Logo

Description automatically generated Delaware Valley Chess Club

Lesson 3

Anastasia’s Mate

Graphical user interface

Description automatically generated

Discovered Attack

Graphical user interface

Description automatically generated with medium confidence

Basic Mates

A picture containing checker, bathroom, chessman, tiled

Description automatically generated

White to Move

This is the simplest of the Basic mates –

King and Queen vs. King. There are many ways White can give mate. Below is just one of the ways.

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Lesson 3

**A TABIA – QUEEN’S GAMBIT ACCEPTED**

Text

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Tabia

A picture containing text, white, bedclothes

Description automatically generated

**A PAWN STRUCTURE**

A close-up of a game board

Description automatically generated with low confidence

This is a standard pawn structure called an “**Isolated** “**Queen Pawn Structure** “or “**IQP”**

.

The structure is also referred to as the isolani. – It is an extremely important pawn structure. It arises in many opening variations; the Queen's Gambit accepted, Slav, Tarrasch Defence, Sicilian Alapin or French Tarrasch to name a few. This structure is equally common with either color...  
  
Generally speaking, White has better middlegame prospects, while Black has better prospects in an endgame. Therefore, White's main aim will be to build an attack, while Black's hope will be to neutralize such an attack and simplify the position, obtaining a superior endgame.

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A PLAN

**White's plans**  
  
1. Create a kingside attack. Most standard plans will include the moves **Ne5**, **Bg5,** and the battery **Qd3**-**Bc2**. In some cases, a piece sacrifice on the kingside is needed to break through the defense. Rooks are typically placed on **e1** and **d1** (or **c1**), and a rook transfer via the third rank is possible.  
2. Break in the center with **d4**-**d5**, trading pawns and opening lines with an overwhelming initiative (or even sacrificing a pawn with the same purpose).

**Black's plans**  
  
1. Trade pieces to win an endgame. In particular, exchange White's good bishop (the light-squared bishop).  
  
2. Place a knight on **d5**. This prevents the central break **d4**-**d5** and controls some key squares. In an endgame, a rook, bishop, or even a king would be strong on this square.

**A Model Game**

Chart, treemap chart

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Lesson 3

HOMEWORK FOR LESSON 3

Anastasia

Square

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Black to Move

Discovered Attack

A picture containing text, chessman

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White to Move

Basic Mate 1

A picture containing checker, indoor, tiled, tile

Description automatically generated

White to Move