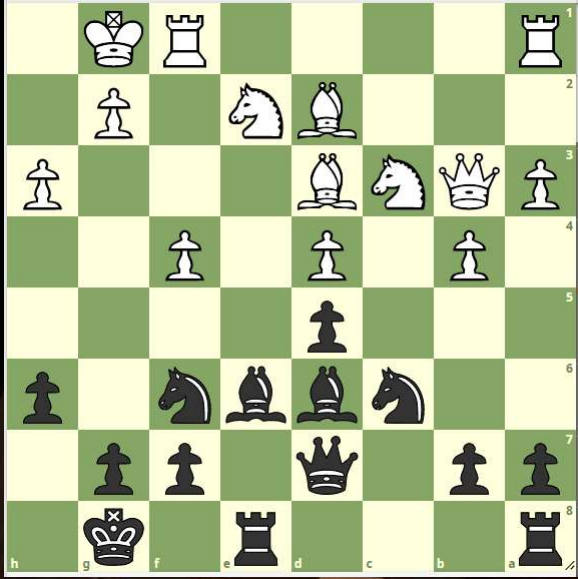


Warm-up



- Please think about a move for Black

But also:

- Try to notice what you are thinking about
- And how you are thinking about it

1

Devon JUNIOR CHESS



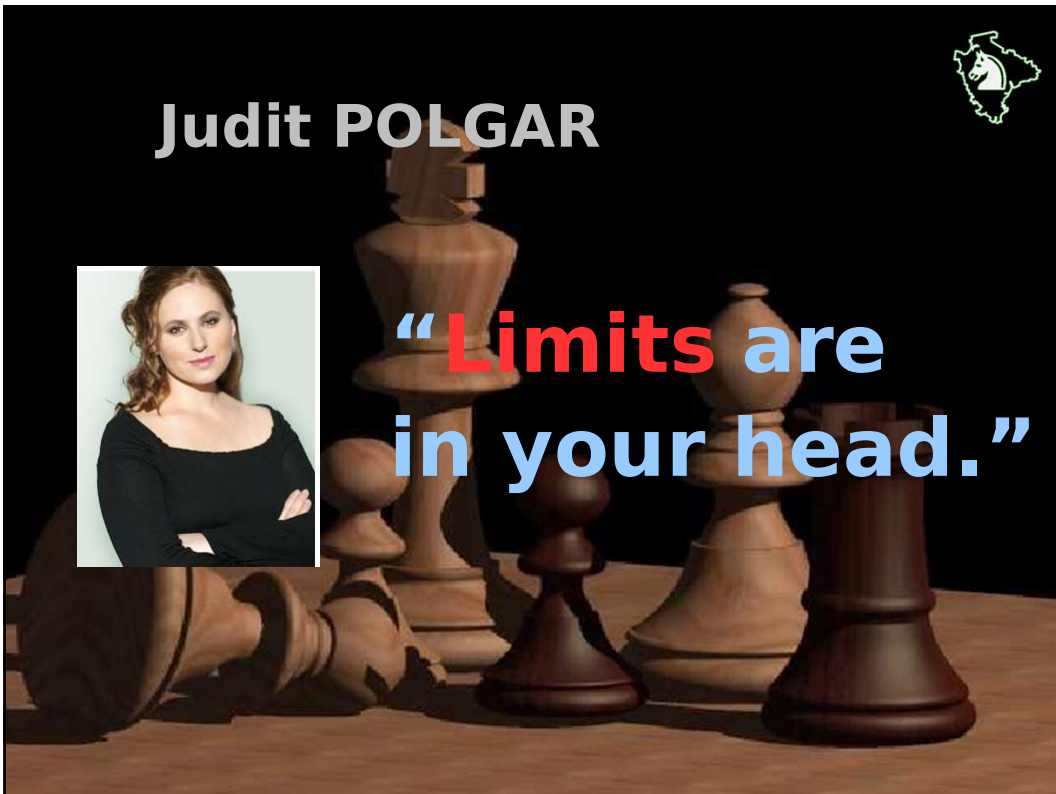
Devon Junior Chess Association
www.devonjuniorchess.co.uk
devonjuniorchess@gmail.com

U14/U18 Training Day


3rd June 2023

Gill Morgan
 Paul O'Neill
 David Regis


2



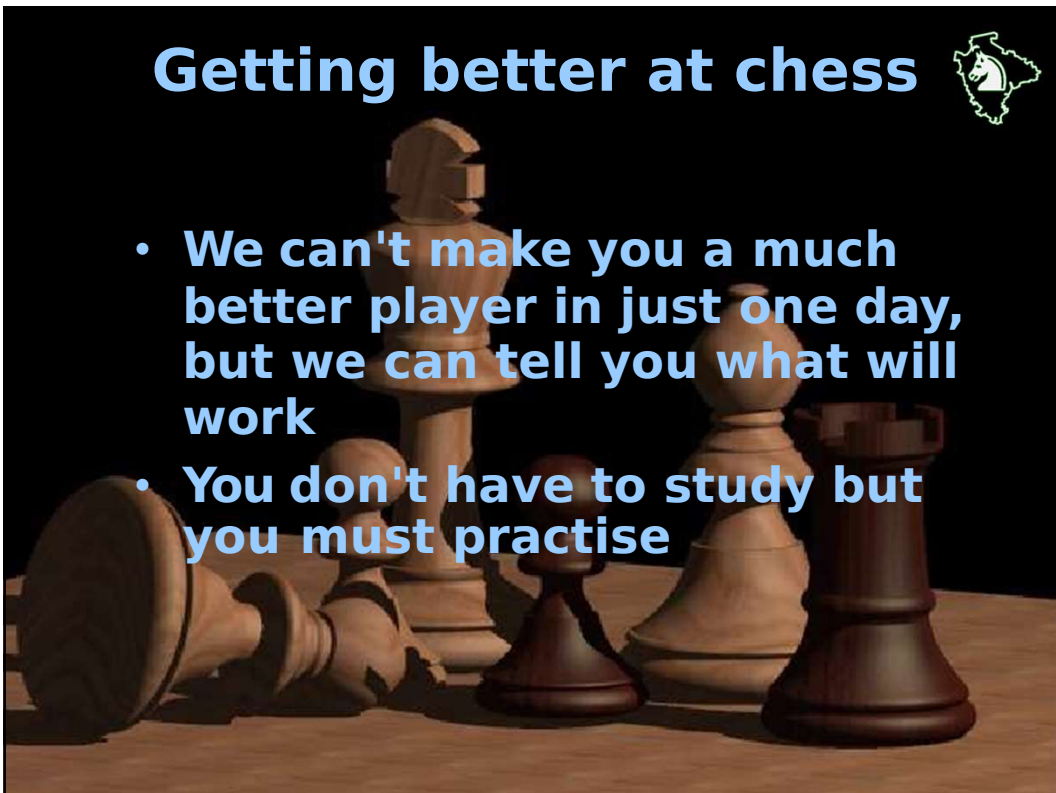
Judit POLGAR




**“Limits are
in your head.”**



3



Getting better at chess

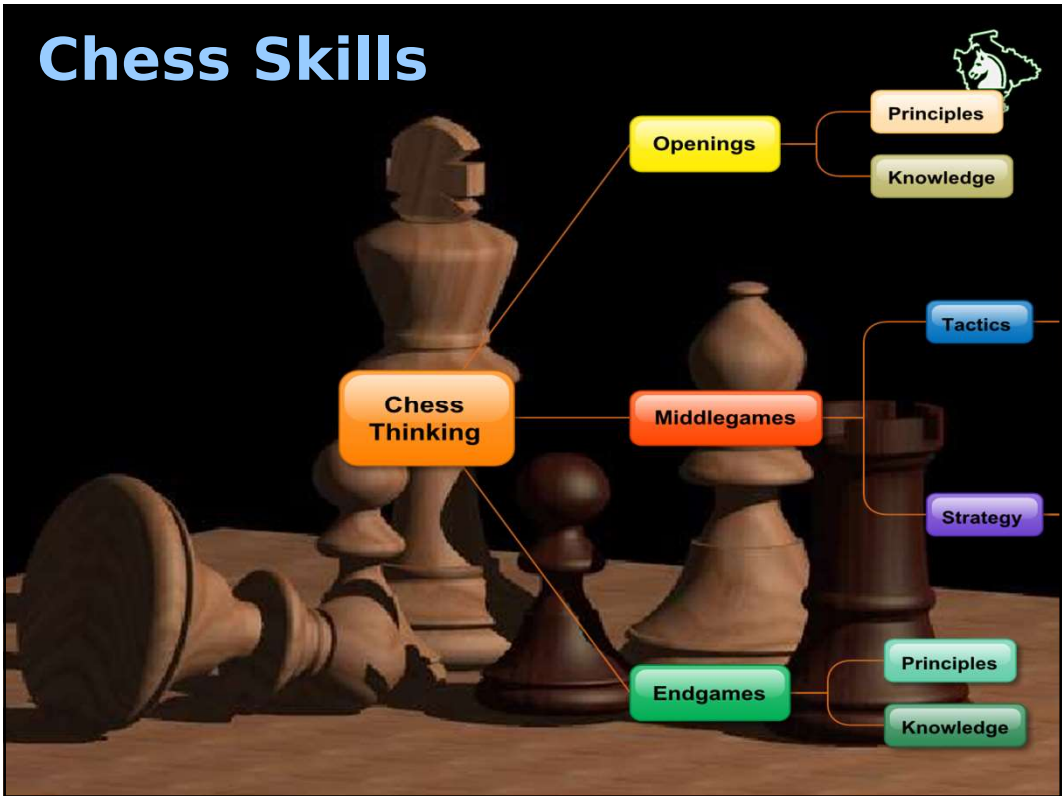


- **We can't make you a much better player in just one day, but we can tell you what will work**
- **You don't have to study but you must practise**

4



5



6



7

DJCA Training Day Sat 3rd June 2023 Newtown Community Centre, Exeter

| | | | |
|-------|------------------------------------|--------------------------------------------|--------------------------|
| 10.00 | Hello | U14 | U18 |
| 10.05 | Could do better? | | |
| 10.30 | Tactics | Loose pieces | CCT |
| 11.30 | Strategy | Ready, aim, fire (Evaluate, Plan, Move) | Silman |
| 12.30 | Lunch | | |
| 01.00 | Endgames | IEC Littlewood's ABC | Daniel's endgame Capa |
| 02.00 | Thinking | | |
| | Blunders | video | |
| | Boardsight | 8 Queens Checks & Captures | Visualisation |
| | Think twice (Charlie, Pengxiao) | Cheng | GBICP |
| 03.00 | Openings | Developing or Woodpushing? | Openings Q&A |
| 03.45 | Plenary | | |
| 04.00 | Farewell | | |

Gill Morgan, Paul O'Neill, Dave Regis

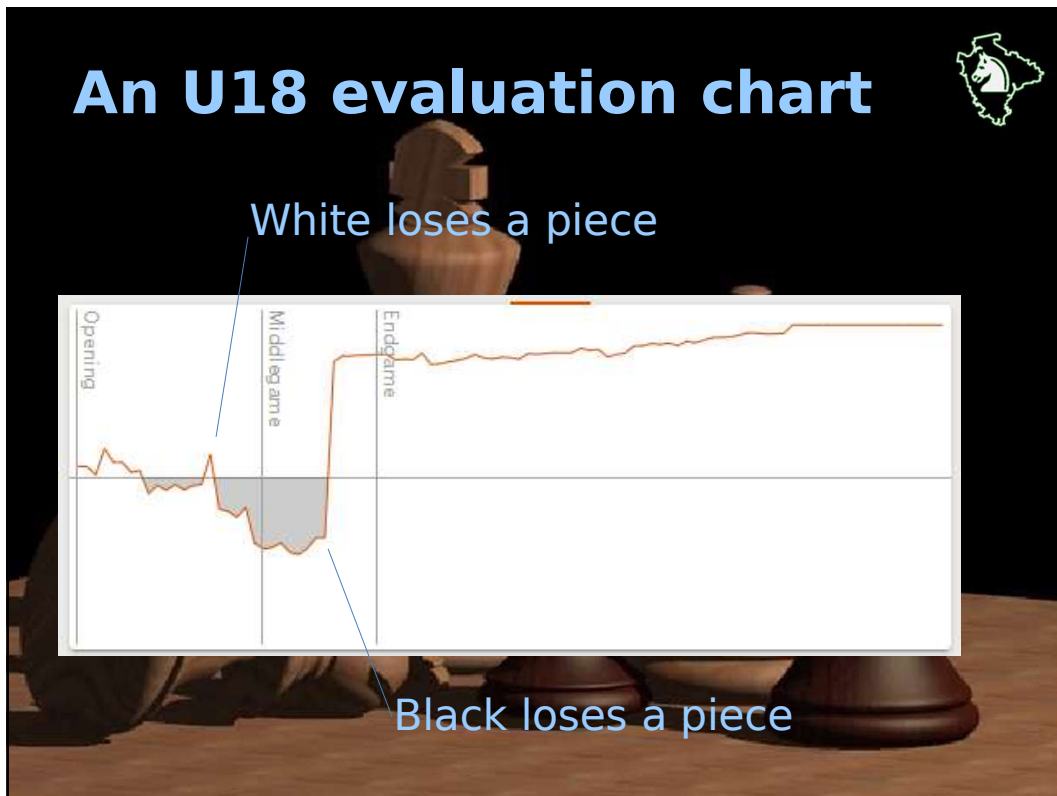
8



9



10



11

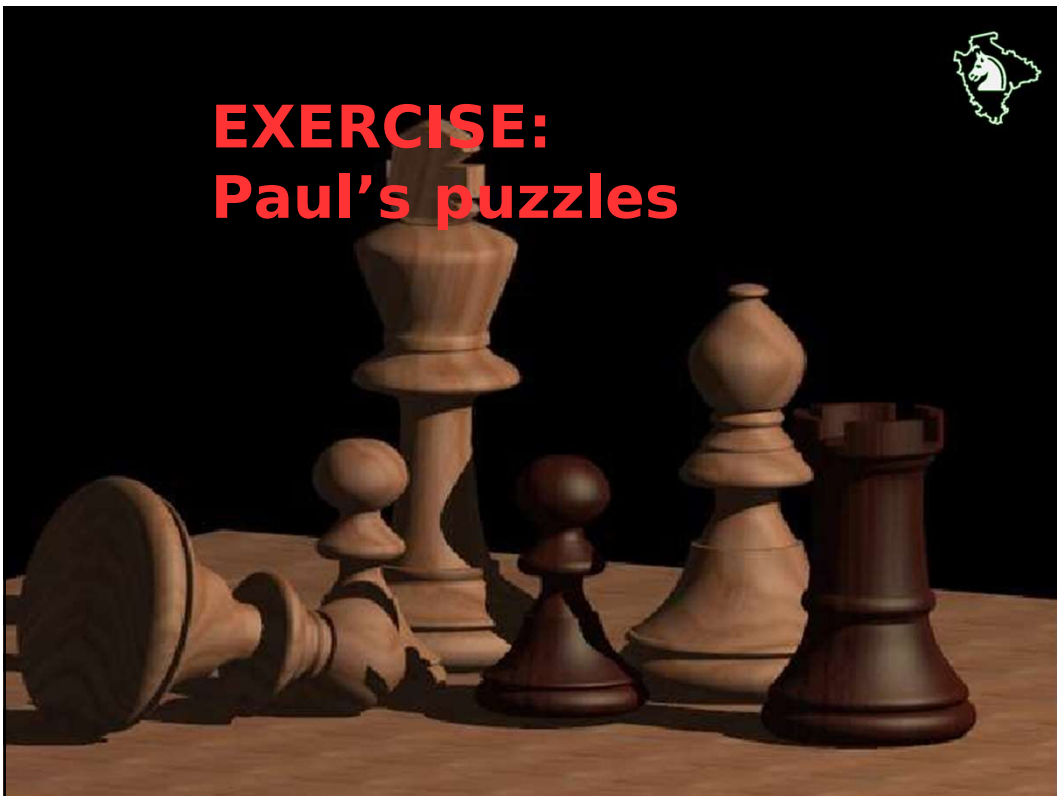
Tactical patterns

- Attacking f7/f2
- Back Rank Mate
- Battery
- Checkmates
- Clearance
- Sacrifice
- Cross-check
- Decoy/Deflection
- Desperado
- Discovered Attack/Check
- Double Check
- Fork/Double Attack
- Interference
- Intermezzo/Zwischenzug
- Loose Piece
- Mating Net
- Opposition
- Overloading
- Pawn breakthrough
- Pawn Promotion (underpromotion)
- Perpetual Check
- Pin
- Removal of the Defender (undermining)
- Sacrifice
- Skewer
- Smothered Mate
- Stalemate
- Trapped Piece/Net
- Windmill
- X-Ray
- Zugzwang

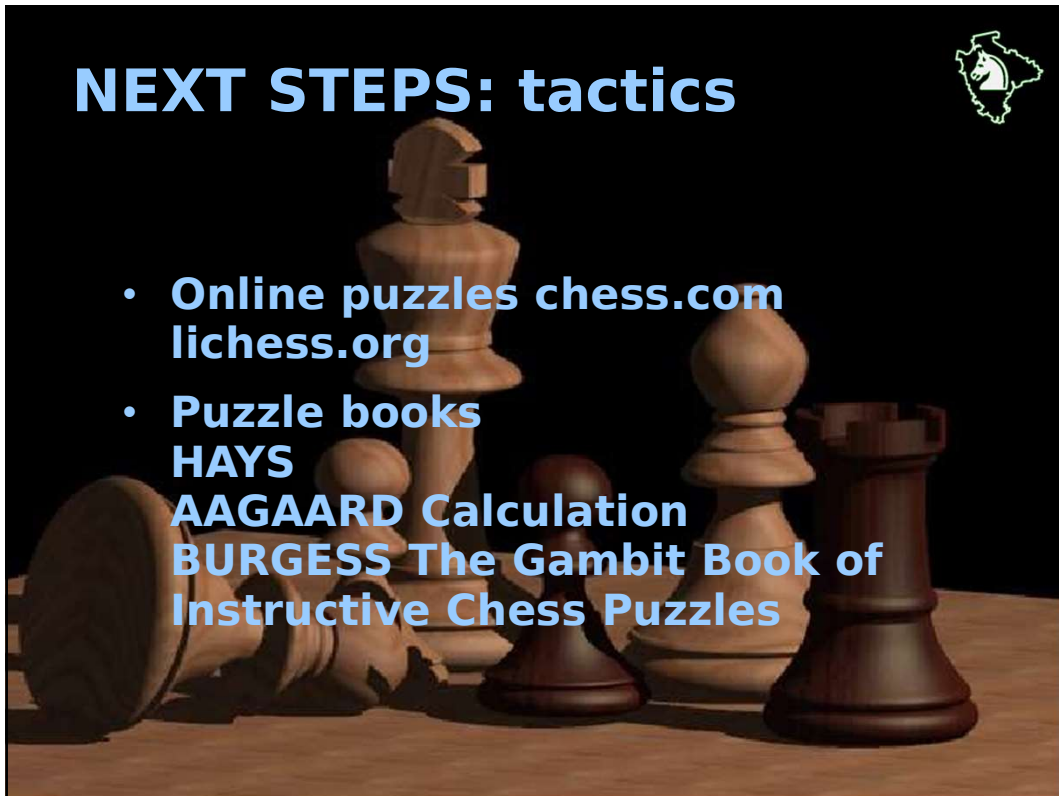
12



13



14



NEXT STEPS: tactics

- Online puzzles chess.com
lichess.org
- Puzzle books
HAYS
AAGAARD Calculation
BURGESS The Gambit Book of Instructive Chess Puzzles

15



STRATEGY

16

Ksawery TARTAKOWER



“**Tactics** is knowing what to do when there is something to do.
Strategy is knowing what to do when there is nothing to do.”

17

DLRPM



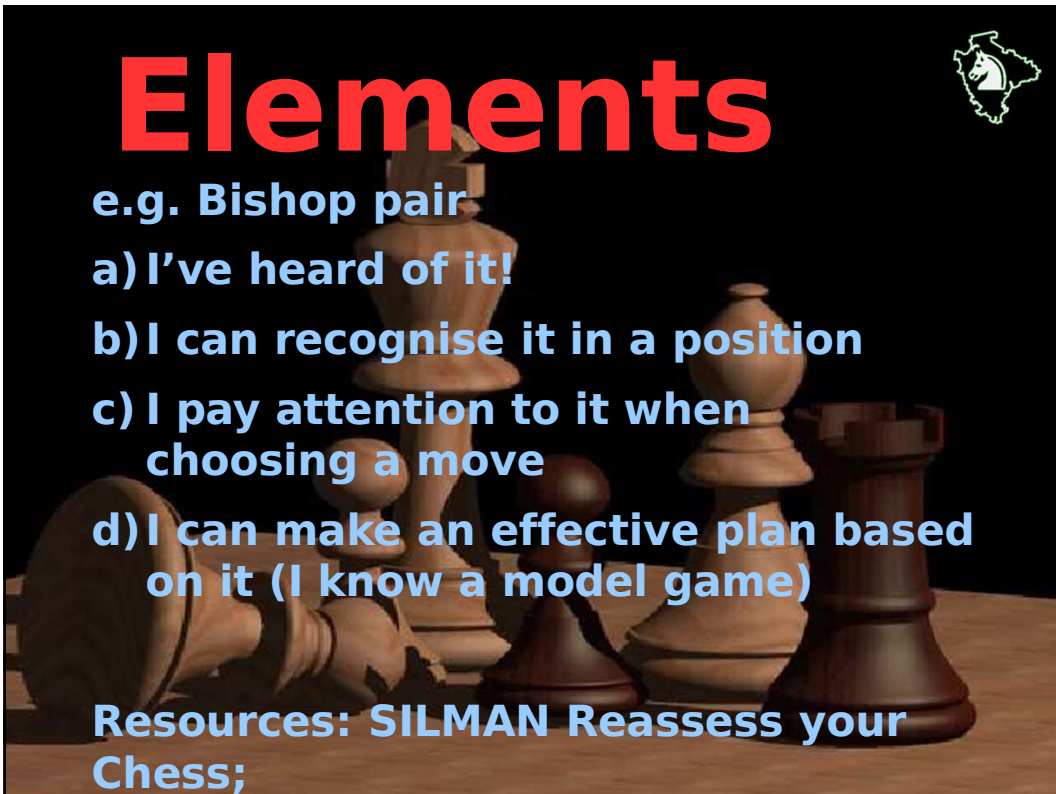
18



19



20



Elements

e.g. Bishop pair

- a) I've heard of it!
- b) I can recognise it in a position
- c) I pay attention to it when choosing a move
- d) I can make an effective plan based on it (I know a model game)

Resources: SILMAN Reassess your Chess;

21

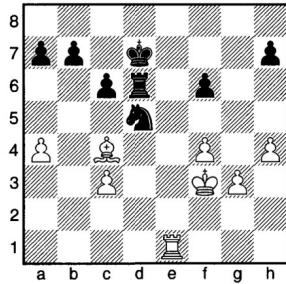


Evaluation

22



Question #22

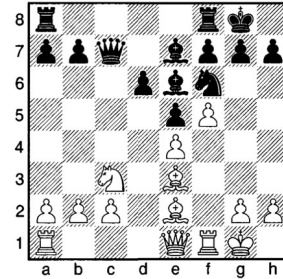


White to Move!

22 - I Evaluate the position

| | |
|---|------------------|
| A | Black is Winning |
| B | Black is Better |
| C | Nearly Equal |
| D | White is Better |

Question #23



Black to Move!

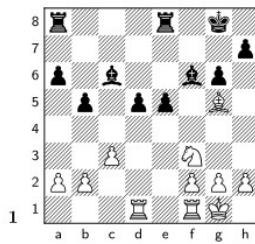
23 - I Evaluate the position

| | |
|---|------------------|
| A | White is Winning |
| B | White is Better |
| C | Nearly Equal |
| D | Black is Better |

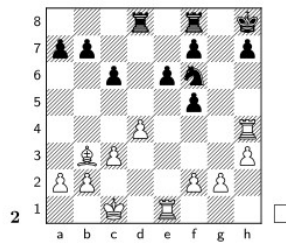
23

Evaluate the position and suggest a move for the side to play.

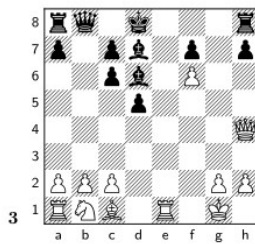
**Hoy - Perelshteyn
2016**



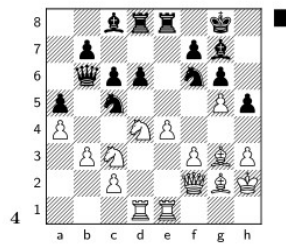
**Perelshteyn - Elbilia
1997**



**Perelshteyn - NN
Online**



**Carlsen - Dubov
2020**



24



Resources

Khmelnitsky - Chess Exam

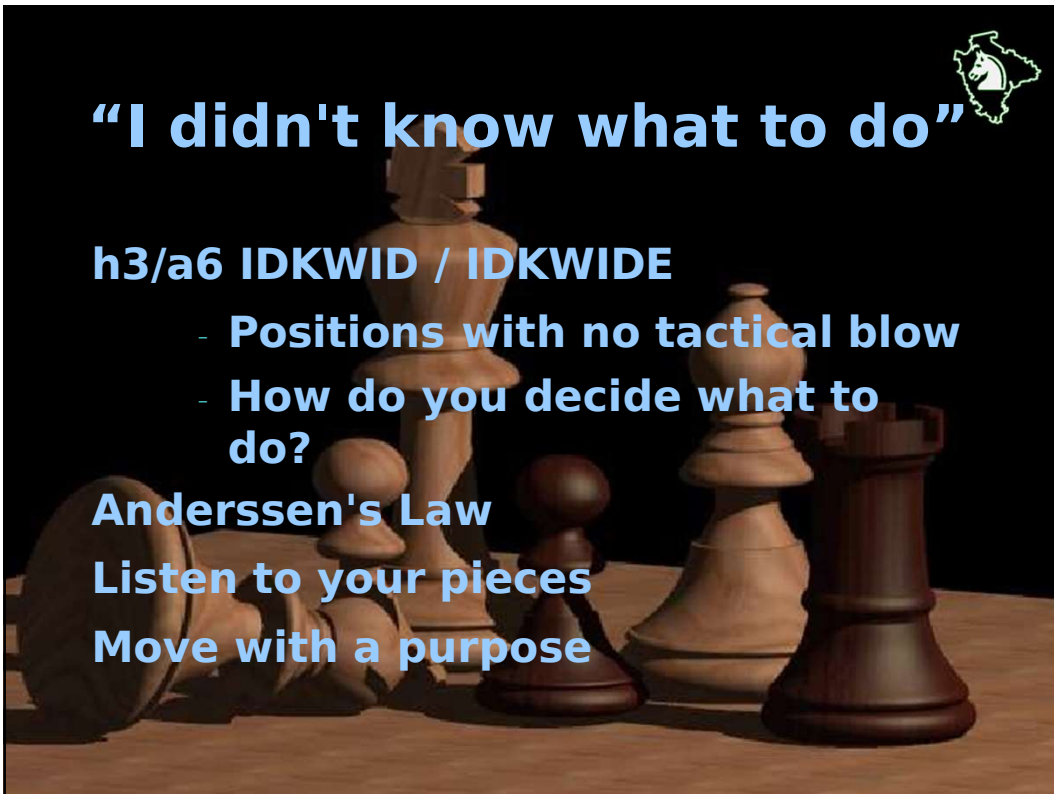
Perelshteyn - Evaluate like a GM

25



Planning

26



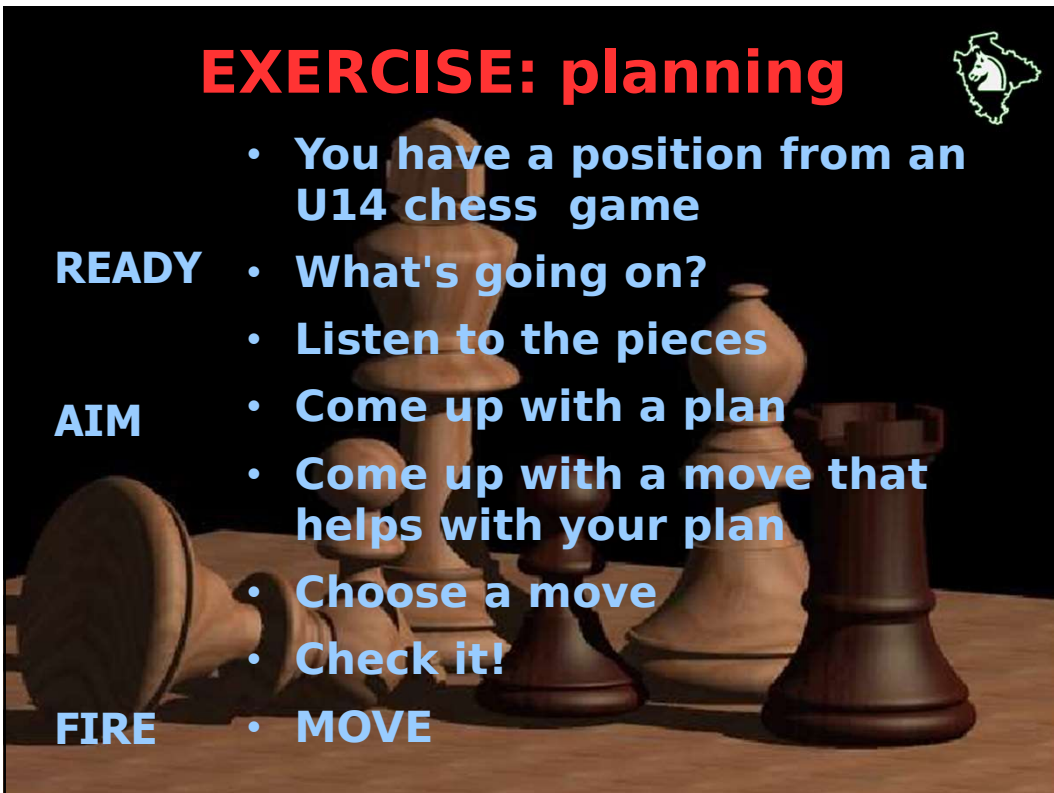
“I didn't know what to do”

h3/a6 IDKWID / IDKWIDE

- Positions with no tactical blow
- How do you decide what to do?

Anderssen's Law
Listen to your pieces
Move with a purpose

27



EXERCISE: planning

- You have a position from an U14 chess game

READY

- What's going on?
- Listen to the pieces

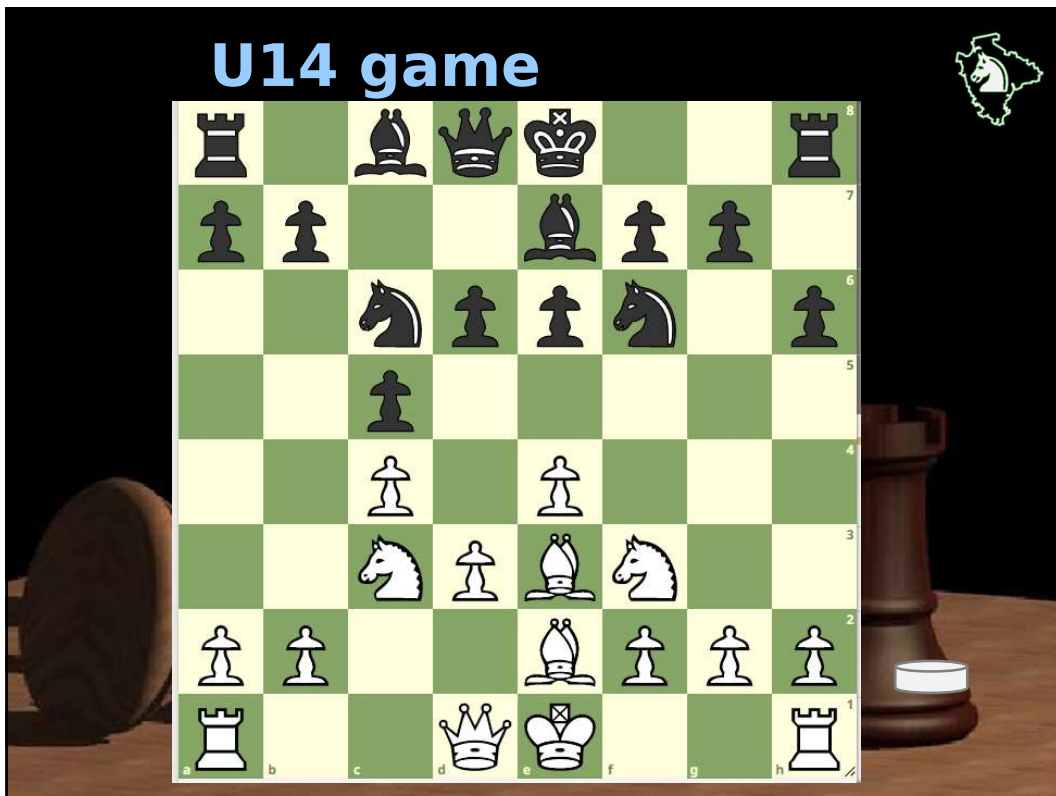
AIM

- Come up with a plan
- Come up with a move that helps with your plan
- Choose a move
- Check it!

FIRE

- **MOVE**

28

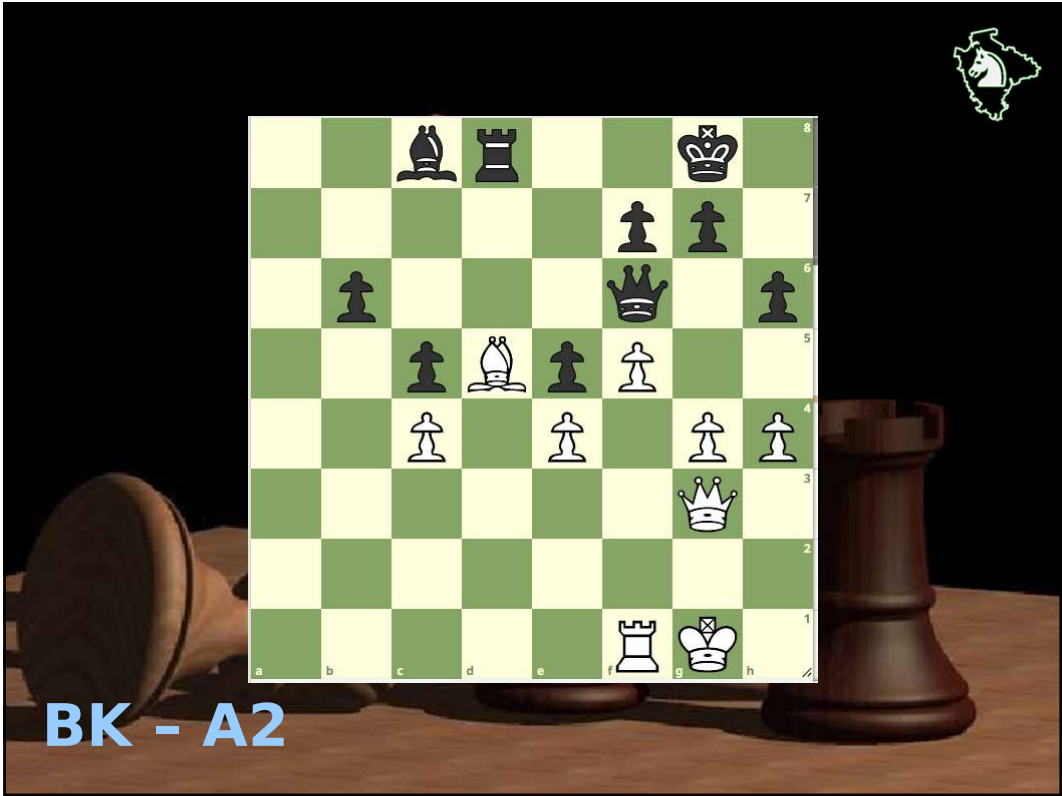


29

EXERCISE: U18

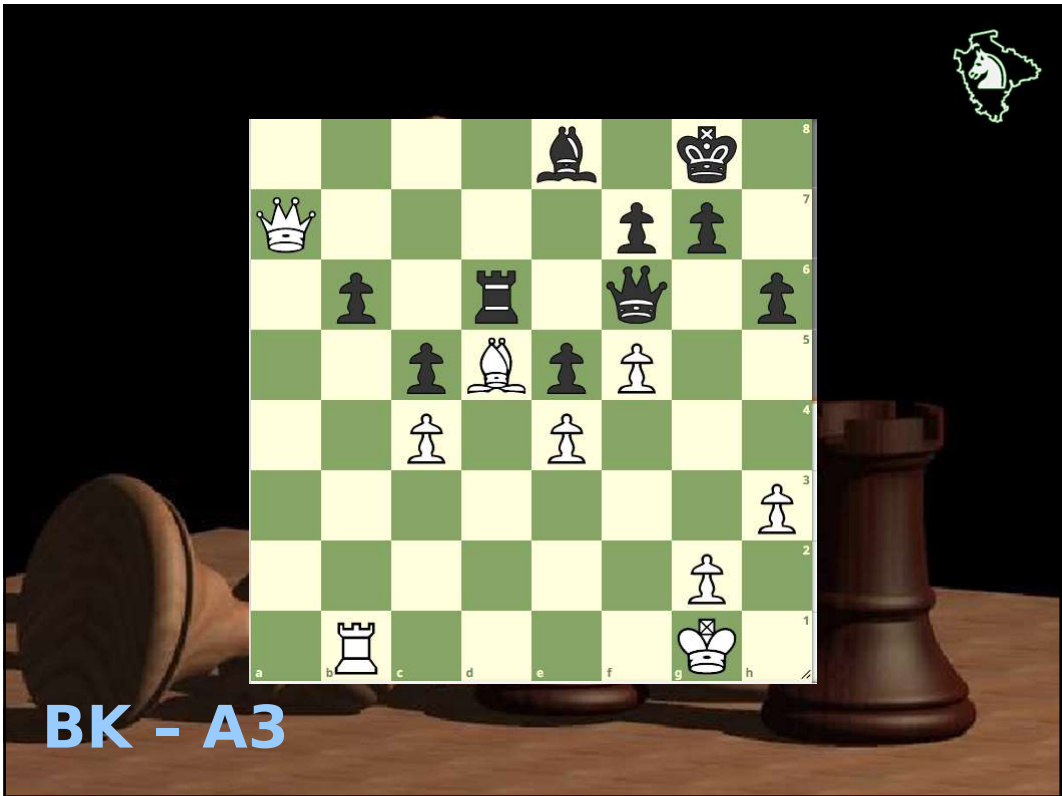
- You have a position from a master chess game
- What's going on?
- Assess position - key features (KWPFLC) & evaluation
- Come up with plans that fit your assessment
- Come up with moves that help with your plans
- Choose a plan and a move
- Check it!

30



BK - A2

33



BK - A3

34



35

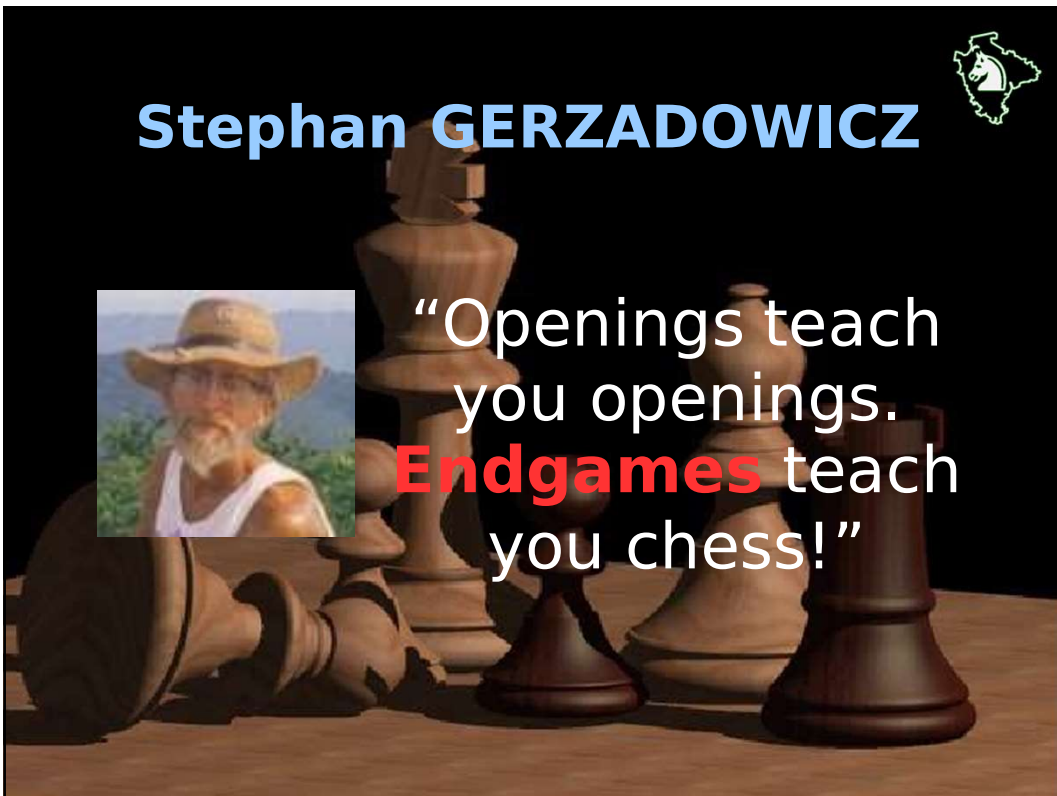
NEXT STEPS: strategy

- **SILMAN** Reassess Your Chess
- **PERELSHTEYN & SOLON** Evaluate like a Grandmaster
- **DUNNINGTON** Can you be a positional chess genius?
- **KHMELNITSKY** Chess Exam and Training Guide

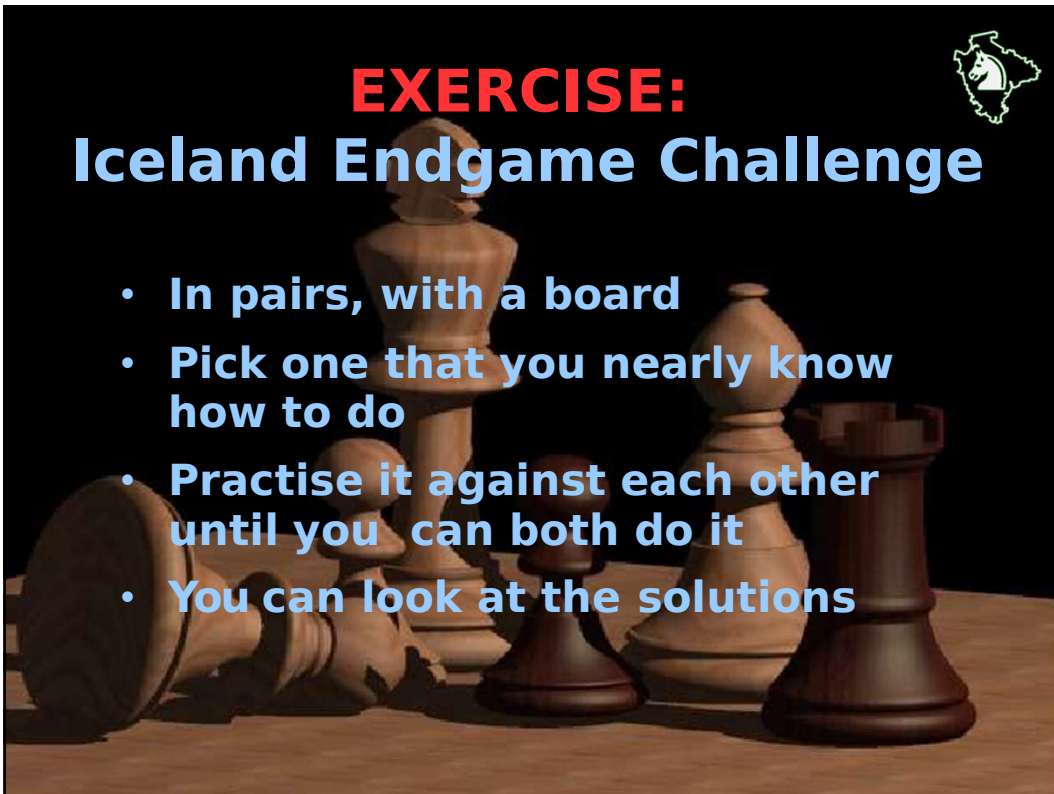
36



37



38

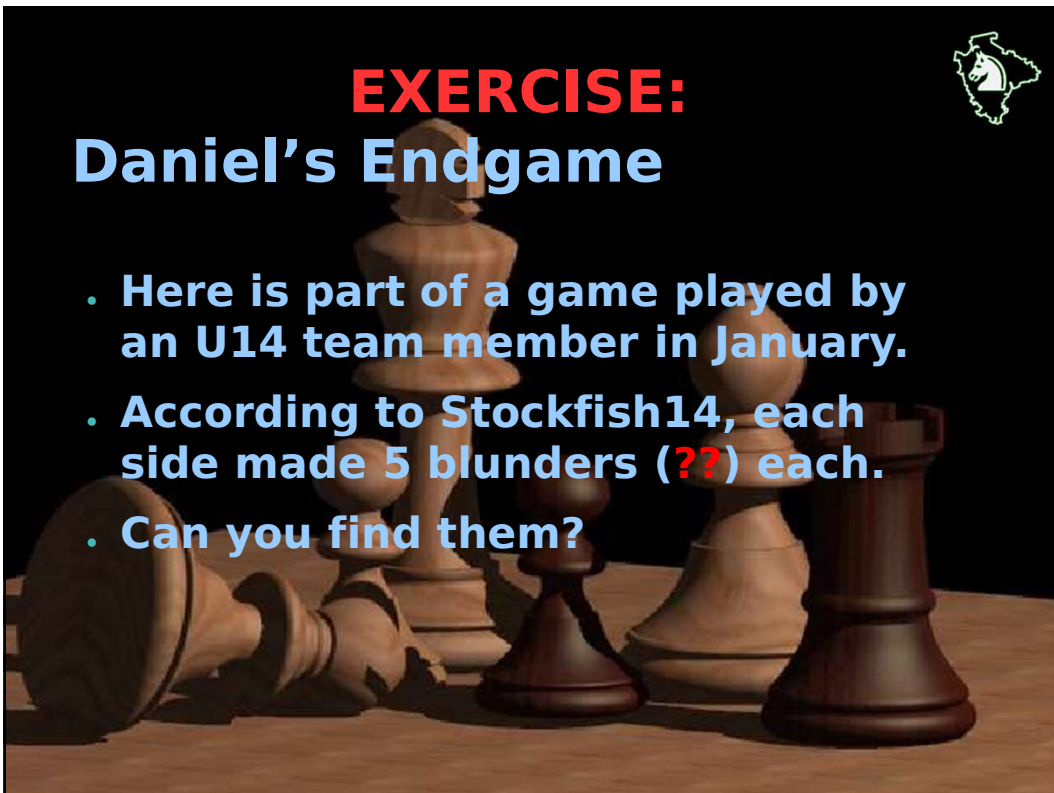



EXERCISE: 

Iceland Endgame Challenge

- In pairs, with a board
- Pick one that you nearly know how to do
- Practise it against each other until you can both do it
- You can look at the solutions

39



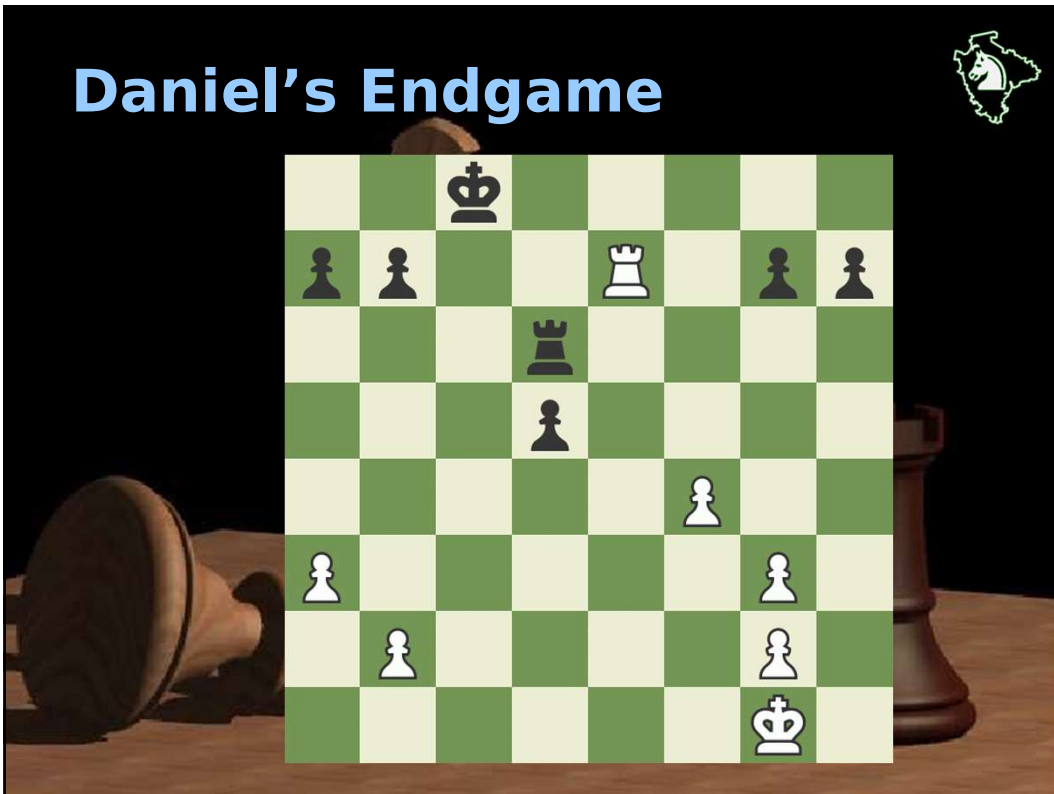
EXERCISE: 

Daniel's Endgame

- Here is part of a game played by an U14 team member in January.
- According to Stockfish14, each side made 5 blunders (??) each.
- Can you find them?

40

Daniel's Endgame

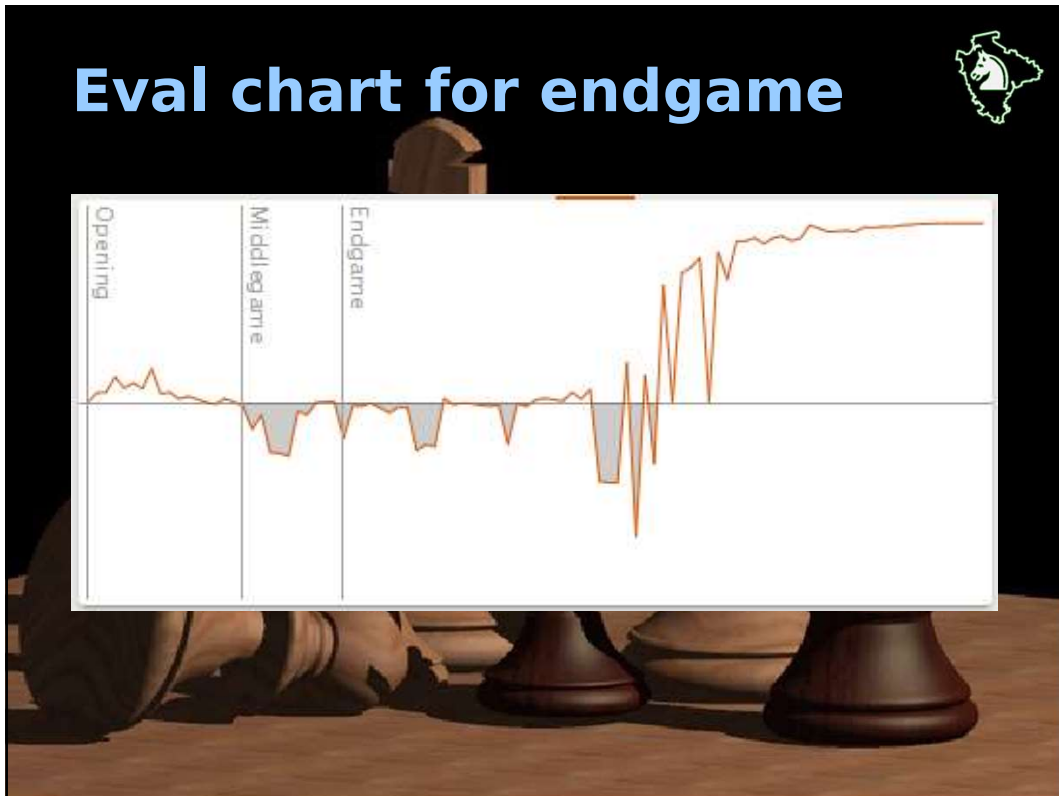


41



27...cxd5 28.Re7 Rd7 29.Rxd7 Kxd7 30.Kf2
Ke6 31.Ke3 Kd6 32.Kd4 b6 33.b4 a6 34.g4
h6 35.g3 g5 36.f5 Ke7 37.Kxd5 Kf6 38.Kd6
Kf7 39.Ke5 Kf8
1-0

42



43

?? in endgame

27... Rxd5! 28. Re7 Rd7± 29. Rxd7 Kxd7± Pawn endgames are tricky -- I think you have chosen to swap off into a losing endgame! White's King's-side pawns are muddled up and can't easily make a passed pawn. But both sides made horrid blunders and both could have won! 30. Kf2 (30. g4) Ke6??±

30... d4! 31. g4 h6! 32. Kf3 Kc6 33. Ke4 Kc5 34. Kd3 Kd5 35. b3 b6 36. g3 a6 37. a4 a5 38. g5 hxg5 39. fxg5 g6 40. g4 Ke5 41. Kc4 Ke4+±

31. Ke3??+±

31. g4!± keeps out the King and prepares to make a passed pawn. d4 (31... h6 32. Ke3 Kd6 33. Kd4±) 32. g5±

Kd6??+± Black win has disappeared (31... Kf5!+± should have won 32. Kd4 Kg4 and Black's h-pawn is going to run for a try.)

32. Kd4+± # (32. g4!± was essential) 32... b6?? Black goes from winning to losing with this safe-looking move! 33. b4?± (33. g4! wins) a6??+± 34. g4 h6 35. g3??± (35. a4! wins) g5??+± (35... Ke6 36. a4 Kd6) 36. f5?± It looks good to get a passed pawn, but that's now in the bag, and you should squeeze the position to make Black retreat. (36. a4! b5 37. a5 O e.g. 37... Ke6 38. Kc5+± which is much easier) Ke7?+± (36... b5!+± and it is Black who has the opposition. White is still winning, though.) 37. Kxd5 Kf6 38. Kd6 Kf7 39. Ke5 Kf8

39... Ke7 puts up more resistance 40. f6+ Kf8 41. Ke6 Ke8

44

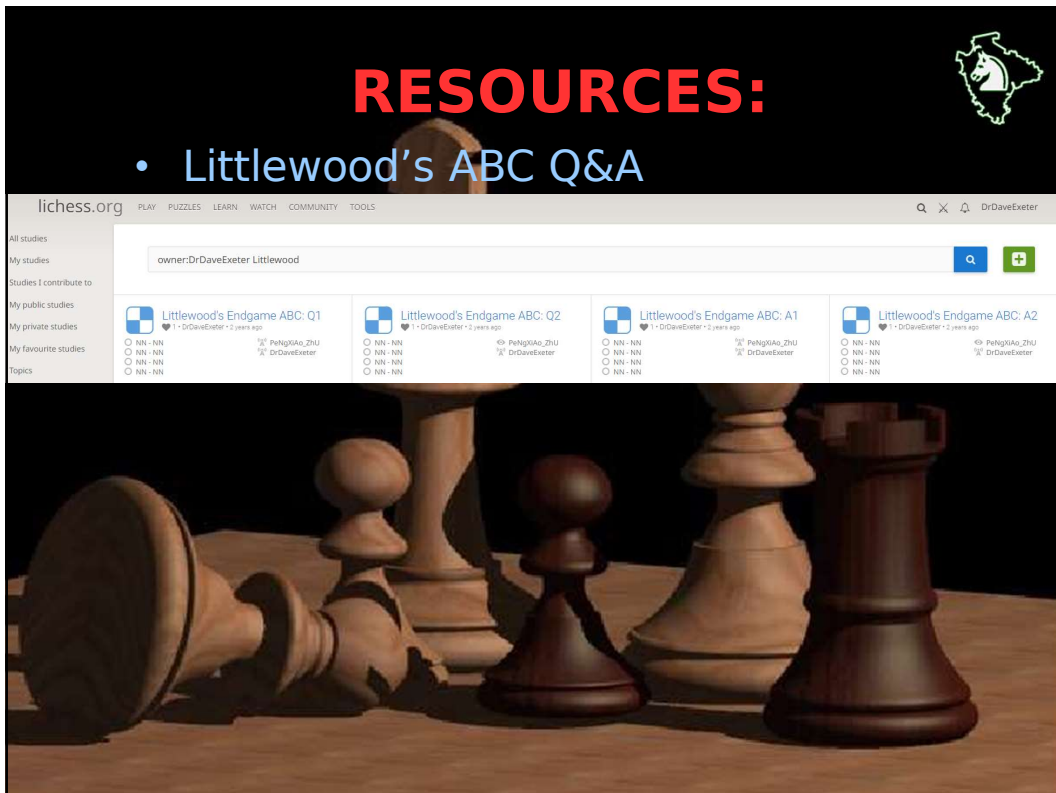
NEXT STEPS: endgames



- Theoretical positions
- De la VILLA 100 Endgames you must know
- SILMAN's Endgame Course
- DVORETSKY Endgame manual
- Practical endgames
- Capablanca's 60 best endgames
- GIDDENS 100 best endgames

45

RESOURCES:



- Littlewood's ABC Q&A

lichess.org PLAY PUZZLES LEARN WATCH COMMUNITY TOOLS

owner:DrDaveExeter Littlewood

| Littlewood's Endgame ABC: Q1 | Littlewood's Endgame ABC: Q2 | Littlewood's Endgame ABC: A1 | Littlewood's Endgame ABC: A2 |
|----------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> ○ NN - NN ○ NN - NN ○ NN - NN ○ NN - NN | <ul style="list-style-type: none"> ○ NN - NN ○ NN - NN ○ NN - NN ○ NN - NN | <ul style="list-style-type: none"> ○ NN - NN ○ NN - NN ○ NN - NN ○ NN - NN | <ul style="list-style-type: none"> ○ NN - NN ○ NN - NN ○ NN - NN ○ NN - NN |

46

The image shows a screenshot of a Lichess.org page titled "Capablanca endgames". The page features a search bar with "owner:DrDaveExeter Capa" and a grid of four video thumbnails: "Capa Endgames 4", "Capablanca's Best Endgames", "Capa Endgames 2", and "Capa Endgames 3". Below the grid is a URL: <https://www.youtube.com/playlist?list=PL-tIntisuY-dpgV59-Sf0S01WswYXca8U>. The bottom part of the screenshot shows a YouTube playlist page for "capablanca 60 best endgames" with a list of seven video thumbnails, each titled "Irving Chernev: Capablanca's best chess endings (audiobook) game X".

47



48




49



50

Blunder-proofing your chess



Blunder-proofing your chess

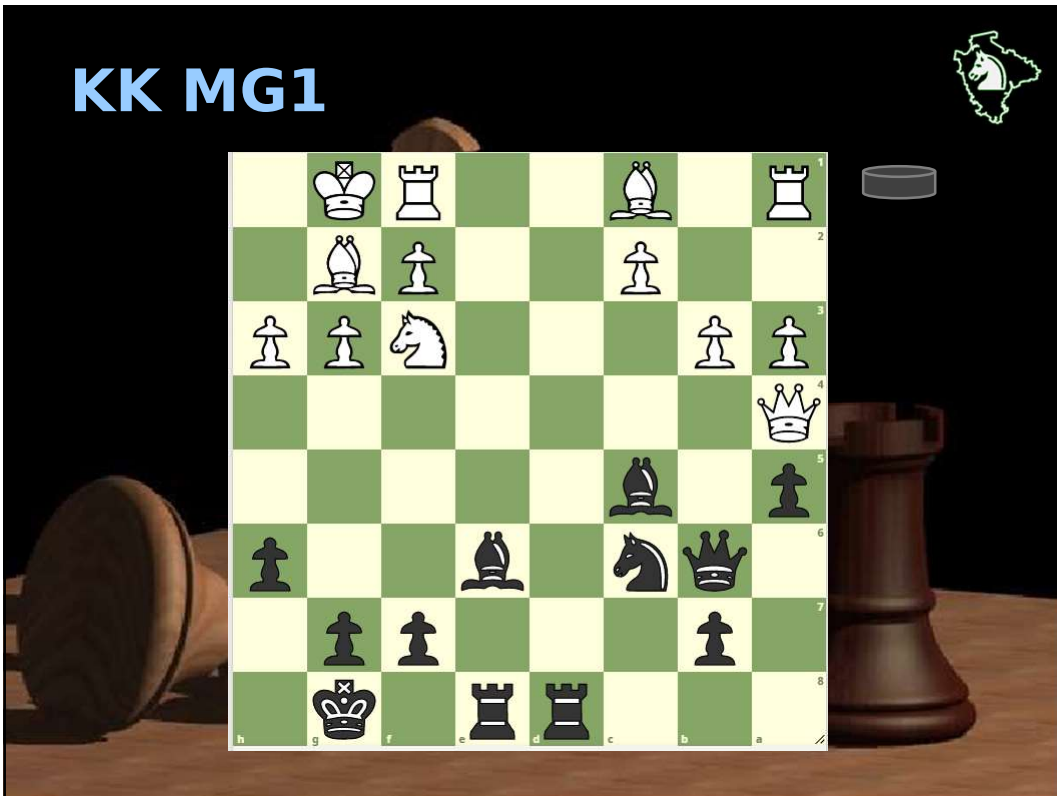
- 3) Seeing - you can't see what you don't know
 - It's hard to see what you're not used to
 - practice tactics - solve lots, repeatedly
 - You might be able to solve hard puzzles
 - but miss simple tactics - get your eyes in!
- find puzzles other than White-to-move-and-what
- boardsight

51

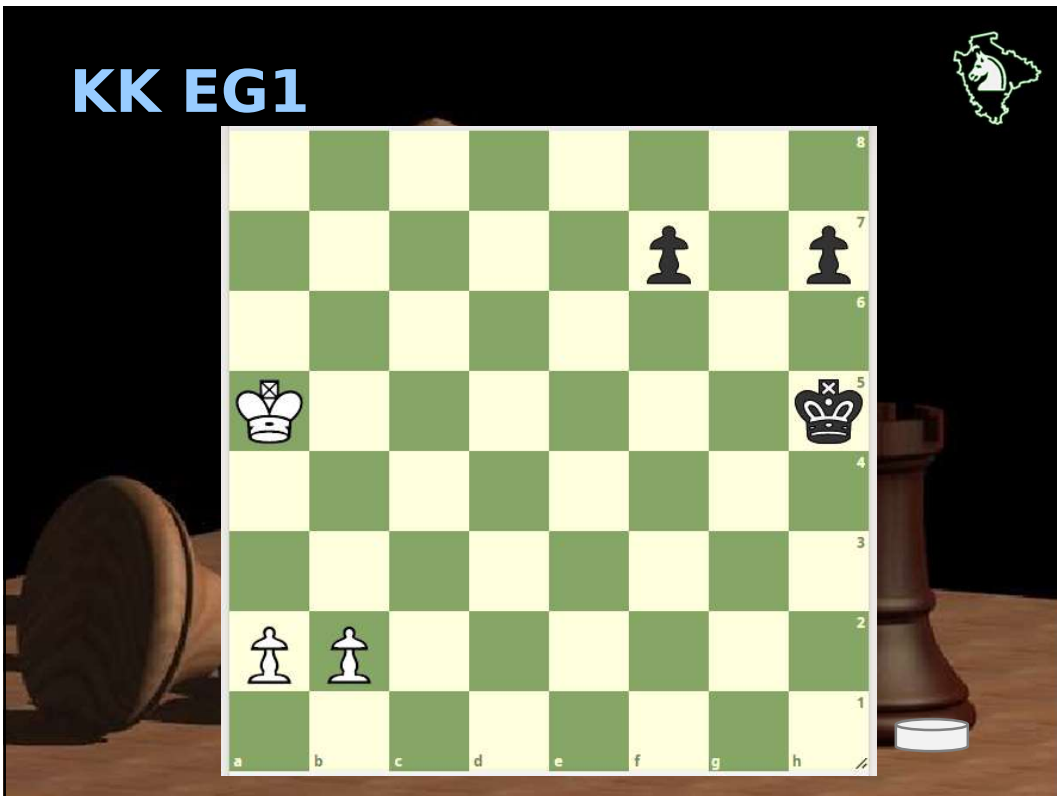
Visualisation



52



53



54

Visualisation tips



- ❖ Fuzzy? Stop and start again
- ❖ Bookmarking positions
- ❖ Noticing captures to help fix a position
- ❖ Practice alongside tactics training
- ❖ Reading books without a board
- ❖ Blindfold chess

55


KK MG3 (allow 30 minutes!)



www.youtube.com/watch?v=PwIOcK-P-Do

56

Eugene ZNOSKO-BOROVSKY



**“Haste
(is) the great
enemy.”**

57

Short-Belyavsky



58.Ke6??
58...Bc8#

58

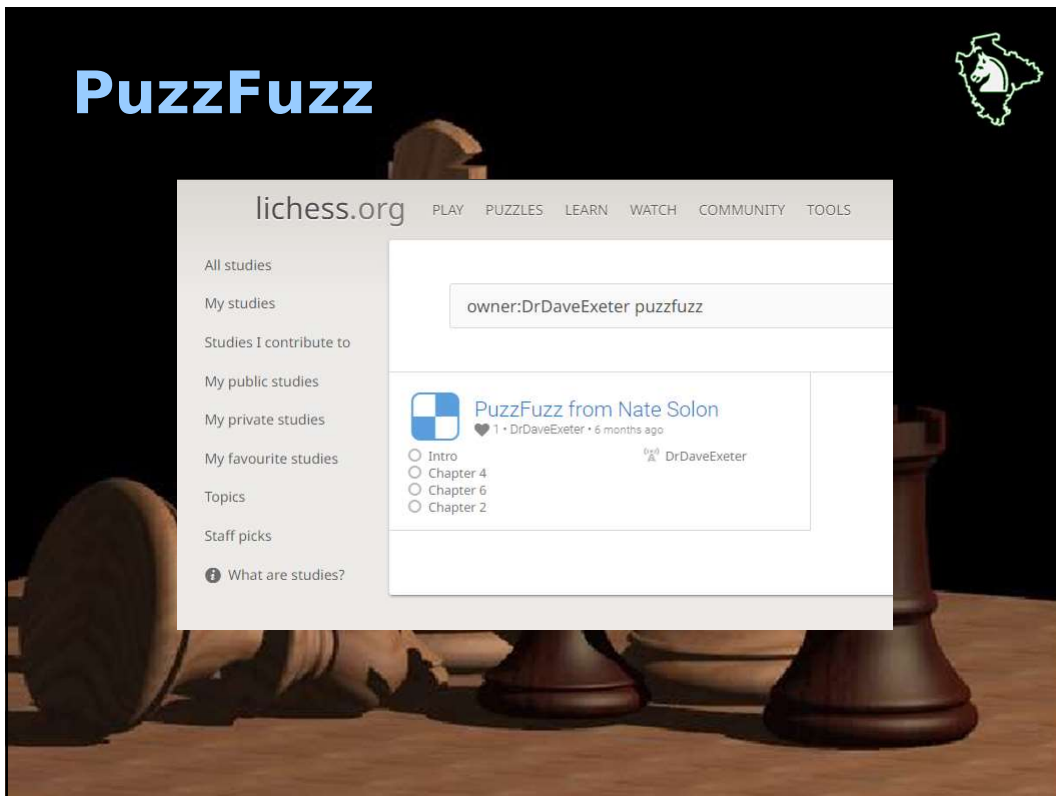
Think twice (1)

5.a3
5...Bd7

59

Think twice (2)

60



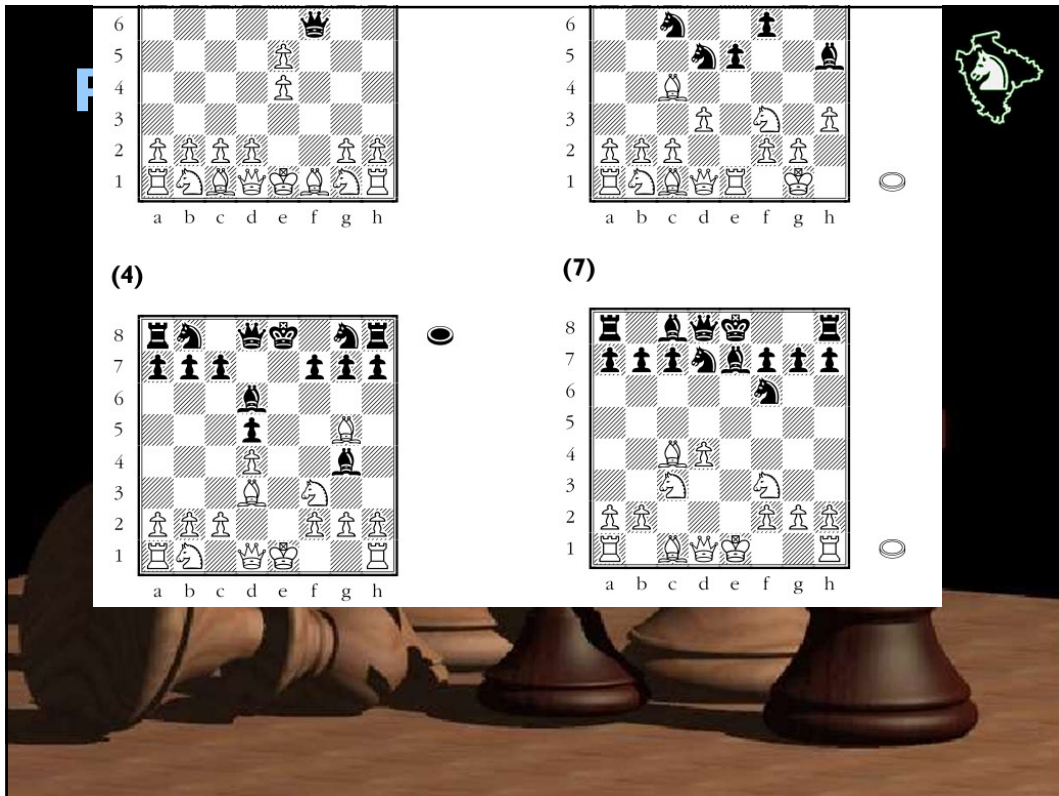
61

The chessboard diagram shows a position where White has a King on e1, Queen on d1, Rook on a1, Knight on b1, Bishop on c1, and Pawns on d2, e2, f2, g2, and h2. Black has a King on e8, Queen on d8, Rook on a8, Knight on b8, Bishop on c8, and Pawns on d7, e7, f7, g7, and h7. The board is labeled with files a-h and ranks 1-8.

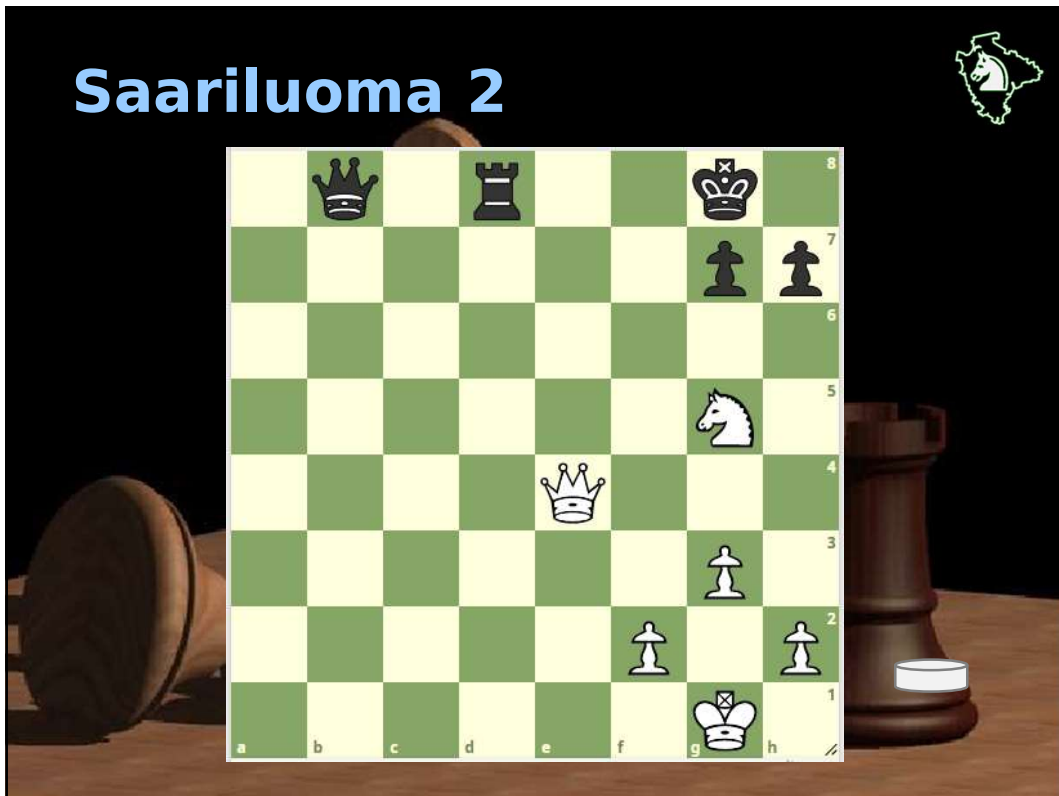
15%

"This position occurred 178 times in the 2000 rating tier and Black played the best move less than half the time. Additionally, the puzzle rating for this one is low enough that even low-rated players are usually solving it correctly as a puzzle." NS

62



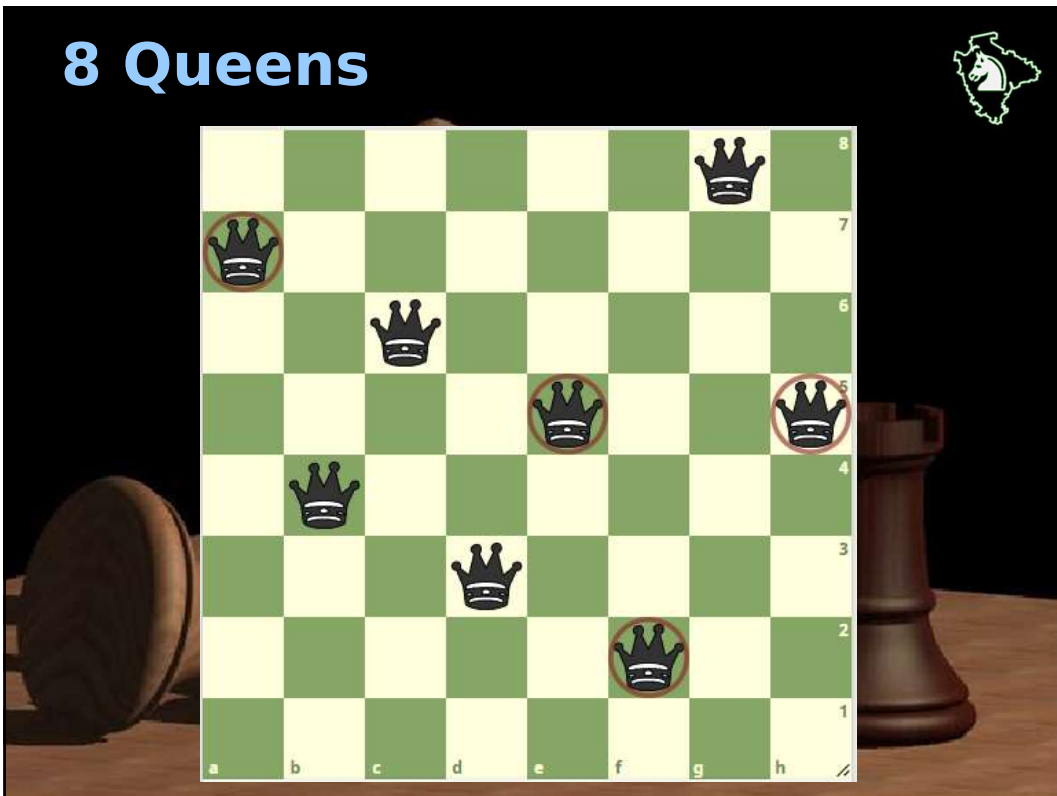
63



64

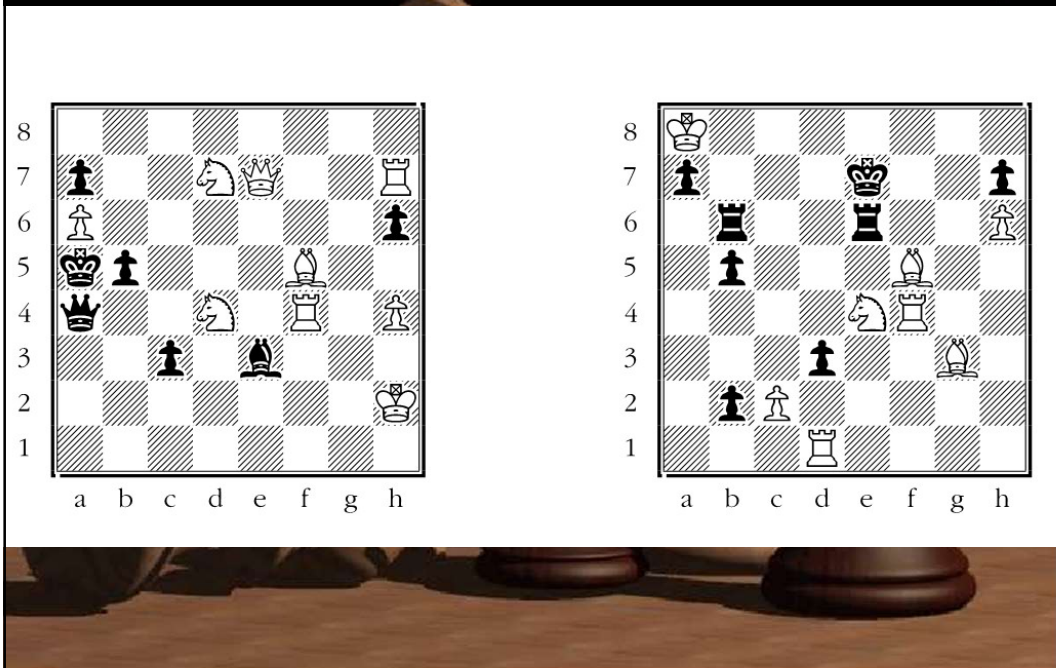


65



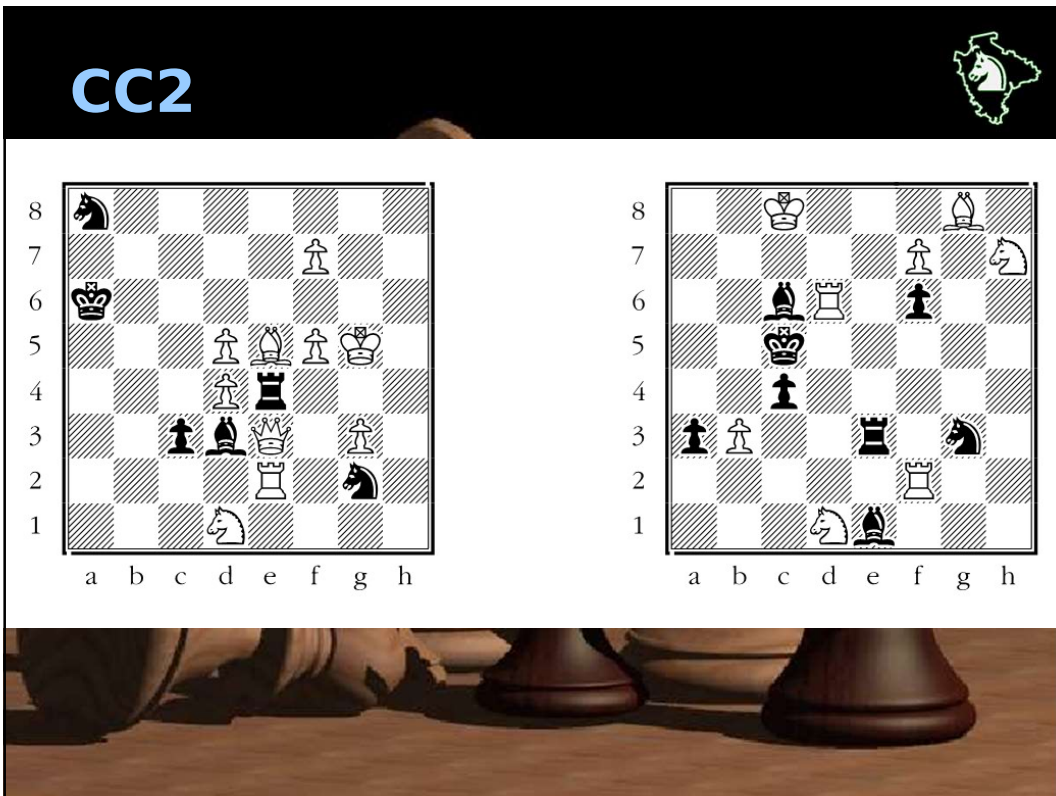
66

Checks and captures



67

CC2



68

CC3

<http://bernd.bplaced.net/fengenerator/fengenerator.html>

69

Focus

- Knowledge**
(do it with your eyes closed)
- Routine play**
(development in a familiar position)
- Careful play**
(keeping an eye on things)
- Extra focus**
(changed position or a surprise)
- Hyper focus**
(on the verge of winning/losing)

Focus

70

How to think ahead in chess...

or THINC!



- T** hreats (what is opponent trying to do to you?)
- H** opes (what can you do to them?)
- I** mprovements (get lazy pieces working, or some other plan)
- N** ext moves (what moves look good?)
- C** heck! (make sure your burglar alarm is on)

THINC... or thwim!

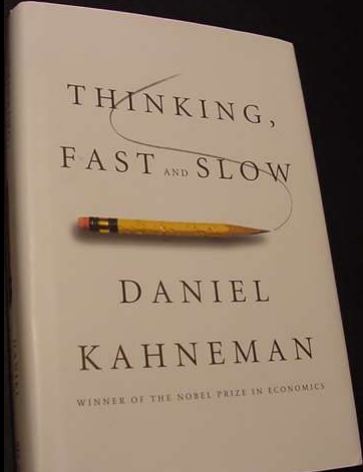
71

NEXT STEPS: thinking

- **CHENG Practical Chess Exercises**
- **GELFAND Positional Decision-making**
- **DVORETSKY**
- **WEBB Chess for Tigers**
- **AAGAARD Inside the Chess Mind, Thinking Inside the Box**



72



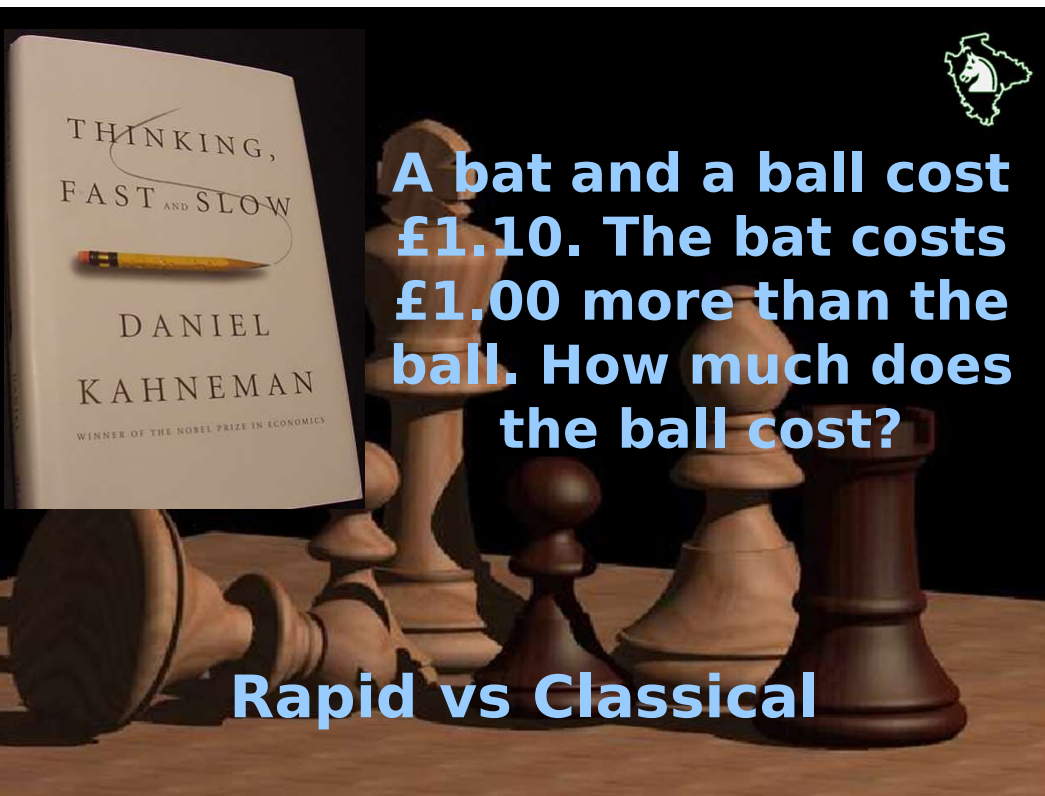

THINKING,
FAST AND SLOW

DANIEL
KAHNEMAN

WINNER OF THE NOBEL PRIZE IN ECONOMICS

A bat and a ball cost £1.10. The bat costs £1.00 more than the ball. How much does the ball cost?

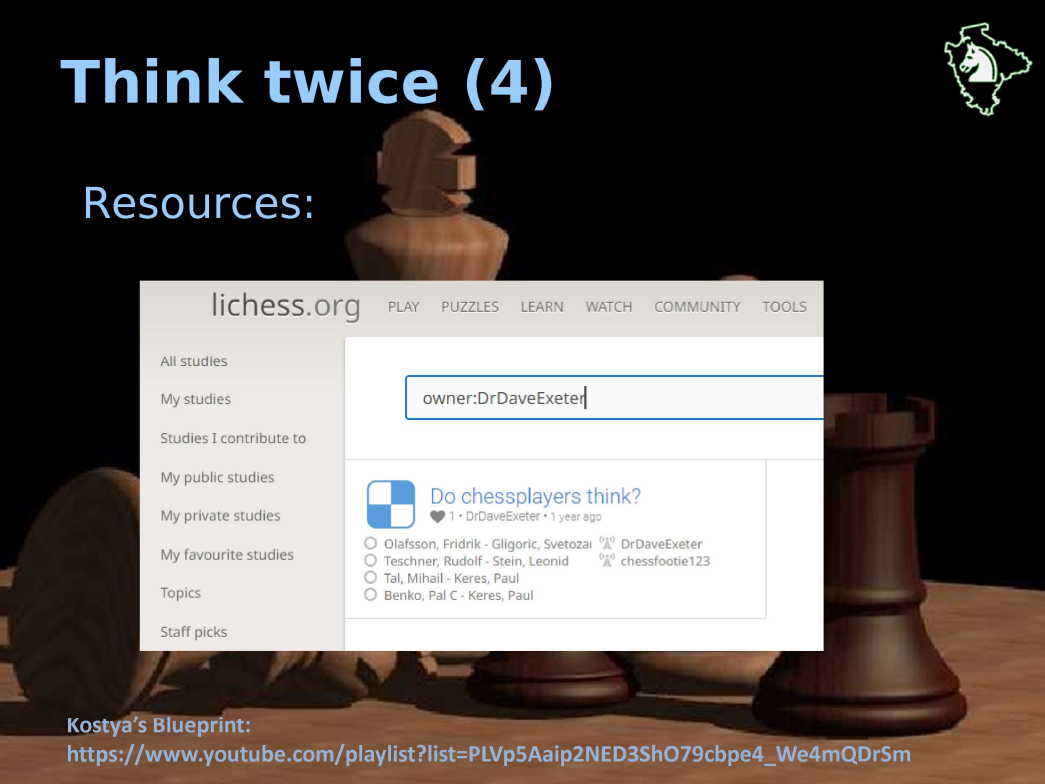

Rapid vs Classical

73

Think twice (4)

Resources:

lichess.org PLAY PUZZLES LEARN WATCH COMMUNITY TOOLS

All studies
My studies
Studies I contribute to
My public studies
My private studies
My favourite studies
Topics
Staff picks

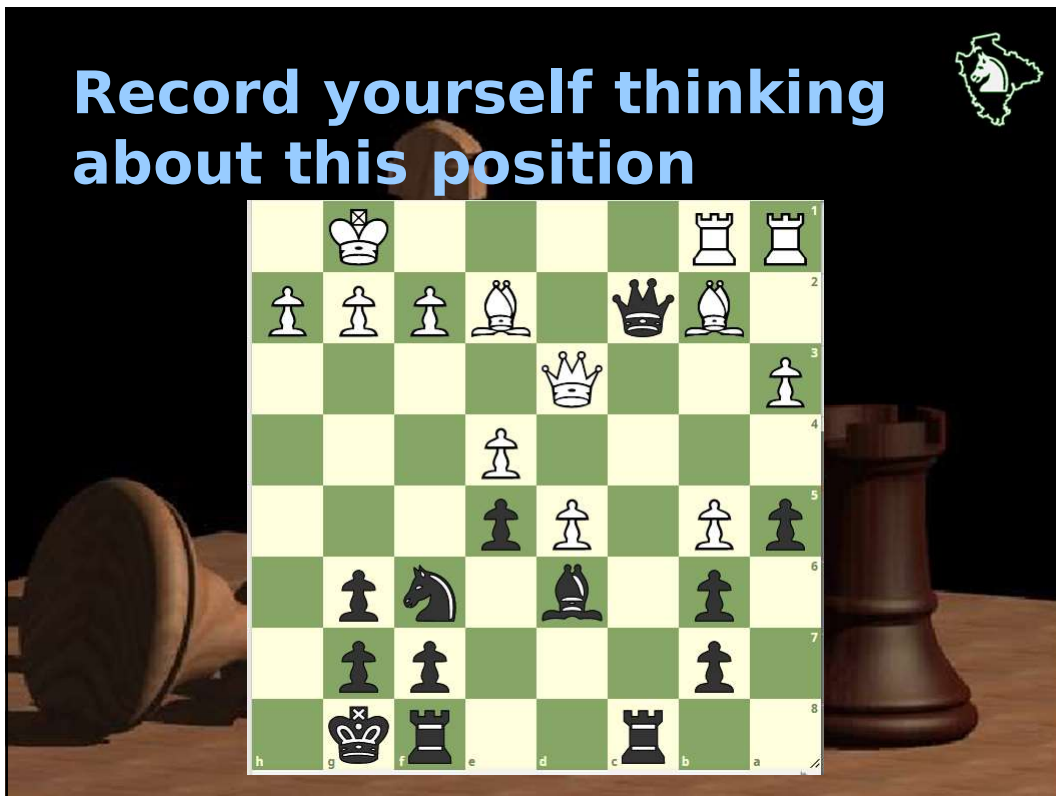
owner:DrDaveExeter

Do chessplayers think?
♥ 1 · DrDaveExeter · 1 year ago

- Olafsson, Fridrik - Gligoric, Svetozai ^{6/8} DrDaveExeter
- Teschner, Rudolf - Stein, Leonid ^{6/8} chessfootie123
- Tal, Mihail - Keres, Paul
- Benko, Pal C - Keres, Paul

Kostya's Blueprint:
https://www.youtube.com/playlist?list=PLVp5Aaip2NED3ShO79cbpe4_We4mQDrSm

74



Richard RÉTI



"A beginner should avoid the Queen's Gambit and French Defence and play **open games** instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game."



77

NOTES: openings



- Woodpushing or developing?
- Old Stodge
- Stodge-adjacent
- Sokolsky-Botvinnik 1948
- Starter booklets

78


No more Old Stodge!



<https://devonjuniorchess.co.uk/djcax/FirstAdventures.htm>

79

Cecil PURDY



“Your opening system should be judged by how good a career it offers young, ambitious **Rooks”**

80

An opening repertoire

What to aim for as White

- **Scotch Gambit**

What to do if Black dodges

- **IQP systems**

What to play as Black against 1.e4

- **French Defence**

































What to play as Black against 1.d4 etc.

- **Tarrasch Defence** or **Swiss Defence**


<https://devonjuniorchess.co.uk/content/first-chess-opening-repertoire>

81

Watch how White develops

| | | | | | | | |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
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82




A third opening repertoire

| | Steady Eddie | Bonkers Billie |
|--------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|
| Main line White opening | Scotch Game [PGN] [PDF] | Scotch Gambit [PGN] [PDF] Danish Gambit* [PGN] [PDF] |
| What to play when Black dodges | IQP systems [PGN] [PDF] | Morra Gambit* [PGN] [PDF] |
| Playing Black against 1.e4 | French Defence* (more detail) [PGN] [PDF] | Schliemann Gambit [PGN] [PDF] |
| Playing Black against 1.d4/etc | Swiss Defence [PGN] [PDF] All Purpose System [PGN] [PDF] Unorthodox openings [PDF] | Benko Gambit Chapter [PGN] [PDF] |

* quite detailed, fewer diagrams and less text

Some interesting points on the map

| | Beginners | Improvers: Steady Eddie | Improvers: Bonkers Billie | Gambits |
|--------------------------------|--------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| Main line opening | Scotch Gambit [PGN] [PDF] | Scotch Game [PGN] [PDF] Queen's Gambit [PGN] [PDF] | Scotch Gambit [PGN] [PDF] Italian Game [PGN] [PDF] Colle System [PGN] [PDF] | Evans' Gambit [PGN] [PDF] Koltanowski Gambit |
| What to play when Black dodges | IQP systems [PGN] [PDF] | IQP systems [PGN] [PDF] Systems with c4/Nc3/Bg5* [PGN] [PDF] Systems with Bg5 (no c4) [PGN] [PDF] | IQP systems [PGN] [PDF] | Morra Gambit* [PGN] [PDF] |
| Playing Black against 1.e4 | French Defence [PGN] [PDF] | French Defence* (more detail) [PGN] [PDF] | Two Knights' Defence [PGN] [PDF] Black against odd 1.e4 systems [PGN] [PDF] Petroff Defence [PGN] [PDF] | Two Knights' Defence [PGN] [PDF] Schliemann Gambit [PGN] [PDF] Icelandic Gambit |
| Playing Black against 1.d4/etc | Tarrasch Defence [PGN] [PDF] | Swiss Defence [PGN] [PDF] | Tarrasch Defence* (more detail) [PGN] [PDF] Dutch Stonewall [PGN] [PDF] | Albin Counter-Gambit [PGN] [PDF] |



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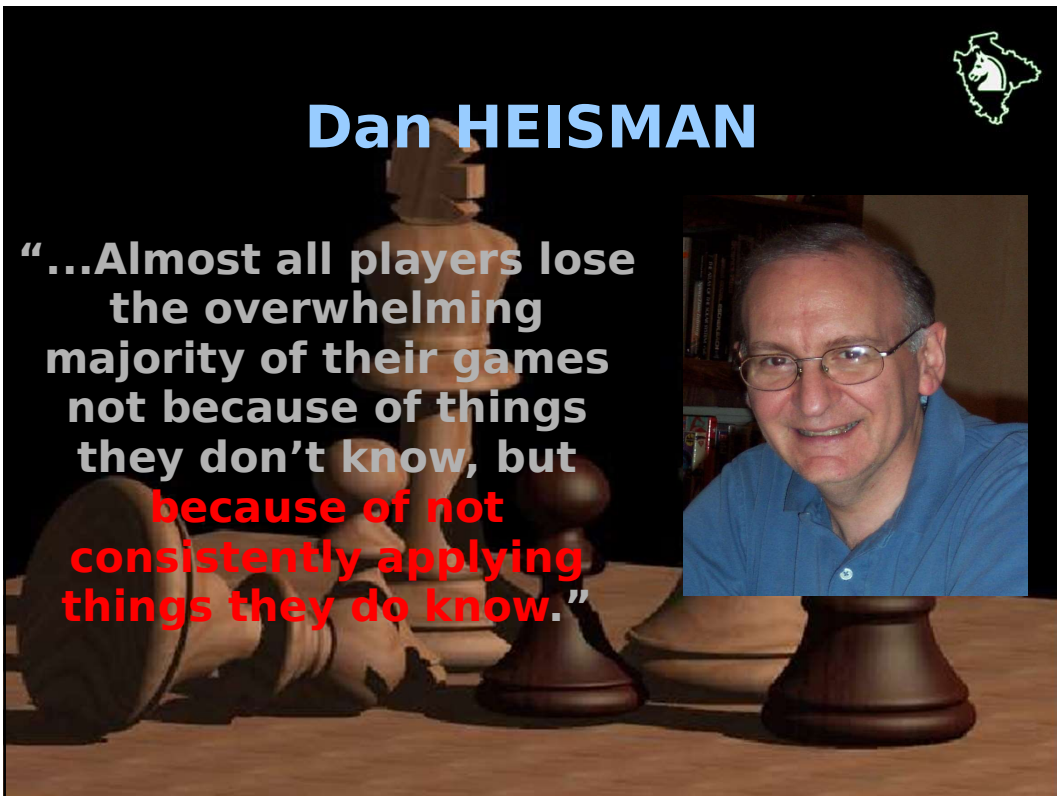
NEXT STEPS: openings

- DJCA booklets/PGN
- YouTube videos (Hanging Pawns)
- Chessable courses
- Everyman Starting Out books

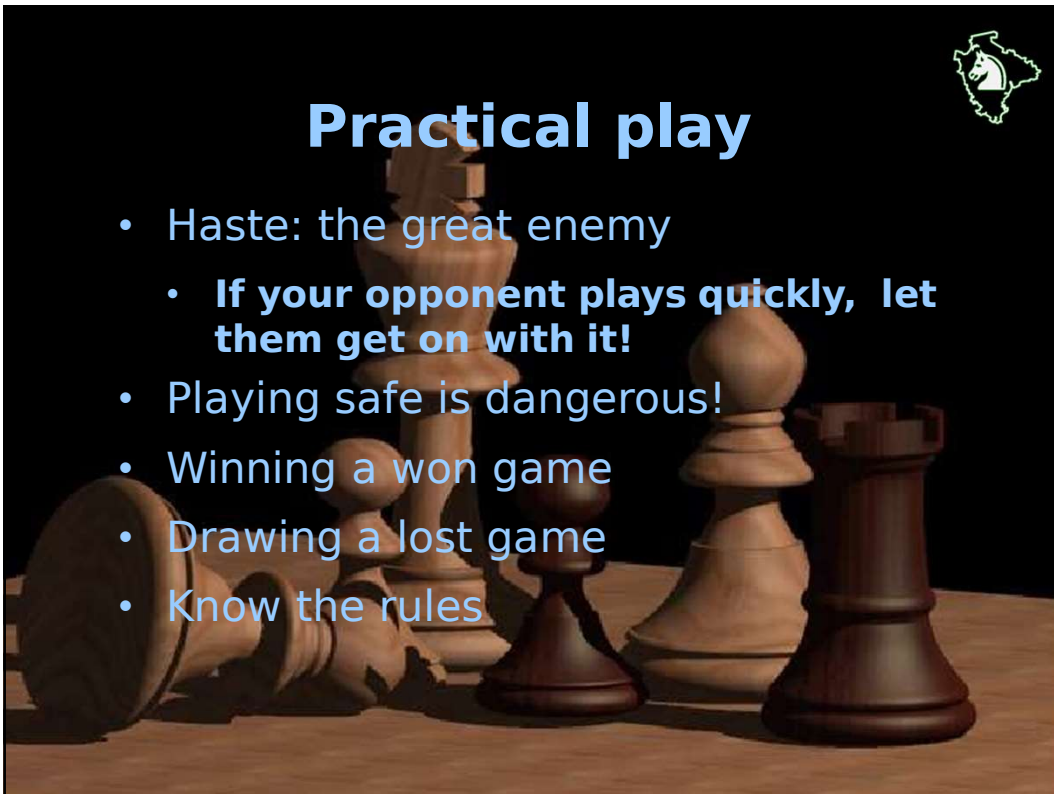
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85



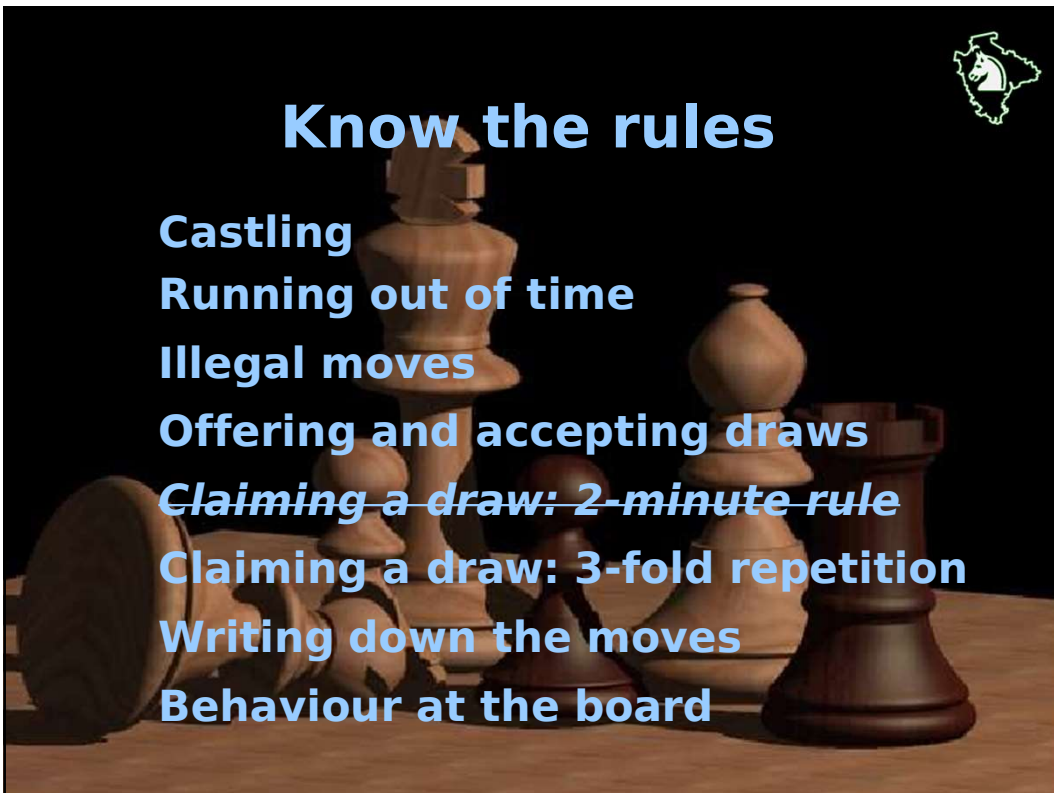
86



Practical play

- Haste: the great enemy
 - **If your opponent plays quickly, let them get on with it!**
- Playing safe is dangerous!
- Winning a won game
- Drawing a lost game
- Know the rules

87



Know the rules

- Castling**
- Running out of time**
- Illegal moves**
- Offering and accepting draws**
- ~~Claiming a draw: 2-minute rule~~**
- Claiming a draw: 3-fold repetition**
- Writing down the moves**
- Behaviour at the board**

88

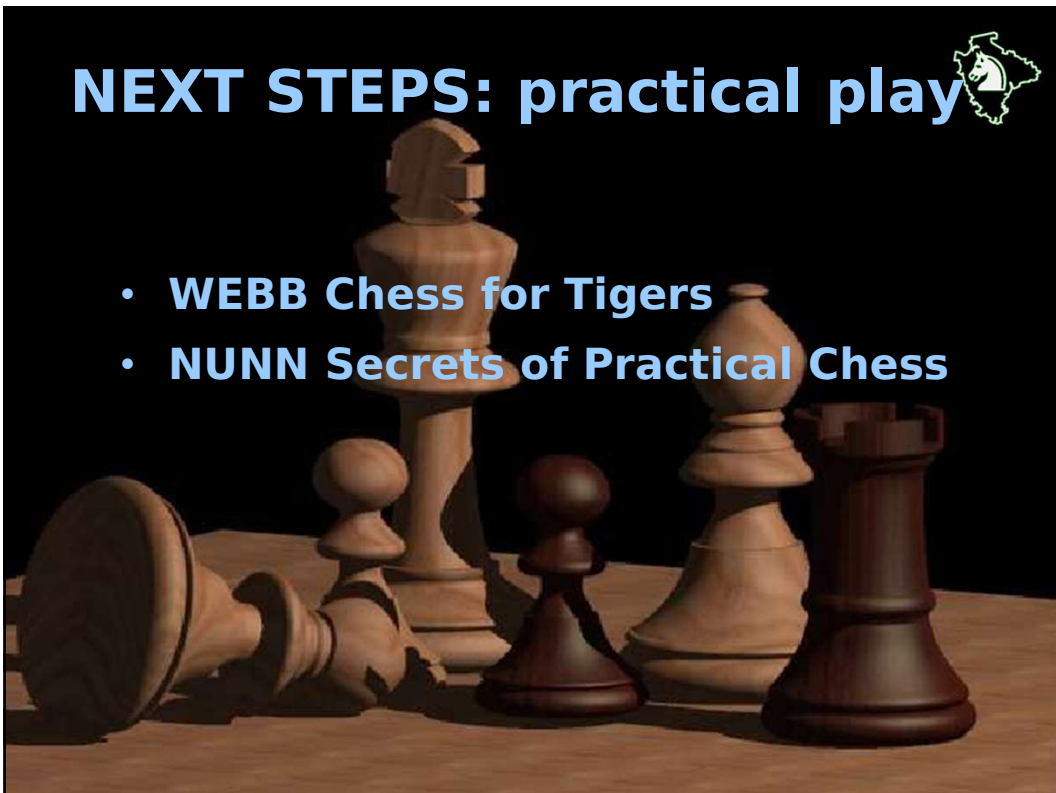
A photograph of Susan Polgar, a chess player, smiling and leaning over a chessboard. The chessboard is dark, and several chess pieces are visible. The background is dark, and the lighting is focused on the chessboard and Susan.


Susan (Zsuzsa) POLGAR 



**“Win with
grace,
lose with
dignity!”**

89

A photograph of chess pieces on a chessboard. The pieces are arranged in a way that suggests a game in progress. The lighting is dramatic, highlighting the textures of the pieces and the board.

NEXT STEPS: practical play 

- **WEBB Chess for Tigers**
- **NUNN Secrets of Practical Chess**

90

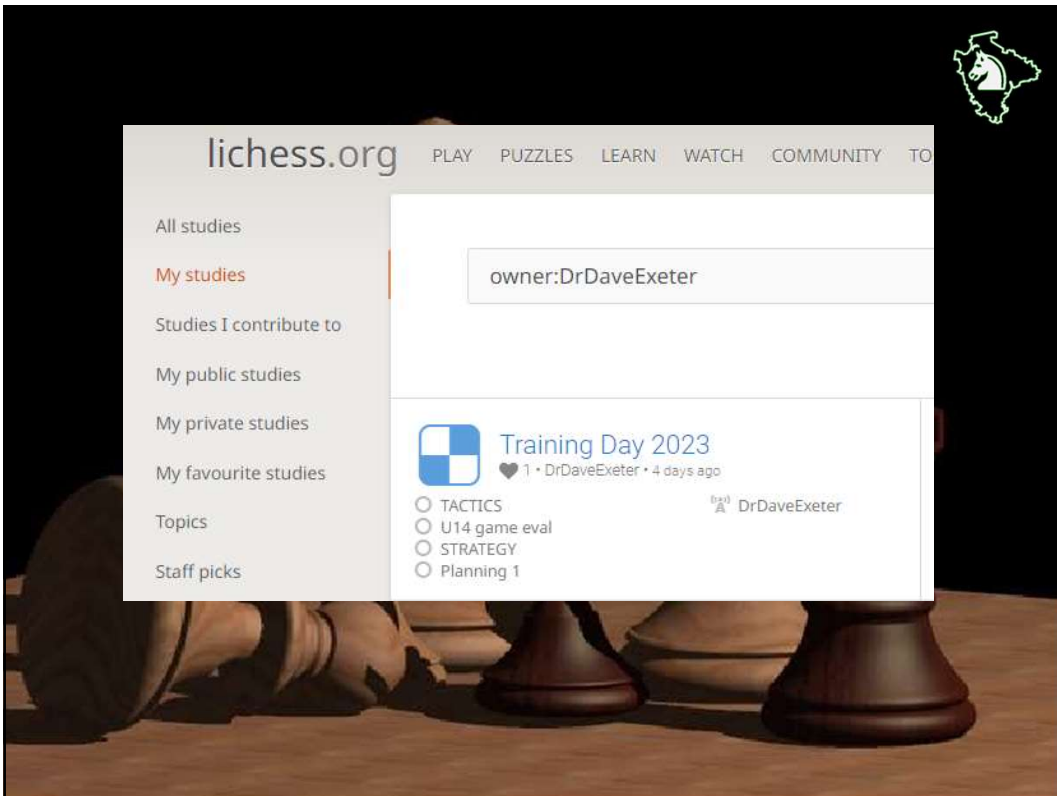


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Getting better at chess

- We can't make you a much better player in just one day, but we can tell you what will work
- You don't have to study but you must practise
 - Playing slowly helps
 - Playing proper openings helps
 - Looking at your games afterwards helps
 - Doing exercises helps
 - Computers help

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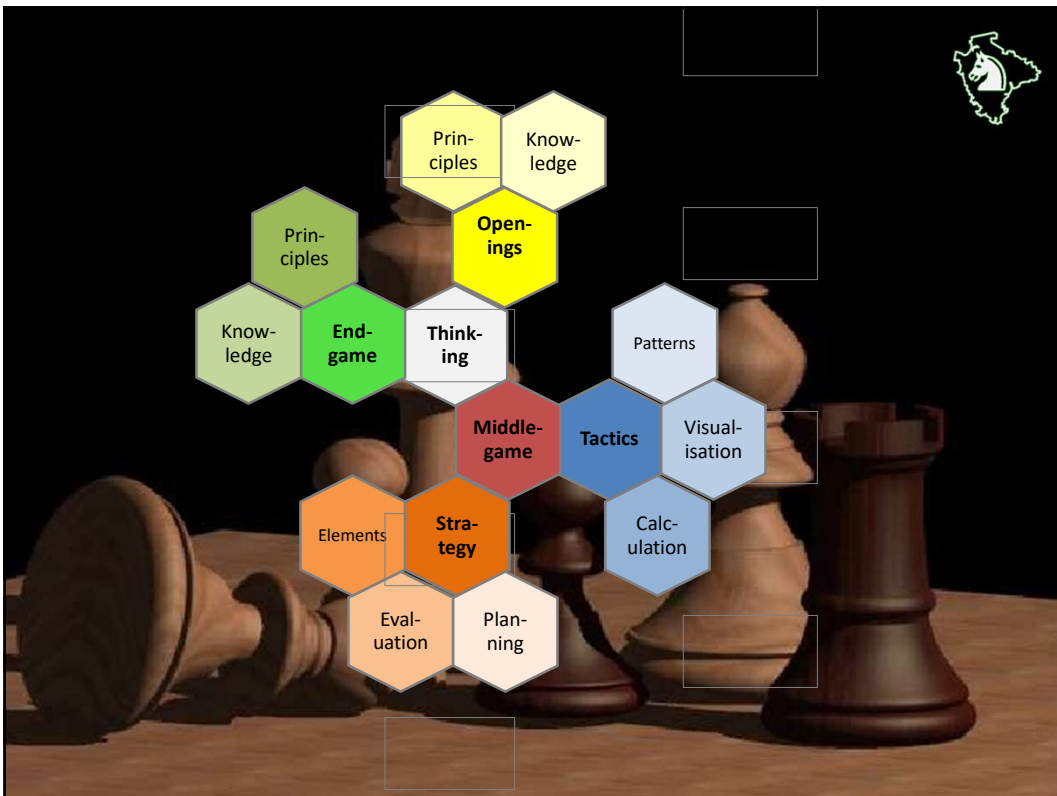
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95



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97

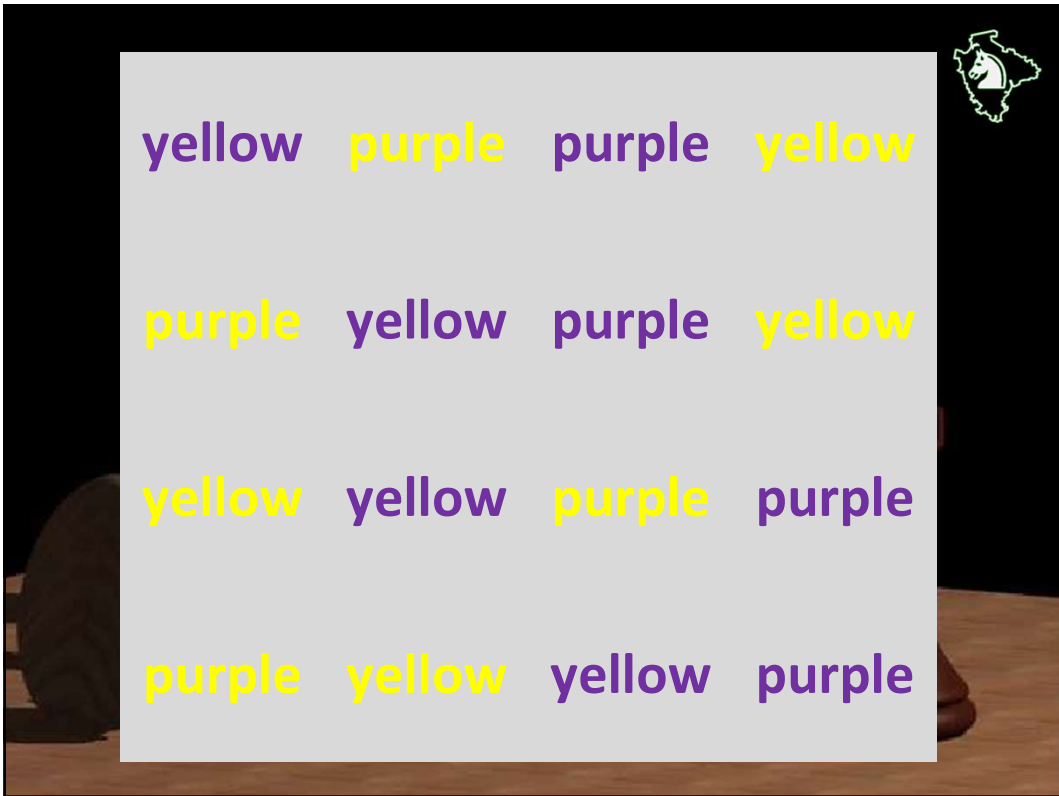
Stroop effect

| | | | |
|--------|--------|--------|--------|
| RED | BLUE | GREEN | YELLOW |
| YELLOW | RED | GREEN | BLUE |
| BLUE | YELLOW | RED | GREEN |
| GREEN | BLUE | YELLOW | RED |

98



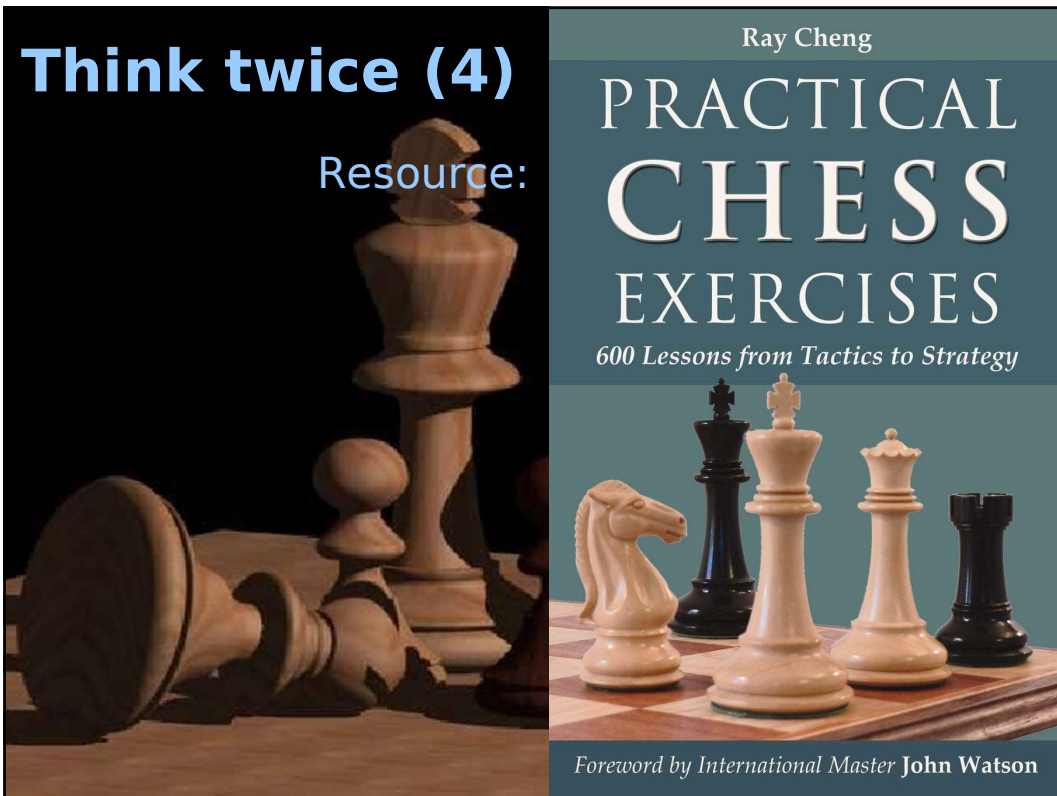
99



100



101

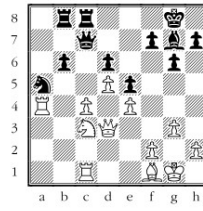


102

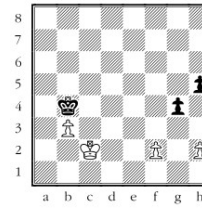


Cheng 1-6

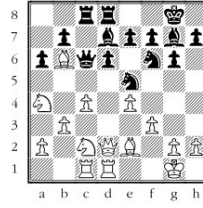
(1) #1 - Black



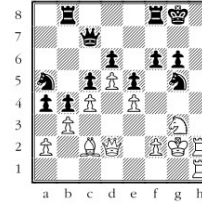
(4) White - #4



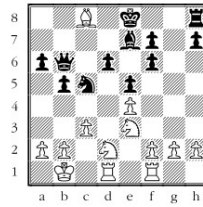
(2) White - #2



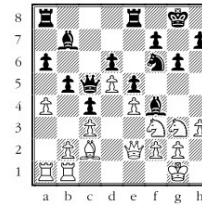
(5) White - #5



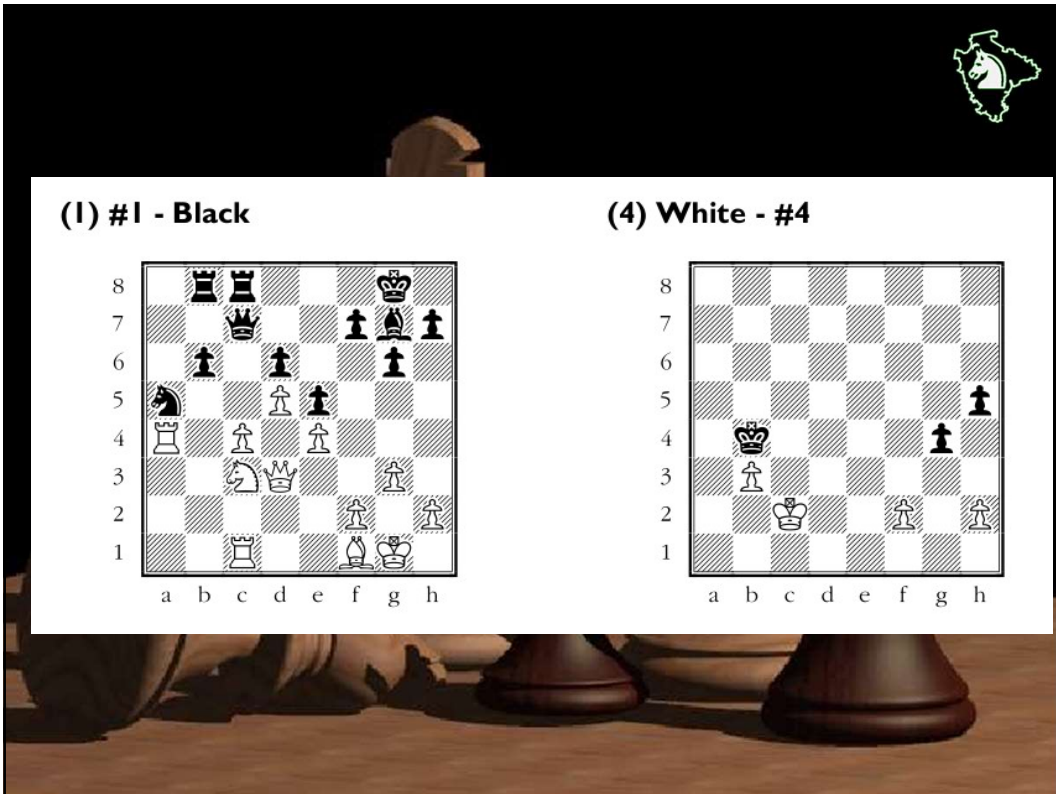
(3) #3 - Black



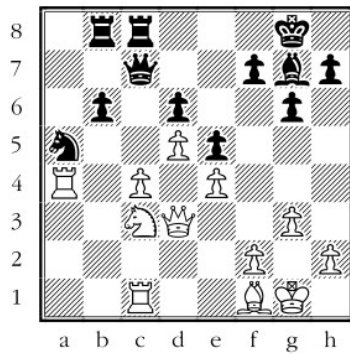
(6) White - #6



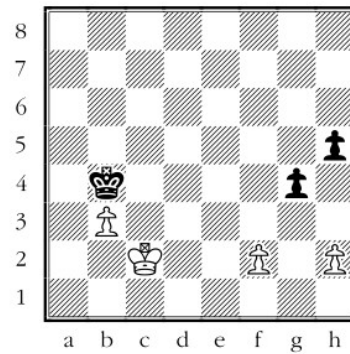
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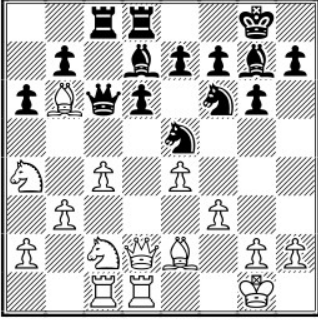
(1) #1 - Black



(4) White - #4

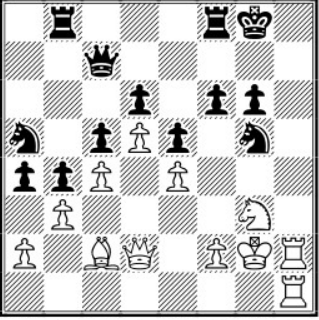


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(2) White - #2

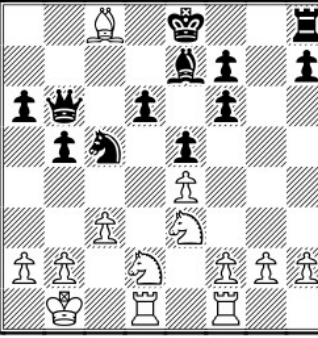
Chessboard diagram showing a position for White to solve in 2 moves. The board is labeled with files a-h and ranks 1-8. White pieces are on a4, b2, c2, d2, e2, f2, g2, h2, c3, d3, e3, f3, g3, h3, c4, d4, e4, f4, g4, h4, c5, d5, e5, f5, g5, h5, c6, d6, e6, f6, g6, h6, c7, d7, e7, f7, g7, h7, c8, d8, e8, f8, g8, h8. Black pieces are on a6, b6, c6, d6, e6, f6, g6, h6, c7, d7, e7, f7, g7, h7, c8, d8, e8, f8, g8, h8.



(5) White - #5


Chessboard diagram showing a position for White to solve in 5 moves. The board is labeled with files a-h and ranks 1-8. White pieces are on a1, b1, c1, d1, e1, f1, g1, h1, c2, d2, e2, f2, g2, h2, c3, d3, e3, f3, g3, h3, c4, d4, e4, f4, g4, h4, c5, d5, e5, f5, g5, h5, c6, d6, e6, f6, g6, h6, c7, d7, e7, f7, g7, h7, c8, d8, e8, f8, g8, h8. Black pieces are on a8, b8, c8, d8, e8, f8, g8, h8, c7, d7, e7, f7, g7, h7, c6, d6, e6, f6, g6, h6, c5, d5, e5, f5, g5, h5, c4, d4, e4, f4, g4, h4, c3, d3, e3, f3, g3, h3, c2, d2, e2, f2, g2, h2, c1, d1, e1, f1, g1, h1.

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(3) #3 - Black

Chessboard diagram showing a position for Black to solve in 3 moves. The board is labeled with files a-h and ranks 1-8. White pieces are on a1, b1, c1, d1, e1, f1, g1, h1, c2, d2, e2, f2, g2, h2, c3, d3, e3, f3, g3, h3, c4, d4, e4, f4, g4, h4, c5, d5, e5, f5, g5, h5, c6, d6, e6, f6, g6, h6, c7, d7, e7, f7, g7, h7, c8, d8, e8, f8, g8, h8. Black pieces are on a6, b6, c6, d6, e6, f6, g6, h6, c7, d7, e7, f7, g7, h7, c8, d8, e8, f8, g8, h8.



(6) White - #6


Chessboard diagram showing a position for White to solve in 6 moves. The board is labeled with files a-h and ranks 1-8. White pieces are on a1, b1, c1, d1, e1, f1, g1, h1, c2, d2, e2, f2, g2, h2, c3, d3, e3, f3, g3, h3, c4, d4, e4, f4, g4, h4, c5, d5, e5, f5, g5, h5, c6, d6, e6, f6, g6, h6, c7, d7, e7, f7, g7, h7, c8, d8, e8, f8, g8, h8. Black pieces are on a8, b8, c8, d8, e8, f8, g8, h8, c7, d7, e7, f7, g7, h7, c6, d6, e6, f6, g6, h6, c5, d5, e5, f5, g5, h5, c4, d4, e4, f4, g4, h4, c3, d3, e3, f3, g3, h3, c2, d2, e2, f2, g2, h2, c1, d1, e1, f1, g1, h1.

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107

Car
che



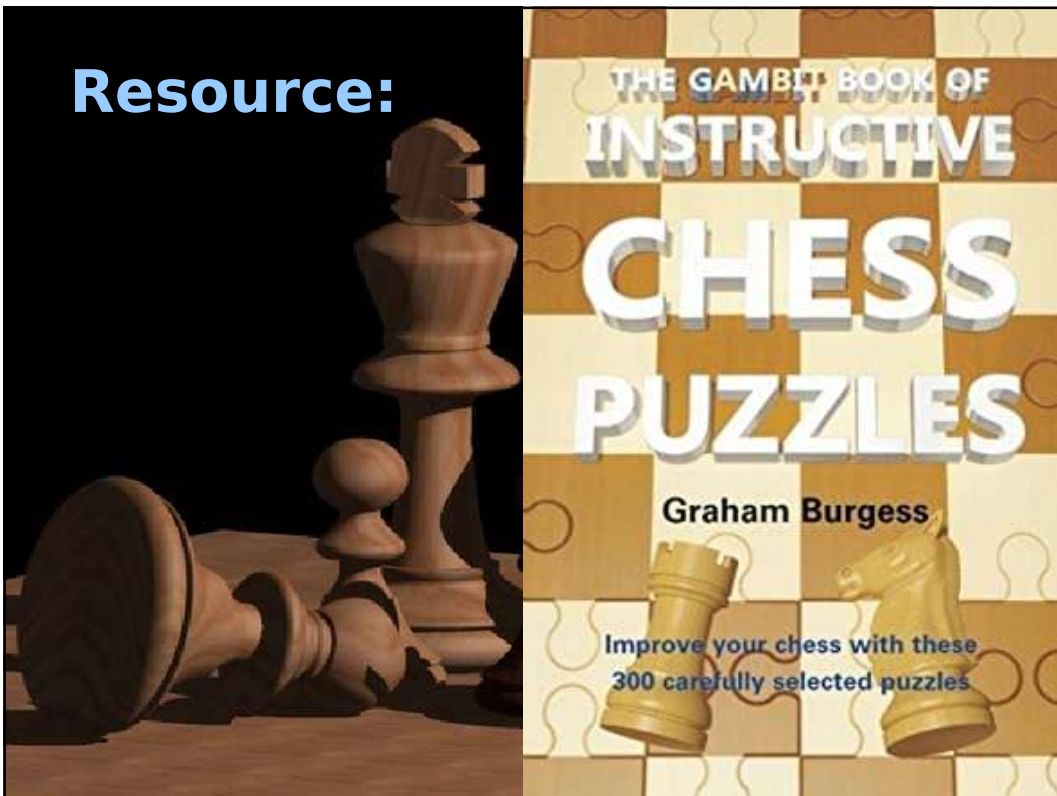
Ask a Grandmaster: Test 1

- 1 If you're not too greedy you should find this one.
- 2 It would be nice to own the d4-square, too...
- 3 It is imperative in these situations not to allow the long-range bishops too much freedom.
- 4 With no pawn breaks White has time to relocate, ultimately hitting the b7-pawn.
- 5 Just a simple improvement of a piece is called for here.
- 6 Locate the square.
- 7 Perhaps White should have settled for a draw rather than voluntarily lift the blockade. White's minor pieces are the problem.
- 8 Black will have problems on f7, g6 and h5.
- 9 Botvinnik's next helped Black's bishop go from bad to worse.
- 10 Allowing the pawn to reside – unchallenged – on f4 merely serves to accentuate the power of Black's key square.
- 11 Pawns.
- 12 Pins. When the smoke clears Black's d-pawn (now defended four times) is under fire.
- 13 Where would you like to put the rook?
- 14 Eliminate defenders while simultaneously shattering the opponent's protective shield.
- 15 For the moment White lacks influence on the light squares, so this is the time to strike in this sector.

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109



110

297 **Black to play**

298 **White to play**

299 **White to play**

300 **White to play**

111



112



113