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Chess Camp

Volume 3: Checkmates with Many Pieces



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Note for Coaches, Parents, Teachers, and Trainers

By solving the problems in the first volume of this series, students reinforced their basic knowledge of the rules of the game and got a feel for the relative strengths of the pieces. By solving the problems in the second collection, students acquired their first skills at checkmating the king, and learned to quickly give mate in one in simple positional setups.

With the problems in the third collection, we aim to: 1) help students to see patterns in multi-piece positions in the opening and the middlegame; 2) teach students to use important tactical tools such as pins, discovered checks, and double checks to deliver mate; 3) familiarize them with the typical mating scenarios that arise no later than the 16th move of the game in various chess openings – primarily in those that beginners play at first (mainly the open and half-open games); 4) teach them to develop a feel for the smallest changes in the position of the pieces (to this end, we offer pairs of middlegame and endgame situations in which a slight difference in the initial position leads to different mechanisms for achieving mate); and 5) provide practice in giving mate in six- and seven-piece pawn, minor-piece and major-piece endings.

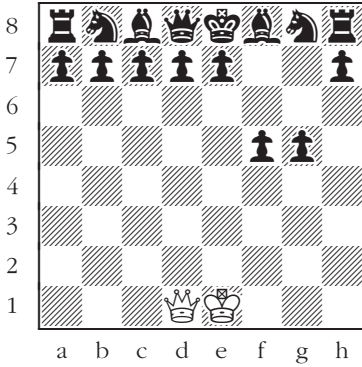
Mate-in-one problems are still an underestimated theme in the training of novice chessplayers. The inability to quickly find an opportunity to give mate in one in any position has a negative effect on a player's development. The majority of modern games end with both players short on time (in time trouble), and in those conditions the one whose skill at giving mate in one has become automatic enjoys a serious advantage. But not knowing just one of the typical mating setups, or being unable to see it in a complicated piece arrangement, often leads to defeat even for the experienced player.

Mate in One in the Opening

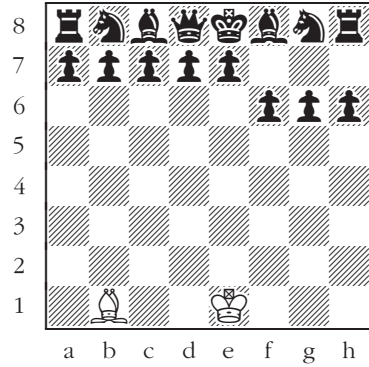
Approaching the Opening

Two Pieces Against a Whole Army

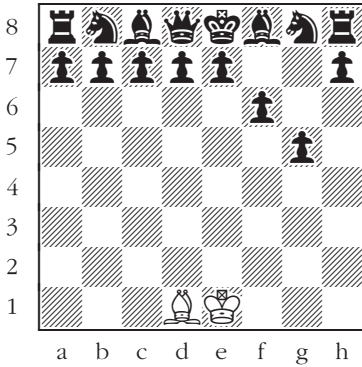
White to move: Black has all of his troops on the board, and aside from the king, White has just one piece. But this piece turns out to be stronger than the whole enemy army.



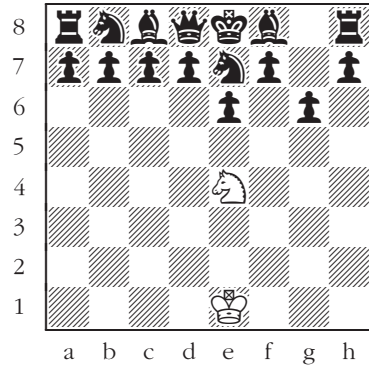
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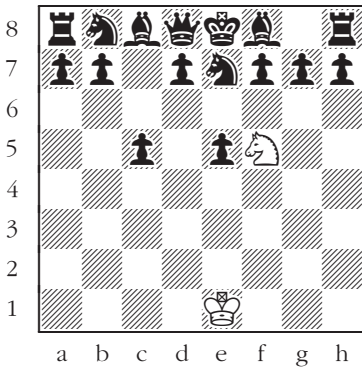
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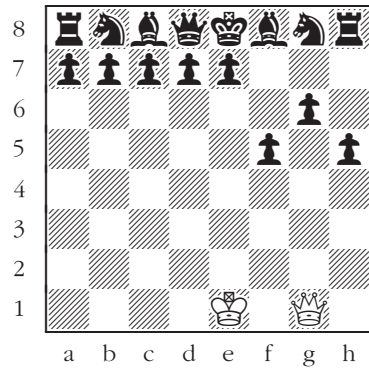
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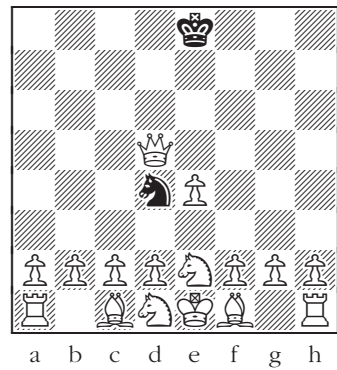
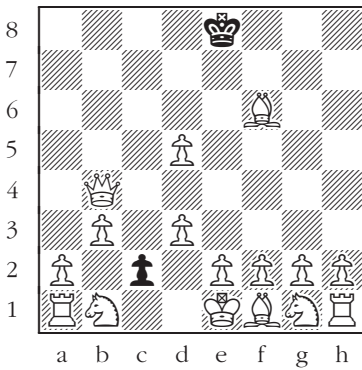
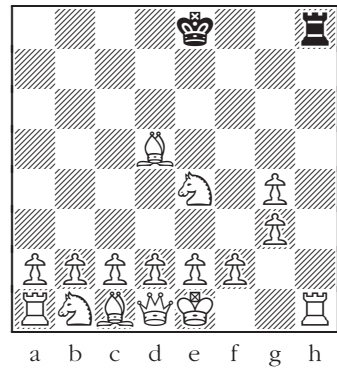
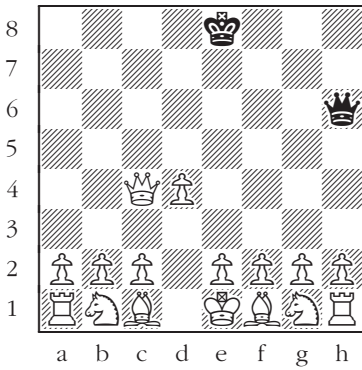
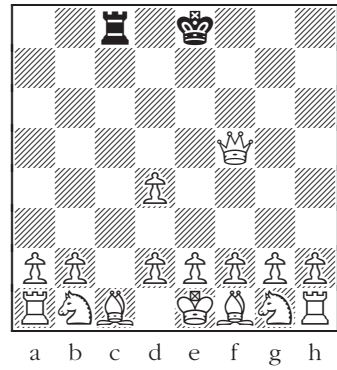
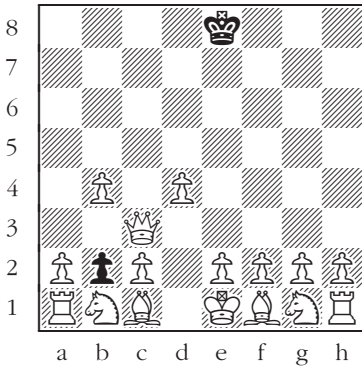
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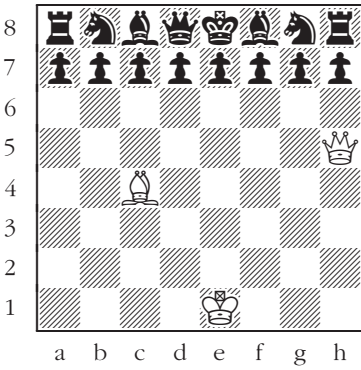
Two Pieces Against a Whole Army

Black to move.

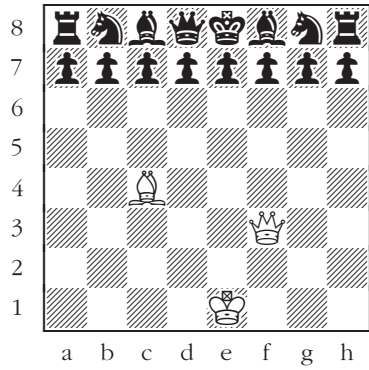


Three Pieces Against a Whole Army

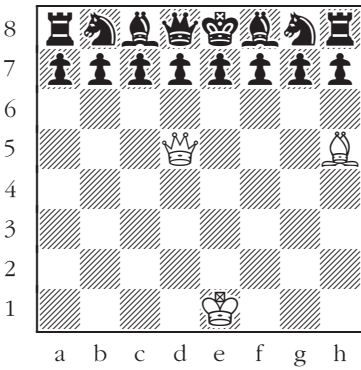
White to move: Besides the king, White only has two pieces, and Black has his whole army frozen in its starting position. White mates him, and there are two ways to do it in each position.



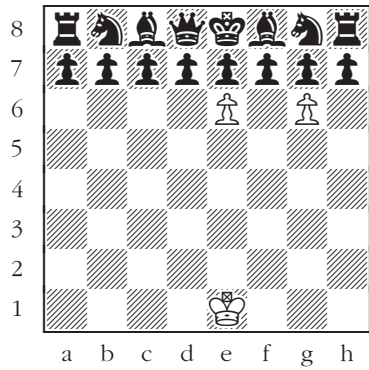
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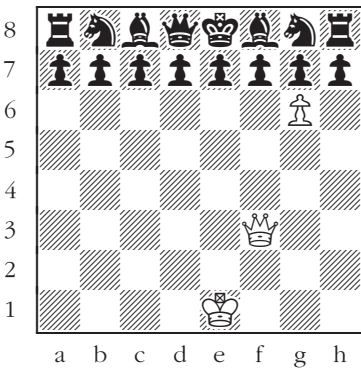
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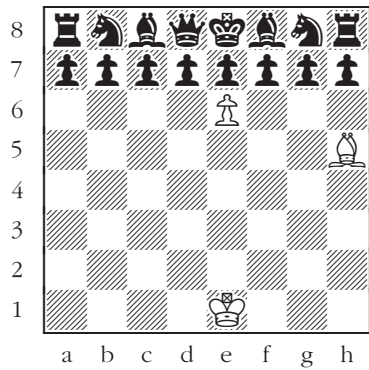
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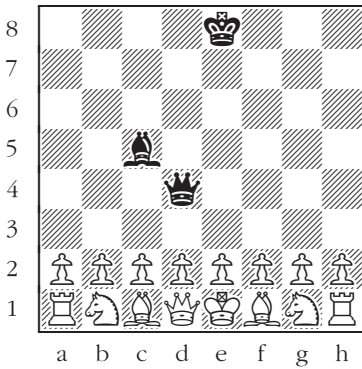
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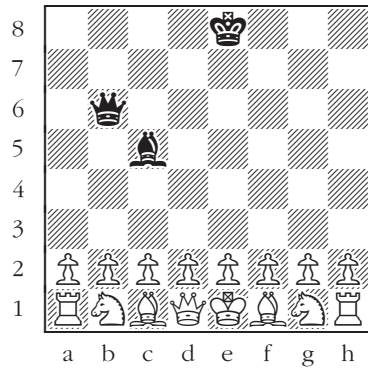
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Three Pieces Against a Whole Army

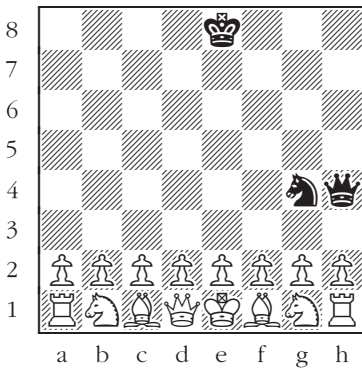
Black to move.



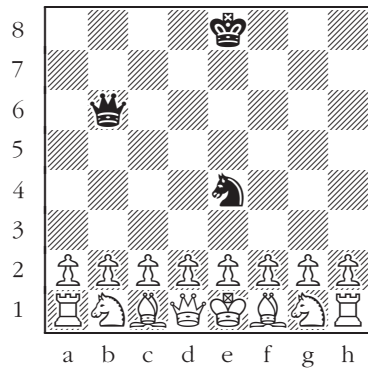
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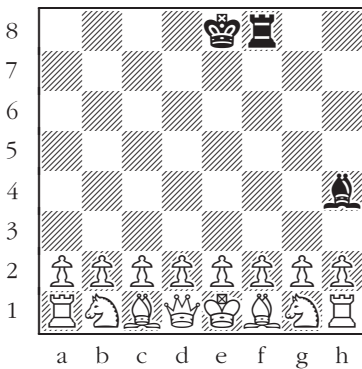
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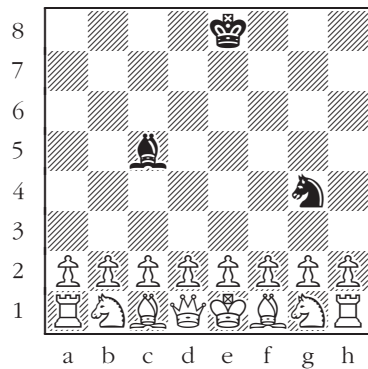
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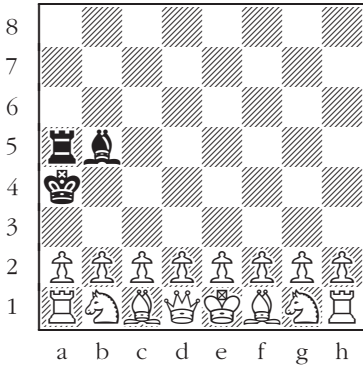
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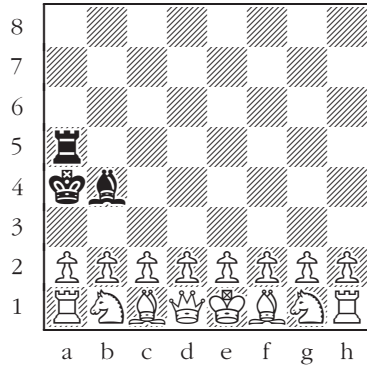
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Strength in Numbers

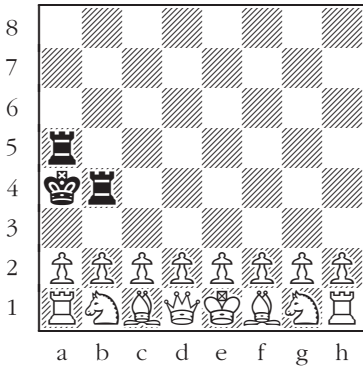
White to move: All of White's pieces are still on their starting squares.
How to win in one move?



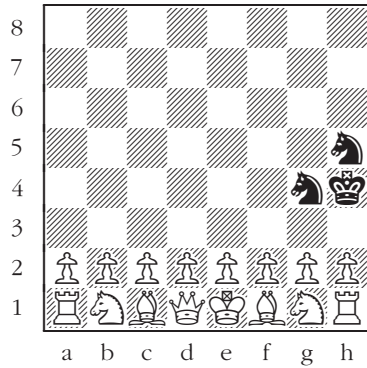
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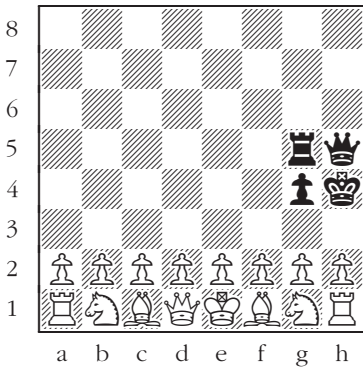
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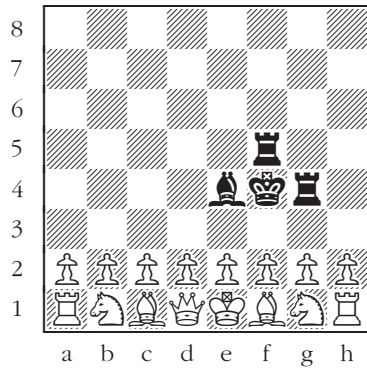
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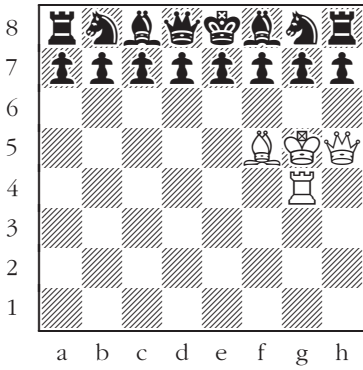
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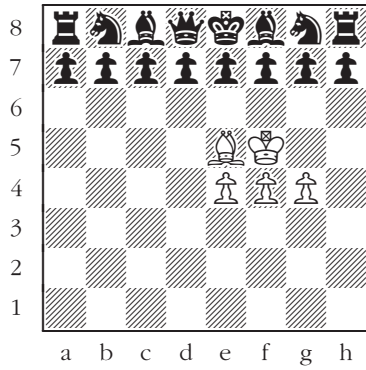
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Strength in Numbers

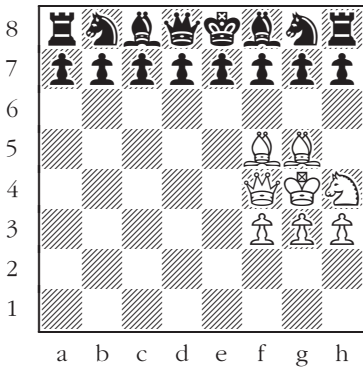
Black to move.



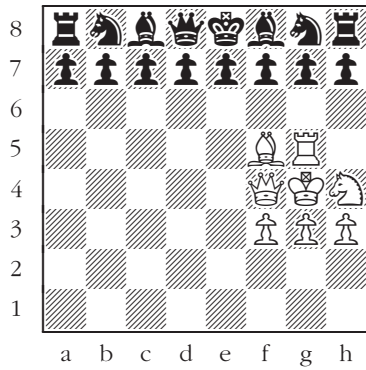
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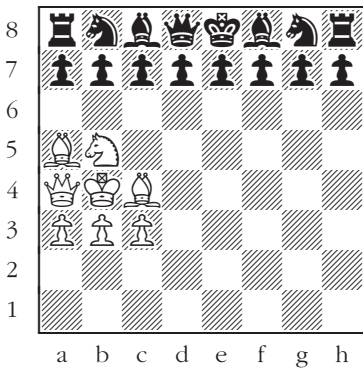
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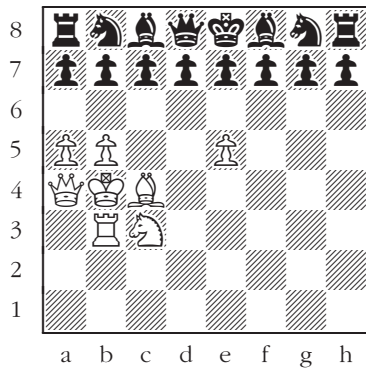
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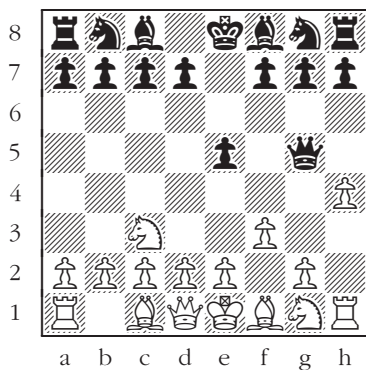


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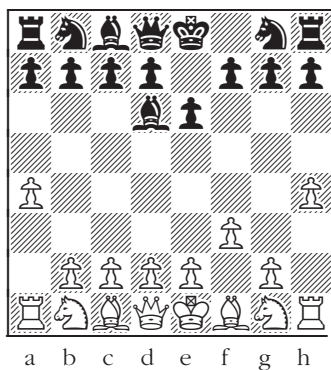
Silly Games

Catastrophe on Move 3

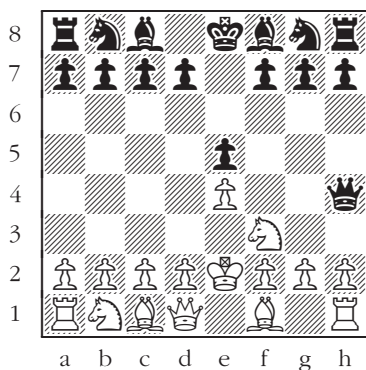
Black to move.



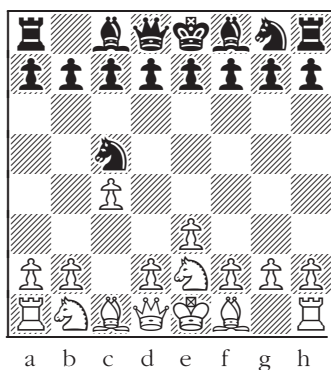
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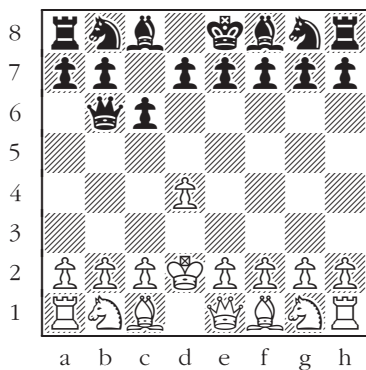
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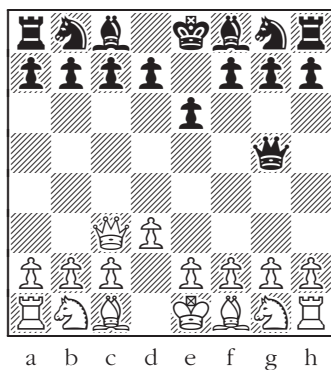
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