

CLASS 4 TOPICS

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Openings – Queen’s Gambit

Openings – Queen’s Gambit

“The Queen's Gambit is one of the oldest and most reputable 1.d4 openings for White. Unlike 1.e4 openings, the Queen's Gambit usually evolves into a strategic game rather than an all-out tactical battle. Despite being around for centuries, this opening is still one of the cornerstones of most elite players' repertoire.”

Section Break (Continuous)

Below is the position that defines the Queen’s Gambit. From this position, there are many interesting middlegame positions. We are going to look at a game by one of my favorite authors, Jovanka Houska.



Black to Move

2...e6 3.Nc3 Nf6 4.cxd5 exd5
5.Bg5 c6 6.Qc2 Be7 7.e3
N(b)d7 8.Be3 0-0 9.N(g)e2

Re8 10.0-0 Nf8. See diagram below.

Let’s stop here and review what each player has done.

1. Both players have developed their pieces.
2. Both players have fought for control of the center.
3. Both players have 0-0 and got their Kings to safety.



NOW A SECRET

Let's look at the pawns.



This pawn structure happens not only in the Queen's Gambit but in many other openings. There are many standard pawn structures and each has a name and a standard plan for the middle game. This structure is called the Carlsbad. (Some people call it the Queen's Gambit Orthodox Exchange Pawn Structure but I prefer to keep it simple.)

What are the standard plans for White and Black in the Carlsbad?

White's plans

This position offers two main lines of attack for White:

1. Pursuing the so-called minority attack with **b2-b4-b5** in order to create a queenside weakness.
2. Pushing **f2-f3** and **e3-e4** (or sometimes **e3-4** directly) gaining central space and creating tension.

Black's plans

1. The main plan is to place a knight on e4 and to create a kingside attack, but this is not always possible. For example, White might choose a set-up in which f2-f3 is included
2. The most common auxiliary plan is to play ...b7-b6 and ...c6-c5 in order to transpose into the position of a hanging pawn structure. (We are going to study this structure in a later class.) Or sometimes just ...c6-c5 is played directly, hence dxc5 transposes into an Isolated Queen Pawn Structure (IQP) which is another structure we will study.
3. An important though the far less common plan is to play ...b7-b5 once White has played b2-b4, in order to obtain a firm outpost for a knight placed on c4. This plan is less common because b7-b5 also creates a weakness - a backward c6-pawn, which could cause this plan to backfire.

Now let's go back to the game and see what the players do.



White to Move

Over the next few moves, we see that White plays plan 2 and plays f2-f3 to interfere with Black's plan 1

11.f3 g6 12.Rad1 Ne6 13.Bh4 b6 14.Qc1 Bb7

Note that White prepared plan 2 by playing N(g)e2 instead of Nf3 and did not block in his f pawn.

Position after move 14...Bb7



White to move

Can we guess what White's next move is?

15. e4! - he gets his pawn to e4 and completes the step 2 plan.

The rest of the game is interesting. You should play through the game and see how Caruana maneuvers against Houska. (Full game is at the end of the lesson.)

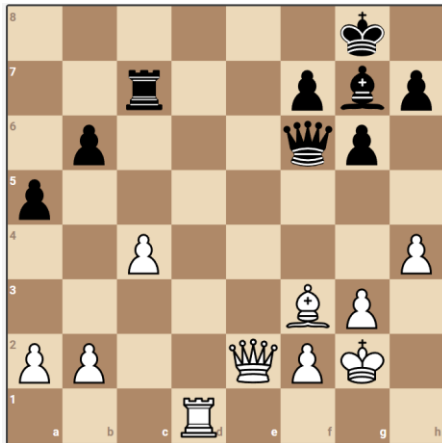
TACTICS

Deflection

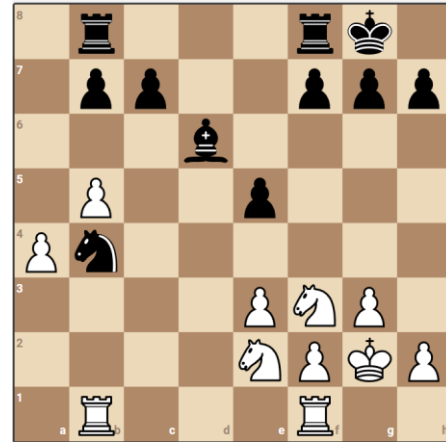
Many times, your opponent is defending very hard and is only able to hold his position together because of one piece. In the following

positions, you will see a piece that is "overworked". When a piece is overworked you can sometimes deflect it from one of its duties and your opponent's position will

fall apart. The process of forcing an overworked piece to move is referred to as deflection.



Black to Move



White to Move

The last position is very difficult and was taken from and saved for your homework.

We will start with a simple position. Black sees that he can take the pawn on b2. The Queen is protected by the Bishop on g7. Visualize $Qxb2$ – What should White play?

The next position is a little harder. Let's analyze it together.

Decoy

The idea behind a decoy tactic is simple. Sometimes you will analyze a position and decide if you could force an opponent's piece to a specific square you will have an advantage. Sometimes this is done with a sacrifice sometimes with a threat enticement will often do the trick.

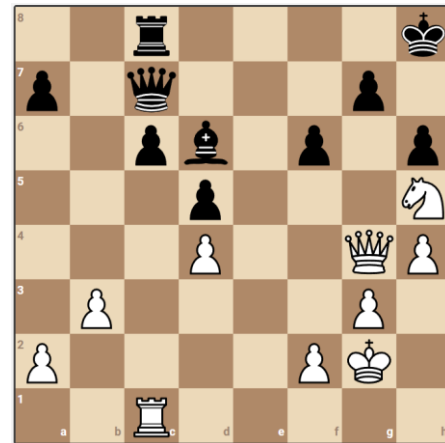


White to Move

Let's start with a very simple position. Visualize the position after Qf5. Is there a threat? How can Black avoid the threat? After he makes the only move

that stops the threat – What happens?

The next position is a sacrificial Decoy. Evaluate the position – What should White play?



White to Move

Quick Review

What's the difference between these two tactics?

A "Decoy" is a tactic used to lure a piece to a particular square.

Deflection is the inverse of a decoy. Whereas a decoy involves luring an enemy piece to a bad square, a deflection involves luring an enemy piece away from a good square; typically, away from a square on which it defends another piece or threat.

Deflection is thus closely related to overloading.

Decoy is luring a piece TO a square - Deflection is luring a

piece FROM a Square".
Confusing? Yes!.

ENDINGS Rook and King vs King

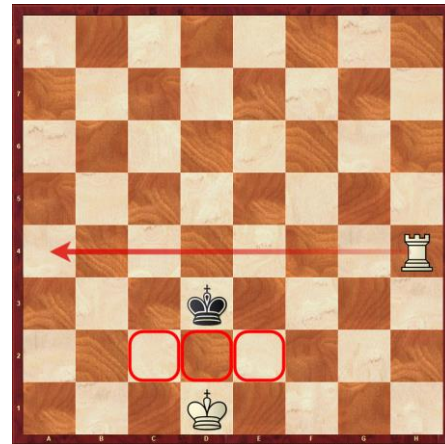
Last week we studied a position with the same material but the King was already trapped at the edge of the board. This week the King is closer to the center.



White to Move

The 1st thing White does is set up a barrier that the Black King cannot cross. The Rook moves to the 4th Rank and essentially says to the Black King, "You shall not pass." At the same time, the

White King controls the c2,d2, and e2 squares.
(see next diagram)



Black to Move

So What can Black do? He only has 2 moves Kc3 or Ke3. Let's look at a couple of moves and see how White makes progress.

1...Ke3 2.Kc2 Kf2 3.Kd2 Kg3

Black is fighting to break out of the box.

4.Re4 Kf3 5.Kd3 Kg2 6.Ke2 Kg3

7.Rd4 Kg2 8.Rd3 Kg1 9.Rg3+ Kh1

(see next diagram)

White to Play



White to Move

Now it is White to move and after Kf2 Black will only have 2 squares (h1 and h2). After Kf2 Black plays Kh2 we have the following position.



White needs to make a move that forces the Black King into the corner. He can move anywhere from a3 to f3 and Black is mated after he moves Kh1.

The next diagram is a problem for Homework.



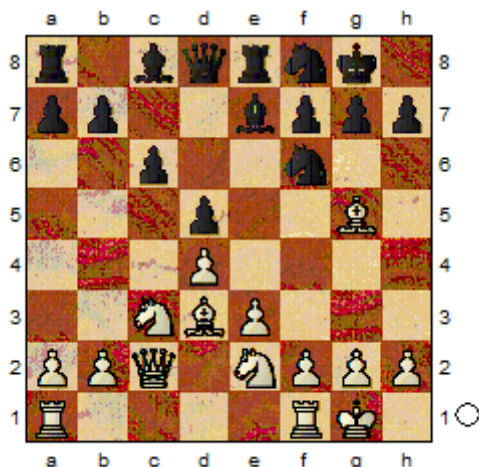
White to Move
and Mate in 3

□ Caruana,Fabiano
■ Houska,Jovanka

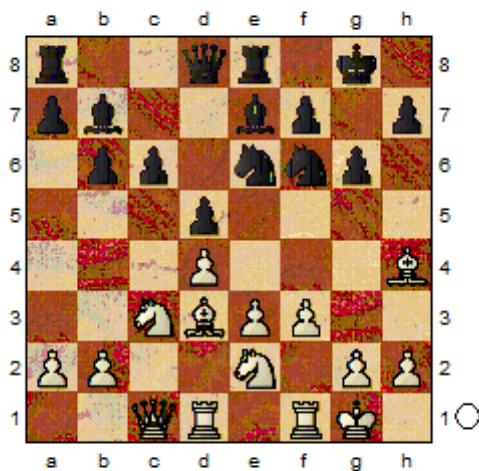
Douglas loM op (1)
[Baldr]

D36
2813
2386
01.10.2016

1.d4 Nf6 2.c4 e6 3.Nc3 d5 4.cxd5
exd5 5.Bg5 c6 6.Qc2 Be7 7.e3
Nbd7 8.Bd3 0-0 9.Nge2 Re8 10.0-0
Nf8



11.f3 g6 12.Rad1 Ne6 13.Bh4 b6
14.Qc1 Bb7=



15.e4 Nh5 16.Bf2 Bg5 17.Be3 Bxe3+

18.Qxe3 f6 19.g4 Nhg7 20.Qh6
Qd7?!±

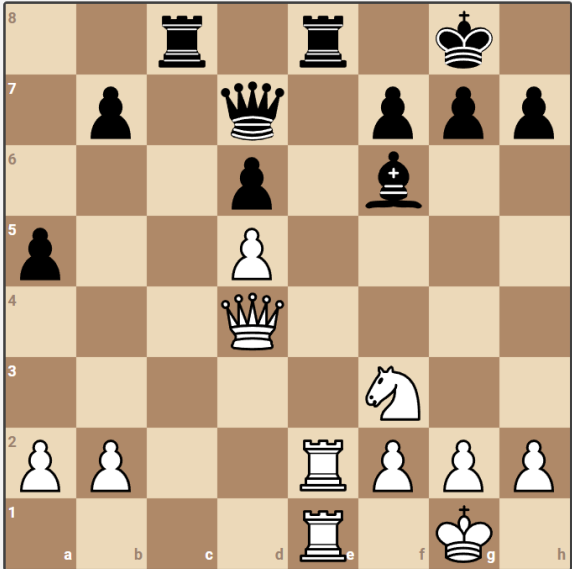
[20...Ng5 21.h4 Nf7=]

21.f4 Nxd4 22.Nxd4 Qxg4+ 23.Kh1
dxe4 24.Be2 Nf5 25.Bxg4 Nxh6
26.Bd7 c5 27.Nde2 Red8 28.Nd5
Bxd5 29.Rxd5 Kg7 30.Rfd1 f5 31.h3
Ng8 32.Bc6 Rxd5 33.Rxd5= Rc8?!
34.Rd7+ Kf6 35.Bb5 h6 36.Bc4 g5
37.Kg2 Ne7 38.Kf2?±

[38.Rd6+ Kg7 39.Ng3 Rb8 40.fxg5
hxg5 41.Re6 Kf8 42.Rf6+ Ke8
43.Nxf5 Nxf5 44.Rxf5+-]

38...Rb8?+- 39.a4 Ra8 40.Ke3 Rc8
41.b3 Rb8 42.Rd6+ Kg7 43.Ng3 Rb7
44.Nh5+ Kh7 45.Ba6
1-0

Deflection Homework



White to Move

Decoy Homework



White to Move