

U14 Squad Training Day Saturday 30th January 2016

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

- | | |
|---------------------|-----------------------|
| 10:00 HELLO | 1.00 LUNCH |
| • 10.15 Thinking | • 1.30 Endgames |
| • 10:45 Hit or Miss | • 2.45 Practical play |
| • 12.30 Openings | • 3.00 Next steps |
- We can't make you a much better player in just one day, but we can tell you what will work

44 Two nice wins, but basic opening errors in the second-round game that you lost stopped you performing as well as I know you can. That may be because the Grünfeld is new to you, but the games you won also had errors in openings you have played for a while – so, do you play the opening too quickly??

NN3 - Whittington, R

(0) French Defence

44 Round 1, Board 3:
You quickly won a piece and put the game away very neatly!!

4. Bb5+?



4 ... Nc6

[4...Bd7? offers to swap your worse Bishop. This is a very basic French idea. KJH]

5. Nb3 Nge7

[I often play 5...Bd7 threatening to win a pawn with ...Nxc5]

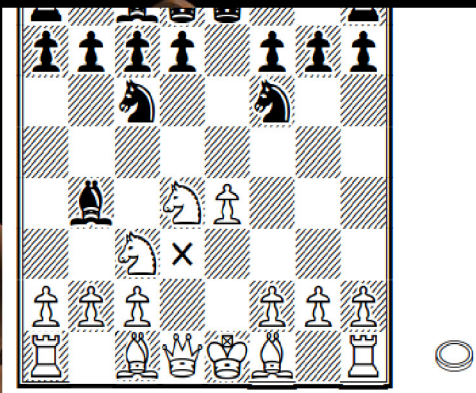
6. d3 Bd7

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.**"



A case in point



Why do you lose at chess?

- **Losses** come from **mistakes**
- **Mistakes** come from:
 - 10% Not knowing what to do or what to look for
 - 90% Knowing what to do/what to look for but not looking or doing it
- Not doing what you know you should comes from: Haste, Laziness, Overconfidence, Panic...
- **Winning** comes from:
 - Your opponent's mistakes
 - Your **good habits: Care, Practice, Humility, Calm...**

Chess is a bit like maths

- $6 \times 9 = ?$
- A chess position might be like a maths problem:
 - There's a right answer
 - You can remember it or work it out quickly
 - Once you think you know it, try it!
- Read aloud the title of the next slide as soon as you know what it says

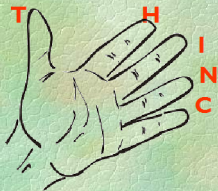
Chess is really not like like maths!

- There might not be an easy answer
- It might look like something you have seen before BUT
- Small details make a big difference!

Good habits KnowHow

- Take your time
 - Spotting tactics and clues
 - Every check, every capture, every threat, every turn
 - **THINC!**

How to think ahead in chess... or THINC!



- T**hreats (what is opponent trying to do to you?)
- H**opes (what can you do to them?)
- I**mprovements (get lazy pieces working, or some other plan)
- N**ext moves (what moves look good?)
- C**heck! (make sure your burglar alarm is on)

THINC... or thwim!

Flip-Coin Chess

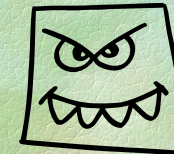


My move is
A
(and then I will go
B)

No mention of the opponent!
= "I hope my opponent doesn't do anything"

Will you survive? =Toss a coin!

Real Chess



The threat is ...**B**.
My move is
A
so **if** ...**B** then **C**

The **best** reply is
...**D** because **A** undefended
my pawn

If your thinking doesn't
sound like that, you're
in trouble!

but then I will go
E









Missed anything?
OK, **A** it is.

Playing Real Chess in real games

• THINC!

- Rapidplay doesn't give you time to do this
- **So, practise until it's automatic**
...in slow games
...in exercises
- **"Look at every check and every capture and every threat, on every move"**
 - In a real game, you get used to the idea that Bxh7+ doesn't work, move after move, so you stop looking at it carefully, and then all of a sudden it does work... :(
 - **So, try and pay attention to clues and changes in the position – what is now less defended or more attackable than before?**

Less More

	Panic	Calm	
	Overconfidence	Humility	
	Confusion	Clear thinking	
	Laziness	Practice	

TACTICS

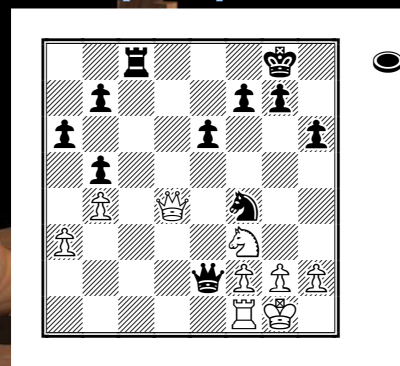
Keys

- Checks
- Captures

Key: check



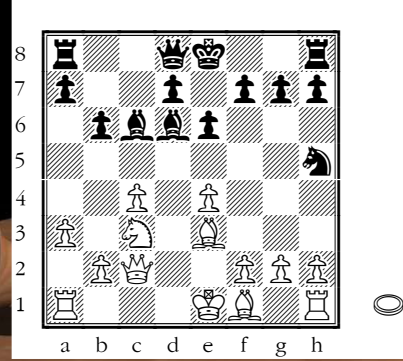
Key: captures



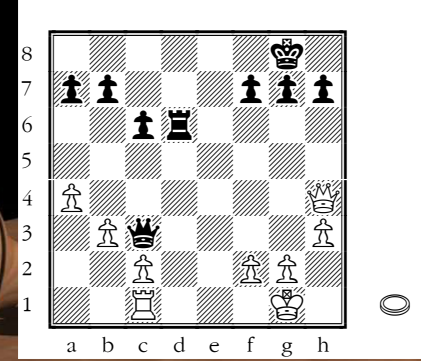
Clues

- Loose pieces
- Unsafe King

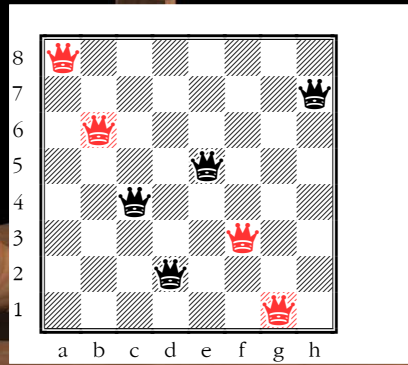
Clue: loose pieces



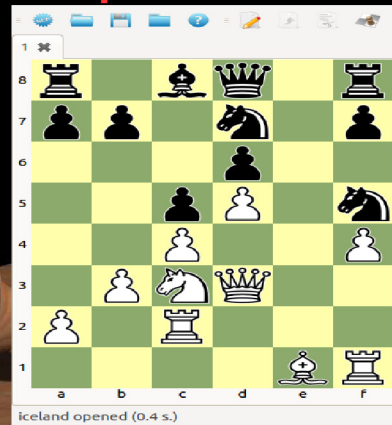
Clue: unsafe king



Practising checking EXERCISE: 8 Queens



Top-class tactics



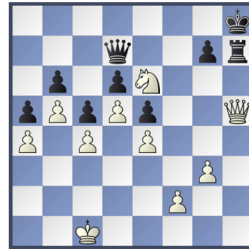
Hit, miss, or trap?

Can you tell the difference?

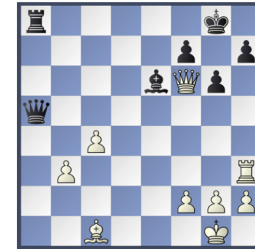
Hit, miss, or trap?

- * In this section of the day, each of the positions you'll look at will be either...
 - * a hit
 - * a miss
 - * a trap
- * What do you think these words mean here?
- * Let's look at some examples...

Hit, miss, or trap?



Hit, miss, or trap?



Hit, miss, or trap?



Hit, miss, or trap?

- * Why are these sort of problems more useful than "find the winning move" problems?

Hit, miss, or trap?

- * Over to you!
- * Work in pairs
- * Two levels are available (1 and 2)
- * Fill in your solutions on the answer sheet
- * We'll go through them together at the end of this section...

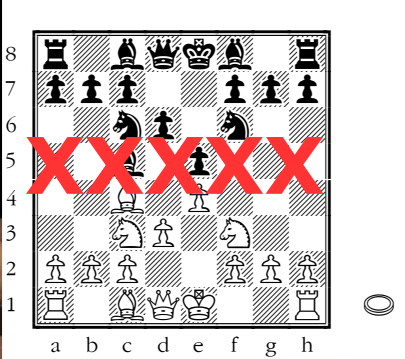


Richard RÉTI

...er s...
...een's
...efen...
...open games in...
...ay no...
...ma...nes at first, it
...will in the long run be
...amply compensated by
...acquiring a thorough
...knowledge of the game."



No more Old Stodge!

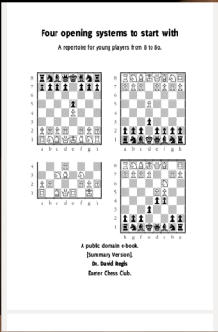


An opening repertoire


- What to aim for as White
 - **Scotch Game/Gambit**
- What to do if Black dodges
- • **IQP systems**
- What to play as Black against 1.e4
 - **Two Knights/French Defence**
- What to play as Black against 1.d4 etc.
 - **Tarrasch Defence or Swiss Defence**

FREE BOOK and DATABASE

Four opening systems to start with



Cecil PURDY



ged to...
...a carea...
...ers young...
...ous **Rooks**

EXERCISE: Openings

- Say (or ask!) what openings you play
 - Main opening for White
 - What if Black dodges?
 - Defence for Black vs. 1.e4
 - Defence for Black vs. 1.d4 etc.
- Find someone who plays more or less the same things
- You should both know what your first six moves might be
- Come up with a question

Icelandic endgame challenge

How many can you solve?

Icelandic endgame challenge

- * These positions have been specially designed to help you get to grips with some key endgame ideas
- * Work in pairs – act as each other's "sparring partner"
- * How many of the positions can you solve?

- * Once you think you know it, take on Dave or Tim
- * If you wanted to get really good, you could put the position into a computer and play against it!

Practical Play

Grigory SANAKOEV



no hopeless
positions
inf... tions
aved
same time
don't focus that there
no such thing as a wo
position in which it is
impossible to lose."

Practical chess

nic@huland@gmail.com

A few things to think about

Do you know the rules?

- * Running out of time
- * The two-minute rule
- * Illegal moves
- * Offering and accepting draws
- * Writing down the moves
- * Behaviour at the board

Winners don't rush

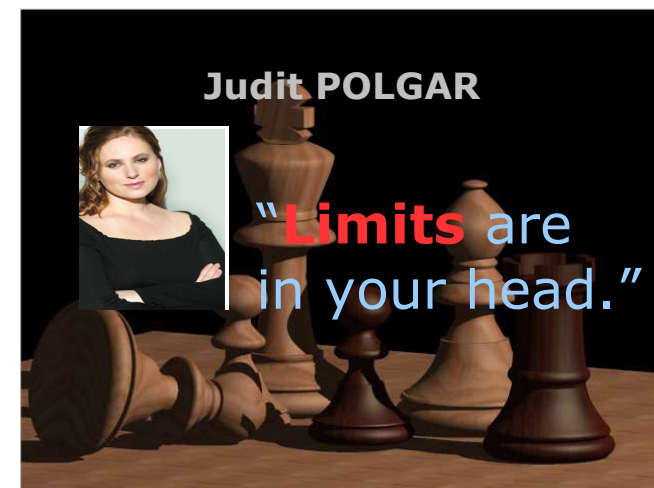
- * You get no credit at all for moving quicker than your opponent – all you usually get is a worse position
- * If you play someone of your own strength who always makes their moves instantly, and instead you take your time, you will win almost 100% of the time
- * The best players in the world play like this
- * If you want to get better, we guarantee this is the single biggest thing you should work on

Go over your games

- * After each game, go through the moves to see what you or your opponent could have done differently
- * It's often really helpful to use a computer to help you analyse the position
- * Let's look at a quick example of how a computer can help you out...
- * This is one reason why you should always record your moves (as long as the time limit is long enough!)

Going further

- * You can also use a chess computer to help you analyse positions that arise in certain openings
- * The combination of suitable chess books and a powerful computer can allow you to learn a lot on your own...
- * ... but it's also important to practice playing against other people as often as possible
- * The main thing is – have fun!



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 slowly helps**
 - **Playing proper openings helps**
 - **Looking at your games afterwards helps**
 - **Doing exercises helps**
 - **Computers help**

BEING YOUR OWN COACH:

My strengths and weaknesses

- White main system
- White vs. odds
- Black vs 1.e4
- Black vs. 1.d4
- Tactics & blunders
- Strategy & planning
- Endgame theory
- Finishing off – getting the right result

Top tips

- Haste is the great enemy
- There's no such thing as talent
- Use your score sheets
- Know your strengths and weaknesses
- Practise and get feedback
- **Enjoy your chess!**

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 - 16:19

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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Any questions...?