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Strategy And Tactics On Chess

By Robert Michael

Strategy and tactics is what the game of chess is all about. An army of 16 chess is commanded by

each player. A game of chess has three sates if being played well. In the opening, the players bring out their forces in preparation for combat. The players maneuver for position and carry out attacks and counterattacks in the middlegame. The endgame is when with fewer pawns and pieces left on the board, it is safer for the kings to come out and join the final battle. Here are 10 ways to improve your chess game.

1. Have a Plan. Your opponent will have an easy time defending themselves if you threaten something here in one move, something over there in the next move and so on. For you to be effective, your pieces must work together. Your men can work in harmony when you develop a plan. The chess men are your "team"; to be a good "coach," you have to use all of their strengths together.
2. Know what the pieces are worth. You should think about the value of your men when thinking about giving up some of your pieces for some of your opponents. The player whose men add up to a great value will usually have the advantage.
3. Look at your opponent's move. You should stop and think every time your opponent makes a move. Ask yourself, why was that move chosen? Is a particular piece in danger? Are there other threats I should watch out for? You will be able to successfully carry out your own strategies by defending against your opponent's threats.
4. Develop quickly and well. An important element of chess is time. The player whose men are ready for action more quickly will be able to control the course of the game. You have to develop your men efficiently to powerful posts if you want to be that player.
5. Keep your king safe. The object of the game is to checkmate the opponent's king. Sometimes a player forgets that his opponent is also hunting for the king because they are too busy thinking about their own plan.

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6. Make the best possible move. Ask yourself these questions when you are considering a move. Can I improve my position even more by increasing the effectiveness of a different piece? Will the piece I am moving go to a better square than the one it is on now? Does the move help to defend against my opponent's threats? will the piece I move be safe on its new square?

7. If it is a pawn, consider: Can I keep it protected from attack?

8. If it is another piece, consider: Can the enemy drive it away?

9. Always be alert. Once a player has reached a good position or given up hope if their position is bad there is a tendency for people to relax. If you have a better position, watch out! One careless move could throw away your advantage. You must always watch out for your opponent's threats.

10. Know when to trade pieces. The best time to trade men is when you can capture men worth more than the one you will be giving up, which is called "winning material". If your opponent is very careful,

that opportunity may not arise.

11. Think about the endgame. You should remember that every move you make might affect your chances in the endgame. Concentrate on your immediate plans, as well as your opponent's.

12. Control the center. The player who controls the four squares at the center of the board will have the better game, in many cases.

Hopefully these tips will help improve your chess game. Go practice - and have some fun!

Robert Michael is a writer for Ray Chess which is an excellent place to find chess links, resources and articles. For more information go to:

<http://www.raychess.com>

Correspondence E-mail or Postal Chess

By Michael Kanehl

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Correspondence Chess or E-mail Chess might be for you if can't spend a lot of time playing without interruptions because you also have a life

E-mail chess is an evolution from the postal chess which was very popular in the late 19th century. Both can be catogarized under the term Correspondance Chess

Unlike postal chess where time is measured in days,online e-mail messages can be delivered almost

instantaneously

Correspondence chess allows people or clubs geographically distant to play one another without meeting in person. The length of a game played by correspondence can vary depending on the method used to transmit the moves – a game played via server or by e-mail might last no more than a few months, but a game played by post between players in different countries might last several years.

Correspondence chess differs from over-the-board play in several respects. While in OTB chess only one game is played at a time (the exception being in a simultaneous exhibition), in correspondence chess several games are usually played at once. All games in a tournament are played concurrently, and some players may have more than a hundred games continuing at the same time

The time limits in correspondence play are usually between 30 and 60 days for every 10 moves. This allows for far deeper calculation, meaning that blunders are very rare. The use of any kind of assistance including chess databases and chess programs is allowed, although many hobby players voluntarily do without them

The international governing body of correspondence chess is the International Correspondence Chess Federation (ICCF) which organises postal and e-mail events. There are numerous national and regional bodies for postal chess, as well as a number of organisations devoted to organising e-mail play (such as the International Email Chess Group (IECG) and International E-mail Chess Club (IECC)).

Discover all aspects of chess at <http://www.art-of-chess.com>



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