

## Alphabetical index of terms

### A

absolute pin(see king pin)

advanced lever

advanced pawn

aligned pawn

apex pawn(see twice defended pawn)

### B

backward-fated pawn(see twice backward pawn)

backwardmaker

backward long chain pawn

backwardness

backward opposed pawn

backward pawn

backward shelter pawn

backward unopposed pawn

battery

bind

bishop mobility

bishop outpost

bishop pair

bishop psqt

blockade

blockader

blocked center

blocked chain

blocked doubled pawn

blocked file

blocked pawn

blocked pawn structure

blocked position

blocked storming pawn

blocker

blocking outpost

blocking pawn

break

C

caged piece

caging

candidate passer

castling

castling rights

center control

centipawn

central attack

central backwardmaker

central bind

central chain

central chain blockade

centralisation

central isolated pawns

central wedge

chain

chain backward pawn

chain pawn see defended pawn

check

clamp

closed center

closed file

closedness

closed position

closed side

closed structure

closure

colour deficiency

compact pawn structure

complementarity

connected passed pawn

connected passer

connected pawn

connecting pawn

continuous control

counter-break

counterplay

cramped position

cramping

## D

defended aligned pawn

defended outer central lever

defended pawn

defending aligned pawn

direct attack

distant backward pawn

distant neighbour

double attack

double base pawn see double root pawn

double check

doubled isolated pawn

doubled pawn

doubled rooks

doubled shelter pawn

double pawn push

double root pawn

drawing margin

duo pawn see aligned pawn

durability

## E

edge file

edge line

edge storming pawn

empty square

endgame scaling

enemy camp

en passant

evaluation factor

evaluation framework

exposed king

extended center

F

fianchettoed bishop

fixed isolated pawn

flexible pawn structure

focal center

fork

fortress

free pawn

free square

fully closed side

G

gambit

H

hanging pawn

hanging piece

heavy piece

hole see weak spot

horizontal symmetry

I

imbalance

immobile pawn

immobile piece

immobile shelter pawn

immobilisation

immobility

inchoative pointed chain

inflexibility

inflexible pawn

inflexible shelter

intermediary object

interposition

isolated opposed pawn

isolated pawn

isolated shelter pawn

isolated unopposed pawn

J

K

king attack

king cover

king mobility

king pin

king position

king psqt

king safety

king shelter

king side

kingside attack

kingside castling

kingside fianchetto

kingside presence of pieces

king walk

king wing

knight attack threat

knight mobility

knight outpost

knight psqt

kicking

L

lever

levering

lever pawn

lever push

lone queen

long chain

long chain pawn

long diagonal

low mobility

## M

mainstay

manoeuvring

mate

material

material imbalance

medium pawn(see long chain pawn)

minor

minor outpost

minor piece

minor piece shelter

minor piece shelter defence

mobile square

mobility

## N

non-pawn material

no-pawn-defended bishop outpost

no-pawn-defended knight outpost

no-pawn-defended outpost

no pawn shelter

## O

opener

open file

open position

opposed pawn



opposing pawn

opposite castling

opposite colour bishops

outer central lever

outpost

outposted minor

outposted rook

outpost square

overextended pawn(see vertically isolated pawn)

own camp

P

pair of bishops

pair of blocked pawns

pair of knights

pair of rooks

pairs of bishops

passed pawn

passer

passer-maker

pawn advance

pawn break

pawn chain

pawn cover

pawn defence

pawn mobility

pawn psqt

pawn push

pawn shelter

pawn span

pawn storm

pawns on both wings

pawn tension

pawn thrust

penetration

penetration point

permanently backward pawn

permanently trapped piece

permanent outpost

piece activity

piece attack

piece coordination

piece defence

piece value

pin

pinned piece

pinner

pointed chain

positional scaling-down

potential check

potential discovered check

potential passer

prevention of castling

promotion

protected passed pawn

protected passer

psqt

psqtise

push

Q

queen mobility

queen pair

queen pin

queen psqt

queen side

queenside castling

queenside fianchetto

queen wing

R

raking bishop

redundancy

relative pin(see queen pin)

restricted mobility

restricting activity

restricting passer

retreat

rollercoaster

rook mobility

rook outpost

rook psqt

root pawn

royal battery

S

sac

sacrifice

safe check

safe pawn push threat

same colour pawns

self-trapped bishop

semibackward pawn

semi-backward shelter pawn

semi-central file

semi-central pawn

semi-closed file

semi-open file

semi-outpost

sentinel pawn

shelter attack

shelter pawn

shelter weak spot

side to move

simultaneous attack

single-pawn-defended bishop outpost

single-pawn-defended knight outpost

single-pawn-defended outpost

skewer

slider

sliding piece

space advantage

spearhead

spearhead connected passer

square control

squeeze

squeezed pawn

standard backward pawn

stormer

storming pawn

strong pawn

symmetrical aligned pawn

symmetrical doubled pawn

symmetrical twice backward pawn

T

tactical lever

tactical lever threat

tactical pawn threat

tempo

threat

trappable piece

trapped minor

trapped piece

trapped rook

tripled pawn

triplet

turn

twice aligned pawn

twice backward feature

twice backward opposed pawn

twice backward pawn

twice backward unopposed pawn

twice backward shelter pawn

twice-defended bishop outpost

twice defended knight

twice-defended knight outpost

twice-defended outpost

twice defended pawn

twice defended rook

twice defended storming pawn

U

unadvanced pawn

unattackable object

unbackwarded pawn

unblocked storming pawn

undefended minor piece

undefended pawn

undefended piece

undefended rook

undoubling

unlocking

unopposed backward-maker

unopposed lever

unopposed pawn

unretreatable outpost

unsafe check

unsafe pawn push threat

unstoppable passed pawn

untripling

useless outpost

V

vertically isolated pawn

very distant neighbour

very long chain pawn

W

weak pawn

weak spot

weak spot defence

X

x-ray attack

x-ray control

x-ray shelter attack

Y

Z

zero mobility

zugzwang