

Major pieces

Rooks and columns

Rooks and rows

Centralized queen

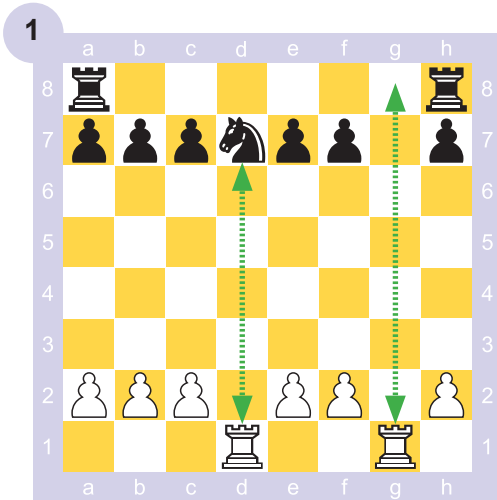




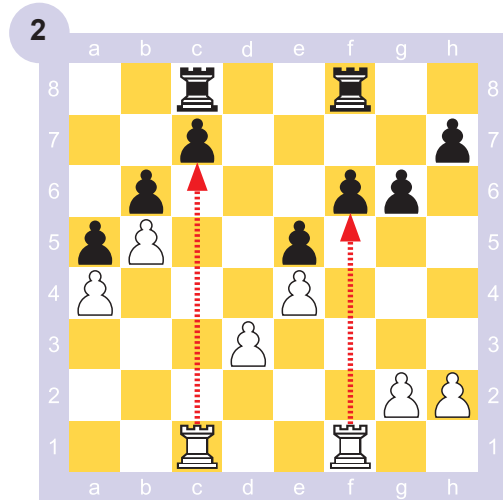
Rooks and columns

An open column is the one which does not have any pawn of any player on it.
The semi-open columns have only one pawn on them, be it white or black.

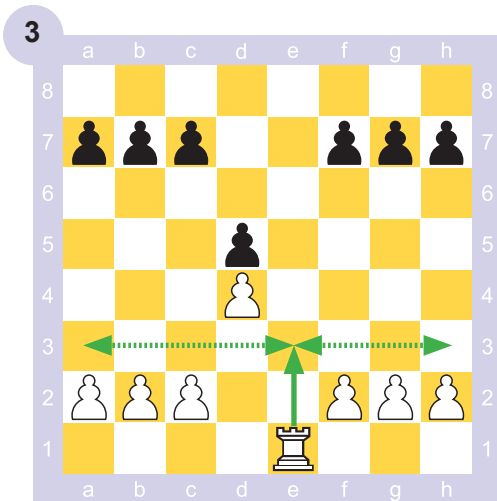
Examples



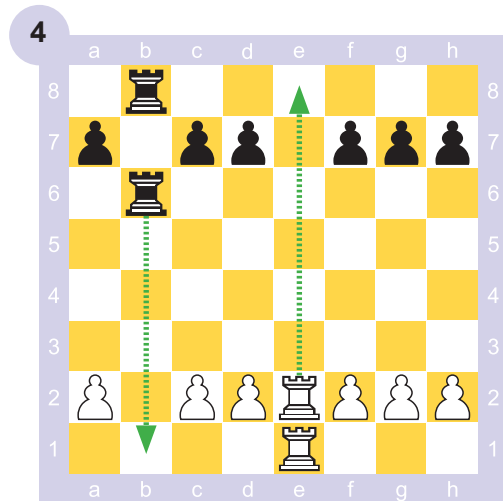
The white rooks are active because they are placed in open columns, whereas the black rooks are passive.



In these semi-open columns, the white rooks (active) attack the black pawns and the black rooks (passive) defend them.



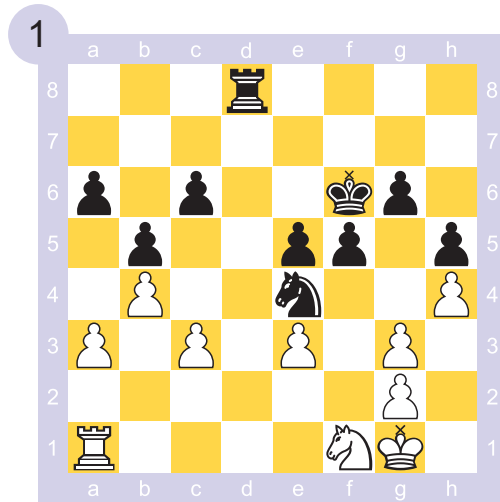
The rooks can change the column in which they are placed through an open or semi-open column.



When two rooks act through the same column, without any other piece interposed between them, their action is stronger. In this case, it is said that the rooks are doubled.

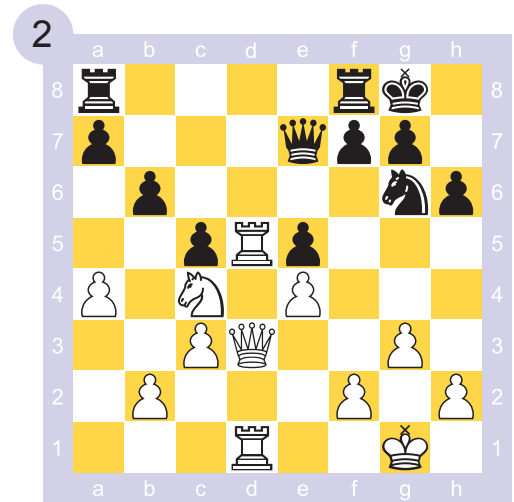
1

Circle the rooks which are more active and draw a line in the open column they control. Point out which player has better placed rooks.



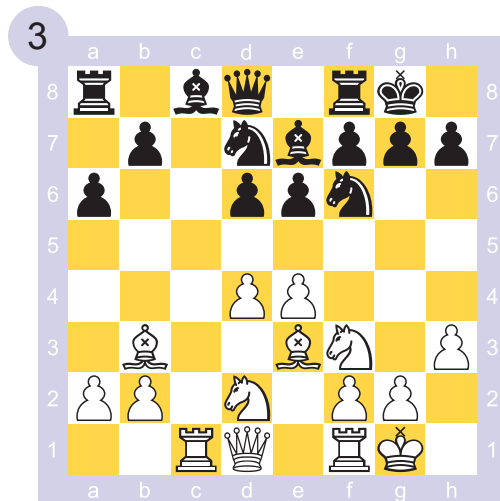
White

Black



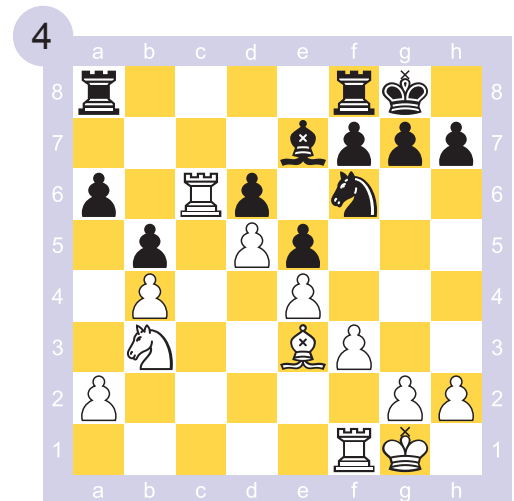
White

Black



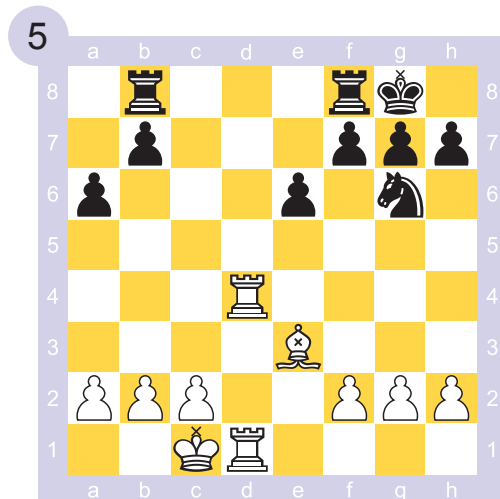
White

Black



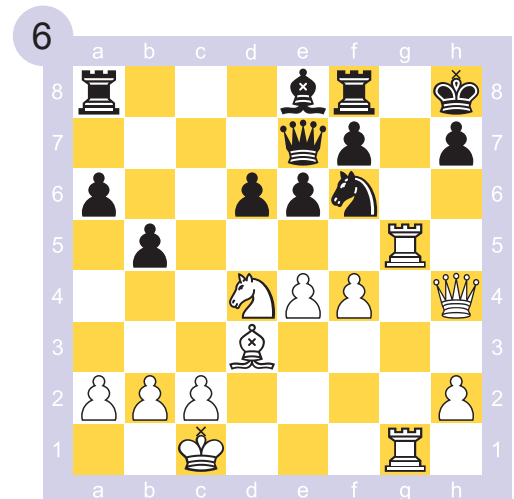
White

Black



White

Black



White

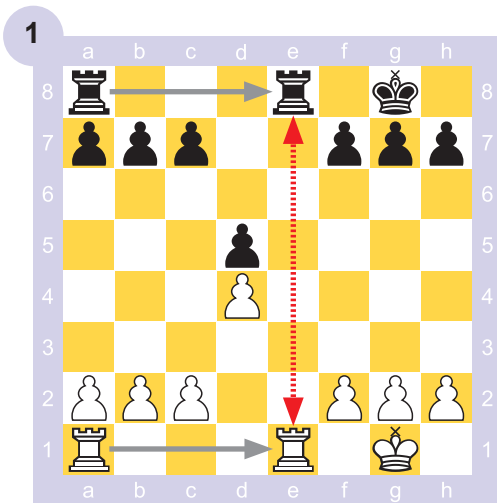
Black



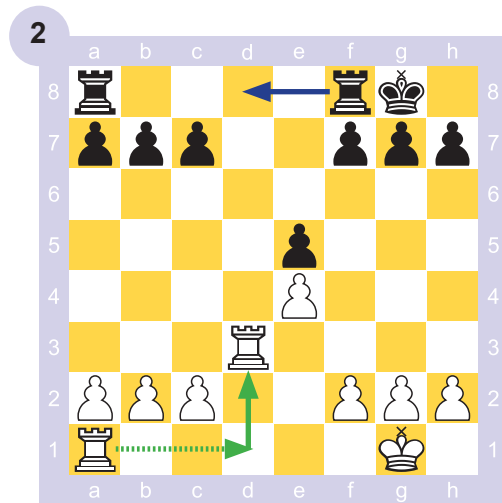
The open columns can be useful to attack the king, reduce the mobility of opponent's pieces, capture weak pawns and activate the rooks in front of the pawn chain.

Columns are open when pawns are exchanged or captured, or when a piece is exchanged for another piece defended by a pawn.

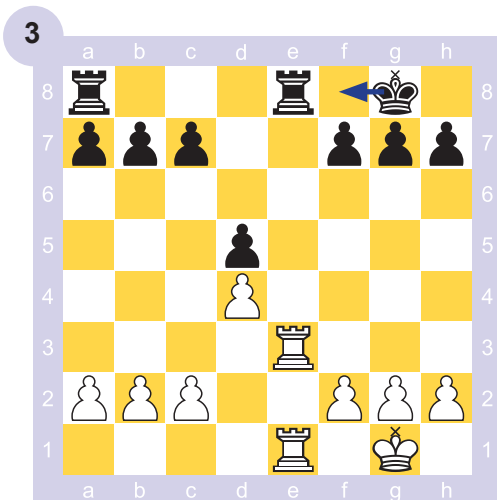
Examples



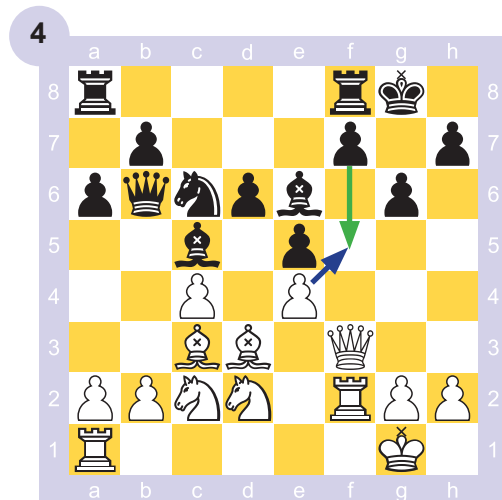
If one player captures the adversary's rook, an exchange of rooks occurs. The player to initiate the exchange will lose the control of the column.



White prepares doubling rooks to take control of the column.



In order to prevent white from controlling the e column, black defends the rook with the king.

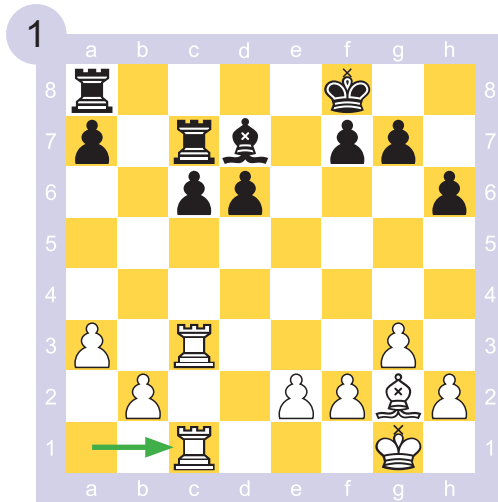


Black opens the f column after the exchange of pawns and pieces:

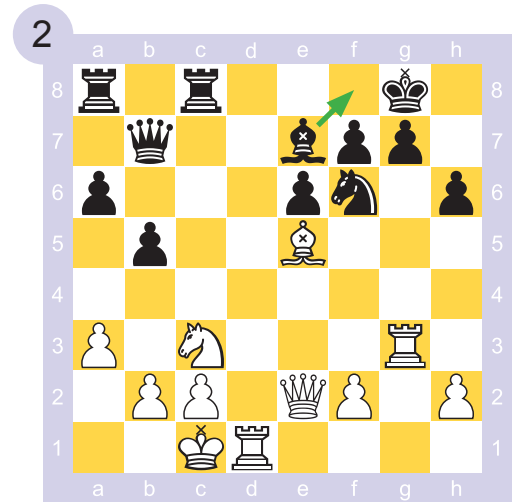
1. ... , f5
2. exf5 , Bxf5
3. Bxf5 , Rxf5

2

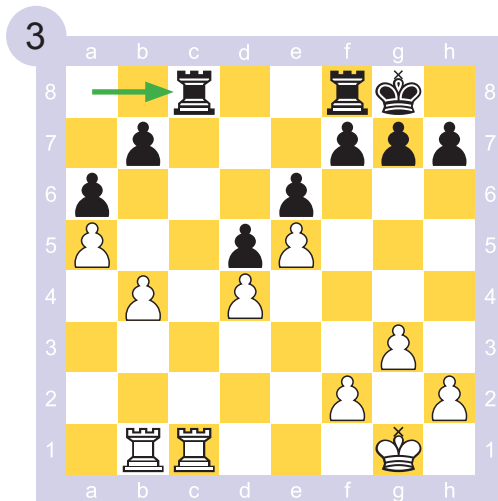
Circle the move you would play if your opponent would have played the move shown with an arrow.



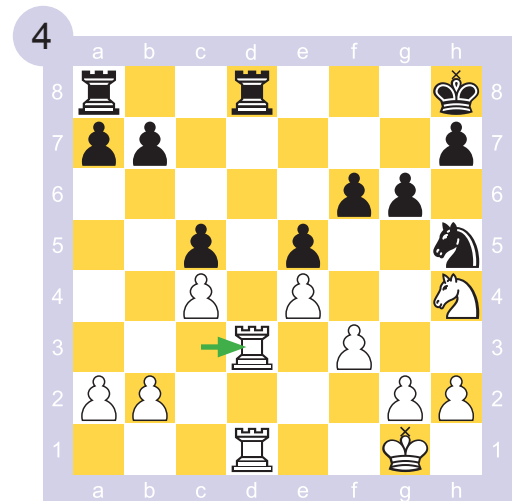
● c5 Rc8 d5



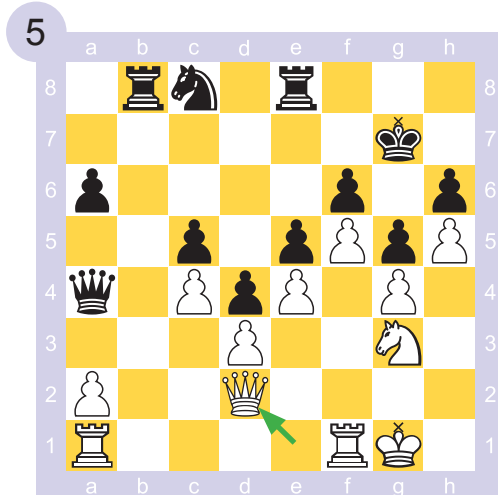
○ Rgd3 Rdg1 Rdd3



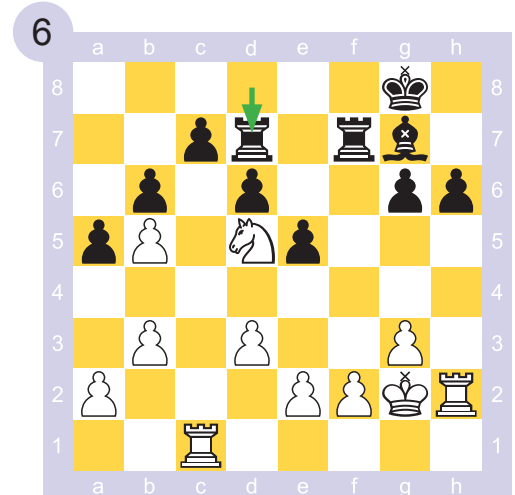
○ Rxc8 Rc5 Rcd1



● Rxd3 Rg8 Rd4



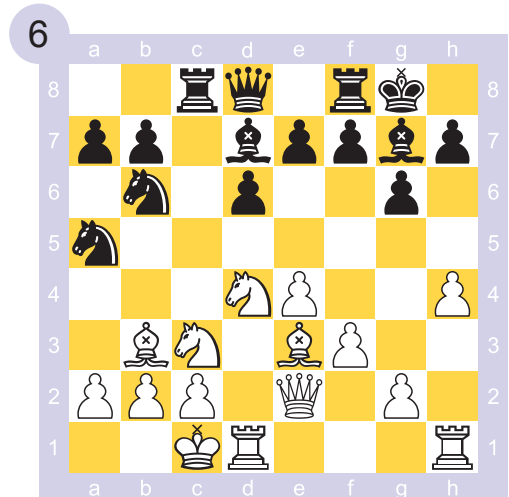
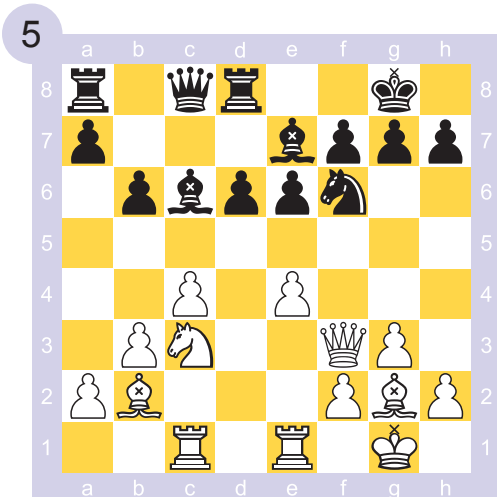
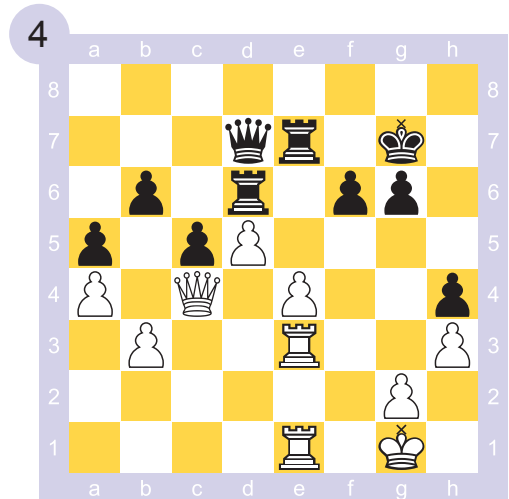
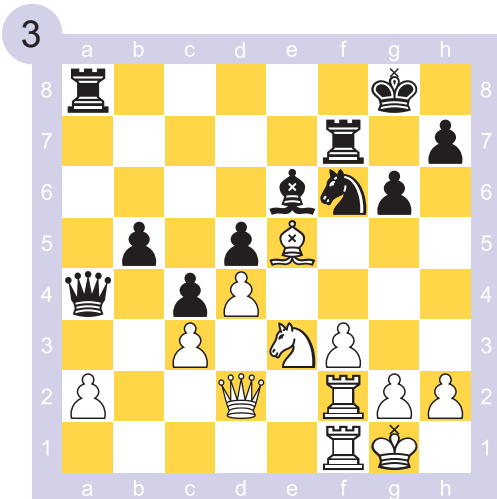
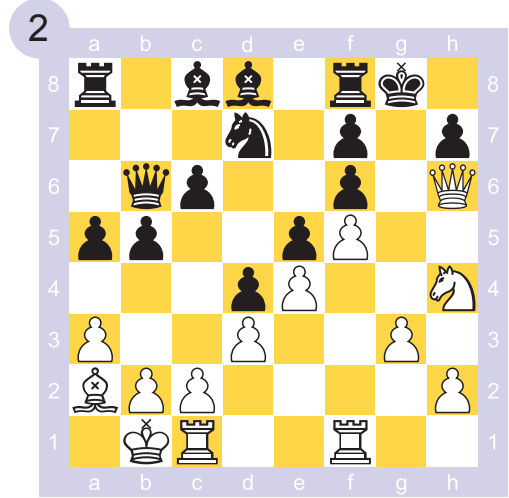
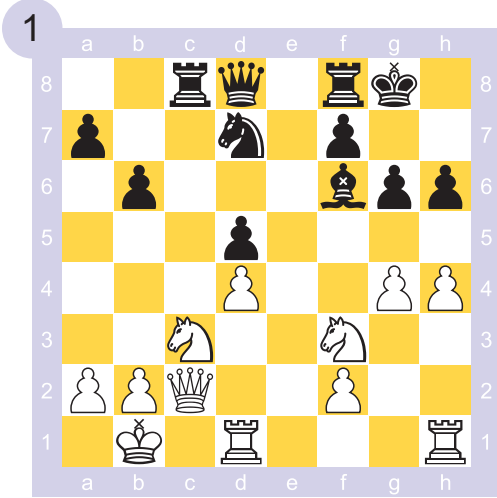
● Rb6 Re7 Rb4



○ Rh4 Rch1 Rc6

3

Write down the moves which provoke the opening of a column.
White to play.

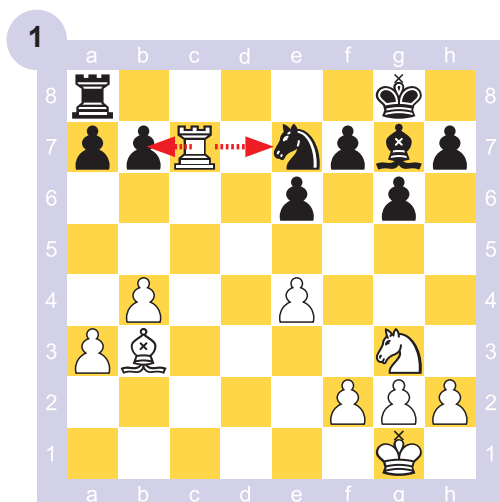




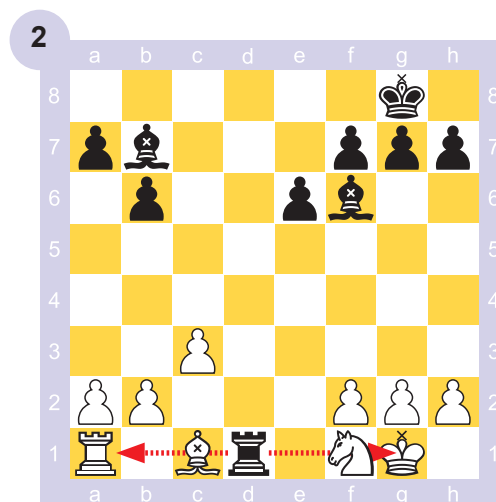
Rooks and rows

When the white rooks are on the 7th or 8th rows (or the black ones on the 2nd or 1st row), they can usually create serious threats. Furthermore, if they get doubled on those rows (or ranks), the defense will become more complicated for the opponent.

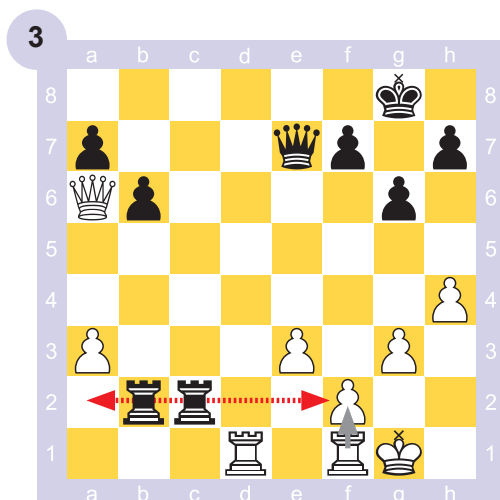
Examples



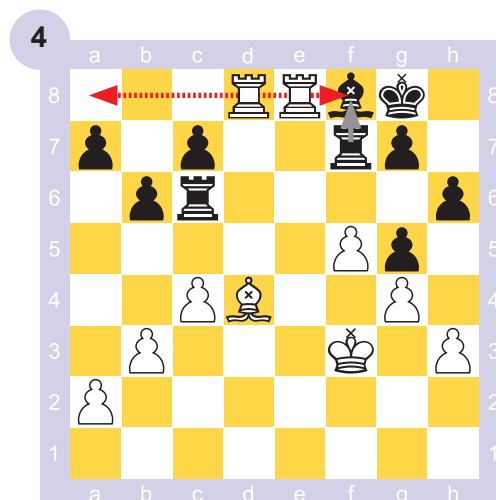
The white rook, dominating the 7th rank, is threatening two of his opponent's pieces.



While the black rook keeps both white's minor pieces pinned on the 1st rank, the bishops are able to attack.



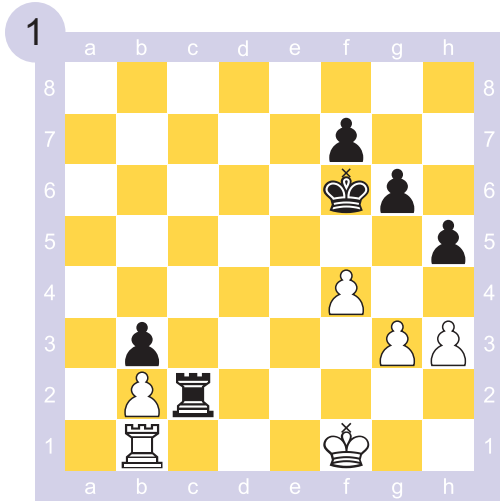
The black rooks doubled on the 2nd row (and defending each other), force one of white's rooks to stay passive defending f2.



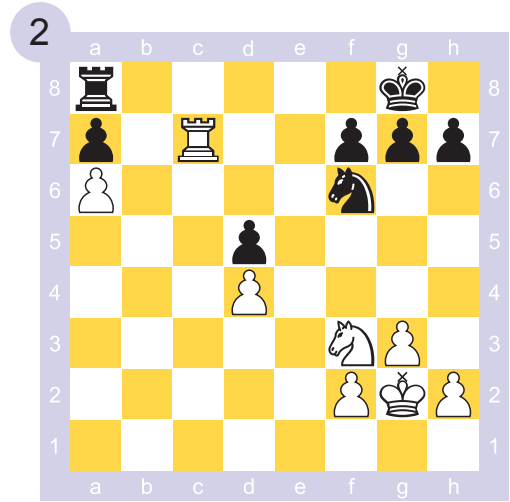
The white rooks doubled on the 8th row force black to devote pieces to its defence.

4

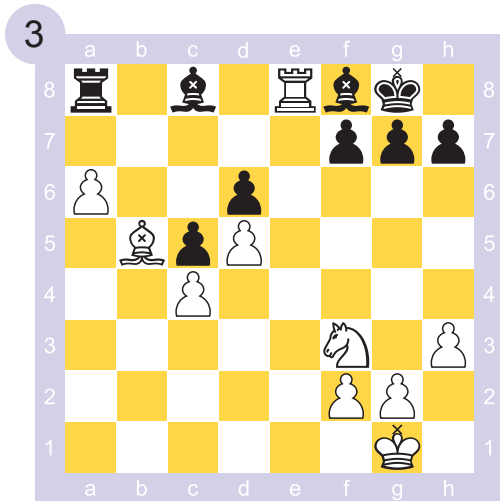
Circle the rooks which are more active and draw lines in the rows they control. Point out which player has better placed rooks.



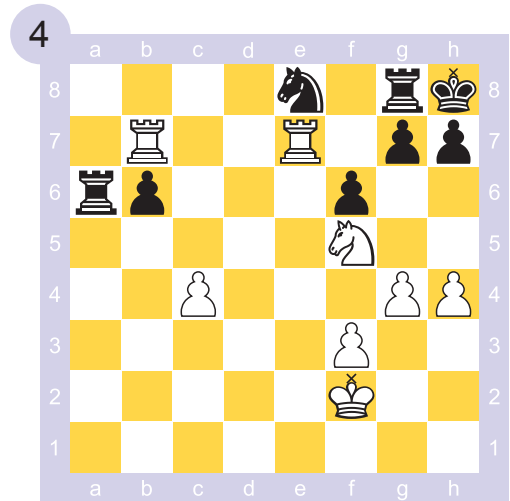
White Black



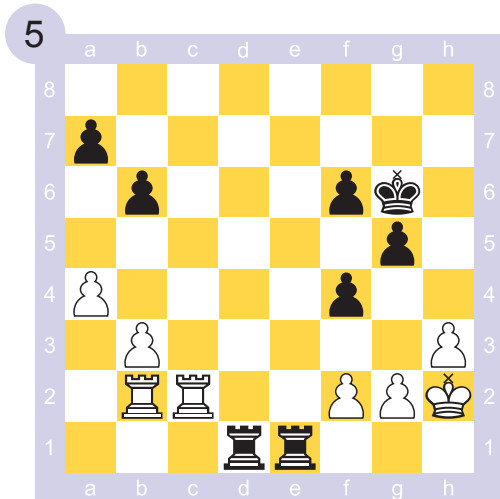
White Black



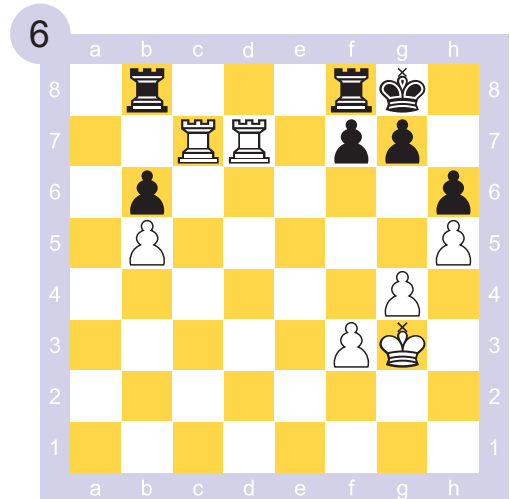
White Black



White Black



White Black



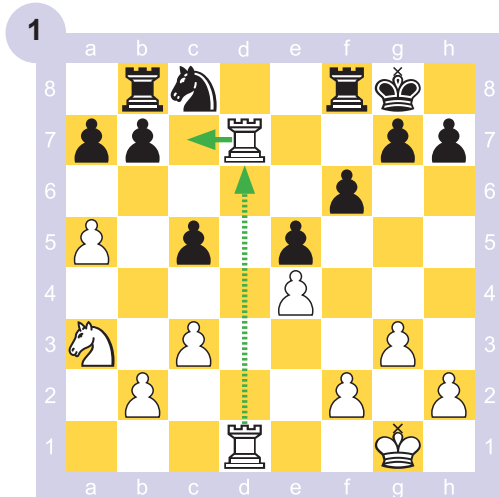
White Black



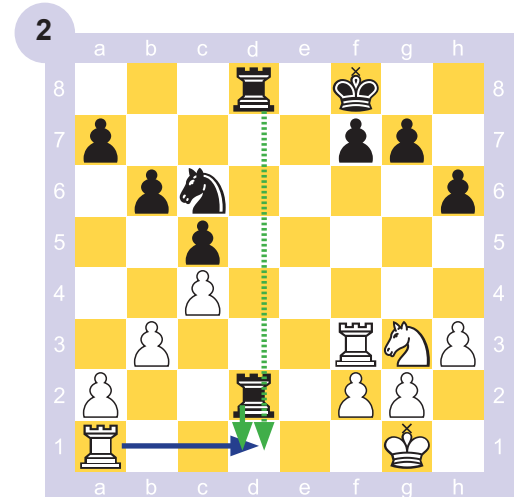
Controlling the 7th rank can serve different purposes: weakening the opponent's pawn structure, preventing the opponent's king from becoming active, winning material and attacking the castled king.

Many of the combinations in the 8th rank achieve delivering checkmate.

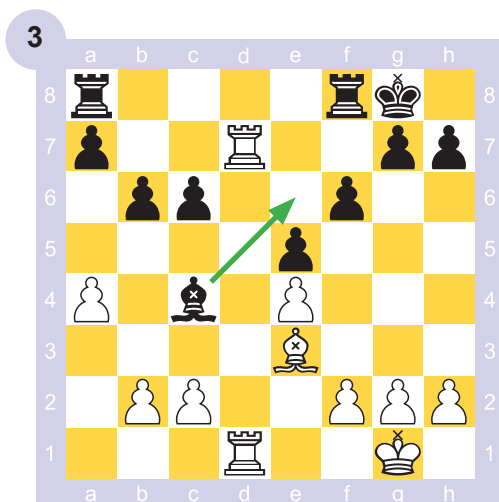
Examples



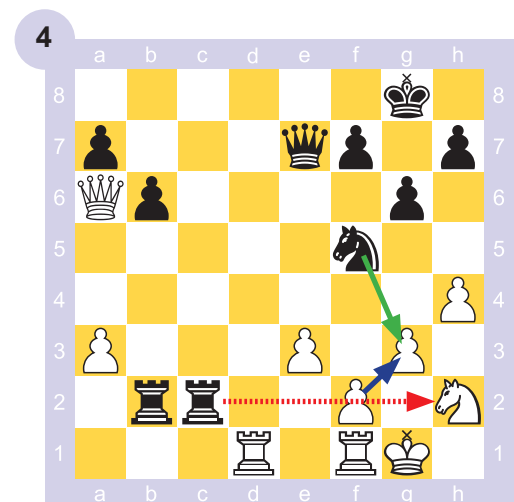
White wants to double rooks on the 7th rank. To that purpose the rook on d7 moves to c7 (attacks the c6 pawn) vacating square d7 for the other rook.



After exchanging rooks on d1, black gets control of the 1st row.



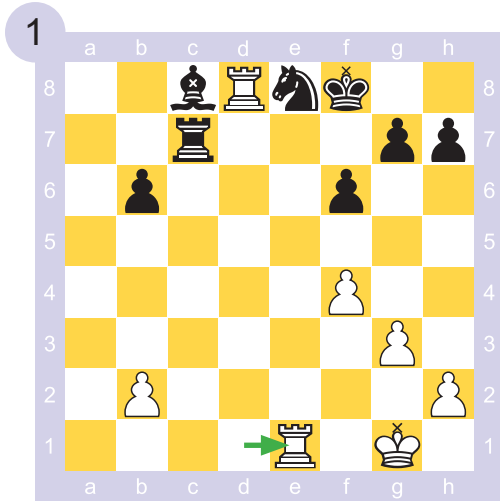
Black moves the bishop to control d7, so he prevents white from doubling rooks on the 7th rank. If white's rook moves to e7, black plays Rfe8.



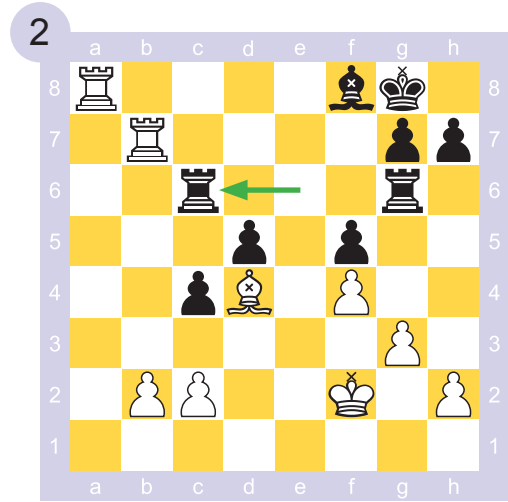
Upon capturing black's knight with the f pawn, the 2nd rank is completely opened and black's rooks launch a mating attack.

5

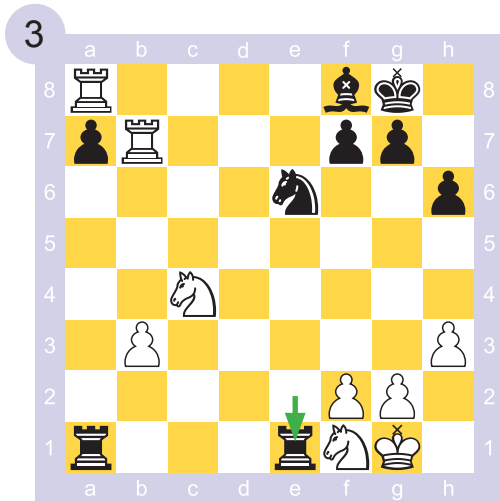
Circle the move you would play if your opponent would have played the move shown with an arrow.



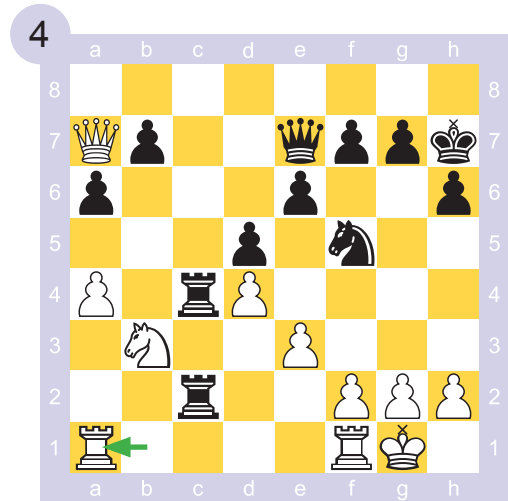
● Bd7 Re7 Be6



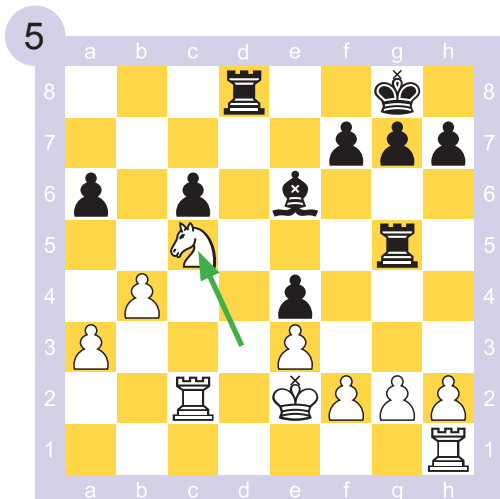
○ R8a7 R7b8 h4



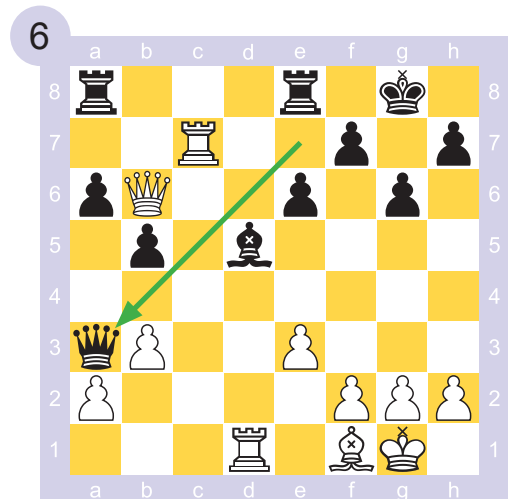
○ Rbxa7 N4d2 R7b8



● Nxe3 Rb2 Re2



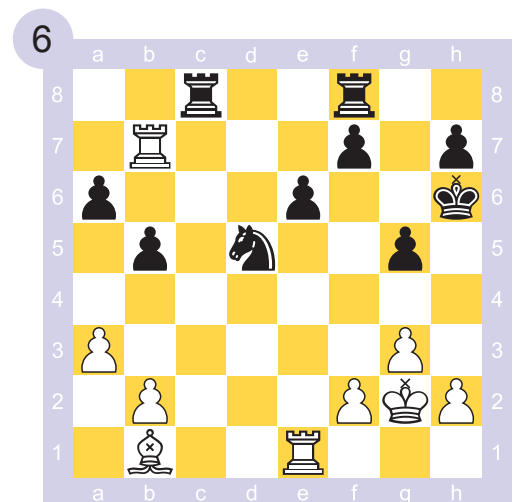
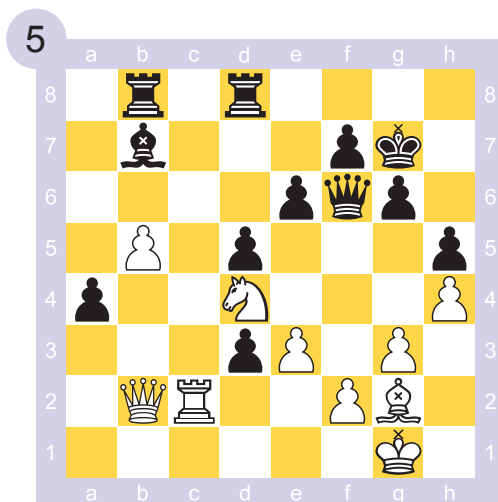
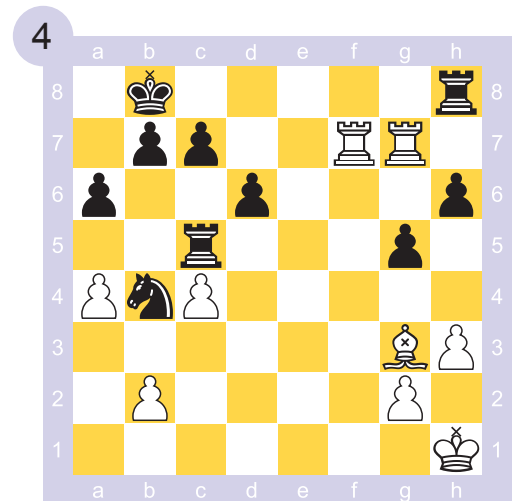
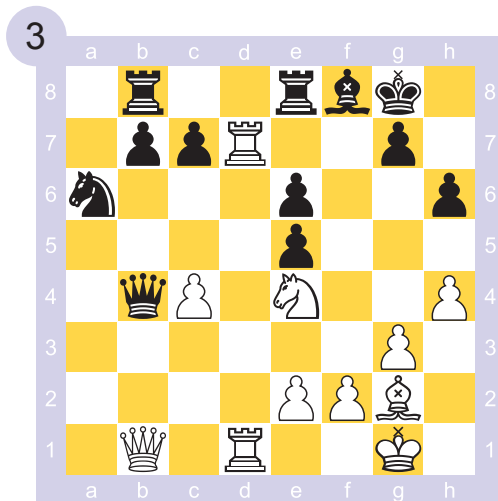
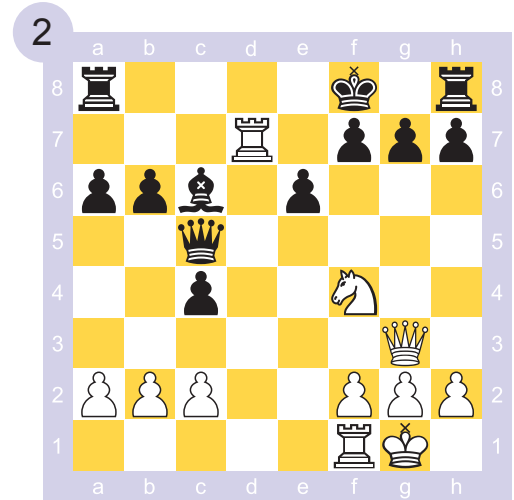
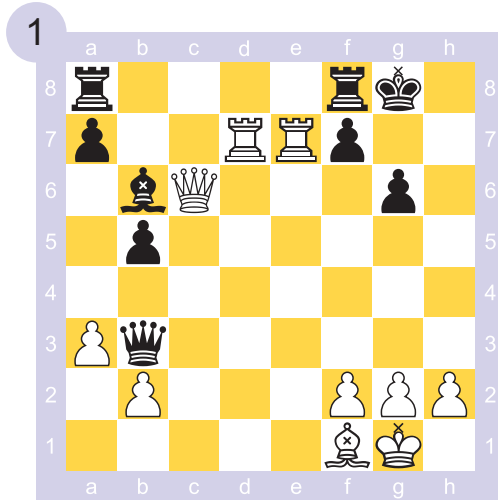
● Rxg2 Rxc5 Bg4+



○ Qc5 R1c1 e4

6

Write down the moves which provoke the opening of the 7th rank.
White to move.



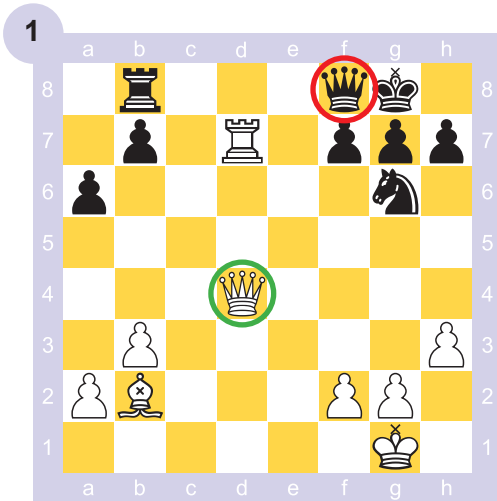


Centralized Queen

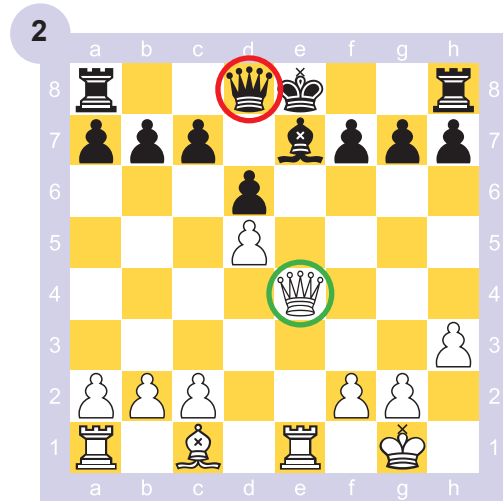
The queen is correctly centralized when it is placed in a square from which it controls many squares of the board and it cannot be threatened by any of his opponent's pieces except the queen.

If the queen is threatened by minor pieces or, at times, by pawns, during the initial phase of the game, developing tempos are gained in this way.

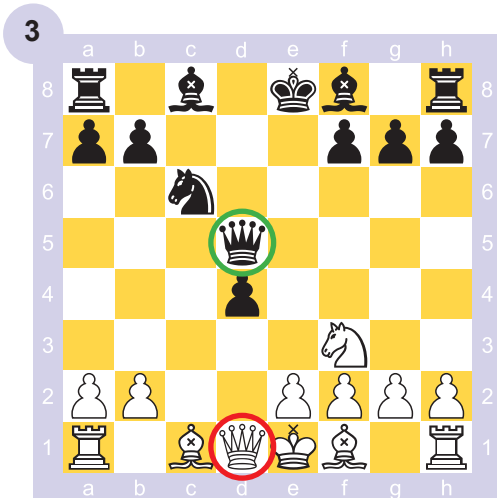
Examples



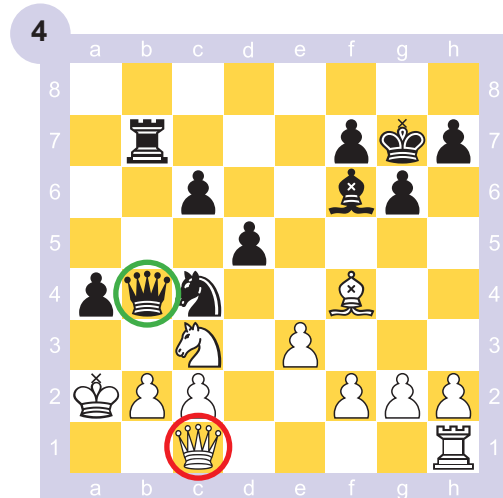
The black queen is enclosed and very passive. On the contrary the white queen is very active and threatens an eventual checkmate in the long diagonal.



The white queen is centralized and black cannot castle without losing the bishop. Besides, the black queen cannot go away because it is defending the bishop.



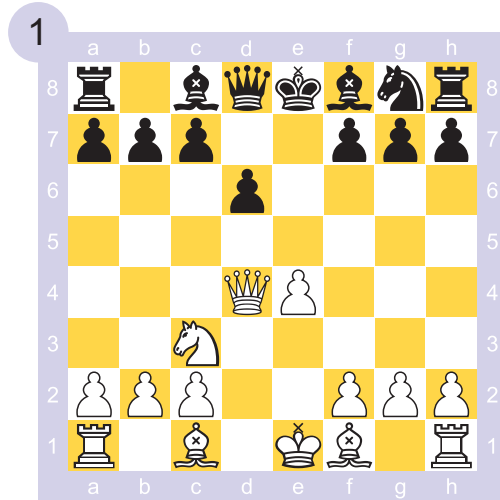
The black queen is well centralized: it controls a lot of squares. Besides, white cannot threaten it either with minor pieces or pawns.



The black queen is very active and it creates many threats. On the contrary, the white queen is passive because it only helps in defending.

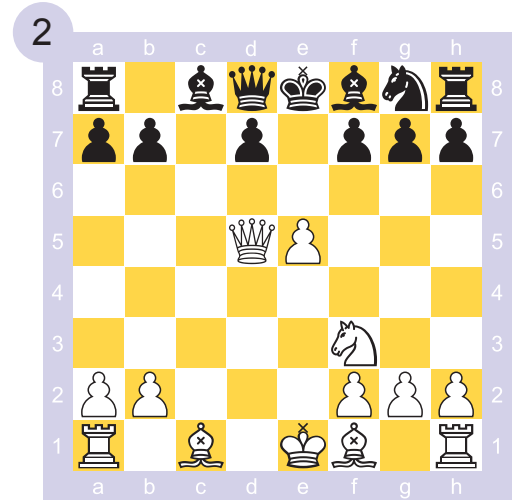
7

Analyze the following positions, circle the centralized or active queen and draw a square around the queen which does not meet those requirements. Point out which player has the better centralized queen.



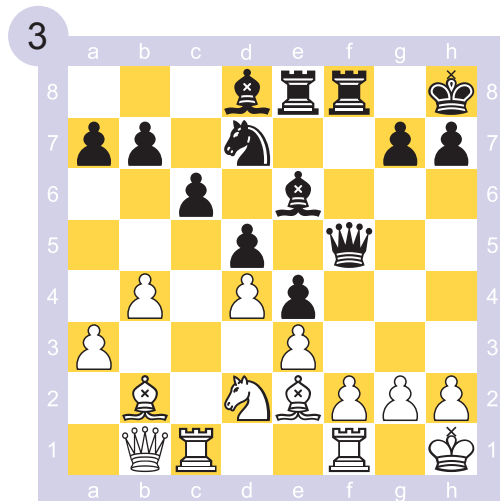
White

Black



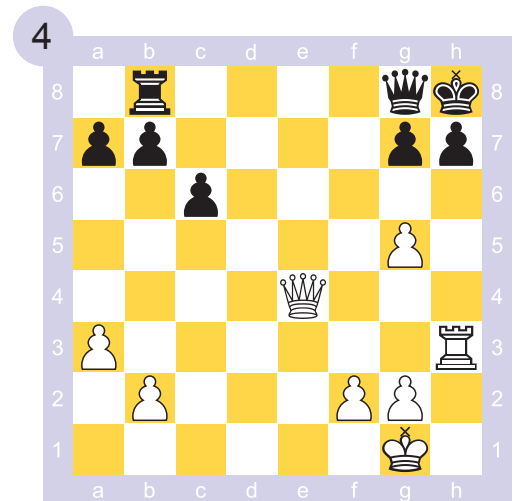
White

Black



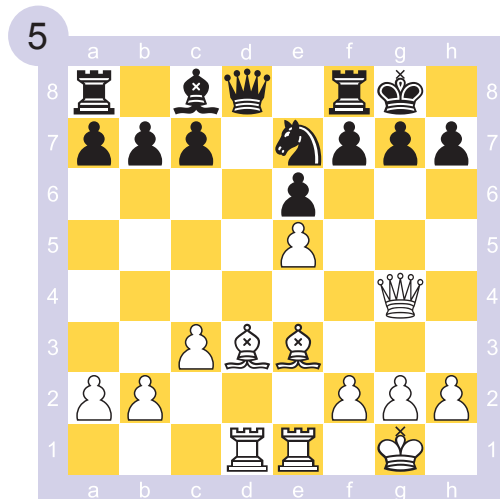
White

Black



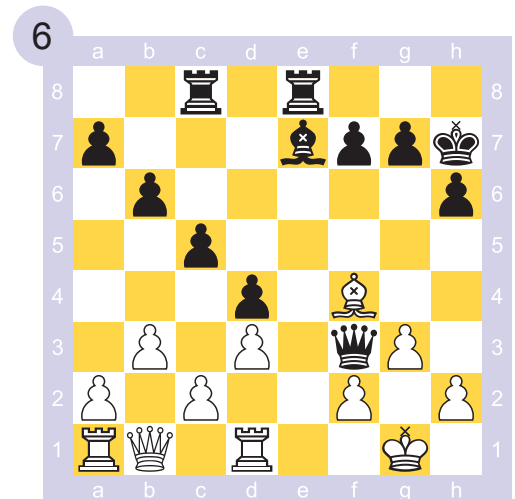
White

Black



White

Black

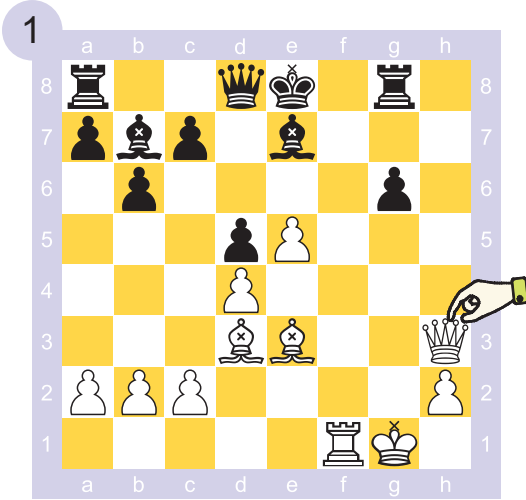


White

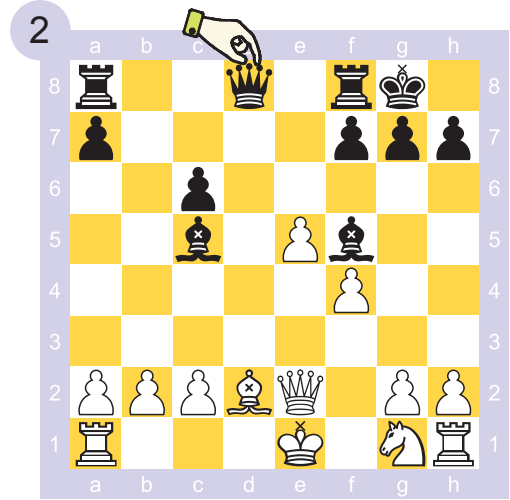
Black

8

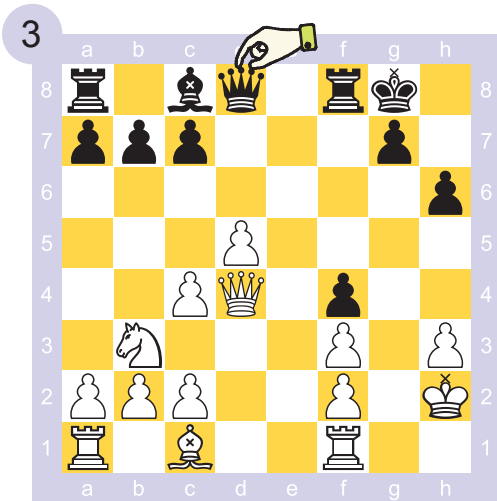
Point out which move you would play to centralize or activate the specified queen.



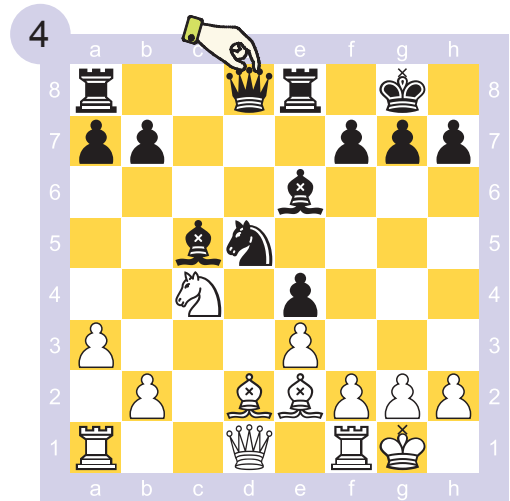
Qg4 Qe6 Qf3



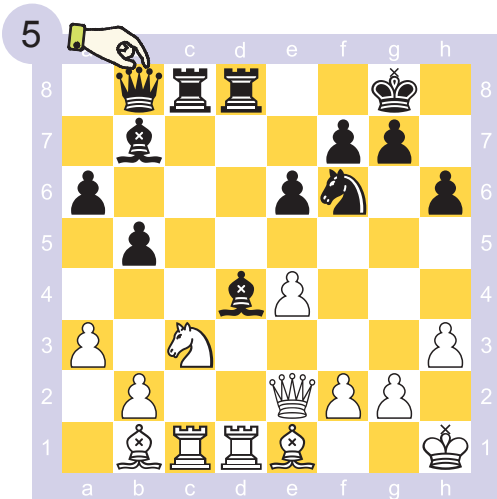
Qe7 Qd4 Qh4+



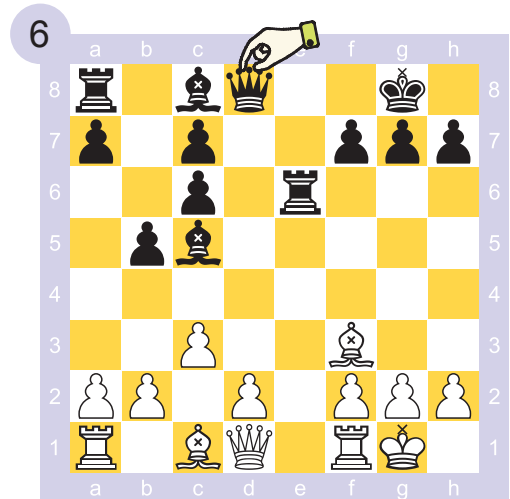
Qd6 Qd7 Qh4



Qg5 Qc7 Qd7



Qd6 Qa7 Qe5



Qh4 Qd3 Qe7