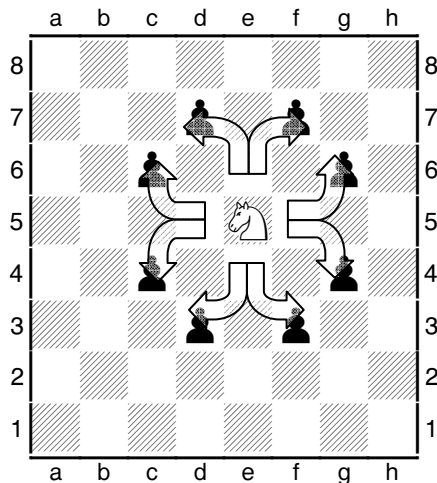


### The Book of Knights:

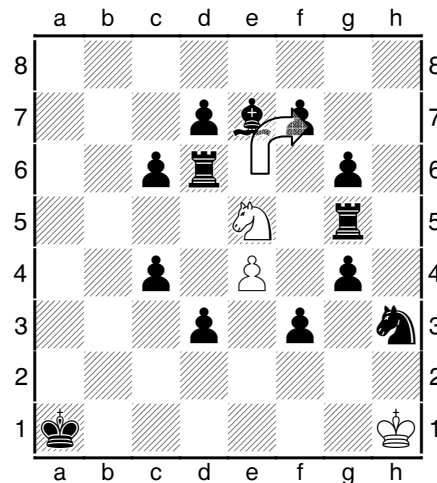
Mr. "L" or as I fondly refer to him as k-night, (not making the "K" silent), is one of the most difficult pieces to master. In the Book of Chess Geometry he is referred to as one of the short pieces along with the King and the pawn. His strange movement makes him a wicked attacker and subtle defender of the crown.



In the above diagram, the White Knight can move from e5 to f7 capturing the black pawn. Notice how the move is in the shape of an "L". A Knight is capable of moving in an "L" shape in any direction. For instance any of the black pawns can be taken. Remember, when any piece makes a capture it replaces

the piece it is capturing by landing on it. (Teacher's note: For K-1 I suggest trying the saying "One, two, land on you" to help show how a knight moves in an "L" shape.)

In the next diagram the white Knight again can take any of the Black Pawns. An Arrow shows the Knight taking the Pawn on f7.



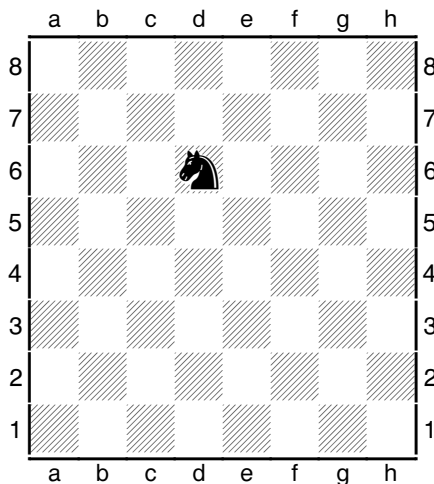
You will notice the Knight is jumping over the Bishop to capture the pawn. Regardless of the color of the piece that stands in his way the Knight simply jumps over it to the desired square. Knights are very powerful when they are in the middle of the board. The White Knight on e5 controls 8

squares and is much stronger than the Black Knight on h3 who controls only 4 squares. "A Knight in the middle is fit as a fiddle, a Knight on the rim.....very dim." The value of a Knight is three dollars or three pawns. See the Book of Chess Economics for more on this.

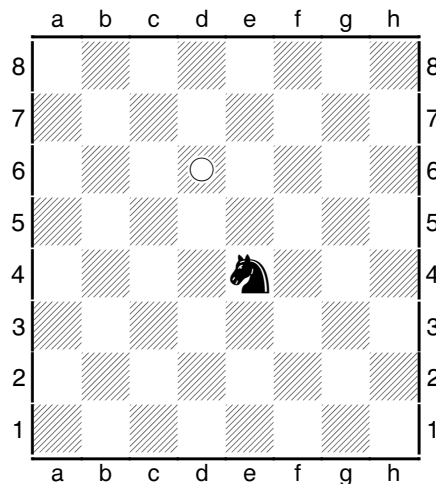
### The Knight's Tour:

A good way to learn the Knight and to practice looking ahead is to perform random Knight's tours.

To do one you will need an empty chess board, a Knight and 64 pennies. Place the Knight randomly on any square to start the game. Such as in the diagram below where the Knight is on d6.

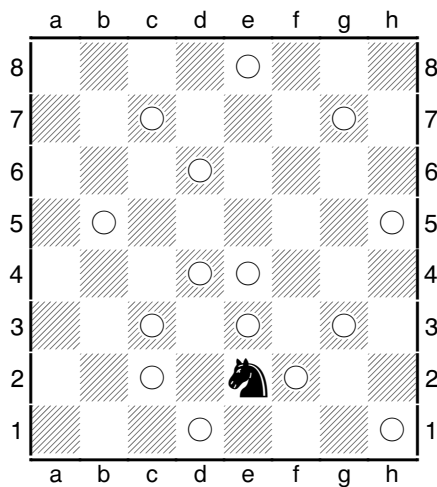


Then move the Knight to any square that is an "L" shape away to begin his tour. The Knight can go to any legal square as long as it has never been there before. To prevent this from happening place a penny on the square as the Knight leaves it to go to the next square.



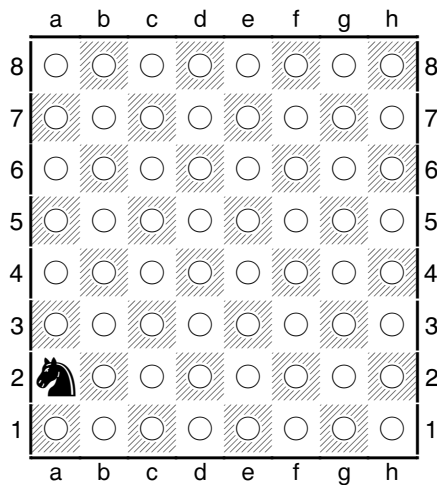
Here the Knight has moved to e4 and a penny was placed on d6. The Knight can never go back to d6 or any square where he has been before. The object is to fill the board with pennies with no empty squares. It is a good idea to have some one put the pennies down for you so you can concentrate on solving the tour. There is a solution for every square on the board and

in many cases more than one solution.



Here the Knight moved from d6 to e2. All the moves are listed below.

...d6 e4 c3 b5 c7 e8 g7 h5 g3 h1 f2 d1 e3 c2 d4 e2. The Knight can now only go to c1 f4 or g1 as all the other legal squares have pennies on them. If a Knight can't make a legal move without landing on a penny then the game is over.



Here is what a successful tour would look like. A penny on every square except the one the Knight is on. A Knight on the last available square wins the tour.

After you get really good at Knight's tours try doing one blindfolded. Many players can do it. It just takes patience and practice.

After some practice you can move on to the next piece, the Bishop.

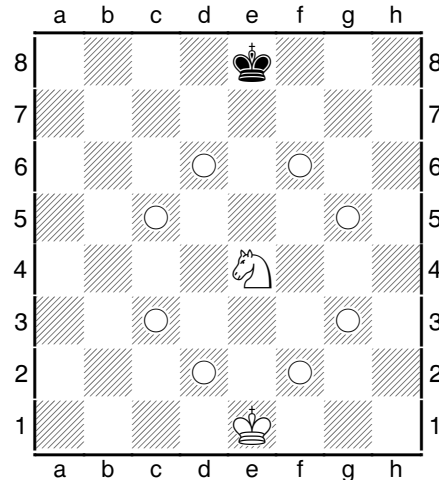
### **Knight Basic Training:**

The Knight's unique place in the chess world is due to the weird way he accomplishes his move. All the other pieces move geometrically in a straight line. All have to stop when encountering another piece in their path; either by capturing it or stopping short if it is one of their own color. The Knight can ignore any piece along its path and land on any square an "L" shape away as long as it is not occupied by a piece of its own color or the enemy King. The "L" and jumping ability makes

him a sneaky, fearless foe that should never be underestimated. Many a won game has dissolved into a loss due to a surprise appearance of a Knight that jumped into the fray and stole the Queen away. This theft most commonly comes from the Knight's most powerful weapon, a tactic known as the fork.

The Knight can attack as many as 7 pieces in a single move. This is rare. More commonly the Knight attacks 2 or 3 at one time. In the middle the Knight sets up a ring of fire. The eight squares that make up this circle, demonstrates the power and influence that a centralized Knight has.

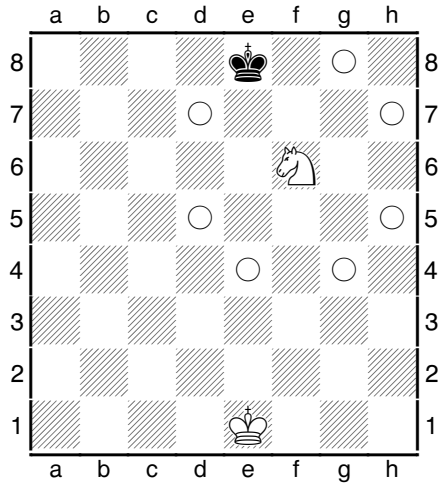
"A Knight in the middle is fit as a fiddle. A Knight on the rim is very dim". This quote pretty much says it all. If you are looking to give your Knight a job then look towards the center first since there the Knight is the most powerful.



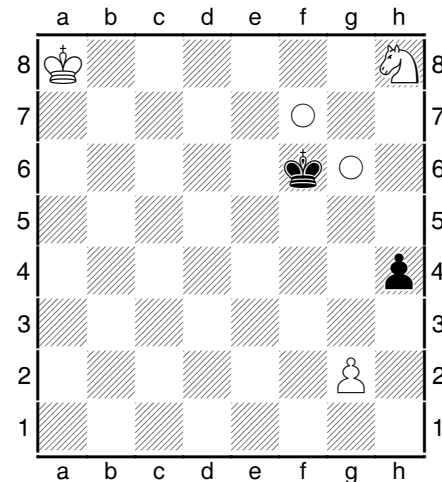
The Knight on e4 controls the eight dark squares that are an "L" shape away. This is the ring of fire I was talking about.

Notice that the Knight is on a white square and he attacks only dark squares. What ever color the Knight sits on the opposite color will be his destination square. Knowing this should tell you that staying on the opposite color of the Knight should make you safe. In fact the safest square is two squares away diagonally from the Knight as it will take the Knight 3 moves before he can attack you. The Black King is on e8 which is a white square and so for now the Knight is not attacking him. However the

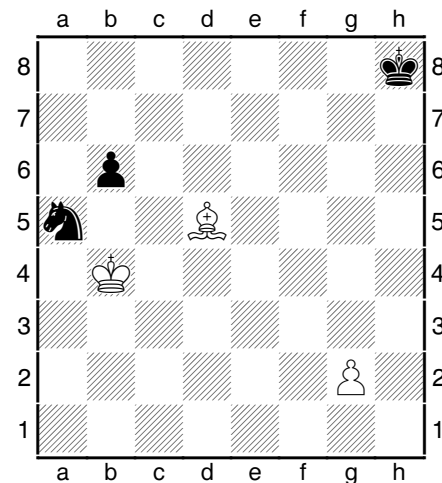
Knight simply moves to f6 or d6 which are black squares and are now a "L" shape away from the Black King putting him in check.



A Knight three squares or more from the nearest edge of the board will always have the maximum eight possible squares available to him. Two squares away and you are down to four or six squares to choose from. On the edge it is three or four and in the corner the Knight can only move to two squares. Putting a Knight in the corner is in most cases a death sentence for the Knight as he can be easily trapped and eventually captured. Also it is easier to trap a Knight on the edge of the board than in the middle.



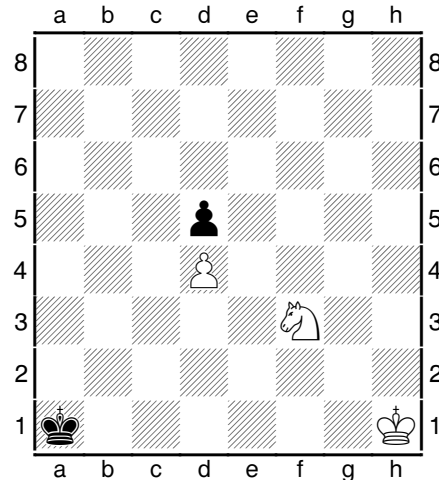
White's Knight is in a bad way. In the corner he has only two squares to choose from and the Black King is lying in wait for him to come out. Black can just move his King to g7 and the Knight is doomed on the next turn. A Knight on the rim is truly dim. The opponent will realize the distant Knight is of little threat and in many cases trapped and waiting to be captured.



White has just played his Bishop to d5, completely trapping the Knight. Black's King is too far to perform a rescue. White simply uses his King to take the b pawn first and then walks over to pick up the Knight. If the Knight should try to run, the Bishop has him completely covered. In many cases like this when a Knight is on the rim the opposing side even goes so far as to ignore the Knight and use the resources he has to go after bigger fish since the Knight is essentially out of play. In the Book of Famous Games check out game 395 where such a Knight was left to his own on a5 for the entire game. Remember the healthy Knight is always in the middle since he has the most options to escape.

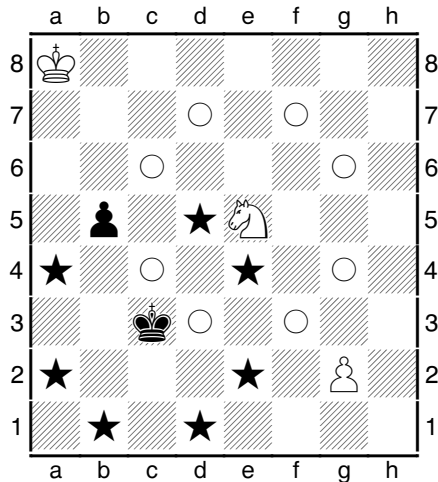
The Knight's bizarre movement has a few drawbacks. First is the limited range. Second is the bend in the movement that always prevents him going from point A to point B in a

straight line. Forget about using a Knight to compete with a Bishop, Rook or Queen to race after a pawn.

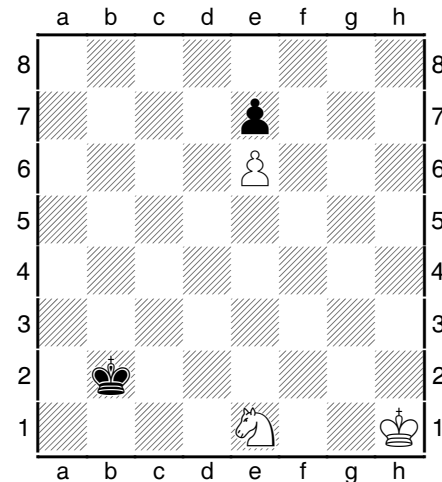


In this position the White Knight is only two squares away from the Black pawn on d5. But to the Knight it might as well be two miles away. The reason is that the Knight will have to make three moves to get into position to take the pawn, leaving plenty of time for Black to rescue the pawn. I call this situation a Checkered Knight. "A checker move away takes all day". Often an annoying Knight can be put off by moving a checker move away. The attacker is likely move something else rather than

swing the Knight to three squares just to continue the attack.



White's Knight is centralized and yet Black's King is relatively safe from an immediate attack because the Knight is "checkered". It will take the White Knight 3 moves before he can attack the Black King. He needs to land on one of the squares with a black star. For example the White Knight could move to f3 then g1 and on to e2 where he would finally be attacking the King. All this assumes the Black King is not moving. Many players groan when they find their Knight is in such a bad position.



Here the White Knight wants to take out the Black pawn on d7. If he tries doing this by himself he will cost White his win.

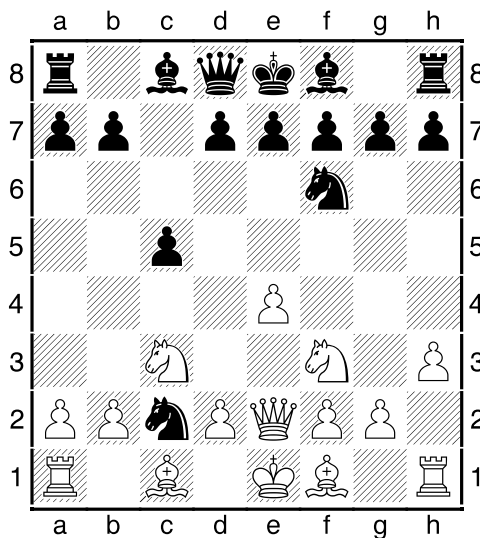
1. ♞f3 ♔c3 2. ♞e5 ♔d4 3. ♞g6 ♔d5 4. ♞xe7+ ♔xe6 and the draw is assured. Teamwork is almost always the best rule to follow. 1. ♔g2 ♔c3 2. ♔f3 ♔d4 3. ♔f4 ♔d5 4. ♔f5 ♔d4 5. ♞f3+ ♔d5 6. ♞e5 ♔d6 7. ♞g6 ♔d5 8. ♞xe7+

Despite his power as a forking piece the Knight is some what helpless in one on one attacks. Most pieces including the King can simply out run a Knight. Even a pawn can run from a lone Knight and so the Knight usually sits in front of the target pawn and he then waits

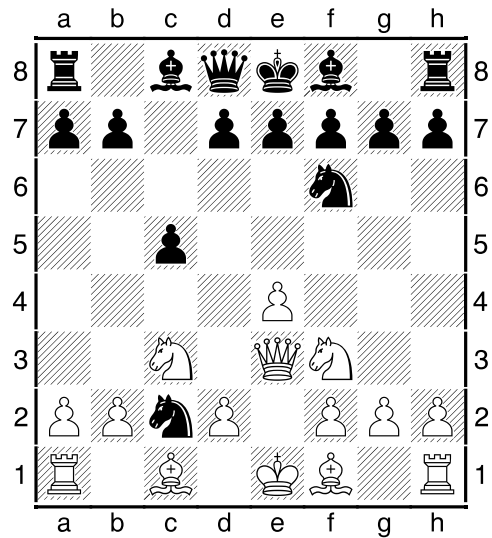
for help to come and take the now blockaded pawn.

### **Knight Power:**

Let's take a look at the amazing power of the Knight. The Knight is a powerful ally when used in combination with other pieces. But the Knight has only one really effective weapon it can deliver on its own. The fork.



Thousands of players have watched their win slip into a loss when a notorious Knight **"forked"** a King and Rook. Notice the Knight has just moved to c2 and **"forked"** the King and Rook. The King must move out of check and the Knight will take the **"hanging"** Rook.

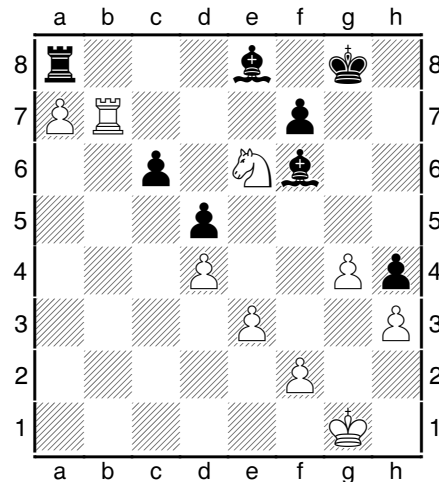


Worse yet is the **"family fork"**. Here the bad boy Black Knight has gone after **"Mom, Dad, and one of the Kids"** by forking the White Queen, King and Rook. Naturally the White King has to move and the Black Knight will surely take the Queen! These attacks are rarely seen in the opening of a game but can occur in the middle game and in the endgame quite often. Another name for **"fork"** is the **"double attack"**.

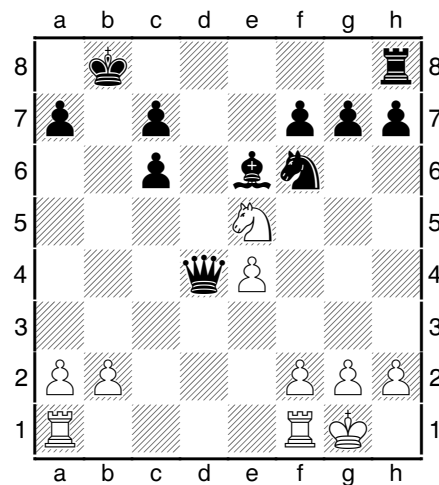
To sum it up the Knight is a short piece that has to attack up close and is best suited on station in the middle or as a blockader while waiting for a chance to use his weapon, the deadly fork. His spring loaded

attack can and often does come as a complete surprise to the victim. By its self the fork is bad enough but coupled with the cooperation of another piece in a discovered attack the weapon becomes one of the most destructive of chess tactics.

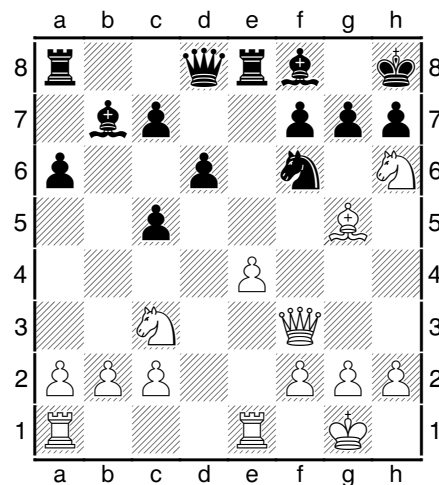
Practicing with the Knight and his weapons should help you become more aware of the complexity of this jumpy little fellow. In the problems below you will find Knights ready to do their work either moving to the best squares or attacking in the way Knights do best. Find the best move for the knight(s) and identify the reason for your move. Some problems have a clear attack and yet others are just moving the Knight to a good square to prepare for a future attack or defense. Remember, may the force be with you, always!



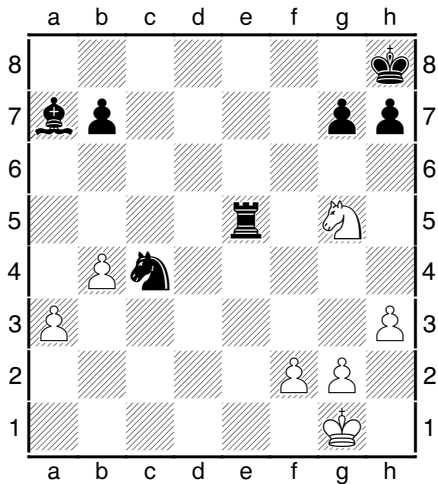
001 (Fork)



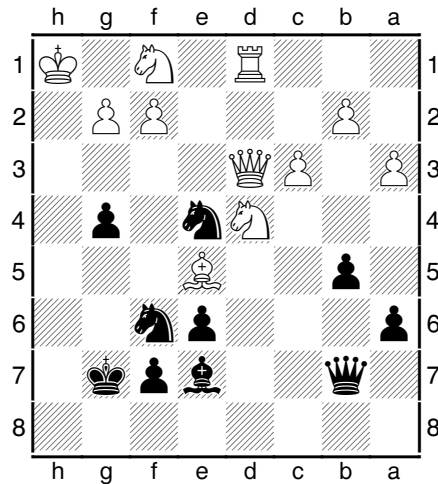
002 (Fork)



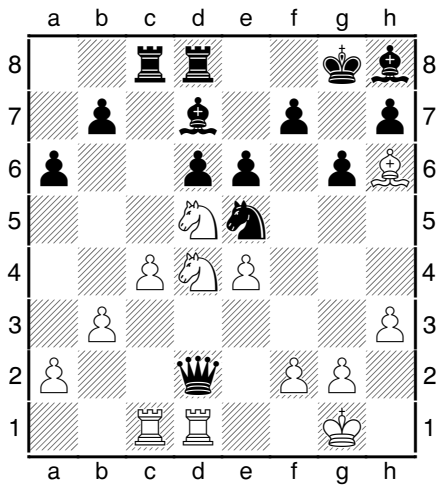
003 (Fork)



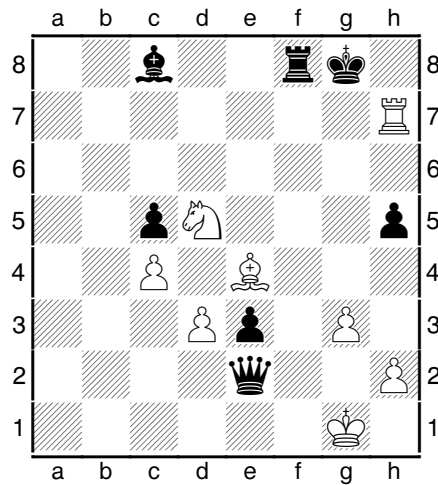
004 (Fork)



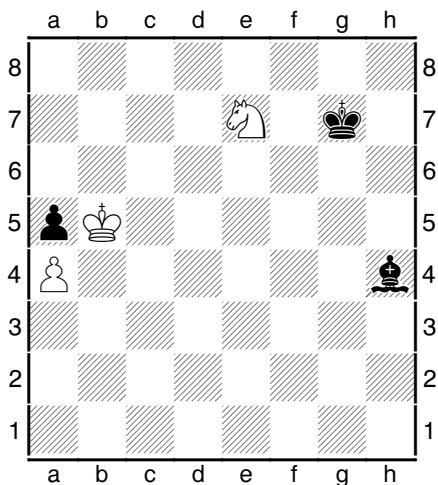
007 (Family Fork)



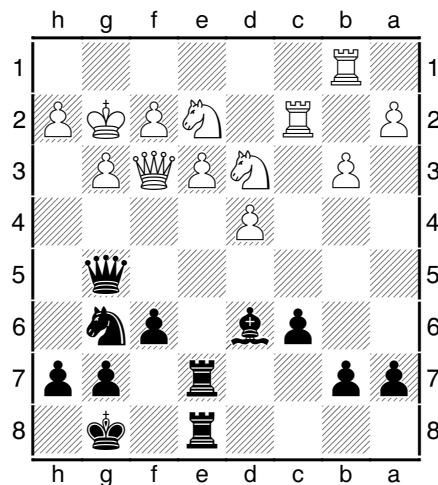
005 (Mate)



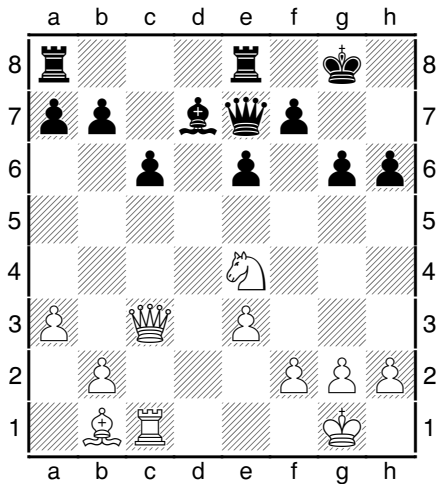
008 (Fork)



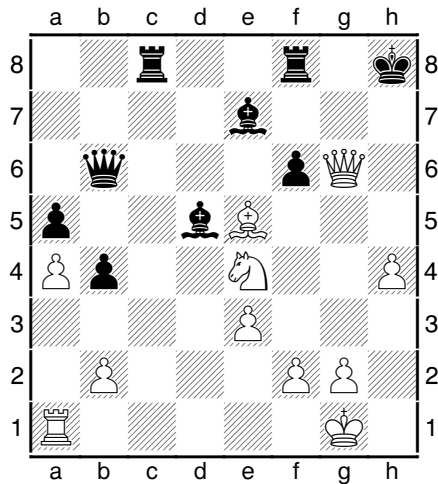
006 (Fork)



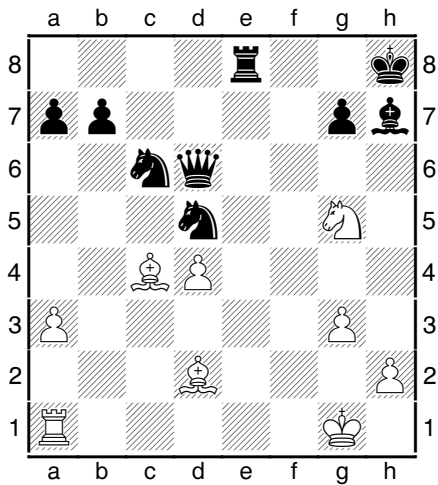
009 (Fork)



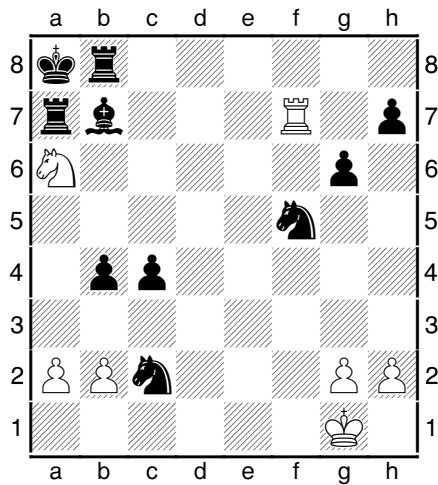
010 (Fork)



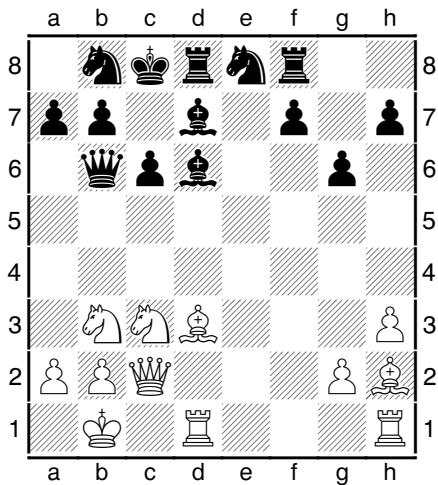
013 (Tricky Go for the King)



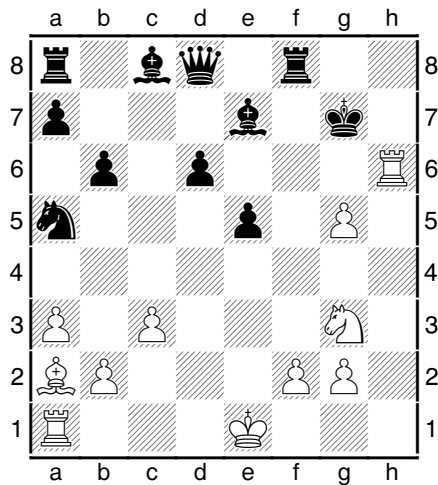
011 (Fork)



014 (Go after the King!)



012 (Go after the Lady)



015 (Go after the King!)