Administrivia

• No class next Monday
  – Labor Day

• Homework #2 due following class
ALGEBRAIC CHESS
NOTATION/ABBREVIATION

• 1. KING=K
• 2. QUEEN=Q
• 3. ROOK=R
• 4. BISHOP=B
• 5. KNIGHT=N
• 6. PAWN= P ( or nothing )

• Example NF3, Kg8, Qd2, Pe4 or just e4, etc
CHESS
NOTATION/ABBREVIATION

• CAPTURE = x (or) :
• CHECKMATE = X (or ) #
• CHECK = +
• DRAW= ½
• WHITE WINS = 1:0
• BLACK WINS = 0:1
• EN-PASSANT = ENP (or nothing)
• DOUBLE CHECK = ++
SIGNS

• !- A great move
• !!- An incredible move
• !?- An interesting move
• ?!*- A dubious move
• ?- A bad move
• ??- A blunder
• = Equal position
SIMPLE SIGNS  (used in chess literature)

-  +- = White has a winning position
-  -+ = Black  has a winning position
-  ^ = Attack/Initiative
-  N = New move
-  +/- = White is much better
-  -/+ = Black is much better
-  += = White is slightly better
-  =+ = Black is slightly better
-  O = Center
Basic Strategies: 2 Simple Ideas

1. THE KING:
   1.1 Checkmate the King
   A. Attack the King
   B. Sacrifice pieces if needed to get to the King
   C. Win Material by attacking the King

2. WIN MATERIAL:
   A. Trade a smaller value piece for a larger value piece.
   B. Threaten 2 or more pieces (called Fork or Double Attack) and opponent might end up losing some of them.
   C. Promote a Pawn to a strong piece (like a Queen).
10 GOOD IDEAS TO KEEP IN MIND:

• 1. Striving for a win in each game
• 2. Enjoying the challenge and having fun playing the game
• 3. Decoding opponent’s intentions on every move
• 4. Always having a plan of action (or more than 1 plan)
• 5. Never rushing to make a move
• 6. Attacking your opponent’s position and exact targets
• 7. Defending from opponent’s threats
• 8. Presenting opponent with as many problems as possible
• 9. Using a combined power of your pieces and knowing their values and abilities
• 10. Having a safe King
• 11. Developing your pieces into meaningful squares
• 12. Fighting for the center
DIFFERENT CHESS PARTS OF THE GAME

• OPENING: The beginning stages of the game, where players look to develop pieces, get center, get a safer King and find targets for future attacks. The Pawn structure starts forming and plans emerge. Small opening mistakes can lead to very unpleasant Middlegame positions.

• MIDDLEGAME: The part of the game where most pieces are developed, and the big fights start, usually involving very sharp tactical games, exact attacks and calculations. Some concepts and pawn structures for an upcoming Endgame emerge. It is probably the most exciting and difficult part of the game. Middlegame slowness or game without plan can lead to a very bad Endgame.

• ENDGAME: The last part of the game, where there are less pieces left, and material advantage or pawn structures play predominant roles. The “mirror” of the game as a whole. All the mistakes made in the Opening and the Middlegame come to “haunt” at the end.
TACTICAL GAME/GLOSSARY

• **ATTACK:** A player going after his opponent in a forceful manner. It usually involves targeting the king.
• **TACTICS:** The term refers to playing the game on the “fast lane”, where the exact attacks, momentary weaknesses and opportunities play the predominant role.
• **CALCULATION:** A player comparing ideas, concepts, exact moves as well as counter moves and defenses without making a single move on the board and trying to find the best move for the given position.
• **COUNTERATTACK:** The side who is under attack decides to launch its own attack, sometimes neglecting the opponent’s attack and usually by means of some sacrifice or a sudden move.
• **DEFENSE:** Countermeasure against an offensive play is a defensive play.
• **PRESSURE:** Finding some target that could crack under attack, and going after it.
TACTICAL GAME/GLOSSARY

- **SACRIFICE**: Giving up a piece, or trading a higher value piece for a lesser value piece to obtain some extra advantage (such as an attack on the King, a CheckMate, StaleMate).

- **COUNTERSACRIFICE**: Sacrificing back the material just gained or even giving up more than was gained, to achieve some important goal (such as a better defense of its own King).

- **WEAKNESS**: In Tactical game a weakness usually refers to defenses around the King, or some quick tactical attack on weak pawn or a square.

- **COMBINATION**: Usually it is more than a 1 move play where a combination of ideas, sacrifices and concepts will bring a player to a better (or hopefully a winning) position.

- **MIDDLEGAME**: Tightly connected to the ideas of Tactical Games.
• POSITIONAL GAME: Refers to playing the game based on more solid, slow and logical concepts than the opportunistic “TACTICAL GAME”

• PAWN STRUCTURE: For a Positional game, the pawn structure that arises or can arise in a game is of the utmost importance because the way they stand will determine the course of action in the long run. Pawns are referred to as the “Souls of the Chess Game” by a famous player Philidor (1780’s)

• PRESSURE: In Positional type games “Pressure” refers to more slow “grinding” ways than quick attacking types. It usually involves squares and pawns and doesn’t have much to do with safety of Kings.

• WEAK PAWN: A pawn that is weak because there is no other pawn that can protect it.
POSITIONAL GAME/GLOSSARY

- **WEAK SQUARE**: A square (usually in the middle of the board) that can be occupied by opponent’s pieces and cannot easily be defended.
- **GOOD/STRONG PIECES**: Pieces that have a large scope of action in the given pawn structure and can be useful in the long run.
- **BAD/WEAK PIECES**: Pieces that are confined by the given pawn structure and can prove to be less useful (or useless) in the later game.
- **ENDGAME**: Tightly connected to the Positional Game strategy.
- **TECHNIQUE**: Having the knowledge of how to transform a winning advantage into an actual win.
EXAMPLES

Tactics, Sacrifices, Opening, Middle Game, Endgame, Attack, Weak Square, Weak Pawn, Bad/Good Pieces, 2-move checkmate, 4-move checkmate.
SACRIFICE/TACTICS/ATTACK

COMBINATION:TACTIC
SACRIFICE 1.Qxh8+!!
Kxh8 2.Nf7+ Kg7
3.Nxg5 WHITE WON A PIECE
SACRIFICE TO MATE

1. Rh8+  Kxh8  2. Rf8#
OPENING

FRENCH OPENING
1.e4 e6
2.d4 d5
3.Nd2 c5
4.Ngf3
Nc6 5.c3
Nf6
MIDDLEGAME

11.0-0 Be7
12.Re1 0-0
13.Bf4 Bd7
14.Bd3 Rfd8
15.Be5 Bc6
16.Nxc6 bxc6
17.Bxf6 Bxf6
18.Qf3 Qb6
19.Be4 Rac8
20.Qe2 c5
21.Rad1 Rxd1
WEAK SQUARE/WEAK PAWN

WEAK SQUARES for Black: B5, C6
WEAK PAWN for Black: B6
WEAK SQUARES for White: B4, D4
WEAK PAWN for White: C4
GOOD/BAD BISHOPS

BAD BISHOPS: BE2 and BE7

GOOD BISHOPS: BD4 and BB7
2 MOVE CHECKMATE

THE QUICKEST CHECKMATE IN CHESS: 2 MOVES LONG
1. f3 e5 2. g4 Qh4#
4-Move Checkmate

SCHOLAR'S MATE or 4-MOVE MATE
1.e4 e5
2.Qh5 Nc6 3.Bc4
Nf6 4.Qxf7#
REQUIRED READING:
Be familiar with the following terminology
From A-F (in Alphabetical order)

http://en.wikipedia.org/wiki/Patzer
TERMINOLOGY

- Active
- Advanced Pawn
- Algebraic notation
- Annotation
- Anti-positional
- Artificial castling
- Attack
- Automaton
- Back Rank Mate
- Backward pawn
- Bad Bishop
- Blindfold chess
- Blitz chess
- Blunder
- Blockade
- Book draw
TERMINOLOGY

- Book move
- Book win
- Break
- Brilliance
- Calculate
- Candidate move
- Centralization
- Center
- Cheapo
- Closed game
- Combination
- Connected pawns
- Correspondence chess
- Counterattack
- Counterplay
- Dead draw
TERMINOLOGY

- Decoy
- Deflect
- Discovered check
- Discovered attack
- Double attack
- Double check
- Double pawns
- En-Passant
- Escape square
- Fianchetto
- FIDE
- Fifty move rule
- Flank
- Forced move
- Fork
- Fortress
- Fool’s Mate (or 2-move checkmate)
HOMEWORK

LECTURE #2
PUZZLE #1 (5 pts)
What stage of the game are we in and why? Please explain within 1-2 sentences.
PUZZLE #2 (10pts)

White to Move:
How can he Checkmate Black in 3 moves using a Sacrifice?
RESEARCH PAPER (15 Pts)

• 1. Take 1 of the words in the “TERMINOLOGY” section under the “REQUIRED READING”.
• 2. It should be a topic (word) that you find interesting for your own chess development.
• 3. Write a 1-2 page research paper on that subject, using actual examples from articles, games, chessbase, on-line sites or any other sources.

   All the sources must be cited.
BONUS (5Pts)

- Explain in your own words the main differences between “POSITIONAL” and “TACTICAL” games.

  - Examples are not necessary but are welcome.
  - Must be typed.