

## Winning Chess Exercises For Kids

Raise your chess to the next level with this program of 600 instructive and challenging exercises covering all aspects of the game. This book will sharpen your tactical vision, deepen your positional understanding, and enrich your knowledge of theoretical positions. It will also strengthen your analytical skills, and instill a sound move selection process. Win more games and increase your enjoyment of chess!

**Chess for Kids: Learn to Play Chess in a Fun and Simple Way** Introduce your child to the fascinating world of chess with **Chess for Kids!** Chess is a wonderful game for children and adults to learn together and combine quality time with educational enjoyment. Learning Through Activities has designed an activity book to help your child build the mental foundation for life-long success through one of the world's most popular boardgames. Learning and playing chess develops multiple cognitive and emotional skills that will benefit your child throughout their entire life: Improves memory by learning the rules and strategies of the game Encourages creativity when responding to their opponent's moves Develops critical thinking by analyzing their opponent's strategy and thinking ahead multiple moves In **Chess for Kids**, children will meet "Pawnie," a cute pawn eager to share the fascinating world of chess. Pawnie starts with the foundations of chess-game set-up, rules for moving pieces across the board, and basic tactics. Each chapter builds on previous information, as Pawnie introduces players to opening moves, special tactics, and checkmate strategies. At the end of each chapter, learners are presented with "What would you do?" questions that test retention before proceeding to the next section. Features include: Step by step instructions Interactive challenges reinforce techniques Simple to understand illustrations Develops confidence and critical thinking skills Improves memory and mental focus Solutions to activities at the end of the book If you're looking for an activity that will enhance your child's mental development while enjoying a new hobby, then **Chess for Kids** is the perfect book for your kids! Scroll up and click 'Add To Cart' to purchase your copy today!

Here, Robert M. Snyder, one of the top chess coaches in America, teaches kids the psychology of competition and the inside scoop on how chess tournaments work. This is the book that every chess tournament player in school must read to win.

This is a book for those who have started to play chess and want to know how to win from good positions and survive bad ones. The endgame is where most games are decided, and knowing all the tricks will dramatically improve your results. Endgame specialist John Nunn has drawn upon his decades of experience to present the ideas that are most important in real games. Step by step he helps you uncover the key points and then add further vital knowledge. **Chess Endgame Workbook for Kids** is the third in a new series of books that help players gain chess skills by solving hundreds of carefully chosen exercises. The themes are similar to those in Gambit's best-selling 'Chess for Kids' series, but the focus is on getting hands-on experience. Many positions build on ones given earlier, showing how advanced ideas are normally made up of simpler ones that we can all grasp. Each chapter deals with a particular type of endgame and features dozens of exercises, with solutions that highlight the key points. For each endgame we are given tips on the themes that are most important and the strategies for both sides. The book ends with a series of test papers that enable you to assess your progress and identify the areas that need further work. Dr John Nunn is one of the best-respected figures in world chess. He was among the world's leading grandmasters for nearly twenty years and won four gold medals in chess Olympiads. In 2004, 2007 and 2010, Nunn was crowned World Chess Solving Champion, ahead of many former champions.

Everyone knows they should work on their endgame play. So many hard-earned advantages are squandered in 'simple' endings... But it's tough finding a way to study endings that doesn't send you to sleep and that helps you actually remember and apply what you have learnt. "While endgame theory books are helpful, active participation by the reader is a great aid to learning. I hope that this book of endgame exercises will encourage readers to put their brains in high gear, both to test themselves and to learn more about the endgame. I have spent several months selecting the 444 exercises in this book from what was initially a much larger collection." - John Nunn All major types of endgame are covered, together with a wide-ranging chapter on endgame tactics. Examples are drawn from recent practice or from little-known studies. The emphasis is on understanding and applying endgame principles and rules of thumb. You will learn by experience, but always backed up by Nunn's expert guidance to ensure that the lessons you take away from the book are correct and useful. Dr John Nunn is one of the best-respected figures in world chess. He was among the world's leading grandmasters for nearly twenty years and won four gold medals at chess Olympiads. In 2004, 2007 and 2010, Nunn was crowned World Chess Solving Champion, ahead of many former champions. In 2011, his two-volume work **Nunn's Chess Endings** won the English Chess Federation Book of the Year Award, and was highly praised by Levon Aronian (who read both books cover to cover!) when making the award presentation.

Presents strategies for parents wishing to teach chess to their children, providing step-by-step instructions to the game and featuring several illustrated mini-games that highlight the importance of each piece.

**The Polgar Way to Better Chess! Learn Chess the Right Way** is a five-volume chess puzzle book series aimed at the novice, beginner and intermediate level player, using the unique methods of the award-winning coach and former world champion Susan Polgar. It introduces the most important checkmate and material-winning tactics, as well as defensive techniques to the new chess player. Each of the five volumes will consist of over 500 puzzles. Volume 2 is all about "winning material" exercises. In each of the first six chapters a certain piece captures an enemy piece (in chapter 1 – The Queen, in chapter 2 – The Rook, and so on). In chapter 7, you will get no hint about which piece should be moved. In chapters 8-12, the most common and important chess tactics (such as decoy, fork, pin, discovery and skewer) are introduced. Finally, in chapter 13, in addition to the previously mentioned patterns, you will need to figure out which

tactical pattern to use to win material, including concepts like “trapping a piece” or “intermediate move.” With over 40 years of experience as a world-class player and coach, international grandmaster Susan Polgar has developed the most effective way to help young players and beginners – Learn Chess the Right Way. Let her show you the way to understanding the most common and critical patterns and let her show you the way to becoming a better player. SUSAN POLGAR is a winner of four Women’s World Championships and the top-ranked woman chess player in the United States. She became the #1 woman player in the world at 15 and remained in the top 3 for over 20 years. In 2013, she received the U.S. Coach of the Year Award and the following year, she was named the Chess Trainer of the Year by the International Chess Federation (FIDE). She thus became the first person in history to be accorded both honors. Under her guidance, SPICE chess teams at both Texas Tech University and Webster University have won a combined six consecutive National Division I Collegiate Chess Championships.

Award-winning author Charles Hertan knows what kids really need to know (and want to know) about getting their pawns and pieces ready for action. Traditional chess opening books concentrate on the variations in different openings. Charles Hertan believes that for beginners and advanced beginners memorizing lines is not only boring but also a waste of time. Hertan’s approach is different. He helps kids to develop a solid understanding of the fundamental opening principles. What are the properties of each chess piece, and how can they be mobilized effectively to work together and get a strong position on the board? In his trademark humorous and kidfriendly way, Hertan teaches what you should actually be trying to achieve at the start of a game. Kids will love learning how to avoid The Five Most Common Opening Mistakes. This is a fun, easy-to-use, down-to-earth and accessible chess opening primer.

In this book, tactics expert Richard Palliser presents the reader with an enormous 1500 chess puzzles, all checked for accuracy by the latest computer engines. There is something for players of all levels here: many basic tactics ? forks, pins, skewers and checkmates ? to appeal to beginners and improvers, and a considerable number of brain-teasers that will tax even the strongest of players.

Chess Tactics for Kids By Murray Chandler

Chess is 99% tactics. If this celebrated observation is true for the master, how much more so for beginners and casual players! If you want to win more games, nothing works better than training combinations. There are two types of books on tactics, those that introduce the concepts followed by some examples, and workbooks that contain numerous exercises. Chess masters and trainers Franco Masetti and Roberto Messa have done both: they explain the basic tactical ideas AND provide an enormous amount of exercises for each different theme. Masetti and Messa have created a great first tactics book. It teaches you how to: - identify weak spots in the position of your opponent - recognize patterns of combinations - visualize tricks. 1001 Chess Exercises for Beginners can also be used as a course text book, because only the most didactically productive exercises have been used.

Gain the advantage over your opponent with easy-to-remember strategies from one of the worlds top chess players! Strategy is the ultimate secret weapon for championship players around the world. Drawing on his considerable experience in tournament play, International Grandmaster Yasser Seirawan shows you how to apply flexible strategic principles to every part of your game. Using Seirawan's simple and effective planning and analysis techniques, you'll enter each game with confidence and energy, ready to play forcefully and intelligently the way you need to play so you can win every time! Learn to: Knock your opponent off balance with bold opening moves \* Formulate an overall game strategy before the middle game \* Interpret the motivation behind your opponents every move \* Position yourself for a winning endgame \* Diagrams throughout the book illustrate game positions, and you'll meet history's greatest chess strategies learning from them move by move! Whether for reference during practice games or simply for pleasure reading, WINNING CHESS STRATEGIES is an information packed resource you'll turn to again and again

Describes how expert chess players recognize and use distinctive patterns of moves, and offers a collection of fifty combinations of moves that lead to checkmates.

Programmed text offers experienced as well as beginning players the opportunity to develop chess skills.

A beginner-friendly study of chess openings and how you can use your first moves to your advantage Are you feeling frustrated that you’re losing your chess game in the first few moves? Do you want to learn the best strategies for a checkmate? In this accessible book, chess master I. A. Horowitz details how to step up your chess game. He outlines the principles and concepts of opening play, discussing the popular attack and defense openings—including the queen’s gambit, the Sicilian defense, the French defense, and many more—and breaks down their individual moves and grand plans. He also shows the tactical forte of each move and how it ties up with the overall strategical idea. Perfect for people who just learned the rules of chess or more advanced players who want to gain some strategy, How to Win in the Chess Openings will give you the tools you need to win your next game.

This accessible how-to guide for parents and teachers on the best way to teach chess to children, from international chess expert Richard James, is linked to both his bestselling book, Chess for Kids, and his website chessKIDS academy. James, who taught grandmasters Luke McShane and Jonathan Rowson, shows how learning chess is interesting and fun. It can also help children develop life skills, such as decision-making and social skills, and be a springboard to other subjects in the school curriculum, such as maths, science, history and even languages. In an easy-to-follow, fun way, James explains how to structure short lessons with worksheets and other activities to introduce the chess pieces, chess notation and chess-board dynamics - so that children can understand the thinking behind the moves and start playing and enjoying this fascinating game.

Most tactics and training books are good for boosting your calculation ability, but they do not teach you how to calculate. This is the difference I want to make with my own books, by arranging the exercises in different categories so that the thinking process more closely resembles the one we have during a game. Level 1 of my new series consists of learning how to checkmate your

opponent. The first three chapters are a rather classical tactics training, then things get harder. In Chapter 4, you have to trap your opponent's king; in Chapter 5, you have to win by eliminating the defender in your opponent's position; in Chapter 6, by using a decisive double threat and in Chapter 7, with an unexpected winning sacrifice. Chapter 8 consists of a few other problems which required short instructions. You should go through the book chapter by chapter. The complexity of the examples increases throughout the book, and you shouldn't skip a category if you consider it too easy. The book covers the full thinking process you should have when trying to mate your opponent, or when the situation of your opponent's king may tempt you to look further in a mating direction. As with all training, there is a warm-up, a tough phase, a break, a relaxing phase, then another tough phase, and respecting the pedagogical order of the book will make sure that you derive the maximum benefit from it, and are 100% ready for Level 2. After you have completed all 276 exercises in the book you won't let your opponent's king escape when it shouldn't. Reading it should pay off quickly in terms of results! And this is exactly what I wish you.

Winning Chess Exercises for Kids Montréal, Québec : Chess'n Math Association  
Winning Chess Strategy for Kids Montréal : Chess'n Math Association  
Winning Chess Puzzles for Kids Chess for Kids Penguin

This is a book for those who want to start their chess games purposefully and take full advantage of their opponents' mistakes. It is vital to start a chess game well. Each move needs to be useful and precise. The best way to develop the necessary know-how is by experience and practice, rather than rote learning of 'rules' and principles. It's all about the specifics and being alert to what the opponent is doing, and pouncing on any errors. Chess Opening Workbook for Kids is the second in a new series of books that help players gain chess skills by tackling hundreds of carefully chosen exercises. The themes are similar to those in Gambit's best-selling 'Chess for Kids' series, but the focus is on getting hands-on experience. Many positions build on ones given earlier, showing how advanced ideas are normally made up of simpler ones that we can all grasp. Each chapter is focused on a particular theme and features dozens of exercises, with solutions that highlight the main strategic and tactical points. Each chapter offers tips on opening play, such as how to detect weaknesses and poorly-placed pieces. Later chapters address key aspects of opening strategy such as the centre, development and castling. The book ends with a series of seven graded tests where you are given few clues about the themes involved. Award-winning author Graham Burgess has written 27 chess books, including two on opening play for the 'Chess for Kids' series. He is a FIDE Master and a former champion of the Danish region of Funen. In 1994 he set a world record for marathon blitz chess playing and won the British Chess Federation Book of the Year Award in 1997.

Reprint. Originally published: New York: Sterling Publishing Co., Inc., 1955.

A power move, explains experienced chess teacher Charles Hertan, is a winning master tactic that requires thinking ahead. To become one of the best chess players in your school you need to be able to think just 1,5 moves ahead, and this book teaches the four basic tricks do so. You will learn how to weed out silly moves and just consider a few important ones. Forget about learning openings and endgames, power moves will help you win in all stages of the game. Charles Hertan introduces the four main characters who will help you to learn these basic skills: Zort (a teenaged computer from the planet Zugzwang), the Dinosaurs, Power Chess Kid and the Chess Professor . The most complete and fun kids book ever on learning how to win games!

Traces the history of chess, describes the pieces and how they move, and discusses the strategy of the game.

Chess Workbook for Children is a fun, comprehensive workbook and instruction book for children (and adults) who are new to chess or who are in the beginning stages of learning to play the royal game. Two hundred problems with a comprehensive answer key are given at two skill levels: Basset Hound (beginner) and Chess Detective (intermediate). The book has large print and is easy to read and understand.

Contains one hundred chess positions to solve, ranging from very easy to incredibly difficult, and every puzzle is preceded by an instructive example illustrating a pattern.

A children's step-by-step visual guide to the rules, skills, and techniques of chess by International Master and renowned chess tutor Michael Basman. From the history of chess and the aim of the game to essential tactics and taking it even farther in clubs, tournaments, and championships, Chess for Kids covers it all. Before explaining techniques, the ebook details each piece-pawns, bishops, the king, and more- to ensure kids have a comprehensive understanding before they begin to play. Chess board graphics illustrate different scenarios and support the text explanations so readers can visualize different moves and their potential outcomes as they go. Let Chess for Kids and International Master Michael Basman turn you into a champion chess player.

This is a book for those who know the rules of chess and are keen to start winning games. The quickest way to improve your chess is to learn tactics. But not just knowing the themes - you need to get used to using them in real positions. Master tactician John Nunn has thoughtfully crafted a course that gives you the basic nuggets of knowledge and immediately invites you to start finding tactical ideas for yourself. Chess Tactics Workbook for Kids is the first in a new series of books that help players gain chess skills by tackling hundreds of carefully chosen exercises. The themes are similar to those in Gambit's best-selling 'Chess for Kids' series, but the focus is on getting vital hands-on experience. Many positions build on ones given earlier, showing how advanced ideas are normally made up of simpler ones that we can all grasp. Each chapter introduces a basic theme and features dozens of exercises, with solutions that highlight the key points. In each chapter there are tips on what to look out for to help spot tactical ideas. As the chapters progress, we increasingly see how tactical ideas are combined together, with ideas from previous sections repeatedly appearing as part of a deadly one-two punch. The book ends with a series of six test papers where you are given no clues about the themes involved. Dr John Nunn is one of the best-respected figures in world chess. He was among the world's leading grandmasters for nearly twenty years and won four gold medals in chess Olympiads. In 2004, 2007 and 2010, Nunn was crowned World Chess Solving Champion, ahead of many former champions.

Teaches chess step-by-step, covering the board and pieces, notation, castling, draws, and basic tactics, and features a boy named George, who learns how to play chess from his tall-tale-telling pet alligator, Kirsty.

CAN YOU WIN A GAME IN JUST 5 MOVES? If you want to know more about how to set up for a "victorious game," please keep reading...

The beginning of the game is the most important - you may have already heard about that. But... Did you know that if you make the first 4-5 moves right, for the rest of the game, you just have to make sure you don't make dumb decisions? Well, that's the truth. And if you really want to make your victory effortless, even against more advanced players, you must master those 5 moves to the best of your ability. They are not that hard - but you can't get emotional because of your opponent's decisions They don't require too much time - just enough brains not to mess things up, and I'll teach you how to do that! You don't need much experience - in fact, you don't need ANY if you just follow the orders I'll give you. For now, take a look at a couple more things you'll find inside this book: 5 basic opening principles that'll help you start the game with confidence Classic vs. Modern OPENINGS, what's the difference, and which ones are superior? What's the difference between 'AN' opening and 'THE' opening? (the difference can make you win or lose the game) 'Piece Coordination' and 'Control Of The Center' - two of 5 most powerful opening strategies you'll find inside this book How to use 'Flank Openings' for a strong and effortless victory? How to respond to your opponent's first aggressive moves and use them against him over and over again? Much much more... As I said - you don't have to

be a master player to make these strategies work - you just have to have enough brains to follow the instructions, and the '5 move opening magic' will work for you! So don't wait, scroll up, click on "Buy Now" and Start Reading!

A complete course for club and tournament players Chess is 99% tactics. This celebrated observation is not only true for beginners, but also for club players (Elo 1500 – 2000). If you want to win more games, nothing works better than training your combination skills. There are two types of books on tactics: those that introduce the concepts followed by some examples, and workbooks that contain lots of exercises. FIDE Master Frank Erwich has done both: he explains all the key tactical ideas AND provides an enormous amount of exercises for each different theme. Erwich has created a complete tactics book for ambitious club and tournament players. He takes you to the next level of identifying weak spots in the position of your opponent, recognizing patterns of combinations, visualizing tricks and calculating effectively. Erwich has also included a new and important element: tests that will improve your defensive skills. 1001 Chess Exercises for Club Players is not a freewheeling collection of puzzles. It serves as a course text book, because only the most didactically productive exercises are featured. Every chapter starts with easy examples, but don't worry: the level of difficulty will steadily increase.

Most chess games are decided in the endgame. It is here where you reap the reward for your good play, or else use all your cunning to deny the opponent victory. Knowing just a few key endgame techniques will dramatically increase your confidence, as you will understand what positions to aim for and which to avoid. Starting with the basic mates and the simplest pawn endings, this book provides all the endgame knowledge that players need to take them through to club level and beyond. Muller carefully guides us step-by-step through a fascinating range of endgame tactics and manoeuvres, helping us understand the underlying logic. Throughout the book, many cunning endgame tricks are highlighted. You will have fun springing them on friends, family - or your opponents in serious tournaments. Chess Endgames for Kids makes learning chess endgames fun. But it is also a serious endgame course written by a leading endgame expert, and provides a firm basis for vital skills that will develop throughout your chess career. German grandmaster Karsten Muller is arguably the world's foremost writer on chess endgames. Whenever an interesting endgame occurs in a high-level game, the chess world knows that it will soon be dissected and explained by Muller. Whether writing for a low-level or high-level audience, his infectious zeal for the endgame shines through. His 'masterwork', Fundamental Chess Endings (co-authored with Frank Lamprecht, and also published by Gambit) is a modern endgame 'bible' and was studied intensively in his youth by current World Champion Magnus Carlsen.

Masterclasses by Kasparov, Carlsen, Tal, Anand, Kramnik, Ivanchuk, Smyslov, Larsen, Karpov and many others For more than three decades, every issue of New In Chess magazine has been full of detailed and highly enlightening annotations by the world's best players of their own best games. Because studying well-annotated master games is the best way to learn the skills that really matter, acclaimed chess author Steve Giddins has revisited the New In Chess vault and assembled the clearest and most didactic examples. Giddins' selection includes masterclasses by no fewer than eight World Champions: Kasparov, Tal, Smyslov, Karpov, Kramnik, Topalov, Anand and Carlsen. But also chess legends such as Larsen, Kortchnoi, Timman, Ivanchuk, Short, Aronian and Shirov have contributed. The New In Chess Book of Chess Improvement is a treasure trove of study material and has chapters on attack and defence, sacrifices, material imbalances, pawn structures, endgames and various positional themes. It provides the high standard of instructional material that today's club player, much stronger than his equivalent 25 or more years ago, needs.

How to Beat Your Kids at Chess is a book that truly starts at the beginning, with the most basic idea of all: the straight line. This book offers clear explanations, opportunities to practice each concept before moving on, and a systematic progression of ideas. If you... - have always wanted to learn to play chess, this is the book to get you started. - are a chess parent who wants to understand what your child is learning, this is the book for you. - are a teacher or other adult with little chess knowledge, suddenly in charge of a chess program, then this is the book that will become your bible. - are an adult looking for something to keep your brain active, this book will open the door to exciting and complete brain stimulation. - have been daunted by the complexity of chess, think you don't have the patience for the game, or suffer some other fear that keeps you from trying, this book will allay all your anxieties.

Winning Chess is a truly classic chess book, beloved of chess-mad teenagers since it was first published in 1970, updated and repackaged in algebraic format. Written in lively, conversational style by two prolific and popular chess authors, it is aimed at players who have gone past the beginner stage and want to take their game to a whole new level. Its imaginative themes and instructional method are timeless, and the whole book is shot through with fun and humour.

Reading level for the text: teenagers and adults (Assumes the reader already knows the rules) This book has been carefully crafted for the raw beginner who wants to win a chess game as soon as possible. It's for the beginner who knows the rules but not much else. Children, teenagers, and adults can benefit from these lessons and the two chapters of exercises: simple and advanced exercises at the end of the book. This chess book is balanced in depth and breadth, with lessons on how to checkmate your opponent, gain a material advantage over another beginner, promote a pawn to a queen, pin one of your opponent's pieces, make a knight fork, avoid becoming checkmated, and much more. It emphasizes what a beginner most needs to know and understand, as soon as possible. The approach was organized by a professional nonfiction writer who began teaching chess beginners in the 1960's. He knows what the raw beginner most needs to learn. Of the countless chess books which have been published, very few appear to be carefully written for beginners, perhaps less than 10%. Of those that seem to be for beginners, most are too confusing and more appropriate for lower-ranked tournament competitors. "Beat That Kid in Chess," however, is especially for early beginners. Consider the advantages in this book: 1) Simple - It really is for the early beginner 2) Concise - no chess history or reciting the rules 3) Huge Diagrams - no magnifying glass needed 4) Win-focused - quickly learn to win a game 5) Two levels of exercises - learn at your pace 6) Reviews - appropriate repetition, as needed 7) Internal references - find things quickly 8) Two indexes - general and exercises 9) All three phases - opening, middle, end game 10) Critical tactics - pin, knight fork, etc 11) Checkmates explained - attack and defense 12) Common pitfalls explained - avoid errors "Beat That Kid in Chess" has another benefit over other chess books for beginners. Being written by a professional nonfiction writer gives advantages, including this: Similar chess positions are shown, with slight changes that make all the difference. This helps the beginner avoid accidentally memorizing positions and remembering particular tactics by general appearances. This requires an explanation: Tactics rule in chess, more than 90% of the time, with some estimates being around 98% to 99%. General principles, proclaimed in proper English, have limited benefit to the raw beginner, who needs to see examples that illustrate the pin and the knight fork, etc. But greatly-different positions, commonly shown in almost all chess books, can allow a reader to accidentally memorize general patterns that are not relevant to those tactics. "Beat That Kid in Chess" solves this problem, perhaps the only chess book ever written that solves it. For example, Diagram-17 and Diagram-18 are almost the same (pages 27 & 28), but the pawns on the left are different. A white bishop can capture a black knight, identical possibilities in both positions, for those two pieces are on the same squares. But in one position that capture would be a great move and in the other it would be a terrible blunder. This helps the reader to learn to see the important details in each position.

THE POLGAR WAY TO BETTER CHESS! Learn Chess the Right Way is a five-volume chess puzzle book series aimed at the novice, beginner and intermediate level player, using the unique methods of the award-winning coach and former world champion

Susan Polgar. It introduces the most important checkmate and material-winning tactics, as well as defensive techniques to the new chess player. Each of the five volumes will consist of 500 puzzles. In Book 1, the focus is on one-move checkmate exercises. In each of the first five chapters, a specific piece delivers checkmate (in Chapter 1 – the queen, Chapter 2 – the rook, and so on). In Chapters 6-8, checkmates which involve special tactics (such as pins, discovered attacks, etc.) are introduced. Chapter 9 has a mixed collection of puzzles, without any hint about which piece is to deliver checkmate. Chapter 10 builds on the previous 9 chapters, and introduces basic patterns of checkmate in two moves. With over 40 years of experience as a world-class player and coach, international grandmaster Susan Polgar has developed the most effective way to help young players and beginners – Learn Chess the Right Way. Let her show you the way to understanding the most common and critical patterns and let her show you the way to becoming a better player. SUSAN POLGAR is a winner of four Women's World Championships and the top-ranked woman chess player in the United States. She became the #1 woman player in the world at 15 and remained in the top 3 for over 20 years. In 2013, she received the U.S. Coach of the Year Award and the following year, she was named the Chess Trainer of the Year by the International Chess Federation (FIDE). She thus became the first person in history to be accorded both honors. Under her guidance, SPICE chess teams at both Texas Tech University and Webster University have won a combined five consecutive National Division I Collegiate Chess Championships.

With Weapons of Chess, National Master and highly acclaimed teacher Bruce Pandolfini brings us the most accessible and easy-to-use chess strategy book ever. Written for beginning and intermediate players, Weapons of Chess is the first encyclopedia of chess strategies that doesn't rely on the usual baffling chess notation. There are no symbolic chess moves, no charts or sequences in chess notation: every move is explained in words. Arranged alphabetically for easy use and based mainly on pawn formation, the incredibly detailed and thorough entries in this book talk a player through dozens of common strategic dilemmas, such as "doubled pawn," "bishops vs. knights," and "hanging pawn pair." Diagrams illustrate the terms, first showing the basic position and then strategically moving to more complicated versions of it. Players will learn how to formulate plans once they have reached a middlegame, enabling them to make wiser strategic decisions after the first few moves of the game. Designed for use as a ready reference during actual practice games, and usable without a chess board, Weapons of Chess is a unique and invaluable resource for any developing chess player.

Stop Hanging Pieces! A completely new kind of chess puzzle helps you develop the necessary visualization skills to take your game to the next level! The planning and visualization skills that come from working on Chess Mazes are valuable and instructive. If you are one who often loses games by hanging pieces or missing mates, then this is the book for you. "There are many good books which present chess combinations and explain tactical motifs with the goal of training your tactical ability. Thinking techniques are also well covered in the game's literature. But what about visualization? This is where it is much more difficult to find good material. But now, Bruce Alberston's highly original work fills this gap. "To master his puzzles, you have to exert better control and command of the full potential of all the pieces and you have to visualize their movements in your mind's eye. This sounds more difficult than it is, but in fact only one piece moves in each maze. The result? Excellent training to avoid one-move blunders!" - From the Foreword by German GM Karsten Mueller

So you have learned how to play chess, studied tactics and know some basic endgames and openings. What's next? The glue that binds it all together is strategy. By forming a good plan, chess-players seize strong points on the board and target the opponent's weaknesses. Experienced player and teacher Thomas Engqvist shows that it all depends on logic that can be grasped by players of any age. He explains how to identify the right strategy in a wide range of typical situations. With his guidance, you will soon be finding good plans on your own - and then it will be time to demonstrate your tactical mastery! He first teaches the importance of the central squares and the basics of pawn-play, before examining the role of each of the pieces and how they are affected by the pawn-structure. Finally we see how to use them together to launch attacks of many different types. You then get a chance to test your new strategic skills in 54 exercises, all with full solutions. Chess Strategy for Kids provides a complete course that will help readers understand the potential of their pieces and play more purposefully in their games. Chess will stop feeling like a series of random events as you take command of your forces and direct them like a general in charge of an army. Thomas Engqvist is an International Master from Sweden with more than three decades' experience of international chess. He is a successful chess trainer and has also made notable contributions to chess theory. Engqvist is editor of the website [schacksnack.se](http://schacksnack.se) and teaches at a school in the Stockholm area.

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