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Lesson 8

Boden’s Mate

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Black to Move

Very similar to both Balestra’s and the two Bishop Mate, Boden’s mate shows up in practice quite a bit and is easy to miss if you are not aware of this pattern.

Square Clearance

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Black to Move

A player moves one of his own pieces to clear a square so that another one of their pieces can use the square.

Basic Mate – 2 Bishops

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White to Move

This is the last of the basic mates we are going to cover for a while. Mate with a Knight and Bishop will be covered after we work on some pawn endings. This mate is similar to Rook mates. We create a cage, drive the King to the edge, and Mate.

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NAMES OF OPENINGS

I thought that we could take 1 small set of opening moves each week and learn the names of the most popular openings.

Text

Description automatically generatedSee the Diagram – After Black played c5 he said I think I’ll play the **Sicilian.** Once upon a time the automatic and most played response to 1.e4 was 1…e5. Now 1…c5 the Sicilian is the most popular opening. The Sicilian has many variations. We will look at a few variations as we move through the material. After Black plays e6 he enters the Scheveningen Variation

A chess board with chess pieces

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NAMES OF OPENINGS

Let’s look at the Pawn Structure of the Scheveningen Variation.

A picture containing checker, chessman

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What should White do with this kind of structure?

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NAMES OF OPENINGS

**White's plans**

1. Launch a kingside attack with **g2**-**g4**-**g5**, **h2**-**h4**-**h5** and then break with **g5**-**g6**.  
  
2. Play **f2**-**f4**-**f5** to pressure the **e6**-pawn and create an attack along the **a2**-**g8** diagonal.  
  
3. Play **f2**-**f4** and then **e4**-**e5** and then later carry out a kingside attack.

Let’s figure out what Black should do on the next page.

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NAMES OF OPENINGS

**Black's plans**  
1. Achieve the central break ...**d6**-**d5** to release the position and activate his minor pieces.

2. Play along the c-file and place a knight on **c4**to pressure the **b2**-pawn and undermine White's knight which is typically located on **c3**.

3. If White has castled long, then carry out a queenside attack with ...**b7**-**b5**-**b4**, ...**a7**-**a5**-**a4,** and then the break ...**b4**-**b3**.

4. If White plays **f2**-**f4**, in some cases Black can reply ...**g7**-**g5** to fight for the control of the **e5**-square.

5. In some cases, Black may sacrifice an exchange on **c3**.

Black will most likely castle short or on some occasions keep the king in the center. Meanwhile, White's king must choose between long and short castling, which will greatly influence the development of the

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NAMES OF OPENINGS

game. If White castles long, then his main lines plans will be 1 and 2 while Black will most probably focus on Plan 3. Instead, if White castles short, Black will focus on Plan 1 while White can still carry out a kingside attack. White's Plan 3 is more likely to work after short castling because the rooks would be placed more favorably for this plan.

One of the fascinating things about this structure is that it can transform into other structures. If you understand pawn structures than you can adapt your plans – A lecture for a much later date.

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How can Black turn his active Position into a winning one?