***B***lock, ***M***ove, ***o***r ***C***apture/**C**ounter

Another basic principle in chess is **when a piece is under attack; some kind of action needs to be taken.** Every move on the chess board impacts and changes the decisions that need to be made. Deciding not to act on one situation is a decision to act on another situation – ***You may not skip a turn.***

**The three questions you always need to be asking are:**

WHAT IS BEING ATTACKED RIGHT NOW?

WHAT IS GOING TO BE ATTACKED SOON?

WHAT CAN I ATTACK (OR DO) TO AVOID BEING ATTACKED?

Once you realize danger is always present, you have a choice of what to do about it. One problem if you never ask what the danger is, you cannot take action to correct it. You need to plan ahead and avoid getting into bad situations.

***Doing nothing IS NOT an option***. You have to make a move!

If you choose to ignore the problem exists, there will be consequences.

There are three choices of action: **B**lock, **M**ove, or **C**apture / **C**ounter!

BLOCK

Blocking means to put something between you and the threating danger.

Does this make the problem go away?

NO! It only means it is not as immediate a danger as it was, but it is still there. You will still have to face the problem sometime.

You could also PROTECT or Backup the piece with something else!

MOVE

Moving out of danger is an option.

When there is no way to block the threat, move away from the danger.

Moving may get you out of a problem, but it may make a weakness or another problem somewhere else. Sometimes you cannot run away from your problems and need to face them and the consequences.

Or....

CAPTURE / Counter

Be proactive. Can you take the piece that is attacking you?

Go on the offensive.

Know what you know and defend it.

**A strong offense is a good defense.** (Sports and Military)

**How do you plan a move?**

**Ask the 3 KEY questions?**

**What is under attack?**

**What is about to be attacked?**

**What can I attack?**

***These questions need to be asked before every move you make***. Then, before you make the move you must visualize what the board will look like after the move has been made and then ask yourself the questions again for the new changed position. As you get better at the game, you will be able to “see” further ahead and thus be able to avoid 'bad' moves. Chess is a very exciting game because every move changes the interaction between the other pieces. There are consequences and rewards for every move.

Seeing the consequences of incorrect moves can teach you:

**When you do not plan, you are planning to fail.**

**You are responsible for the decisions you make!**

On the chess board, when the King is attacked, action must be taken.

When your other pieces are in danger, there is no warning. However, when the King is being attacked, this is called ***CHECK.*** At one time it was *customary* to inform your opponent when you placed him in check. You would simple say, 'Check'. This was short for *'Check your King, it is in danger*.'

Under current rules of chess, you no longer need to give your opponent the courtesy of telling him he is in Check.

It is up to your opponent to notice the danger!

When a King is in CHECK, he must get out of the danger by:

**B**locking out the danger with another piece, (Cannot Back-it-Up).

**M**oving the King to a square where he will not be under attack, or

**C**apturing the piece that is attacking him.

If he does not see the threat and does not make a move to get out of danger, you must then inform him that he is in “check” and he must make another move.

***You never capture the King or remove the King from the board***.