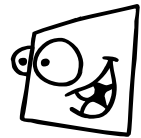
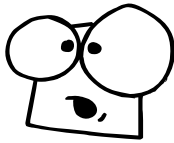
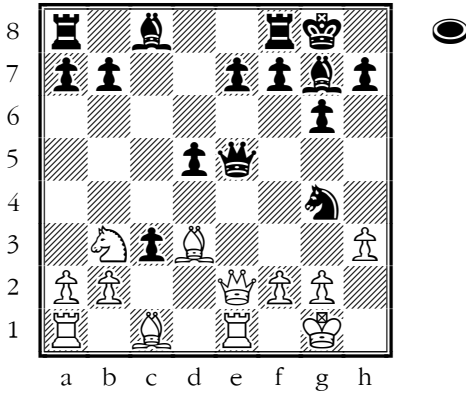


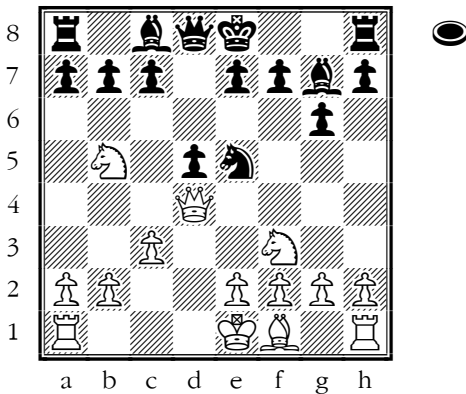
Test your tactics!



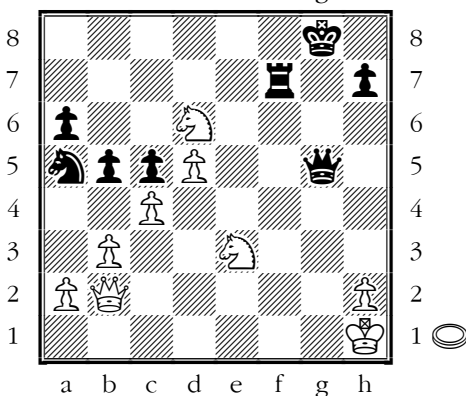
Find the **Mate**



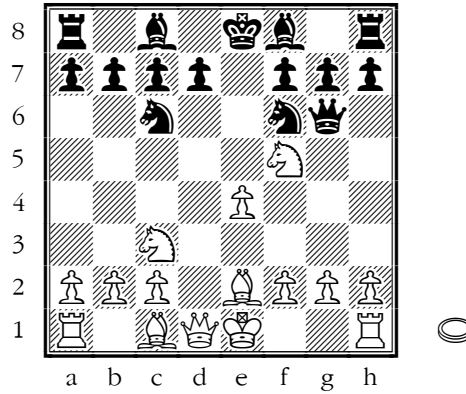
Find the **Jump**



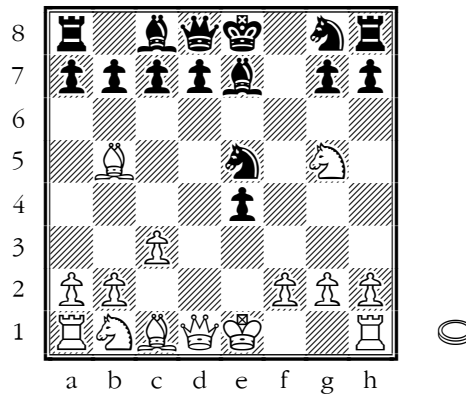
Find the **Fork**



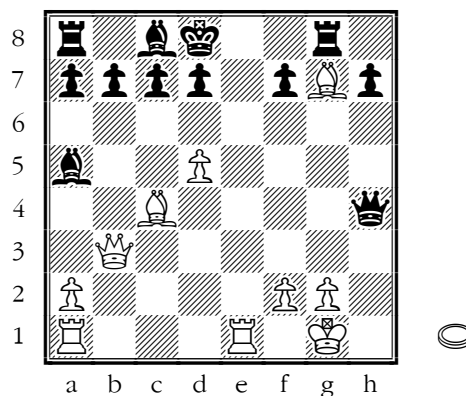
Find the **Net**



Find the **Pin**



Find the **Tie**



Mates : 1...Qh2+ and 2...Qh1#

Jumps : 1...Nx3+ and 2...Bxd4

Forks : 1. Qh8+ and 2. Nx7+ (one of Spassky's)

Nets : 1. Nh4

Pins : 1. Ne6!

Ties : 1. Qg3 (one of Fischer's)

b. I got caught in the opening

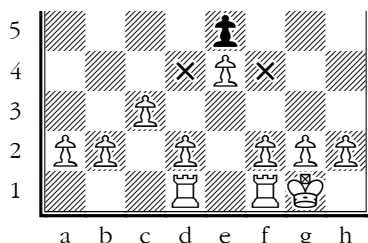
What do you know about how to play in the opening?

Almost everybody knows the first three principles:

1. **Get your pieces out**
2. **Get at least a share of the centre**
3. **Get your King into safety by castling**

Do you know the next two? They are:

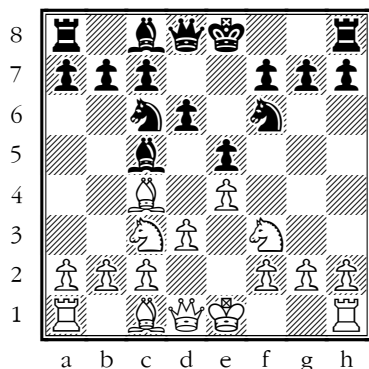
1. **Make sure you plan to get your Rooks into the game**



Rooks absolutely must have open lines – so you have to open up lines some time. If you play 1.e4 e5, then you should plan to play d4 or f4. You will get a file at least half-open that way.

2. **Avoid Dreadful Stodgy Openings**

If you haven't heard me complain about Old Stodge before now... You can get into this line by various move orders, which all include White moving the Knight to c3 and the Pawn to d3, and Black copying White. Lots of junior games start this way: it's properly called the *Giuoco Pianissimo* (very quiet game) but I call it **Old Stodge**.



This is actually a rotten variation to play. The position is blocked and difficult, and it is easy to get into trouble.

For example, if you castle straight away (6.0-0), you can have problems replying to 6...Bg4 – you might not want to chase it away with h3 and g4 because you are making big holes in your defences.

I always worry when I see the four knights on their 'best' squares! The reason is: **What are you doing with your Rooks?** Which file is going to be opened so that they can join in the game? Your Rooks together are worth 10 pawns, more than a Queen, and so if you aren't using them at all, you are wasting a lot of material!

So, you really ought to play **Proper Threatening Openings**.

You might think that, because people get caught out in the opening, that means you should play safe in the opening, which might be why I see players using systems like **Old Stodge**. But I think **playing safe is very dangerous!**

You lose when you make mistakes, and you are more likely to make mistakes when you're under pressure. So you have to put pressure on your opponent! If you 'play safe' and don't do anything your opponent will get an easy game, and they will put pressure on you, and you will lose.

You can get a bad game when playing Old Stodge – even castling can turn out badly.

I'd like you to play actively and try and set your opponent problems in the opening. This means that you have to take a bit of a risk, but it will be worth it in the end, and it's not as risky as playing safe.

If you currently play Old Stodge, stop this weekend! Instead, aim to play **a system that puts two pawns on the fourth rank**, such as one of the following:

Italian Game (Giuoco Piano) with
4.c3 and 5.d4
**1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3
Nf6 5.d4**

Evans' Gambit (or another gambit) Scotch Game
**1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4!
Bxb4 5.c3 and d4**

The opening that most Grandmasters use to win as White is the Ruy Lopez, which you also play with c3 and d4: **1.e4 e5 2.Nf3 Nc6 3.Bb5 and 0-0/Re1/c3/d4**

■ **Playing White with 1.e4 and Black avoids 1...e5**

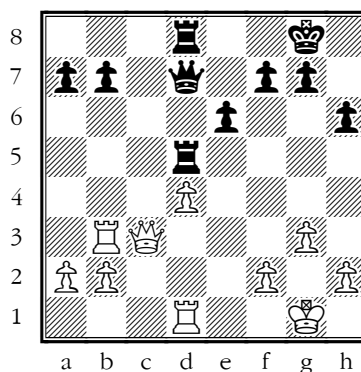
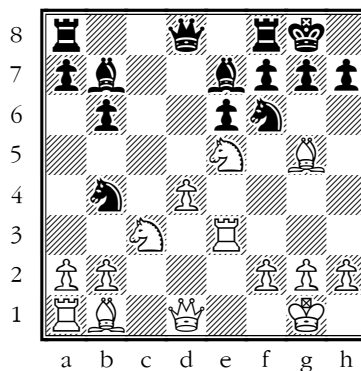
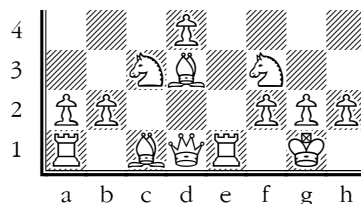
As you get better you will meet more people who do not reply to your 1.e4 with 1...e5. There are several of these "half-open" defences, but we can make life a bit easier by trying to get into the same type of positions – those with an isolated Queen's Pawn (IQP). These common positions can and should be played by both sides – know how to win with and against the IQP!

If you have the IQP:

- you have more space
- therefore, you should avoid exchanges
- you are able to move about the board easier
- you are able to attack
- you have a support point on e5 for a Knight
- you have a pawn break with d4-d5 (or ...d5-d4)
- This is Keene-Miles, 1975; White won by a King's-side attack

If your opponent has the IQP:

- you should restrain or blockade the pawn in case it advances
- you have a target to aim at
- you have less space and should seek exchanges
- the weakness of the IQP will get worse in the endgame, so you should seek exchanges
- This is Kortchnoi-Karpov 1981; Black won by creating more weaknesses



• **IQP variations against the half-open defences:**

1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 Nf6 5.Nf3 Nc6 6.Be2 cxd4 7.cxd4 e6

1.e4 c5 2.c3 Nf6 3.e5 Nd5 4.d4 cxd4 5.Nf3 Nc6 6.cxd4 d6 7.Bc4 Nb6 8.Bb5 Bd7 9.exd6 e6

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4 Nf6 5.Nc3 e6 6.Nf3 Be7 7.cxd5 Nxd5 8.Bd3

1.e4 e6 2.d4 d5 3.exd5 exd5 4.Nf3 Nf6 5.c4 Be7 6.Nc3 o-o 7.Bd3 dxc4 8.Bxc4

Jussupow,A-Lobron,E [D42] Nussloch, 1996

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 O-O 5.Bd3 d5 6.Nf3 c5 7.O-O cxd4 8.exd4 dxc4 9.Bxc4 b6 10.Re1 Bb7 11.Bd3 Nc6 12.a3 Be7 ♠ This position can arise from all sorts of openings, including the c3 Sicilian and the system we recommend against the Caro-Kann. **13.Bc2 Re8 14.Qd3** [*Sometimes it is White to move in this position!*] **14...g6 15.h4 Qd6 16.Bg5 Rad8 17.Rad1 Qb8 18.Bb3 a6 19.d5!** ♠ **Na5 20.dxe6 Nxb3** [20...Rxd3 21.exf7+ Kg7 22.fxe8Q Qxe8 23.Rxd3 Nxb3 24.Rde3] **21.exf7+ Kxf7 22.Qc4+ Kg7 23.Ne5 Ng8 24.Rxd8 Qxd8 25.Qf7+ Kh8 26.Qxb3 Qd4 27.Re3 Rf8 28.Bxe7 [28.Bxe7 Nxe7 29.Nf7+ Kg7 30.Rxe7] 1-0**

Motwani,P-Collins,S [B22] British Ch, 2003

1.e4 c5 2.c3 Nf6 3.e5 Nd5 4.Nf3 e6 5.d4 cxd4 6.cxd4 d6 7.Bd3 Nb4 8.Bb5+ Bd7 9.Bc4 Bc6 10.O-O Nd7 11.Nc3 Bxf3 12.Qxf3 Nc2 13.d5 Nd4 14.Qg4 dxe5 15.dxe6 fxe6 16.Be3 Nf6 17.Qh3 Qb6 18.Bxd4 exd4 19.Rfe1 Be7 20.Rxe6 Qc5 21.Rae1 dxc2 22.Rxe7+ Qxe7 23.Rxe7+ Kxe7 24.Qe6+ Kd8 25.Qd6+ Ke8 26.Bb5+ Kf7 27.Qc7+ 1-0

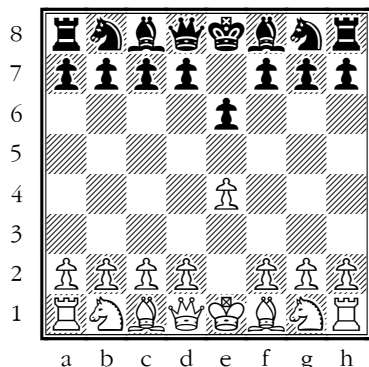
Harley- Roberts [B22] British Ch, 1993

1.e4 c5 2.c3 d5 3.exd5 Qxd5 4.d4 Nf6 5.Nf3 Bg4 6.Be2 e6 7.O-O Be7 8.h3 Bh5 9.Be3 cxd4 10.cxd4 Nc6 11.Nc3 Qd6 12.Qb3 O-O 13.a3 a6 14.Rfd1 Rfd8 15.Rac1 b5 16.d5 Na5 17.Qa2 exd5 18.g4 Bg6 19.g5 Ne4 20.Nxd5 Qe6 21.Bb6 Bxg5 22.Bxd8 Bxd8 23.Bf1 Qf5 24.Bg2 Bh5 25.Ne3 Qf4 26.Qd5 1-0

■ How do you play as Black?

All the variations and tactics you need to know about to play Proper Threatening Openings as White will help you survive against Proper Threatening Openings as Black. In fact, you can threaten White by playing bonkers openings like the Two Knights' against the Italian Game, or the Schliemann Gambit against the Ruy Lopez, and the Albin Counter-Gambit as Black against the Queen's Gambit.

If playing like that as Black makes you feel nervous, you can play solid defences as Black:



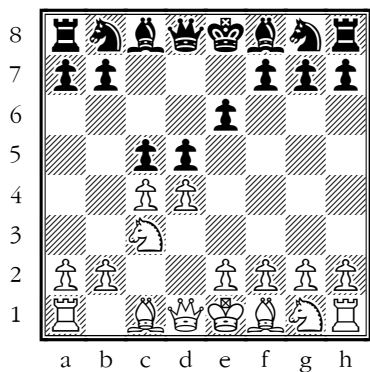
- ◆ 3...Bc5 is quite safe for Black against the Italian Game.
- ◆ 3...Nf6 is quite safe for Black against the Ruy Lopez.

The most solid defence for Black may be the **French Defence**

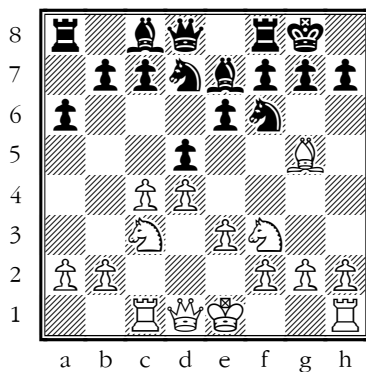
I think this is another fine line for juniors to play. Normally I say, play open games because they are easy to understand. But the French is a very safe, solid defence which is also easy to understand! We normally get a blocked position where Black has a clear plan to follow. It's a defence that also produces mistakes from White, so it's also a good opening to use when you want to play for a win.

Playing solidly against 1.d4, you can play the Swiss Defence, the Tarrasch Defence, the All-purpose System or maybe even the Stonewall Dutch.

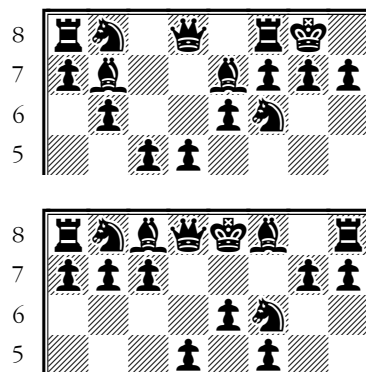
All-purpose System



Tarrasch Defence



Swiss Defence



Stonewall Dutch

■ Getting better in the opening

If you want to learn a good, tested opening repertoire you could do worse than:

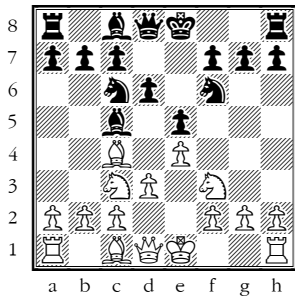
1. download* the free software *Chess Position Trainer* from www.chesspositiontrainer.com
2. download the free junior opening repertoire from <http://www.exeterchessclub.org.uk/FTP/juniorep.zip>
3. Go through it, test yourself, and practise playing it!
4. If you like to play the French Defence, I have a booklet that recommends the Italian Game for White and the French Defence as Black. The French may sound a bit stodgy but at club level it's a win machine! http://www.exeterchessclub.org.uk/juniors/games.html#7th_Oct_09
5. You can download all the games from the booklet and play through them on your computer. Same link: http://www.exeterchessclub.org.uk/juniors/games.html#7th_Oct_09

Playing Black in the opening

- ① Get your pieces out ② Get at least a stake in the centre ③ Castle ④ Open a file for your Rooks

Against 1.e4

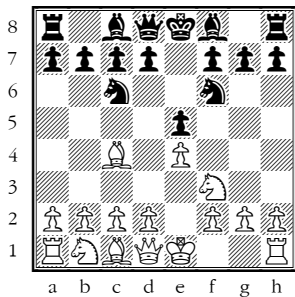
Play 1...e5 in reply



Avoid Old Stodge

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Nc3 Nf6 5.d6...

This is boring, stodgy, and bad for your chess.



Play the Two Knights' against the Italian Game

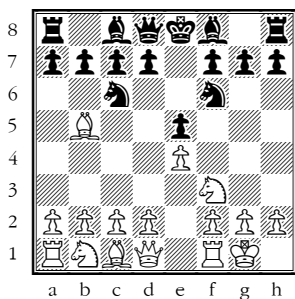
1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6

A. 4.Nc3 Nxe4!

B. 4.d3 Be7

C. 4. Ng5 d5! 5.exd5 b5!

D. 4.d4 exd4 5.O-O Nxe4



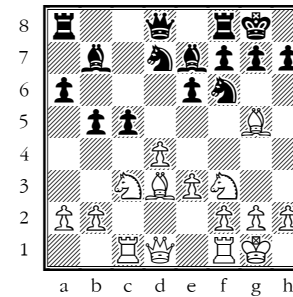
Play solidly against the Ruy Lopez

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6

4.O-O Be7 or 4...Bc5

Against 1.d4

Play 1...d5 in reply.



If White plays 1.d4 and 2.c4...

Play the Swiss System

1.d4 d5 2.c4 e6 Blocking in the Bishop, but there is a plan.

**3.Nc3 Nf6 4.Bg5 Nbd7 5.e3 Be7 6.Nf3 O-O
7.Rc1 a6 8.Bd3 dxc4 9.Bxc4 b5 10.Bd3 c5
11.O-O Bb7**

Very easy to play and understand

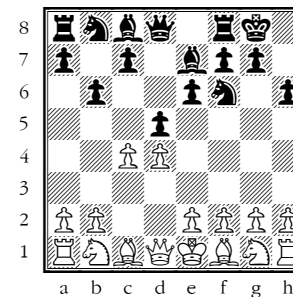
*or Play the TMB**

1...d5 2...e6 3...Nf6

4...Be7 5...O-O

6...h6 7...b6

This formation can be played against anything after 2.c4.

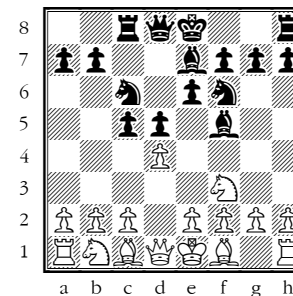


If White doesn't play 2.c4

Develop then open a file.


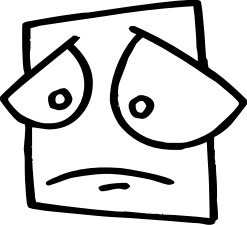

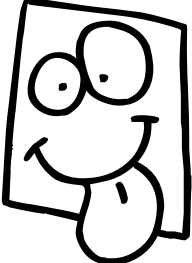

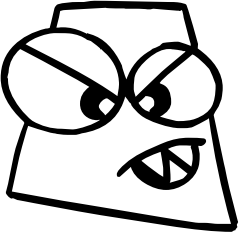


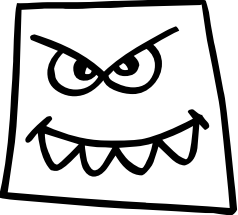
Don't put your Nb8 in front of your c-pawn.

Don't castle into an attack.



	<h2 style="color: red;">Dealing with Threats</h2> <h3 style="color: red;">...as easy as ABCD</h3>	
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There are four different ways of getting out of trouble:

  <h2 style="color: red;">Avoid</h2> <p>Just move your piece out of the way</p>	  <h2 style="color: red;">Block</h2> <p>Block the attack by putting something in the way</p>
  <h2 style="color: red;">Capture</h2> <p>Take the piece that is attacking you.</p>	   <h2 style="color: red;">Defend</h2> <p>Defend your piece, so if it is taken, you can take back.</p>

But you might also be able to use Ingredient X: **counterattack!** If your threat is more important than your opponent's threat, then they won't get a chance to attack you!