

Last issue, we provided an overview of blunders and discussed the Simple Type-3 Blunder, when you or your opponent captures a piece of lower value without realizing it is protected. For those that are new to this series, let's quickly mention the various types of simple blunders.

What is a Simple Blunder?

A simple blunder is a move that results in an immediate loss from your opponent's single attack.

A simple blunder can be where you:

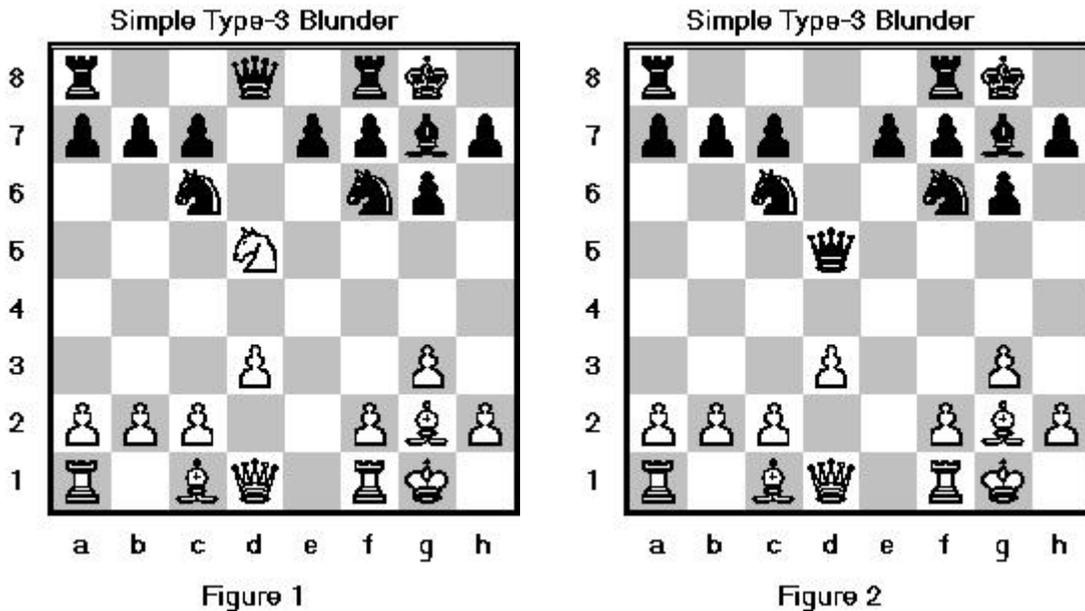
- Type-1: Place a piece on a square where it can be taken for nothing.
- Type-2: Place your piece on a square where it could be taken with a piece of lower value.
- Type-3: Capture a piece of lower value without realizing it is protected.
- Type-4: Leave a piece on a square that is now being attacked
- Type-5: Leave a piece on a square where it can be taken by a piece of lower value

The Simple Type-3 Blunder:

Let's now take a closer look at the Type-3 Simple Blunder. This blunder occurs when you capture a piece of lower value without realizing it is protected.

The Simple Type-3 blunder is slightly more sophisticated than its Type-2 counterpart, and occurs most often in beginner games. Both types of blunders occur because the player is not paying attention to what the opponent can do, but Type-3 blunders occur as a result of a more aggressive thought process than do Type-2 errors.

Figure 1 and Figure 2 show an example of capturing a piece a piece of lower value without realizing it is protected. This is generally referred to as losing or giving up the exchange.



In Figure 1, both the black Knight on f6 and the black Queen on d8 attack the white Knight on d5. If the Black queen takes the Knight, as shown in Figure 2, then Black has committed a simple Type-3 blunder. Black has failed to realize that the Bishop on g2 is protecting it. Because a Knight is worth less than a Queen, White has committed a Type-3 blunder by failing to see that it was protected.

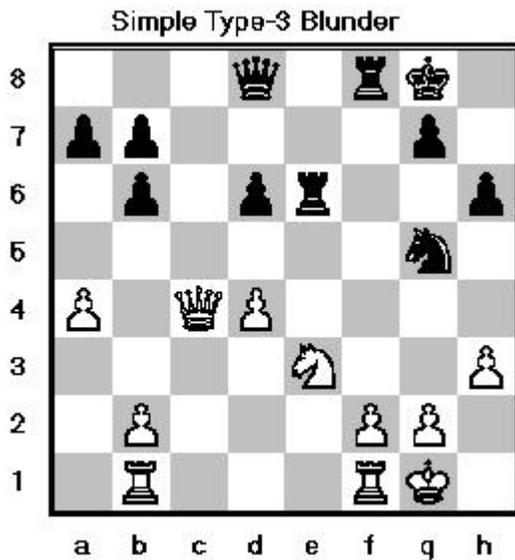
What do you need to do to discover a Type-3 blunder?

If you are attacking a piece of lesser value, it is very important to check the value of all the other pieces that are defending it and under normal circumstances (i.e. not part of a sacrificing combination) only if the defending pieces are of equal or higher value than the capturing piece, and there are no other tricks or traps, can it be taken.

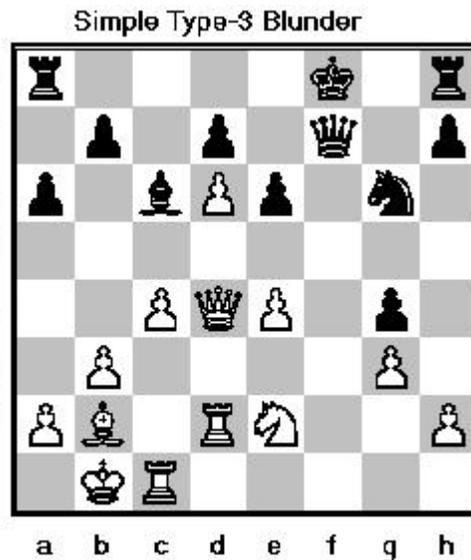
- Step 1) See if you are attacking any of your opponent's pieces
- Step 2) Determine if your piece is worth more than the one attacking it
- Step 3) Examine the value of each piece protecting the one you are attacking
- Step 4) Compare the relative value of the attacking and the protecting pieces
- Step 5) Check for tricks so as to avoid other types of blunders
- Step 6) Take the piece if all is safe

Practice Example Diagrams:

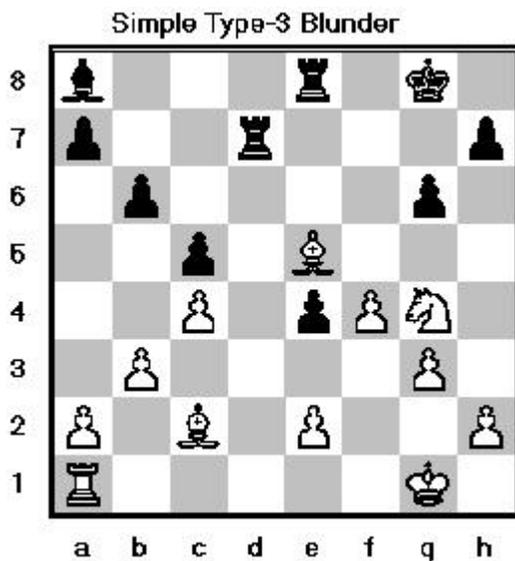
The following diagrams give you practice in looking for your opponent’s Simple Type-3 blunders. In each diagram, look for a piece of lower value that can be taken.



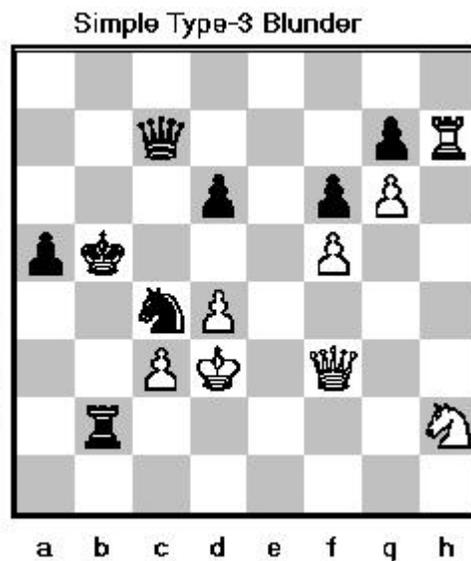
E1: White to move and blunder



E2: White to move and blunder



E3: White to move and blunder



E4: Black to move and blunder

NOTE: Answers to exercises are at the end of this article

Example Game illustrating a Simple Type-3 Blunder:

In beginner games, we again find that Simple Type-3 blunders generally occur because the player is not paying attention. But, as we will see, stronger players often blunder in this manner for a different reason.

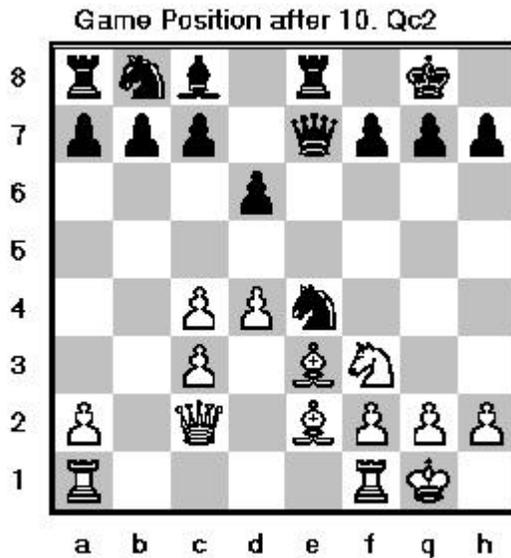
BUDAPEST gambit

Bricard E. (2453) - Duda R(1970)

Paris (France), 2000.

1. d4 Nf6 2. c4 e5 3. c3 exd4 4. exd4 Bb4 5. Nc3 O-O 6. Nf3 Re8 7. Be2 Qc7 8. Be3 d6 9. O-O Bxc3 10. bxc3 Ne4 11. Qc2 Nxf2 12. Bxf2 Qxe2 13. Rae1 [1:0]

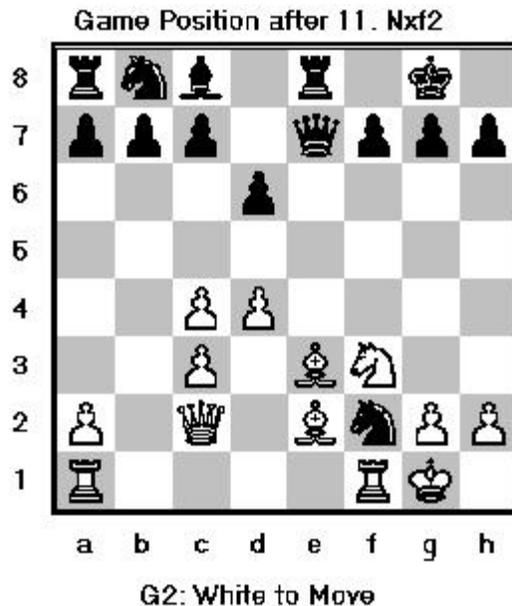
Let's take a look at the position (see Diagram G1) after White has made move 11 Qc2.



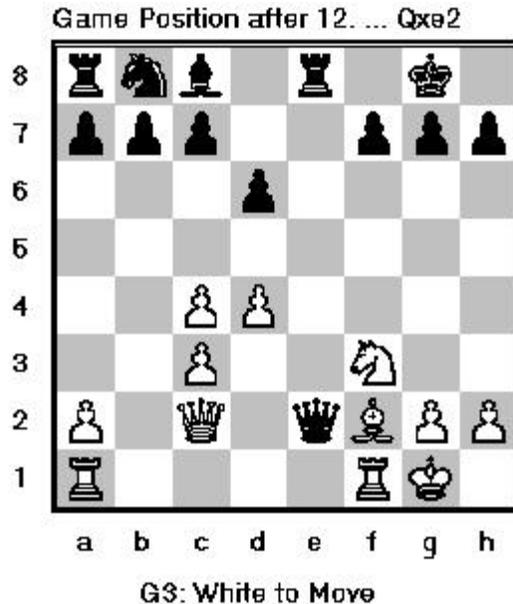
G1: Black to Move

Fritz 8 indicates that the plan for Black is to simply develop the Black bishop on c8 to either f5 or g4. But, Black has other plans.

Duda decided to play 10. ...Nxf2 thinking that after his knight sacrifice, he will win back material, by capturing the bishop on e2 after the bishop on e3 recaptures the knight. As you can see from Diagram G2, the Black knight has won a pawn, but we will soon see at what cost.



After the moves, 12. Bxf2 Qxe2, (see Diagram G3) Black sees that because he has won back the bishop for his knight in addition to the f2 pawn, he is now up a pawn.



Much to Black's surprise comes the crushing move 13. Rae1 whereupon the Black queen finds herself pinned (we will talk about pins in a later issue) on the e-file. If the queen moves off the e-file, the White rook on e1 will capture the Black rook on e8 and declare checkmate.

So the point is that although Black thought he was being tricky in winning a pawn, his move Nxf2 turned out to be a Simple Type-3 Blunder.

How do I avoid Simple Type-3 Blunders?

The example game is a fine example to show you that even strong players make Type-3 blunders. But their reason for blundering is different than that of a beginner.

So how do we avoid making these types of mistakes?

If you are a beginner, make sure to do the following before each and every move you make:

Ask yourself the following,
 "After I make this move, what will my opponent be threatening?"

This question is intended to help you think about the pieces that your opponent will be attacking and the squares he will be controlling in the future position.

Next time we will continue our look into the fascinating world of blunders. So, until then, play well, watch out for Simple Type-3 Blunders and ask yourself the question before each and every move you make.

Answers to Example Exercises:

- E1) Qxe6
- E2) Qxh8
- E3) Bxe4
- E4) Rxh2