

Week 3 - 3/4/24This Week's Lesson Summary



- 1 Learn/Review the 1st 3 Basic Endgames
 - a. King and Queen vs. King
 - b. King and 2 Rooks vs. King
 - c. King and 1 Rook vs. King
- 2. Chess Clocks and Time Controls
- 3. The initial Position

- 4. Openings and Play
 - a. Opening Principles
 - b. Why the London and the Dragon
 - c. Moves and Explanations to get started
- 5. Play our 1st game (g20,d0)
- 6. What Does a Repertoire Look Like



Week 3 - 3/4/24









Practice writing notation.

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.



Week 3 - 3/4/24Mate with King & Queen



×		Summer Camp		K&Q vs K		
Ches	sBase	Tournament Buenos Aire	- 1000	Result		
	_	ECO				
1	Qd2	Ke5	31			
2	Qd3	Kf4	32			
3	Qe2	Kf5	33			
4	Qe3	Kf6	34			
5	Qe4	Kg5	35			
6	Qf3	Kg6	36			
7	Qf4	Kg7	37			
8	Qf5	Kg8	38			
9	Qd7	Kh8	39			
10	Kf2	Kg8	40			
11	Кд3	Kf8	41			
12	Kg4	Kg8	42			
13	Kg5	Kh8	43			
14	Kg6	Kg8	44			
15	Qg7#		45			
16	·		46			



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King and 2 Rooks vs. King

All White must do is "walk" his Rooks, drive the King to the edge and checkmate



White to Move



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King + Rooks vs King Method 1



Black to Move White takes the opposition And drives Black King to the Edge.

King + Rook vs King – Method 2



Black to Move

White either makes the box smaller or moves his King.



Week 3 - 3/4/24



The Chess Clock



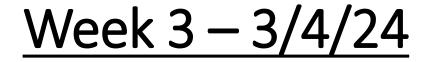














SOME BASIC OPENING PRINCIPLES

Starting the game – What are we trying to do?

- 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.
- Don't move the same piece twice.
- e. Castle early.
- Develop towards the center.
- g. Clear the back rank and connect your rooks.

The Dragon Opening and the London System

A few general words about these two openings.

The London System is:

- 1. An opening for White.
- 2. It is popular for several reasons.
 - a. You can "almost" play the same moves no matter what black plays. (System)
 - b. Only about 250 Lines.
 - c. Straightforward plans.
- 3. Played by many top players.

The Dragon is:

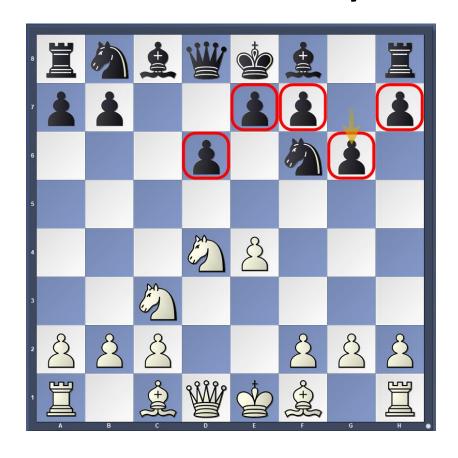
- 1. Is an opening for Black against e4.
- 2. Part of the Sicilian family.
- 3. It is popular among beginners.
- 4. It has simple middle-game ideas.
- 5. It has only about 500 variations (small when compared to Najdorf).

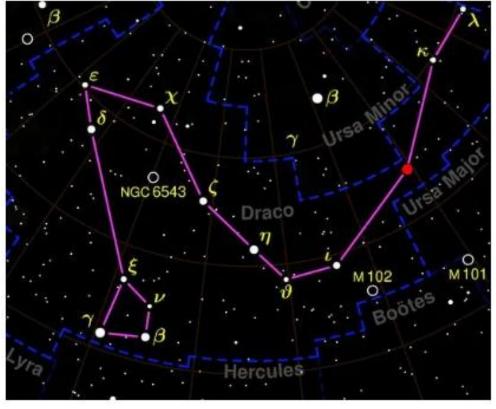


Week 3 – 3/4/24 Starting with the Dragon



Somebody has an Imagination- The Dragon







$\frac{\text{Week 3} - 3/4/24}{\text{Dragon}}$



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

Anoter 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 3 – 3/4/24 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
- Anoter variation Black and White are both trying to attack the King - It's a race.
- And Black starts with his own pawn attack. Line Suumer Camp -Dragon/ Buenos Aires 1990



Week 3 - 3/4/24

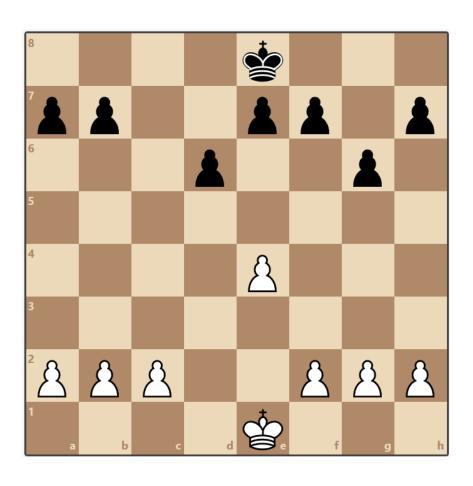


88	Suumer Camp		Dragon				
·	Tournament Buenos Ai	res					
ChessBase	Round 4	Date 1990	Result				
	ECO B78: Sicilian Dra	gon: Yugoslav Atta	ck, 9 Bc4 Bd7 10 0-0-0 Rc8				
1.0/	c5	24					
1 <u>e4</u>		31					
2 <i>Nf</i> 3	d6	32					
3 <u>d4</u>	cxd4	33					
4 <i>Nxd4</i>	Nf6	34					
5 <i>Nc3</i>	<i>g</i> 6	35					
6 <i>Be3</i>	Bg7	36					
7 <u>f</u> 3	0-0	37					
8 <i>Qd2</i>	Nc6	38					
9 <i>Bc4</i>	Bd7	39					
10 <u>0-0-0</u>	Rc8	40					
11 <i>Bb3</i>	Ne5	41					
12 <i>h4</i>	h5	42					
13 <i>Bg5</i>	Rc5	43					
14 <i>Kb1</i>	<i>b</i> 5	44					



Week 3 – 3/4/24 Dragon Middlegame Plans





White's plans

- 1. If White castles long, then he will assault Black's kingside with **h2-h4-h5**, and then attempt a mating attack along the h-file.
- 2. If White castles short, then he will play a central strategy, place a rook on the d-file and a knight on **d5**.

Black's plans

- 1. If White castles long, then Black must create a queenside attack at all costs. Black will often play along the c-file as well as push his a- and b-pawns. An exchange sacrifice ... Rxc3, with the idea of doubling pawns, is often possible.
- 2. If White castles short, then Black can play a more positional game along the c-file. Place a knight on **c4**, and again the idea of an exchange sacrifice with ...**Rxc3** may be possible.



Week 3 – 3/4/24 Now the London



Below is a set of moves and explanations just like the Dragon above. In the final position, on the right, you can see that Black Is trying to attack White's King by moving his pawns on the King's side. There are many generalizations for planning (or positional/strategic ideas). Here are just two general ideas.

- 1. Before you attack on the flanks it is important to make sure the center is stable.
- 2. And the related idea If your opponent attacks on the flank then counter-attack in the center.

These two general ideas can lead White down a thought process to enable the discovery of "candidate moves". In almost every position we have on the board, there are numerous ideas. All the ideas start with the analysis (calculation) of each idea. In this particular position, one of White's thought processes might be: "Oh, my opponent Is attacking my King. I wonder what I should do. Maybe attack in the center. (from idea two above)

Maybe dxe5 or maybe d5. I don't know, let me calculate what happens if I do each of the "candidates". You go to the end of your calculation. You see a Position in your "mind's eye" and determine which move is best for you.







- 1.d4 With this move White grabs a foot hold in the center
- 1...Nf6 Black develops a piece and fights for the e4 and d5 squares.
- 2.Nf3 White develops a piece and fights for the e5 and d4 squares
- 2...g6 A funny move Black is preparing to put his Bishop on the long diagonal.
- 3.Bf4 White develops his Bishop to a square that attacks the center. He is fighting for control of d5. These moves by White are characteristic of the LONDON SYSTEM.
- 3...Bg7 Black develops his Bishop. The Bishop aims at e5 and d4.
- 4.e3 Trying to make room for his Bishop.
- 4...d6 Black want to develop his Bishop, fight for the e5 square. Black's moves are characteristic of another standard opening The "KING'S INDIAN".





- 5.h3 Another funny move White has 2 ideas
- 1. White does not want Black to play his Bishop to g4. and
- 2. If Black moves his Knight to h5 White will be able to hide his Bishop on h2 and still attack the center.
- 5...0-0 Getting the King to safety,
- 6.Be2 Devloping his Bishop and getting ready to 0-0.
- 6...Nfd7 Here Black moves his already developed Knight back to d7 Why?
- He wants to play a pawn to e5 and he thinks the other Knight is better on c6.
- 7.Bh2 Just a simple prophylactic move.
- 7...e5 This mis the beginning of the real fight for the center Black plays e5 this kind of move is referred as a pawn break.
- 8.0-0 Getting the King to safety.





- 8...Nc6 Trying to finish development
- 9.c4 Starting an attack on the Queen side.
- 9...f5 Starting an attack on the King side.
- 10.Nc3 Trying to finish development.
- 10...Kh8 Making sure the King is safe when he starts pushing the pawns.
- 11.Rc1Developing the Rook on a useful square.
- 11...g5 Continuing the King side attack

You are out of the OPENING and into a MIDDLE GAME.



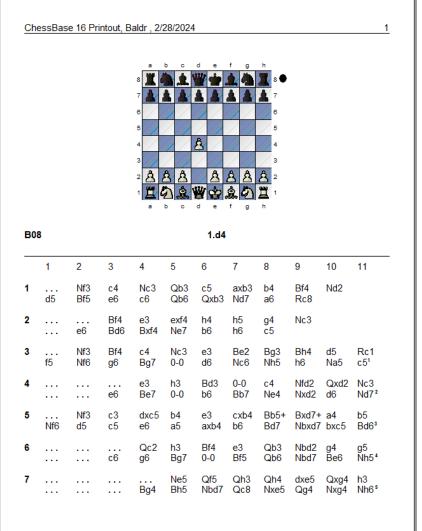


	MLSN			
	rnament London	Date 04.08.1922	Desub	
		Date 04.00.1322	Result	
		l l		
1 <u>d4</u>	Nf6			
2 Nf3	<i>g</i> 6	32		
з <u>Вf4</u>	Bg7	33		
4 <u>e3</u>	d6			
s h3	0-0			
6 Be2	Nfd7			
7 Bh2	e5			
s O-O	Nc6			
9 C4	f5			
10 Nc3	Kh8			
11 Rc1	<i>a5</i>			



A Simple London Repertoire





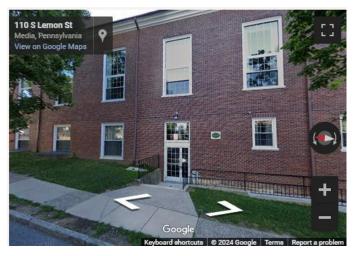
	1	2	3	4	5	6	7	8	9	10	11
В		 e6	Bf4 b6	e3 Bb7	Bd3 Be7	h3 c5	c3 0-0	0-0 d5	Nbd2 Nbd7	a4 a6	Qb1 c4 ⁶
9				 Nh5	Bg5 Be7	Ne5 Nf6	Qf3 c6	h4			
10			 d5	c3 Bd6	e3 Bxf4	exf4 0-0	Nbd2 c5	dxc5 Qc7	g3 Nbd7	Nb3 a5	Bg2 a4 ⁷
11	:::			 c5	e3 Nc6	Nbd2 Bd6	Bg3 0-0	Bd3 b6	e4 dxe4	Nxe4 Nxe4	Bxe4 Bb7 ⁸
12			:::			:::			 Be7	e5 Nh5	Ng5 Bxg5°
13			c5	c3 Qb6	Qb3 cxd4	Qxb6 axb6	Nxd4 d5	Nb5 Na6	f3 Bd7	N1a3 Bc5	0-0-0 0-0 ¹⁰
14		 g6	Nc3 c5	d5 Bg7	e4 d6	Bb5+ Bd7	a4 Bxb5	axb5 0-0	0-0 Nbd7	Qe2	
15			d5	Bf4 Bg7	Nb5 Na6	e3 0-0	h3 c6	Nc3 Nc7	Bd3 Nce8	0-0 Nd6	a4 a5 ¹¹
16					:::	 c6	Nc3 0-0	Bxa6 bxa6	Ne5 Qb6	b3	
17				 c6	h3 Bg7	e3 0-0	Be2 Nbd7	0-0 Re8	Bh2 a5	a4 b6	Re1 Bb7 ¹²
18	:::		 Bg7	e4 d6	Be2 0-0	0-0 Nc6	d5 Nb8	Be3 ¹³			
1	12.No	12 Nf6	13.a3	b6 14.0)-0	20.1	lg5				
² 12.Bh2 e5 13.Qc2 e4 14.Be2 Kh8 15.b4			5	12.0112							



Week 2 – 10/6/23 Field Trip







Please RSVP When: Tuesday 3/26/24 @ 6:30

Pizza will be served

An opportunity to observe a local chess club, play a casual or rated game. Meet real chess

Media Chess Club 350 W State Street Media, PA 19063

enthusiasts.

nello@mediachessclub.com