75

This is a position from one of my games:



Can Black mate in one move?

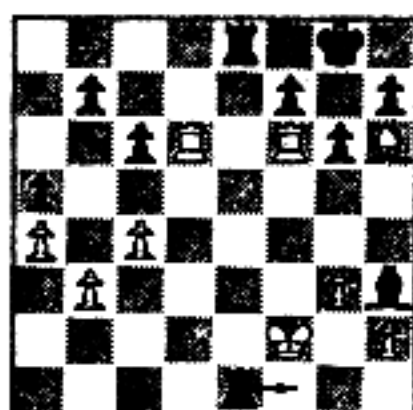
- yes
- no

If "yes," indicate his mating move with an arrow.

75

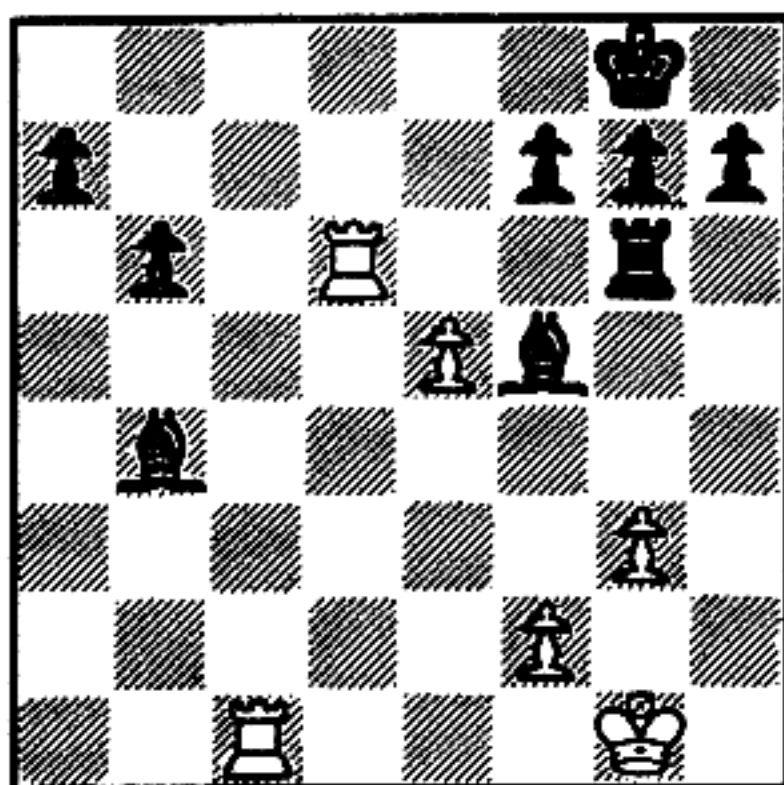
yes

Fischer



Surgies

76



Can White mate in one move?

- yes
- no

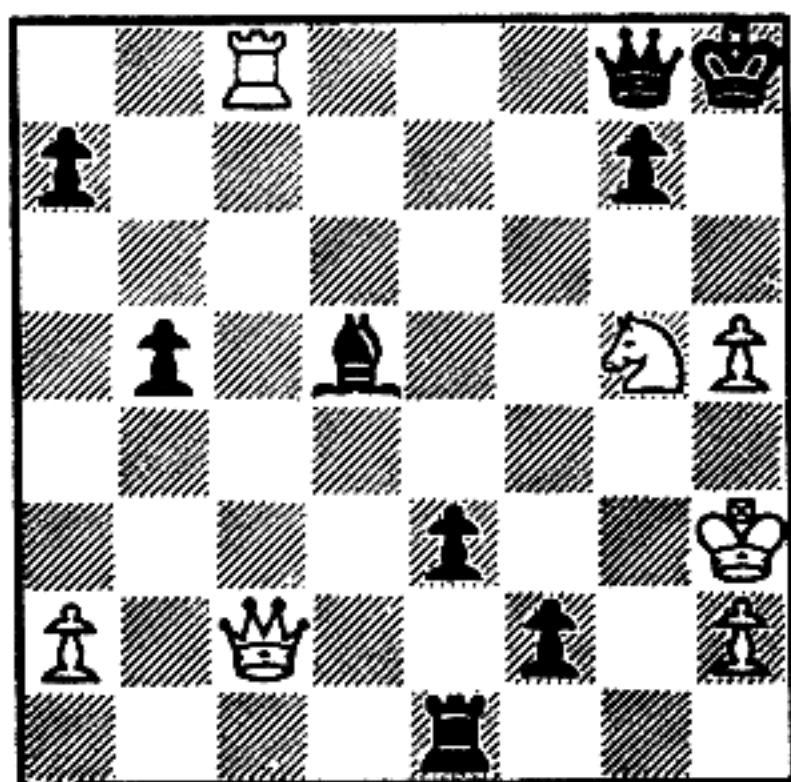
If "yes," draw an arrow to indicate the mating move.

76

no

(Observe both Black Bishops.)

77



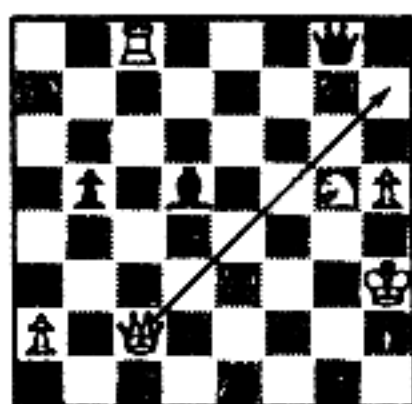
In the position above:

- White can mate in one move
- White cannot mate

If there is a mate, draw an arrow to show the move.

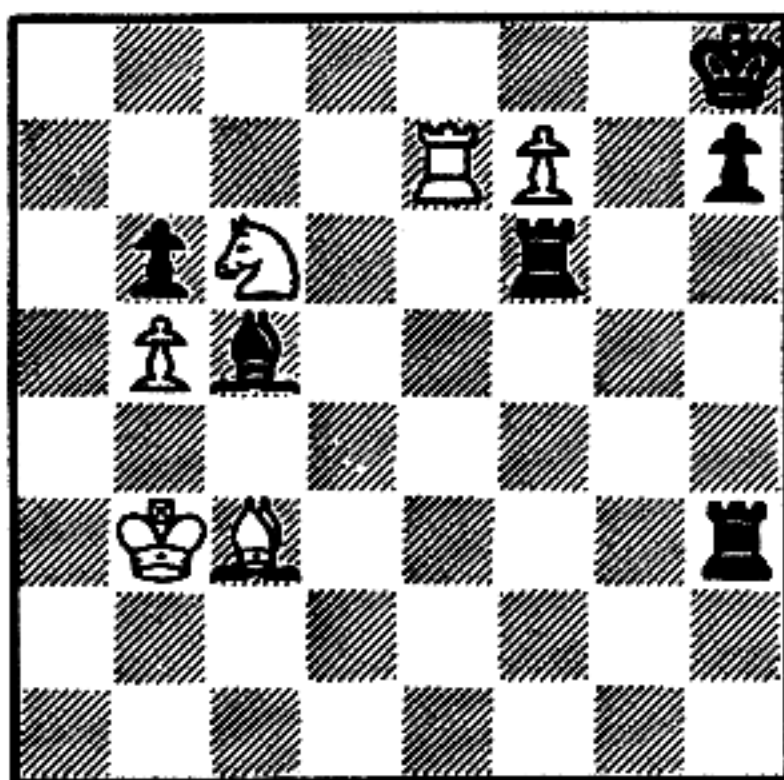
77

White can mate in one move



(The Black Queen is pinned.)

78



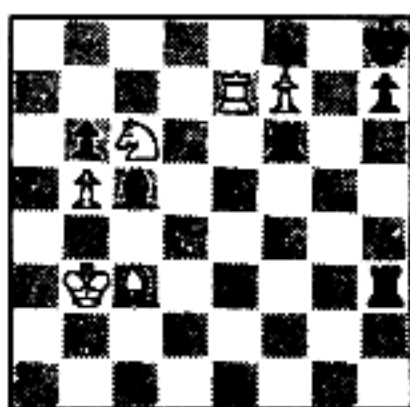
Can White mate in one move?

- yes
- no

If "yes," show the mating move with an arrow.

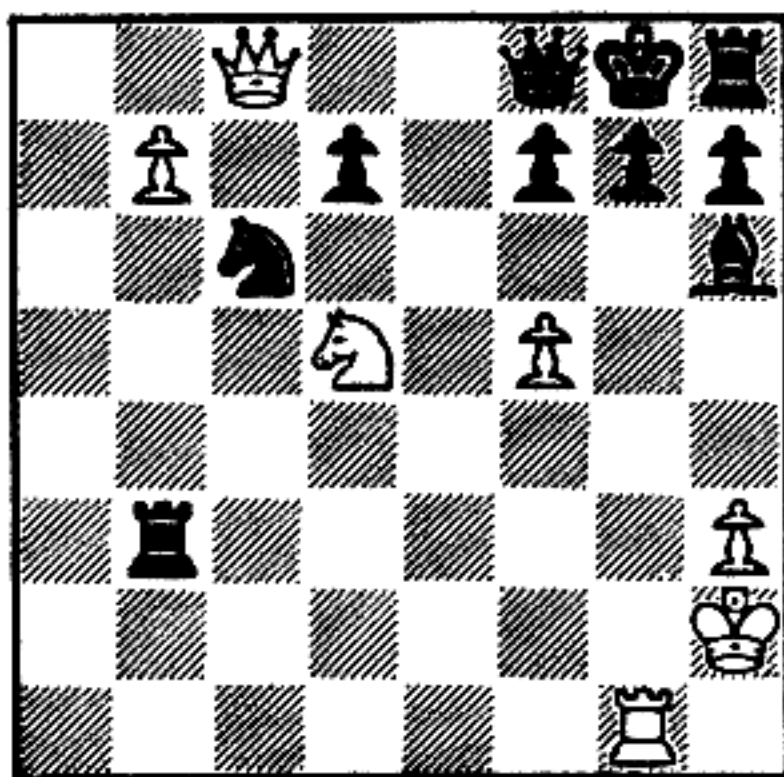
78

yes



(Pawn mates by becoming a Queen or a Rook. Note that the White Bishop, which is itself pinned, pins one of the Black Rooks.)

79



Can White mate in one move?

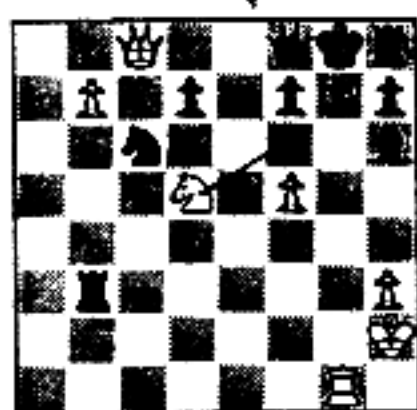
yes

no

If "yes," draw an arrow to show the mating move.

79

yes



(Again, the pin wins.)

THIS IS THE END OF CHAPTER 1

NOW TURN THE PAGE AND GO ON TO CHAPTER 2

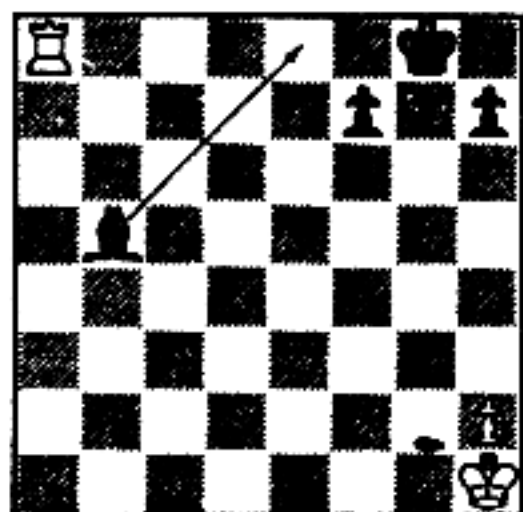
Chapter 2

THE BACK-RANK MATES

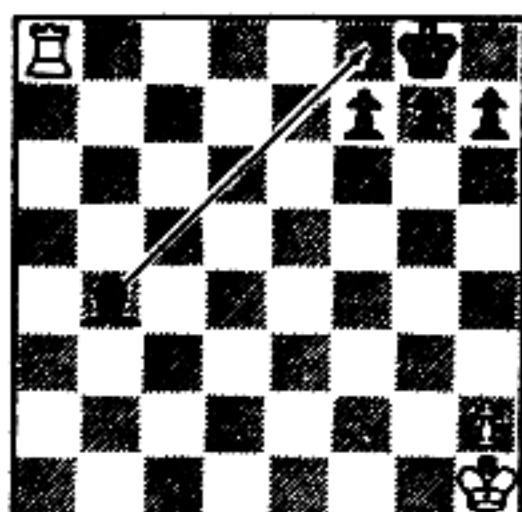
This chapter presents the basic elements of the most common of all mating combinations: the back-rank mates (i.e., mates accomplished on the row of squares at the near or far side of the board). These mates often involve several moves for both sides, some of which are fairly simple and some not so simple.

TURN THE PAGE AND CONTINUE WITH FRAME 80

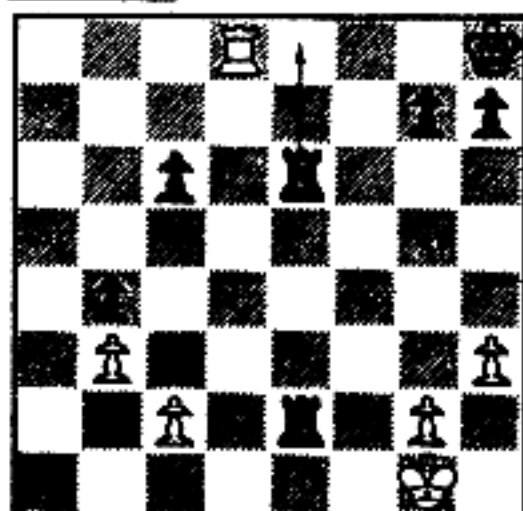
USEFUL VERSUS USELESS INTERPOSITION



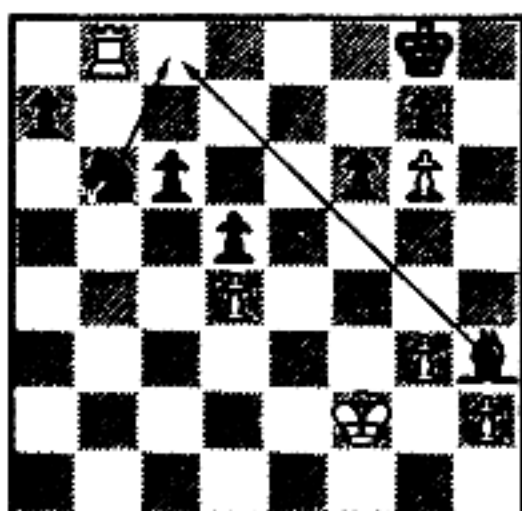
- A. Black is in check. He can interpose his Bishop, as shown, but the White Rook will simply capture it and mate. In this case, the interposition is useless.



- B. But here when the Black Bishop interposes it will be protected by the Black King. This interposition is useful—White cannot mate.



- C. Here Black's Rook can make a useful interposition; it will be protected by the other Black Rook.



- D. In this position, either the Black Knight or the Black Bishop can make a useful interposition since one will protect the other.

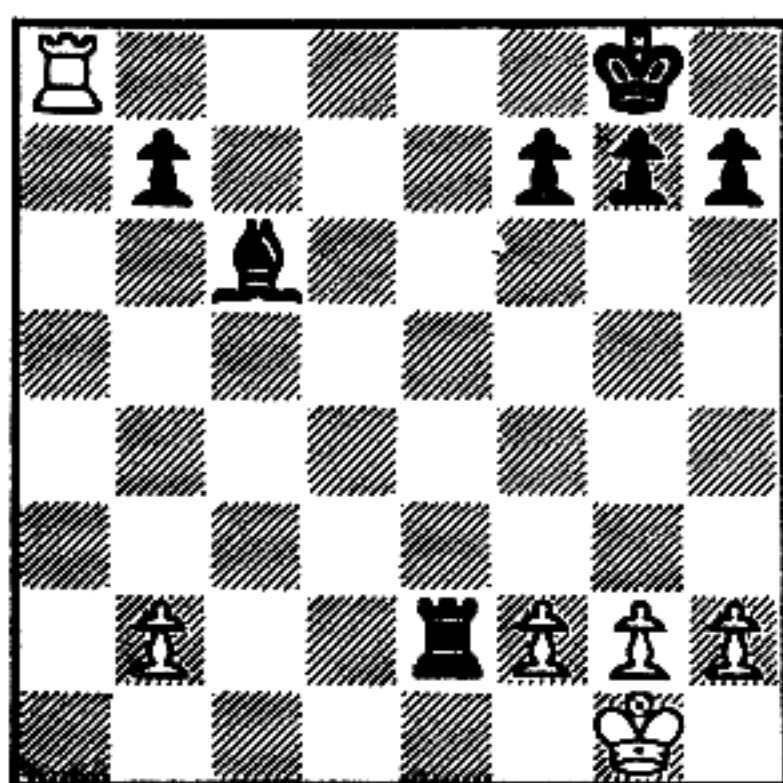
NOW TURN THE PAGE AND CONTINUE WITH
FRAME 81

80

NO ANSWER REQUIRED

81

Observe the position and then decide whether Black has a useful interposition against the check.



Does Black have a useful interposition?

yes

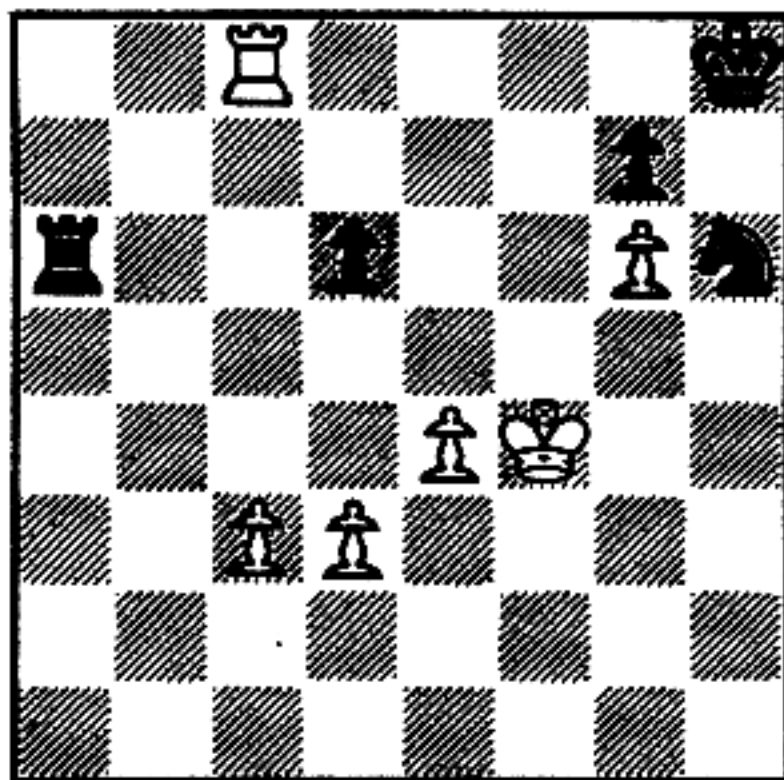
no

81

yes

(Black has a useful interposition, with either the Rook or the Bishop.)

82



Does Black have a useful interposition?

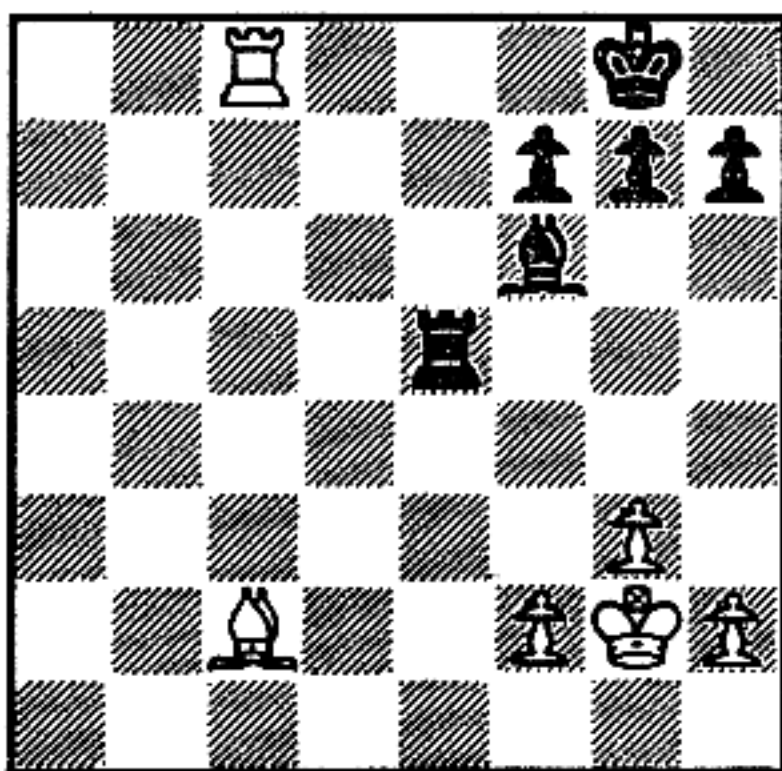
- yes
- no

82

yes

(Black has a useful interposition, with the Knight.)

83



Does Black have a useful interposition?

yes

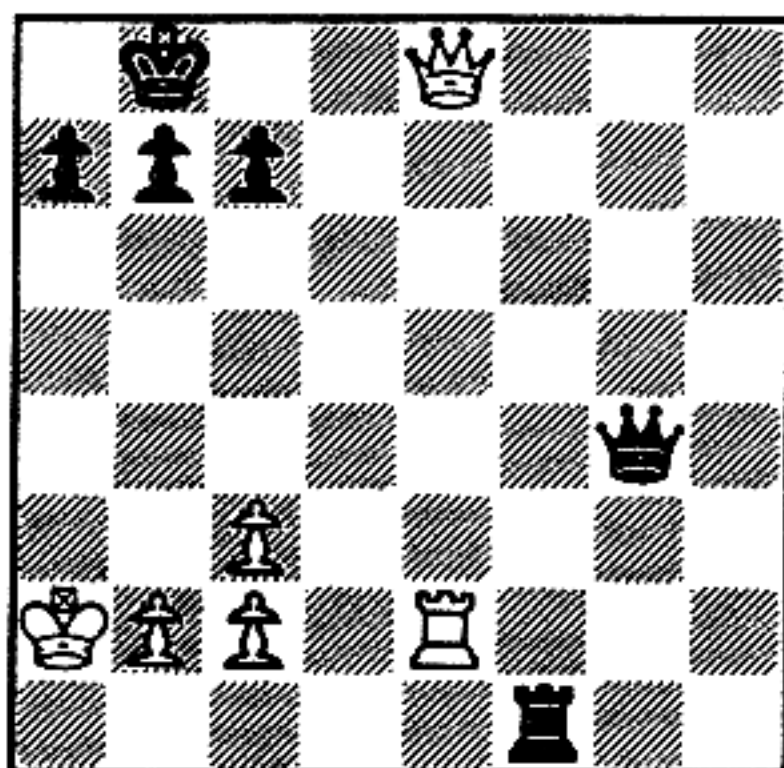
no

83

no

(Black's interpositions are useless; therefore, White mates.)

84



Does Black have a useful interposition?

yes

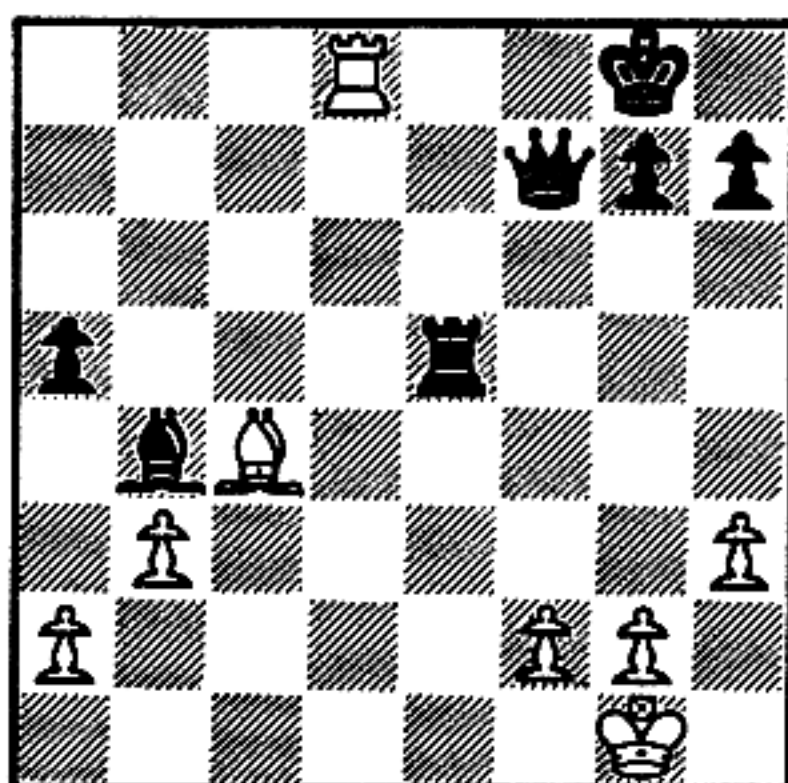
no

84

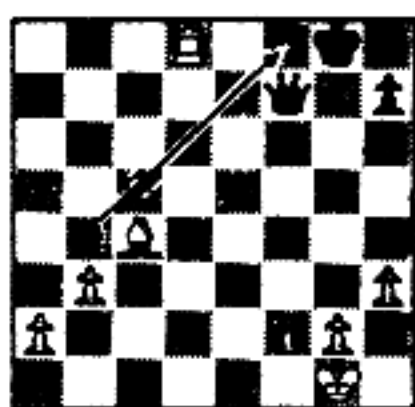
yes

85

Draw an arrow to show the useful interposition for Black in this position:



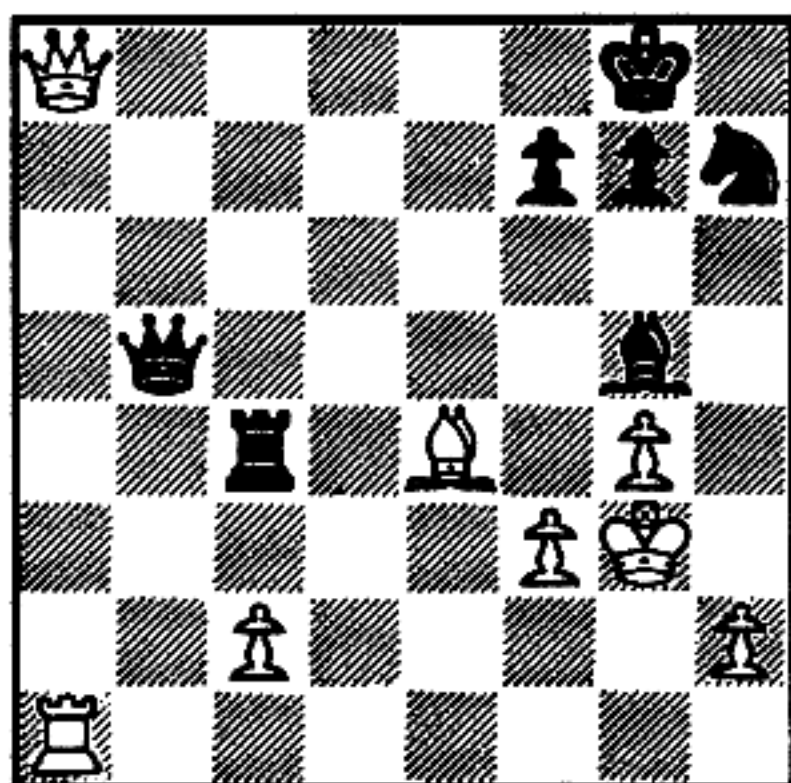
85



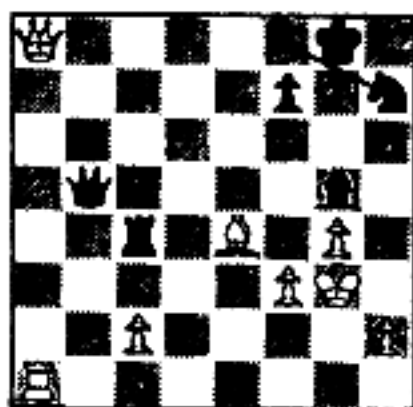
(The Bishop move is the only useful interposition. The Black Queen is pinned and the Black Rook, if it interposes, will not be protected by the pinned Queen.)

86

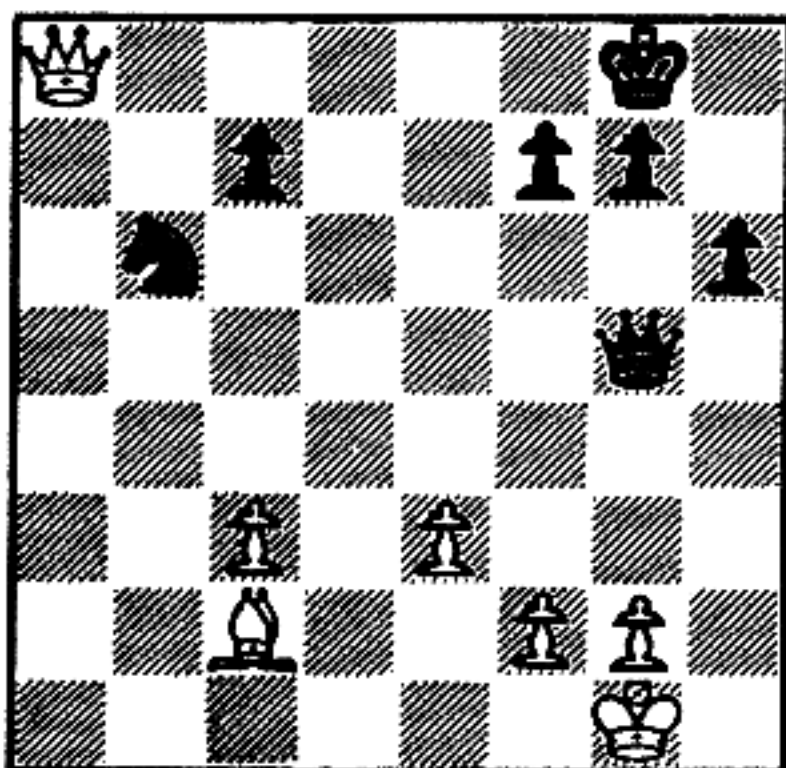
Draw an arrow to show the useful interposition here:



86



87



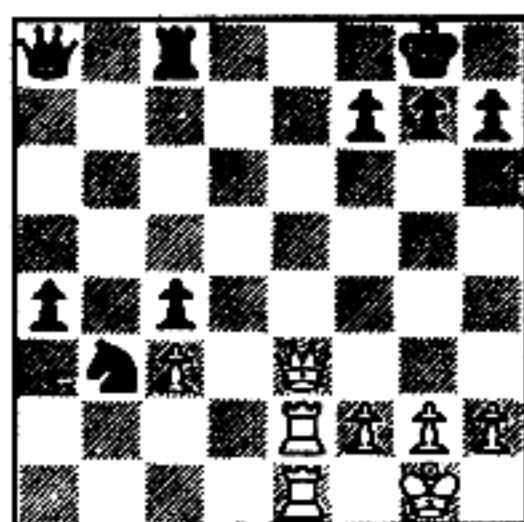
What is Black's defense against checkmate in this position? _____

87

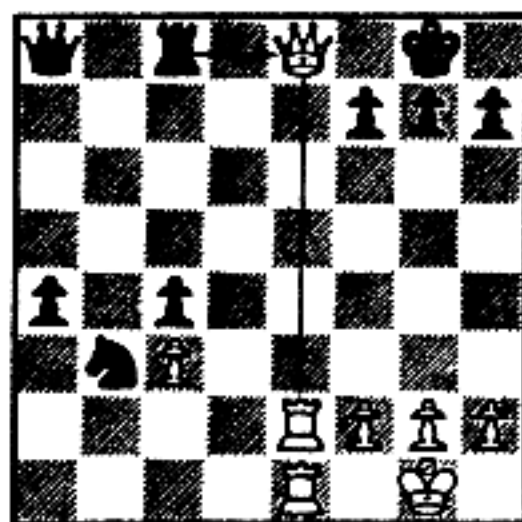
Black's Knight takes Queen! (The only saving move.)

88

Observe the combination in the diagrams below:

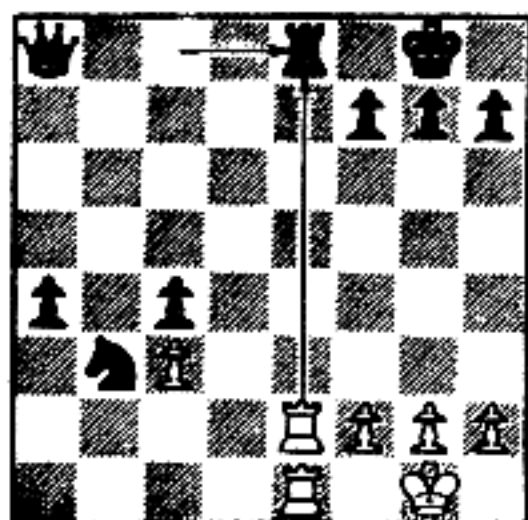


A. White's Queen and two Rooks are lined up on the "open" file leading down to Black's back rank.

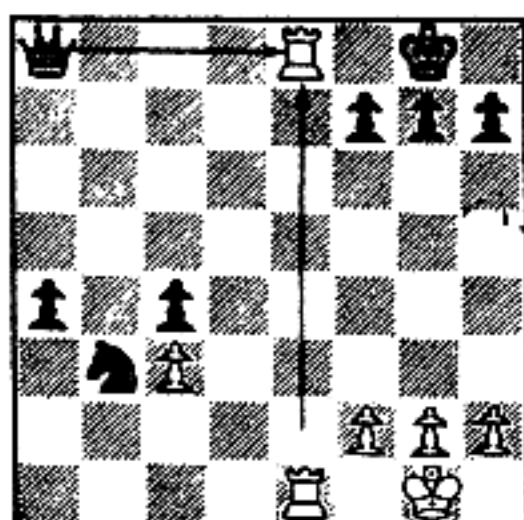


B. White's Queen has checked, and the Black Rook must capture it.

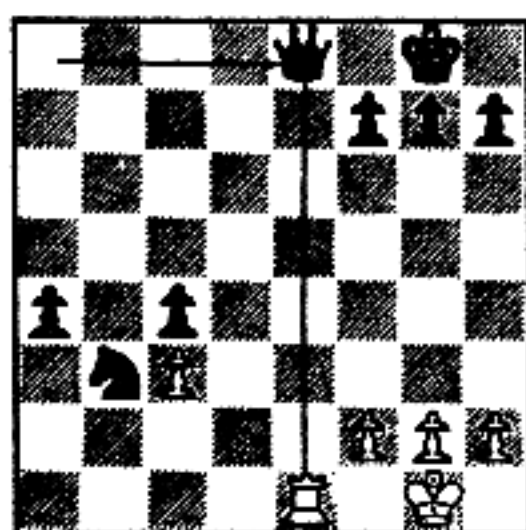
(continued)



- C. White now plays Rook-takes-Rook, thus giving check.



- D. Black must recapture (Queen takes Rook).

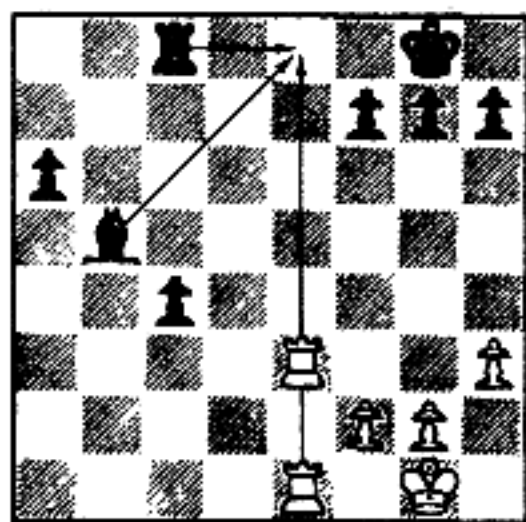


- E. And now the other White Rook can mate.

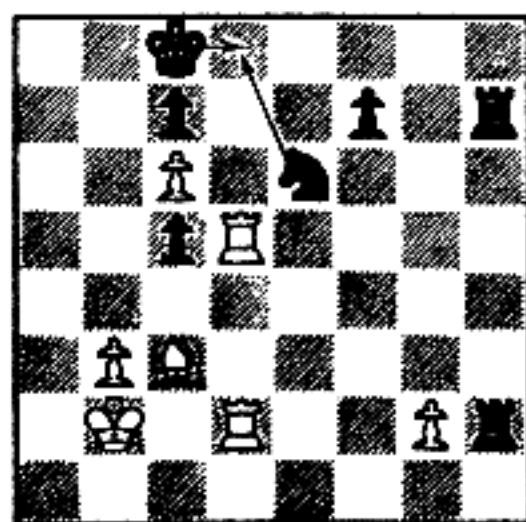
NOW TURN THE PAGE AND CONTINUE WITH
FRAME 89

DETERMINING AMOUNT OF POWER NEEDED TO MATE

Study the following positions:

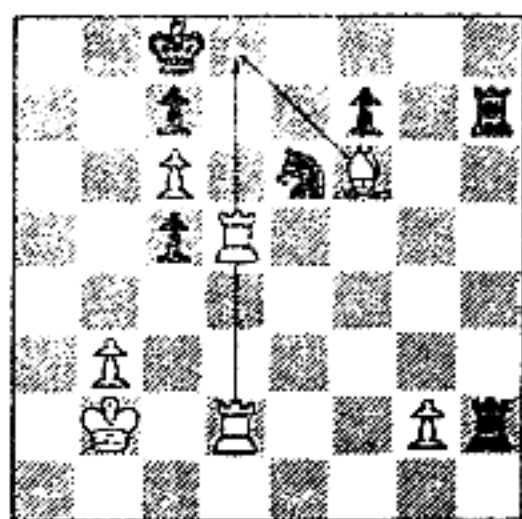


- A. This first position is an example of two against two: the two White Rooks are ready to give check on the same Black back-rank square; the Black Rook and Black Bishop are ready to capture. White cannot mate.

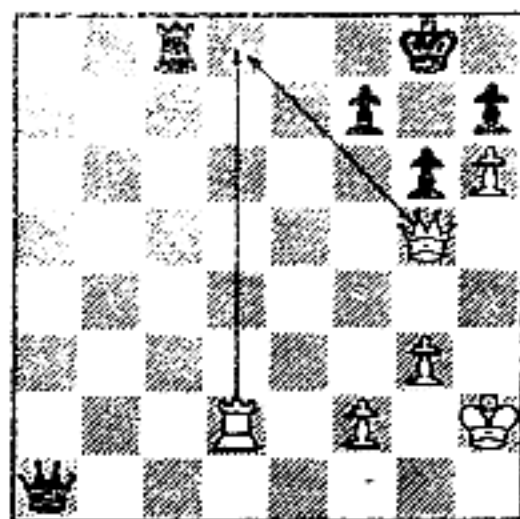


- B. Here again we have two against two: two White Rooks attacking the same back-rank square; two pieces, the Knight and the King, act as defenders. There is no mate for White.

(continued)

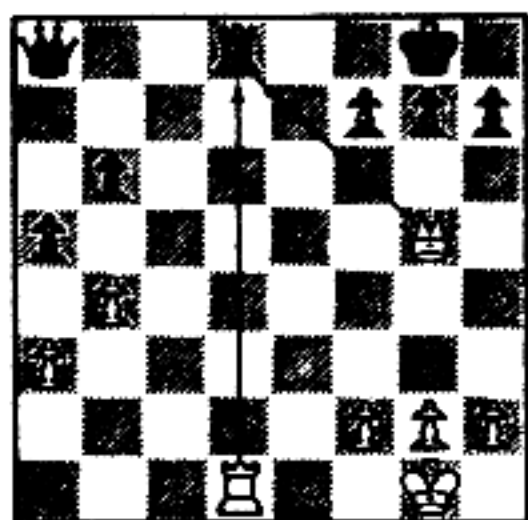


- C. In this position, White has more power (three against two) and can mate. Rook checks; Knight takes Rook; Rook takes Knight, mate. In the final position, the second White Rook is supported by the Bishop. Without the Bishop, Black could play King-takes-Rook.

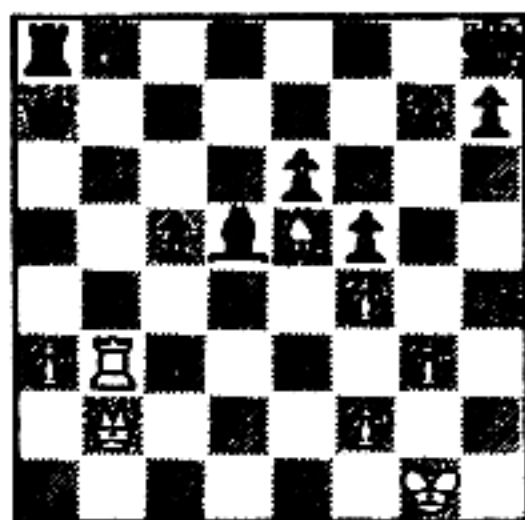


- D. Two against one: the White Queen and Rook attack the same back-rank square; only a Rook defends. White mates.

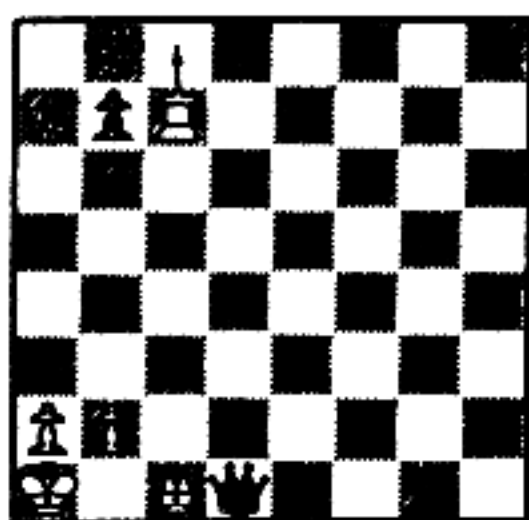
(continued)



E. Also two against one. Note that the Black Rook does not count because it will be captured on the first check. White mates.



F. Here it's two against two, with no White mate. A third White piece (the Bishop) attacks the same back-rank square, but will not give check.



G. The White Queen is pinned and unable to move forward, but it can still play a supportive role. The White Rook move is checkmate.

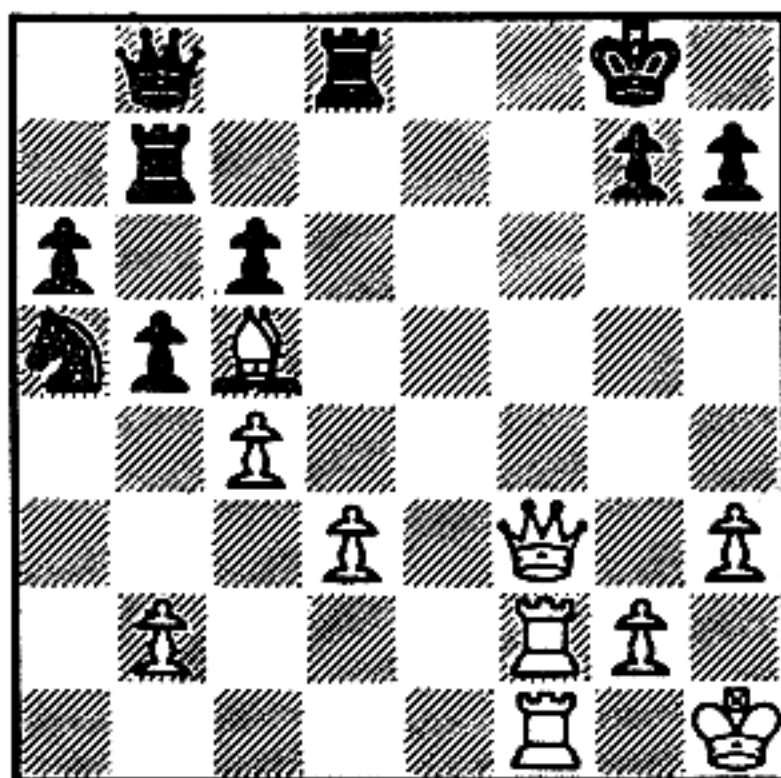
NOW TURN THE PAGE AND CONTINUE WITH
FRAME 90

89

NO ANSWER REQUIRED

90

The next series of frames will show various positions. You will be asked to determine whether White has enough power to mate on Black's back rank. You must observe all of the pieces on the board.



Does White have enough power to mate on Black's back rank?

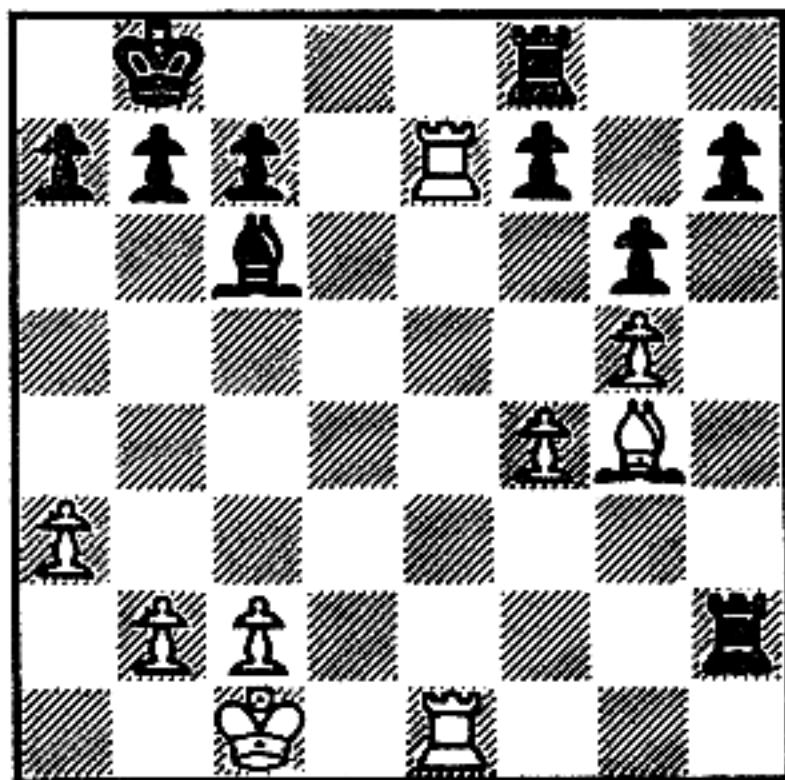
- yes
 no

90

yes

(White has the power to mate—four against three. The last check will be given by Rook supported by Bishop.)

91



Does White have enough power to mate on Black's back rank?

yes

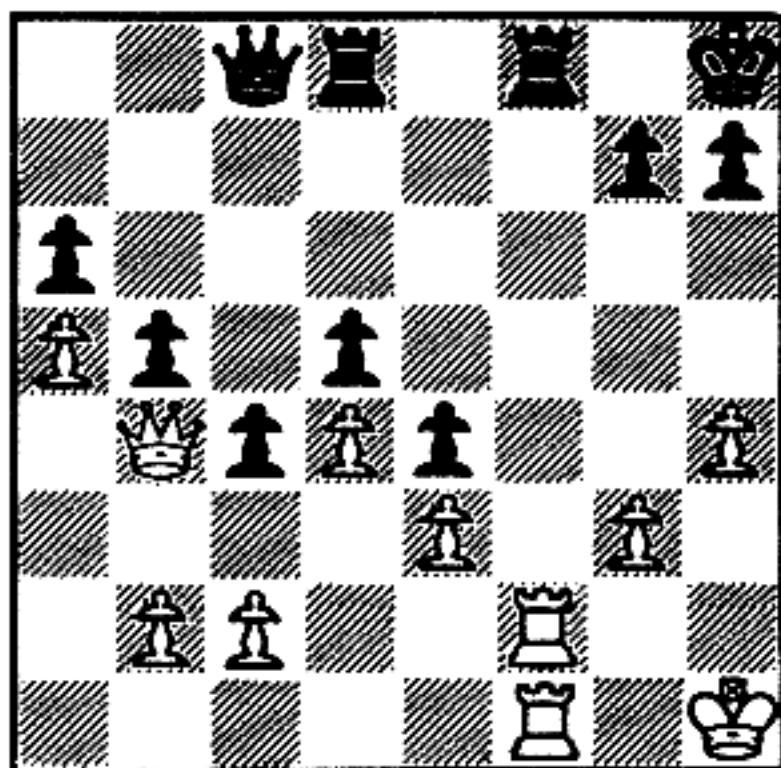
no

91

no

(There is no mate here—two against two: Black Bishop and Rook against two Rooks.)

92



Does White have enough power to mate on Black's back rank?

yes

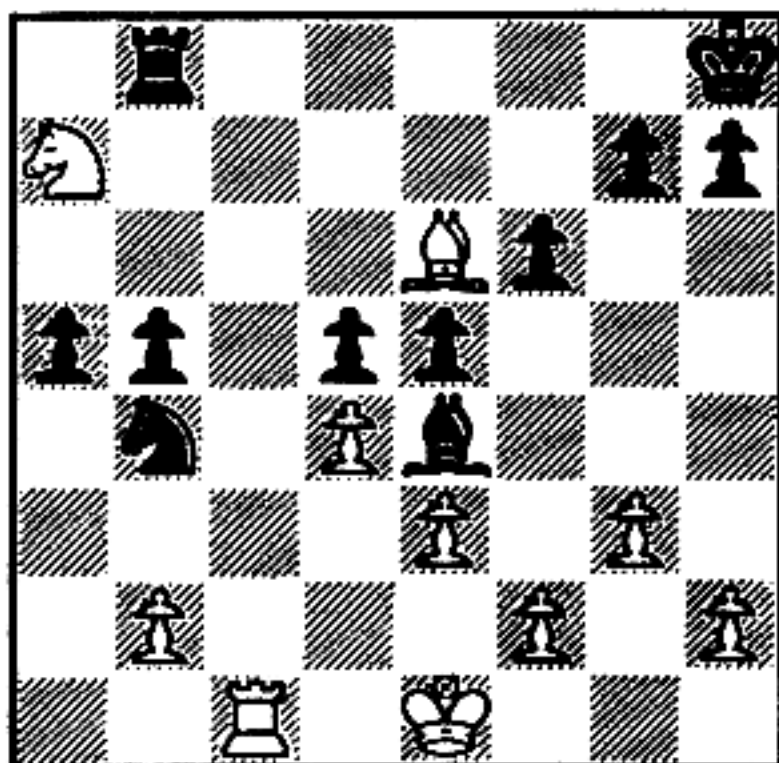
no

92

yes

(White has the power: White Queen and two Rooks against only two defenders.)

93



Does White have enough power to mate on Black's back rank?

yes

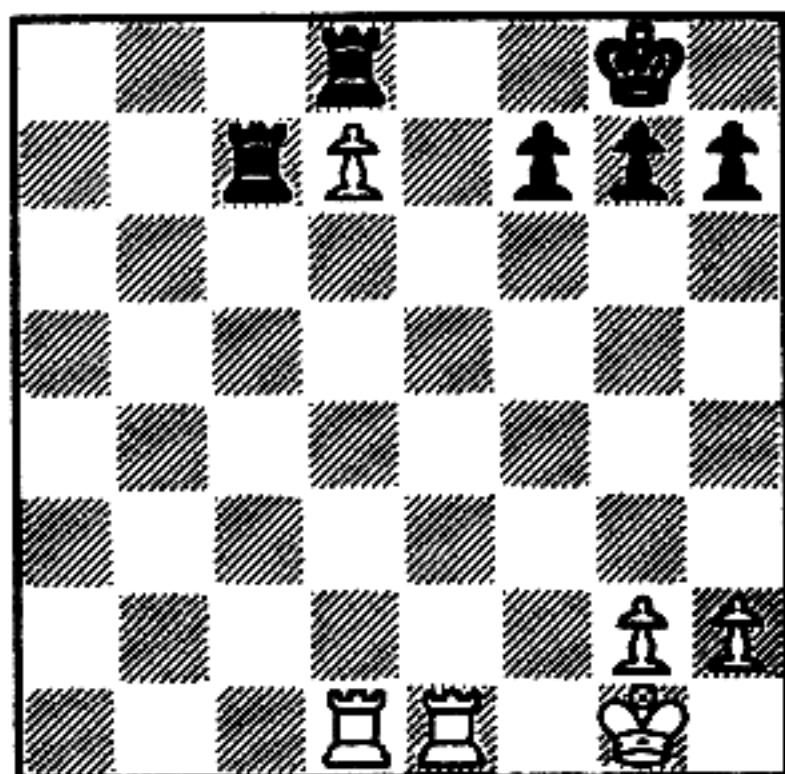
no

93

no

(One against one. White cannot mate. The White Bishop and Knight attack the back-rank square, but do not check when they land on it—so, as far as the back-rank mating combination is concerned, they don't really count.)

94



Does White have enough power to mate on Black's back rank?

- yes
- no

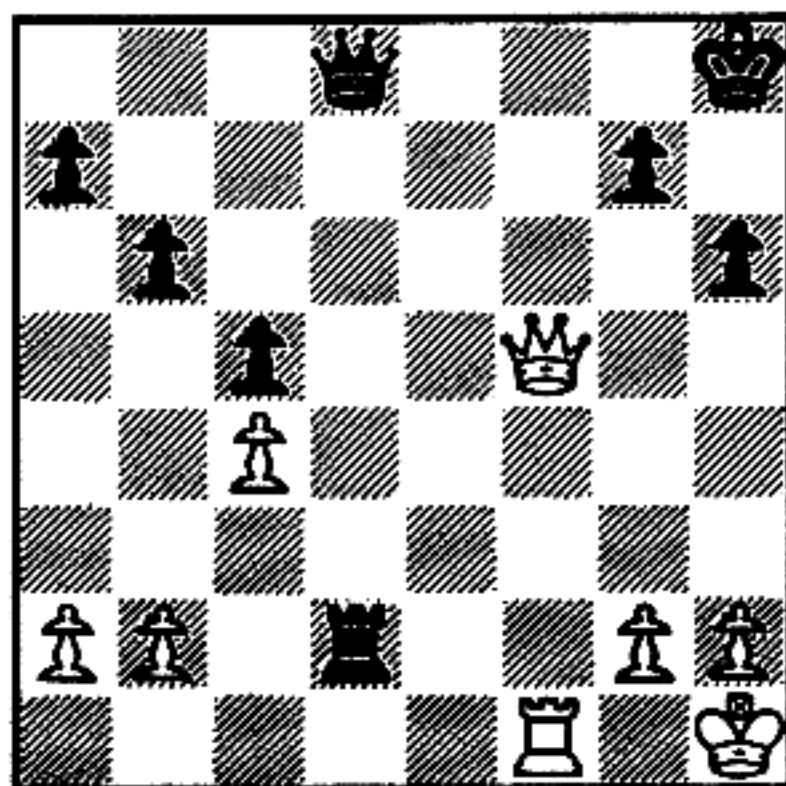
94

yes

(It's two against one. The White Rook and the White Pawn attack the square. The Pawn will promote to a Queen or Rook, giving mate.)

95

In the following positions, White threatens the Black back rank, but cannot mate. You must decide why Black escapes the mate: Has he enough power to defend against White's attack? Or, will he have a flight square or a useful interposition?



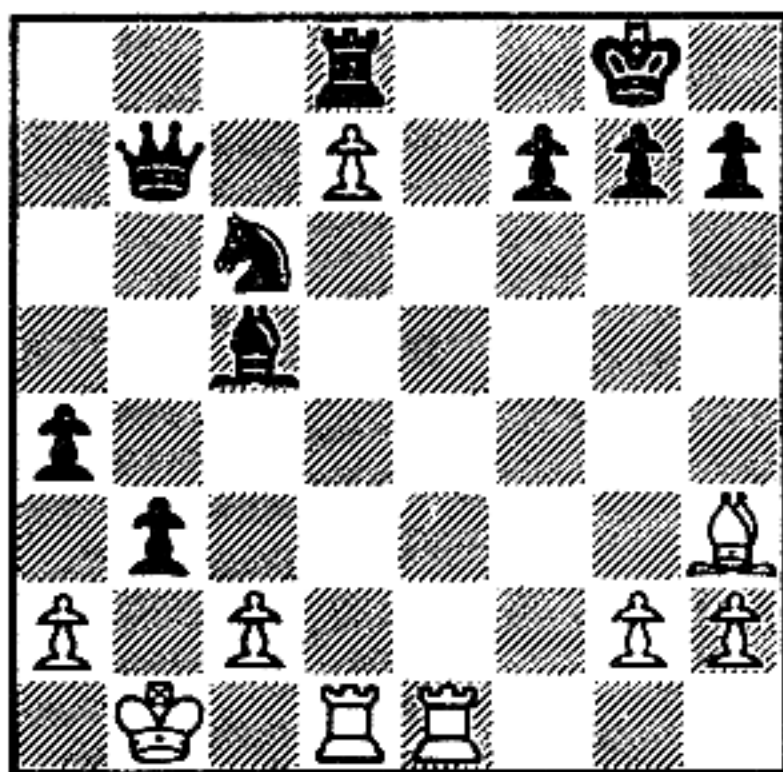
Why does White's threat against Black's back rank not lead to mate?

- White does not have enough power to mate.
- The Black King will have a flight square.
- Black has a useful interposition.

95

The Black King will have a flight square.
(The White Queen will no longer guard it.)

96



Why does White's threat against Black's back rank not lead to mate?

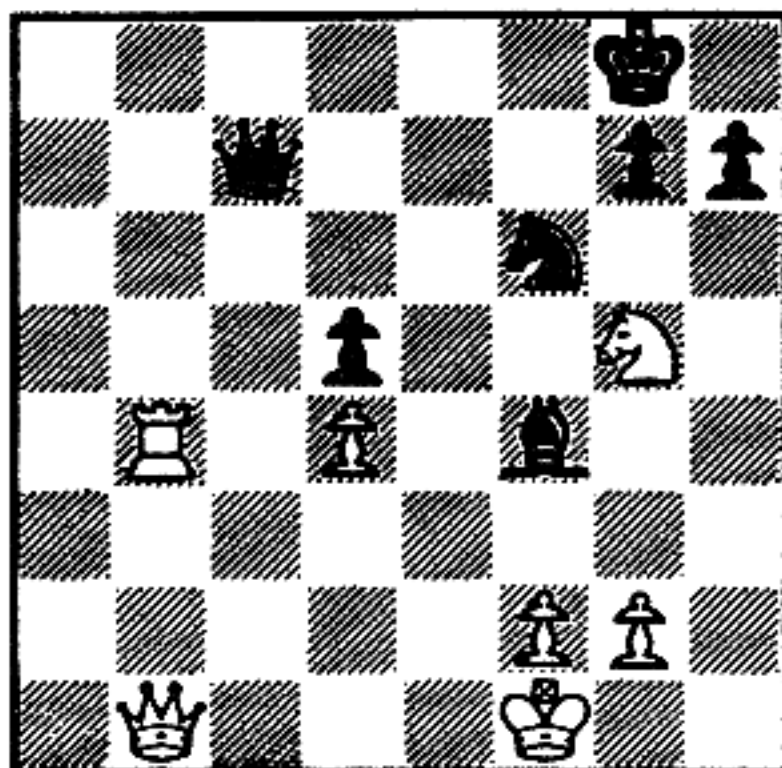
- White does not have enough power to mate.
- The Black King will have a flight square.
- Black has a useful interposition.

96

Black has a useful interposition.

(The Bishop interposes. Black could also play Rook-takes-Rook, Pawn-takes-Rook becoming a Queen with check, and then interpose; but this doesn't make much sense because White would gain a new Queen.)

97



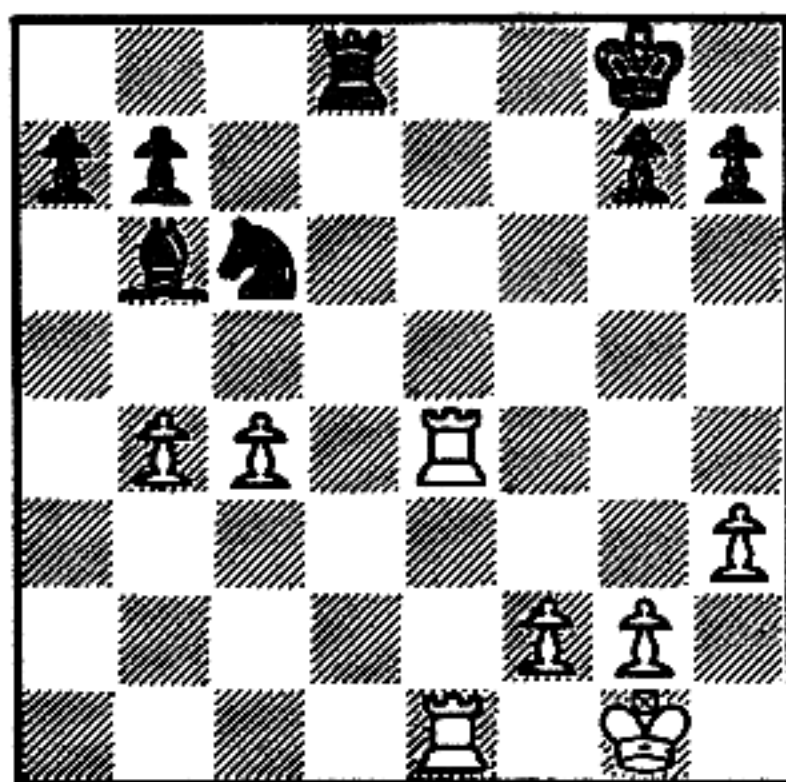
Why does White's threat against Black's back rank not lead to mate?

- White does not have enough power to mate.
- The Black King will have a flight square.
- Black has a useful interposition.

97

White does not have enough power to mate.
(Black Queen and Bishop guard the square on the back rank.)

98



Why does White's threat against Black's back rank not lead to mate?

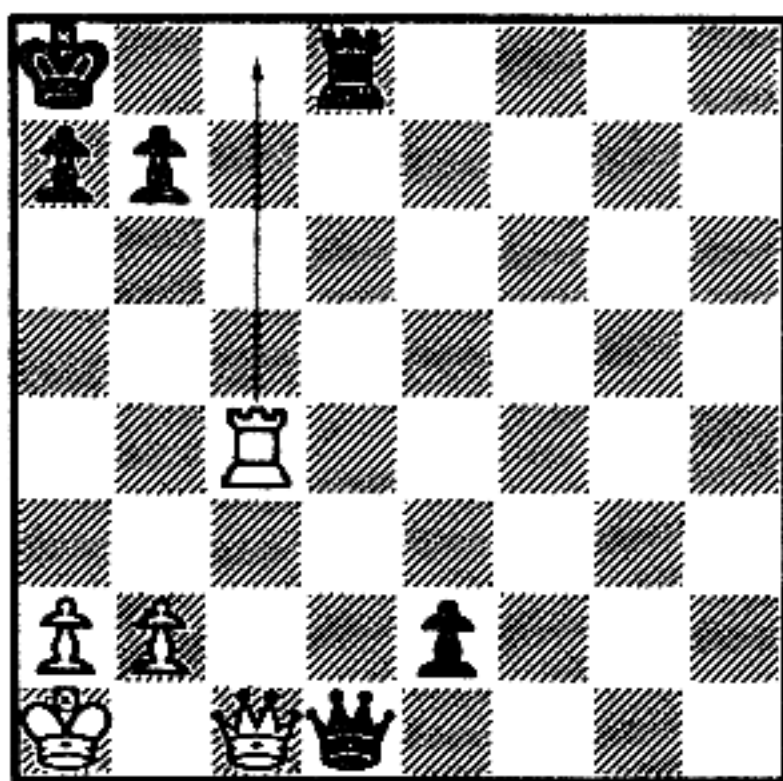
- White does not have enough power to mate.
- The Black King will have a flight square.
- Black has a useful interposition.

98

The Black King will have a flight square.

99

In this position, focus your attention on the White and Black Queens:



Now explain in your own words why White cannot mate.

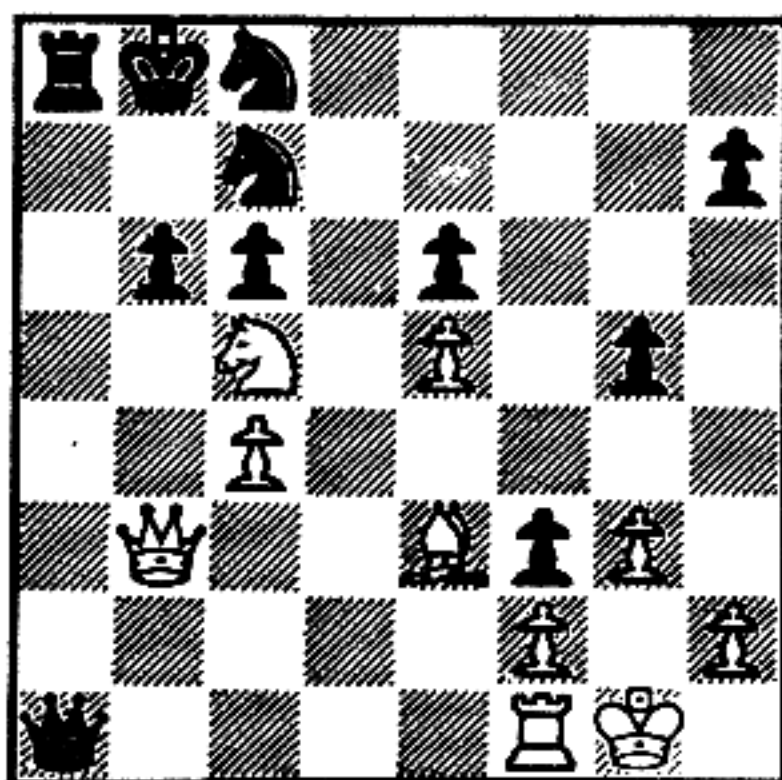
99

The White Queen is pinned.

(If the White Rook checks, Black's Rook simply captures, and the White Queen cannot recapture the Rook.)

100

Here is a position from one of my games (Fischer vs. Bisguier, New York, 1957), where I (White) had to decide whether or not I should capture Bisguier's (Black) Queen with my Rook.



Would you capture Black's Queen?

- yes
- no

Explain your answer. _____

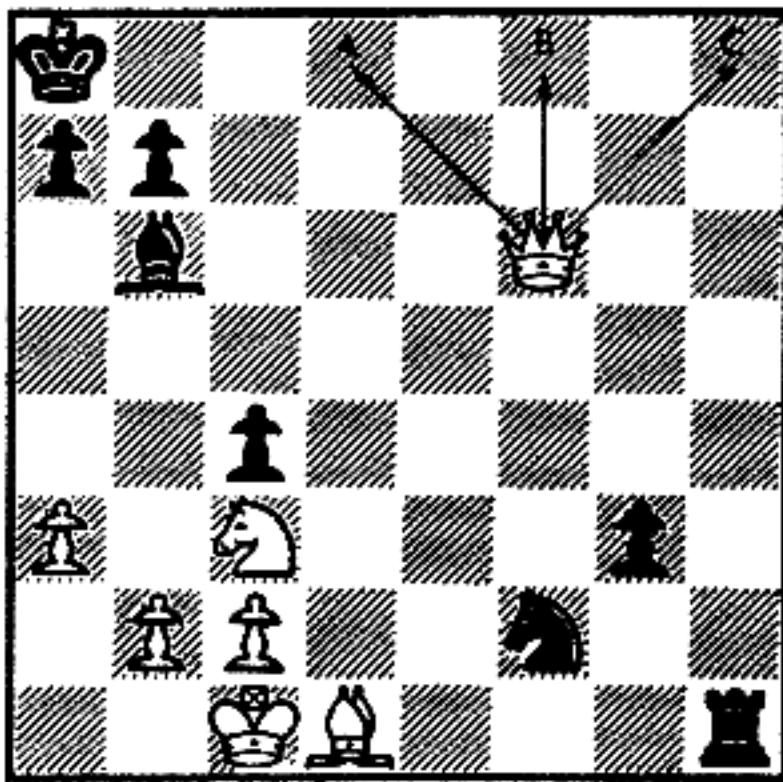
100

no

Black would recapture with his Rook, giving check and forcing mate. White then has only useless interpositions.

(Bisguier is a former U.S. Champion. I made a different move—Rook four squares to the left—and won the game.)

101



To which square should the White Queen move to begin its mating combination?

- A
- B
- C

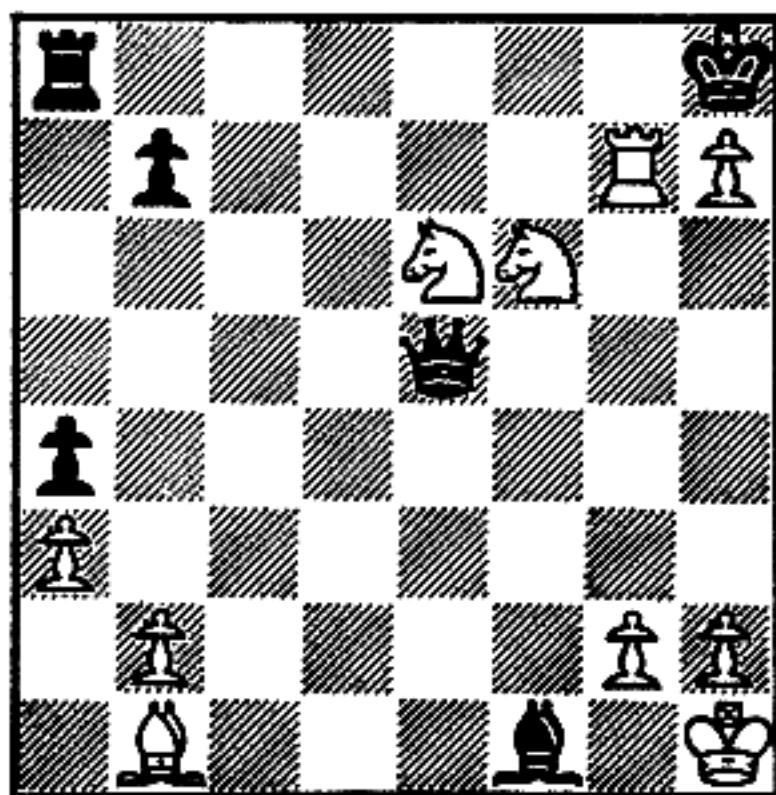
102

C

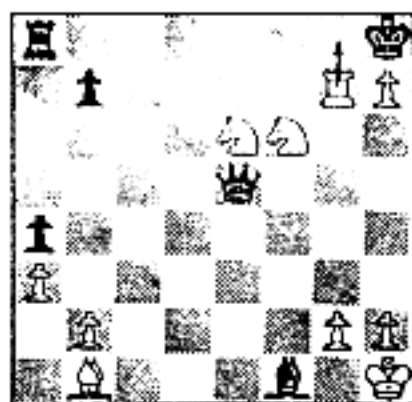
(The other moves would allow Black to escape mate.)

103

Draw an arrow showing the first move of White's mating combination:

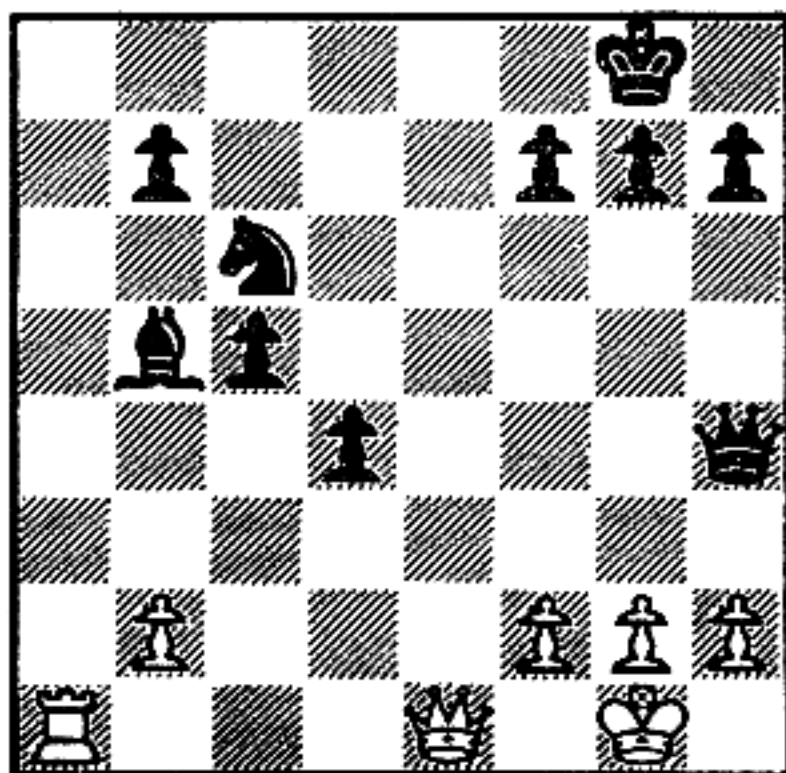


103



(After Black captures White's Rook, White will recapture with the Pawn making a Queen or Rook.)

104



Should White check with the Rook or the Queen?

- with the Rook
- with the Queen

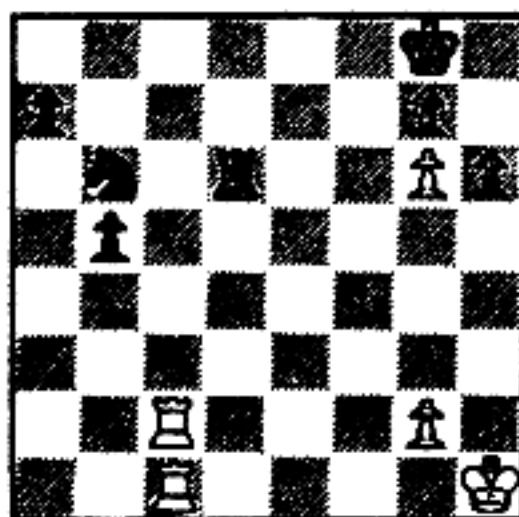
104

with the Queen

(The Queen checkmates. If White's Rook checks, the Black Knight can interpose on the square protected by Black's Queen; there is no mate then because the Black Bishop prevents the White Queen from checking.)

105

Assume that White elects to check in this position; then decide whether he will be able to force mate.



Does White have a mating combination beginning with a back-rank check?

yes no

If "no," why?

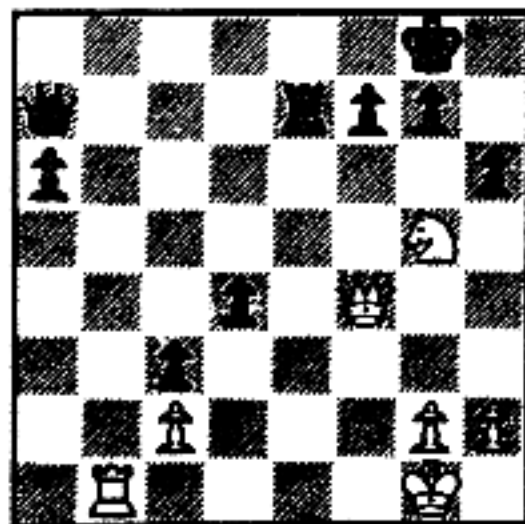
- not enough power
- flight square for Black King
- useful interposition

105

yes

(White mates. Interposition is useless.)

106



Does White have a mating combination beginning with a back-rank check?

yes

no

If "no," why?

not enough power

flight squares for Black King

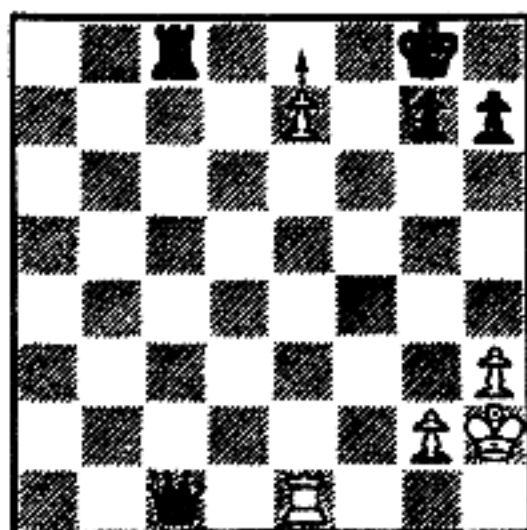
useful interposition

106

yes

(White mates. Rook and Queen give him enough power.)

107



Does White have a mating combination beginning with a back-rank check?

yes

no

If "no," why?

not enough power

flight square for Black King

useful interposition

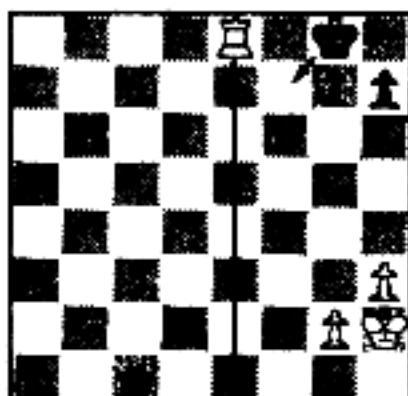
107

no

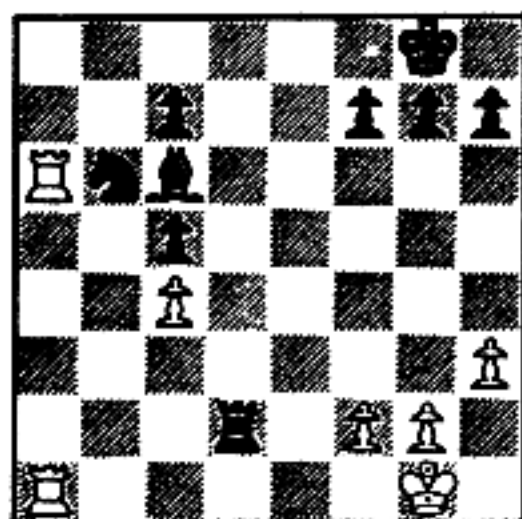
flight square for Black King

NOTE: Here's why it doesn't work. After White "queens" his Pawn—thereby giving check—Black captures the new

Queen with his Rook. White then captures the Black Rook with his Rook, giving this position:



108



Does White have a mating combination beginning with a back-rank check?

- yes
- no

If "no," why?

- not enough power
- flight square for Black King
- useful interposition

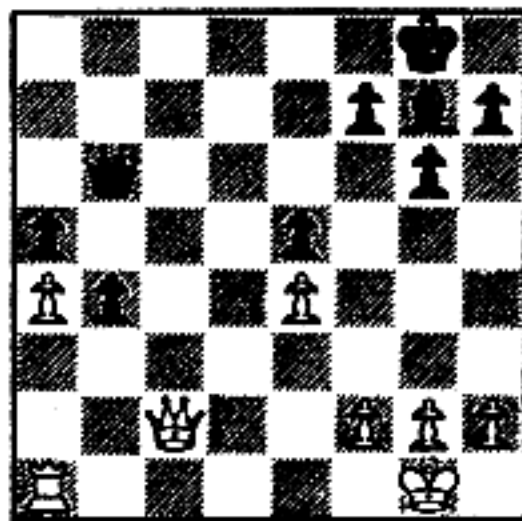
108

no

not enough power

(An example of two against two: Black's Bishop and Knight guard the checking square against the two attacking White Rooks.)

109



Does White have a mating combination beginning with a back-rank check?

yes

no

If "no," why?

not enough power

flight squares for Black King

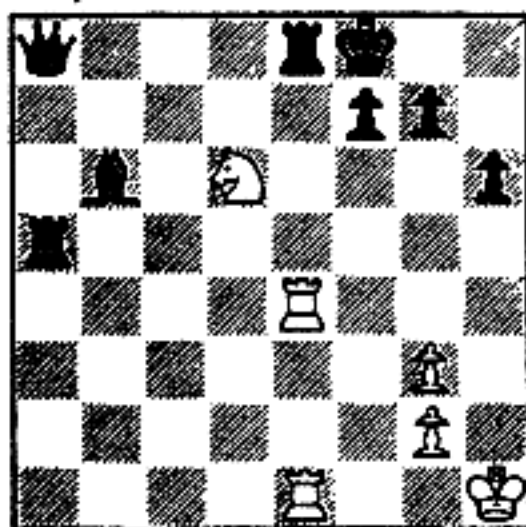
useful interposition

109

no

useful interposition (Bishop)

110



Does White have a mating combination beginning with a back-rank check?

- yes
- no

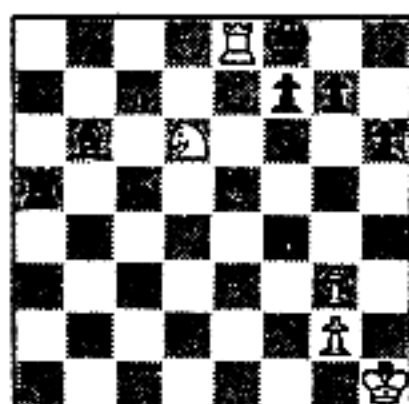
If "no," why?

- not enough power
- flight squares for Black King
- useful interposition

110

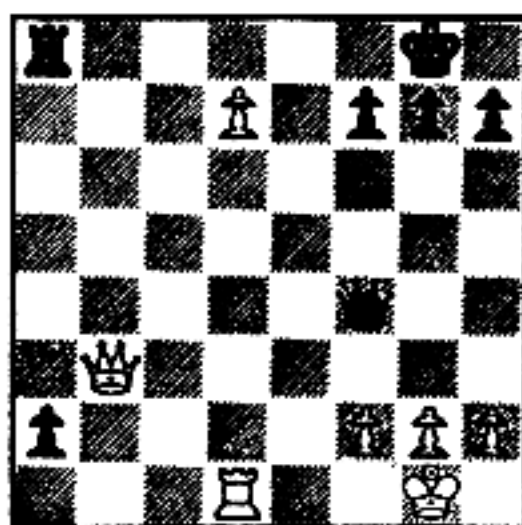
yes

(White mates. The second Rook delivers mate, supported by the Knight.)



111

In this next series of frames, you will have to consider several positions. In some, White has a back-rank combination. In others, he has a one-move mate of a different type. In a few, he has no mate at all. Most of these positions are difficult, posing many possibilities. Observe all of the pieces on the board for Black defenses. If the back-rank check does not lead to mate, look for other checks that might do so.



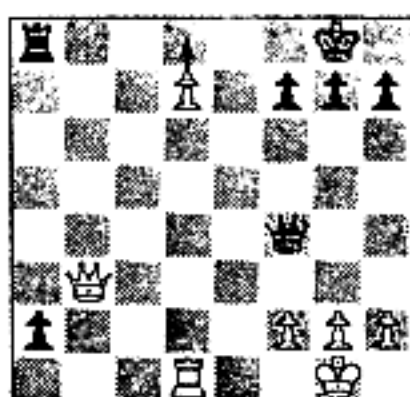
In this position, White:

- can mate
- cannot mate

If there is a mate, draw an arrow to show White's key first move.

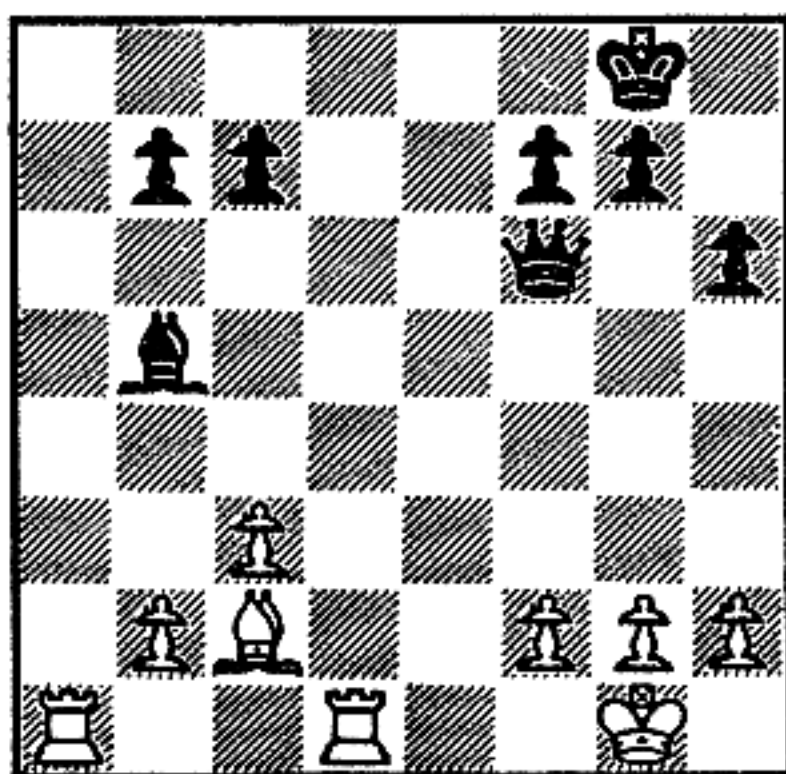
111

can mate



(White makes a Queen with his Pawn, giving check. If Black captures the Queen with his Rook, White will recapture with the White Rook, giving mate.)

112



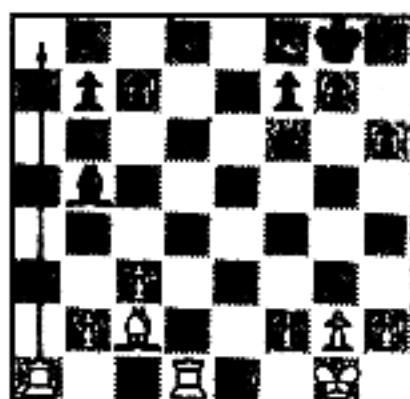
In this position:

- White can mate
- White cannot mate

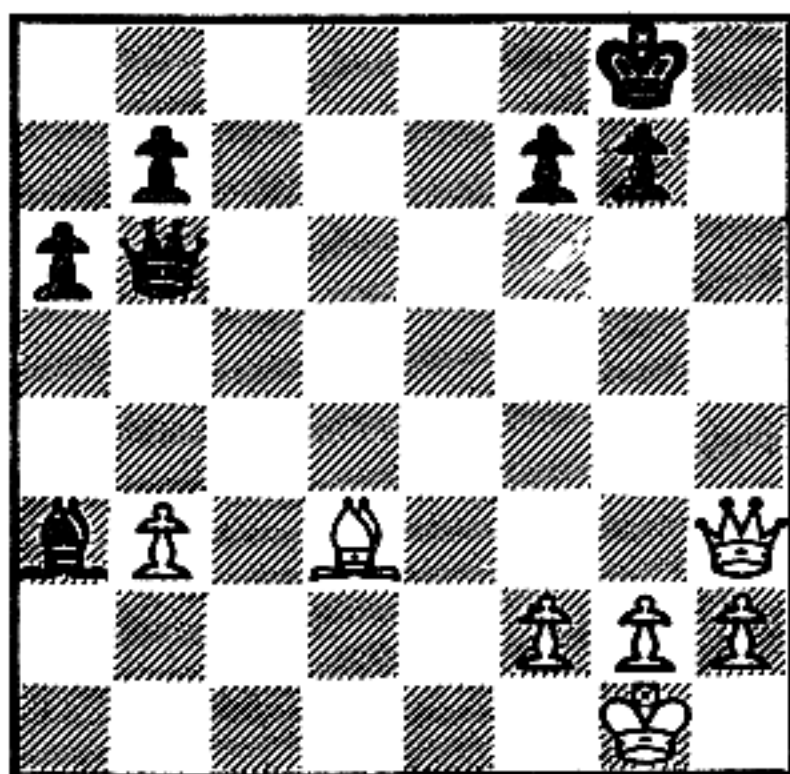
If there is a mate, show it (that is, the key first move).

112

White can mate
 (Black has only useless
 interpositions with his
 Bishop and Queen.)



113



In this position:

- White can mate
- White cannot mate

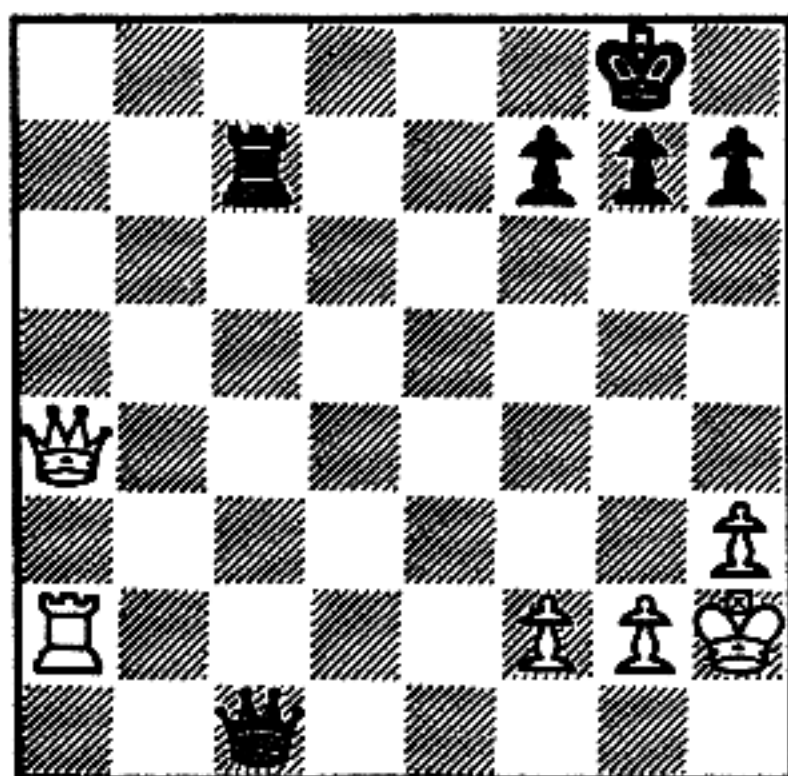
If there is a mate, show it.

113

White cannot mate

(If the White Queen checks on Black's back rank, the Bishop will interpose. Or, if the Queen checks four squares straight ahead, Black can flee.)

114



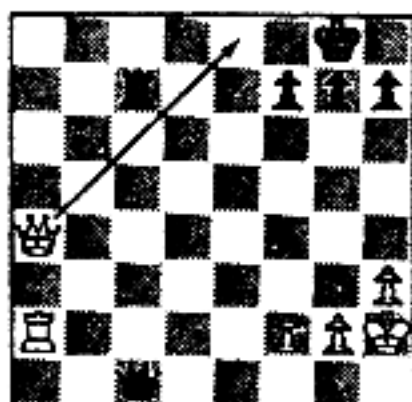
In this position:

- White can mate
- White can't mate

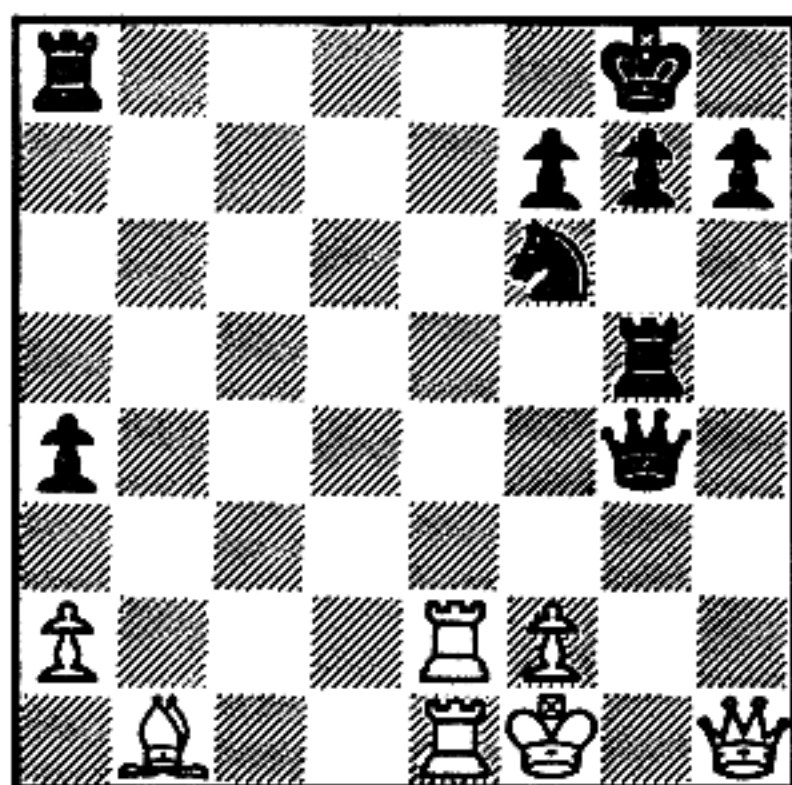
If there is a mate, show it.

114

White can mate



115



In this position:

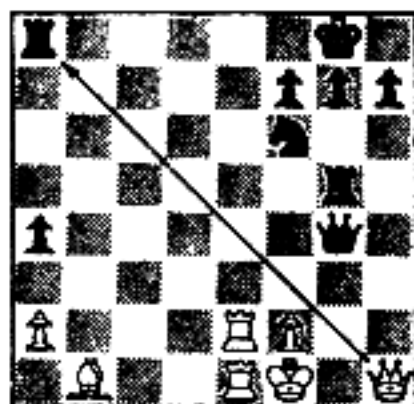
- White can mate
- White can't mate

If there is a mate, show it.

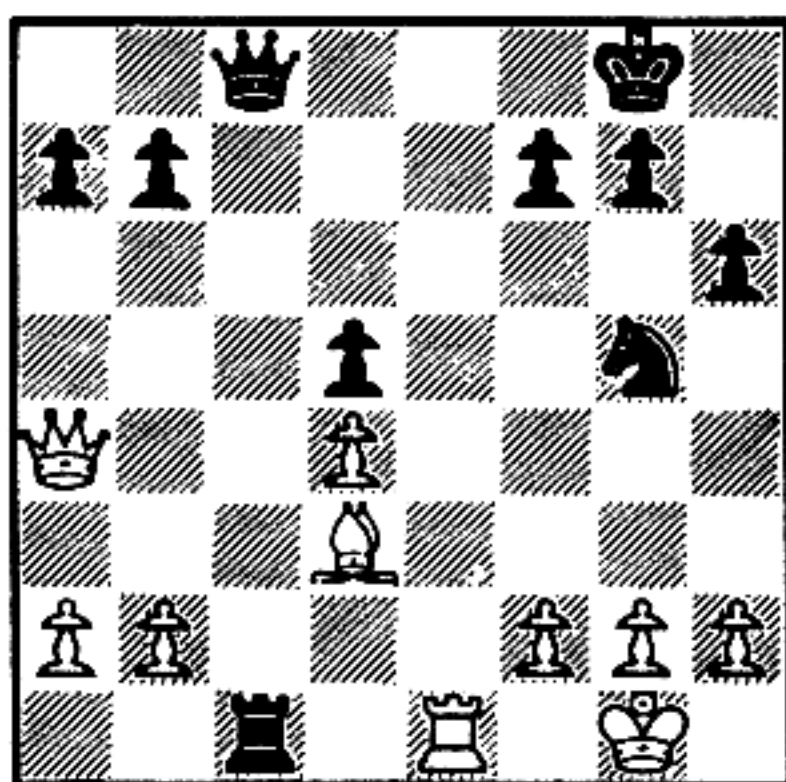
115

White can mate

(All interpositions are useless.)



116



In this position:

- White can mate
- White can't mate

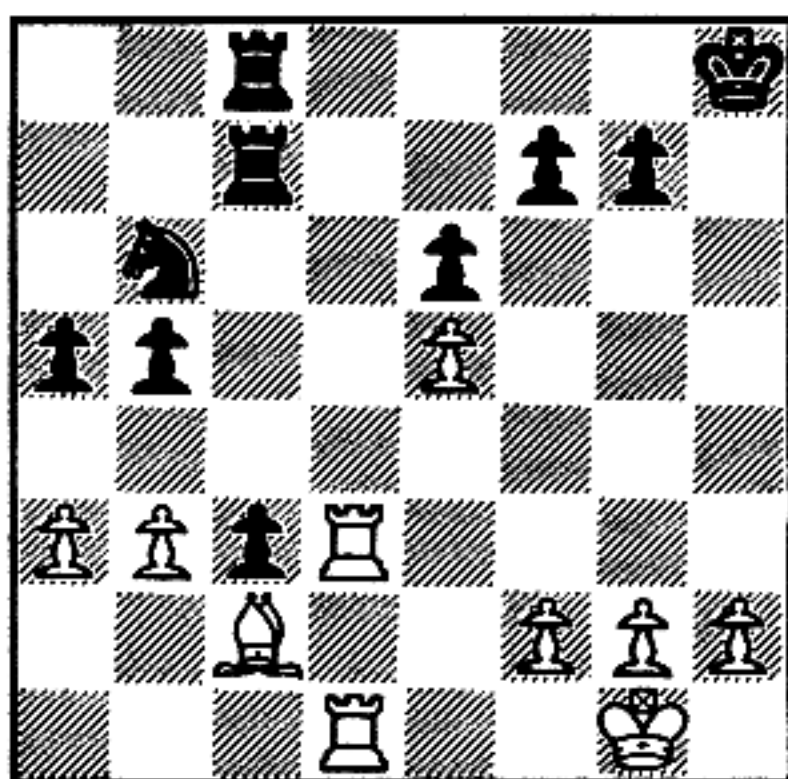
If there is a mate, show it.

116

White can't mate

(White's Rook is pinned so it could not recapture if White checked with the Queen.)

117



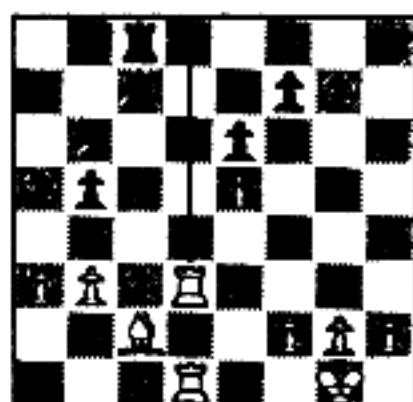
In this position:

- White can mate
- White can't mate

If there is a mate, show it.

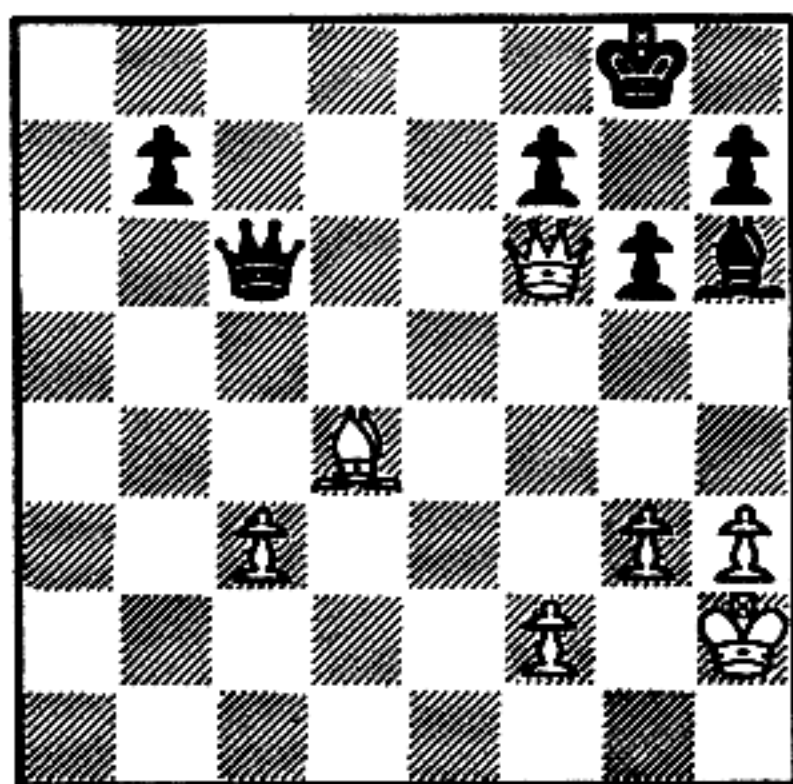
117

White can mate



(White has enough power to mate; in moving the Rook, White uncovers his Bishop, thereby freeing it to guard the Black King's only fleeing square.)

118



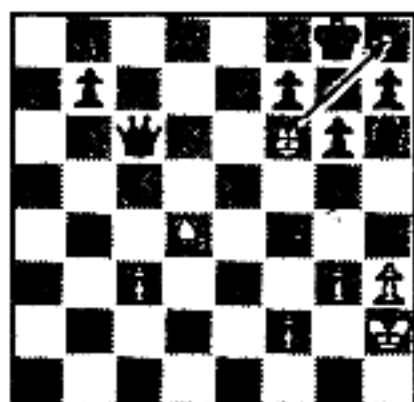
In this position:

- White can mate
- White can't mate

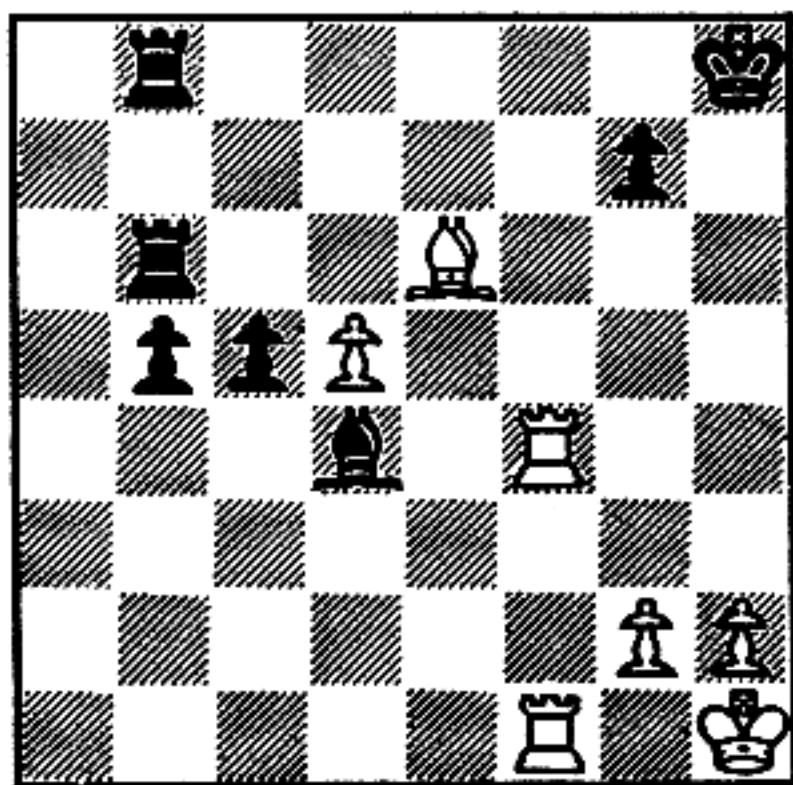
If there is a mate, show it.

118

White can mate



119



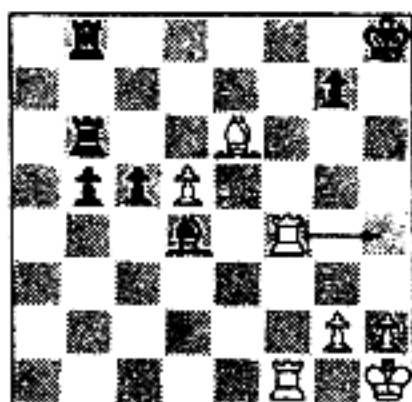
In this position:

- White can mate
- White can't mate

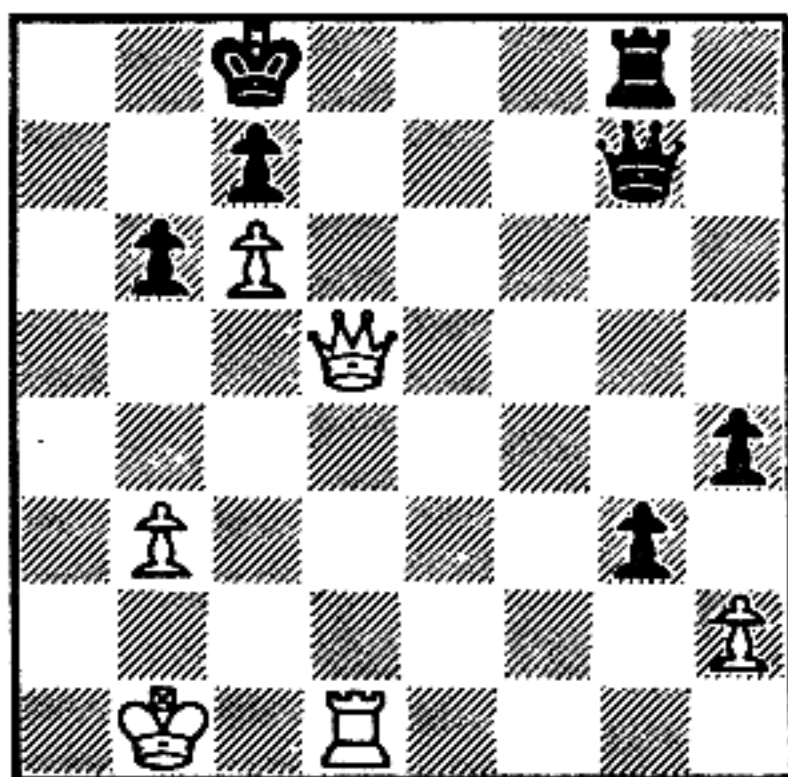
If there is a mate, show it.

119

White can mate



120



In this position:

- White can mate
- White can't mate

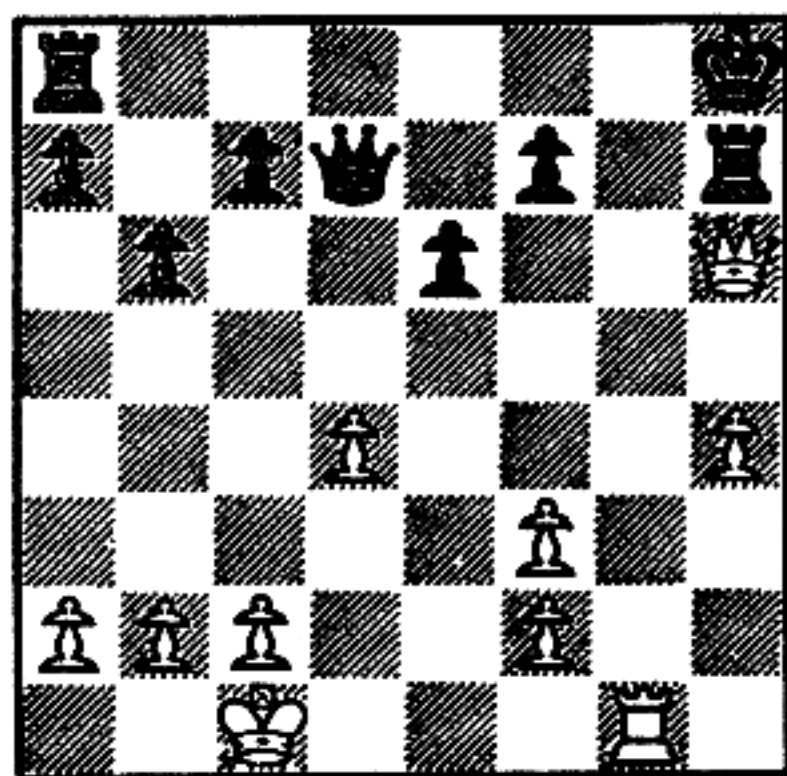
If there is a mate, show it.

120

White can't mate

121

From one of my recent games:



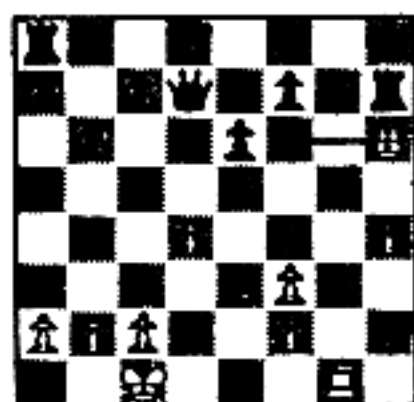
In this position:

- White can mate
- White can't mate

If there is a mate, show it!

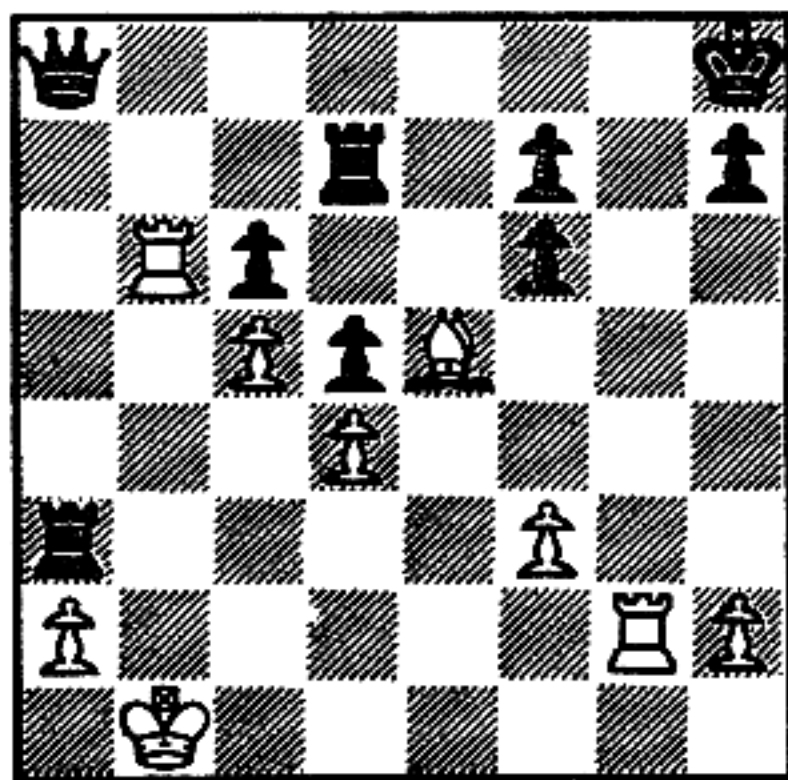
121

White can mate



(Black is forced to interpose with his Rook; White then plays Queen-takes-Rook and mates. This position could have occurred in my game with the Hungarian Grandmaster Bilek in the 1965 Havana Tournament. My opponent avoided this position.)

122



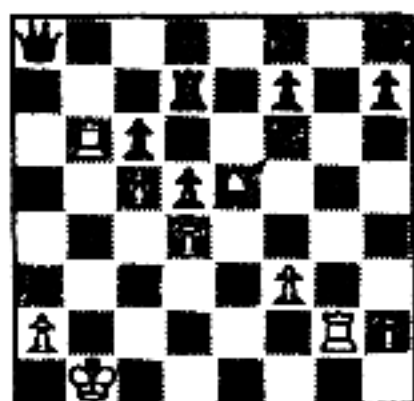
In this position:

- White can mate
- White can't mate

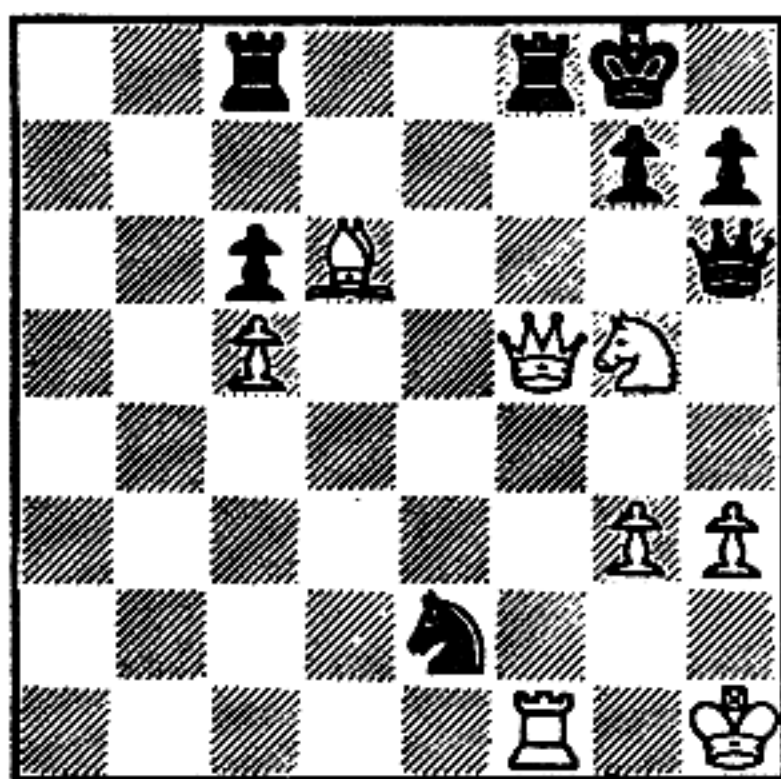
If there is a mate, show it.

122

White can mate



123



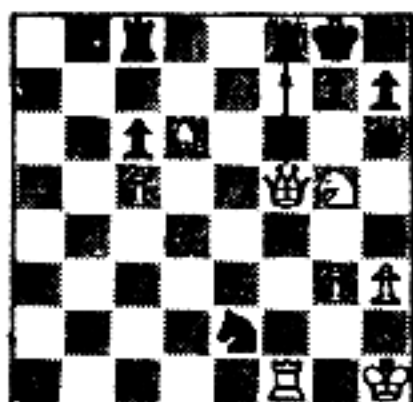
In this position:

- White can mate
- White can't mate

If there is a mate, show it.

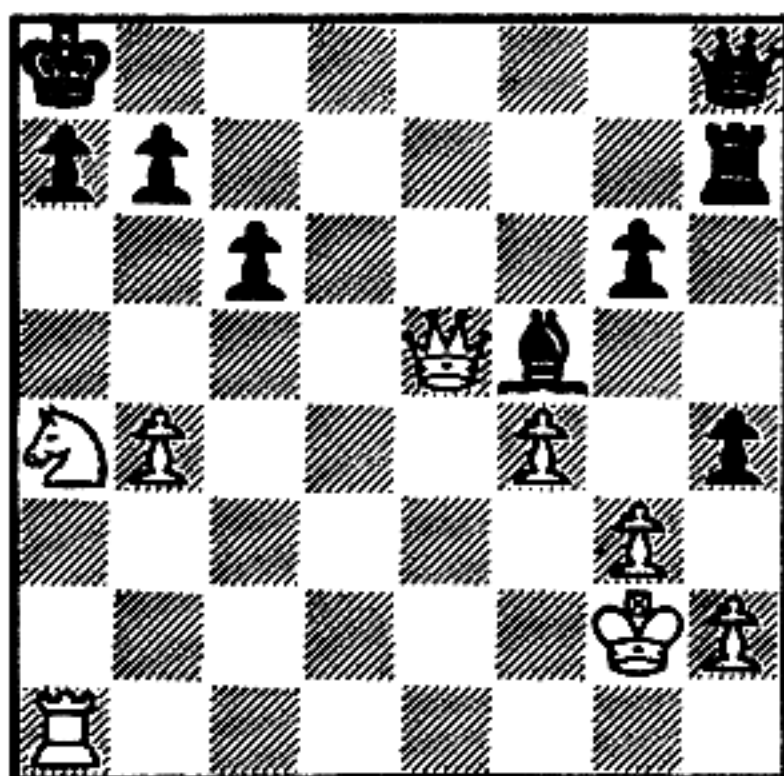
123

White can mate



(Black's Rook must capture the Queen; then White can recapture with his Rook, giving check-mate.)

124



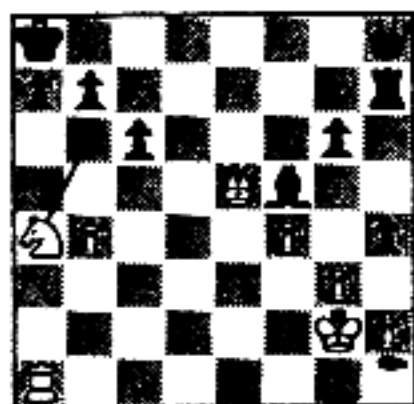
In this position:

- White can mate
- White can't mate

If there is a mate, show it.

124

White can mate



NOW TURN THE PAGE AND CONTINUE

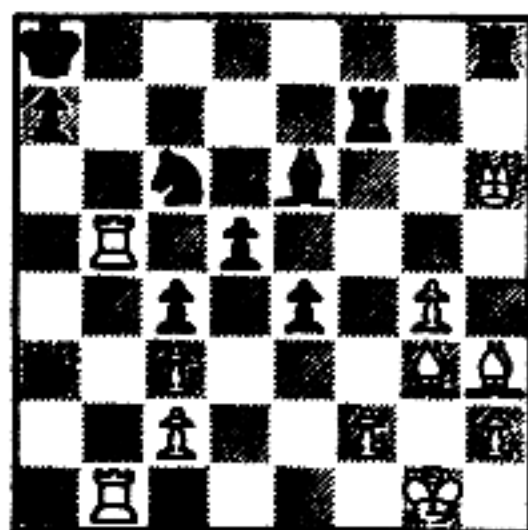
SUMMARY

The Back-Rank Mates

In this chapter you were introduced to the elements of the back-rank mate and the three methods of escaping check (and mate): capturing the checking piece, interposing and fleeing.

Here is an example of the back-rank mating theme. The following position came up in my game with Raymond Weinstein (Black) in the 1960 United States Championship (Black to move):

Weinstein



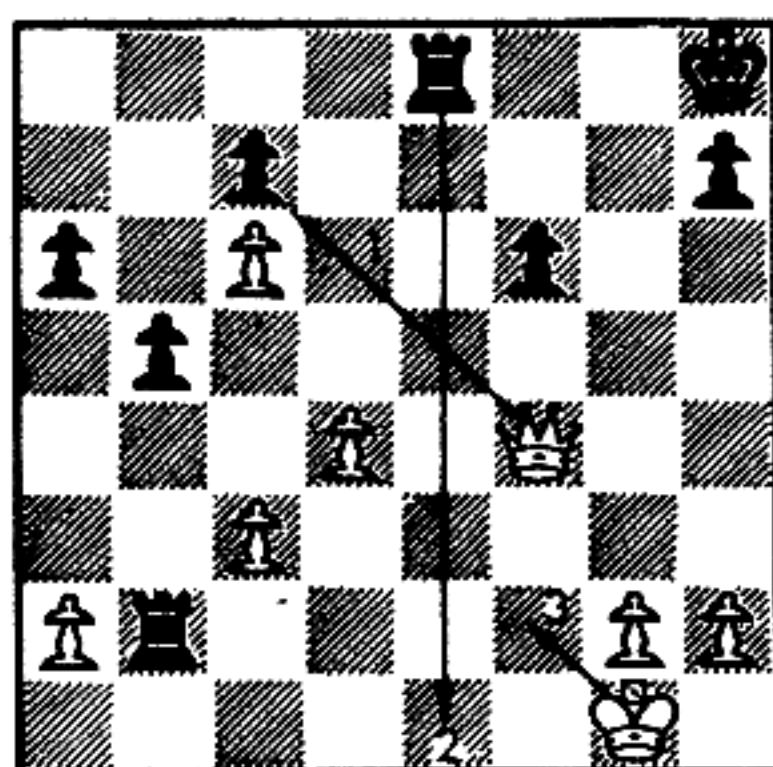
Fischer

I had just captured a Pawn with my Queen. The obvious question was, why couldn't Black capture the Queen with his Rook? Well, if the Rook had captured the Queen, I would have played Rook-check; the Knight would have to take the Rook; and then Rook-takes-Knight would have been mate! The Black Rook could not leave the back rank.

Note also that my Queen was attacking Black's Rook, on the back rank, and Black's Bishop. If Black had attempted to "protect" his Bishop with the attacked Rook, I would simply have played Queen-takes-Bishop! Ray, realizing he was "busted," resigned.

Here is another example from my 1960 United States Championship game with Herbert Seidman (Black):

Seidman



Fischer

It's my move and I have to be careful not to think my King is safe. If, for instance, I dare to capture the Black Pawn as shown by arrow 1, Black would mate with his Rook (see arrow 2). Fleeing, as shown by arrow 3, is not possible—the other Rook covers that square!

THIS IS THE END OF CHAPTER 2

NOW TURN THE PAGE AND GO ON TO CHAPTER 3

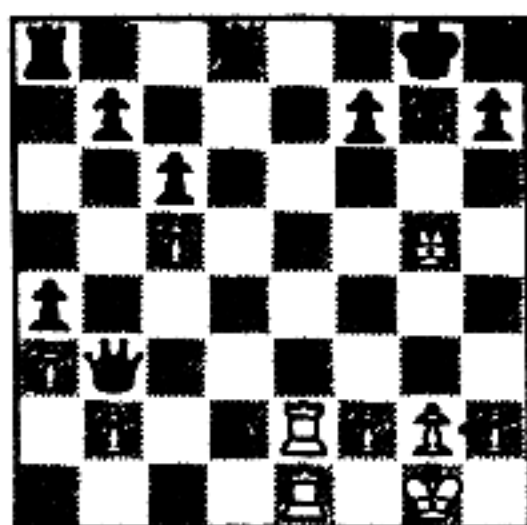
Chapter 3

BACK-RANK DEFENSES AND VARIATIONS

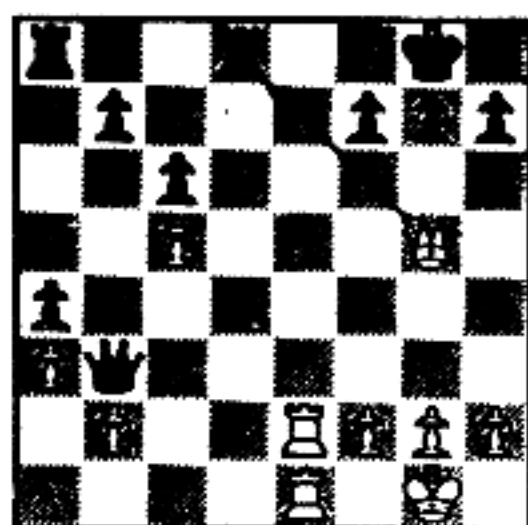
Now that you have the basic idea of the back-rank mates, you are ready to explore the subtleties of this theme. In this chapter and the chapters that follow, I will present mating variations and defenses in rapid succession.

**TURN THE PAGE AND CONTINUE WITH FRAME
125**

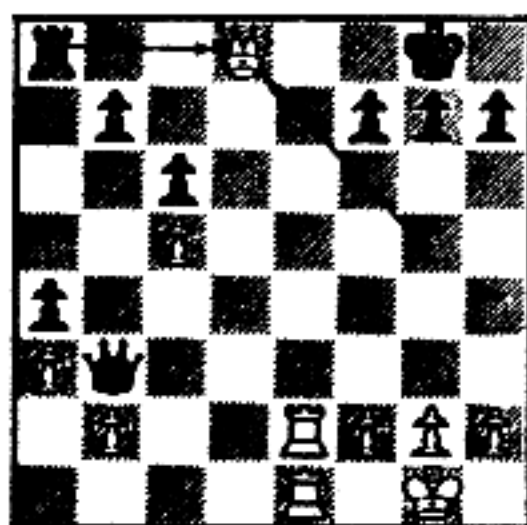
Observe the combination below:



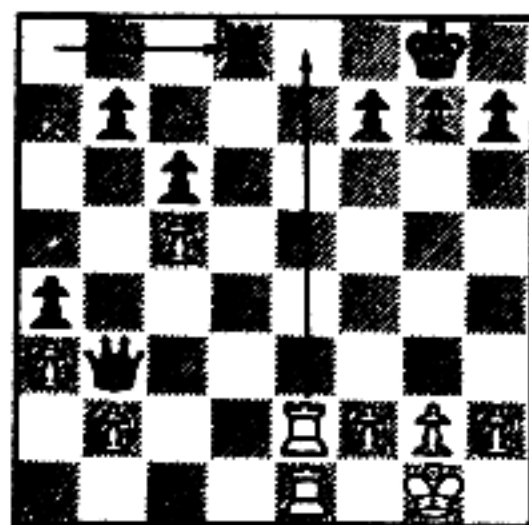
- A. White's two Rooks are ready to give check on the same back-rank square, but Black has two defenders. White must get rid of one of these defenders before he can mate.



- B. White plays Queen-takes-Rook, giving check.



- C. Black's remaining Rook must recapture.



- D. Now there are two White Rooks against only one back-rank defender. White moves Rook to Black's back rank, giving check, and mates on the next move.

TURN THE PAGE AND
CONTINUE WITH FRAME
126

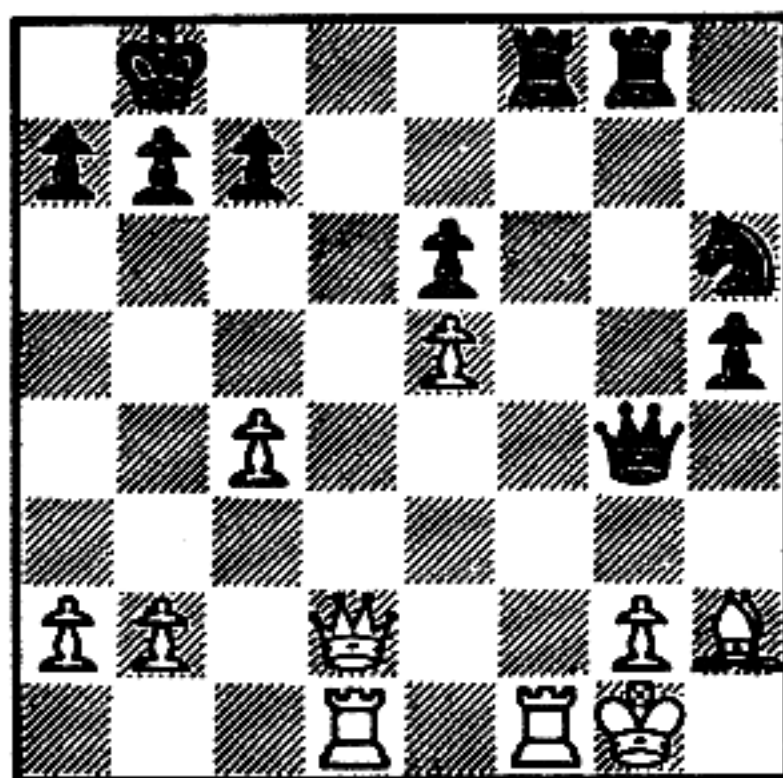
125

NO ANSWER REQUIRED

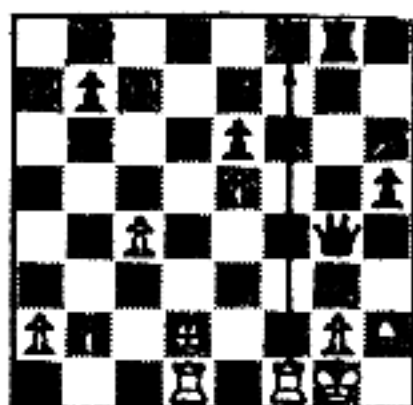
126

In this position White can begin a back-rank mating combination by first removing one of the Black defenders.

Draw an arrow to show the first move in White's mating sequence:



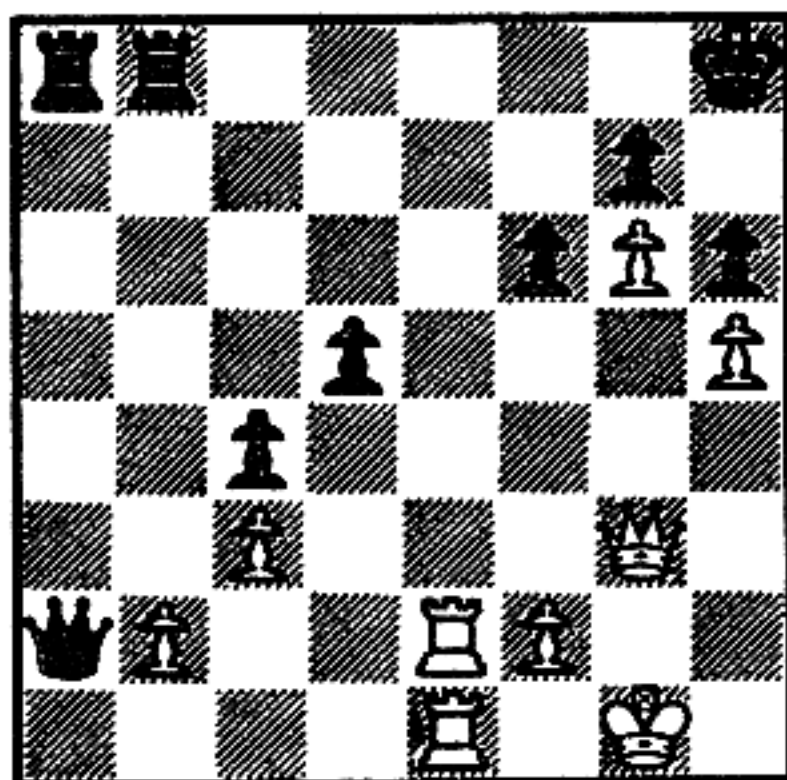
126



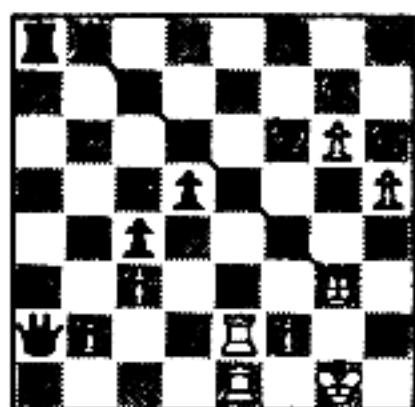
(When Black recaptures with Rook, White's Queen and Rook have enough power to mate.)

127

Again, draw an arrow to show the first move of White's mating combination:



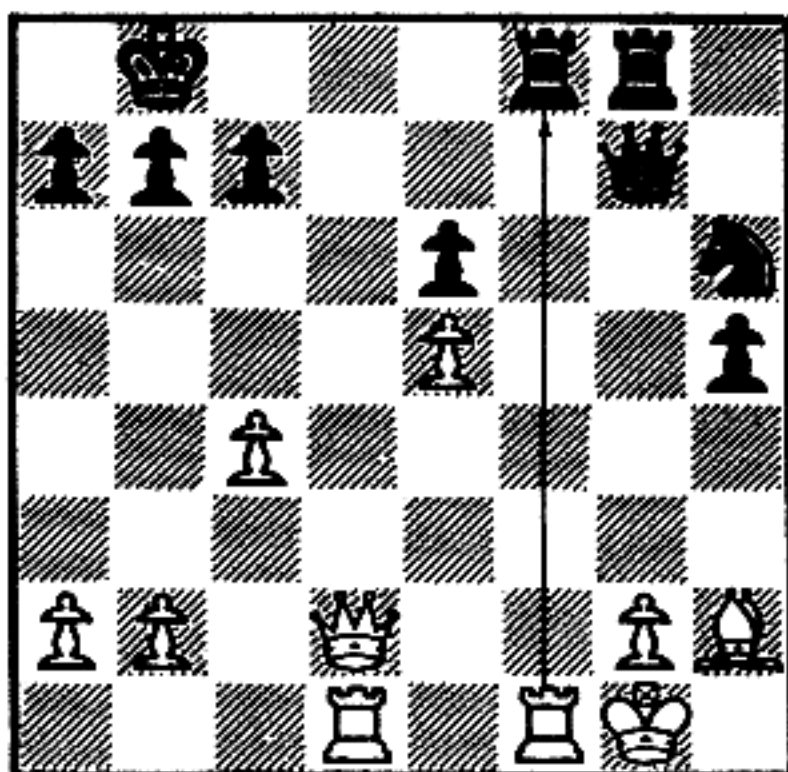
127



(When Black plays Rook-takes-Queen, the White Rook check leads to mate.)

128

Here is a position where White can remove one of Black's back-rank defenders, but it does him no good. If Black recaptures with the right piece, it will still be two against two.



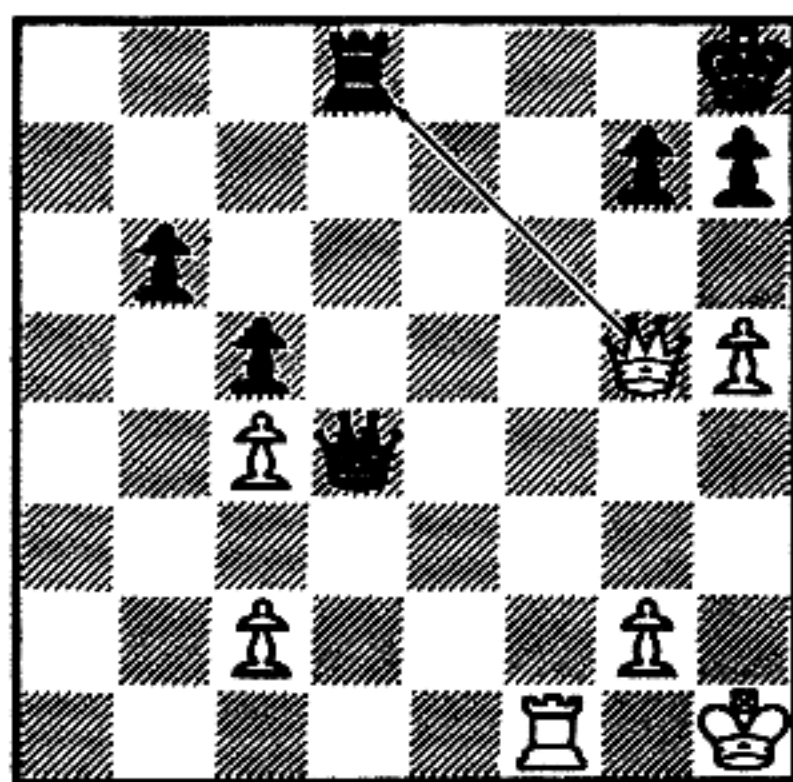
If White plays Rook-takes-Rook-check (as shown), how can Black save himself?

- by playing Rook-takes-Rook
- by playing Queen-takes-Rook

128

by playing Queen-takes-Rook
(So it will still be two against two.)

129



In this position, does a White move of Queen-takes-Rook-check (as shown) lead to mate?

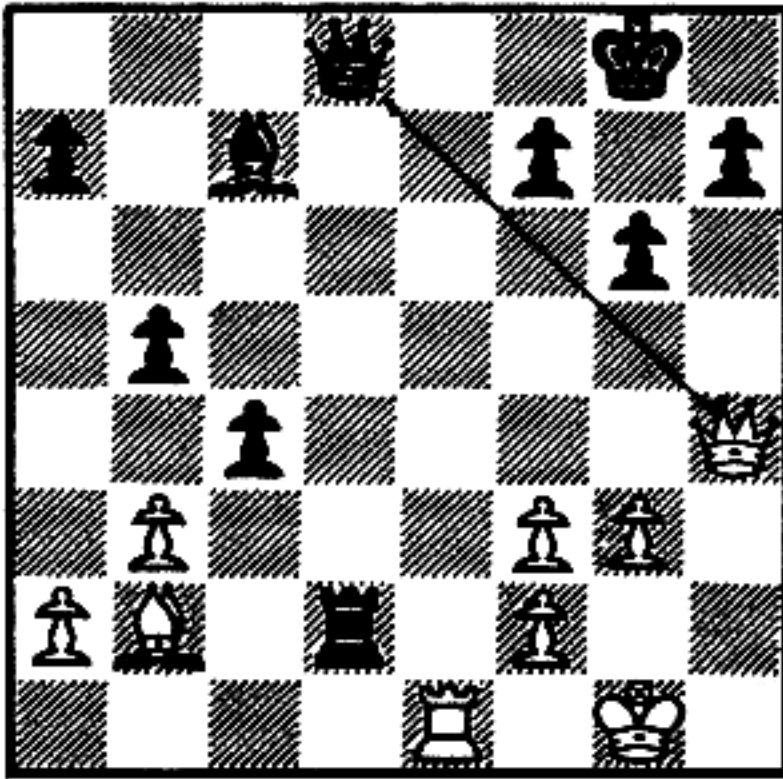
- yes
- no

129

no

(Black's Queen recaptures and maintains guard on the back rank.)

130



If White plays Queen-takes-Queen (as shown), how should Black recapture?

- with the Bishop
- with the Rook

130

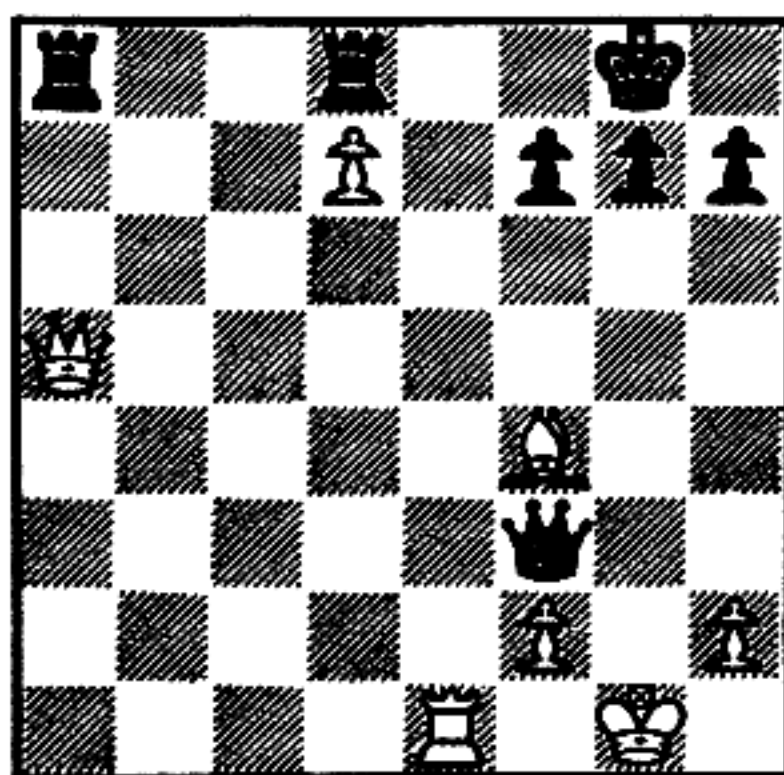
with the Rook

(The Rook guards the back rank. Recapture with the Bishop would enable White's Rook to mate.)

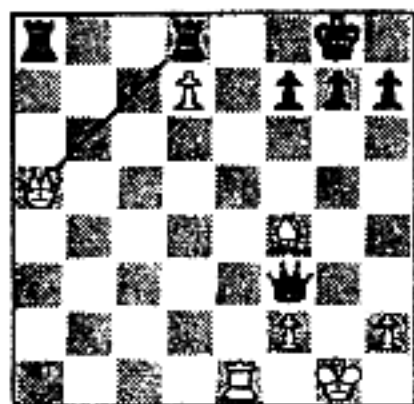
131

White has a mating combination, but he must make the key first move. He has several possibilities.

Draw an arrow to show his correct choice:

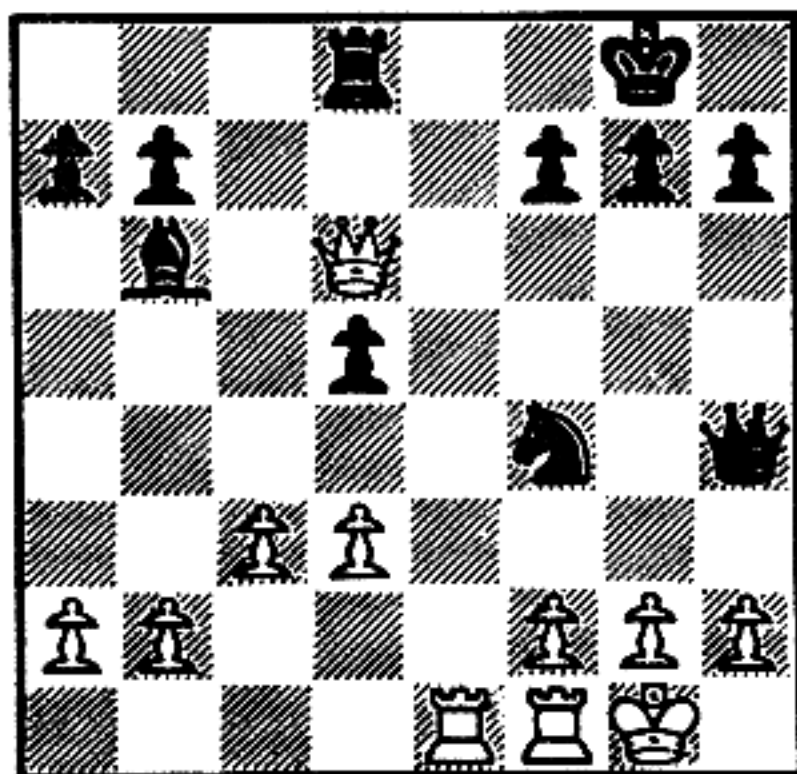


131



(The correct move, as shown, reduces the number of Black's back-rank defenders from two to one. Then White's Rook can check on the back rank supported by the Pawn. Black must recapture the checking Rook and when White recaptures with the Pawn he makes a new Queen or Rook, giving mate. But not White's Queen takes the other Rook, since Black's Queen can capture and replace the Rook as a guard of the back rank.)

132



Does a White move of Queen-captures-Rook lead to mate?

- yes
 no