SMALL
PATTERNS
BIG
IMPROVEMENT

CHESS KING

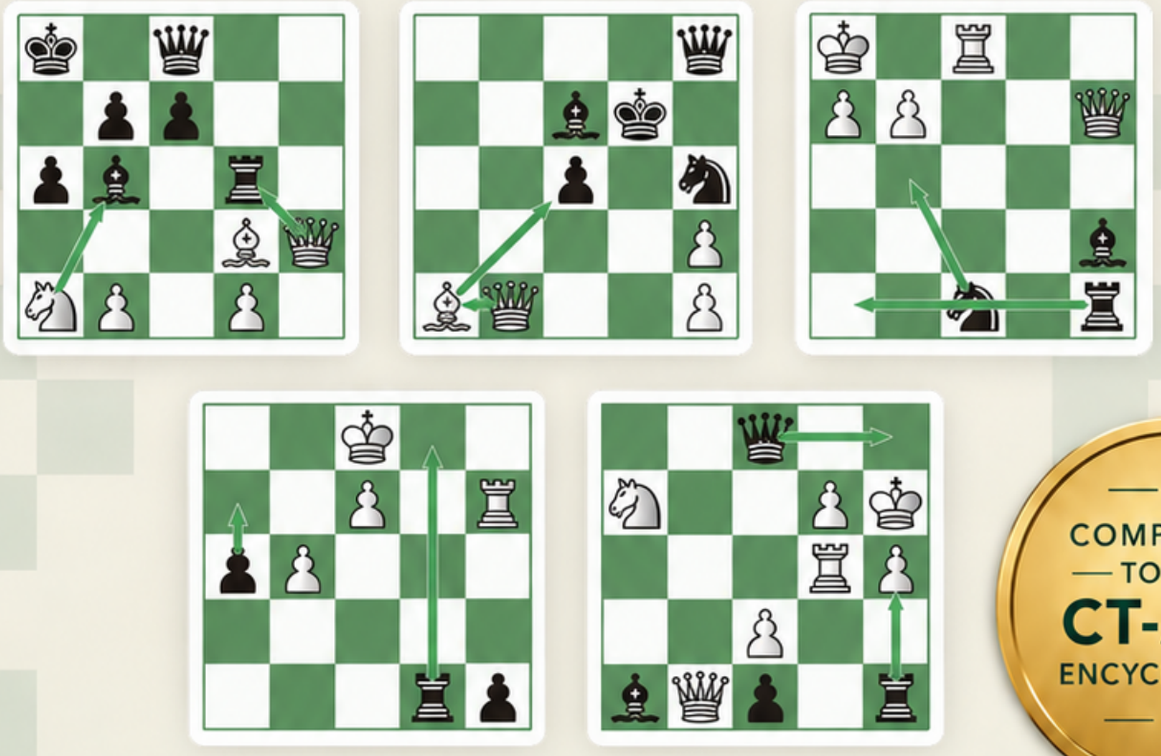
PLAY • LEARN • IMPROVE

1,138
TACTICAL
PATTERNS

CT-ART

5x5 Pattern Companion

RECOGNIZE • UNDERSTAND • MASTER



COMPANION
TO THE
CT-ART
ENCYCLOPEDIA

PATTERNS BUILD STRONGER PLAYERS

SEE
THE PATTERN

LEARN
THE IDEA

TRAIN
YOUR TACTICS

IMPROVE
YOUR GAME

1,138 TACTICAL PATTERNS

CT-ART

5×5

PATTERN COMPANION

1,138 Tactical Patterns

BUILT BY CHESS KING

Interactive lessons available on Chess King Arcade

© 2026 Chess King, Inc. All rights reserved.
chessking.com · chesskingarcade.com

INTRODUCTION

CT-ART — Learning to See

For more than three decades, CT-ART has helped generations of chess players around the world develop their tactical vision.

Created in the early 1990s from the work of correspondence grandmaster and renowned trainer Maxim Blokh, CT-ART was built around a simple but powerful idea: tactical strength is not only calculation. It is also recognition.

Blokh assembled a carefully structured collection of tactical exercises designed to teach the recurring ideas of chess combinations. CT-ART transformed this material into an interactive training system in which players could solve positions, receive immediate feedback, progress through increasing levels of difficulty, and learn from their mistakes.

One of CT-ART's most distinctive teaching ideas became the 5×5 pattern.

When a full chess position contains too much information, the essential tactical idea can be difficult to see. The 5×5 board removes the unnecessary pieces and distractions, leaving only the geometry of the combination. The same idea appears in a simpler form — easier to understand, easier to recognize, and easier to remember.

This method was developed and refined over the years, including important work by Sergey Abramov, and became one of the defining features of CT-ART training.

ABOUT THIS COMPANION

The CT-ART 5×5 Pattern Companion brings together the 1,138 isolated tactical patterns from the CT-ART Encyclopedia of Tactical Patterns in a compact visual reference.

There are no long explanations here. The purpose is different.

Look at the position. Follow the arrows. Recognize the idea. Remember the pattern.

Each diagram includes its permanent CT-ART reference, such as: 1.1.1 · #5.

The puzzle number connects each pattern to its complete position, explanation and solution in the CT-ART Encyclopedia of Tactical Patterns, as well as to its interactive lesson in Chess King Arcade.

Use this book for a few minutes or for an extended study session. Open it anywhere. Review a page. Test your recognition.

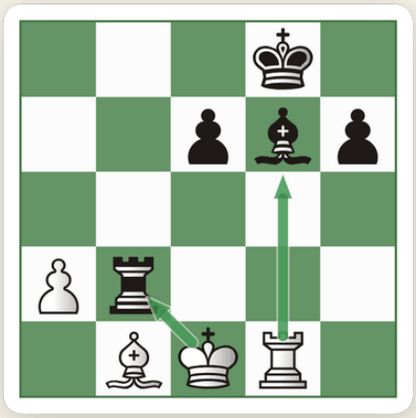
The goal is simple:
See the pattern today. Recognize it tomorrow over the board.

The Chess King Team

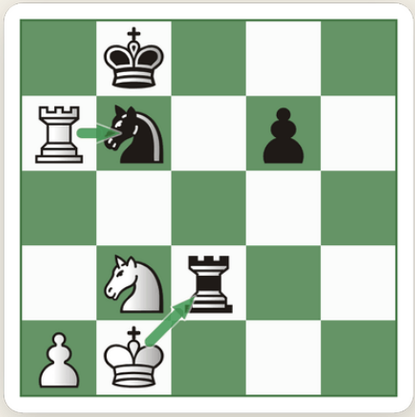
1. ANNIHILATION OF DEFENSE

1.1.1. Annihilation of the Pieces Defending Other Pieces

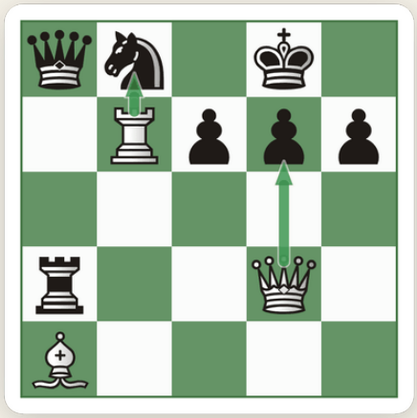
Remove the Defender



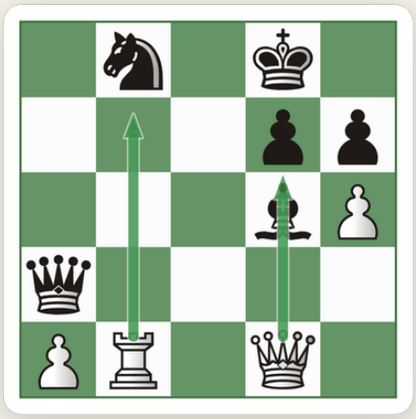
☐ 1.1.1 · #0



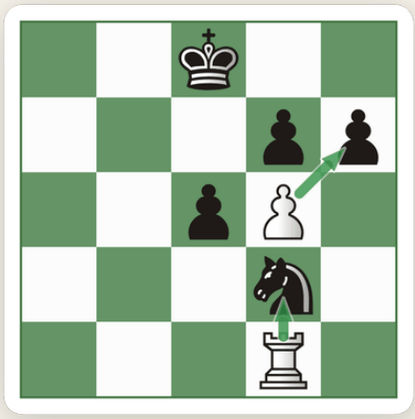
☐ 1.1.1 · #2



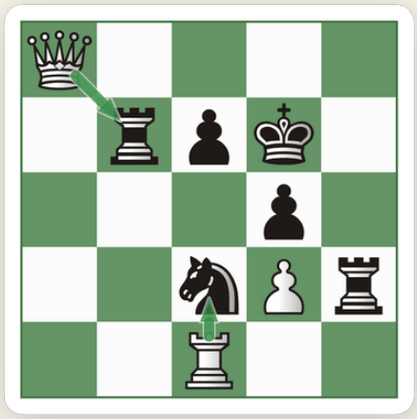
☐ 1.1.1 · #5



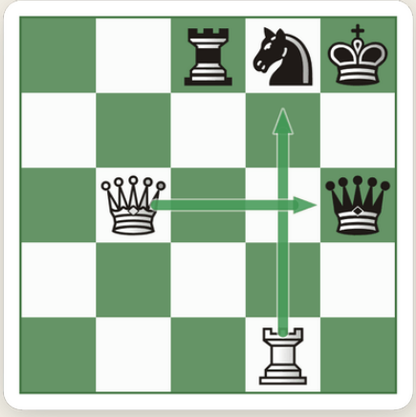
☐ 1.1.1 · #7



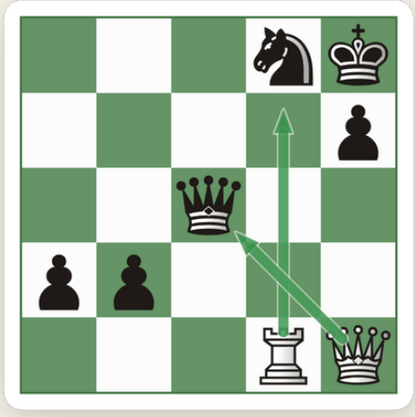
☐ 1.1.1 · #8



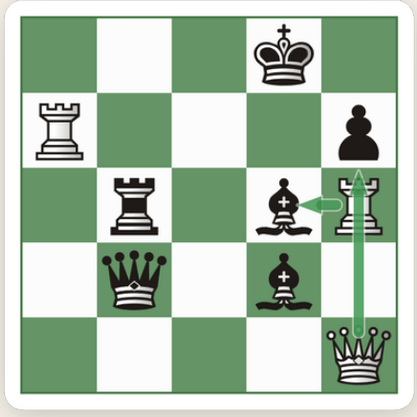
☐ 1.1.1 · #11



☐ 1.1.1 · #12

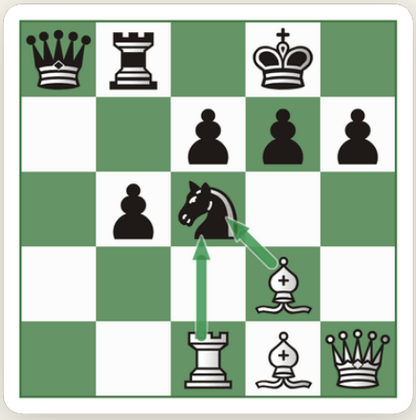


☐ 1.1.1 · #15

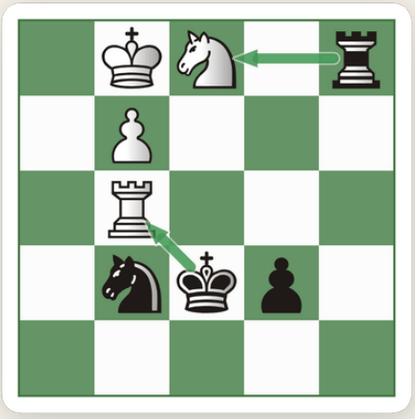


☐ 1.1.1 · #16

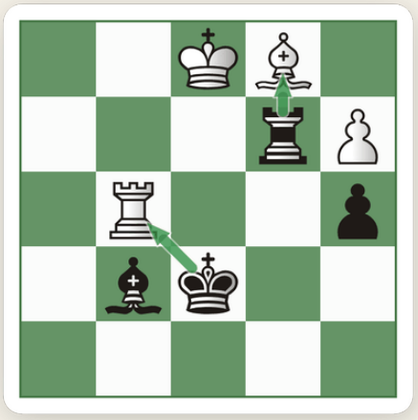
Remove the Defender



□ 1.1.1 · #18

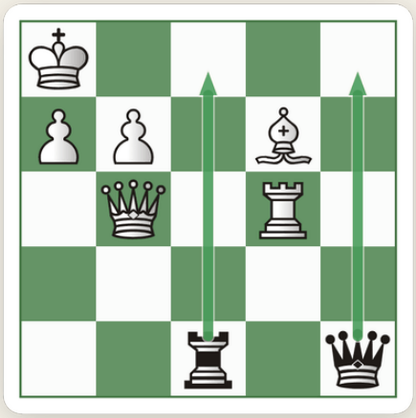


■ 1.1.1 · #2410

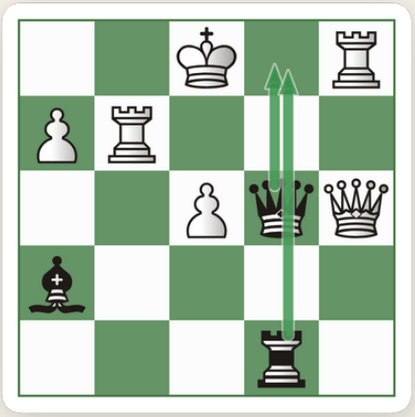


■ 1.1.1 · #2417

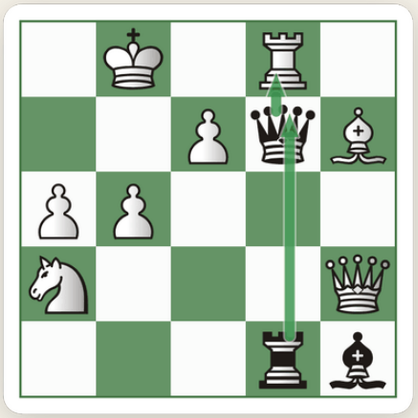
Remove the Defender



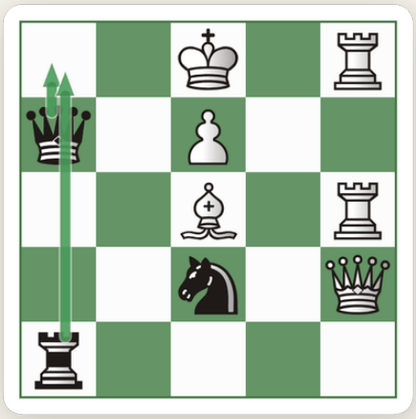
■ 1.1.2 · #21



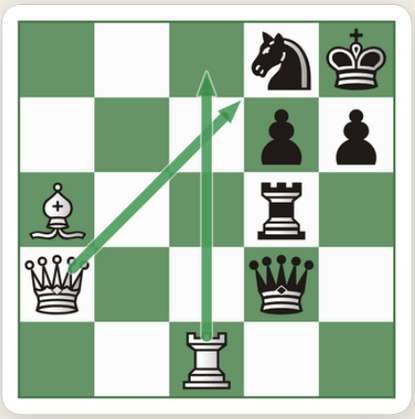
■ 1.1.2 · #23



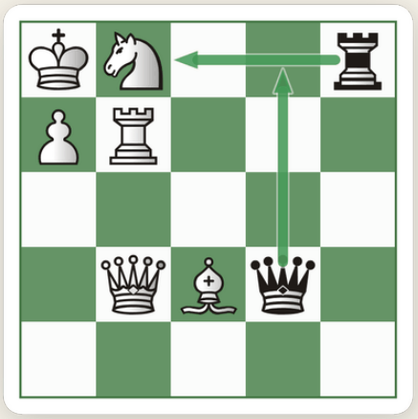
■ 1.1.2 · #24



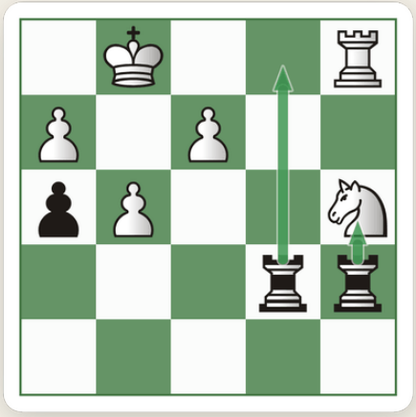
■ 1.1.2 · #27



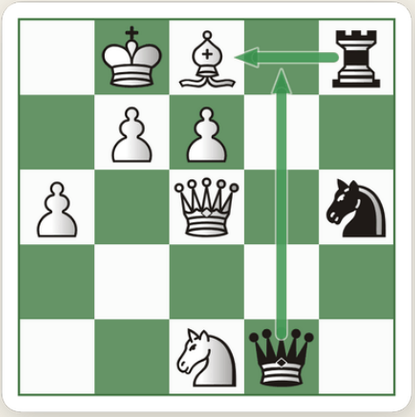
□ 1.1.2 · #29



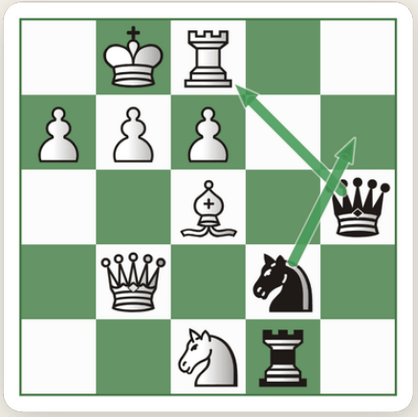
■ 1.1.2 · #31



■ 1.1.2 · #33



■ 1.1.2 · #35

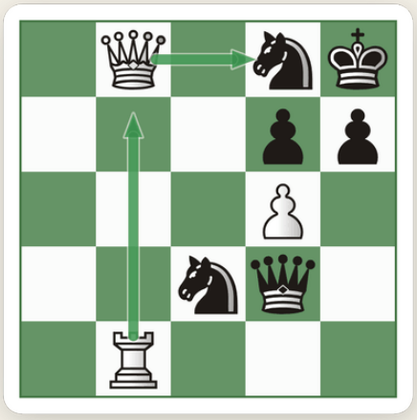


■ 1.1.2 · #37

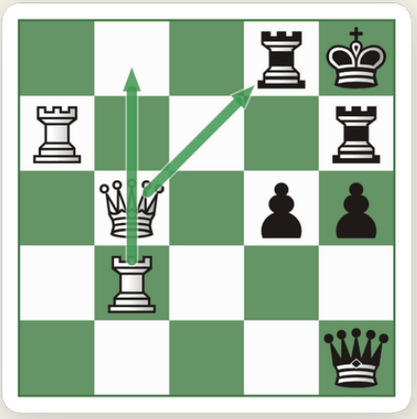
1. ANNIHILATION OF DEFENSE

1.1.2. Annihilation of the pieces defending the back rank

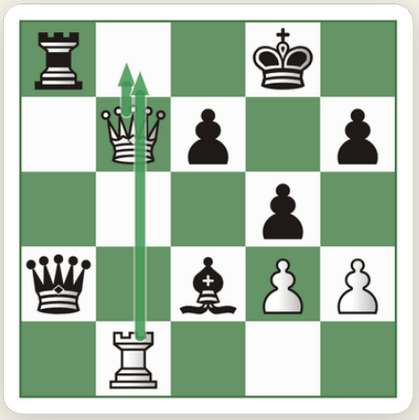
Remove the Defender



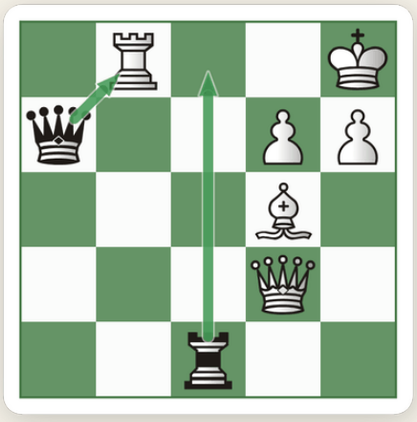
□ 1.1.2 · #38



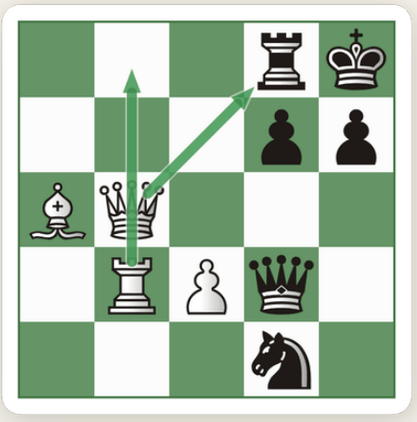
□ 1.1.2 · #40



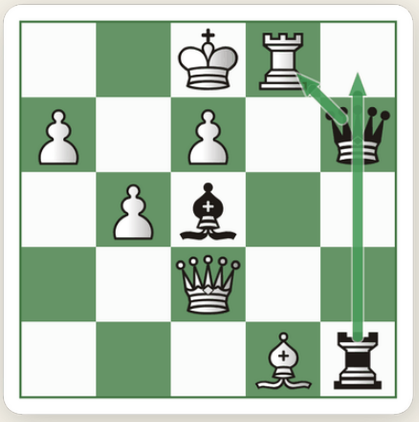
□ 1.1.2 · #42



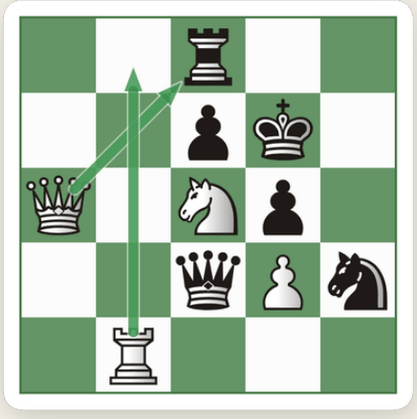
■ 1.1.2 · #44



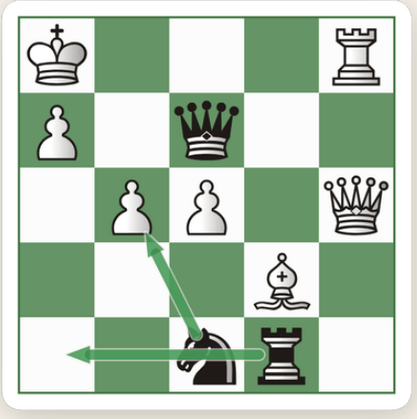
□ 1.1.2 · #47



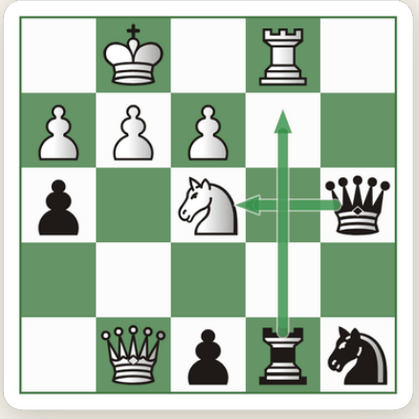
■ 1.1.2 · #48



□ 1.1.2 · #51



■ 1.1.2 · #52



■ 1.1.2 · #54