

Advance

1 PIN

ABSOLUTE,RELATIVE,CROSS,PARTIAL,SITUATIONAL

2 FORK

ABSOLUTE,RELATIVE,ROYAL,GERMAN,UNSTOPPABLE

3 SQUARE RULES

MAGIC SQUARE

4 FORCING MOVE

C.C.T

5 OPPOSITION

DIRECT, DISTANT, SIDE, VIRTUAL

6 FUNDAMENTAL CHECKMATE ROOK,BISHOP,QUEEN
INVOLVING KING

7 PAWN STRUCTURE STRONG,WEAK(BACKWARD,
PASS, DOUBLE,CHAIN

8 OPENING RULES POINTS SHOULD BE
REMEMBERED

9 THUMBS OF RULES POINTS TO KEEP NOTED

10 HOW TO FIND THE BEST MOVE LOOK FOR
FORCING TO BLUNDER CHECK, OVERTHINKING ETC,

11 OPENING LONDON SYSTEM GAMES, NOTATION,
ANALYSIS

12 KINGS INDIAN GAMES, NOTES

13 ROOK ENDGAME BUILDING BLOCK

14 PAWN ENDGAME REALISATION OF OPPOSITION-3

15 TRAPPED PIECE

16 BISHOP-PAWN ENDGAME

17 6TH. RANK PAWN/KING EVOLUTION

18 PATTERNMATE GOLITH, ANDERSON, CORNER, ARABIAN, BACKRANK ETC.

19 KNIGHT ENDGAME

20 WINNING ZONE

21 WAITING MOVE USE ON BOARD

22 MOVE WITH PLAN STRATEGY

23 SACRIFYCE

24 DOUBLE CHECK

25 C3,D3 OPENING

26 PHILIDOR MANUEVERING KING, ROOK

27 LUCINNA DO

28 PROPHYLAXIS STRATEGY

29 ZUGJAWANG

30 MORE IMPORTANT TACTICS DISCOVERY, INTERFERENCE, X-RAY ATTACK, DOUBLE ATTACK ETC.

31 SICILIAN NAJDROFF GAMES, NOTES

32 LASKER MANUEVER MANUEVERING. KING & ROOK

33 ADVANCE LEVEL THINKING

34 LOCAL MAJORITY FORCE MIDDLE GAME

35 MIND SQUARE END GAME

36 CORRESPONDANCE SQUARE DO

37 TRIANGULATION MANUEVERING KING

38 SOME GAMES ANALYSIS

39 SKEWER

40 OUT POST

41 OVERLOADING

42 UNDERPROMOTION

43 EVOLUTION OF POSITION M.D.C.P.K

44 KEY SQUARE

45 ROOK ENDGAME SPL.

46 FUN OPENING DANISH, MODERN BISHOP ETC.

47 TRUTH OF CHESS PROFESSIONAL

- **REVISSION WILL BE THERE AND SUBJECT HAS TO BE SPLITTED**