

Week 2 – 2/26/24



- 1 Review/Continue Week 1
 - ➤ How the pieces move
 - ➤ Play the Knights race
- 2. Learn Pawn moves and Pawn promotion.
- 3. Basic Endgame 1 "What is Mate?" + Notation Record K & Q vs K Mate.
- 4. Introduction to the chess clock
- 5. The initial position
- 6. Introduction to Opening Principles (What is the center in chess?)
- 7. Play Through a Demonstration Opening

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



Week 2 - Step 1



Week 2 - Goals

- 1. Basic Tactics Easy Examples
 - A. Fork
 - B. Pin
 - C. Skewer
 - D. Decoy Sacrifice
- 2. Basic Tactics Calculation Practice
 - A. Fork
 - B. Pin
 - C. Skewer
 - D. Decoy Sacrifice

Week 2 – Continued

- 3. Basic Mating Patterns and Calculation Practice
 - A. Anastasia
 - B. Arabian
 - C. Blackburne
 - D. Damiano
- 4. Basic Mates
 - A. Mate with 2 Rooks
 - B. Mate with 1 Rook
- 5. Let's try to Calculate
 - 4 Positions

Introduction To Simple Tactics

To Move: White, White, White, Black

Fork			Pin			Skewer			Decoy Sacrifice		
,			, , ,	*		2					
, ,			1		2 2 2 2 2			<u> </u>			* *
	White	Black		White	Black		White	Black		White	Black
1			1			1			1		
2			2			2			2		
3			3			3			3		
4			4			4			4		
5			5			5			5		
6			6			6			6		
7			7			7			7		
8			8			8			8		
9 10			9			9 10			9 10		
10			10			-					
-			11	l		11			11		1
11 12			11 12			11 12			11		

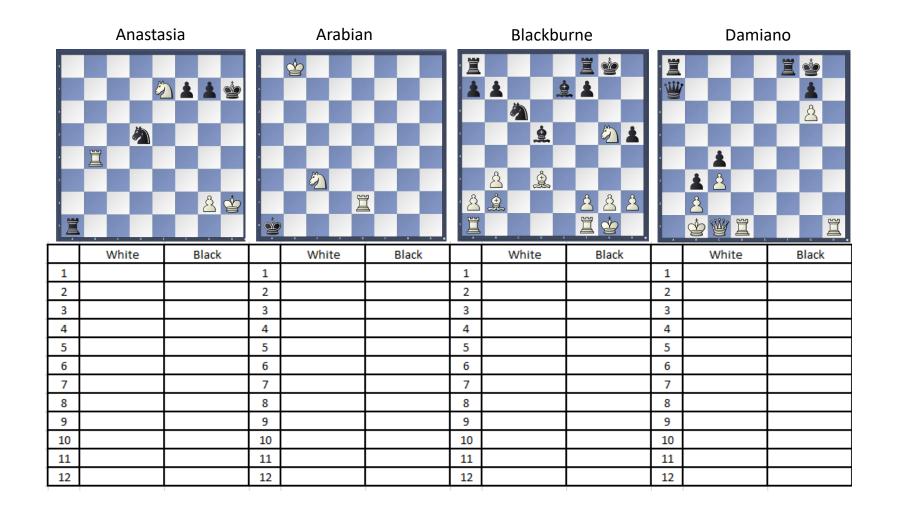
Introduction To Simple Tactics (2)

To Move: Black, White, Black, Black

Fork			Pin			Skewer			Decoy Sacrifice		
				<u>\$</u>					<u>&</u>		
	White	Black	A	White	Black		White	Black	*	White	Black
1			1			1			1		
2			2			2			2		
3			3			3			3		
4			4			4			4		
5			5			5			5		
6			6			6			6		
7			7			7			7		
8			8			8			8		
9			9 10			9 10			9		-
10 11			11			11			11		
12			12			12			12		
12			12			12			12		

Introduction to Basic Mating Patterns

All White To Move



Introduction to Basic Mating Patterns (2)

To Move: White, Black, White, Black

Anastasia		Arabian			Blackburne			Damiano			
				호 호 호 호			A		2	2 4 <u>4</u> <u>W</u> ,	<u>⊒</u> <u>⊒</u> <u>≗</u>
				*	<u>&</u>	, , , <u>2</u>					
	White	Black	,	White	Black		White	Black		White	Black
1			1			1			1		
2			2			2			2		
3			3			3			3		
4			4			4			4		
5			5			5			5		
6			6			6			6		
7			7			7			7		
8			8			8			8		
9			9			9			9		
10			10			10			10		
11			11			11			11		
12			12			12			12		







Advanced Pawn	Discovered Check				
Attraction	Distraction				
Avoiding Perpetual	Double Check				
Avoiding Stalemate	Exposed King				
Blocking	Fork/Double				
Capturing	Attack				
Defender	Hanging Piece				
Clearance	Interference				
Coercion	Mate Threat				
Counting	Overloading				
Defensive Move	Pin				
Desperado	Quiet Move				
Discovered Attack	Sacrifice				

Simplification						
Skewer						
Trapped Piece						
Unpinning						
Unsound Sacrifice						
Weak Back Rank						
X-Ray Attack						
Zugzwang						
Zwischenzug						



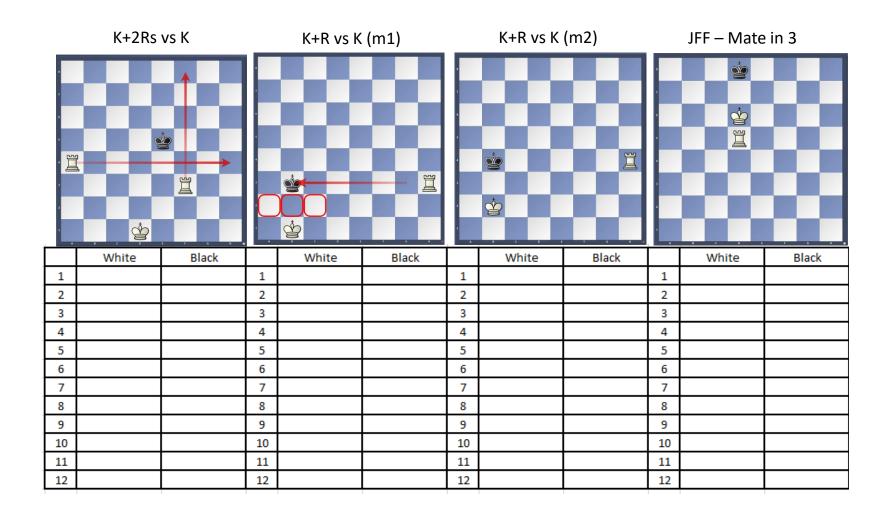




Anastasia's Mate	Damiano's Mate	Mayet's Mate				
Anderssen's Mate	David and Goliath Mate	Morphy's Mate				
Arabian Mate	Epaulette Mate	Opera Mate Pillsbury's Mate Railroad Mate Reti's Mate				
Back Rank Mate	Fool's Mate					
Balestra Mate	Greco's Mate					
Blackburne's Mate	H-file Mate					
Blind Swine Mate	Hook Mate	Scholar's Mate Smothered Mate Suffocation Mate Swallow's Tail Mate (Gueridon Mate)				
Boden's Mate	Kill Box Mate					
Corner Mate	Lawnmower Mate					
Corridor Mate	Légal's Mate					
Diagonal Corridor Mate	Lolli's Mate	Triangle Mate				
Cozio's Mate (Dovetail Mate)	Max Lange's Mate	Vukovic Mate				

Introduction to Basic Mates

All - White to Move





Thoughts on Calculation



<u>Aagaard</u>, The most important skills are "<u>Calculation</u>, Positional Evaluation, and longterm abstract thinking"

Andras, Of all the skills required in chess – <u>Calculation</u> is perhaps 70% of the requirement.

Ramesh, Identifies <u>Calculation</u> to be the skill that contributes the most to chess growth. <u>Gelfand</u>, No matter what level you reach, it is important to keep your mind sharp and ensure that your <u>Calculation</u> is as quick and precise as it can be.

An Algorithm

- 1. Are there any checks?
- 2. Are there any captures?
- 3. Are there any threats?
- 4. Are there any pawn breaks?

There are several processes recommended to find your next move above is perhaps the simplest – We will introduce other thinking techniques in Step2.

Let's Try to Calculate

All - White to Move

