




Positional elements

<https://devonjuniorchess.co.uk/content/positional-elements>

activity	co-ordination	King's-side attack	pawn break	potential
back rank	development	Knight outpost	pawn breakthrough	prophylaxis
bad Bishop	diagonal	long diagonal	pawn chain	Queen's-side attack
battery	exchanges	majority	pawn island	rank
bind	file	material	pawn lever see pawn break	rook lift
Bishop pair (two Bishops)	Greek diagonal	minority attack	pawn storm	rook: doubled
blockade	half-open file	mobility	pawn structure	sacrifice
centre	holes	offside piece	pawn wedge	seventh rank
classic (Italian) diagonal	initiative	open file	pawn: backward	space
colour complex	King safety	overprotection	pawn: candidate	tempo
			pawn: doubled	the Exchange
			pawn: isolated	weakness
			pawn: isolated Queen's (IQP)	Zugzwang
			pawn: passed	
			pawns: hanging	



Devon Junior Chess Association (DJCA)

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Positional elements

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Clone content

Here's a list.

There are different levels of appreciation, from Know-That to Know-How

1. I've heard of it...
2. I can recognise it in a position or a game
3. I pay attention to it when choosing a move
4. I know a model game = I know enough about it to win a game with it when it is the main thing going on = I can make an effective plan based on it
5. I can judge how important it is in a more complex position


activity

back rank

bad Bishop

battery

bind



activity

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Clone content

"The most important feature of the chess position is the activity of the pieces. This is absolutely fundamental in all phases of the game (opening, middlegame and especially endgame). The primary constraint on a piece's activity is the Pawn structure." -- Michael STEAN

1. Piece activity is more than enough to win a game. (Rubinstein-Schlechter)
2. Having just one better piece can win you the game. (Euwe-Thomas, Tal-Lisitsyn)
3. It can be worth giving up material to get more activity. (Karpov-Kasparov, Marshall-Capablanca)
 - Sacrificing a piece for an attack on the King is a special case of this general idea. (Geller-Papapavlou)
 - It is nearly always worth giving up a pawn to activate a Rook in the endgame. (Tarrasch-Rubinstein)
4. Your pawns can make pieces good or bad (e.g. Bad Bishop - Bernstein-Mieses, Kramnik-Leko).
5. Lack of space can make your whole position bad (Fischer-Gheorghiu, Karpov-Westertinen)

Click [...] to see list of games

...



Rubinstein, A.
Schlechter, Carl
1-0

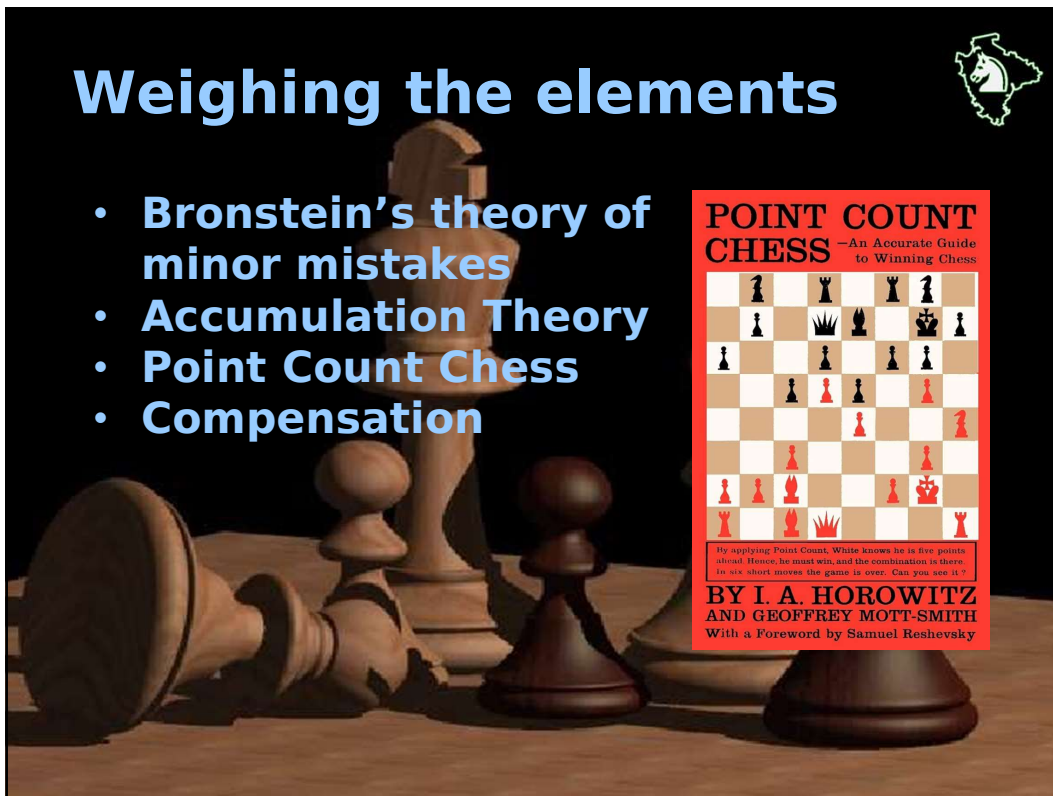
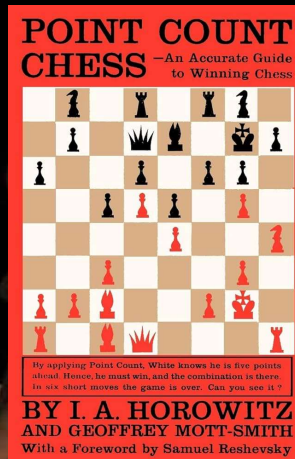
1912.03.07
San Sebastian
San Sebastian International Masters-02 (13)

1. d4 d5 2. ♁f3 ♁f6 3. c4 e6 4. ♁c3 c5 5. cd5 ♁d5 6. e4 ♁c3 7. bc3 cd4 8. cd4 ♁b4 9. ♁d2 ♁a5 10. ♁b1 ♁d2 11. ♁d2 ♁d2 12. ♁d2 [r] White has the same material but much better mobilised. Black has got some benefit from the exchanges but has lost all three pieces that were once developed. 12... O-O 13. ♁b5 a6 14. ♁d3 ♁d8 15. ♁hc1 b5 [r] White is completely developed and plans his invasion. 16. ♁c7 ♁d7 17. ♁e3 ♁f6 18. ♁e5 ♁d7 [r] White's centralised pieces have scope on both sides of the board. His next few moves aim at reducing the already limited scope of the Black pieces. 19. g4 h6 20. f4 ♁e8 21. g5 hg5 22. fg5 ♁h7 23. h4 ♁dc8 24. ♁bc1 ♁c7 25. ♁c7 ♁d8 [r] Grunfeld-type endings with a Black Queen's-side majority are structurally quite OK for Black, but here the Black pieces are so poorly placed Schlechter decides to abandon a Pawn in the hope of mobilising some piece power. 26. ♁a7 f6 27. gf6 gf6 28. ♁g4 ♁h5 29. ♁h6 ♁h6 30. ♁e2 ♁e8 31. ♁a6 ♁g7 32. ♁g4 f5 33. ♁a7 ♁h8 34. ♁e5 [r] White's centralised pieces still dominate the board. They harass Black on both sides and at first glance appeared to me to outnumber the Black army! 34... fe4 35. ♁b5 ♁f6 36. ♁e8 ♁e8 37. ♁f4 ♁g8 38. ♁g5 ♁h8 39. ♁g6

Weighing the elements



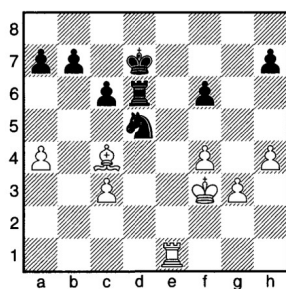
- Bronstein's theory of minor mistakes
- Accumulation Theory
- Point Count Chess
- Compensation



Chess Exam



Question #22

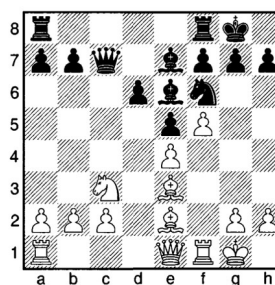


White to Move!

22 - I Evaluate the position

A	Black is Winning
B	Black is Better
C	Nearly Equal
D	White is Better

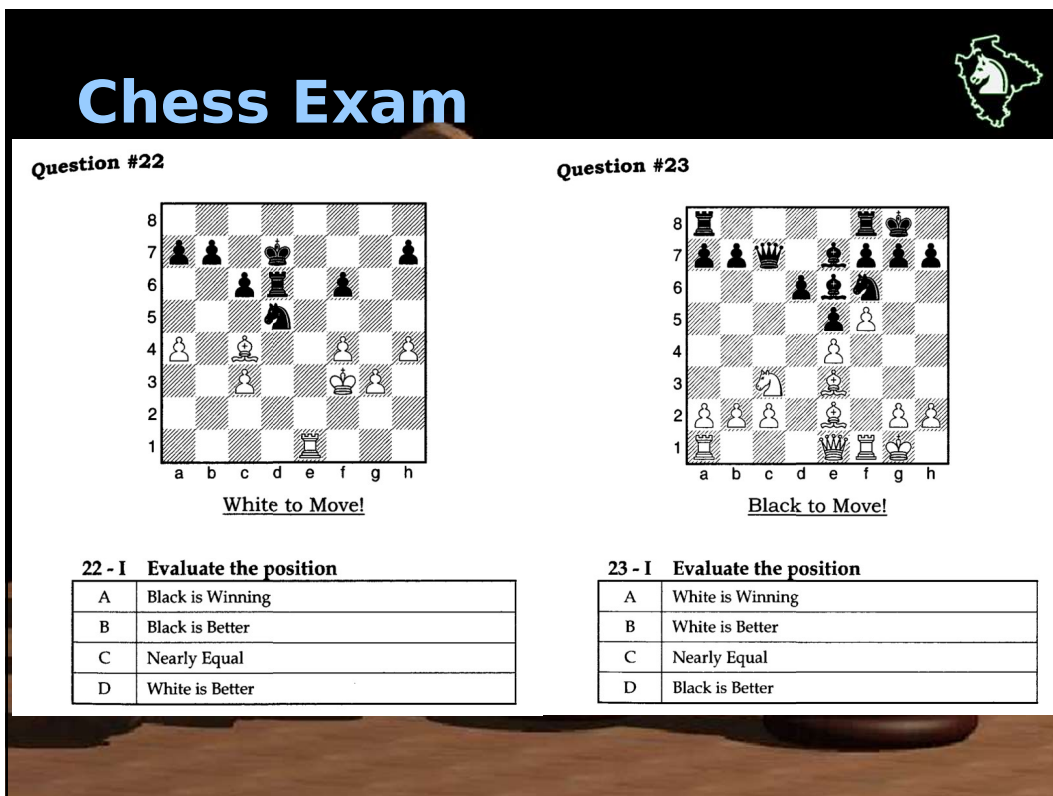
Question #23



Black to Move!

23 - I Evaluate the position

A	White is Winning
B	White is Better
C	Nearly Equal
D	Black is Better



Evaluate like a GM



1 Evaluation

Evaluate the position and suggest a move for the side to play.

Hoy - Perelshteyn
2016



Perelshteyn - Elbilia
1997

