

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 THREE, ANSWERING HIS THREATS (Continued)

By James Hurt
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Introduction

In Lesson One we said that the first thing to do in making a good move was to LOOK FOR ALL OF HIS THREATS. We explained that the only way to do this was to cross-examine each of his men in turn, and to pay special attention to his LAST move.

In Lesson Two we said that the second thing to do in making a good move was to CONSIDER EACH OF THE FIVE WAYS OF ANSWERING HIS THREATS, AND THEN USE THE WAY THAT SEEMED BEST TO YOU.

We explained four of the five methods of answering threats, and said that the best way was the way that either destroyed the threat, or THREATENED him.

In Lesson Three we are going to consider the last of the five ways of answering his threats. This method is to NEGLECT HIS THREAT, and although it is the most difficult answer to make, it wins more games, when used right, than all the others combined. This last method is used in two cases: first, when his threat can do you no real harm; second when you can threaten him with a far more serious threat than the threat that he is threatening you with. Both cases must be very carefully investigated, for a mistake here may easily lose the game.

However, as we said before, this method of answering his threats wins more games than all the other methods combined. We will now consider this method.

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 (and the two previously published articles in the series) were recently discovered by IM John Donaldson, and scanned and converted by Northwest Chess Business Manager Eric Holcomb. Eric's notations appear in italics.

ANSWERING HIS THREATS

Before starting in on this last method of answering his threats, I will explain to you the DOUBLE-THREAT. A double-threat is two threats at once, and the men that are best able to double threat are the queen and the knight. Sometimes a bishop or a pawn can double threat, but this is rare. The queen can double threat because of her great ability to move in every direction. The knight can also move in every direction. Now for a few examples.

You are probably familiar with the attack of the QN on QB7 (c2 or c7), where it checks the king, and attacks the QR – this is a double attack, a double threat.

1. P-K4 P-K4 (e4 e5)
2. N-QB3 Q-KB3 (Nc3 Qf6)
3. N-Q5! Q-QB3 (Nd5! Qc6) – Black must protect his QB2 (c7)!!
4. N-KB3 P-Q3 (Nf3 d6)

Black answers white's last threat on black's KP by protecting it, but now white sees that black's king and queen are both on the same diagonal, and he (white) begins to figure out some way of taking advantage of this position. He sees that his KB can play to QN5 (b5) where it would attack black's queen, and also black's king, but that this cannot be done yet because black would simply capture the bishop. BUT! Black's queen is already busy protecting his QB2 (c7)! The black queen cannot protect both squares at once! So white sees that he can lure black's queen away from protecting his QB2 (c7), and then white can capture (with his knight) the pawn on black's QB2 (c7), checking the king, and attacking the QR and also black's Queen!! So ...

5. B-QN5! QxB (Bb5! Qxb5)

Black HAD to capture the bishop whether he wanted to or not, as he couldn't move his queen away (it was PINNED!) and if he left it there, then white would capture his queen anyway.

6. NxQBP check! K-Q1 (Nxc7+! Kd8)
7. NxQ ... (Nxb5 ...) and white wins.

This was a case of a double threat, really a triple threat, and it shows the power of the knight. Now one with the queen and the bishop. This game was played in the 1936 Washington State Tournament.

White: J. Hurt

Black: H. Ishida

1. P-K4 P-K4 (e4 e5)
2. N-KB3 N-QB3 (Nf3 Nc6)
3. B-QN5 P-QR3 (Bb5 a6) *The Ruy Lopez!*

Now if 4. BxN, QPxB (Bxc6, dxc6), 5. NxKP, Q-KN4! (Nxe5, Qg5!) and black's queen has a double threat: she threatens to capture white's knight or white's KNP (g2 pawn),

thus regaining the pawn he has just lost, and also white may soon have trouble with his king. (5. ... *Qd4* is also effective.) White, knowing of this, plays

4. B-QR4 N-B3 (Ba4 Nf6)
5. Castles ... (o-o ...)

White disregards black's threat of NxKP (Nxe4), as he can get it back by playing R-K1 (Re1), and black's king might get in trouble, so black plays

5. ... B-K2 (... Be7)
6. P-Q4 P-QN4 (d4 b5) driving the bishop away.
7. B-N3 NxQP? (Bb3 Nxd4?)

A mistake on black's part, he doesn't look for the threats that white will have after he recaptures on his next move.

8. NxN PxN (Nxd4 exd4)

Now here black figured that white would play 9. QxP?, P-QB4! (Qxd4? c5!) and after white's queen moves out of danger, black would play P-QB5 (c4) trapping white's KB, and thus winning a man, but the only thing wrong with this is that white doesn't have to capture the pawn, instead he plays

9. P-K5!! ... (e5!! ...)

White threatens! Black has only one reply; he must move his knight or lose it. There are only two places that the knight can move to: KN1 (g8) or K5 (e4). White's Queen and KB are both ready to attack black in either case. Thus N-K5 (Ne4) is met by B-Q5! (Bd5!), a double threat, or N-KN1 (Ng8) is met by 10. Q-KB3! (Qf3!), a double threat, threatening both QxKBP (Qxf7) mate, and also QxR (Qxa8). Note that both these winning moves by white are due to black ADVANCING HIS QNP (b pawn)! How black must wish his QNP were back home at QN2 (b7) where it belongs. Black played:

9. ... N-K5 (... Ne4)
10. B-Q5! P-QB3 (Bd5! c6)
11. BxN ... (Bxe4 ...) and white won, as he is a man ahead.

Another example, and we will leave double threats to go on with our lesson:

1. P-Q4 P-Q4 (d4 d5)
2. N-KB3 N-KB3 (Nf3 Nf6)
3. P-K3 B-KB4 (e3 Bf5)
4. B-Q3 P-K3 (Bd3 e6) protecting his bishop
5. BxB PxB (Bxf5 exf5)
6. Q-Q3 ... (Qd3 ...)

White's last move is a DOUBLE THREAT, as it threatens 7. QxP (Qxf5), and 7. Q-N5 check (Qb5+). If black protects his pawn with P-KN3 (g6), then white plays 7. Q-N5 check (Qb5+), and this move is also a DOUBLE THREAT, as it threatens to capture black's king, and also to capture black's QNP (b7 pawn)! Black, seeing that white's 6. Q-

Q3 (Qd3) is a double threat, attacking his KBP (at KB4 (f5)), and his QNP (after the check), answers it by protecting both these pawns with one move with his Queen, thus

6. ... Q-QB1 (... Qc8)

Black doesn't fear the check now, as he can easily interpose a pawn with P-QB3 (c6) and the white queen will have to retreat. From this you will see that double threats are quite important, and you must be continually on your guard, looking for any possible double-threats your opponent may have. Also you should look for any possible double threats that any of your men may have!

The last way of answering his threats is to NEGLECT HIS THREATS. There are two cases when you can neglect his threats:

- First, when his threat can do you no real harm (in the above example black neglected white's threat of 7. Q-QN5 check (Qb5+), as he saw that it would do him no real harm, once his QNP (b7 pawn) was protected).
- Second, when you can threaten him with a threat that is as strong, or stronger, than his threat on you.

In the first case, if he threatens a check, and you see that you can easily interpose a pawn, and that his check isn't a DOUBLE THREAT, then you simply neglect the threat. Or he threatens to capture one of your men with one of his men, and the men are of the same value, then if your man is well protected, then you can neglect (disregard) his threat. This is just good common sense.

In the second case everything is different. He threatens you, you have looked over all the ways you might be able to answer his threat, and now you must do something about his threat. You have discovered his threat, you have figured out the different ways you can answer his threat, now, the final thing you must do before making your move is to SEE WHAT YOU CAN DO TO HIM, AND SEE WHAT YOU CAN THREATEN TO DO TO HIM. If you can't do anything to him, and see no way of threatening him with a stronger threat than the one he is threatening you with, then you must carefully answer his threat with one of the first four methods.

BUT before you do this, you must look very hard for the ways you can threaten him. You look for checks – can you check him – you investigate the check THOROUGHLY, if there is one. You look for UNPROTECTED MEN – are any of his men unprotected? Can you attack these unprotected men? You look for possible DOUBLE THREATS that you may be able to get on him. You pay special attention to any of the men that you have out in the middle of the board, seeing just what each one of your men can do in the way of attacking his men or his king. If you do this, and do it thoroughly, you will often find that you can threaten him with a threat far more serious than the threat that he is threatening you with. The chances that he won't see your threat against him are pretty big, as he is interested too much in the threat he has on you, and also, if you neglect his threat, he may very well think that you have not seen his threat, and he will go right ahead and capture your pawn, or whatever he threatens, and then you, with your more powerful threat, checkmate him, or capture one of his very important men, and he, poor soul, loses the game at the very moment when he thought he was going to win it!! Naturally you must be on guard for the ways he can answer your threats. You must LOOK FOR HIS

ANSWERS TO THE THREAT YOU ARE GOING TO ATTACK HIM WITH, for your threat may turn into a boomerang, and cause you to lose the game immediately.

Here is a game illustrating this NEGLECTING HIS THREAT idea. We will skip over a discussion of the first few moves, as it is the final position that we are interested in. This game was played back in 1923 in Margate, England, between two amateurs. E. Colle was one of the best players at discovering ways of threatening his opponent that we have ever had.

White: G.C.A. Oskam

Black: E. Colle

1. P-K4 P-QB4 (e4 c5) *The Sicilian Defense!*
2. N-K2 P-K3 (Ne2 e6)
3. QN-QB3 P-Q4 (Nbc3 d5)
4. PxP PxP (exd5 exd5)
5. P-Q4 N-KB3 (d4 Nf6)
6. B-KN5 B-K3 (Bg5 Be6)
7. P-KN3 ... (g3 ...)

This move weakens his KB3 (f3), as no pawn guards his KB3 now.

7. ... N-QB3 (... Nc6)
8. B-N2 P-KR3! (Bg2 h6!)
9. BxN QxB (Bxf6 Qxf6)
10. NxP BxN (Nxd5 Bxd5)
11. BxB Castles Q (Bxd5 o-o-o)
12. PxP BxP (dxc5 Bxc5)
13. Castles P-KR4! (o-o h5!)

Black is out to get white's king, and after P-KR5 (h4) black's rook will soon be attacking!!

14. N-QB3 ... (Nc3 ...)

White's last move is a threat! White threatens N-K4 (Ne4), a double threat, attacking black's queen and black's bishop. Black sees this, and decides that he doesn't want to waste time protecting this threat, as he wishes to win the game, not wait for white to win it. Therefore black looks to see if he can NEGLECT THIS THREAT. He sees that he can play RxB (Rxd5), and that white will recapture with his queen, and after some speculating about white's KB3 (f3) being very weak, and that black can get his knight to this weak square in two moves (N-K4 (Ne5), N-KB6 check (Nf3+)) thus checking white's king, black does a little thinking, and decides that he can move his queen and let white have his bishop, but in return black will capture white's bishop. So black played

14. ... N-K4! (... Ne5!)

The computer (Chessmaster 9000) prefers 14. ... Nb4! with an even game.

15. N-K4 Q-KB4!! (Ne4 Qf5!!)

And now if black has figured wrongly, white wins the game, but black is Colle, and he usually figures things out right.

16. NxB RxB!! (Nxc5 Rxd5!!)

Any other move gives white a big advantage.

17. QxR? N-KB6 check! (Qxd5? Nf3+!)

And black wins white's queen, and the game. (*Well, maybe ... Chessmaster gives black a 0.3 pawn advantage after 18. Qxf3, Qxf3, 19. Nd3 or Rfe1, with the possibility of a draw with accurate play on both sides.*)

Actually white was very cautious of Colle, and knew that Colle wouldn't be giving any men away for nothing, so he played

16. P-QB4 B-N3 (c4 Bb6) *Nxc4 was also a move to consider for black.*

17. Q-K2 P-KR5! (Qe2 h4!)

18. P-QB5 RxB (c5 Rxd5)

19. PxB N-KB6 check (cxb6 Nf3+)

20. K-R1 QRPxP (Kh1 axb6)

21. QR-QB1 check K-QN1 (Rac1+ Kb8)

22. R-B3 NxKRP! (Rc3 Nxh2!)

As 23. KxN?, PxP double check (Kxh2? hxg3+)

23. P-KN4 NxKNP (g4 Nxg4)

24. R-KN1?? ... (Rg1?? ...)

And Colle won immediately by

24. ... QxN check (... Qxe4+)

As he sees that his knight has a beautiful check at white's KB2 (f2) square, thus

25. QxQ NxKBP check (Qxe4 Nxf2+)

26. K-N2 NxQ (Kg2 Nxe4)

And black is a man (*and three pawns*) ahead, and will win easily. Notice that Colle neglected white's 24th move too, and instead Black saw that after QxN check (Qxe4+), he would have a DOUBLE THREAT (*which, of course, we also call a fork*) on white's king and queen with NxKBP check (Nxf2+)!

These two examples will show you that this method of answering threats is indeed very difficult, but it certainly wins games quickly!! It is necessary to be able to see ahead a move, or sometimes two moves, in figuring out ways of answering his threats with threats of your own. This simply means that you must visualize what the board will look like after he has made his move, and you have made your move. It isn't hard once you practice it, although at first it seems stupendous. Actually there will be only two men moved; otherwise the board will look exactly the same as it does at the present. You know what man he will move, and so you pretend that he has already made the move, and

then you examine this new position, and see what threats he has, and what threats you have, or the threats you can make. It is hard at first, but with a little practice it is not hard to learn. If you learn it, then you will have a great advantage over those who cannot visualize ahead one move. You must learn to visualize ahead at least a half a move, and see what the board will look like after you have made your move, in fact, IT IS ESSENTIAL THAT YOU DO THIS! Else your last move may have given a man away, or given him a chance to check your king, and in the last example, the game we just got through playing, white, on his 24th move, neglected to do this, else he would have seen that 24 R-KN1 (Rg1) took away protection from his KB2 (f2) square; as a result black won the game brilliantly, but only because white played badly!

Now for another game. This game was played in Margate, England, in the spring of 1938, and it shows a good example of neglecting his threat. Alekhine is the chess champion of the world, and Book is one of the younger masters, and a very good player.

Now for the game.

White: A. Alekhine

Black: E. Book

- | | | |
|----------|-------|---|
| 1. P-Q4 | P-Q4 | (d4 d5) |
| 2. P-QB4 | PxP | (c4 dxc4) <i>The Queen's Gambit Accepted.</i> |
| 3. N-KB3 | N-KB3 | (Nf3 Nf6) |
| 4. P-K3 | P-K3 | (e3 e6) <i>Classical Defense</i> |
| 5. BxP | P-QB4 | (Bxc4 c5) |

Now for a little explanation. White played P-QB4 (c4) to open up the game, and give his rooks and queen room to get out, and also he attacked black's QP. Black captured this pawn, but he doesn't try to keep it, as he lets white capture the pawn back on his fifth move. It has been pretty well proven that white can get his pawn back if black tries to keep it; and that in doing so white gets the best of the game. For this reason black neglects white's threat to recapture the pawn, as this threat will do him no real harm, as the men will still be perfectly even. Also, it is well known that those who spend their time worrying over pawns often lose their more important men. After all, a pawn is a mere weakling. The important thing is to get your men out to the middle of the board, and develop threats. A good threat is often worth far more than a pawn, and a real good threat usually wins the game! It is the threats that count, not the little weakling of a pawn. This is why black doesn't try to protect his weakling on QB5 (c4). Now back to the game.

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|------------|-------|-----------|
| 6. Castles | N-QB3 | (o-o Nc6) |
| 7. Q-K2 | P-QR3 | (Qe2 a6) |
| 8. N-QB3 | P-QN4 | (Nc3 b5) |
| 9. B-N3 | P-QN5 | (Bb3 b4) |

Now some more explanation. Black has advanced pawns on his queenside, attacking white's men, and his object is to drive white's men back home. If they stay home, they won't threaten black! But white, Alekhine, looks at black's last move, and sees that black is threatening him, and that of the four ways of answering threats, that the only one that

will do any good here is to MOVE his knight. He can move it to QR4 (a4), or he must move it back home. Both are bad as at QR4 (a4) his knight will be on the edge of the board, it has very little chance of moving anywhere, it can threaten nothing of any value, and half the places it should be able to go are off the board. It is a bad idea to place knights on the edge of the board for these very reasons. Out in the middle of the board they can threaten numerous things. So Alekhine, being aware that if he moves his knight he must move it to a bad square, Alekhine looks for ways to threaten black (method five)! Black threatens to win a knight, so white must find a threat that is at least that strong. He soon sees that the only threat he has is P-Q5 (d5), which threatens black's knight. He then carefully investigates the consequences of this move, and he sees that if black captures this pawn, then white can recapture with his knight, the very knight that is in danger! So in this way he can answer black's threat without backing up his threatened knight. He can see, and visualize things, better than we, so he sees that although black has a KN, KP, and queen all bearing on Q5 (d5), and white only has a QN and a bishop, that white can easily get his KR bearing on Q5 (d5), and that this will PIN any black man on Q5 (d5), and then he can attack the pinned man with P-K4! (e4!), winning back his man, with the better game. Thus after white plays 10. P-Q5, PxP (d5 exd5), 11. NxQP, NxN (Nxd5 Nxd5), 12. KR-Q1! (Rd1!) and black's knight is PINNED, it cannot move, as then white's rook would capture black's queen. So black must protect it, as white threatens BxN (Bxd5) winning back the knight. So black plays 12. ... B-K3 (... Be6), 13. P-K4!! (e4!!), and it is easy to see that black loses his PINNED knight, and that white will still have some strong threats left. Black sees this too, so black does not care to let white do this to him, so he moves his knight out of danger after white plays P-Q5 (d5). Thus

10. P-Q5! N-QR4 (d5! Na5)

A bad move, as the knight is at the edge of the board. Just notice how this miserable knight remains useless throughout the game.

11. B-QR4 check ... (Ba4+ ...)

Black was still threatening PxN (bxc3), so white answers this threat with a direct check. This move also keeps black from trading off his poorly placed knight.

11. ... B-Q2 (... Bd7) Best, as it attacks white!

12. PxP! ... (dxe6! ...)

White again answers black's threat of PxN (bxc3) with a counter threat against black's bishop, thus if PxN (bxc3), PxB check (exd7+).

12. ... PxP (... fxe6)

This move is just about forced, as if BxB (Bxa4), then white plays 13. PxP check (exf7+), KxP (Kxf7), 14. NxN (Nxa4); and black has no threats, and he can't castle, and he is a pawn behind!!

13. R-Q1! ... (Rd1! ...)

White again NEGLECTS black's threat, and instead he continues his attack on black's QB (at d7). Notice now that this bishop is PINNED by white's Rook.

13. ... PxN (... bxc3) at last!

As white threatened 14. N-K4!, NxN (Ne4! Nxe4), 15. N-K5! (Ne5!)

14. RxB! NxR (Rxd7 Nxd7)

Well, well! Add up the men, and you will see that white is a whole rook behind! But white HAS THREATS! BIG THREATS!! And these he figures are worth a rook, as black has very poor development, most of his men are still home!!

15. N-K5! R-QR2 (Ne5! Ra7)

Black's last move was necessary, as white threatened BxN check (Bxd7+) winning back one of his men. Obviously black cannot recapture with his queen or king, as the knight would recapture; so black plans to recapture with his Rook.

16. PxP! ... (bxc3! ...) destroying black's only threat!!

16. ... K-K2 (... Ke7)

Black gives up the idea of castling, as if he moves his KB (*16. ...Be7 for example*), white plays 17. Q-KR5 check, P-N3 (Qh5+ g6), 18. NxP (Nxg6) winning (*maybe*), and if instead of P-N3 (g6), the black king moves, then white plays Q-KB7 checkmate (Qf7++)!! So black moves his king to get out of the terrible pin of white's Bishop, now black threatens NxN (Nxe5), thus putting an end to some of white's threats.

17. P-K4!! ... (e4!! ...)

Black threatened NxN (Nxe5), winning the knight, as it isn't protected, and AGAIN WHITE NEGLECTS THE THREAT and instead white threatens B-KN5 check (Bg5+), winning black's queen for nothing!! See it?

18. ... N-KB3 (... Nf6)

19. B-KN5 Q-QB2 (Bg5 Qc7) black threatens QxN (Qxe5) now.

20. B-KB4! ... (Bf4! ...)

threatening N-KN6 check (Ng6+), and then BxQ (Bxc7). This is called a DISCOVERY, when one man moves out of the way of another.

This is where things really get complicated. According to Chessmaster, white's winning move is actually the hard-to-see Qh5, threatening Qd8+.

20. ... Q-QN3 (... Qb6) moves away

21. R-Q1! P-KN3 (Rd1! g6)

Notice that all of white's men are attacking black, EVERY ONE OF THEM!, but that black's KB and KR are still at home, and the miserable QN still sits at the edge of the board. Yet white is a rook behind. Black now plans to get his KR and KB into the game by B-N2 (Bg7), etc. So white must form more threats against black before black frees himself by development.

21. B-KN5 B-KN2 (Bg5 Bg7)

White's bishop threatens a lot, as it has black's knight PINNED! and now white will continue to attack this pinned knight with his other men.

22. N-Q7! ... (Nd7! ...)

A DOUBLE THREAT! It threatens to capture black's queen, and it also threatens to win black's knight by P-K5!! (e5!!), as the knight is still PINNED by the bishop.

22. ... RxN (... Rxd7) capturing, destroying one threat
 23. RxR check K-B1 (Rxd7+ Kf8)

Of course not K-K1? (Ke8?), because of R-QN7 check (Rb7+) winning the queen. This is a DISCOVERY!!

24. BxN BxB (Bxf6 Bxf6)
 25. P-K5! ... (e5! ...) and black resigned.

Why? Black is still a whole knight ahead, but white threatens Q-KB3 (Qf3), which is too strong, as black's king will soon be very much in trouble. Thus if the bishop moves out of danger, say B-N2 (Bg7), white plays 26. Q-B3 check (Qf3+), king moves, 27. Q-B7 mate (Qf7++). Black can stop this by B-K2 (Be7) but then 26. Q-B3 check, K-K1 (Qf3+ Ke8), 27. R-Q6 check (Rd6+) winning, or if 26. ... K-N1 (Kg8), 27. RxB (Rxe7) and 28. Q-B7 mate (Qf7++). Black's only threat is Q-QN8 check (Qb1+); and white plays either B-Q1 (Bd1) or R-Q1 (Rd1), according to circumstances. If black doesn't move his bishop, white can continue with Q-KB3 (Qf3) and QxB (Qxf6), winning easily. Try these moves and see for yourself. The important things to notice about this game are that Alekhine repeatedly NEGLECTED his opponent's threats and instead Alekhine made threats of his own, and Alekhine WON. You should be deeply impressed with the complexity of this game, which supports me when I say that this fifth way of answering threats is by far the most complicated, and takes the most care, YET IT WINS GAMES!

If this game seemed too complicated for you, just remember that it was the world champion playing, and that he was out to WIN. We can answer threats in other ways, only venturing on this way when we are sure of our threats. Great care must be used in this NEGLECTING HIS THREAT. For instance, in the last game Alekhine played 25. P-K5! (e5!) when he could have easily played 25. Q-KB3!? (Qf3!?) , which is a very strong move (threatens QxB check (Qxf6+), and Q-KB7 mate (Qf7++)), and it looks stronger than 25. P-K5 (e5), but Alekhine was very careful to look over black's replies, and he saw that black had JUST ONE MOVE to stop this threat; thus 25. Q-KB3!?, P-K4!! (Qf3!? e5!!), and black IS PERFECTLY SAFE as his queen protects his bishop, and white has no more threats, and black, still a man ahead, should win the game!! (*White can create more threats with Qd3 followed by Qd5, but Chessmaster scores it as even.*) So Alekhine played instead 25. P-K5! (e5!) which prevents black's P-K4 (e4) move, which also threatens black's bishop, and makes white's Q-KB3 (Qf3) a double threat, as white can also play Q-QR8 check (Qa8+) now that the KP has moved.

And so ends Lesson Three. This completes my instructions on HOW TO MAKE A GOOD MOVE. First: look for all of his threats. Second: consider the first four answers to his threats. Third: Look for all YOUR threats, and possible threats. Fourth: visualize your different possible moves, and try to see his answers; then pick the move that appears BEST TO YOU, and MAKE THE MOVE AS THOUGH YOU MEANT IT; DON'T MAKE IT IN A HESITATING MANNER!! ABOVE ALL, BE CAREFUL THAT YOU DON'T LEAVE HIM WITH A DANGEROUS THREAT AGAINST YOU, AND AGAINST YOUR KING. DO AWAY WITH HIS THREATS THAT ARE DANGEROUS, DO AWAY WITH THEM AS FAST AS YOU CAN. Practice these pointers AT EVERY MOVE, and your playing strength will increase rapidly, and so will your enjoyment of chess. GOOD LUCK!