



Chess Thoughts

(Miscellaneous Chess Background Knowledge)

October 24, 2023



1. **Formal FIDE master ratings** (different than Informal Ratings category #3)
 - a) Grandmaster (GM) **2500 →**
 - b) International Master (IM) **2400 → 2500**
 - c) FIDE Master (FM) **2300 → 2400**
 - d) Candidate Master (CM) **2000 → 2200**
 - e) Expert/National Master **2000 → 2200**

2. **Formal USCF master ratings**
 - a) Senior Master **2400 →**
 - b) Master (National Master) **2200 → 2400**
 - c) Expert **2000 → 2200**
 - d) Class A **1800 → 2000**
 - e) Class B **1600 → 1800**
 - f) Class C **1400 → 1600**
 - g) Class D **1200 → 1400**
 - h) Class E **1000 → 1200**

3. **Informal Categories of Chess Players** (different than Formal Category #1 and #2)
 - a) **0 to 1000** Beginner
 - b) **1000 to 1400** Advanced Beginner (strong social player / café master)
 - c) **1400 to 2000** Intermediate (most tournament & club players)
 - d) **2000 to 2200** Expert
 - e) **2200 +** National Master (NM)
 - f) **2300 +** FIDE Master (FM)
 - g) **2400 +** International Master (IM)
 - h) **2500 +** Grand Master (GM)
 - i) **2700 +** Super Grand Master (Super GM)

4. **"A good plan violently executed today is better than a perfect one next week."**
(George S. Patton)

5. **"In case of doubt, attack."** (George S. Patton) (Erwin Rommel)

6. **"Take calculated risks."** (George S. Patton)

7. **"The measurement of the rating of an individual might well be compared with the measurement of the position of a cork bobbing up and down on the surface of agitated water with a yardstick tied to a rope and which is swaying in the wind."**
(Arpad Elo, creator of the Elo rating system)

8. **"I know, but I DO NOT know why I know. And I think, but I DO NOT know why I think it. Because at some point it all becomes very, very intuitive."** (Magnus Carlsen)

9. **"Tactics flow from a positionally superior game"** (Robert Fischer)



10. **“There are two classes of men; those who are content to yield to circumstances, and who play whist; and those who aim to control circumstances, and who play chess.”**
(Mortimer Collins, English poet and novelist)
11. **“Results show that just one year of chess tuition will improve a student’s learning abilities, concentration, application, sense of logic, self-discipline, respect, behavior and the ability to take responsibility for his/her own actions.”** (Garry Kasparov)
12. **“Excellence at chess is one mark of a scheming mind.”**
Sherlock Holmes (by Sir Arthur Conan Doyle)
13. **“No one ever won a game by resigning”** (author unknown)
14. **“The higher rated a player becomes, the more painful it is to lose!”**
(Sage Mo’s Law of Increasing Sorrow)
15. **“Luck favors the prepared mind”** (Louis Pasteur) and (Edna Mode, *The Incredibles*)
16. **“Confusion to the Enemy”** (Sun Tzu, *The Art of War*, ~500 B.C.E.)
As we know it today, play an unexpected move to confound the opponent
17. **“I HEAR AND I FORGET”**
“I SEE AND I REMEMBER”
“I DO AND I UNDERSTAND”
(Confucius ~500 BC)

This Chinese proverb can be applied to Chess. We can read and speak about Chess all we want, but we won’t **REALLY** understand until we actually practice Chess and play often.

18. **Prophylaxis** in Chess
[https://en.wikipedia.org/wiki/Prophylaxis_\(chess\)](https://en.wikipedia.org/wiki/Prophylaxis_(chess))

In chess, **prophylaxis** consists of a move or series of moves done by a player to prevent the opponent from taking some action. Such preventative moves, or **prophylactic moves**, aim not only to improve one's position but also to restrict the opponent in improving their own.

19. **Caïssa**, the legendary mythological creature, is now known as the **Goddess of Chess**, and was later notoriously described in a poem called *Caïssa* written in 1763 by English poet and philologist Sir William Jones.
20. We **MUST** assume that opponent will play his **BEST** move. Always. Plan accordingly.
21. If Queens exchanged early in game, Castling is less important.
If Queens are on the board, Castling is **VERY** important.



22. Calculate Chess playing strength (Provisional Ratings):
Add ratings of all opponents +/- 400 * (Wins - Losses)
Number of Opponents

23. Calculate change in Chess rating:
Win/Draw/Lose +/- 4% of Difference in player strength
+16 / 0 / -16 +/- (.04) * (Opponent Rating - My Rating)

Online Calculator for Chess ratings:

<https://www.uschess.org/index.php/Players-Ratings/Do-NOT-edit-CLOSE-immediately.html>

NOTE: Maximum gain or lose in any one game is 32 points.

NOTE: If you WIN you ALWAYS gain points (0 ... R ... 32)

If you LOSE, you ALWAYS lose points (0 ... R ... 32)

NOTE: “K” factor is maximum that can be gained/lost in a single game

Rating < 2100 K = 32

2100 < Rating < 2400 K = 24

Rating > 2400 K = 16

NOTE: Additionally, “Bonus” points are awarded for especially strong performance.

24. Chess Floor:

- a) Rating > 2200, No Floor
- b) Rating < 1400, Floor is 100
- c) 1400 → 2200, Floor is 200 below highest achieved rating, Truncated.
e.g. 1911 is highest rating, truncate to 1900, 200 below this is 1700. Your floor.

25. Body English:

- a) If opponent curses under his breath, it is usually a **GOOD** sign for you.
- b) If your opponent suddenly sits upright, it is usually a **BAD** sign for you.
- c) If you realize you made a mistake, **DO NOT** reveal this to your opponent by reacting.

26. Look for Targets:

- a) undefended pieces
- b) Base of Pawn chain
- c) Trapped pieces (such as a trapped Queen)
- d) Overworked pieces (such as a Knight defending two pieces simultaneously)

27. Stages of chess:

- a) Opening Play like a “**Book**”
- b) Middle Game Play like a “**Wizard**”
- c) End Game Play like a “**Machine**”

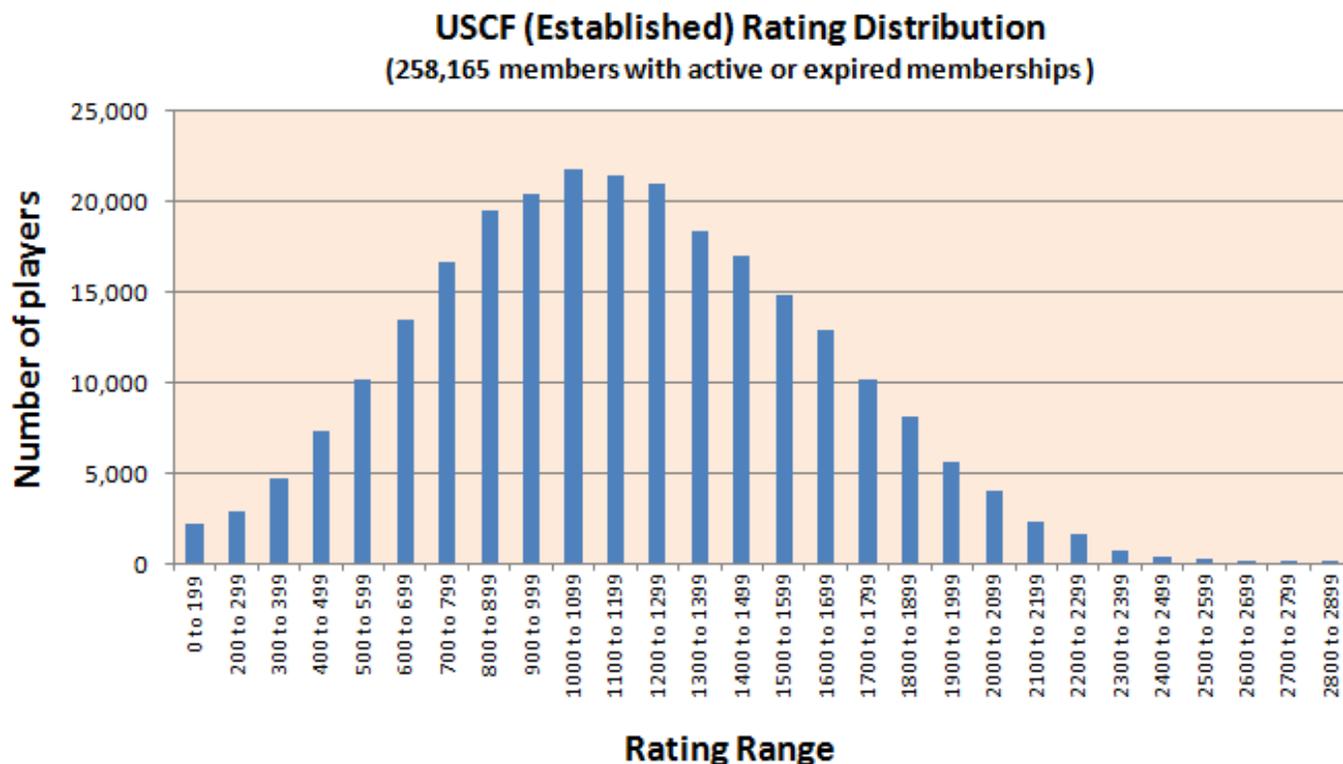
28. If your piece is under attack, can you threaten something bigger on his side?

29. Try to anticipate your opponent’s next move. Have a plan. **ALWAYS.**



30. Distribution curve of USCF players

<https://www.chess.com/forum/view/general/a-few-statistics-from-the-uscf-database>



31. Review your position frequently!!

- a) List of my strengths and weaknesses
- b) List of opponent's strengths and weaknesses
- c) What is plan?

32. **OPEN** vs. **CLOSED** positions:

- a) **OPEN** Positions, Bishops are preferred (Bishops are long range)
- b) **CLOSED** Positions, Knights are preferred (Knights can hop around)

33. **OPEN** vs. **CLOSED** situation:

- a) If position is **OPEN**, avoid trading pieces, look for complications
- b) If position is **CLOSED**, trade pieces, look for simplifications

34. Look for forcing moves like checks:

- a) A check move is easier to calculate responses from opponent, limited choices
- b) Non-check allows a wide range of possibility from opponent, difficult to evaluate

35. Winning vs. Losing situation:

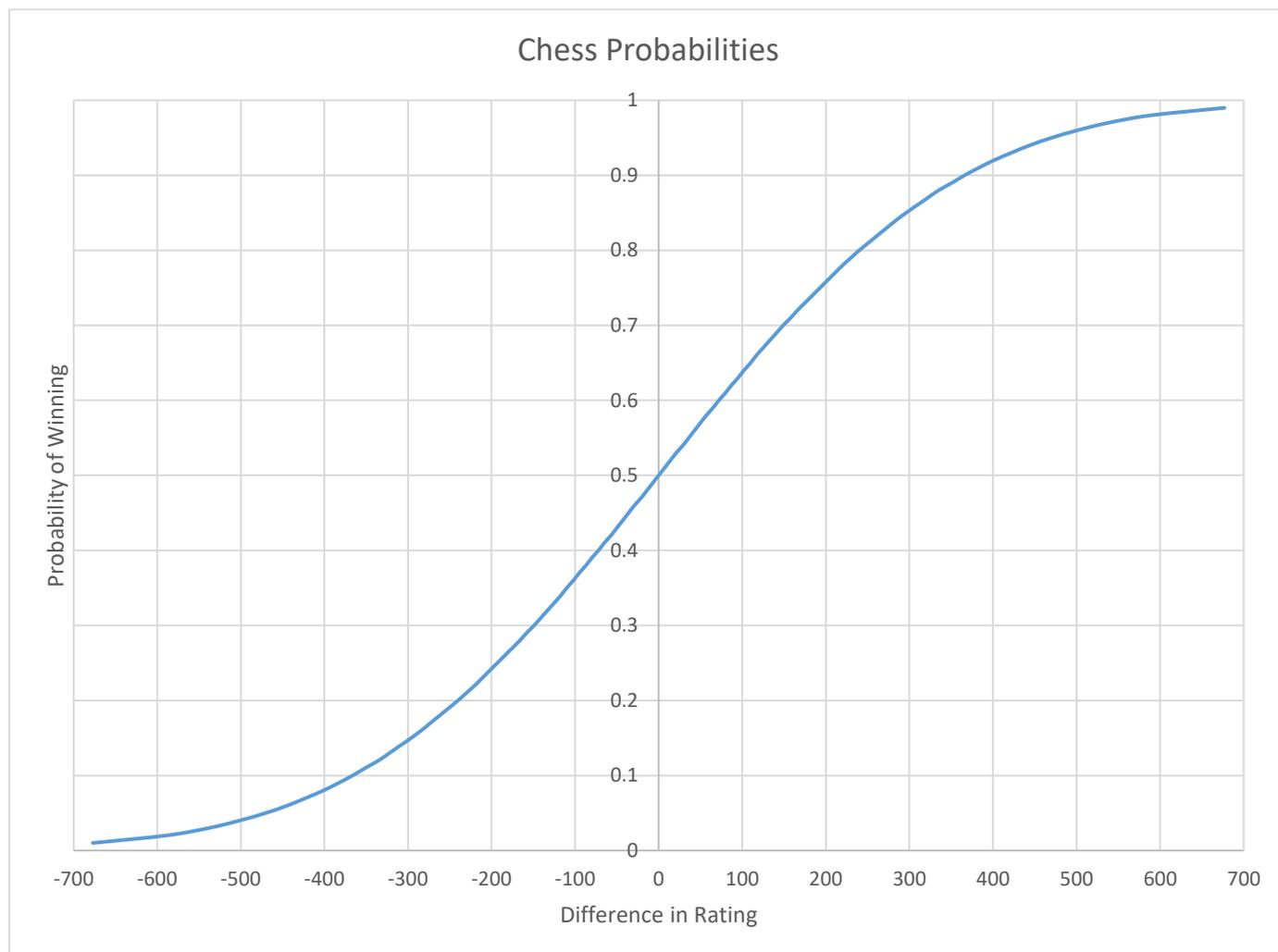
- a) If you are winning, look for simplifications, trade pieces, play **SAFE**
- b) If you are losing, look for complications, keep pieces, play **WILD**



36. Study Chess **20 / 40 / 40** Rule: (this rule ignores any REVIEW)
- a) **20%** of your study time devoted to **OPENING** game
 - b) **40%** of your study time devoted to **MIDDLE** game
 - c) **40%** of your study time devoted to **END** game
37. How best to spend your time studying Chess?
<https://www.chess.com/forum/view/for-beginners/playing-and-study-time-time-allocation>
- a) **50%** Playing Games
 - b) **20%** Analyzing lost games
 - c) **20%** Analyzing Grandmaster games
 - d) **10%** Tactics puzzles
 - e) **0%** Openings
38. How best to spend your time studying Chess?
<https://new.uschess.org/news/how-to-study-chess>
- a) **35%** Middle game strategy (positional, attack and defense)
 - b) **25%** Tactics
 - c) **20%** Endgames
 - d) **15%** Analyzing your games (from tournaments and practice)
 - e) **10%** Openings
39. If lead in development:
- a) Open up
 - b) Block opponent from developing his pieces
40. If opponent offers a pawn as a gambit:
- a) Usually accept this **“free pawn”**
 - b) Be prepared to give it back promptly, **DO NOT** try to hold it too tightly
41. **Good** situation vs. **Bad** situation:
- a) You have multiple favorable options for moves **GOOD**
 - b) You have multiple unfavorable options for moves **BAD**
 - c) You force opponent to respond to your move **GOOD**
 - d) You are required to make forced moves to respond **BAD**
 - e) Your opponent moves a piece backwards **GOOD**
 - f) Your opponent moves a piece forward **BAD**
42. To prevent a **“Fool’s Mate”**, need to push Knight Pawn or Rook Pawn. Which one??
Whichever one the enemy Bishop does **NOT** invade.
43. If game looks drawish, Poke and Prod your opponent. He might make a mistake.
Allow your opponent the opportunity to weaken himself.
44. Should I capture a **“Poisoned Pawn”** on Queen Knight 2 / Queen Knight 7?
It is called a **“Poisoned Pawn”** for a reason. Usually avoid capturing this one.



45. Probability of Winning using Difference of my rating compared with opponent's rating



- You are 400 rating points above your opponent → **91 %** winning chance
- You are 300 rating points above your opponent → **85 %** winning chance
- You are 200 rating points above your opponent → **76 %** winning chance
- You are 100 rating points above your opponent → **64 %** winning chance
- You are 0 rating points above your opponent → **50 %** winning chance
- You are 100 rating points below your opponent → **36 %** winning chance
- You are 200 rating points below your opponent → **24 %** winning chance
- You are 300 rating points below your opponent → **15 %** winning chance
- You are 400 rating points below your opponent → **9 %** winning chance

46. Never underestimate the value of a **“surprise”** move:

- a) If you surprise your opponent, then he might make a mistake
- b) If you are on the receiving end of a **“surprise”** move. **DO NOT** panic!!



47. Pawn Advantage, a 1 Pawn difference (useful to trade if ahead)
- a) 5 vs. 4 (slight advantage)
 - b) 4 vs. 3
 - c) 3 vs. 2
 - d) 2 vs. 1
 - e) 1 vs. 0 (strong advantage)
48. Pawn Advantage, 2 connected passed pawns (useful to march ahead)
- a) 4th rank (slight advantage)
 - b) 5th rank
 - c) 6th rank
 - d) 7th rank (strong advantage)
49. Knight outpost supported with a pawn
- a) 3rd rank
 - b) 4th rank
 - c) 5th rank Very strong
 - d) 6th rank IM Jeremy Silman says this is worth a Rook!!
 - e) 7th rank
 - f) 8th rank
50. Chess Notation:
- a) !! Brilliant move
 - b) ! Strong move
 - c) !? Interesting move (Basically a Good move, but with a flaw)
 - d) ?! Dubious move (Basically a Bad move, but with a hidden point)
 - e) ? Mistake, Small error that can be overcome with accurate play
 - f) ?? Blunder, Devastating miscalculation that more or less ends the game
 - g) + Check
 - h) ++ Double Check
 - i) # Checkmate
 - j) **e.p.** Pawn Capture by “en passant”
51. Chess Notation for analyzing positions:
- a) = Both players have equal chances
 - b) +/- White has a slight advantage
 - c) =/+ Black has a slight advantage
 - d) +/- White has a clear plus
 - e) -/+ Black has a clear plus
 - f) +- White has a winning advantage
 - g) -+ Black has a winning advantage
 - h) ∞ Unclear
52. Keep **WHOLE** board in view. Especially with Bishops and Rooks on the board.



53. Chess Dictionary:
- a) **Battery**, Pieces support others, Rook-Rook OR Queen-Rook OR Queen-Bishop
 - b) **Blitz Chess**, Fast form of chess, usually 3 to 5 minutes for each person.
 - c) **Blitzkrieg**, German, Quick attack, frequently on F7 or F2
 - d) **Blunder**, VERY bad move, usually denoted by ??
 - e) **e.p. (en passant)** French for “**in passing**” pawn capture
 - f) **en prise**, French for “**in a position to be taken.**”
 - g) **Fork**, Piece attacks multiple enemy pieces simultaneously.
 - h) **Gambit**, Sacrifice, used to gain advantage of space or time, usually in opening
 - i) **J’Adoube**, French for “**I adjust**”
 - j) **Kibitz**, Spectator is talking during the game, a breach of chess etiquette
 - k) **Kick**, Attack a piece to encourage it to move away, usually performed with a pawn
 - l) **Major Piece**, Queen or Rook
 - m) **Minor Piece**, Bishop or Knight
 - n) **OTB**, Over The Board play
 - o) **Overworked piece**, a piece that is protecting two other pieces at once, easy to attack either of these protected pieces.
 - p) **Prophylaxis**, Move to prevent opponent from taking some action.
 - q) **Rapid Chess**, Quick form of Chess, usually 15 to 30 minutes per person.
 - r) **Skewer / X-Ray**, Power of piece passes through intervening enemy piece, 2 pieces can be on same line of attack on a rank, file or diagonal.
 - s) **Tempo**, Unit of time considered as one move. A player may gain a tempo in the opening when the opponent moves the same piece twice.
 - t) **Windmill**, Flurry of continuous checks, expecting opponent to make a mistake
 - u) **Zugzwang**, German, move compulsion, you do not **WANT** to move, but you **MUST**.
 - v) **Zwischenzug**, German, an “**in between**” move, a clever side step, frequently a check
54. Which is better? Point count of value of pieces might be even. Be careful.
- a) 2 Rooks better than a Queen? **ONLY** if 2 Rooks are organized.
 - b) Bishop and Knight better than a Rook? **ONLY** if Bishop and Knight are organized.
 - c) 3 minor pieces better than a Queen? **ONLY** if 3 minor pieces are organized.
55. Follow General Rules or Violate General Rules?
- a) A **BAD** chess player does not follow or understand the General Rules of Chess.
 - b) A **GOOD** chess player follows the General Rules of Chess.
 - c) A **GREAT** chess player knows when to break the General Rules of Chess.
56. Look for an “**overworked**” or “**overloaded**” piece on your opponent.
This is a weakness. Attack it.
57. You find yourself on the wrong end of a surprise move from your opponent.
Can you check the enemy King to gain a tempo?
58. **Provisional Chess Rating**. Chess players have a “provisional rating” until they have participated in a minimum of **26 rated games**.



59. **OPEN** or **CLOSED** lines:
- Place Rooks on open files
 - Place Bishops on open diagonals
60. **USCF** vs. **FIDE** ratings.
USCF ratings are generally 50 to 100 points higher than the **FIDE** equivalents.
USCF has chess floors. This may account for the difference.
61. Chess websites:
- www.chess.com
 - www.shredderchess.com
 - www.lichess.org
 - <https://new.uschess.org/>
 - <https://aimchess.com>
 - <https://stockfishchess.org/>
62. Chess Calendar for casual free play and tournament play:
- | | | | |
|---------------------|-------------------------|-----------------------|--------------|
| a) Monday | Temecula Chess Club | (3:00 PM to 6:00 PM) | (free) |
| b) Tuesday | Fallbrook Senior Center | (9:00 AM) | (free) |
| c) Tuesday | Carlsbad Senior Center | (1:00 PM to 4:00 PM) | (free) |
| d) Wednesday | San Diego Chess Club | (6:30 PM) | (tournament) |
| e) Thursday | San Diego Chess Club | (1:00 PM to 6:00 PM) | (free) |
| f) Thursday | North County Chess Club | (7:00 PM) | (tournament) |
| g) Friday | Ming Lu Web lesson | (4:00 PM to 5:00 PM) | (free) |
| h) Friday | San Diego Chess Club | (1:00 PM to 6:00 PM) | (free) |
| i) Saturday | San Diego Chess Club | (10:00 AM to 6:00 PM) | (tournament) |
| j) Saturday | Fallbrook Library | (11:00 AM) | (free) |
| k) Saturday | under Oceanside pier | (2:00 PM to 6:00 PM) | (free) |
| l) Sunday | Ryan Brothers Café | (1:00 PM to 6:00 PM) | (free) |
63. General rule for capturing enemy pieces:
Always have more “**attacking**” pieces than the opponent’s “**defending**” pieces.
64. Difference between **Strategy** and **Tactics**:
<https://www.chess.com/forum/view/general/what-is-the-difference-between-strategy-and-tactics>
- Strategy** refers to your ability to make a good plan for the position.
 - Tactics** skills, on the other hand, refers to how good you are at seeing a combination of moves (usually 2-5 moves deep) with which you obtain some advantage.
65. How do you actually manage to **WIN** a technically “**WON**” game??
GOOD question!! **NOT** as easy as it sounds!! Seems simple right?? It is **NOT** simple.
- Generally, look to trade down all pieces.
 - Generally, look for simplifications.
 - DO NOT** go fancy and look for a clever move.



67. Chess Openings
<https://chessfox.com/chess-openings-list/>

42 Openings That All Chess Players Should Know

Alekhine's Defense	French Defense	Queen's Gambit Accepted
Benko Gambit	Grünfeld Defense	Queen's Gambit Declined
Benoni Defense	Italian Game	Queen's Indian Defense
Bird's Opening	King's Gambit	Queen's Pawn Game
Bogo-Indian Defense	King's Indian Attack	Réti Opening
Budapest Gambit	King's Indian Defense	Ruy Lopez
Catalan Opening	King's Pawn Game	Scandinavian Defense
Caro-Kann Defense	London System	Scotch Game
Colle System	Modern Defense	Sicilian Defense
Dutch Defense	Nimzo-Indian Defense	Slav Defense
Giuoco Piano	Nimzowitsch Defense	Torre Attack
English Opening	Petrov's Defense	Two Knights Defense
Evans Gambit	Philidor's Defense	Vienna Game
Four Knights Game	Pirc Defense	Wade Defense



68. How many moves can my piece make if in center of board, edge of board or a corner?
 Generally, we want our pieces to command as much of the board as possible.

	Possible locations to travel		
	Center	Edge	Corner
King	8	5	3
Queen	27	21	21
Rook	14	14	14
Bishop	13	7	7
Knight	8	4	2

69. What is a “**norm**”? (FIDE titles require various “**norms**”)
 A **norm** in chess is a high level of performance in a chess tournament. The level of performance is typically measured in tournament performance rating above a certain threshold (for instance, 2600 for GM norm), and there is a requirement on the level of tournament, for instance by a prescribed minimal number of participants of given title/level one meets. Several norms are among the requirements to receive a title such as Grandmaster from FIDE. [https://en.wikipedia.org/wiki/Norm_\(chess\)](https://en.wikipedia.org/wiki/Norm_(chess))



70. **Intuition** <https://chessfox.com/the-role-of-intuition-in-evaluating-a-chess-position/>
“**Intuition**” is the ability to know or understand something instinctively, even without conscious reasoning. In a game of chess this would imply that we instinctively know which moves are best – even before we've analyzed them properly.
71. Symmetrical position vs. Asymmetrical position
a) Symmetrical positions → **DRAW**
b) Asymmetrical positions → **WIN / LOSS**
72. How to improve your game?
Play practice games with opponents a bit above your level of play (50 to 100 ratings points)
NOT against lower rated players. You want to improve.
NOT against vastly higher rated players.
73. When was Chess invented?
The early form of chess, called Chaturāṅga, was originated in India in the 7th century CE. From there, it spread to Persia and southern Europe. The game later evolved roughly into its current form by 1500 CE. <https://www.rankred.com/chess-engines/>
74. What is the purpose of a “**delay**” on chess clocks?
<https://www.chess.com/forum/view/general/please-explain-time-delay>
a) The delay is partly there for you to write down your moves.
b) For the player that is low on time, the time delay feature will allow that player to complete the game without facing an inevitable time forfeit.
75. What is the purpose of a “**floor**” on US Chess ratings?
<https://www.chess.com/forum/view/general/another-problem-with-otb-rating-floors>
The ratings floor is intended to prevent “sand-bagging” of a higher rated player who intentionally slips his ratings down below a certain level to be able to play and win tournament prizes.
76. When was ELO ratings system adopted to measure Chess abilities?
a) 1960 for U.S. Chess Federation
b) 1970 for FIDE
c) 1950 to 1960, the Harness rating system was used
77. What causes “**ratings inflation?**”
https://en.wikipedia.org/wiki/Comparison_of_top_chess_players_throughout_history

The average ELO rating of top players has risen over time. For instance, the average of the top 10 active players rose from 1751 in July 2000 to 2794 in July 2012, a 43 point increase in 14 years. The average rating of the top 100 players, meanwhile, increased from 2644 to 2703, a 59 point increase. Many players believe that this rise is mostly due to an anomaly known as **ratings inflation**, making it impractical to compare players of different eras.



78. “**Nature**” versus “**Nurture.**” Which is more important? **BOTH** are important.
- a) “**Nature**” is the range of abilities with which we were born.
e.g. Kasparov, Fischer, Capablanca all had natural talent. Hard work also required.
 - b) “**Nurture**” uses training to maximize our innate abilities.
e.g. Polgar sisters were trained by their father from an early age.

79. List of Chess scenes in the movies:

<https://www.chess.com/blog/Rocky64/top-10-greatest-chess-scenes-in-movies>

- a) *Sherlock Holmes: A Game of Shadows* (2011)
- b) *X-Men* (2000)
- c) *The Thomas Crown Affair* (1968)
- d) *Searching for Bobby Fischer* (1993)
- e) *Blade Runner* (1982)
- f) *Harry Potter and the Philosopher’s Stone* (2001)
- g) *Pawn Sacrifice* (2014)
- h) *2001: A Space Odyssey* (1968)
- i) *From Russia with Love* (1963)
- j) *The Seventh Seal* (1957)

80. Fun Chess Problems:

- a) Knight’s Tour of the Chess board
- b) 8 Queens on the Chess board with no Queen attacking any other queen
- c) Bishop and Knight mate technique
- d) Chess960 (AKA Fischer Random)

81. My Chess ratings can change:

- a) Fight ... Scratch ... Crawl my ratings **UP** (difficult to go **UP**)
- b) Ratings drop **DOWN** like a rock (amazingly easy to go **DOWN**)

82. What is typical Chess peak age?

<https://chess24.com/en/read/news/at-what-age-do-chess-players-peak>

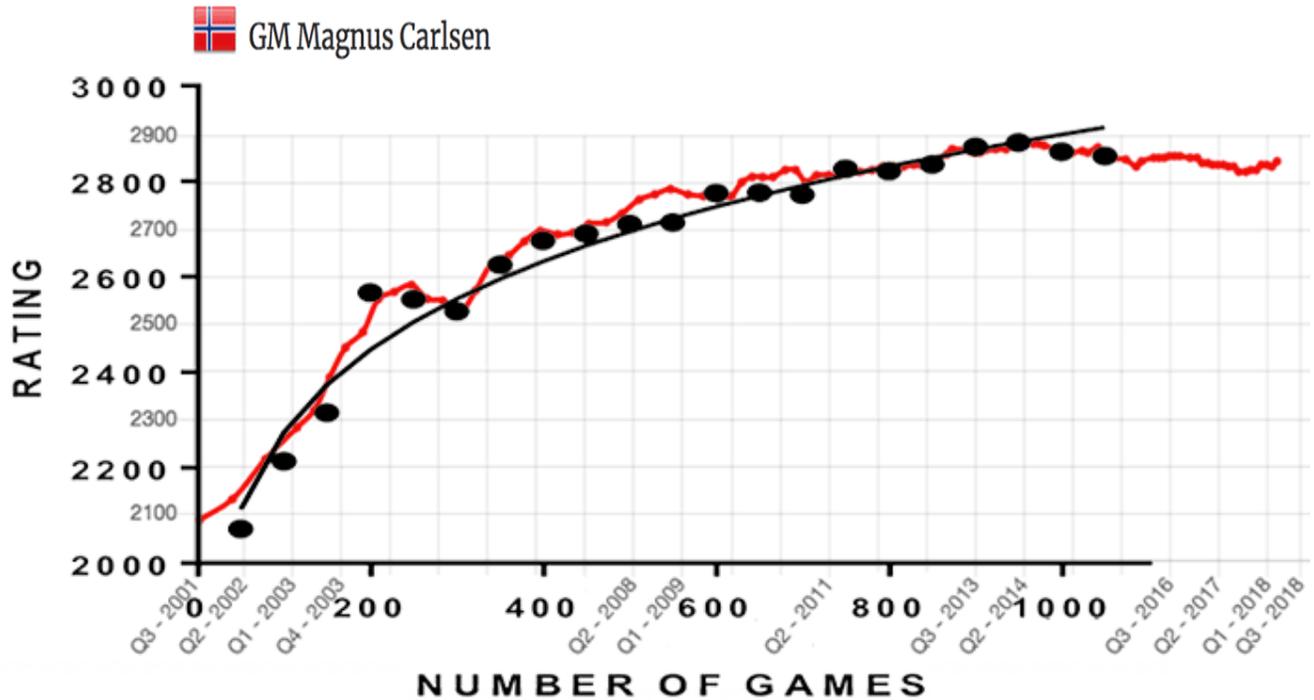
Many chess experts believe that most top chess players peak somewhere around age **35-40**.

83. **Notation:** Algebraic vs. Descriptive vs. Computer styles

Move #	Algebraic		Descriptive		Computer	
	White	Black	White	Black	White	Black
1	e4	e5	P-K4	P-K4	E2-E4	E7-E5
2	Nf3	Nc6	N-KB3	N-QB3	G1-F3	B8-C6
3	d4	d6	P-Q4	P-Q3	D2-D4	D7-D6
4	dxe5	Nxe5	PxP	NxP	D4-E5	C6-E5
5	Nxe5		NxN		F3-E5	



84. Rating Plateau (interesting article)
<https://en.chessbase.com/post/the-learning-curve-for-chess-skill>



85. 56 Tactics that all Chess players should know
<https://chessfox.com/chess-tactics-list/>

56 Tactics That All Chess Players Should Know

Absolute Pin	Discovered Attack	Pawn-Fork	Stalemate Tactics
Advanced Pawn	Domination	Pawn Tactics	Tempo Tactics
Alekhine's Gun	Double Attack	Pawn Breakthrough	Trapped Piece
Attraction	Double Check	Perpetual Attack	Triangulation
Battery	Draw Tactics	Perpetual Check	Two Rooks Battery
Capture the Defender	Endgame Tactics	Pins	Two Rooks on 7th Rank
Clearance	f2 (or f7) weakness	Positional Tactic	Under-promotion
Counter Threat	Fork	Queen + Bishop Battery	Weak Back-Rank
Cross-check	Hit-and-run	Relative Pin	Windmill
Cross-pin	Greek Gift Sacrifice	Remove the Defender	X-Ray
Decoy	Indirect Defense	Sacrifice	X-Ray Attack
Deflection	Interference	Simplification	X-Ray Defense
Demolition of Pawns	Opposition	Situational Pin	Zugzwang
Desperado	Overload the Defender	Skewer	Zwischenzug



86. Rules of Chess change over time

Date	Piece	Change Description
6 th century		Chess invented in India.
1500's	Pawn	Originally, move 1 step at a time. Added option of moving 2 steps on first move ONLY. En passant rule also added.
Middle ages	Pawn	Promotion to another piece when reaching the 8 th rank. Promote to Queen ONLY (a weak piece at the time). In 1400's, promote to any piece. In 1700's, promote to piece that already had been captured. In 1800's, promote to any piece
1400's	Queen	Originally the weakest piece. First move was up to 2 steps in any direction, then diagonally every move only 1 step. In 1400's changed to move as many steps as desired.
	Bishop	Move diagonally up to 2 steps, Changed to diagonally as many spaces as possible.
14 th century 15 th century	King leap	King could move like Knight ONCE, OR move two squares on its first move.
17 th century	King	Castling instead of King leap
15 th century	Stalemate	Considered a win for a person that could force one to happen.
16 th century	Stalemate	Considered an "inferior win." Reduced prize money.
19 th century	Stalemate	Treated as a draw.
1300's	Checkmate	Checkmate opponent outright, OR opponent resigns OR capture ALL of opponent's pieces. This last rule deleted.
1880's	Repetition	Repeat same position 3 times is a Draw.
1561	50 move	Stalemate after 50 moves (24 and 60 moves suggested)
20 th century	50 move	50 move rule expanded to 100 moves (certain endgames)
1989	50 move	50 move rule reduced to 75 moves (certain endgames)
2001	50 move	50 move rule reduced back to 50 moves for ALL endgames
1889		White moves first
1883	Clock	Time control, Analog clock first used in London tournament.
1973	Clock	Time control, Digital clocks in use.
1988	Clock	Fischer delay, Bronstein delay, Simple delay Fischer patent https://patents.google.com/patent/US4884255
	Knight	This is ONLY piece to NEVER have changed over time.
Within last 50 years		Allows player to play INTENDED move instead of any accidental move. Funny story: Fisher INSISTED that his opponent MUST play a Rook move instead of Castling. His opponent touched the Rook FIRST instead of the King first!! Rules at time supported Fischer. Castle procedure changed.

87. Difference between a "mistake" and a "blunder"

- a) **Mistake** is a small error that can be overcome with accurate play
- b) **Blunder** is a devastating miscalculation that more-or-less ends the game.



88. Why do I lose to lower rated players?

Upon losing a game the great Aron Nimzowitsch, shouted while standing on a table:
“Gegen diesen Idioten muss ich verlieren!”
('That I should lose to this idiot!')

A fun article:

<https://chessville.com/playing-against-patzers/>

Do you ever find yourself, a relatively decent chess player, losing against total patzers? Do you leave those games thinking, “Man, I know I’m WAY better than they are – how did I manage to lose?!” Ah, this is a well-known phenomenon! For some reason, playing against weaker opponents has a way of bringing out the worst in one’s own play.

For this reason, a lot of chess players recommend NOT playing against weaker opponents. In general, I think this is good advice, since playing against better opponents will push you to improve your game. However, it would still be nice to be able to beat weaker opponents on those occasions when you do play them! Here are a few pieces of advice for this which might help.

First of all, I notice that when I play against weaker opponents, I foolishly assume that I am going to beat them without any problem. As a result, I don’t play carefully enough and I end up making stupid mistakes. For example, I don’t take the time to look carefully at all of my opponent’s threats. Or I just plain hang a piece, allowing my opponent to capture it free and clear. The key to overcoming this problem is to force yourself to play as carefully as you would against Kasparov: no matter how bad your opponents are, always assume that they will play the best moves.

Second, significantly weaker players often make moves which are so bad that they make no sense! As a result, they create positions on the board which defy the pattern-recognition skills which you, as a sophisticated chess player, have developed. Such positions put you in “uncharted territory,” in a manner of speaking; since you can’t rely on your pattern-recognition skills in these sorts of situations, you have to interpret the position right there and then over-the-board. In general, strategic understanding is less helpful here than tactical skill, since the position may make very little strategic sense, and since the main dangers of such positions are usually tactical (especially since many “bad” players like to launch all-out attacks against their opponents, whether such an attack is justified or not). The remedy for this is tactical ability: practice your tactics religiously, and look for tactical opportunities for both you and your opponent after every move.

Third, as a “good” chess player (take that with a grain of salt . . .), I have a tendency to want to “punish” weaker opponents immediately for every bad move they make, and as a result, I tend to over-extend myself, leaving severe weaknesses in my position. For example, let’s say I’m playing a game against a patzer who likes to develop his/her queen too early. I, as a “good” player, know that it is usually a mistake to develop the queen early in the game. Therefore, I set out to “punish” my opponent for this mistake by doing everything possible to threaten his / her queen, including developing my pieces to awkward squares, pushing pawns and creating structural weaknesses, etc.

The result, more often than not, is that I end up incurring more weaknesses than my opponent! So, when this sort of thing happens to you, rather than immediately trying to punish



your opponent for his / her mistakes, you should instead calmly develop your pieces to good squares, castle to safety, create a solid yet active middlegame position, and only THEN set out to “punish” your opponent, who by then will very likely have a significantly poorer position than you.

So, keep these points in mind whenever you play patzers! Perhaps then you’ll avoid the terrible shame and humiliation which comes from losing to them!

89. Golden Rules from the great masters:

- a) Fischer Golden rule:
“If you see an opponent's piece in your half of the board, you need to neutralize it.”
- b) Lasker Golden rule:
“When you see a good move, look for a better move!!”
- c) Savielly Tartakower
“The winner of the game is the player who makes the next-to-last mistake.”
- d) Emanuel Lasker
“The hardest game to win is a won game.”

90. **Chess Tournament formats:**

- a) Round Robin
- b) Swiss System
- c) Elimination
- d) Scheveningen System
- e) McMahon System

91. **Chess Variants:**

- a) Fischer 960
- b) Blindfold Chess (simultaneous record held by Timur Gareyev 48 games!! 35 / 7 / 6)
- c) Simultaneous Chess (record held by Ehsan Ghaem Maghami 604 games!! 580 / 16 / 8)
- d) Baroque Chess (different movements of all pieces, different rules)
- e) Four Player Chess
- f) Bughouse Chess
- g) Chaturanga
- h) Atomic Chess
- i) Crazyhouse

92. How long to get good at Chess? It depends on several parameters:

- a) When you learned the game
- b) Your age
- c) Your interest for the game and competitive drive
- d) Do you have a Chess coach??
- e) Time available to play
- f) Access to OTB play and review games you won or lost
- g) Natural talent
- h) 10,000 hour rule
- i) 1000 rated chess games . . . etc



93. How many people can earn a living by playing Chess?
 Only the **top 50-100** Chess players can earn a good living by playing in tournaments. The others either have daytime jobs, or they do some coaching or write books.
<https://www.chess.com/forum/view/general/how-do-gms-make-a-living-out-of-chess>

94. What type of Chess player are you?
 Lars Bo Hansen and GM Karsten Muller says that there are 4 basic types of player:

- a) **Activists**
- b) **Reflectors**
- c) **Pragmatics**
- d) **Theorists**

	Facts	General Concepts
Intuition	Activists “Trial and Error”	Reflectors “Alternatives”
Logic	Pragmatics “What must be done must be done ...”	Theorists “A model for everything”

95. Another more extensive list of 16 Chess personality types:

- a) **Romantic**, full of good ideas
- b) **Professional**, strategists who place a high value on exactness of their game
- c) **Prodigy**, ultimate sportsman
- d) **Natural**, well-rounded plays who seek a healthy initiative
- e) **Mastermind**, seek to master their emotions and impose their reality
- f) **Magician**, ultimate attackers
- g) **Mad Scientist**, believe in justice and principles
- h) **Grinder**, unassuming style
- i) **Genius**, decide their moves by pure divination
- j) **Escape artist**, quiet positional play
- k) **Champion**, great fighters who play for the attack
- l) **Barbarian**, hunt the king from the beginning to the end of the game
- m) **Assassin**, controlled aggression
- n) **Anaconda**, peaceful on the exterior, preparing something menacing
- o) **Technician**, quiet and calmest chess player
- p) **Surgeon**, practical players who use positional play to fight

Take this test to find out what type of Chess player you are:

<https://www.chesspersonality.com/test>

This test scores along 4 opposing quantities to choose one of the above personality types:

- a) **Attacking** vs. **Positional**
- b) **Aggressive** vs. **Solid**
- c) **Intuitive** vs. **Calculating**
- d) **Emotional** vs. **Calm**



96. Play against a Computer or against a Human?
- a) People play much more chaotically.
 - b) They are apt to sacrifice pieces in an attempt to gain position or possibly checkmate. The maneuver may not be sound, but if you don't defend just right, you can be defeated by the "unsound" move.
 - c) A computer would never launch such an attack.
 - d) A computer won't try to "swindle" you. A person might.
 - e) A computer won't launch a "Hillbilly attack" because it knows they are easily defended against.
 - f) A computer, unless set to a ridiculously low level, won't blunder. Playing a computer doesn't train you to take advantage of careless moves.
 - g) Computers are clueless when it comes to psychological warfare. A computer can't read your body language when you are unsure of yourself when launching an attack. A computer won't engage in theatrics.
 - h) In order to become truly good, you need to spend some time in the trenches against tricksters, risk takers, and drama queens.
 - i) Playing against a computer is a good way to learn to minimize your own mistakes but it should definitely not be the only tool in your training arsenal.
 - j) Humans have intuition. Computers have brute force calculations.

97. Benefits of Playing Chess:

<https://www.powerfulchess.com/the-power-of-chess.html>

- a) It can raise your IQ
- b) It helps to prevent Alzheimer's
- c) It improves self-esteem and self-image
- d) It increases your creativity
- e) It improves development of reasoning and memory
- f) It improves Analysis, Logic, and Problem solving
- g) It improves reading skills
- h) It improves Concentration, Patience, and Perseverance
- i) It empowers Grit
- j) It develops the ability to perform under time pressure

98. Venezuela Chess experiment:

<https://www.chess.com/forum/view/general/are-grandmasters-born-or-made>

From 1979 to 1984, a Venezuela experiment, *Learning to Think* Project, tested whether chess could develop intelligence of 4,266 elementary age children as measured by the Wechsler Intelligence Scale for Children. The children showed an increase in IQ after less than one year of studying chess in a systematic way. The Venezuelan government was so impressed that all Venezuelan schools introduced chess lessons in 1988.



99. IQ of Chess Masters:

A person with average IQ is expected to reach a maximum rating of about 2000. (Huh???) Strong grandmasters with a rating of around and over 2600 are expected to have an IQ of 160 plus. The strongest grandmasters of the day with their ratings hovering around 2800 are expected to have IQs around 180.

<https://chesseasy.com/top-10-chess-players-with-highest-iqs/>

- a) Gary Kasparov 190 to 200
- b) Magnus Carlsen 190 (never finished high school!!)
- c) Bobby Fischer 180 (dropped out of high school at age 16!!)
- d) Viswanathan Aand 180 to 187
- e) Mikhail Tal 170 to 180
- f) Vasyl Ivanchuk 170 to 180
- g) Judit Polgar 170
- h) Anatoly Karpov 165 to 175
- i) Vladimir Kramnik 160 to 170
- j) Hikaru Nakamura 150

100. Do we need a high IQ to play Chess? What else is useful?

<https://chesseasy.com/top-10-chess-players-with-highest-iqs/>

- a) Knowledge
- b) Practice
- c) Analytical Skills
- d) Pattern Recognition
- e) Endgame Knowledge
- f) Psychological Factors
- g) Creativity

101. Can chess ratings predict IQ? Is there a correlation with IQ and chess playing? (Maybe.)

<https://www.chess.com/forum/view/general/relationship-bewteen-chess-rating-and-iq?page=29>

$$\text{IQ} = 100 + (15 \times (\text{Chess Rating} - 1200) / 200)$$

$$\text{Chess Rating} = 1200 + [200 \times (\text{IQ} - 100) / 15]$$

102. **Good Bishop vs. Bad Bishop**

- a) **Good Bishop** can move between its own pawns freely.
- b) **Bad Bishop** is hemmed in behind its own pawns.

103. **Active piece vs. Passive piece**

- a) **Active piece** penetrates enemy territory
- b) **Passive piece** does not penetrate enemy territory



104. Celebrities who play chess:

- a) Humphrey Bogart
- b) Stanley Kubrick
- c) Woody Harrelson
- d) Arnold Schwarzenegger
- e) Howard Stern
- f) Nicolas Cage
- g) Will Smith
- h) Ray Charles
- i) Leonardo DiCaprio
- j) Ava Gardner
- k) Rod Stewart
- l) Marlon Brando
- m) Ben Affleck
- n) Albert Einstein
- o) Julia Roberts
- p) Alan Alda
- q) John Wayne

Chess rating of 1950 to 2100 strength or so!!

105. Chess Spectators: **Rule #1: SAY NOTHING!! NO EXCEPTIONS!! NO EXCUSES!!**

- a) If spectator sees an illegal move → **Refer to Rule #1**
- b) If spectator sees a touch and player does not move that piece → **Refer to Rule #1**
- c) If spectator sees a check and players do not notice → **Refer to Rule #1**
- d) If spectator sees an incredible move → **Refer to Rule #1**
- e) If spectator sees time has run out → **Refer to Rule #1**
- f) If spectator wants to do anything → **Refer to Rule #1**

106. Absolute Minimum Chess Rating. This is different than Chess Floor in USCF.

- a) **USCF** is 100
- b) **FIDE** is 1001

107. X

108. X

109. X