Thinking ahead

This workbook is somewhat different from usual. There are not diagrams on every page, you will need to get used to that. What sort of exercises can you expect?

Blindfold chess

You will see only an empty board. The position is described with white and black pieces. These are called figurines and they look like this: 2c3 **1h**8 ______. If the task is 'capture an unprotected piece', then you enter **Bxh8**. The tasks are all familiar to you: attack safely, route planning and much more. What you have to do stands next to the exercise. The first task is always an example. The correct answer is there for you already. If the exercise is repeated later, the first answer is no longer given.

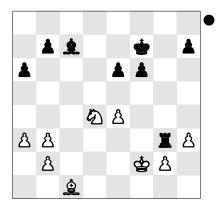
Blindfold exercises on the board

You must solve all these tasks without a board. You must rapidly be able to indicate the squares without any mistakes. Practise that, if you have to, on a real board first of all with the co-ordinates and then on a board without letters or numbers.

One example is: move the 🖄 a2 to e7 _____. Write down the number of moves the knight requires to get from a2 to e7. One option is Na2-b4-c6-e7: so 3 moves. There are a lot of different types of exercise.

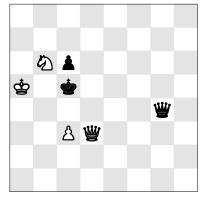
Exercises with a diagram

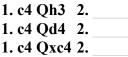
These pages are the most like those from other workbooks. The following examples show that there really are differences.



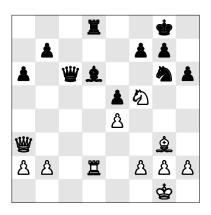
1. ... e5 2. _

Black to move. But you have to think out a move for White. The move Black played is below the diagram. The pawn move attacks the knight, but do not let yourself be diverted by that. The move also closes the diagonal of the bishop. So the rook is no longer protected. White can take the rook and instead of being lost he is no longer any worse. You write down the correct answer: **2. Kxg3**.





Mate in 2 moves. The first one is given to you. You must think ahead and find the mating move. The threat is 2. Na4# (1. ... Qh3 does not prevent it). After 1. ... Qd4 the d6-square is no longer in White's hands. The c-pawn is also out of the way, so that 2. Qa3# mate can follow! 1. ... Qxc4 also prevents 2. Na4#. The queen is no longer controlling d7. So 2. Nd7#.





Compare these positions and indicate whether the difference changes anything. Whether the rook is on d1 or d2 changes a lot. Below, **1**. **Nxd6** wins a piece. Above, the threat is **1**. ... **Qc1**+.

Blindfold chess

Attack safely

②e5 簋b4 簋h3

黛f8 邕f3 為c1

<u>ĝ</u>d4 **∐**h4 **∕**d5

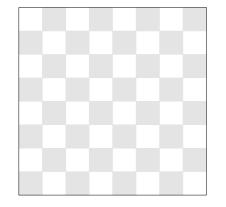
<u>ĝ</u>d1 **∐**e5 **∛**e8

②c3 邕f2 皇d3

②e4 邕h6 皇b5

Example: 🚊 d2 📕 f8 🐴 f5

The bishop must attack a black piece safely. Just write down the correct square. You may use the board. Solution: b4



尔 e3 邕 f2 邕 h4
 书

④c5 簋a7 簋c3

≜e6 **₩**a7 **▲**b1

<u>ĝ</u>g3 ₩h6 **ð**b4

∐d2 ₩h7 ♠b3

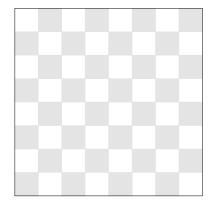
∐d7 ₩b3 **£**f2

₿c3	≝ e8 \ h4	
₿e6	≝ c2 ∕≜ c5	
≜ e1	≝ f5 ∕å d8	
乞g7	≝d4 ≜ b1	
匌d2	≝g4 ≜ a3	
囟c5	≝d4 ≝f3	

②e5 ₩c8	
②c3 ₩f2 ≜ b7	
②e4 ₩b7 ≜ g1	
<u>ĝ</u> d1 ₩a3 Z f7	
違c7 c4 邕d2	
≝g2 ₩e4 ≜ c7	

Working out the attack

Example: a6 and e4 笪_____ From which square does the rook attack both squares? Write down all the squares. Sometimes only one square is possible. Solution: 笪 a4, e6



g5 and g1	(†) *	c1 and a5	Ø
d2 and h2	÷	d1 and g4	Ð
e8 and a8	÷	g6 and e2	Ø
a3, e5 and c1	<u>+</u>	e3, g3 and d4	Ø
g6, d3 and h1	(†) 25	b5, e2 and d5	\$
g4, e2 and a8	<u>ب</u>	c1, f2 and e5	Ð
d8, e1 and f2	÷	d5, e8 and g4	Ø

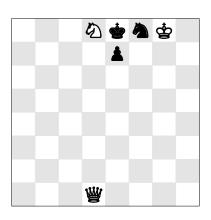
al and g7	<u> </u>
e5 and g2	Ï
a3 and f7	<u> </u>
c5, d4 and g5	<u> </u>
b5, b8 and g2	<u> </u>
f5, f1 and b3	<u> </u>

a2, d7 and g2	<u> </u>
c5, c7 and h6	Ï
b7, c4 and g8	(†) 25
a3, b8 and h2	(†) 35
a1, a7 and h8	(†) 35
d6, f2 and g5	
b7, c4 and f7	Ø

Attacking: **A**

Mate

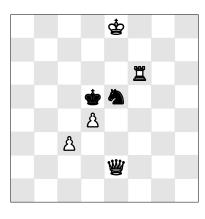
Visualising: C



1. Nb7 e5 2.

1. Nb7 Nd7 2.

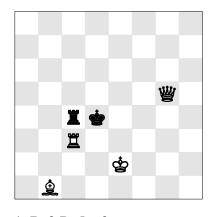
1. Nb7 Ne6 2.



1. Re6 Kxe6 2.

1. Re6 Nc4 2.

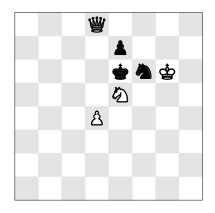
1. Re6 Nd3 2.



1. Ba2 Rc5 2.

1. Ba2 Rxc3 2.

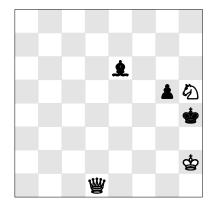
1. Ba2 Kxc3 2.



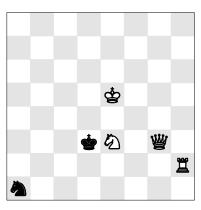
 1. Nc4 Nd5
 2.

 1. Nc4 Ne8
 2.

 1. Nc4 Nd7
 2.

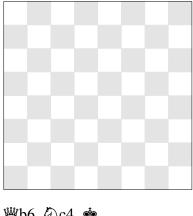


1. Ng7 Bc8 2. _____ 1. Ng7 Bg4 2. _____ 1. Ng7 g4 2. _____





Creating mate



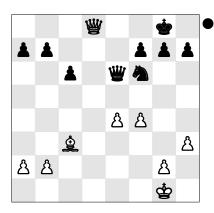
響b6 ⁄∑c4 會___ 響e7 잁b4 會

₩g5	Å f4	∲h5
₩	∳ a8	≜ a7
罩b8	Ð	∲a8
響f 8	ය	∲n8
Ŵ	¢b8	∰a8
8		
U	<u>ĝ</u> d5 ĝ	?
U	≜d5 ∰	e b8

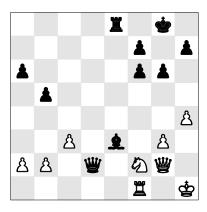
₩	₿e4	∲ b8	ac7
坐	₿e4	∲ b8	∐ c7
嚥	嘼b7	∲ g8	∕ ≜ f8
₩	菖fl	∲ g8	₩h8
₩e7 Å		∲ g8	۵h8
邕e2 ②)	∳al	e b1
Ï	≜ c4	∲h8	▲ h7
Ï	₿f7	∳al	Ĭ b1

Eliminating the defender

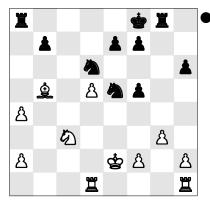
Mix: **A**



1. ... Qe8 2. _

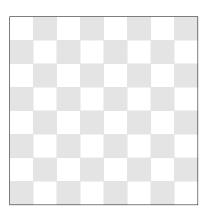


1. Ne4 _____



1. ... Ndc4 2.

Route planner



≜ a7 å d3 å f5	≜b6 - a5 - c3
違a7 邕f5 魯e6	ĝ c3
<u>ĝ</u> a7 ∐ f5 ∛ d1	堂b4
<u>ĝ</u> d7 ≝ c5 % g5	ĝb1
<u>ĝ</u> d7 Ï c5 ∛ h8	🛓 bl
₤f3 ゐc5 ゐf6	<u>ĝ</u> f7

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1. ... Bd7 2.

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1. ... Bf5 2.

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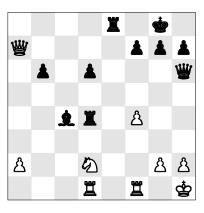
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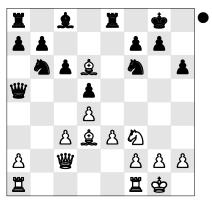
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1. Qxb6



1. ... Na4 2. ____