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Neil mcdonald's chess the art of logical thinking pdf

Author: Neil McTitle: Art of Logical Thinking Released: 2004Format: rar/pdfQuality: goodSize: want 12 MB more? Advanced embedding details, examples, and help! Neil McDonald's McDonald's Grand Master and prolific chess writer Neil McDonald explains every 30 striking steps made in tactical or strategic games played in the last quarter century. Each of these games has been carefully chosen for its consistently logical thread, so that the reader will get the key instruction in the art of imagining appropriate plans and attacks and taking them to their natural conclusion: in short, players will learn to think logically. Watching these games will prove to be an education and inspiration for readers who can then try to play in the same purposeful way, with a corresponding improvement in their game. The file will be sent to your email address. It can take up to 1-5 minutes to achieve this. Games: 1..... e4 e5 Karpov vs. Korchnoi, 1978 (C80) Ruy Lopez, Open, 28 moves, 1-0 Game: 2..... e4 e5 Huebner vs. Portisch, 1986 (C92) Ruy Lopez, off, 44 moves, 1-0 Games: 3..... e4 e5 Kasparov vs Bacrot, 2000 (C45) Scotch Game, 39 Moves Game: 4..... Sicily Defense Bliss vs Ivanchuk, 1991 (B90) Sicily, Naturf, 33 moves, 0-1 Game: 5..... 1986 (B46) Sicily, Taimanov Variation, 25 moves, 1-0 Game: 6..... Sicily Defense Shirov vs Judit Polgar, 1994 (B45) Sicily, Taimanov, 29 moves, 0-1 Game: 7..... Sicilian Defense Adams vs. Salov, 1992 (B33) Sicily, 37 moves, 1-0 Game: 8..... Sicily Defense Bliss vs Kasparov, 1995 (B77) Sicily, Dragon, Yugoslav Attack, 25 Moves Game: 9..... Sicily Defense Adams vs. Joel Benjamin, 1996 (B40) Sicily, 27 moves, 1-0 Game: 10..... French defense Shirov vs. Bareev, 2003 (C11) French, 36 moves, 1-0 Game: 11..... French Defense Short vs. Timman, 1987 (C19) French, Winawer, Advance, 39 Moves, 1-0 Game: 12..... 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King's Indian Defence Korchnoi vs Kasparov, 1991 (E99) King Indian, Orthodox, Taimanov, 31 move game: 23..... Grunfeld Vs. Defense Carпов 1986 (D82) Grunfeld, 4.Bf4, 32 moves, 1-0 Game: 24..... Grunfeld Defense Kramanic vs. Van Weley, 2001 (D85) Grunfeld, 33 moves, 1-0 Game: 25..... Dutch defense Shirov vs Ivanchuk, 1992 (A90) Dutch, 27 moves, 0-1 Game: 26..... Fianchetto Opening Mile vs. Ulf Anderson, 1980 (A00) Unusual Opening, 34 Moves, 1-0 Game: 27..... English Opening Kasparov vs Ivanchuk, 1988 (A29) English, Four Knights, Kingside Fianchetto, 24 Moves, 1-0 Game: 28..... English Opening Korchnoi vs Portisch, 1983 (A33) English, Symmetrical, 35 Moves, 1-0 Game: 29..... English opening rhythm vs van der Wiel, 1982 (A17) English, 22 moves, 1-0 Game: 30..... English opening C McNab vs. Adams, 1993 (A15) English, 40 moves, 0-1 30 games Neil McDonald's Grand Master and prolific chess writer Neil McDonald explains every single 30 striking tactical or strategic steps played in the game in the last century. Each of these games has been carefully chosen for its consistently logical thread, so that the reader will get the key instruction in the art of imagining appropriate plans and attacks and taking them to their natural conclusion: in short, players will learn to think logically. Watching these games will prove to be an education and inspiration for readers who can then try to play in the same purposeful way, with a corresponding improvement in their game. Categories: The file will be sent to your email address. It can take up to 1-5 minutes to achieve this. book! 1 Classical Chess Thinking: 1 e4 e5D and E pieces are the only ones to be moved to the early part of the game. Steinitz bring out all your pieces! Give them scope! Occupy the center sections! Quotations above Tarrasch, from two of the greatest chess minds of the 19th century, exemplified the classical approach to chess strategy. The opening phase dictates that no time is to be wasted: every step has to either develop a piece or clear a line for the development of a piece. In fact, no piece can be moved more than once in the opening if it can be helped at all. The emphasis is on controlling the center by occupying the center with pawns, ideally on D4 and E4 if you are white, or on E5 and D5 if black. Meanwhile, the king has to be casting on the kingside as soon as possible. This is all excellent advice! This means no whole story: in fact we soon know that this is not only possible, but necessary at times to break the laws of classical chess. They represent an ideal view of the nature of chess struggle that often proves impractical in real sports. Nevertheless, anything that warns us against wasting time with trivial pawn tricks or aimless travel with pieces is to be applauded. It also emphasizes the center - those four magical squares in the center of the board. If the content is equal and you control sections d4, d5, e4 and e5 you will most likely benefit from winning. This is as true nowadays as it was in 1880, and will be for as long as chess is played. classical Thinking is the most obviously revealed in the game that started 1 e4 e5 - the most ancient way to open a game of chess, and still one of the best. Let's start by seeing how Anatoly Karpov, the 12th world champion, enforces the rules of classical chess that were first posted by Wilhelm Steinitz - the first world champion. As will be seen, 'classical' does not mean 'dull', as Korchnoi is facing an unstoppable checkmate! Playing an A.Karpov-V.Korchnoi World Championship, Baguio City 1978 Ruy Lopez the most active step on board. It's good to have control of the high ground in a battle, so you can set fire to the heads of the attackers. Chess has a high ground center, and this pawn takes control of two important center sections, advancing white: d5 and f5. Not only that, but White opens a diagonal for both his queen and bishop of the king. It's no wonder that the E4 has always been the favorite of those looking to play an aggressive, fighting game. White's first move is so good that Black decides to copy it. All the pieces except the Knights are steady at the start of a game, completely entombed behind a line of pawns, so in the opening there's a race to be the first player to get all his forces out on. If you are far behind you can find yourself seriously in greater numbers when the fight begins. The best move on board! White develops his Knights to a safe, pawn strikes on center class e5 now a step closer to castling his king into safety on the kingside. e7, which stops at Bishop of the King and leaves the Queen with a laborious defensive duty. White continues his simple, no-nonsense approach to growth. He clears the way for casting and puts pressure on Knight who defends the e5 pawn. Attacking black white bishops takes time off to develop. It's known as the Morphy defense after brilliant American player Paul Morphy who was the best player in the world in the 1850s. xc6 as a long-term threat. Here we see that black has not lost time with 3... a6: On the contrary, he has given himself the extra option of b7-b5 if the pressure on c6 gets too intense. Black brings out his second knight with the attack on e4. C3 or f5, but it's more attractive to keep your options open by casting immediately - after all, every plan she can choose requires her for the castle kingside, but the development of her queenside can be better modified according to what Black plays on the next step. Casting leaves the E4 vanguard undefended, but such is white pressure with the e-file and he is bound to acquire vanguard sooner or later. Ruy Lopez's queen has no intention of holding on to the vanguard, but instead hopes to regain activity for its small pieces by getting rid of the vanguard that controls the d5 and f5 sections. e7. xc6 and f3, winning content in either case. Bishop has to retreat, but it's now a good view of the f7 - the most vulnerable class in the black position. black Vanguard in order to: Close out upon the diagonal for Queen Bishop supporting Knight on White Bishop e4. White can be happy to come up his pawn and be delighted at having emerged from the opening with a small space advantage: the vanguard on the E5 can be used as the lead for a kingside attack. Xd5 had to be completed, and if it could be done while developing a piece, then so much better! xc3 10 bxc3 white queenside pawns are inactive and bishop on b3 finds himself unable to move anywhere. g5. So the night retreat does and maintains tension in the center. The white d4 class is ready to contest and retreat your bishop to c2, where it will enjoy an open diagonal. This is a good moment to sum up the outcome of the opening stage. The classical opening law dictates what you need: bring out the modest pieces of the castle as soon as possible within the first five or then only carry a piece once in the opening. So far, we have seen an exemplary performance of classical chess by the world champion. White's Game Direct has been more forceful: every step a piece has developed or opened fresh lines of attack and put pressure on his opponent's defenses. He is casting as soon as possible and only moved one piece twice: Bishop when it was attacked step three. Meanwhile Korchnoi has brought out three of his small pieces and deviated from rapid development only to take the e4 pawn and cause inconvenience to white bishops: no complaints can be made about this. e7 after 11... 0-0 when Black has completed his development with a safe game. e3 White Center has a grip on dark squares. Be careful about handing the c5 class to black white as it represents a bad hole in its vanguard structure. Karpov prepares an excellent vanguard sacrifice to defeat Black's plan. Now Black only needs another step for Mahal kingside and that would be a good situation: his idea of putting Bishop on the G7 would be justified. White e-Pawn offers in order to clear the way for the F-Pawn to run over the black kingside and divide it in half. If necessary, win weak on c2, and c7. But a better chance at the center is the d7 holding firm. One of the good features of pawns is that they are cheaper and disposable than the major pieces: so it always has to give way if they swoop on an opponent's piece. This makes them unique attack weapons. Indeed, it can be said that hardly any attacking plan can succeed without the help of pieces at any stage. Knight chooses a class where it blocks the white bishop on b3. Battered Ram finally hits out at the black kings and crushes it permanently. Eliminating the charging pawn is the only way to avoid immediate disaster. White's attack flows well as the White Knight, backed by Queen and Rook, makes a formidable replacement for pawns. Korchnoi admits that the dangers of the Kingside Center will never make a safe return for its king. That's why he makes a virtue out of necessity Bishop with his ruck. If White's attack falters he might launch a strong attack of his own below the G-file. In response Karpov clears the way to bring reinforcements into battle with the benefit of time by exchanging knights. d5 when Bishop will join a counter-attack against g2. Bishop has to retreat, but now has a useful role in fighting for the crucial D3 class. Black's counterplay begins to look impressive: his knight enjoys a beautiful center post and all his other minor pieces are quite active, as is the rook at the G8; But the logic of the situation is against him because he cannot easily bring his queen's ruck into the game, and his king is still sitting easily in the center. With his next step, Karpov speeds up his development. x7f1 Breaking the cover of The Black King. Xf8 black king will at least be out of the firing line of the white queen and free from bishop consequently pins on e6. A systematic move which brings into play White's last undeveloped piece. The ruck on the black a8 can't return praise as it's not easy to activate. It is therefore no surprise that white firepower will have a remarkable advantage when tactical combat begins. A strong entrance by The Black Queen, who is obviously dreaming of friend at g2. 20. If white is paused for a step: a required currency. 1 0-0-0! Thus when suddenly Black is an excellent game - your problem rook on a8 is strongly centralized in support of Surprise Knight on d3. Black recaptures with a heavy heart, as the opening of the D-File would mean that its king would forever be cut off from the Queen's safety. The last White has regained his pawn and has maintained all his attacking chances in doing so. xa8+. Now defenders of black dark square holes on the e7, f8 and g7 have to be put to death. xe6. The white king can sit in the right protection on this square and gleefully see the misery of his opposite number. f6 dude. As white exploits the unfurled ruck on the A8 to decisively strengthen its attack with the F file in variation above. All black pieces are now clustered around their king, but they can't stop the disaster because the dark squares are riddled with holes. The attack on the ruck on the G8 wins time to put deadly pressure on the F7 square. x7f, when Rook and Knight have combined to force a clear companion. Another defender has been added to the black f7 after the game move. The question is, does White have a way to change the ratio of forces attacking/defending f7 in his favour? Every white piece is on an optimal attacking square and the goal is clear: for the Black King dude. But the ultimate success will need to attack some imagination and finesse. Star steps. x7f is a companion who is familiar with the variation above. White's strategy wins. x8 dude. f8 next step. Game Two R. Hubner-L. Portisch Brussels 1986 Ruy Lopez Among the top players of the latter half of the 20th century German grandmaster Robert Hubner has a strict, logical style that is the embodiment of classical chess precepts is popularized by his compatriot Tarash. Here he beat Lajose Portich, a Hungarian grandmaster who made himself famous for his depth of positional understanding. Just as Dracula would be helpless if he were unable to escape his coffin, or a butterfly could never emerge until it rejected his caterpillar husk, so even the pieces can't perform at all until the pieces have previously gone out of the way. By this logic 1 e4 is an excellent step: both the Queen and bishop see daylight. The same effect can be achieved with 1 e3, but Vanguard gives itself more space than carrying two sections white behind which he can amass his armies. More space = more activity = more chances to attack = more chances for friend! Imitation is the highest form of flattery. No attempts to imbalance the game with Black 1... Indulge in trench war with c5, or 1... e6: He's happy to imitate white, knowing that no other first move offers his pieces so much freedom. A sound-developing step that poses a threat is a symbol of good opening play. Now should think about guarding the black e5 pawn. It meets the threat without breaking its progress towards establishing a harmonious opening up. White completes its kingside development and at the same time disturbs knight who is the custodian of E5 Vanguard. xe4+ XC6 doesn't work, sooner or later it's going to become a real threat and then waste black time or slightly stop it going to undermine your position. After making some moves towards the Queen to protect the e5 vanguard, Black now changes his mind to the affiliations of his own kingside. xe4 6 d4! This will ensure that White regains his pieces while keeping a space advantage. We have seen an example of this in Sport Carпов-Korchnoi. This is a sensible developing move that ensures that Black Kingside will be able to castle. xe5 is a real threat. Now we see the value of Interpolation 3... a6: Black is able to stop white bishops from attacking out c6 and therefore meet the threat to your e5 pawn. At the same time, he regains a place on Queenside. Bishop has to retreat, but it makes no sense to have all the bad news for White. On the contrary, by stimulating 6... b5 He black has made his queenside pieces somewhat weak. These can be weakened by the latter a2-a4. Black fortifies his grip at e5 point and opens the diagonal for the bishop of his queen. c3. But White knows when to bend the rules of classical development in view of the exact needs of the specific situation. He likes game moves because: He wants to build a pawn center with d2-d4. So by playing f c3 he reads himself to answer e5xd4 with c3xd4, when he puts two pawns par in the centre. c2. xb3 is also according to such thinking. After only eight moves, the two grandmasters have participated in establishing a solid base at the center and have achieved the safety of their king by casting. White has developed a ruck and two minor pieces, while Black has three Pieces are developed. Don't mess up In the opening - get your pieces out and casting your king as soon as possible. Every vanguard move without a clear purpose has to be criticized, said legendary world champion Emanuel Lasker: So why move a little pawn on the White H file when he can be played 9 d4 immediately, which seizes the space at the center? g4! When black bishops are placed excellently: it pins the knight which is an important endorsement of the white center. So prefer to take time to stop the white pin. His thoughts are very much focused on the centre, even when he makes a move at the rim. Bishop has been frustrated on a diagonal, but another finds another perfectly reasonable post on where it could be involved in an attack at the crucial E4 point. In fact, modest pieces of all black have found decent squares where they affect the center and it has taken only nine moves. Finally all white preparators are complete and that is a modest, but lasting, space-seizing advantage. Black centralizes both rook and clears the f8 square for his bishop in order to improve the strategic nature of his pieces. Knight only goes to other available center classes as c3 is blocked. From D2 it can be manoeuvred from f1 through g3 where it helps protect e4 and has an impact on the center without other pieces coming in the way. Alternatively knight can be re-deployed to E3 to control both d5 and f5, but it will be more double-edged because Knight can obstruct both the bishop on C1 and the ruck on E1 and therefore leave the E4 vanguard more vulnerable. Yes, it's not easy to keep all your pieces happy in any way f! So he seems with 12... Exd4 exposed a double attack on the e4 vanguard. Why suddenly a move with the rook's pawn? So far Hubner has played well, sensible developing moves which are primarily aimed at controlling the center - or at least get a slight upper hand there as the player betifs who has the right to move first. But now another specific plan begins to take shape in her mind. White black's pawn created by 6 expected to benefit from slight crack in the structure. 1 b5, either by increasing the weakness of the piece or using it as a hook to force open lines for its pieces on the queen. The game trick fits the requirements of these two closely connected plans. XA4 will play in white hands. Not only will Black be left with a weak pawn on the A6, but he will also be faced with the odd threat of 14 d5, pinning Knight against Rook. Optionally 12... b4 causes less damage to black queenside, but white will leave the c4 class at disposal. So Portisch stands his ground and takes his queen forward, so that he is available to protect the b5 pawn once Knight takes off from c6. Black is also linked to his rooks, which means they can no longer work in unison - it's usually a sign of a healthy situation, as it suggests that the Queen and all the small pieces have been moved back from the rank and player Succeeded in casting. Ruy Lopez is often choosing in white to maintain tension by placing the pawn on that center block or d4. Sometimes it's a matter of very subtle judgment: here white on B3 advances to d5 blocks in his bishop and removes flexibility from his vanguard structure, which can now be undermined by a final c7-c6. White, on the other hand, seizes space and drives the Black Knight from its useful post on c6 and also prevents a suddenly discovered attack on its e4 piece by e5xd4. No doubt what guided Hubner in this instance was his desire for the situation to remain silent in the centre, so that he could focus all his attention on his plan of pressuring queenside without being disturbed by any possible counter-attack. e2, when he loses a pawn. xc4 when knight is well placed on c4, bishop on c1 is free and is white

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