

# Gungahlin Junior Chess Club

## The Bishop

The next piece in your army that we need to know about is the **Bishop**.

Some people think the Bishop is just a giant pawn. This is because both pieces capture diagonally. Unlike the pawn however, the Bishop can move as many squares as it likes diagonally, as long as it doesn't change direction.

Due to its ability to move long distances, the Bishop is worth 3 pawns. The major drawback the Bishop suffers from is that it must always stay on the same colour squares it starts on. If a Bishop starts on a white square, it always stays on a white square. This is because in chess, diagonals always contain the same colour squares.

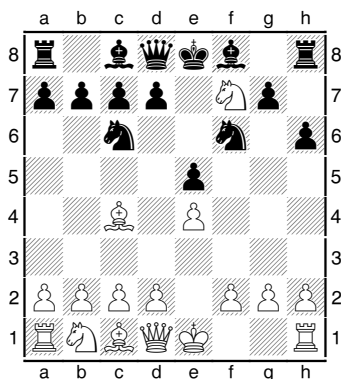
## Using Your Bishops

When you start a game of chess your Bishop and Knights are usually the first pieces you move (after your pawns). In the case of your Bishop, this is because obvious first moves like **1.e4** or **1.d4** clear the way for the Bishop to come out onto the board.

Also at the start of the game, the Bishop is very good at targeting squares around the enemy King. In the 4 move checkmate, the Bishop on c4 attacks the f7 square next to the black King, and supports the Queen when it captures the pawn. Eg **1.e4 e5 2.Qh5 Nc6 3.Bc4 Nf6 4.Qxf7#**

So the Bishop is both a good targeting piece, and a good support piece. Here is another example of the Bishop offering support.

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 h6 5.Nxf7**



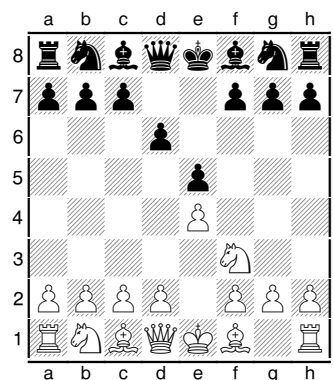
and the King cannot capture the Knight due to the protection of the Bishop on c4.

## Bad Bishops

As the Bishop can move as many squares as it wants, it likes to have a clear path across the board. What it doesn't like is pawns from its own side getting in the road. As pawns are difficult to shift, once a Bishop gets stuck, it is hard to get unstuck.

In the opening known as Philidor's Defence, Black gets her Bishop blocked very quickly.

**1.e4 e5 2.Nf3 d6**



While the pawn on e5 is now protected, and the Bishop on c8 can now be moved, the Bishop on f8 has been blocked by the pawn on d6. This is why 2... Nc6 is usually chosen instead.

## Good Bishops

The opposite of a bad Bishop is a Good Bishop. Good Bishops like to have long diagonals to move along, and like targets in the enemies position. In the opening this may be f7 or f2, depending on whether you are White or Black. Sometimes a Bishop may be developed to b5 or g5 to attack the Black Knight eg **1.e4 e5 2.Nf3 Nc6 3.Bb5** and the Bishop now threatens to capture the Knight, leaving the e5 pawn undefended.

The other kind of Bishop is the Fianchettoed Bishop. This kind of Bishop is located on b2 or g2, if you are White, and b7 or g7 if you are Black. Eg **1.g3 e5 2.Bg2** and the Bishop covers the squares from g2 to b7. Often these Bishops capture unsuspecting Rooks in the corners!