

\*\*\*\* THE FOUR ELEMENTS \*\*\*\*

FORCE - SPACE - TIME - PAWN STRUCTURE

RULES OF ATTACK

- \* Don't trade ATTACKING pieces for defensive ones unnecessarily.
- \* You must have an advantage in some element in order to ATTACK.
- \* The major aim of most ATTACKS is to provoke a pawn weakness.
- \* Apply the force count, count ATTACKING pieces vs defensive ones.

A three + count in your favor constitute conditions for an ATTACK.

- \* ATTACK where you have a preponderance of force, unless employing a minority attack, striving to create backwardness on an open file.
- \* ATTACK towards the direction your pawns are pointing.
- \* A superior position in the center justifies an ATTACK on the flank.

RULES OF DEFENSE

- \* DEFEND economically, too many pieces can get in each others way.
- \* Don't create pawn weaknesses, but if necessary, minimize the weakness.

RULES OF FORCE

- \* The person who is ahead in FORCE will win 90% of the times.
- \* When you are ahead in FORCE, the key principle is "exchange pieces".

RULES OF SPACE

- \* Seek to increase your SPACE control.
- \* DON'T trade pieces, your pieces are worth more - let him stay cramped.
- \* Open the position by forcing pawn exchanges.
- \* Focus your attack on a pawn.

RULES OF TIME

- \* Don't lock or close the position.
- \* Open the position by forcing pawn exchanges.

RULES OF EXCHANGES

- \* Exchange in order to seize (or open) a file without loss of time.
- \* Exchange to destroy a good defender.

- \* Exchange in order not to lose time by retreating.
  - \* Exchange when you are ahead in force!
  - \* Exchange when your opponent has a pawn weakness.
  - \* Exchange when you have a passed pawn.
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#### RULES OF BISHOPS (worth 3 points)

- \* BISHOPS are best in open positions.
- \* BISHOPS are most effective when on open diagonals.
- \* BISHOPS are best against passed pawns.

#### RULES OF KNIGHTS (worth 3 points)

- \* KNIGHTS are best in closed positions.
- \* In order for KNIGHTS to be effective, they must be centralized.
- \* KNIGHTS are best when you have connected passed pawns.

#### RULES OF ROOKS (worth 5 points)

- \* ROOKS belong on open files.
- \* The ultimate goal of ROOKS, are to invade the 7th and 8th rank.

#### RULES OF QUEENS (worth 9 points)

- \* QUEENS should stay home (opening) and centralized (middlegame).
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#### RULES OF KINGS (worth 3 1/2 points)

- \* Activate you KING towards the endgame.
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#### RULES OF PAWNS (worth 1 point)

- \* PAWN structure determines the nature of your plan of action.
  - \* There are three types of PAWN Structures, Weak-Solid-Dynamic.
  - \* Center PAWNS are more important than flank PAWNS.
  - \* PAWNS should not be on the same color as your Bishop in the endgame.
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#### RULES OF PAWN STRUCTURE

##### Pawn Islands (Weak)

- \* PAWN ISLANDS are weak because they need protection of the pieces.

They become weaker and weaker as the number of pieces diminish.

- \* When playing with PAWN ISLANDS, protect them or trade them.
- \* When playing against PAWN ISLANDS, "Trade Minor Pieces".

#### Isolated Pawns (Weak)

##### Isoloni (Weak/Dynamic)

- \* ISOLATED PAWNS become weaker and weaker as the number of pieces on the board diminishes.
- \* When playing against ISOLATED PAWNS, "Trade Minor Pieces".
- You want to play a major piece endgame.
- \* When playing against ISOLATED PAWNS, you should Blockade them.

#### Doubled Pawns (Weak)

- \* When playing with DOUBLED PAWNS, you should push the most forward.
- \* When playing against DOUBLED PAWNS, you want to Blockade them.

#### Backward Pawns (Weak)

- \* When playing with BACKWARD PAWNS, you should try to advance it.
- \* When playing with BACKWARD PAWNS, you should try and trade the Bishop which is blocked by the BACKWARD PAWN.
- \* When playing against the BACKWARD PAWN, you should first...  
Restrain it - Blockade it - (1)
- \* After blockading the BACKWARD PAWN, systematiclly bring in support of the blockader. Rotate pieces in and out of the pivoting point to confuse the defense. (1) then Destroy it.

#### Passed Pawns (Dynamic)

- \* PASSED PAWNS must be pushed!
- \* When playing with the PASSED PAWN, you should "Trade Pieces".
- When the number of pieces on the board diminishes, the PASSED PAWN increases in strength.
- \* When playing against the PASSED PAWN, you should Blockade it.

#### Split Pawns (Weak)

- \* SPLIT PAWNS become weaker and weaker as the game progresses.
- \* When playing against SPLIT PAWNS, you should not concern yourself with them in the middlegame -- just place your pieces effectively.
- \* When playing against SPLIT PAWNS, you should "Trade Minor Pieces".

#### Screened Backward Pawns (Weak)

- \* When playing with SCREEN BACKWARD PAWNS, you have less space.
- \* When playing against SCREEN BACKWARD PAWNS, advance on the side of the backward pawn.

#### Hanging Pawns (Dynamic)

- \* When playing against HANGING PAWNS, you should "Trade Minor Pieces".

They get weaker and weaker as the number of pieces on the board diminish.

- \* When playing against HANGING PAWNS, you should force your opponent to move his "c" pawn, then Blockade the pawn on the "d" file.

#### Pawn Chains (Solid)

- \* The Base of a PAWN CHAIN is called the Theater of War, therefore...
- \* In order to attack a PAWN CHAIN, attack it's base with a pawn.
- \* Attack the new base with many pieces until a weakness elsewhere appear, then attack this weakness with great vigor, returning to the original weakness in the endgame.