

Beginner Chess Step-By-Step

2/19/24 – 3/25/24

Delaware Valley Chess Club



Main Line School Night





CHESS

Openings

The Dragon
The London
The Nimzo-Indian

Middlegame

Tactics
Mating Patterns
Steinitz Elements

End Game

Basic Themes
Basic Endings
Theoretical
Strategic

End Game

Middlegame

Openings



Curriculum



GOALS

- Introduction for the absolute beginner
 - The pieces and how they move
 - The board and notation
 - Clocks and tournament chess
- Review basic Endgames
- Introduce Pawn Endgame Concepts – vocabulary with examples.
- Introduce Rook Endgame Concepts – vocabulary with examples.
- Introduce Basic Tactical Ideas
- Introduce Basic Mating Attacks
- Introduction to Positional Evaluation (Steinitz)
- Learn a Repertoire for Black and White



Bibliography



Muller, Karsten; *Chess Endgames for Kids*, Gambit, UK, 2015

Chandler, Murray; *Chess Tactics for Kids*, Gambit, UK, 2003

Chandler, Murray; *How to Beat Your Dad in Chess*, Gambit, UK, 1998

Watson & Burgess; *Chess Openings for Kids*, Gambit, UK, 2011

Engqvist, Thomas; *Chess Strategy for Kids*, Gambit, UK, 2016

Chandler, Murray; *Chess Puzzles for Kids*, Gambit, UK, 2012

Edouard, Romain; *Chess Calculation Training for Kids*, Thinkers Press, 2020



Resources



- Lecture summaries can be found at www.delvalchessclub.com see MLSN tab.

The book cover for "Learning Chess - Workbook Step 1" has a yellow background. It features a perspective view of a chessboard hallway with a single chess piece in the center. The text "Learning chess" and "Step 1" is at the top. The author's name "Rob Brunia" and the date "Jan 1, 2009" are at the bottom.

Learning Chess - Workbook Step 1
by Rob Brunia | Jan 1, 2009
4.5 ★ v 27
Board book
\$9⁹⁵
You Earn: 10 pts
\$3.95 delivery **Aug 25 - 28**
Only 19 left in stock - order soon.

Or go to www.chesstutor.eu
And download step 1 interactive
workbook.

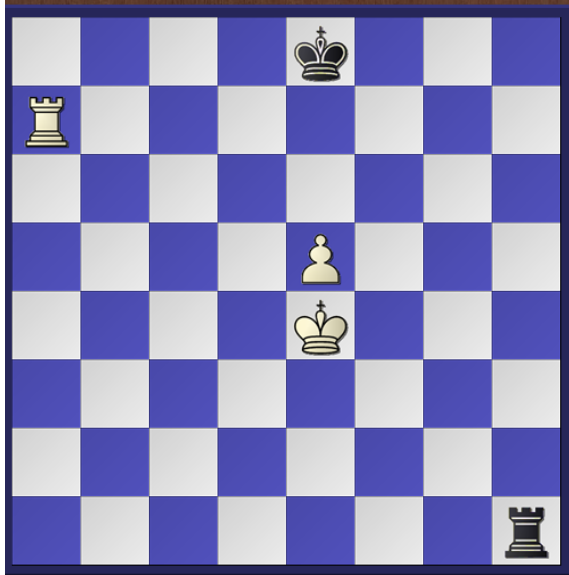


Resources

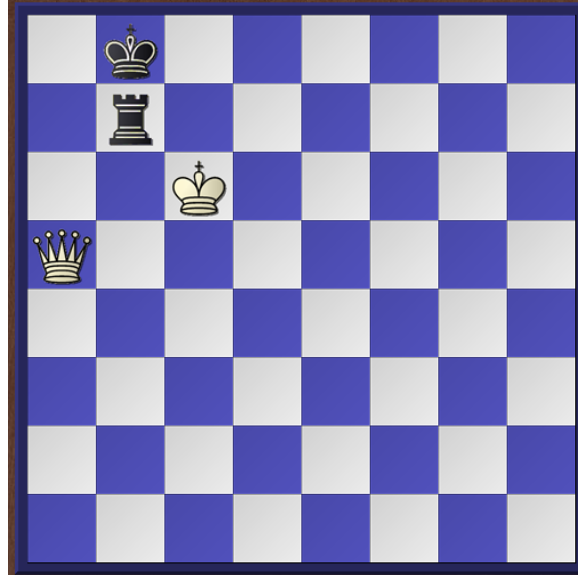
Places to play chess online



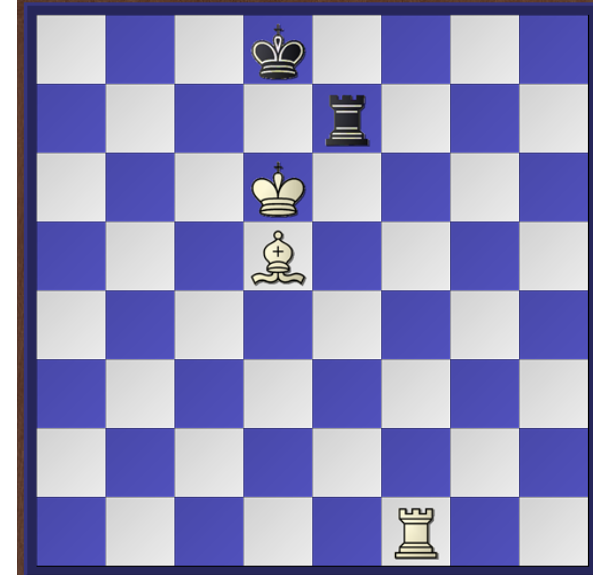
The Most Famous Philidor Positions



Black to move and Draw



White to Move and Win



White to Move and Win

Delaware Valley Chess Club's Prestigious Philidor Medal

Francois-Andre Philidor (1726-1795) was a French chess player and author. He was arguably the first modern player with a real positional, not just tactical, sense. Best known for his focus on pawn play, he also has an opening, ending positions, and a checkmate pattern named after him.





Week 1 – 2/19/24

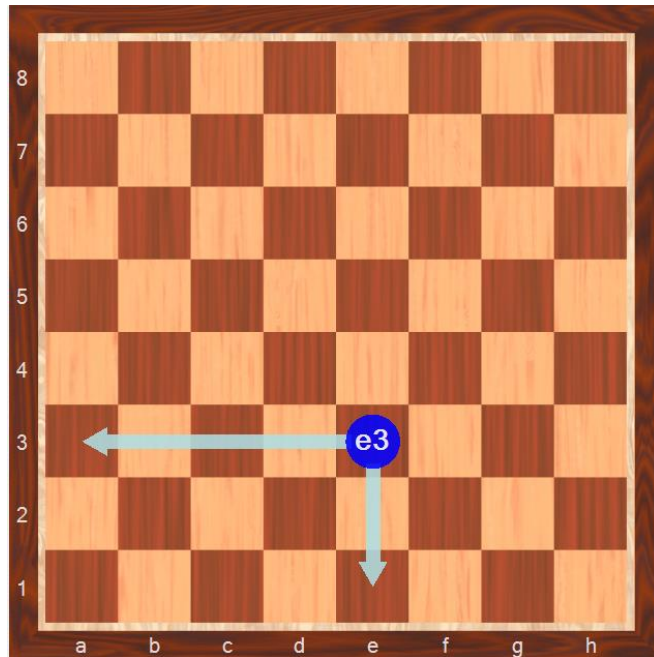


1. Resources and Bibliography
1. The Chessboard and Notation
2. How do the Pieces move and get their Power?
3. Review the King move and the button game.
4. The Knights Race
5. Learn Pawn moves and Pawn promotion.
6. Basic Endgame 1 “What is Mate?” + Notation Record K & Q vs K Mate.
7. Introduction to the chess clock
8. Introduction to Opening Principles
9. Play Through a Demonstration Opening

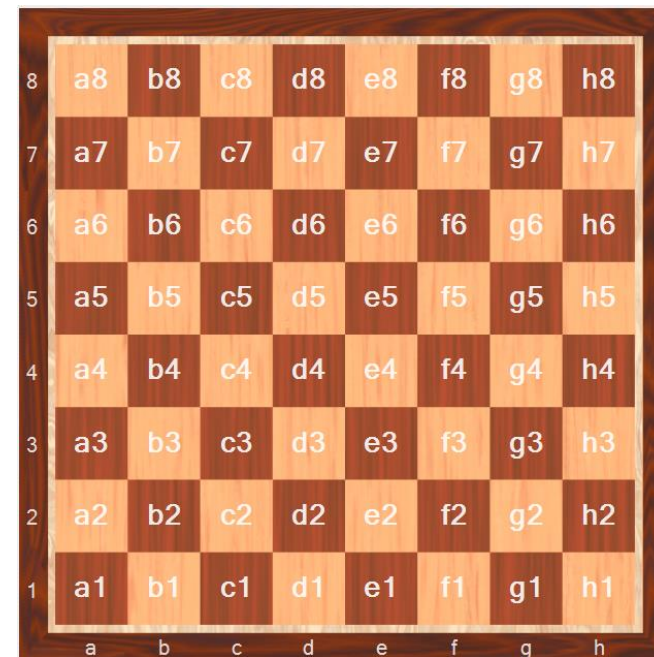
1. Chess Board
2. Pieces
3. Endgame
4. Tournaments
5. Openings
6. Play

Chess Notation

An example of a Squares Name



All the Squares Names





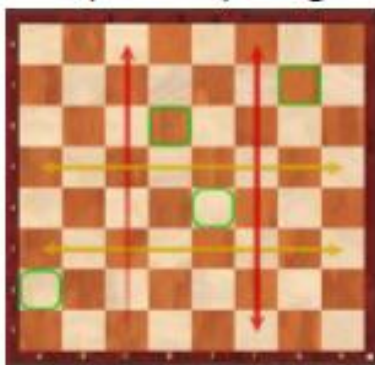
Week 1 - 2/19/24



2. Name of the Pieces and How they Move

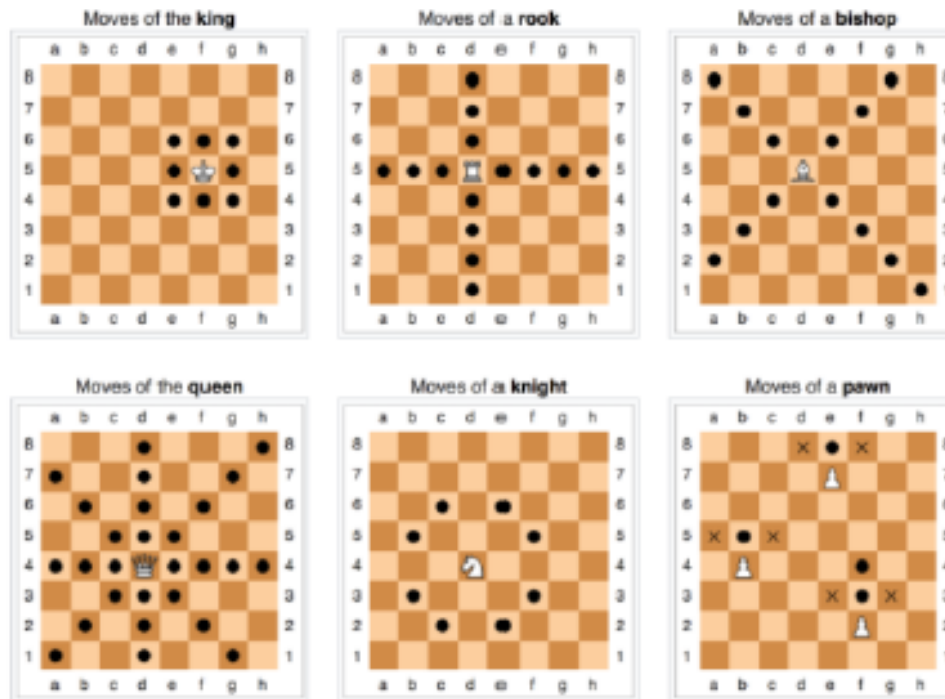
1. The board

a. Files, Ranks, Diagonals



b. Every Square has a Name

c. White Square in Right Corner





Week 1 – 2/19/24



How to Read and Write Chess.

- a. We know each piece has a name and each square has a name.
- b. When we write the name of the piece we abbreviate:
 - i. K = King
 - ii. Q = Queen
 - iii. R = Rook
 - iv. B = Bishop

 - v. N = Knight
 - vi. We do not write P for pawn when we write our moves – We just write the location name that the move to. e4 means pawn move to e4.
- c. Special annotations:
 - i. 0-0 = Castle King side
 - ii. 0-0-0 = Castle Queen side
 - iii. Ep = En passant
 - iv. + = Check
 - v. # = checkmate
 - vi. “=” means pawn promotion

Goto Chess Tutor

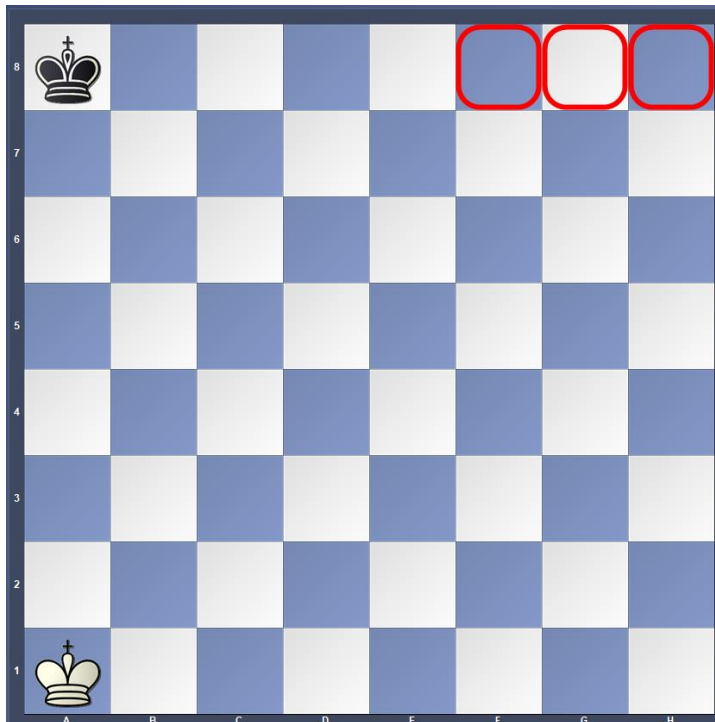
We are going to practice writing chess notation. King and Queen vs King is the 1st basic mate. Set up your board – see next page for the position – Record your move until you get to checkmate.



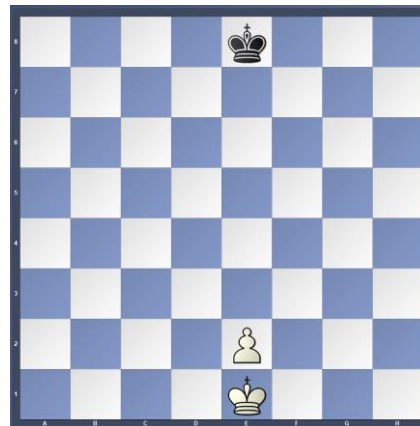
Week 1 – 2/19/24



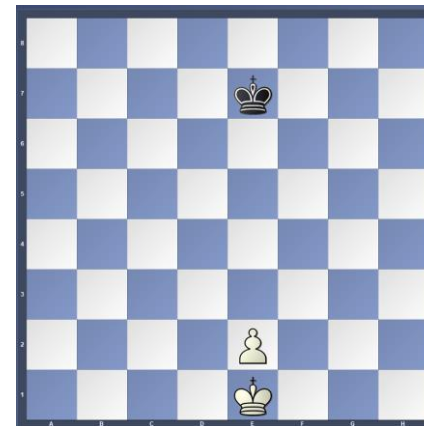
The Button Game



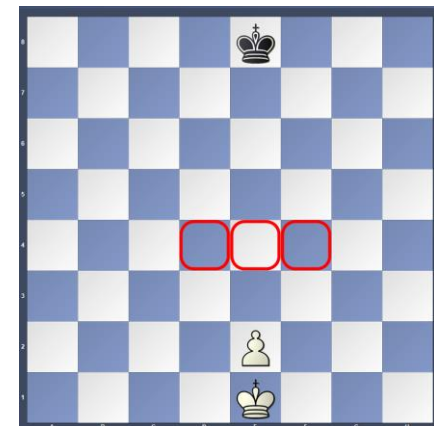
Pawn Promotion1



Pawn Promotion2

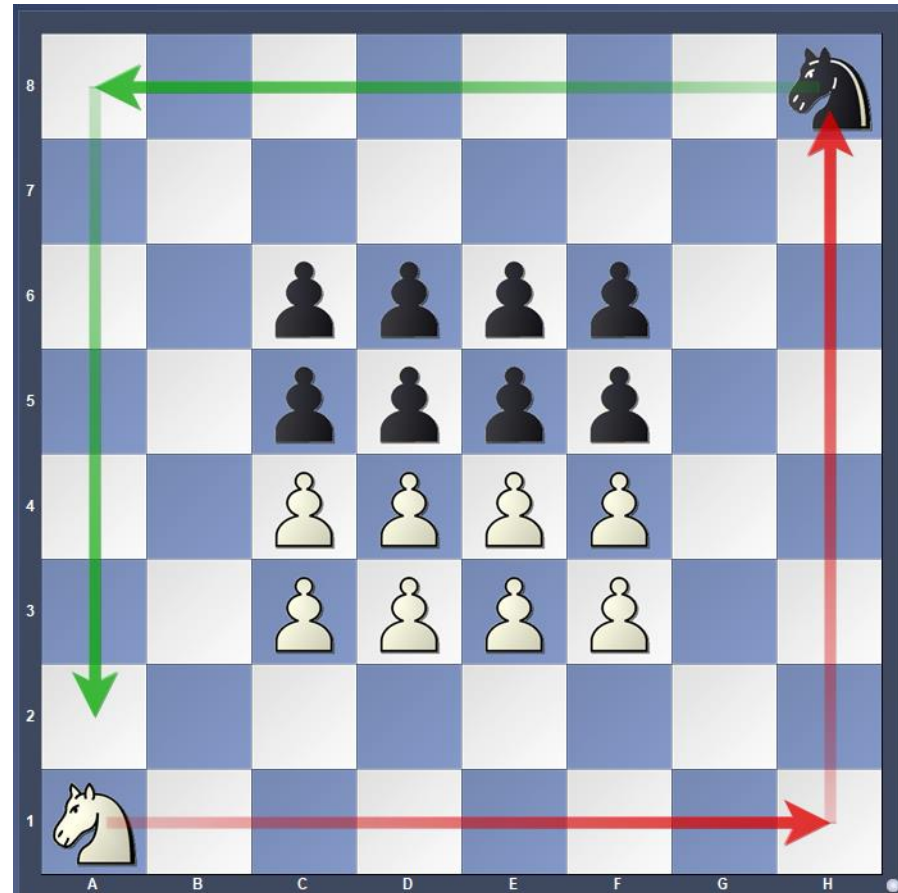


Key Squares





Week 1 – 2/19/24





Week 1 – 2/19/24



The Chess Clock





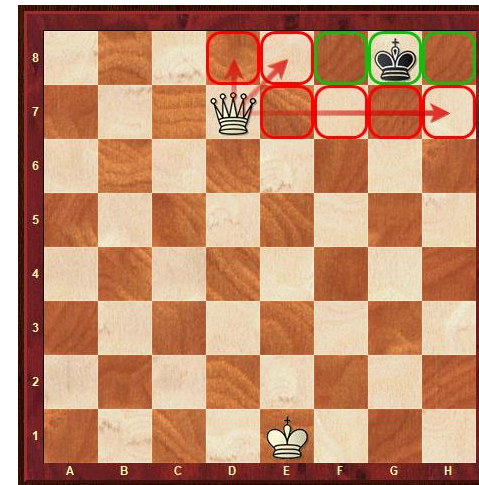
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White to move. Write down all your moves and checkmate your opponent.



White's Queen moves a Knight Jump away from the King. Notice how the Black King's moves.



When the King is on the edge just "lock him in" and bring up your King.

Practice writing notation.



Week 1 – 2/19/24

Mate with King & Queen



Summer Camp K&Q vs K

Tournament Buenos Aires

Round 4 Date 1990 Result _____

ECO _____

1 <u>Qd2</u>	<u>Ke5</u>	31
2 <u>Qd3</u>	<u>Kf4</u>	32
3 <u>Qe2</u>	<u>Kf5</u>	33
4 <u>Qe3</u>	<u>Kf6</u>	34
5 <u>Qe4</u>	<u>Kg5</u>	35
6 <u>Qf3</u>	<u>Kg6</u>	36
7 <u>Qf4</u>	<u>Kg7</u>	37
8 <u>Qf5</u>	<u>Kg8</u>	38
9 <u>Qd7</u>	<u>Kh8</u>	39
10 <u>Kf2</u>	<u>Kg8</u>	40
11 <u>Kg3</u>	<u>Kf8</u>	41
12 <u>Kg4</u>	<u>Kg8</u>	42
13 <u>Kg5</u>	<u>Kh8</u>	43
14 <u>Kg6</u>	<u>Kg8</u>	44
15 <u>Qg7#</u>		45
16		46



Week 1 – 2/19/24



SOME BASIC OPENING PRINCIPLES

Starting the game – What are we trying to do?

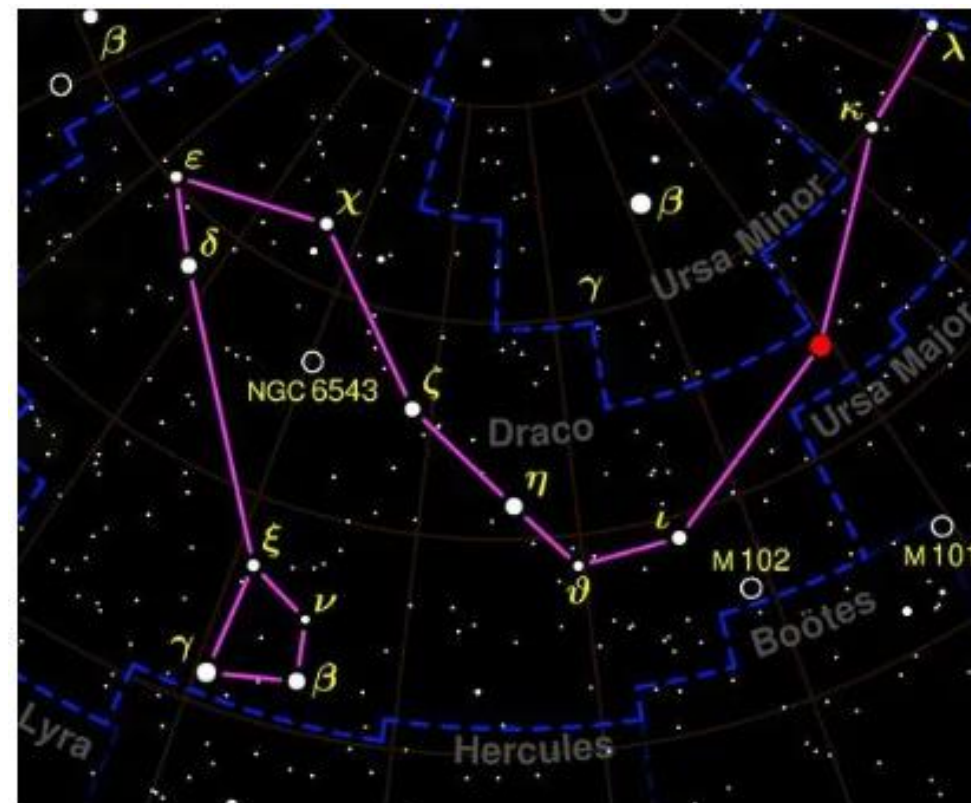
- a. Develop your pieces. This is the absolute number 1 most important rule of the opening.
- b. Don't make too many pawn moves.
- c. Don't bring your queen out too early.
- d. Don't move the same piece twice.
- e. Castle early.
- f. Develop towards the center.
- g. Clear the back rank and connect your rooks.



Week 1 – 2/19/24



Somebody has an Imagination- The Dragon





Week 1 – 2/19/24

Dragon



1.e4 c5

Black is trying to create an unbalanced position but still is attacking the center.

2.Nf3 d6 3.d4 cxd4 4.Nxd4

White decides to open the center. White has a plan to develop quickly, trade the "Dragon Bishop" and attack with his King side pawns. Black's plan is to attack on the Queen side. Black thinks if White is going to move pawns on the King side White will have to 0-0-0. Black will attack/counter-attack on the queen side.

4...Nf6 5.Nc3 g6



Let's start with this position as the beginning of the Dragon Variation. From here there are many variations we will look at just one to get you started.

6.Be3 Bg7 7.f3 0-0 8.Qd2



White is starting his attack on the King side.

8...Nc6 9.Bc4 Bd7 10.0-0-0

Now White can push his King side pawns.

10...Rc8

And Black starts his attack on the Queen side by attacking down the c-file.

11.Bb3 Ne5 12.h4 h5 13.Bg5

[13.Bh6 Bxh6 14.Qxh6 Rxc3 15.bxc3 Qa5

Another variation Black and White are both trying to attack the King - It's a race.

]

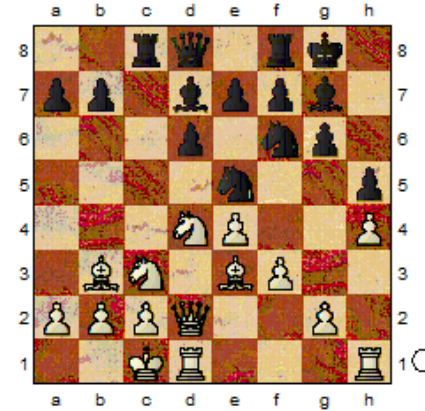
13...Rc5 14.Kb1 b5

And Black starts with his own pawn attack.



Week 1 – 2/19/24

Dragon



B78 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7 7.f3
0-0 8.Qd2 Nc6 9.Bc4 Bd7 10.0-0-0 Rc8 11.Bb3 Ne5 12.h4 h5

13 14 15 16 17 18 19 20 21 22 23

1 Bh6 Qxh6 bxc3
Bxh6 Rxc3 Qa5¹

2 Bg5 Kb1
Rc5 b5²

¹ Another variation Black and White are both trying to attack the King - It's a race.

² And Black starts with his own pawn attack.
Line Suumer Camp -Dragon/
Buenos Aires 1990



Week 1 – 2/19/24



Suumer Camp Dragon

Tournament Buenos Aires

Round 4 Date 1990 Result _____

eco B78: Sicilian Dragon: Yugoslav Attack, 9 Bc4 Bd7 10 0-0-0 Rc8

1 <i>e4</i>	<i>c5</i>	31
2 <i>Nf3</i>	<i>d6</i>	32
3 <i>d4</i>	<i>cxd4</i>	33
4 <i>Nxd4</i>	<i>Nf6</i>	34
5 <i>Nc3</i>	<i>g6</i>	35
6 <i>Be3</i>	<i>Bg7</i>	36
7 <i>f3</i>	<i>0-0</i>	37
8 <i>Qd2</i>	<i>Nc6</i>	38
9 <i>Bc4</i>	<i>Bd7</i>	39
10 <i>0-0-0</i>	<i>Rc8</i>	40
11 <i>Bb3</i>	<i>Ne5</i>	41
12 <i>h4</i>	<i>h5</i>	42
13 <i>Bg5</i>	<i>Rc5</i>	43
14 <i>Kb1</i>	<i>b5</i>	44