

AN INTRODUCTION TO CHESS



BOOKLET TWO - IMPROVERS

IM Andrew Martin

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Grandmaster Judit Polgar, the strongest female player in the history of the game.

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St Catherine's, Bramley has been the proud host and sponsor of the national girls' schools chess tournament since it began in 2013. Over the years, we have seen record breaking numbers of girls of all levels participate in the annual tournaments here which have always been fun and friendly occasions.

Sadly, this year due to Covid-19 we have not been able to welcome players for the event. Instead, with the recent rise in interest in the game during lockdown, we were pleased to work in partnership with the ECF and support this publication designed to assist those encouraging beginners.

St Catherine's has a thriving chess club from beginners in Year 3 to those who attend a weekly masterclass with Andrew Martin, our resident chess master and coach.

The benefits of playing chess for young minds are well documented and we see clear benefits in terms of developing strategic and creative thinking, focus and mental agility. We hope that parents, teachers and anyone working with their son or daughter to help in their early engagement with chess will find this publication useful.

Alice Phillips and Naomi Bartholomew

Headmistresses

St Catherine's School, Bramley and St Catherine's Preparatory School, Bramley

INTRODUCTION



Welcome to booklet two, which takes us beyond the realm of the chess beginner into new and exciting areas of knowledge.

I am sure you will enjoy learning and improving, as you work your way through the booklet.

Andrew Martin, February 2021

STARTING VALUES OF THE PIECES

The starting values of the pieces are as follows:

	QUEEN = 9
	ROOK = 5
	BISHOP = 3.5
	KNIGHT = 3.5
	PAWN = 1
	KING = The king is the most important piece you have His loss means you lose the game. Thus you cannot assign a value.

The values of the pieces are not fixed, but CHANGE according to the position. The above figures are a good approximate guide.



BASIC TACTICS

Here are some basic tactical ideas, one or more of which will crop up in virtually every chess game.

- 1) THE PIN
- 2) THE FORK
- 3) THE SKEWER
- 4) THE DISCOVERED CHECK
- 5) THE DOUBLE CHECK

We cover each of these ideas in turn.

“
Mastery of basic tactics is essential if one wishes to improve.
”



The values of the pieces are not fixed, but CHANGE according to the position. The above figures are a good approximate guide.

BASIC TACTICS - THE PIN

A pin ties the enemy down.

If one of your pieces is pinned by an enemy piece, it is unwise to move it; or it is simply against the rules.

A pin ties the enemy down. There are two kinds of pin; an ABSOLUTE pin and a NORMAL pin.

Let us go through the opening moves of a game to illustrate both kinds of pin.

1.d4 d5 2.c4 e6 3.Nc3 Nf6



This is an opening called the Queen's Gambit Declined.

4.Bg5!

PINNING the Knight on f6. This is a normal pin, because the Knight can move, but in that event Black would lose his Queen.

The best defence to a pin is to UNPIN; to get out of the pin as quickly as possible. Thus Black's best reply now is ... 4...Be7!



Play may continue

5.e3 Nc6 6.cxd5 exd5 7.Bb5!

This is an ABSOLUTE PIN. Black's Knight on c6 cannot move. Once again Black does best to escape the pin as soon as he can:

7...0-0!



The Pin is a powerful tactical idea, so do look out for it in your games. Keep the opponent PINNED down whenever you can.



BASIC TACTICS - THE FORK: ONE

The fork is a **DOUBLE ATTACK** which usually wins material.

The fork is a **DOUBLE ATTACK** which usually wins material, or at the very least is inconvenient for the opponent. The usual piece that forks is the Knight but every piece is capable of doing so.

Let's take a look at a couple of FORKS now.



1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5

There is a threat on f7. Black ignores it.

4...h6??

I have seen this move countless times in junior chess. It's just careless.

5.Nxf7

Ouch! The Knight FORKS Black's Queen and Rook and one of them is lost.



BASIC TACTICS - THE FORK: TWO



This is a very stodgy opening played frequently in junior chess by players who have been told simply to get their pieces out. Black now has a nice idea, based on the FORK, which gives him a good game.

4...Nxe4! 5.Nxe4 d5

Black's pawn forks the White Bishop and Knight. Black regains his piece.



BASIC TACTICS - THE SKEWER

The **SKEWER** is an X-ray attack.

Here Black's Rook **SKEWERS** the White King to the White Queen. The King must move and the Queen is lost.



1.Ke5 Rxa4



Grandmaster Magnus Carlsen, current World Champion.

DOUBLE/DISCOVERED CHECK

The only way ever to escape a double check is by moving the king.

Here is a good illustration of double and discovered check. White starts with a shocking Queen sacrifice.

1.Qd8!



Black must take.

1...Kxd8 2.Bg5+

Now comes the killer blow, **DOUBLE CHECK**. Black's king is attacked by both the White Bishop and Rook and must move.



2...Kc7 3.Bd8# or 2...Ke8 3.Rd8#

Checkmate!

TACTICS QUIZ

Now it's over to you ...

TACTICS ONE

In Example One you are White and you have to play a move which FORKS Black's King and Queen.



TACTICS TWO

1.e4 e5 2.Nf3 Nc6 3.d4 d6

White to play and put Black in a PIN.



TACTICS QUIZ

TACTICS THREE

Black to play and SKEWER White's King and Queen.



TACTICS FOUR

1.e4 c6 2.d4 d5 3.Nc3 dxe4

4.Nxe4 e5 5.Qe2 exd4

White can play a move now which is DOUBLE CHECK, DISCOVERED CHECK and CHECKMATE all at the same time.

What is it?



TACTICS QUIZ

TACTICS FIVE

1.d4 d5 2.Bf4 Nf6 3.Nc3 c5 4.e3 Nc6 5.Nb5 e6

White to play a decisive FORKING move.



TACTICS SIX

1.Nf3 d5 2. g3 Nf6 3.Bg2 c6 4.d3 g6 5.0-0 Bg7 6.Nbd2 0-0 7.e4

Black plays and puts White in a NORMAL PIN.



TACTICS QUIZ

TACTICS SEVEN

White to play and win TWO pawns.



TACTICS EIGHT

White plays

1.Bb2

Is the Black queen PINNED or SKEWERED against her King?



Solutions on page 42

ATTACK

Learning how to attack is very important if you want to become good at chess.


To review a few ideas:

- 1) In order to win an enemy piece, you must first attack it.
- 2) When you attack, try to use all your pieces working together.
- 3) Ask yourself questions during a game:

What am I doing in this position?

What is my plan - can I attack them?

What is my opponent doing - are they attacking me?

 _____



Grandmaster Bobby Fischer

Let us practice attacking now.

ATTACK ONE



White to play and attack the Black Bishop.



ATTACK TWO



Black to play, attack and win White's Queen.



ATTACK SOLUTIONS ON PAGE 42

ATTACK THREE



White to play, attack and win Black's Queen.



Solutions on page 42



Attacking is good and necessary if you want to win.



ADDITIONAL ATTACKING IDEAS

Check that the square you are going to attack from is not guarded by an enemy piece.

Make sure that you are not going to lose one of your stronger pieces for a weaker enemy unit.



Founder of the UK Chess Challenge International Master Mike Basman

DEFENCE: AN INTRODUCTION

We have just learned a little about how to attack. We must now learn how to defend.

There are three basic ways to defend and two more advanced methods.

The basics first.

One defends by:

- 1) Taking the piece that is attacking.

- 2) Moving Away from the attack.

- 3) Blocking the attack.



Strong players hate defending and are always looking out for COUNTERPLAY.





DEFENCE BY CAPTURE



The White Knight is forking Black's King and Queen. However, Black simply TAKES the Knight.

1...Bxd5

... and all his problems are solved.



DEFENCE BY MOVING AWAY



A game begins **1.e4 e5 2.Nf3 Nf6 3.d4 exd4 4.e5 Ne4 5.Qxd4 d5 6.exd6 Nxd6 7.Nc3 Nc6**

White's Queen is now attacked. She moves away.

8.Qf4!

White has slightly better prospects with three pieces in play to Black's two, although Black is OK.



DEFENCE BY BLOCKING



The game might begin

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qe5+

Is the check dangerous? No! White simply blocks with

4.Be2

and looks forward to repelling the aggressive Black Queen on the next move:





ADVANCED DEFENCE

There are two more advanced ways to defend.

There are two more advanced ways to defend which I must mention, although they will crop up less frequently than the others. The first of these is COUNTERATTACK.

Most strong players hate defending and are always looking out for COUNTERPLAY.

ADVANCED DEFENCE: ONE



Looking at the diagram, Black's Bishop on b7 has just been attacked by White's Rook.

However, Black does not move the Bishop immediately and instead counterattacks with

1...Rd1+ 2.Kh2 Bd6+!

This gives Black a very good position immediately as

3.f4 [3.g3 Rh1# CHECKMATE!] 3...Bc6

Black has everything under control.

“

Always look out for the opportunity to COUNTERATTACK in your games.

”



Grandmaster Garry Kasparov

ADVANCED DEFENCE: TWO

Returning to the previous diagram, defence by PROTECTION is an idea worth mentioning.

1...Rb8



Black protects his Bishop, although if we compare this with the counterattacking **1...Rd1+** we see that **1...Rb8** is a rather passive move.

Defence by PROTECTION is fine, but should be a last resort. Chess is an attacking game!



“

Defence by PROTECTION is fine, but should be a last resort. Chess is an attacking game!

”

DEFENCE SUMMARY

Summarizing, nobody likes to defend. But if you are under attack do not panic.

Remember you can:

- 1) TAKE
- 2) MOVE
- 3) BLOCK
- 4) COUNTERATTACK
- 5) PROTECT

If you are watching what the opponent is doing, these ideas will help you to become a very good defender.

“

If you are under attack do not panic.

”



THE GOLDEN RULES OF OPENING PLAY

- 1) Develop your pieces quickly.
.....
- 2) Control or occupy the CENTRE of the board.
.....
- 3) Get your King to safety early. CASTLE!
.....
- 4) Don't block in any of your pieces if you can avoid it.
.....
- 5) Make only those pawn moves that are necessary to let the pieces out.
.....
- 6) Play aggressively.
.....
- 7) Don't bring your Queen out too early in the game.
.....
- 8) Place your pieces where they control lots of squares. Get the pieces working together.
.....

Let's take a closer look at each of these in turn.



Grandmaster Tigran Petrosian

DEVELOP YOUR PIECES QUICKLY

Chess is an attacking game and you cannot attack unless you have brought all your pieces into play. Let us take a brief look at a game where one player develops quickly and the other player forgets about this rule.

1.e4

A good move. White lets the Bishop and Queen out.

1...c6 2.d4 d6 3.Nc3 a6 4.Nf3

White has developed his Knights. The Bishops will follow.

4...h6 5.Bc4 Nd7

Finally Black brings out a Knight, but he blocks in his Bishop.



6.Bf4 e6 7.Qd2

White has an excellent position. He is ready to castle which brings his King to safety. He is then ready to start an attack.

“

Remember NOT TO DELAY DEVELOPING YOUR PIECES whether with WHITE OR BLACK.

”



OCCUPY & CONTROL

The centre of the board is very important at any stage of a game, but particularly in the opening. Pieces and Pawns are best placed in the centre because there they control most squares. The really important squares are d4, d5, e4, e5 but c4, c5, f4, f5 are also very influential. **PLAY TO CONTROL OR OCCUPY THE CENTRAL SQUARES** at the beginning of the game.

GET CASTLED

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d3 Bc5

The King is the most important piece you own. If you leave him in the centre, you are likely to get checkmated against a skilful opponent. **GET CASTLED!** As you can see, in the diagrammed position both players have developed quickly and they are ready to castle. Thus the game might continue

5.0-0! 0-0!

with both Kings protected.



DON'T BLOCK THE PIECES IN

A common mistake that beginners make is to block in their pieces, especially the Bishops and Knights. Let us take a look at a game where the players don't believe in making good moves!



1.c3 d6 2.a3 e6

White's moves have been horrible, mainly because he has not brought out any pieces and he has taken away the only squares for his Queen's Knight! Black has blocked in both Bishops! How is either player going to get his Queen and Rooks into the game? They have no plan to do so. The lesson is a simple one and we can immediately apply it: **DON'T BLOCK IN ANY OF YOUR PIECES WITH PAWNS IF YOU CAN HELP IT.**

“
Don't block in any of your pieces with pawns if you can help it.
”



NOT TOO MANY PAWN MOVES

Making too many pawn moves in the opening is not a good idea. If you are up against a strong opponent he will be developing pieces while you are messing around with pawns. The best pawns to move in the opening are the central pawns



1.e4 e6 2.d4

This is an ideal position to aim for and White has free development for his pieces. Even so, this French Defence for Black has many devotees.

PLAY AGGRESSIVELY

This is a tip which applies to beginners and world champions alike. You will enjoy chess more and win lots of games if you learn to **ATTACK**. You have to try to get onto the offensive as soon as possible. This tip blends in well with all the other things we have learned so far. You can't attack unless you get your pieces developed, control the centre etc. **ONLY DEFEND WHEN YOU HAVE TO.**

“
Only defend when you have to.
”

Handwriting practice area with a pen icon and several horizontal lines for writing.

DON'T BRING YOUR QUEEN OUT EARLY



The opening is a battle for TIME and POSITION. If you bring your Queen out early she gets pushed around and eventually driven back by lesser enemy pieces. Thus you lose time and position. Here is a basic example.

1.e4 e5 2.Qh5?!

A beginner's move, setting two traps.

2...Nc6!

Here are the traps: 2...Nf6? 3.Qxe5+; and 2...g6?? 3.Qxe5+ Qe7 4.Qxh8. I have seen many young players fall for these traps because they do not pay attention to what the opponent is doing.

3.Bc4

Checkmate looms on f7. However, by carefully parrying the threats and gaining time along the way, Black is able to emerge with a very good position.

3...g6

Blocking checkmate and attacking the Queen.

4.Qf3

Another move, another checkmate threat.

4...Nf6 5.Qb3

Again White hammers away at f7.

5...Qe7! 6.d3 Nd4!

Black starts to harry White's Queen.

7.Qa4 Qb4+! 8.Qxb4 Nxc2+

A nice three-way (family) fork – Black wins a pawn.



“
The opening is a battle for TIME and POSITION.
”

SQUARE CONTROL: ONE



Let's say the game begins as follows.

1.e4 e5 2.Nf3 Nc6

Now you have to make a decision where to put your Bishop on f1. You want to put it on a good square, controlling as much of the board as you can. Let's take a look at the options.



3.Bc4

An excellent position. The Bishop controls or influences 9 squares.



3 Bb5

On the other hand now the Bishop controls or influences just 7 squares. But it also threatens the Knight on c6. It is a trade-off. There are advantages and disadvantages.

3.Be2 influences just 7 squares. **3.Bd3** is the same. It also has the disadvantage of blocking the d pawn.

It is clear that either **3.Bc4** or **3.Bb5** should be chosen.

SQUARE CONTROL: TWO



A blank canvas. You want to develop your Knight on b1 but are undecided where to put it.

1.Nc3!

A good move, into the centre of the board. The Knight controls 8 squares.



1.Na3?

A Knight on the rim is dim, or so the old saying goes. Here we see why, the Knight controls only 4 squares. So on the very first move, just by placing a piece on a different square, we can see what a good and bad move is all about. By putting the Knight on c3, White **DOUBLES** the power of that piece.

The idea of **SQUARE CONTROL** is important in the opening but is valid throughout the whole game. Counting the number of squares a piece controls is a bit boring at first, but it becomes second nature after a while and **REALLY DOES HELP TO IMPROVE YOUR GAME**. It's easy to understand too!



Grandmaster Vasily Smyslov

VARIOUS CHESS OPENINGS

THE RUY LOPEZ



1.e4 e5 2.Nf3 Nc6 3.Bb5

The Ruy Lopez or Spanish Game – the ‘Rolls Royce’ of chess openings. White sets up pressure on Black that can last the whole game through. Used by all World Champions past and present

“

The Ruy Lopez or Spanish Game – the ‘Rolls Royce’ of chess openings.

”



QUEEN'S GAMBIT

A favourite of strategical players.

1.d4 d5 2.c4

The Queen's Gambit. A very solid opening where White tries to gain control of the centre by inviting Black to take the pawn. A favourite of strategical players.

2...dxc4

It's worth seeing what happens if Black takes.

3.Nf3

White brings out his Knight, controlling e5 and is one step closer to castling.

3...Nf6

Black likewise.

4.e3

White pushes up in the centre, threatening to regain his pawn on c4.

4...b5?

Black is greedy. Normal is 4...e6.

5.a4!

Attacking Black at his weak spot.

5...c6

Defending

6.axb5

Opening up the game.

6...cxb5 7.b3!

Hitting hard at Black's advanced pawn.

7...cxb3

What else?

8.Bxb5+ Bd7 9.Qxb3

White regains his pawn with better development and open lines for his pieces. The Rook on a1 is already impressive without ever having moved.



THE ITALIAN GAME & TWO KNIGHTS DEFENCE

The Classical Italian Game (or Giuoco Piano)

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5

Both players develop naturally, preparing to castle. The White Bishop hungrily eyes f7 and the Black Bishop f2. These are the weakest squares on the board at the start of the game. This is the Classical Italian Game (or Giuoco Piano).

4.c3 Nf6 5.d4 exd4 6.cxd4 Bb4+ 7.Bd2 Bxd2+ 8.Nbxd2 d5!

is one variation. An excellent counter. Black secures an equal game.



The Two Knights Defence.

Now

4.Ng5

is very dangerous. It could lead to the famous 'Fried Liver' (or Fegatello) Attack.

4...d5 5.exd5 Nxd5?! 6.Nxf7!?

THE ITALIAN GAME - CONTINUED



White has sacrificed a Knight to expose the Black King.
6...Kxf7 7.Qf3+ Ke6 8.Nc3



White has a dangerous attack. It would be folly to enter into this position as Black without a great deal of study. White has all the fun! Young players win many games from this position with White.



Grandmaster Michael Adams - England No. 1

ENGLISH OPENING



1.c4

The English Opening.

White controls the central square d5 and lets his Queen out.

1...e5

A perfectly good reply.

2.g3 Nf6 3.Bg2

Still eyeing d5.

3...Nc6 4.Nc3 Bb4

Black deals with White's central control by developing quickly. By castling next, Black secures a good game.

RETI'S OPENING



1.Nf3

Reti's Opening, named after a famous Hungarian Grandmaster. 1 Nf3 is a very good move. White develops a piece, controlling the central squares d4 and e5. He does not commit his pawns yet. Note, that in all openings, influence on the centre is of the utmost importance. There are many, many chess openings to choose from, the good, the bad and the ugly. You must make your own choice.



THE ENDGAME: INTRODUCTION

“

The endgame is the most difficult part of chess to master. With only a few pieces left, it is very important to be **ACCURATE**. You cannot play slapdash moves and expect to win.

”

The very basic rules of endgame play are as follows:.

- 1) Play **SLOWLY** and **CAREFULLY**
- 2) The King is a strong piece in the endgame. Use it aggressively, but with care!
- 3) The object of the endgame is to create a **PASSED** pawn and **PROMOTE** that pawn to a queen. After that you need to know how to checkmate. I can only show a few endgames here, but they are the positions that will prove most useful to you at first.

Young player from St Catherine's School, Bramley

HOW TO PROMOTE A PAWN: ONE



In this position White to play wins but if it's Black to play the game will be a draw. We call the White pawn a **PASSED** pawn. It's a pawn which cannot be challenged by enemy pawns.

1.Kd2!

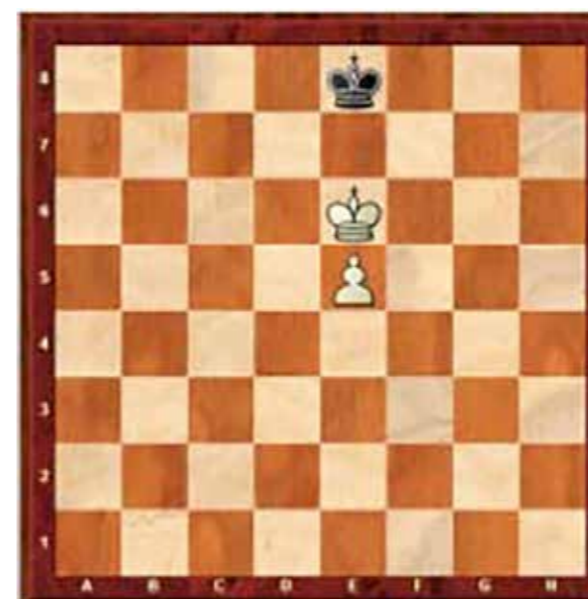
White wins by bringing his King up.

1...Ke7 2.Kd3 Ke6 3.Ke4



A key position. The Kings are said to be in **OPPOSITION** and whoever is to move must give way.

If **3...Kd6 4.Kf5 Kd5 5.e4+ Kd6 6.Kf6 Kd7 7.e5 Ke8 8.Ke6** wins.



An alternative line of play from the above diagram is:

3...Kd7 4.Ke5 Kc8 5.Ke6 Kd8.

Black has been driven back and now it is time to push the pawn.

6.e4 Ke8 7.e5 Kf8 8.Kd7 Kf7

Black is helpless. The pawn cannot be stopped coming through.

9.e6+ Kf8 10.e7+ Kf7 11.e8=Q+

and White wins easily.

HOW TO PROMOTE A PAWN: TWO



Now watch what happens if Black moves first.

1...Ke7! 2.Kd2 Ke6 3.Kd3 Kd5 4.Ke3 Ke5!

Black has taken the OPPOSITION and White cannot make progress. He cannot get his King any further IN FRONT of the pawn, which he needs to do.

5.Kf3 Kf5 6.e4+ Ke5 7.Ke3 Ke6!

A critical move. Black steps back to the MIDDLE in order to take the opposition on the next move.



8.Kd4 Kd6! 9.e5+ Ke6 10.Ke4

Repeating the process.

10...Ke7! 11.Kd5 Kd7 12.e6+Ke7 13.Ke5 Ke8 14.Kf6 Kf8 15.e7+ Ke8 16.Ke6 Stalemate

Note the principle, that Black always keeps his King as close to the White King as possible on the file.



Note that 14...Kd8 would have been a terrible mistake. 15.Kf7 wins.

HOW TO WIN WITH AN EXTRA PAWN



Time and again you will reach a position like this where you hold an extra pawn. How do you win? The first stage is to bring up the King.

1.Kf2 Kd7 2.Ke3 Ke6 3. Ke4 Kf6 4.Kd5

Stage One has been completed. Black is cramped and White has the better King position.

Stage Two is to push the pawns.

4...Kf5 5.d4 Kf6 6.e4 Kf7 7.Kc6 Kf6 8.Kd7

Black is running out of good moves.



8...Kf7

If 8...e5 9.d5 and the d5 pawn rolls home.

9. e5 Kf8

If 9...e6 10.Kd6 wins the Black pawn.

10.d5

10.e6 would even win the Black pawn.



10...Kf7 11.d6 exd6 12. exd6 Kf8 13.Kc7 Kf7 14.d7

White queens his pawn next move and then delivers checkmate.

Note the technique: White used his King and Pawns together to force the win. We learn how to play chess properly from basic endgames like this. The importance of the pieces cooperating together becomes clear.



Young player from St Catherine's School, Bramley

TEN ADVANCED TIPS

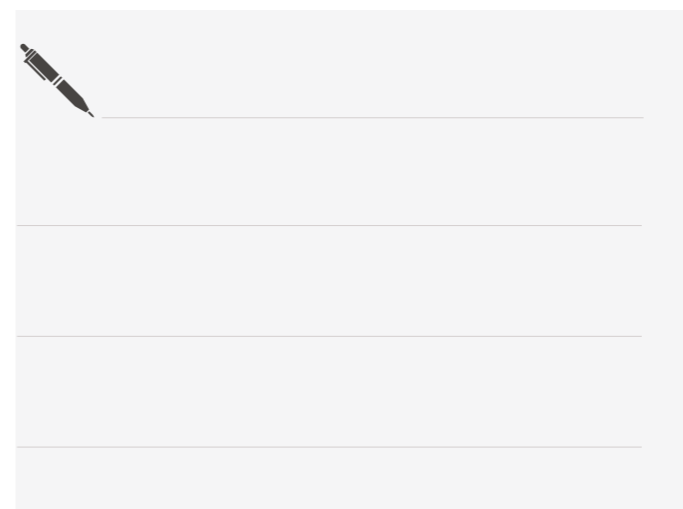
You should now be able to play a pretty good game of chess. Here are a few key tips to help you play even better!

- 1) Remember that the pawns and the pieces work together as a team. You are in charge of that team.
- 2) Concentrate on checkmate! Young players like to take all the enemy pieces. This is very good but you must know how to checkmate after that. Practice checkmating skills constantly.
- 3) The King is your most valuable piece. Make sure the King is well protected.
- 4) Pieces are generally best placed in the centre of the board, where they cover more squares.
- 5) At the start of the game the centre pawns are most important, but as the game goes on the wing pawns become more influential.
- 6) Look after your pawns. Do not surrender even a humble pawn lightly. It may help the opponent to win.
- 7) Bring out the pieces in reverse order of strength. First the pawns go into the centre, followed by the Knights, Bishops, Rooks and finally the Queen.
- 8) Ask yourself two important questions all the way through the game: What is my opponent trying to do? What am I trying to do?
- 9) Play, play and play some more against friends, family, in tournaments or at a junior chess club. The best opponent to learn from is someone who is slightly better than you.
- 10) Enjoy winning, but be polite and friendly when you lose. The great players learn from their defeats and are usually very gracious.

When I first learned how to play chess, I would often try to play through games in books or in the newspaper. Some of the moves I could understand, but there were many ideas which confused me. I would have liked every move explained so that I could see what was going on inside the mind of each player. Get out a board and set and play through these games, taking note of the explanations.

So I'm going to take you through a couple of games now and give notes to each move.

DIESEN, M - HALASZ, L



HOLLAND, 1973

1.e4

An excellent move, letting White's pieces out, notably the Bishop and Queen. White's pawn controls the central squares d5 and f5.

1...e5

Black copies White's move. The pawn controls d4 and f4.

2.Nf3

White develops a Knight, attacks the pawn on e5 and controls the central square d4. He is one step nearer to castling.

2...Nc6

Black carefully protects his pawn on e5, develops a piece and controls d4 and e5.

3.Bb5

The Ruy Lopez.

White develops his Bishop and prepares to castle. He may play Bxc6 followed by Nxe5.

3...a6

An interesting move. Black attacks the Bishop, inviting White to carry out his 'threat'.

4.Ba4

White retreats and keeps up the pressure. He knows better than to play 4.Bxc6 dxc6 5.Nxe5 Qd4! Black regains his pawn with a very good game. It will be easy to develop the rest of his pieces.

4...d6

Not a move I like. Black pins himself. It is true he lets his Bishop out and protects the pawn on e5. 4...Nf6 is recommended.

5.0-0

Simple, easy chess. White has whisked his King to safety and brought his Rook into play.

5...b5

Black releases the pin. However he is making too many pawn moves. The modest 5...Bd7 was preferable.

6. Bb3

This the only way to avoid losing the Bishop for a Pawn.

6...Na5?!

Not a good move. The Knight was well-placed on c6, why move it again? Black is falling behind in development. If that is going to be played, Black should definitely follow it up with 7...Nxb3.

7.d4

DIESEN, M - HALASZ, L CONTINUED

**7...exd4**

Black thinks he has seen a trick.

8.Qxd4

But White has seen further.

8...c5?

Black has to play 8...Nf6 and hope to get his King out of the centre quickly. 8...c5 is very poor again. It is another pawn move which does not attend to the problem of development.

White now can now think about an attack. His King is safe and he has free piece play.

9.Bxf7+!

Excellent. White plays a COMBINATION. This is a series of moves which, in this case, leads to a win of material.

9...Kxf7

The alternative, Ke7, is also unappetising.

10.Qd5+

A FORK! The Queen attacks the King and the Rook on a8 at the same time. Black must lose material.

10...Ke8

Perhaps Black was relying on 10...Be6 but then a second FORK finishes him off: 11.Ng5+ Ke8 12.Nxe6 Qc8 13.Qxa8! The third fork is on the way. 13...Qxa8 14.Nc7+

White ends up a Rook and Pawn ahead for a Knight.

11.Qxa8

Black resigns. He loses a Rook and he cannot get his King out of the firing line. At master level it is courteous to resign in a hopeless position.



LESSONS TO BE LEARNED

- 1) Quick development really does help you to gain the attack.

- 2) Leaving the King in the centre is folly against a good opponent.

- 3) Combinations and opportunities to win the game spring naturally from a better position.

ROZENTALIS, E - CABRERA, J

CAPPELLE-LA-GRANDE 2010

Now a game between a strong grandmaster and a less-experienced player. Black thinks he can take liberties with his development. He is wrong.

1.e4

Once again, the most effective first move to let out the pieces.

1...c5

The Sicilian Defence, one of the most popular responses at any level to 1.e4. Black dissuades White from forming a centre with d2-d4.

2.Nc3

Simple development, covering d5

2...a6?!

I am not at all sure this is a good move. A pawn move on the edge of the board must have an idea behind it. Black wants to advance his queenside pawns, but it is not clear why.

3.g3

White gets his Kingside pieces out and prepares to castle.

3...b5

A continuation of the same faulty plan.

4.Bg2 An attractive Bishop move.**4...Bb7**

Black likewise

5.Nge2

In order not to obstruct the Bishop on g2.

5...e6

6.0-0 Castling is desirable in most games of chess, getting the

King to safety and introducing a Rook into the game free of charge.

6...d5?

A poor choice. Black just loves pushing pawns. Black takes the fight to White when behind in development. This asking for trouble. Meanwhile White has played excellently. He now looks to OPEN UP THE GAME to take advantage of his lead in development. Basically, if you have castled and your opponent's King is still in the middle, always look to open up the position.

7.exd5! b4

Black is a master player, but you would not know it. He operates like a beginner, making all sorts

of pawn moves which he thinks are clever. What he should have been doing is keeping the

position closed and try to catch up in development.

8.Na4 Bxd5 9.Bxd5 exd5 10.Re1!

Rook to the OPEN FILE. Now White threatens DISCOVERED CHECK by moving his Knight on e2.

10...Be7

Blocking the threat.

11.Nf4!

Another threat looms: Nxc5, taking advantage of the pinned Black Bishop on e7.

11...Kf8

Black unpins, but he can no longer castle.

12.d4

Letting his queenside pieces out and opening up the game further.

12...c4 By now, Black is desperate to close things down

13.Qf3

Attacking the pawn on d5

ROZENTALIS, E - CABRERA, J CONTINUED

13...Nf6

Defending

14.Re5

Attacking one more time. White is relentless.

14...Nc6 A COUNTERATTACK on the Rook.

15.Rxd5!

Very clever. Tactics tend to favour the better developed player.

15...Qb8

Running away. If 15...Nxd5 16 Ne6+ wins the Queen with the help of both a pin on the f7 pawn and a FORK as shown in the diagram on Page 55.



16.Nc5 Qc8

16...Nxd5 17.Nd7+ is another, devastating FORK.



17.Be3

Seeing that Black can do nothing, White brings up the reserves. White is ready now to bring his Rook on a1 into the attack.

17...Nxd5

Black grabs what he can get.

18.Nxd5 Nxd4 19.Bxd4 Bxc5 20.Bxc5+ Qxc5

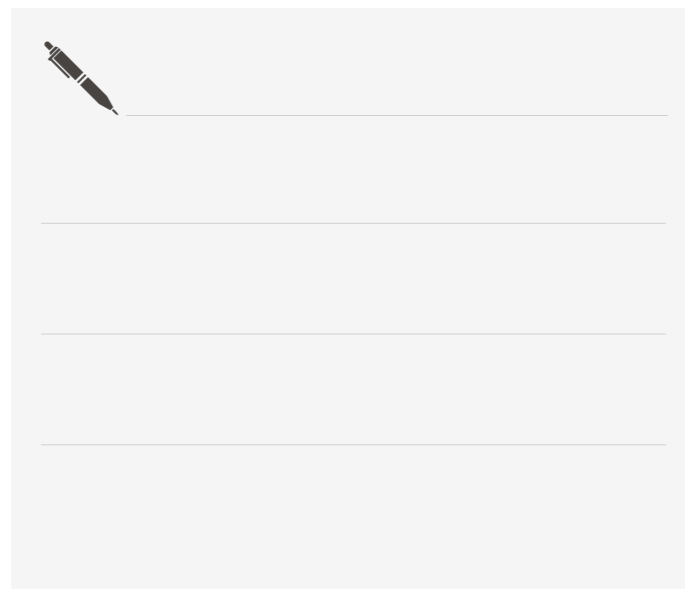
21.Nc7 1-0

A nice final move. White has three threats:

22.Qxa8+ (b) 22.Nxa8 (c) 22.Ne6+. 22.Re8 23.Nxe8 Qe7 24. Nc7 leaves Black helpless.



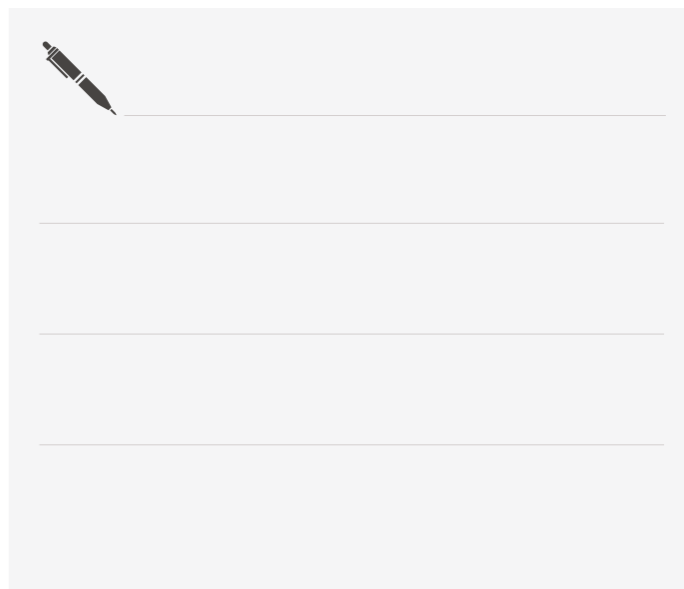
The lesson to be learned from this game is clear. Chess is a logical game and even masters cannot break the rules when they feel like it. Black spent his opening moves on pawns instead of pieces and was pulverized as a result. Note that neither of Black's Rooks moved throughout the game.



Player from St Catherine's School, Bramley

KEEP GOING!

- 1) **PLAY, PLAY, PLAY** - play as much as possible, with friends, family, at school, at a club or online. Play in tournaments whenever you can with players of your own age and roughly equal ability. Record your games, because there is no quicker way to improve than to look over your own games afterwards.
- 2) **READ CHESS BOOKS, MAGAZINES and CHESS COLUMNS** in the newspapers and online. As soon as you have learned chess notation you will be able to do these things. The more you read, the more you will improve. You will develop a very strong 'feel' for the game of chess.
- 3) **CONCENTRATE!** There is nothing wrong with taking the game of chess seriously. Try to CONCENTRATE as much as you can. Concentrating and getting good at something is fun!
- 4) **AIM FOR THE ATTACK** - learn chess openings and prepare surprises and traps. It is very satisfying to win a game of chess when you out-prepare your opponent.
- 5) **REMEMBER THAT CHESS IS FUN!** Chess should be fun and enjoyable for the young player. If at any time you don't feel that you are enjoying chess, STOP PLAYING. When the fun element returns, pick it up again. Chess is a gift which you can enjoy your whole life long. By sticking to the above rule you can keep it that way!



TACTICS QUIZ: SOLUTIONS

FROM PAGES 8 - 11

ONE

SOLUTION – **1.Nf4+**

TWO

SOLUTION – **4.Bb5!**

THREE

SOLUTION – **1...Rd8+**

FOUR

SOLUTION – **6.Nf6#**

FIVE

SOLUTION – **6.Nc7+**

SIX

SOLUTION – **7...Bg4!**

SEVEN

SOLUTION – **1 Nxd6ch** also wins the pawn on b7. The white knight has forked the king and the pawn on **b7**. **1 Nxc7ch** is also possible but that only wins one pawn.

EIGHT

SOLUTION – It's a PIN. The King and Queen would have to be the other way around for a SKEWER to occur.

ATTACK: SOLUTIONS

FROM PAGES 13-14

ATTACK: ONE

SOLUTIONS – **1.Rd8 [or 1.Rc1]**

ATTACK: TWO

SOLUTION – **1...Re1+**

ATTACK: THREE

SOLUTION – **1.Nf5!**

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Some of the photographs used in this publication were either taken by John or sourced by John from historical archives.

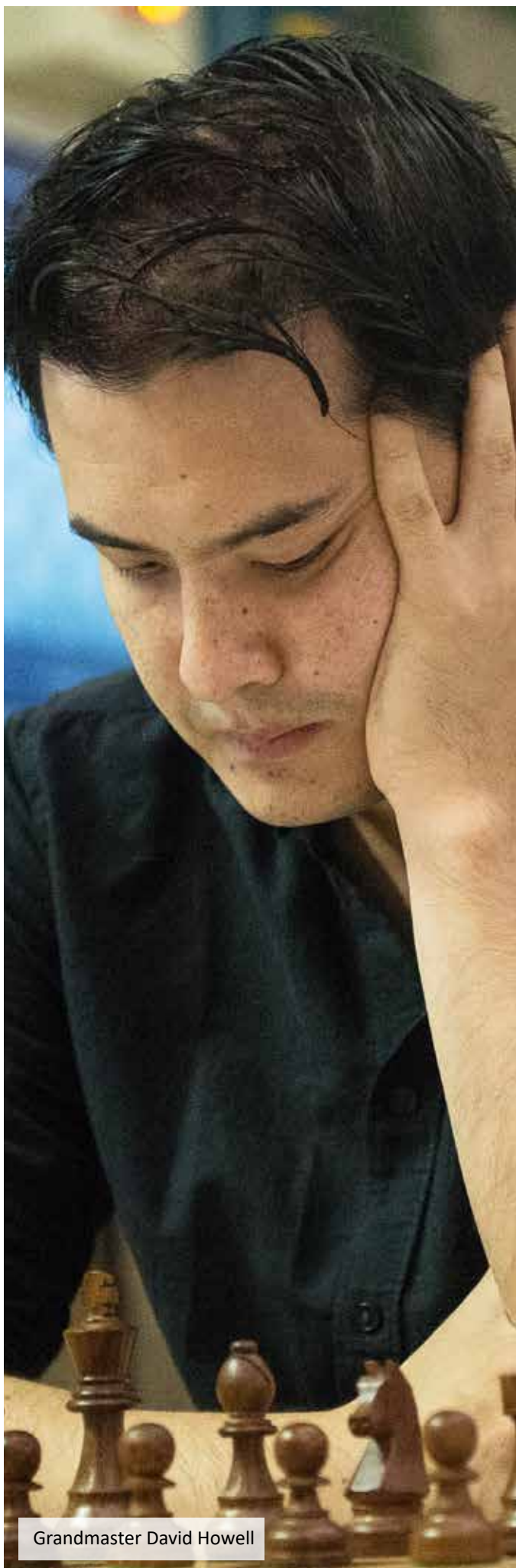


Laura Hirons, School Photographer at St Catherine's School, Bramley, took the photographs of St Catherine's students featured in this booklet.



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