

A close-up photograph of several chess pieces on a wooden board. The pieces are arranged in a way that suggests a game in progress. The lighting is dramatic, with strong highlights and deep shadows, creating a sense of depth and focus on the textures of the wood and the shapes of the pieces.

U14 Squad Training Day **Saturday 1st February 2014**

Tim Paulden, President
Exeter Chess Club
www.exeterchessclub.org.uk

David Regis, Devon U14 team manager
Exeter Junior Chess Club
www.exeterchessclub.org.uk/juniors

Timetable



9:30 Hello

9.45 Hit/Miss/Trap

11.45 Thinking

12.15 Openings

• 12.30 LUNCH

1.00 Endgames

2.00 Planning

2.45 Practical play

3.15 Coaching

• 3.30 Next steps

Getting better at chess



- We can't make you a much better player in just one day, but we **can** tell you what will work
- You don't have to study but you **must** practise
 - **Playing proper openings helps**
 - **Looking at your games afterwards helps**
 - **Doing exercises helps**
 - **Computers help**

www.exeterchessclub.org.uk

Exeter Chess Club

A place to enjoy and learn about chess



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U14 Training Day, 1st February 2014

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Submitted by [DrDave](#) on Fri, 31/01/2014 - 16:49

Timetable & resources

9.30am - HELLO (DR & TP)

9.45am - Hit Miss Trap (TP): [slides PDF](#) / [PGN](#) / [PGN with answers](#) / [PDF](#) / [answer form PDF](#)

11.00am - BREAK

11.45am - Think or thwim! (DR): [slides PDF](#)

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Computers and Chess



- Sparring partner
- Games: replay, analyse, check, swap PGN
- Database
 - Windows: Fritz
 - Ipad/iPhone: Smallchess
 - Android tablet/phone: Chess Genius, ChessPad
 - Mac: SigmaChess, ChessX
- Internet: YES2CHESS

Dan HEISMAN

"...Almost all players **lose** the overwhelming majority of their games not because of things they don't know, but **because of not consistently applying things they do know.**"



The anti-chess pyramid

- Getting better is usually more about stopping yourself making mistakes than learning clever new things

- **Why do you lose chess games?**

- "I missed a tactic"

- "I got caught in the opening"

- "I didn't know what to do"

- "I was winning, but..."

The chess pyramid

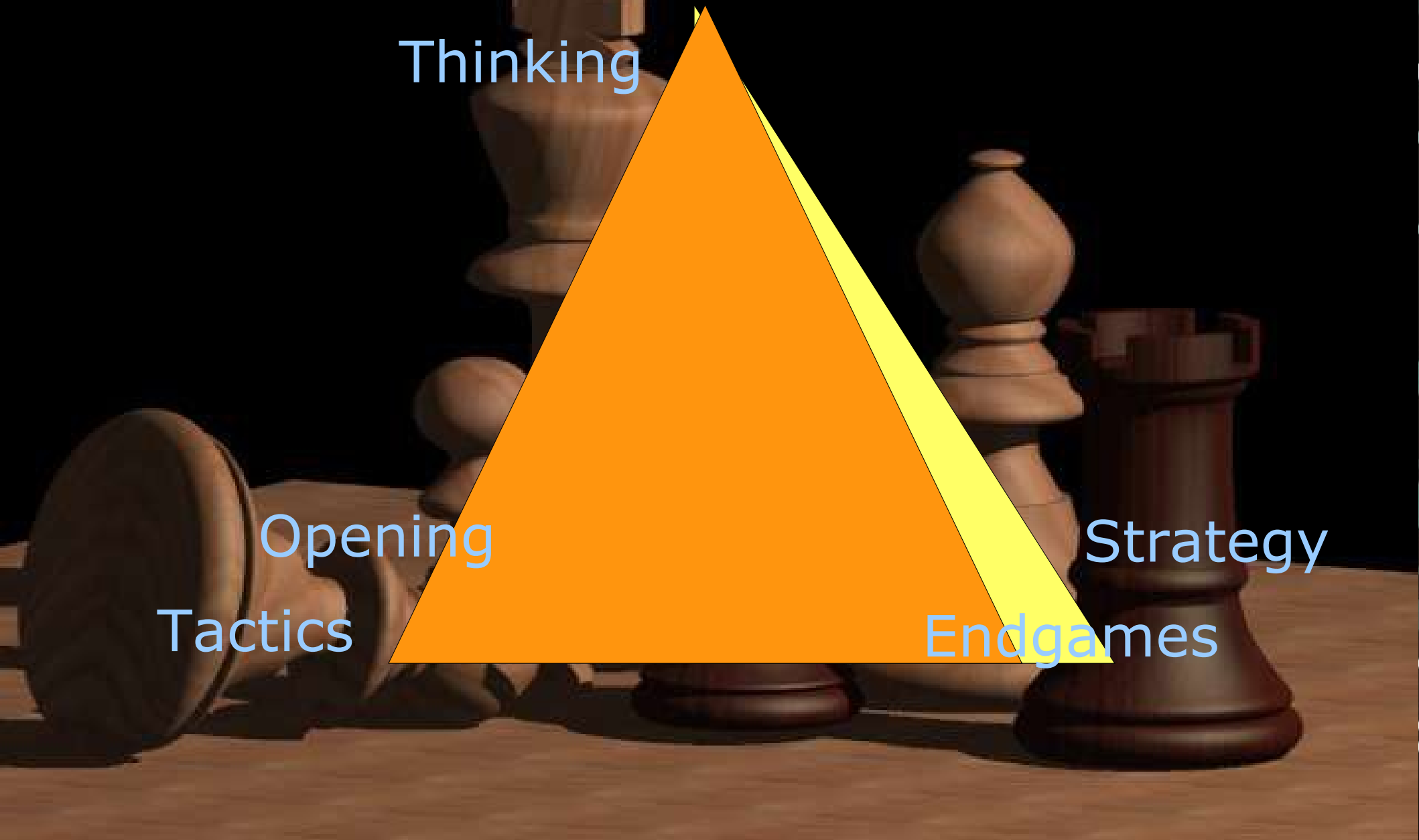
Thinking

Opening

Strategy

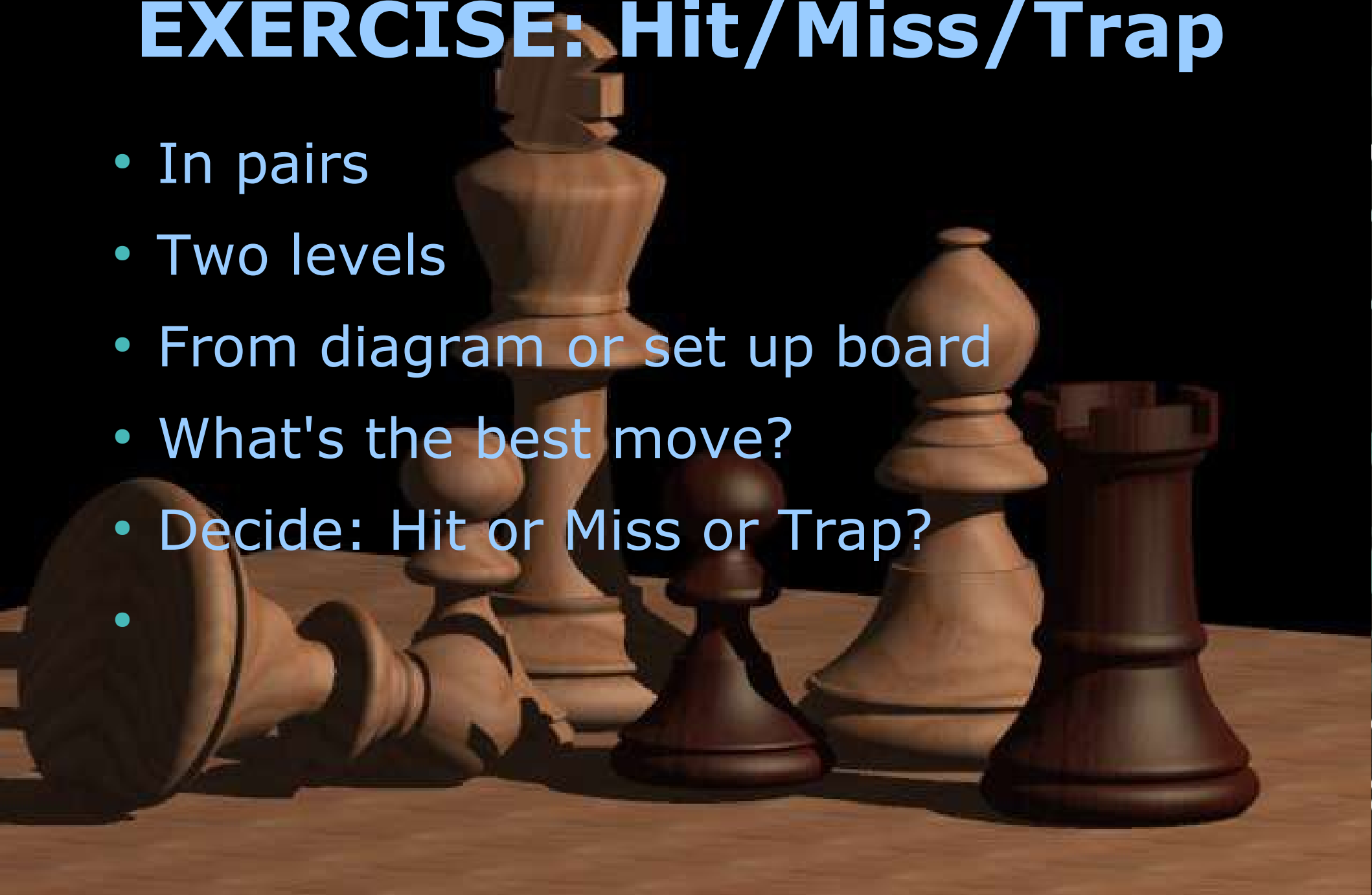
Tactics

Endgames



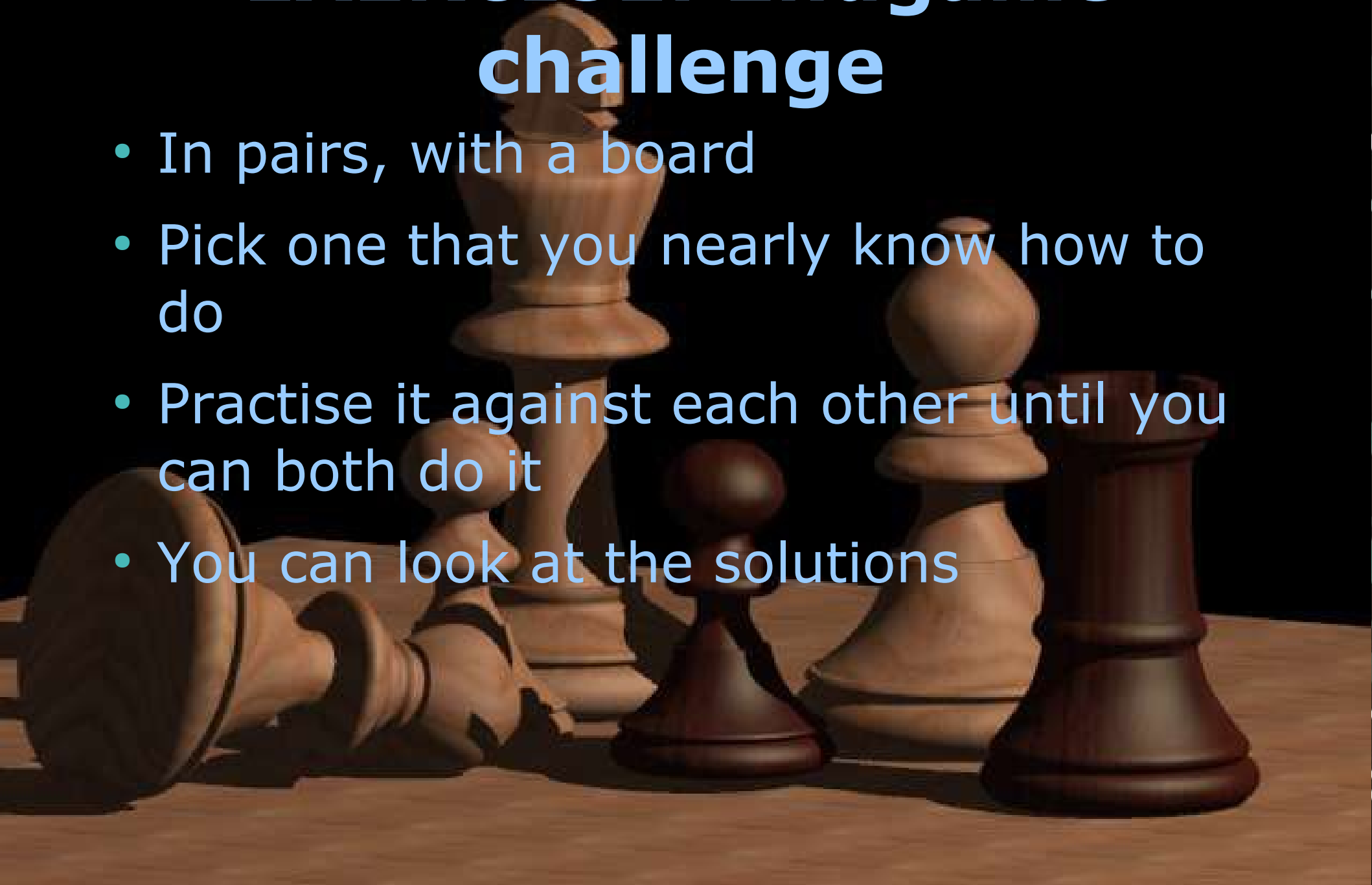
EXERCISE: Hit/Miss/Trap

- In pairs
- Two levels
- From diagram or set up board
- What's the best move?
- Decide: Hit or Miss or Trap?
-



EXERCISE: Endgame challenge

- In pairs, with a board
- Pick one that you nearly know how to do
- Practise it against each other until you can both do it
- You can look at the solutions



EXERCISE: planning problems

A collection of chess pieces on a wooden board. In the foreground, a white king is lying on its side on the left. Behind it, a white queen stands upright. To the right of the queen, a white rook stands upright. In the center, a dark brown pawn stands upright. To its right, another white pawn stands upright. On the far right, a dark brown rook stands upright. The background is dark, and the lighting highlights the textures of the wood and the pieces.

- In pairs
- From diagram or set up board
- What's the best move?
- HINTS:
 - Listen to all your pieces
 - If the pieces aren't telling you what to do, the pawns will