

# THE MARTIAN SYSTEM IN CHESS

This system is for beginners in chess, and if it is applied diligently in the games they play, they will soon be very much improved, and theirs will be the joy of beating those who once beat them.

## ***LESSON TWO, ANSWERING HIS THREATS***

By James Hurt  
June 21, 1938

### **Introduction**

In the first lesson I taught you how to discover your opponent's threats. Now, when it is your turn to move, if you can't immediately point out your opponent's last move, then you have failed to profit much from my first lesson. Furthermore, if you have found it too much trouble to cross-examine each of his active men **AT EVERY MOVE**, then I can do nothing for you; you lack something that I cannot supply. But if you have accepted my first lesson, and over-learned the main points, then you are firmly on your way to becoming a good chess player. You will have gained much in self-confidence, for no longer will your opponent startle you by gleefully whisking off one of your men for nothing, or mate you when you didn't even realize that he could check your king.

In this, the second lesson, I am going to teach you the different ways of answering his threats. It would be quite useless to discover his threats, if you neglected to do anything about them. If, in making a good move, the first thing you must do is to look for your opponent's threats, then it naturally follows that the second thing you must do is **DO SOMETHING** about his threats. There are **FIVE** different ways of answering his threats, and you should consider each way, in turn, before deciding on your move, and then choose the way that appears best to you. This is the **SECOND** thing you must do if you wish to make a good move.

Very Sincerely,  
James Hurt  
Chess Champion, State of Washington

*Editor's Note: James Hurt was the Washington State chess champion for the years 1935, 1937-38 and 1941. This article was recently discovered by IM John Donaldson, and scanned and converted by Eric Holcomb.*

## ANSWERING HIS THREATS

There are two kinds of threats: first, threats to check your king; second, threats to capture one of your men.

There are five ways of answering threats:

- first, capturing the man that threatens you;
- second, interposing one of your men in between the two;
- third; moving the man he threatens;
- fourth, protecting the man, or the checking square, that he threatens;
- fifth, neglecting his threat.

You should investigate each one of these five possibilities in turn before you decide on your move; otherwise you may easily overlook your best reply.

## CAPTURING HIS MAN

This is the first thing you look for, as it is a very strong way of answering his threat. It nearly always destroys his threat, and leaves you free. This capture will result in him recapturing your man, so you must watch to see that you do not lose material (trade your queen for one of his N's, B's or R's, or trade one of your N's, B's, or R's for one of his pawns); this is common sense. Knights and bishops are equal, and rooks are worth more than one, but not as much as two, vs. B's or N's. Now for examples.

After the moves:

- |          |         |           |
|----------|---------|-----------|
| 1. P-Q4  | P-Q4    | (d4 d5)   |
| 2. N-KB3 | N-KB3   | (Nf3 Nf6) |
| 3. P-K3  | P-K3    | (e3 e6)   |
| 4. B-Q3  | B-Q3    | (Bd3 Bd6) |
| 5. QN-Q2 | P-QB4   | (Nbd2 c5) |
| 6. P-QB3 | Castles | (c3 o-o)  |
| 7. P-K4  | ...     | (e4 ...)  |

White has a very definite threat to win a man by playing 8. P-K5 (e5), attacking two of black's men, and as they both can't move at once, white will get either a knight or a bishop for his pawn. How is black going to answer this threat? He destroys the threat by capturing thus:

- |         |      |            |
|---------|------|------------|
| 7. ...  | PxKP | (... dxe4) |
| 8. NxKP | ...  | (Nxe4 ...) |

And now black is in no danger of losing a man, but black, remembering lesson one, looks over this hostile knight, and soon he sees that this knight threatens him again. White can play 9. NxQBP (Nxc5), winning a pawn. (Black can see that if he answers this move with 9. --- BxN (Bxc5); 10. PxB (dxc5) and white is ahead a pawn). So to answer white's threat to win a pawn, black destroys the threat by playing:

- |        |     |            |
|--------|-----|------------|
| 8. ... | NxN | (... Nxe4) |
| 9. BxN | ... | (Bxe4 ...) |

And now white has no checks, and no threat to win anything, not even a pawn, so black can continue to develop his men by playing 9. --- QN-Q2 (... Nbd7), and 10. --- N-KB3 (... Nf6), and everything is safe. Black, of course, sees that white can play (after 9. --- QN-Q2 (... Nbd7)) 10. BxQNP (Bxb7), or 10. BxKRP check (Bxh7+), or 10. PxP (dxc5), but he doesn't fear any of these moves, as each one of these pawns is protected. Thus 10. BxQNP?, BxB (Bxb7 Bxb7) and white has lost his bishop for a pawn. 10. BxKRP?, KxB (Bxh7+ Kxh7); 11. N-N5 check (Ng5+!) (Did black see this?) K-N1 (Kg8); 12. Q-R5 (Qh5) (and white threatens mate by 13. Q-R7 check and mate (Qh7++)); what is black to do? He can play 12. --- QxN (... Qxg5), thus destroying the threat, but he will lose his queen for a mere knight, so he looks for other things, and he soon sees his saving move, N-KB3 (Nf6) protecting his KR2 (h7) square, and attacking white's queen, so: 13. --- N-KB3 (... Nf6)! and white has again lost his bishop for a pawn, and black is safe. Back to white's 10th move, he can play 10. PxP, BxP (dxc5 Bxc5); and this has only helped black, as now his bishop is well placed (aiming directly at white's king) – all this to show that black knows his lesson one, and is not overlooking any of white's threats on move ten.

Another example is in the game in lesson one at move fifteen, where black is threatening to play 15. --- N-QB7! (... Nc2) 16. BxN, QxB (Bxc2 Qxc2); and black has white all tied up. White answers this threat by destroying it by capturing, thus: 15. BxN (Bxb4).

Still another example is in this opening: 1. P-K4, P-K4 (e4 e5); 2. N-KB3, N-QB3 (Nf3 Nc6); 3. P-Q4 (d4) - and white has two strong threats, either winning a pawn by 4. PxP (dxe5) or playing 4. P-Q5 (d5). Black simply destroys both these threats by playing 3. --- PxP (... exd4); 4. NxP, N-KB3! (Nxd4 Nf6!), attacking white! The great advantage of answering a threat by capturing his man is that it destroys the threat, and leaves you free to attack him. However, this way of answering his threats is not possible in most instances, so we will consider other ways.

## INTERPOSING YOUR MAN

This is very useful sometimes, and it can get you in to a lot of trouble at other times. First, you must realize that once you interpose a man, you must not remove him, for then you would be under his threat again. That is the most important thing to remember. Second, he can capture the man that you interpose. This means that you should interpose weak men, well protected, or that you should interpose only when this will do away with his threat. You can see now why pawns are ideal for interposing. Now for examples.

After the moves:

1. P-Q4      P-Q4      (d4 d5)
2. N-KB3      N-KB3      (Nf3 Nf6)
3. P-K3      P-K3      (e3 e6)
4. B-QN5 check?      (Bb5+?)

and now black interposes a pawn, first, because it is well protected by the pawn at QN2 (b7), and so immune to capture, and second because it can easily be left there the rest of the game - also, it threatens white! Therefore black plays 4. --- P-QB3! (... c6!). Notice that 4. --- N-QB3 (... Nc6) by black would be bad, because of 5. N-K5! (Ne5!) and white

threatens 6. NxN, QNPxN (Nxc6 bxc6); 7. BxP check (Bxc6+), and 8. BxR (Bxa8), and white is away ahead in material. All this because black interposed wrongly.

*Editor's note: Actually, black would be fine after 5. ... Bd7, but you get the idea!*

Knights are very poor men to interpose with, as they cannot move away, and they do not threaten. Thus after

1. P-Q4      P-Q4      (d4 d5)
2. P-QB4!    P-K3      (c4 e6)

No, black cannot win a pawn here by 2. --- PxP (... dxc4) because of 3. Q-R4 check (Qa4+), B-Q2! (Bd7!) (or Q-Q2! (Qd7) – notice black threatens white in both cases) 4. QxQBP (Qxc4), and white has lost no pawn.

Back again:

1. P-Q4      P-Q4      (d4 d5)
2. P-QB4      P-K3      (c4 e6)
3. N-KB3      B-QN5 check    (Nf3 Bb4+)
4. B-Q2!      ...      (Bd2! ...)

Do you see that this is a good move, because it threatens black, and gives him no time to strengthen his threat by other moves? For instance, say white had played instead 4. N-QB3 (Nc3), then this N would have to stay there, tied down, and open to attack; but after 4. B-Q2 (Bd2), white threatens 5. BxB (Bxb4) so black must answer white's threat now. His best way would be 4. --- BxB check (... Bxd2+) (destroying white's threat by capturing); 5. QxB (Qxd2) and white stands well. Are you beginning to see the value of interposing with bishops, and with pawns?

An example from actual play. White was A. Dake, member of U.S. chess team. Black was J. Hurt. Time: 1935, December.

1. P-Q4      P-Q4      (d4 d5)
2. P-QB4      N-KB3?    (c4 Nf6?)
3. PxP!      NxP      (cxd5! Nxd5)
4. P-K4!      N-KB3    (e4! Nf6)
5. B-Q3      B-N5      (Bd3 Bg4)
6. P-KB3!    B-KR4    (f3! Bh5)

Notice how white killed my fifth move by merely interposing a pawn! Also, white set a little trap on move five. Do you see that I might have played 5. --- QxP?? (... Qxd4??), which looks like it wins a pawn, BUT! 6. B-QN5 CHECK! (Bb5+!) and I lose my queen! 5. B-Q3 (Bd3) also incidentally protects his king pawn.

*Editor's note: This "little trap" is common in queen's pawn games (sometimes with Bxh7+ if black has castled)!*

Still another example from actual play. This comes from the Washington State chess championship tournament, 1937 (so did the game in lesson one), and in this game, Dightman, playing the black men, tries to trick Enochson (lesson one), but Enochson is awake! Dightman won the brilliancy prize, but not with this game.

1. P-K4      N-KB3    (e4 Nf6)      *The Alekhine Defense!*

(Dightman plays to attack white immediately, but the game cannot be won so quickly);

2. N-QB3      P-Q4      (Nc3 d5)      *The Scandinavian Variation!*

(More attack! But now Enochson's blood is up, and he decides to do a little attacking himself); so:

3. P-K5      P-Q5      (e5 d4)

(Answering white's threat by method five, that is, neglecting it, and attacking white instead);

4. PxN      PxN      (exf6 dxc3)

5. NPxP      KNPxP      (bxc3 gxf6)

White didn't care to win a pawn by 5. PxKNP, BxP (fxg7 Bxg7); 6. NPxP (bxc3) because black would have his KB aimed right down the middle of the board, and white's men would all still be at home, and it would still be black's move.

6. P-Q4      P-K4      (d4 e5) (both pawns are safe)

7. B-QB4      Q-K2      (Bc4 Qe7)

Now black threatens to play 8. --- PxP check (... exd4+), winning a pawn or two. White answers it by interposing his knight at K2, but he is going to castle, so the knight won't be tied down!!

8. N-K2      PxP      (Ne2 exd4)

9. Castles      B-KN5?      (o-o Bg4)

Black continues to attack, but white has his king safe now, and he is getting his men into action too. White answers this last threat of black's by interposing a pawn, and then Black tries his brilliancy

10. P-KB3!      PxP?      (f3! dxc3?)

Black is desperate; if he retreats his bishop, white simply plays 11. NxP (Nxd4), and then 12. R-K1 (Re1) and black is going to be in serious trouble. (*Note: Why not 10. ... Be6 ?*)

11. PxB      Q-B4 check!      (fxg4 Qc5+!)

This is the move that black relied on. Black is two pawns ahead, and now his last move is a double threat: he attacks the king, which must now get out of check, and then he can capture white's bishop, and thus regain the man he has just lost. Dightman is clever, but now let's see if Enochson can find the right reply. White must answer black's threat. He can't capture, he can't neglect it; he must get out of check. He can move his king. BUT! We have said that in answering a threat we should consider each possibility, so what about trying the very thing that we are talking about in this chapter!! White can stop the check by playing 12. B-K3 (Be3), but this would lose him for nothing. How else can white interpose?? HIS QUEEN! And the game is won!!

12. Q-Q4!!      QxQ ch      (Qd4 Qxd4+) – exasperation!

13. NxQ      ...      (Nxd4 ...)

It was protected, you see, and so white stopped the check on his king, and saved his king bishop all in that INTERPOSING MOVE, Q-Q4 (Qd4). White, being a man ahead, won the game without much trouble. Interposing is one of the main methods of answering threats, but you see that it must be done carefully, and with protected pawns, and bishops, but usually not with knights.

## MOVING YOUR MAN

This is often a necessity, thus he attacks one of your strong men with one of his weaklings, you must move your man or he captures. That is why pawns are often very strong; they attack your knights or bishops, etc., and the only thing you can do is retreat gracefully, and try to find a better square for your man. This is sometimes the only way of getting out of check, and of course you do not want to move your king before you castle, as then you can't castle, and your king is caught out in the rain. From this it should be clear that moving a man out of danger is usually defensive, and shows that you are in pretty serious danger. This is not always true, however, as you can often move your man to a good square, and thus profit from your retreat. However, bear in mind that this usually means that you had better be careful and watch very closely for his other threats. Naturally, in moving your man you should try to threaten him, but even this should be done carefully. Remember that moving a man is usually a last resort, so try other things first!

Here is a game that will help make these things clear. It was played in San Francisco on Dec. 22, 1937.

White: J. Hurt

Black: W.H. Smith.

Mr. Smith is considered a pretty good player, and he is one of my good friends. I played Colle system on him, and he wasn't as careful as he might have been.

- |          |       |            |
|----------|-------|------------|
| 1. P-Q4  | P-Q4  | (d4 d5)    |
| 2. N-KB3 | N-KB3 | (Nf3 Nf6)  |
| 3. P-K3  | P-QB4 | (e3 c5)    |
| 4. P-B3  | P-K3  | (c3 e6)    |
| 5. B-Q3  | N-QB3 | (Bd3 Nc6)  |
| 6. QN-Q2 | Q-B2  | (Nbd2 Qc7) |

So far we have been getting our men developed, but now white plays P-K4 (e4), opening up the game (Colle's idea), and this usually gives white good chances. Here Mr. Smith uses method one, and trades off nearly everything in sight, and this naturally does away with numerous threats that I might develop.

- |          |      |             |
|----------|------|-------------|
| 7. P-K4! | PxQP | (e4! cxd4)  |
| 8. NxP   | NxN  | (Nxd4 Nxd4) |
| 9. PxN   | PxP  | (cxd4 dxe4) |
| 10. NxP  | NxN  | (Nxe4 Nxe4) |
| 11. BxN  | ...  | (Bxe4 ...)  |

The game goes on without the cavalry. The threats now will be very simple, and easy to see. Black could now trade off some more men by playing 11. --- B-QN5 ch (Bb4+); 12. B-Q2, Q-QR4 (Bd2 Qa4); 13. BxB, QxB check (Bxb4 Qxb4+); 14. Q-Q2, QxQ check (Qd2 Qxd2+); 15. KxQ (Kxd2) and this would leave everything even, but black has satisfied his sadistic tendencies, and now he contents himself with a simple move that prevents me from castling. He plays:

- |         |      |           |
|---------|------|-----------|
| 11. ... | B-Q3 | (... Bd6) |
|---------|------|-----------|

This is a threat, which I simply neglect, as 12. --- BxP (... Bxh2) would win a pawn, but it would be hard to keep, with my rook free, and the bishop in danger of being trapped by P-KN3 (g3). He is keeping me from castling, for then he could play BxP check (Bxh2+). I decided to let that ride, and not ruin my castling position by playing any of my pawns to stop his threat (P-KN3 (g3), P-KR3 (h3)). I do not want him to continually have the threat of checking my king before I castle, so I interpose my bishop:

- 12. B-Q2      B-Q2      (Bd2 Bd7)
- 13. QR-QB1   Q-QN3      (Rc1 Qb6) (Moving)
- 14. B-QB3      ...      (Bc3 ...)

He was threatening, with his queen, to capture either my QP or my QNP, but my last move protects both pawns. Naturally my queen rook was moved onto the open line. He is afraid to castle as his king would have no knight at KB3 (f6) to protect it, and I could play Q-R5 (Qh5) threatening mate. If he castled, and he would be in trouble, so he plays:

- 14. ...      QR-QB1      (... Rc8)

I could castle now, but I sense that I have a little lead on him, so out goes my queen on some petty threats, but he may go wrong.

- 15. Q-KN4      P-KN3      (Qg4 g6) (... R-KN1 (... Rg8) is best)

*Editor's note: According to the all-calculating computer, 15. ... o-o (threatening 16. ... f5!) is actually good for black; the position should be defensible! But it doesn't look good to a human!!*

- 16. Q-KB3      B-QB3      (Qf3 Bc6)

My first move threatened his KNP, and my second move threatened his QNP. He has answered both threats; the first threat he answered by moving (this weakened his KB3 and KR3 (f6 and h6); now I can move onto these squares). The second threat he did better, he interposed, threatening me.

- 17. Q-KB6!      ...      (Qf6! ...)

Here I neglected his threat of BxB (Bxe4), and instead I threatened him.

- 17. ...      R-KN1      (... Rg8)      (After all!)
- 18. P-Q5      ...      (d5 ...)

He threatened BxB (Bxe4) again, so I interposed my pawn.

- 18. ...      BxP      (... Bxd5)      *Note: black could have played Be7!*

If he plays 18. --- PxP (... exd5); 19. QxB!, PxB (Qxd6 dxe4); 20. Q-K5 check!! (Qe5+!!) and his king is in serious trouble thus 20. --- K-Q1 (... Kd8); 21. B-KN5 ch (Bg5+, an impossible move!, but the immediate Rd1+ is winning, as is Ba5), K-Q2 (... Kd7); 22. R-Q1 ch (Rd1+) and wins easily as black must play 22. --- B-Q4 (... Bd5); 23 RxB ch, K-B3 (Rxd5+ Kc6) and white can win by R-Q6 ch (Rd6+) and RxQ (Rxb6) or try for mate by castles, and KR-QB1 ch! (Rc1+!). If 20. --- K-Q2 (Kd7) then R-Q1 check (Rd1+) as before, winning. Black's best move is 20. K-KB1 (Kf8), but after 21. B-Q2 (Bd2) with the terrible threat of B-KR6 ch (Bh6+), and black is again due to lose. So –

- 18. ---      BxP      (... Bxd5)
- 19. BxB      PxP      (Bxd5 exd5)
- 20. K-Q2!?      ...      (Kd2!? ...)

What ho! White didn't castle because black would play 20. --- BxPch (Bxh2+); and 21. -- - QxQ (... Qxf6) winning my queen and the game. *Editor's note: Not exactly ... white's Bc3 defends the queen! Apparently James was confused about the location of the bishop.* White now threatens KR-K1 (Rfe1) check, and black may soon be in trouble. However, white has his king very much in the open, and the whole thing is very risky.

20. ... B-K2?? (... Be7??) *Much better is something like Kf8 or Bc5.*

This looks very strong, attacking my queen, but it is really the move that loses the game for him. From now on everything is planned, and black can only sit and watch. The game is really over.

21. KR-K1!! ... (Rhe1!! ...)

This threatens 22. QxB mate (Qxe7++). How can he answer this threat? He can't neglect it, he can't interpose; he can't move his Bishop; so that leaves two things: first capturing, second protecting. If he captures, and plays 21. --- QxQ (... Qxf6); then 22. BxQ (Bxf6), and he MUST lose his bishop, as I am attacking it twice, and he is protecting it only once. Now we see the value of white's king on Q2 (d2). If this king were castled and at KN1 (g1), then black could escape by 21. --- QxQ (... Qxf6); 22. BxQ, RxR! (Bxf6 Rxc1!); 23. RxR, BxB (Rxc1 Bxf6) and black is a man ahead, and would win!! But with the white king at Q2 (d2) everything is changed, and after 21. --- QxQ (... Qxf6); 22. BxQ, RxR (Bxf6 Rxc1); 23. KxR! (Kxc1!) and 24. RxB! (Rxe7!) and white is the one that is a man ahead, and he wins. So black cannot capture, and he must protect. If he plays Q-QB2 (Qc7) for his 21st move, white wins by playing 22. RxB ch, QxR (Rxe7+ Qxe7); 23. R-K1 (Re1) winning the queen and the game – notice again that if white's king were at KN1 (g1) instead of Q2 (d2) that this would not be possible. Black has only one move left. He plays:

21. --- R-QB2 (... Rc7) (stopping the mate)

22. QxQ PxQ (Qxb6 axb6)

23. B-KB6! Black resigns (Bf6 Resigns)

*Editor's note: Not 23. Bb4, because black would be able to save his bishop (after 23. ... Kd8) by threatening Bxb4+.*

Why (did black resign)? Simply because he must lose his bishop. White threatens 24. RxR (Rxc7) and 25. KRxB (Rxe7); black can't stop these threats. Thus 23. --- RxR (... Rxc1); 24 KxR! (Kxc1!), any move; 25. RxB (Rxe7) winning easily. Or if black plays 23. --- K-Q1 or Q2 (Kd8 or Kd7); 24. RxR, KxR (Rxc7 Kxc7); 25. RxB (Rxe7) winning. Or if he plays 23. --- R-Q2 (Rd7); 24. R-QB8 check (Rc8+), R-Q1 (Rd8); 25. RxB ch, K-B1 (Rxe7+ Kf8); 26. RxR mate (Rxd8++). If black moves his rook to QB3 (c6), QB4 (c5) or QB5 (c4), then white simply plays RxB check (Rxe7+), winning!

**NOTICE THAT WHITE WON BY OCCUPYING BLACK'S KB3 (f6) WITH HIS QUEEN AND LATER HIS BISHOP – ALL THIS BECAUSE BLACK PLAYED P-KN3 (g6) MOVING HIS KN PAWN, INSTEAD OF PROTECTING IT!!** If he had left it at KN2 (g7) it would have kept my queen and bishop away from his KB3 (f6).

## PROTECTING - THE DEFENSIVE METHOD

This method is used quite often – first, to protect one of your men; second, to protect one of your squares. Concerning the first reason – In this case he may capture your man, so you should be sure that your man is weaker than any man of his that is attacking it, otherwise he can gain material by trading. As an example, if he attacks your queen with his rook, bishop, or knight, then it would be wrong to protect your queen. The same applies when he attacks any of your men with his weaklings (pawns). Another thing to watch for is this: he is attacking your man with two of his men, then you must protect your man twice, or he will come out ahead if he trades. Now for an example:

1. P-K4      P-K4      (e4 e5)
2. N-KB3      N-QB3      (Nf3 Nc6)
3. B-QN5      P-Q3      (Bb5 d6)      *Ruy Lopez, Old Steinitz Defense!*
4. P-Q4      PxP      (d4 exd4)
5. NxP      ...      (Nxd4 ...)

If you look this position over carefully, in accordance with lesson one, what are white's threats? We will take this opening move by move.

1. P-K4      P-K4      (e4 e5)
2. N-KB3      ...      (Nf3 ...)

Black can see that white is threatening NxKP (Nxe5), so he protects his KP.

2. ...      N-QB3      (... Nc6)
3. B-QN5      ...      (Bb5 ...)

Black protected his KP with his QN, and now white's last move is another threat: white threatens BxN (Bxc6) but black has this knight well protected with his QNP and QP, BUT this Knight is protecting his KP, so naturally if white trades it off, then black will not have any protection for his KP, so:

3. ...      P-Q3      (... d6)

and black's KP is quite safe; however, notice now that black cannot move his QN, it is PINNED by white's bishop, and if it moved this white bishop would be checking the king.

4. P-Q4      PxP      (d4 exd4)

White attacked the KP once more, and black was glad to trade it off, as this DID AWAY WITH WHITE'S THREAT.

5. NxP      ...      (Nxd4 ...)

As the black knight on QB3 (c6) cannot move; it was perfectly safe for white to play 5. QxP (Qxd4), but white chose the knight, as now he is threatening to capture black's knight TWICE, with his bishop and his knight. Notice that black is protecting his knight with only one thing, his QNP. So white is threatening 6. NxN, PxN (Nxc6 bxc6); 7. BxP check! (Bxc6+!) and 8. BxR (Bxa8) and white will be material ahead. Notice that white captured first with his knight, so that he would have his bishop left to make the final capture.

So this is white's threat, and now what is black to do? He can't capture, he can't interpose, and he can't move his knight, so it follows that he must protect his knight once more: so he plays:

5. ... B-Q2! (... Bd7)

White wants to keep his threats, so he doesn't destroy them by capturing; black wants to destroy white's threats, so he does want to capture.

6. Castles NxN (o-o Nxd4)

7. BxB ch ... (Bxd7+ ...)

White must do this first, as black was threatening to play 7. --- BxB (... Bxb5). White knows his lesson one, so he looked for ALL black's threats; if he hadn't, he might not have seen that black's bishop was threatening to capture white's bishop. White uses method one here, as it destroys the threat, and still leaves him with the move, so now he can recapture the knight.

7. ... QxB (... Qxd7)

8. QxN N-KB3 (Qxd4 Nf6)

9. B-KN5 ... (Bg5 ...)

Now white has another threat, he threatens 10. BxN, PxN (Bxf6 gxf6); 11. QxKBP (Qxf6), winning a pawn. Black must answer this threat. Here he can move the knight, but that would be bad, because the knight has no place to go. (If the knight moves, he will be attacked by white and chased home.) He can't interpose, and he can't capture white's bishop, so he must protect; he plays:

9. ... B-K2 (... Be7)

10. N-QB3 Castles (Nc3 o-o)

11. N-Q5 ... (Nd5 ...) *Forcing too many captures?*

Again white threatens. He has three men attacking black's knight, and black has only two men protecting his knight, so again he must answer the threat. Black looks for ways of answering this threat, and he sees that he can capture, thus destroying the threat for good, and it will still be his move, so he plays:

11. ... NxN (... Nxd5)

12. QxN ... (Qxd5 ...)

Not 12. BxB?, NxN (Bxe7? Nxe7) and black is a man ahead. White answers black's threat of BxB (Bxg5) by protecting his bishop.

12. ... BxB (... Bxg5)

13. QxB ... (Qxg5 ...)

Now black has destroyed all of white's threats, and he hasn't lost any material, and it is his move, and he looks for ways to attack white. He sees that white has no protection for his KP, or his QBP, so he plays:

13. ... Q-QB3 (... Qc6)

attacking both these pawns, and he will later play his rooks onto the king file (R-K1 (Re8), R-K4 (Re5) etc.), and he has a very good game.

The important thing to notice in this example is that black used his bishop to protect his knights, when white attacked them by the usual moves of B-N5 (Bb5 or Bg5). Then he could move his knight, attacking white's bishop, thus destroying the threats very quickly. Also, black was careful to destroy white's threats just as soon as he could. Black was careful not to waste time making pawn moves, as it is only necessary to move two pawns to get the two bishops out, and other pawn moves only weaken the pawns. Remember

this, and see if it isn't true in the games you play. In protecting men, we use pawns, if possible, as to use a queen to protect a knight, instead of a pawn, or a bishop, would mean that you couldn't use your queen for anything else. Always remember that if one of your men is protecting another man, then your first man must not move, else he will leave your other man unprotected.

In the game we have just left, white could continue to attack, thus, after:

- |            |       |           |
|------------|-------|-----------|
| 13. ...    | Q-QB3 | (... Qc6) |
| 14. P-KB4  | QxKP  | (f4 Qxe4) |
| 15. P-KB5  | QxQBP | (f5 Qxc2) |
| 16. P-KB6! | ...   | (f6 ...)  |

This is a terrible threat!! White threatens 17. QxNP MATE (Qxg7++). How is black to answer this threat? His king cannot run, as he is caught by his KR. So he must face the threat. He can't capture (PxP (gxf6) is impossible), but he can move his KNP (g6), thus interposing it between white's queen and the mating square, but white plays 17. Q-R6!! (Qh6!!), and this time there is no answer. But all along black saw that his queen was on the right diagonal, and now he can protect the mating square (his KN2 (g7)) with his queen by:

- |         |       |  |
|---------|-------|--|
| 16. ... | Q-KN3 | (... Qg6), thus saving the game. (... Qc5+ <i>also works</i> ) |
|---------|-------|--|

This illustrates the idea of protecting your weak squares. You should be on guard, especially around your king, to protect any square that is weak. Most players are never aware that any of their squares are weak! In my game with W.H. Smith, he made his KB3 (f6) square weak by playing P-KN3 (g6), and then he didn't protect this weak square, and soon I was occupying his weak square!! Naturally it is best to protect your weak squares with pawns. This is the main reason you shouldn't advance your pawns, because it usually leaves weak squares. This is especially true of the pawns in front of your castled king. Remember this idea of WEAK SQUARES, it is very important. In our next lesson we will take up the fifth way to answer threats. We have gone in pretty deep in this lesson, and I hope that you have had the patience to study it carefully. Try to get the general idea of each of these four ways of answering threats. Good luck!