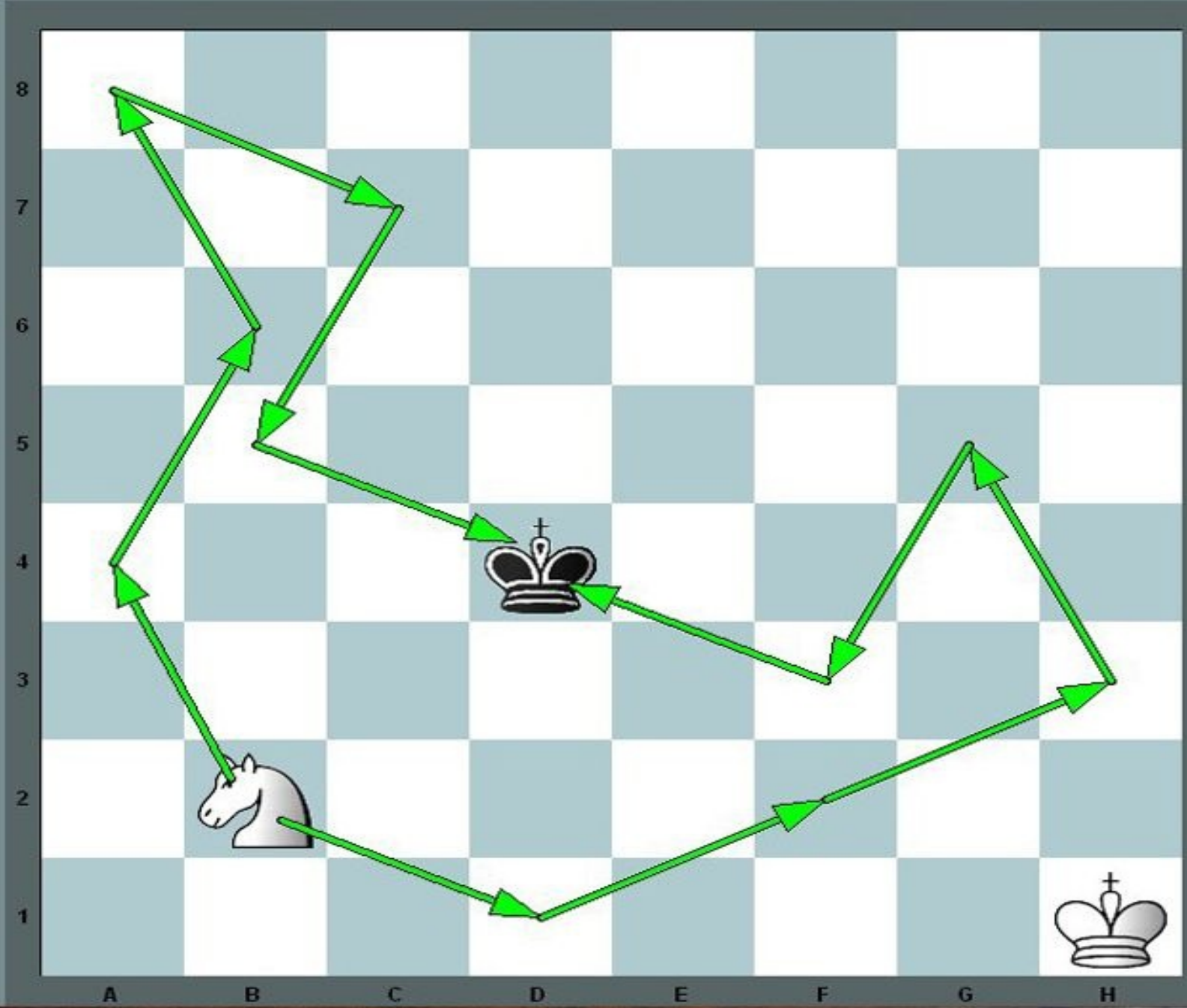


Chess Visualization



Chess Visualization

for innocent souls

by

Rodolfo Pardi



Gatteria

Milano IT

*Afoot and light-hearted I take to the open road
Healthy, free, the world before me,
Not I, not anyone else, can travel that road for you,
You must travel it for yourself.
Walt Whitman*

This book is not for the faint of heart, it's for the brave who are willing to explore the unknown territory of their mind!

Title: Chess Visualization

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Publisher: Gatteria www.gatteria.it

1st Italian edition : Oct 10th 2012

1st English edition : May 15th 2014

ISBN 978-88-87709-....

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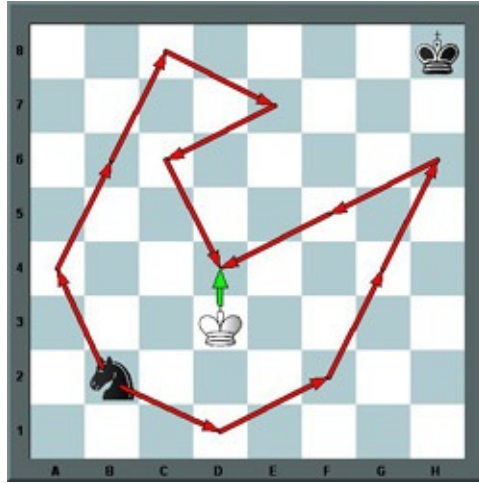
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Foreword



Warning: this book is very boring, it is not a leisure book to simply read, but it contains a series of exercises that must be done in the sequence shown.

Therefore the sales are very low since the first Italian edition in October 2012. It also contains some minor grammar errors of which I apologize.

According to Amazon rules it's not possible to give it for free, as suggested by many "how to" manuals when sales are low, but you could risk your buck for sheer curiosity, and then get easy a refund.

Are you able to see blindfold the path of a Knight located in b2 to check opponent's King in c5 without passing through the squares where it could be captured by the King?

Are you able to replay the game you just played without looking at your scoresheet?

A Candidate Master does that immediately, an expert can do it slowly, most intermediate players have great difficulties, a novice does not see anything.

Knowledge and skill are not synonymous, even if the first is usually an assumption to the second, but is not enough: if you still leave (or even put) a piece *en prise*, a 101st book beside the 100 you already have will not be very useful.

There's no limit to what's available to a Chess student today, you can find more than 500 Gbytes of books, in PDF or even Chessbase format, programs, hundreds of instruction movies, a jungle where the Chess student can go astray.

A large choice of chess books is available, each proposing some hundreds of sequences, and when you have finished reading them, may be you will recall three or four which struck your imagination: and over the board you will recall that in a similar position there's a winning sequence, but it does not come back to your mind. As when visiting an important Museum, at the end of your visit your mind will be confused, and you will remember just a couple of masterpieces.

Some book proposes visualization exercises without a board, some book is very easy, some is very difficult. In both cases probably you quit soon, for tedium and boredom.

Actually a correlation exists between vision and skill. The skilled player sees more and better. I remember that in the first tournament, analyzing the game with a stronger opponent, while I had

problems in following the scoresheet, he went on move after move without looking at his scoresheet. And I already had lost some time in writing the moves, and some time wrong, so to make it difficult replay the game. *Does this look familiar to you?*

Instead of proposing hundreds of quizzes, or of trying to have you reconstruct a position seen for a short time (I have seen a lesson where the poor student was not able to do that, while the merciless teacher did not proceed with the lesson), I will propose a progression starting from a few exercises on a real board, using a Knight; then color of squares; then the squares threatened in the opening by Knights and Bishops; some test moving a piece on an empty board; other tests where you are asked how would you move after a short initial sequence; proceeding with more difficult tasks, up to the limit of the ambitious target to play blindfold. For this latter I did not find a working method, if you do please let me know.

The question is in one page and the answer in the following.

This book is aimed to intermediate players up to class B, useful to experts only if the initial easy chapters are skipped.

In a book by Cancellieri, 1815, he quotes Girolamo Saccheri who was able to play three games blindfold, winning, and then replay all the games, quoting that this game cannot be well played without skill and memory.

Two century ago this was a great success, later somebody was able to play dozens of game blindfold.

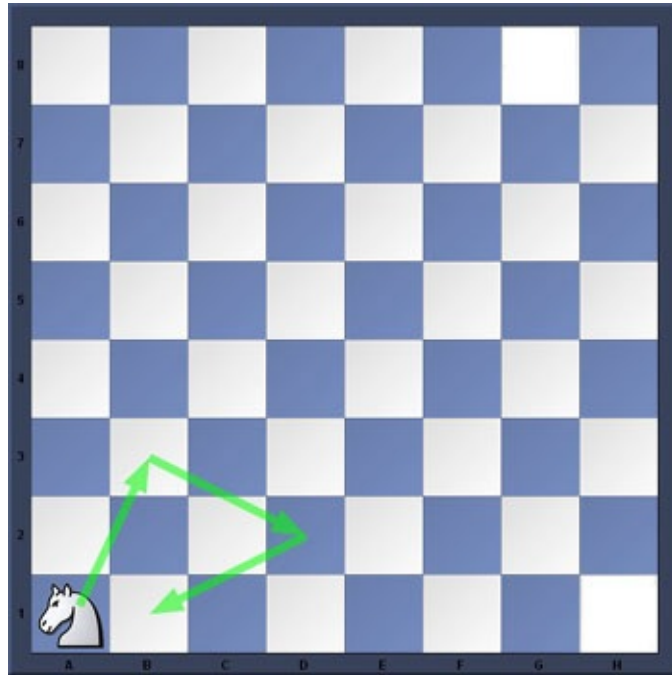
To do the following exercises before a tournament, means to train like a pianist doing scales before a concert.

Enjoy the book and your games.

Rodolfo Pardi, librarian, arbiter and instructor of Italian Chess Federation



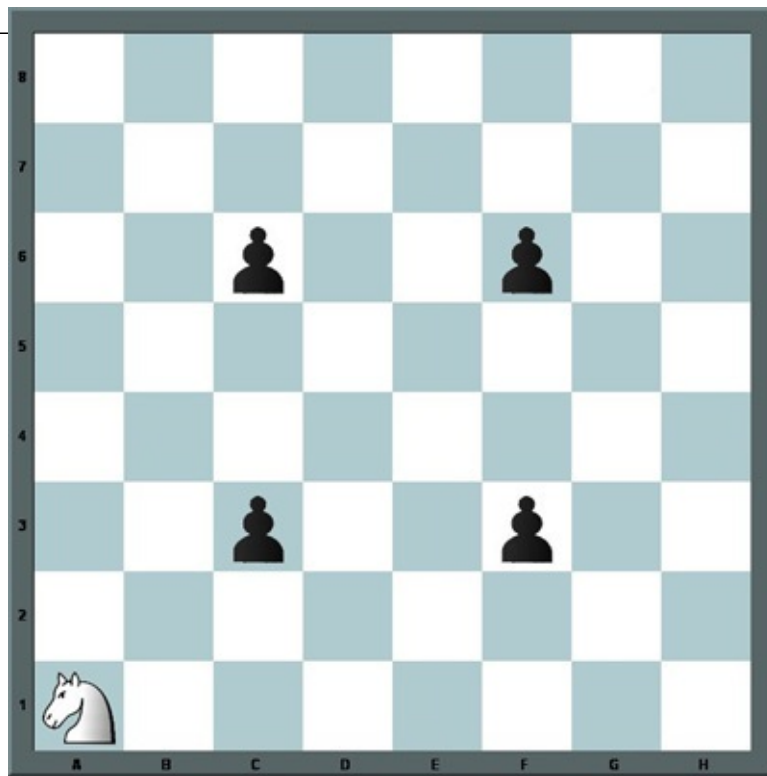
Preliminary exercises



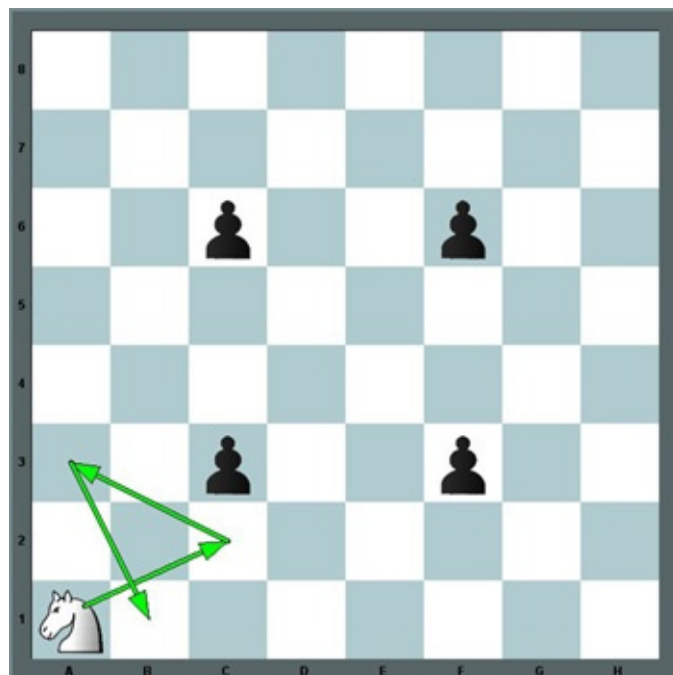
On an empty chessboard (it could be the above diagram on your Kindle), put a Knight on a1. Move the Knight to go to b1.
An additional example in the following page.

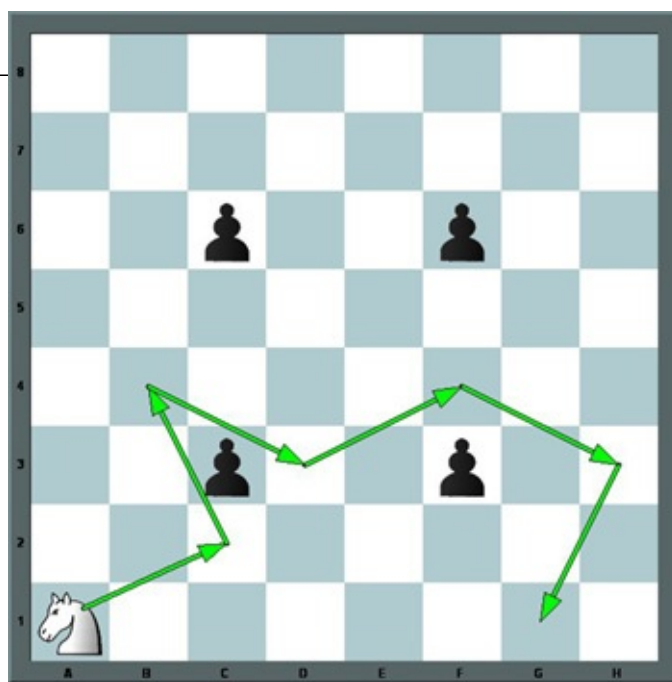


Now, bringing back the Knight to a1 each time, go to all the squares, counterclockwise and spiral wise. That is ♞a1 b1, ♞a1 c1, ♞a1 d1, reaching all external square up to ♞a1 a3, ♞a1 a2. Next all internal squares: ♞a1 b2, ♞a1 c2, and so on till you covered all the squares, up to the central square. Do not try to find all the possible ways to reach a square, one is enough. Note your TIME, using the features of your Kindle to create a note, for comparison next time. You should aim to do the complete tour in less than three minutes.



Next, put on the board four Black's pawns as shown, which forbid access to 8 threatened squares. Do again the Knight's tour, avoiding landing on the squares where you would be captured (and also avoid to capture a pawn, like a student did). Note your TIME. Examples in the following page.





In the last example, it might help to know that you must reach h3 before g1. If you feel like, try blind, without a board, a CM is able to do that.



Color of squares

Now put the board aside, and try to guess the color of squares.

In the past, you cut 64 cardboards, like a deck of playing cards, identifying one side with the coordinate and the other side with the color. Shuffle, take card, name the color, and turn to verify. Nowadays an Internet site is proposing the exercise also noting the time:
<http://www.chessvideos.tv/chess-visualizer-squares-colors.php>

No Internet connection? Try the following: b7, f2, h5, a4, f6. Note your time.

The diagram on next page will aid in checking the solution.

A hint to make that faster and rank better: think of numbers when considering files, a, c, e, g are odd while b, d, f, h are even. If the sum of rank and file is even, the square is black, so for f4: $6 + 2 = 8$, then black.

But this is not the purpose of the exercise, you should reach a better visualization, you should SEE the square. So for example look to the Queen's Bishop, c1, black square. So is d2, unpinning Knight c3. So is e3, opening position. So is f4, London opening, aiming at c7. Black. Try to see that.



Evaluation test

Over the board you need to evaluate candidate moves without taking notes. The capability to visualize the positions is of the greatest importance, and it can be increased with proper exercises.

TEST A

Note your answers to the following questions:

- 1 Color of b6?
 - 2 Color of g6?
 - 3 How can a Knight reach b6 starting from g4?
 - 4 All the shortest routes to move a Knight from d4 to a8.
- Answers on the following page.

1 black

2 white

3 it cannot

4 1 ♖d4 - e6 - c7 - a8 2 ♗d4 - b5 - c7 - a8

If you did not correctly answer all 4 questions, your level is beginner. Otherwise do the next test.

1

White: ♔g1, ♚b1, ♞f8 Pawns: b3, g2, h2

Black: ♚h8, ♚d2, ♞c1 Pawns: a4, b4, g7, h6

White to move

Alternative test, Black to move

Solution next page.

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