

TIPS FOR THE ATTACK

I. GENERAL THEORY OF THE ATTACK:

- 13.) * If you are ahead in development, seek to castle on opposite wings, so that you can pawn-storm the opponent's castled king without weakening the pawn-cover of your own castled king. Since you are ahead in development, your pawn-storm attack should be **FASTER** than your opponent's pawn-storm attack against your own castled king.

III. CONCESSIONS FOR THE ATTACK:

- 23.) * Be agreeable to isolating your queen pawn in return for increased open lines for your pieces.

When Both Players Have Castled On The Kingside:

- 26.) * Be agreeable to the exchange of your queen knight for the king knight of your opponent.

IV. GENERAL CONDUCT OF THE ATTACK:

- 35.) * When both players are castled on the king-wing, if your opponent "bunches up" his pieces on the queen's wing in pursuit of such small positional goals as attacking your pawns on that wing, it is often best to simply let him go after these pawns- while you continue to build up your attack against his castled king with your pieces, rather than to tie your pieces down to defending your queen wing pawns.

V. RULES CONCERNING THE EXCHANGE OF PIECES:

- 39.) * When the defender offers an equal trade of pieces, the attacker should spend a tempo to step to the side to avoid such a swap if the overall space advantage will remain in his favor after stepping aside. If the space advantage will not remain in his favor after stepping to the side, then the attacker should save time and go ahead and submit to the exchange.

VI. FREQUENTLY OVERLOOKED ATTACKING TRICKS:

Vs. Your opponent's fianchetto of his king bishop when he has castled king-side:

- 50.) * After playing Bh6, you should not rush to play Bxg7, since your opponent's recapture move of Kxg7 often keeps your queen out of h6! If however, your opponent trades bishops at h6, you can retake with your powerful queen on that key defensive square.

- 55.) * Be very hesitant to play an unthinking g3 or h3 if you have the possibility of a KW Rook-

lift along the third rank. (Otherwise your rook will usually be denied access to the g & h files by these pawn moves.)

VII. JUSTIFICATIONS FOR SACRIFICES:

- 62.) * It is sometimes worth the sacrifice of a pawn in order to establish a knight at either Q5 or K5, if the opponent cannot remove it from there for many moves.
- 63.) * It is usually worth the sacrifice of a pawn in order to create a so-called "Monster Bishop". A Monster Bishop is a bishop whose control of a long diagonal cannot be challenged by the opponent. Usually this will involve the swapping off of the attacker's knight for the enemy bishop that otherwise would have opposed the monster bishop.
- 66.) * Vs. a castled king, a minor piece sac. is often justified if the defender's queen is on the opposite wing of the board from the castled king, and cannot quickly transfer back to her king.
- 68.) * Vs. a castled king, an exchange sac. on the defender's KB3 square is often justified if the defender must recapture with his king knight pawn and the attacker's queen can access the KN and KR files.
- 72.) * If both players are castled on opposite wings of the board, it is almost always worth while for the attacker to sacrifice a rook pawn if this opens up a file for the attacker's rook against the defender's castled king that would otherwise have remained closed.
- 73.) * This rule also applies to the sacrifice of a knight pawn for the same kind of attacking benefits described in rule # 72.