



Donald Rumsfeld's *guide to* New Chess Strategies



The first known book of chess rules was written by a Spaniard named Lucena in about 1497, and those rules, largely unchanged, have dictated how chess has been played ever since. It is my view that these rules are outmoded and irrelevant to the situation of the modern American chess player. Firstly, the rules were written before our fine nation, the United States of America, was even born. Secondly, how can the views of a foreigner from a far land possibly hold sway in the most powerful chess playing nation in the world.

Modern chess must be free of the confused goals and compromised outcomes of traditional chess as played in the salons of Europe and supported by the International Chess Federation. We must be prepared to play in a new way that is more suitable to the modern world. Such things as time-limits, and sequential moves play into the hands of our opponents giving them an advantage or, at least, tactical parity where none existed before. Constant referrals to the International Chess Federation mire the game in dispute and delay firm outcomes. Countless hours are lost pursuing goals that could be quickly and cheaply achieved. We must step outside the traditional paradigm. We must develop a new doctrine.

To the extent possible, there should be clear, well-considered and well-understood goals as to the purpose of the engagement and what would constitute success, so we can know when we have achieved our goals. The goal of modern chess is not to outplay our opponents. This merely plays to their strengths and

our weaknesses, and costs time and the lives of one's pieces. There should be no more slow march up the chessboard slowly gaining the field. The new doctrine is to strike hard and fast using less pieces to greater effect. We must not get bogged down in taking our opponents' pieces one by one. We must go straight for the King. We must render them incapable of offering any serious threat to our pieces. Startgame and endgame should be considered synonymous. Three points are vital to the successful outcome of the new doctrine:

Just as the risks of taking action must be carefully considered, so, too, the risk of inaction needs to be weighed.

It is important to understand that responsibility and accept it.

Be willing and prepared to act decisively to use the force necessary to prevail, plus some.

I hope the following gambits will be of interest and assistance to you all. May they inspire you to victory and the development of even more radical strategies.

Good luck and good playing,

Donald Rumsfeld,
U.S. Secretary of Defense & Recreation.

Move 1

White: Queen's pawn to Q4

Black: Queen's pawn to Q5

So far a pair of standard opening moves.



gambit 1

gambit 3

gambit 2

gambit 4



Move 2

White: Queen's Knight's pawn to QKt4

Black: Queen's Bishop's pawn to QB6

This suggests White is going to use his Knight. Black's response protects his Queen's pawn and provides a future threat should the white Knight move down the board. By now Black is convinced that White is playing a traditional game.



gambit 1

gambit 3

gambit 2

gambit 4

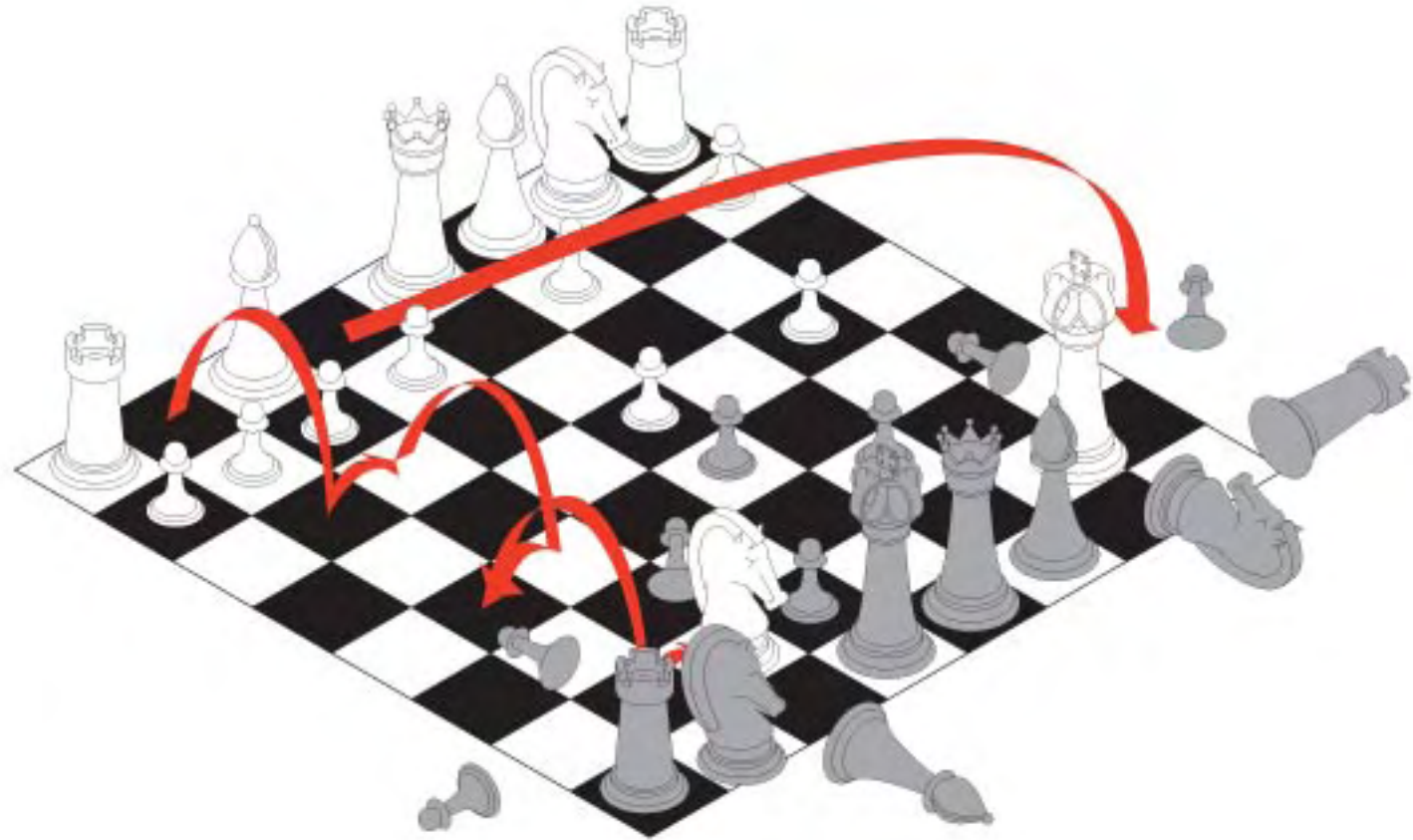


Move 3

Having lulled Black into a false sense of security White attacks with a daring two pronged maneuver.

White: King to QKt7, King's Knight to KB3, Kkt5 and KB7

This is a bold sweep across and up the board in a swinging arc using speed and surprise to overpower and destroy the black Queen's Rook, Knight and their associated pawns. Using the King's attack as a cover the white King's Knight charges up the table scattering the black pawns and assaulting the black King's Bishop. The Knight's role now is to hold position and prevent the black King's Rook and Knight from rendering assistance.



gambit 1

gambit 3

gambit 2

gambit 4

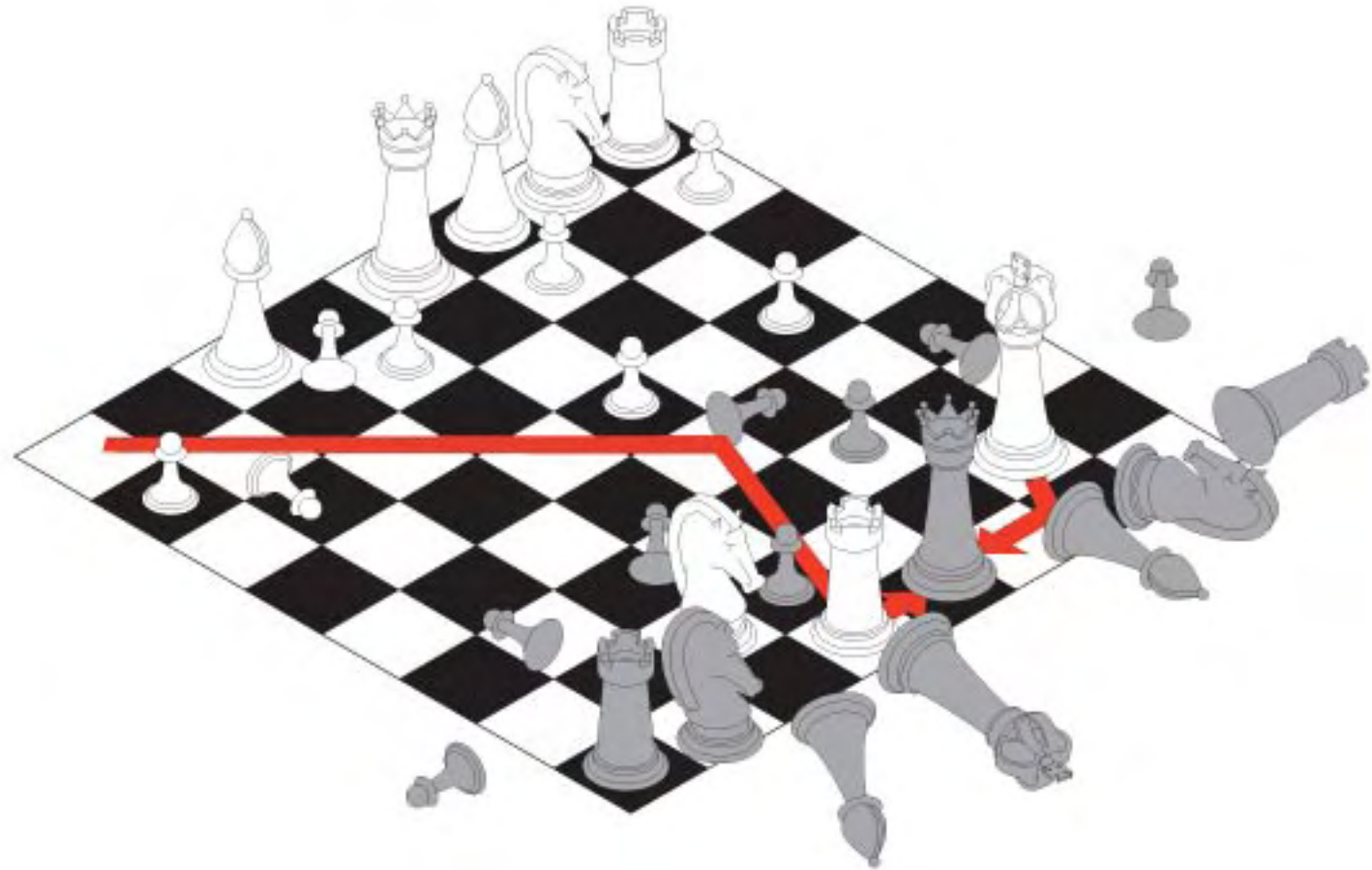


Move 4

White: King to Q8 and King's Rook to Q5, K8 and Q8.

White has used Black's confusion to his own advantage with a double feint. First the King then the Rook. Obviously Black cannot understand what White is up to and is thus rendered immobile. The white King's Rook makes a feint into the centre. While Black is distracted the white King moves in and threatens the black Queen. This is in itself a feint allowing the white Rook to turn from the chaos it is causing in the middle of the board and strike directly at the black King.

Game over. All that is now left to do is use the surviving black pieces as hostages in negotiations with your opponent. Strategies like this are virtually unanswerable in contemporary chess and will surely lead to more victories in the future.



gambit 1

gambit 3

gambit 2

gambit 4



Move 1

White: King's pawn to K4

Black: King's pawn to K5

So far a pair of standard opening moves.



[gambit 1](#)

[gambit 3](#)

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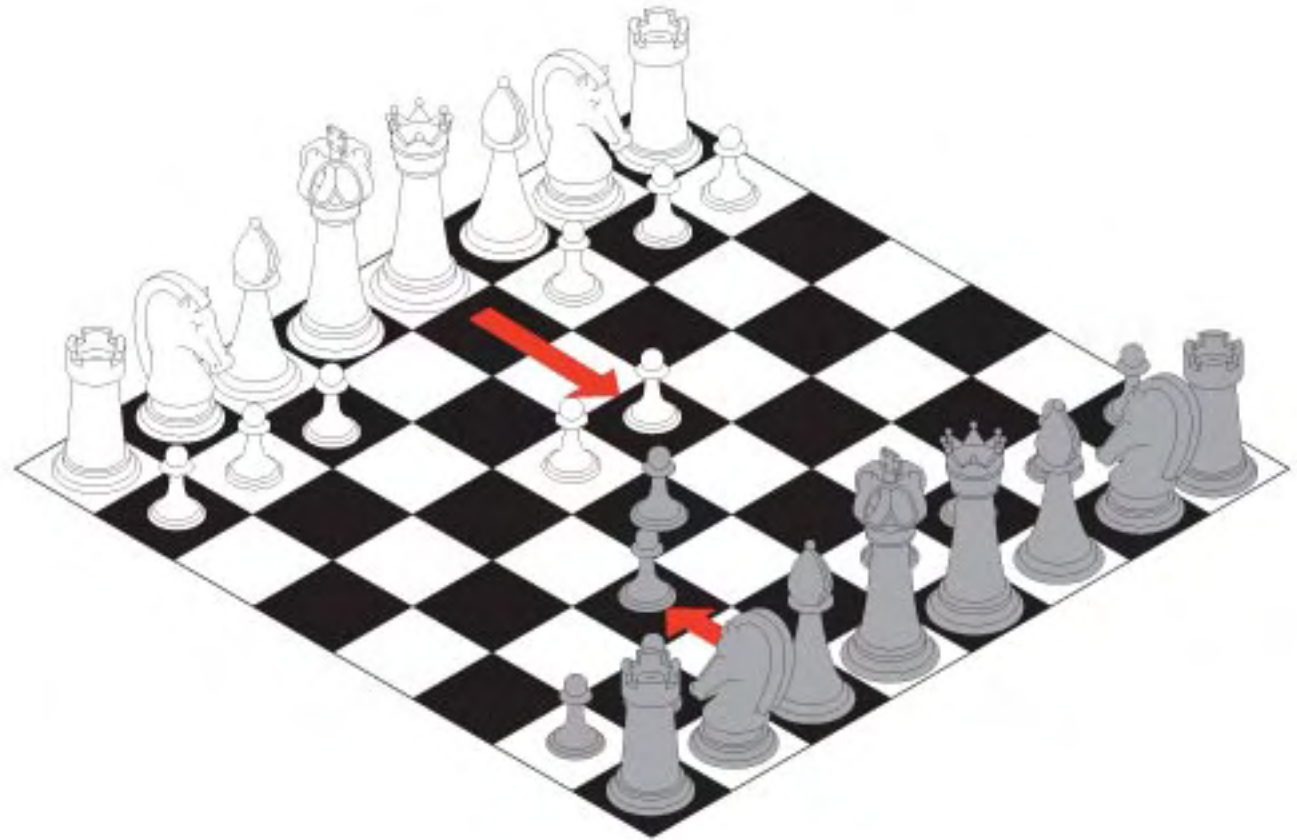
Move 2

White: Queen's pawn to Q4

Black: King's Bishop's pawn to KB6

This threatens the black King's pawn and suggests White is going to use this opening as an avenue of attack for his Bishops. Black's response protects his King's pawn and frees his King's Knight to threaten the white Queen's pawn.

This is a predictable opening gambit.



[gambit 1](#)

[gambit 3](#)

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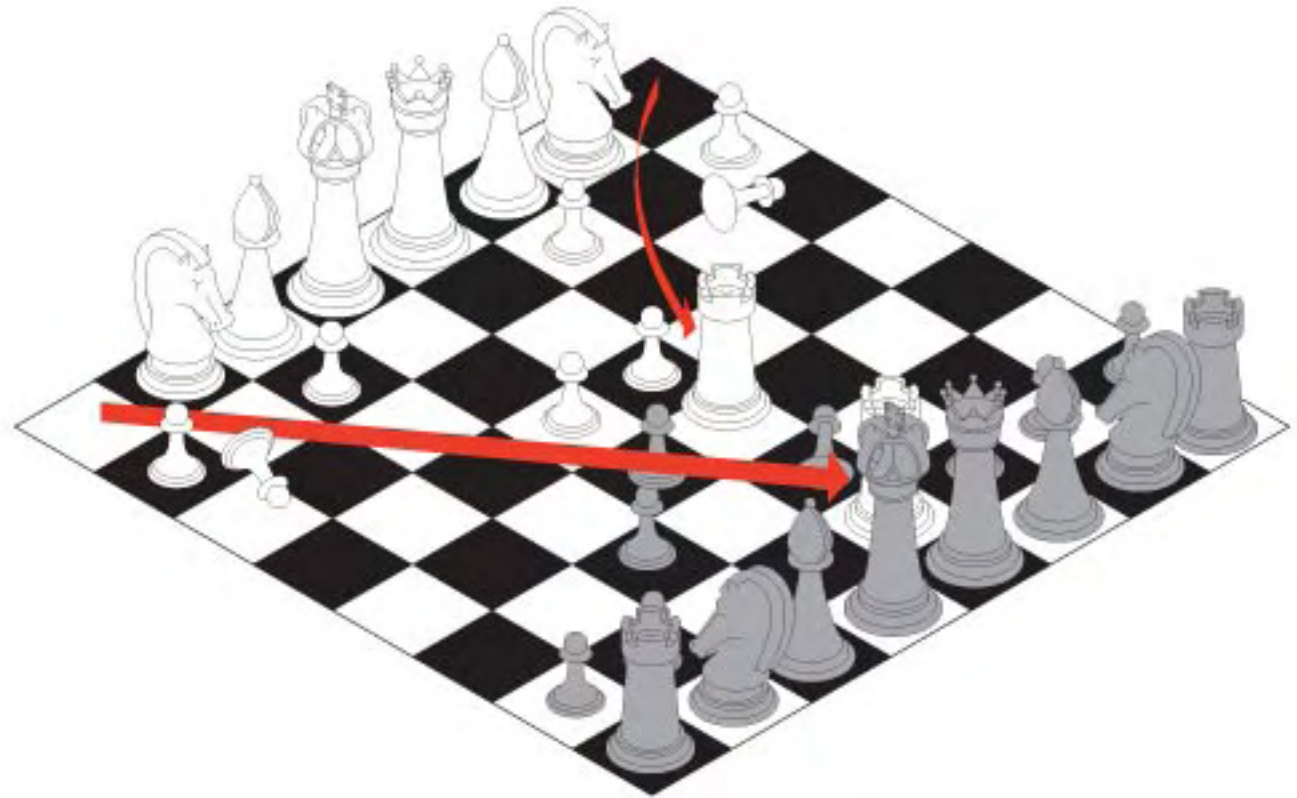


Move 3

Now Black will be concentrating on a perceived threat from the white Bishops. White must now do the unexpected.

White: King's Rook to Q7, Queen's Rook to Q5.

Here White is using speed and surprise to his advantage. The first Rook to arrive wreaks havoc among the black pawn defense.



[gambit 1](#)

[gambit 3](#)

[gambit 2](#)

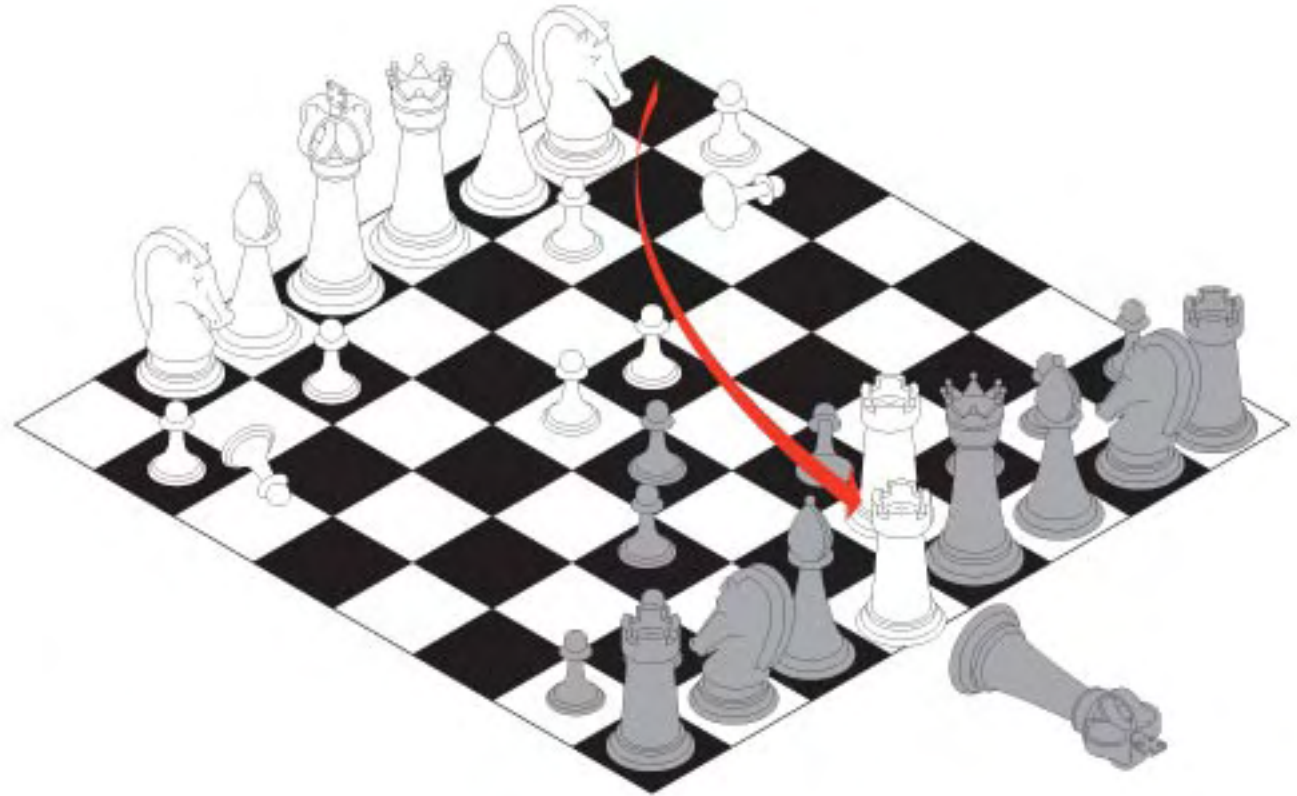
[gambit 4](#)



Move 4

White: Queen's Rook to K8.

White's second Rook follows through with a direct assault on the black King. In this gambit you will notice that the only losses to White are self-inflicted.



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Move 1

This move is very unorthodox as it begins before the start of the game.

White: King's Bishop to KB8, Queen's Bishop to QB8. This pre-emptive strike reaches deep into the Black back-line.



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Move 2

White must take advantage of the shock and disarray in the black troops.

White: King's Knight and Queen's Knight move to KB4, K6, KB7 and QR3, QKt5, QB7 respectively.

Black: Can only shake his head in disbelief as his King is captured unharmed and is held to face trial.



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Move 3

White: Knights return with black King. White pawns move forward en-masse to create a cordon sanitaire.



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Move 4

Black: Troops descend into civil war.



gambit 1

gambit 3

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gambit 4



Move 1

White: King's pawn to K4

Black: King's pawn to K5

This is the negotiation phase.



gambit 1

gambit 3

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gambit 4



Move 2

White: Queen's pawn to Q4

Black: King's Bishop's pawn to KB6

Negotiations having collapsed we have entered the threat and counter-threat stage.



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Move 3

White: Queen's Knight and King's Knight to QB3, QKt5 and KR3, KKt5 respectively. Queen's Rook to QR4 and King's Rook to KR6.

This increases military pressure and will sew dissent in the black ranks and cause a popular revolution and regime change.

Black: Will accuse White of using illegal tactics. This is merely a stalling action. Such accusations display ill will and propensity to use world chess forums as a shield.



[gambit 1](#)

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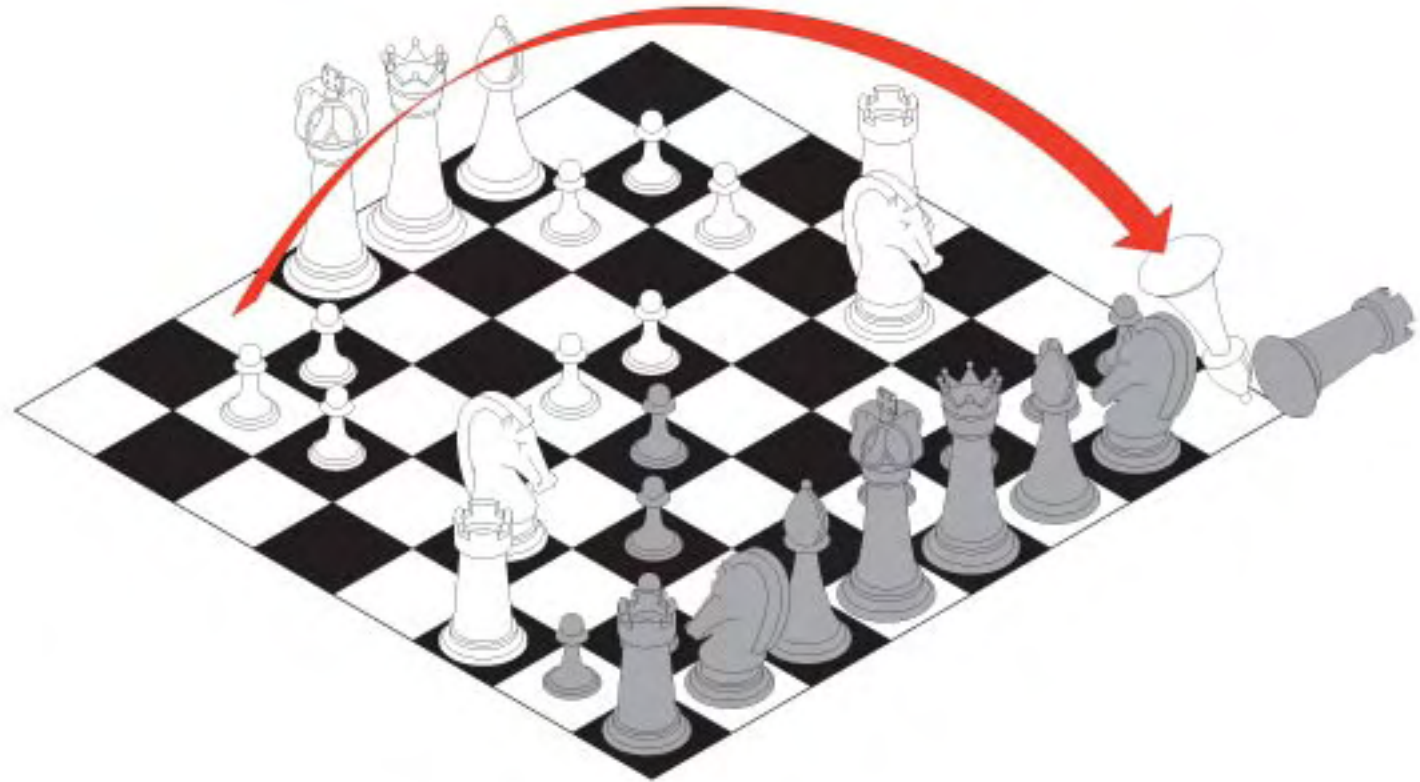
[gambit 4](#)



Move 4

White: King's Bishop to QR8. Thus White immediately resorts to unilateral military strikes in the hope of breaking the "will to resist" of the black troops.

Black: Discusses with the International Chess Association the "legality" of the innovative strategies White is employing.

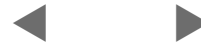


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Move 5

White: Declares victory, and asks Black to surrender.

Black: King's Knight's pawn to Kt3, King's Bishop's pawn to KB3, Queen's pawn to Q2 and Queen's bishop's pawn to QB4.

White's strategy has failed and leads to partisan resistance to which White has no answer. White is left unable to either hold or leave the board.



[gambit 1](#)

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