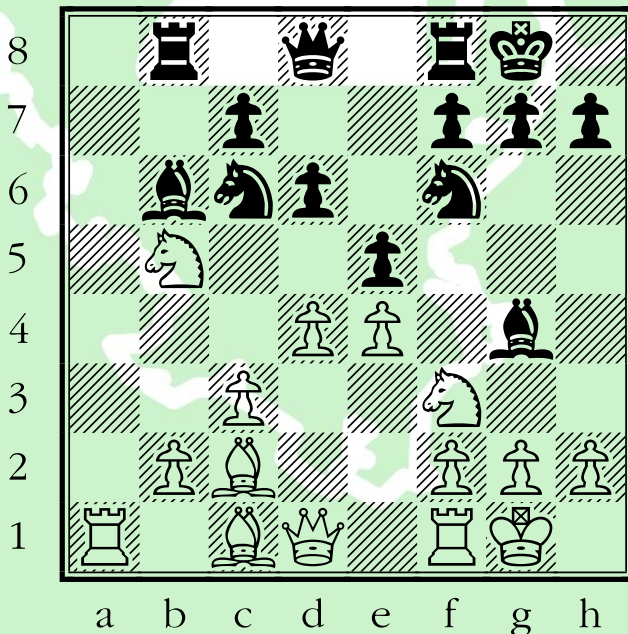




Devon Junior Chess Association

Novice Tournament 2022

An INVITATION to CHESS





Devon Junior Chess Association






Novice Tournament 2022

Programme

9.30 am	WELCOME	
9.35 am	Lesson 1: Opening traps	
9.50 am		Game 1*
10.20 am	Lesson 2: Ending	
10.35 am		Game 2
10.55 am	Lesson 3: Tactics	
11.10 am		Game 3
11.30 pm	Lesson 4: Opening	
11.45	BREAK	
12.15 pm		Game 4
12.45 pm	Lesson 5: Planning	
1.00 pm		Game 5
1.30 pm	Lesson 6: Battleships	
1.45 pm	Prizes, certificates, FAREWELL	

Pawn	P		=1
Knight	N		=3
Bishop	B		=3
Rook	R		=5
Queen	Q		=9
King	K		= (4)

*20 minutes per game. Games not decided by then will be decided by Basman Piece Count (the Duckworth-Lewis method of chess).

=9; =5;  / =3; =1; three or more points advantage required to win

More example games and positions: <https://lichess.org/study/1Mniqxyh/>

More chess lessons: <https://devonjuniorchess.co.uk/content/advice>

Still more: <https://www.chessinschools.co.uk/chess-at-home>

More: https://issuu.com/stcatherinesbramley/docs/chess_booklet_1_-_newcomers
https://issuu.com/stcatherinesbramley/docs/chess_booklet_2_-_improvers


Lesson 1: Opening traps

The chessboard is a dangerous place! There are some traps in the opening you must know if you are to survive your first games at your first tournament.

The Qh5 trap

1. e4 e5

2. Qh5 

 means a diagram

You should NOT do this sort of thing as White, because the Queen will not be able to force through an attack without team-mates.

But this sort of trap is still dangerous!

Many Black players want to chase the Queen away and move the Pawn to g6:

2. ... g6? 

[The three dots before the move mean that it is Black's move]

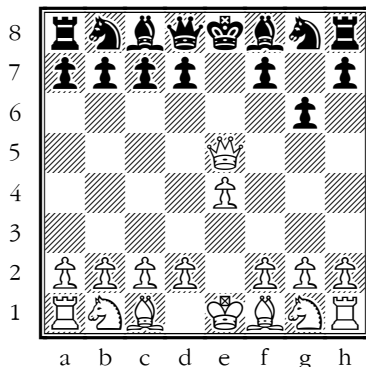
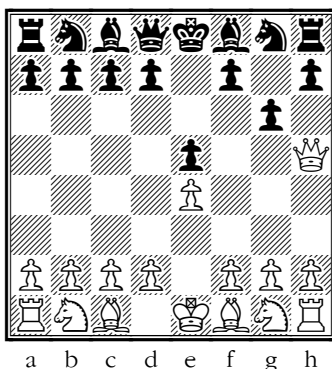
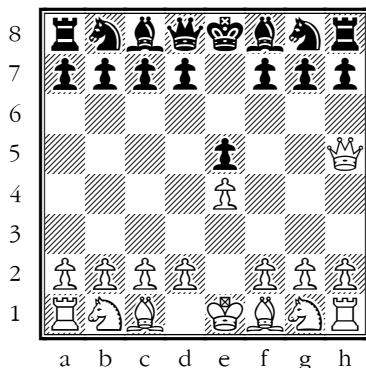
Sadly, this is just what White wants!

Black didn't notice that White was attacking the Pawn on e5, and now it is even worse.

White takes the Pawn with check:

3. Qxe5+! 

White now threatens to take the Rook in the corner, but Black cannot save it because of the check. The Queen **forks** the King and the Rook.



So, what should Black have played on move 2?

Instead of moving the Pawn out, a better move is

2. ... **Nc6!** ♞

defending the Pawn on e5.

Scholar's Mate

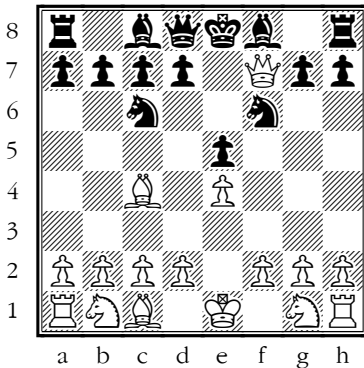
Now White moves the Bishop out to c4, setting the second trap.

3. **Bc4** ♗

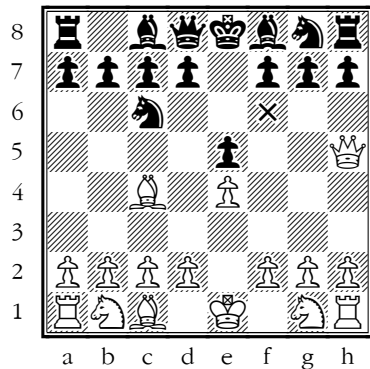
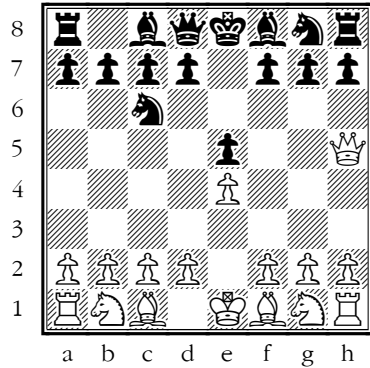
Now Black has defended the Pawn on e5, some players will attack the Queen by moving the Knight to f6 (×).

3. ... **Nf6??**

4. **Qxf7** mate! ♕



Of course, White can try to make Scholar's Mate by playing the Bishop out first and then the Queen, and can also try a version with the Queen moving to f3.



What should you play as Black on move 3? ♞ above

You need to defend the Pawn on f7, which you can do with the **Queen** on f6 or block the attack with **3...g6**.

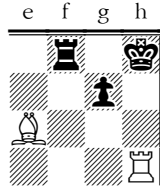
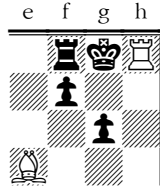
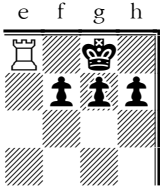
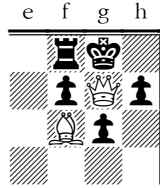
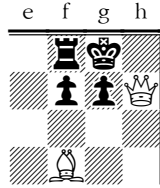
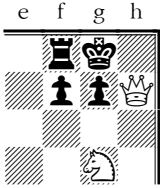
You can also move the Knight to h6 (defending) or after White's Qf3, to Nf6 (blocking). But watch out! – a Knight on h6 may be taken by the Bishop on c1 later.

But really, Black can defend easily enough, and White's Queen may get chased by the Black pieces.

Lesson 2: Checkmates and Endgames

Look and learn all these patterns, so you can spot them in your games!

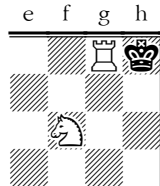
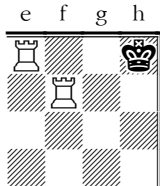
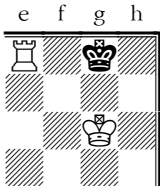
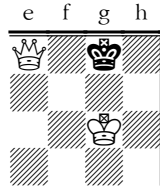
Checkmates in the middlegame



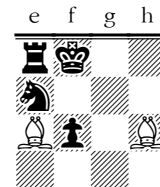
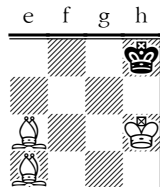
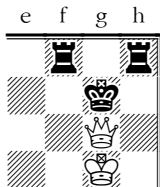
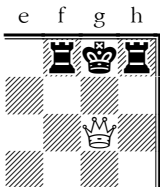
Back rank mate

Smothered mate

Checkmates in the endgame



Oops - stalemate



Epaulette mate

Swallowtail mate

Arab mate

Corridor mate

Boden's mate

Playing chess endgames

After lots of swaps, you won't have enough pieces to force checkmate on their own. Without pawns, you need to be at least a Rook ahead to force checkmate.

But with pawns on the board, you can promote to a Queen, and then force checkmate! ♠

And, if neither side can force checkmate, then your King doesn't have to hide any more and can come out and fight! ♠

Be careful with your pawns, and don't swap all your Pawns off if you want to win, advance them when you can and use your King to help.

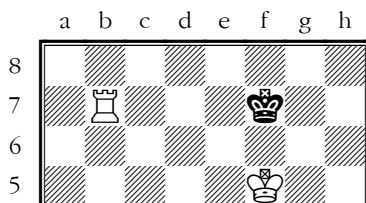
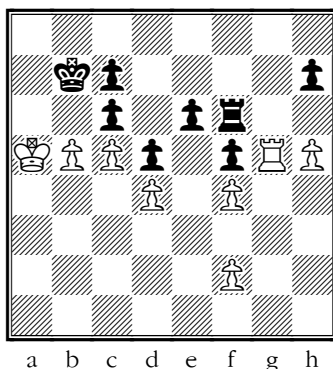
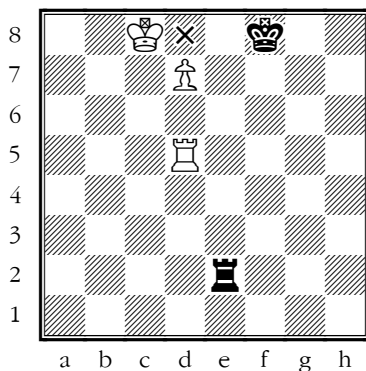
But if you are losing, then swap off as many pawns as you can!

Forcing checkmate with your King and a Queen or a Rook

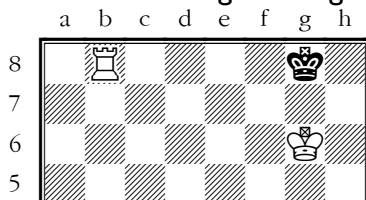
You will have noticed that in all the checkmate positions, the checkmated King is at the edge of the board. So you need to push the King to the edge.

You don't do that by checking all the time, because the King will just go back and forth. Check only to push the King to the edge. ♠

To stop the King escaping when you check, you need to bring up your own King. ♠



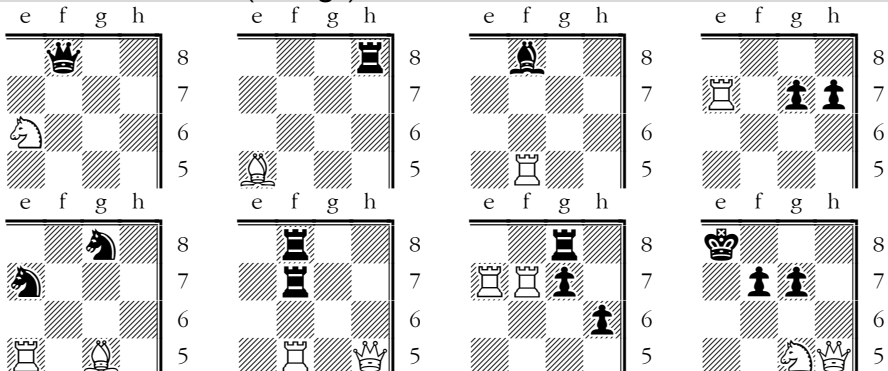
Check! The King has to go back



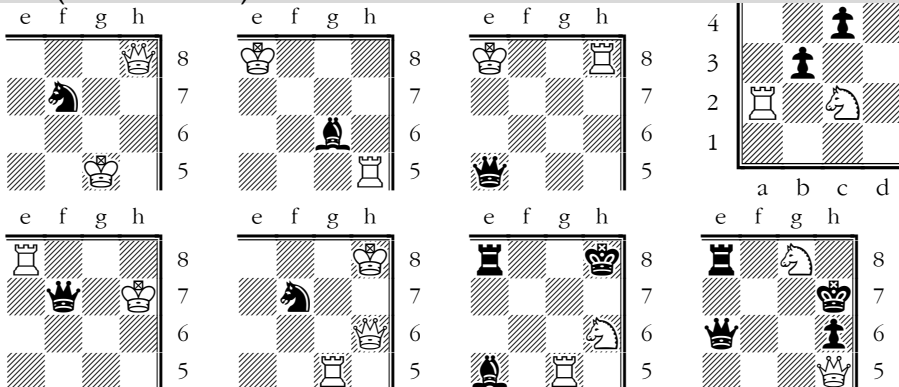
Checkmate!

Lesson 3: Tactics (other than checkmates)

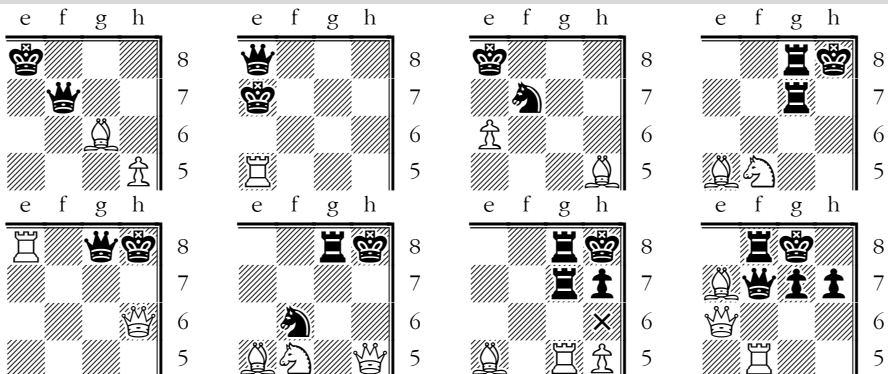
Pieces not defended (enough)



Forks (double attack)

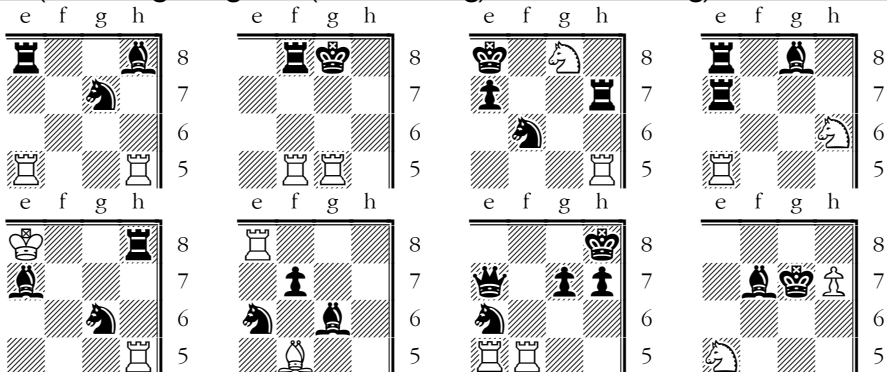


Pins and skewers

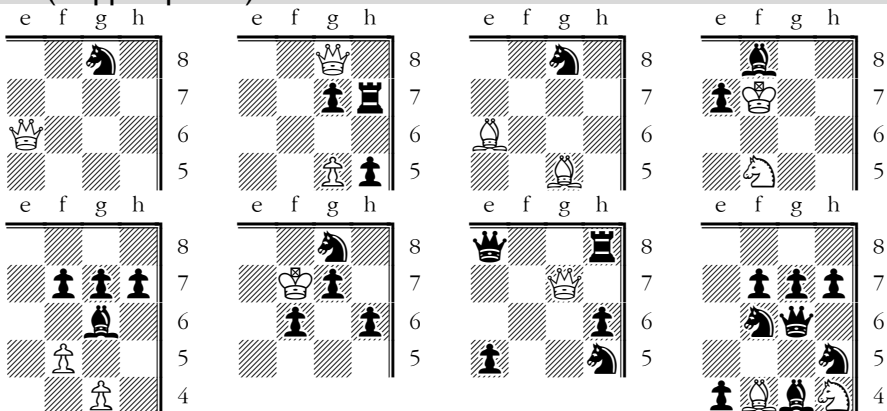


Look for a tactic if there is an open King or a loose piece

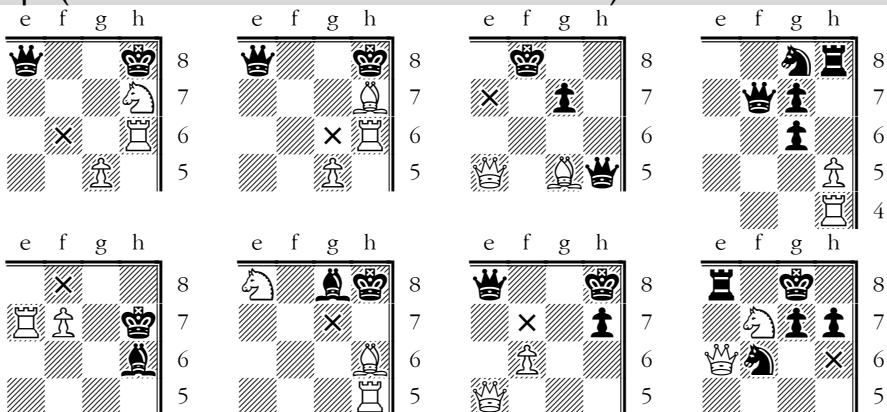
Ties (removing the guard (undermining) and overloading)



Nets (trapped pieces)



Jumps (discovered attacks and discovered checks)



You set up tactical patterns with forcing moves: checks and captures

Lesson 4: Opening play

The opening stage in a chess game is a race to get your pieces out onto the board and working for you.

The most important part of the board is the middle part – the centre. Your pieces can reach more squares more quickly from the centre squares. The four squares with a star are often the most important, but all 16 squares in the centre are good posts for your pieces.

So, get out all your pieces as fast as you can towards the middle. We call this **development**.

Your Queen doesn't want to be attacked by all the smaller pieces, so the Queen usually stays close to home early on.

When there have been some swaps, or she finds some space to invade, then her great power can be used.

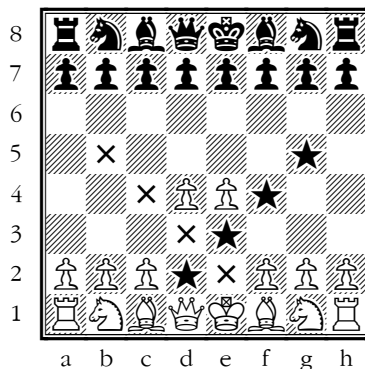
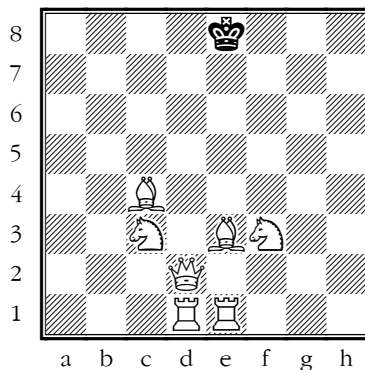
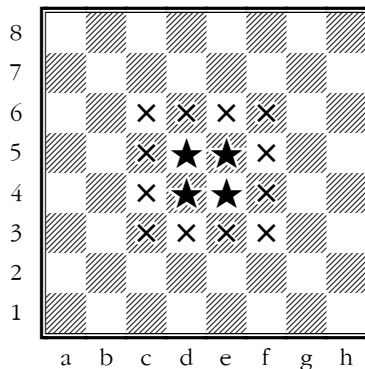
Move two pawns in the centre to let your Bishops get out. ♞

The Pawns also control some important centre squares.

The central files are now the ones likely to become clear of pawns, so that's where your Rooks belong.

Put your Rooks behind pawns that might get swapped off.

You can also move pawns on the c- and f-files to open lines for your Rooks and to control or attack the centre, but move pieces more than pawns!



With all the enemy pieces heading for the centre, especially the opponent's Rooks, it's a dangerous place for your King to be!

Castle as soon as you can, on the King's side. Your King will be safe behind a solid wall of pawns, with a Knight or other pieces to guard him. ♣

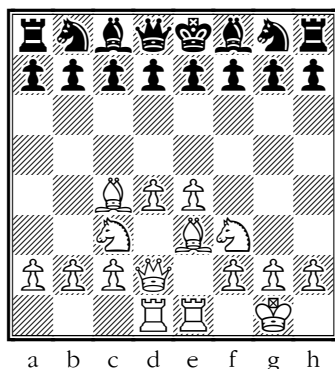
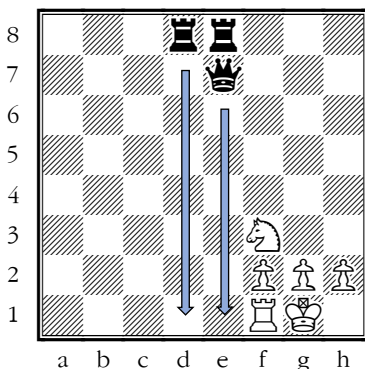
Putting it all together

So, if you were allowed to develop your pieces without your opponent interfering, you might make moves like the ones in the diagram. ♣

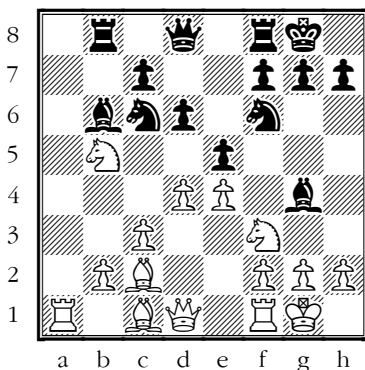
Your pieces have moved towards the centre, your King and Queen are safe, and your Rooks are waiting for a chance to use an open file.

Well, your opponent probably won't let you do everything you want, and is also trying to get hold of the centre. In many games, you end up having a share of the centre.

This is a position ♣ from a Grandmaster game, where both sides have developed most of their minor pieces, both have a share of the centre, and both have castled.




A dream position



A real position

Lesson 5: Planning


Stop your opponent's idea

This is one of the most important plans! Lots of players ignore what their opponent is trying to do. But you should always look to see if your opponent is threatening anything, and try and stop it! Here , White wants to play 1.Qxh7 checkmate! What can Black do?


- A** Avoid (1...Kg8)
- B** Block (1...g6)
- C** Capture (1...Rxb1+)
- D** Defend (1...Nf6, 1...Nf8)
- X** Counterattack (1...Qe1+!)

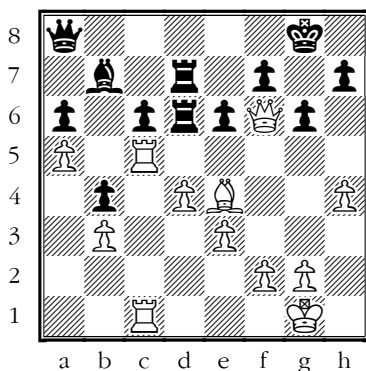
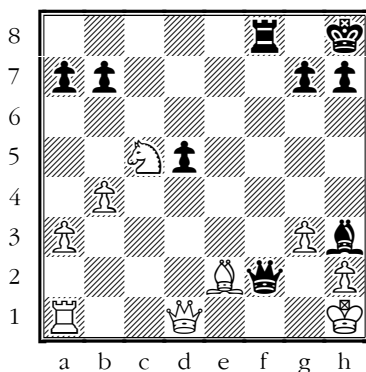
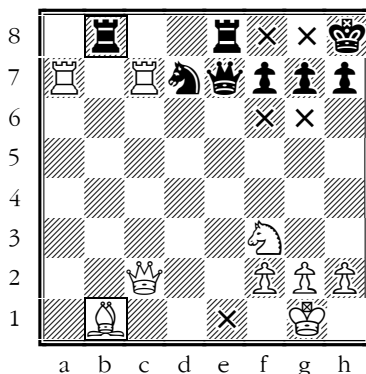
Remember: defending is as easy as ABCD...X!

Gang up on the King

If your opponent is not going to do much with their next move, you can move your pieces over to attack their King! If you get close , you can sometimes sacrifice a piece to break into the King's castle. Black has a piece less, but is winning!

Gang up on a weakness

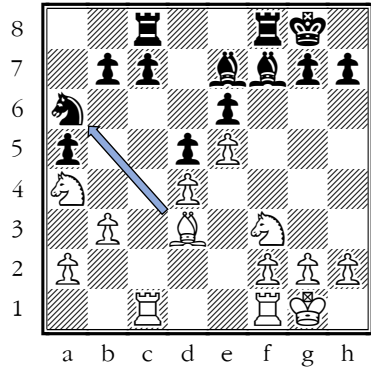
If your opponent's King is safe enough, maybe you can find another point to attack – perhaps a pawn that is weak and stuck, like the one on c6. 



Make a weakness

Here, White can make some weaknesses in the solid Black position by taking the Knight. ♞

Black's pawns get messy and weak, and White gets a nice outpost for a Knight on c5.



What do your pieces say to you?

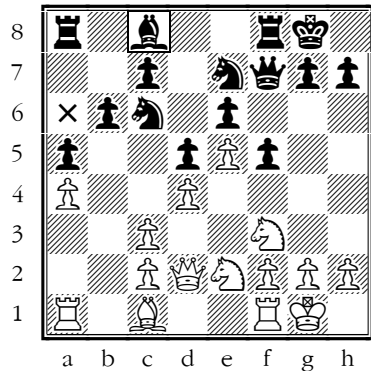
- ♞ "I want a nice clear view, not blocked by Pawns."
- ♖ "I want to be on an open file with my friend, the other Rook."
- ♞ "Put me on a centre square where I can't be attacked by Pawns."
- ♚ "I want to go in one of my castles where it's safe. But I will come out to help at the end when the Queens have gone."
- ♚ "I hate being bugged by other pieces. I'll wait until we've had a few swaps then attack with my gang."
- ♙ "Get out of my way! I want to be a Queen."

Anderssen's Rule

"If you don't know what to do, improve the position of your laziest piece."

In the diagram, there are no open files or files that look like being open soon, so Black's lazy Rooks might carry on being lazy for a while. But the Bc8 can get going. ♜ So: ...**Ba6!**

Sometimes the best thing to do with a lazy piece is swap it off...



In Anderssen's actual words: "Move that one of your pieces, which is in the worst plight, unless you can satisfy yourself that you can derive immediate advantage by an attack."

Lesson 6: Battleships – the chess code

We have a code letter for each type of piece.



Pawn

P



Knight

N



Bishop

B



Rook

R



Queen

Q

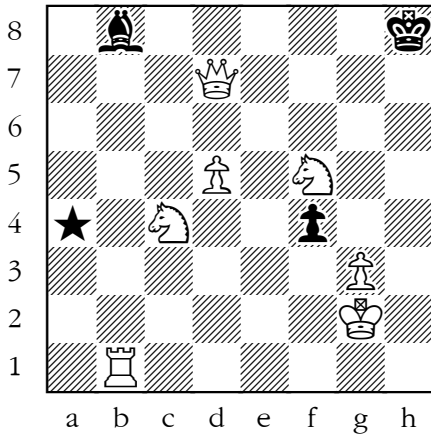


King

K

We label the squares of the chessboard like a game of battleships.

8								h8
7								
6								
5								
4				e4				
3								
2								
1	a1							
	a	b	c	d	e	f	g	h



Each square is described by a lower-case (small) letter (a-h) which names the **file**, and a number (1-8) which tells you the **rank**. So, the square marked with a ★ is a4.

Each move tells you which piece has moved to which square.

So **Rb5** means the White Rook moves to the square b5. Pawn moves are shown without a "P", just the square is named: so **d6** means the White Pawn on d5 moves to the square d6.

When you take a piece a cross (x) is used: so **Rxb8** means the Rook takes the Bishop on b8. If you take with a Pawn, you write the file that the Pawn starts on, for example, **gxf4**.

Check is shown with a plus (+), **Rh1+**. Checkmate is shown with two plus signs, **Qg7++**, or a hash, **Qg7#**.

Castling King's-side is shown as **O-O**; castling Queen's-side is shown as **O-O-O** (neither shown on the diagram).

Sometimes two of the same kind of piece can move to the same square. For example, both Knights could move to d6. We show which Knight we have moved by naming the starting square, so **N(f5)d6**. Most players shorten this to either Nfd6 or N5d6.

Three dots before a move (**...fxg3**) mean it is a move by Black.

Also, sometimes we will put a "!" or "?" sign after a move. It's a quick way of telling you how good the move is.

- ! means a good move
- !? means a risky move which might turn out well
- ?! means a dodgy move which might turn out badly
- ? means a bad move

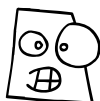
Lesson 7: THINK or THWIM



It's your turn... what do you think about?

Threats
Hopes
Improvements
Next moves
Check!

T hreats



T What is your opponent threatening to do to you?

If there is a threat, deal with it using ABCDx
If there are no threats, think about:

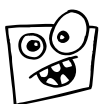
H opes



H Can you hope to do anything to your opponent?

You get a clue from *loose pieces* and *unsafe Kings*. Find the right forcing move using **checks** and **captures**, and trying the same moves in different orders.

I mprove -ments



I Nothing to do right now? Then improve your position. Get your laziest piece working (Anderssen), or make a plan.

N ext moves



N Make a list of moves that you might play next and decide which one is best. Once you have decided...

C heck!



C Are you about to blunder? *After* your chosen move, does your opponent have a big chance because the position has changed? Check your move before you play it!

This might seem like a lot! But most of the time you're just doing T and N, and the whole thing soon becomes a habit.

Lesson 8: A game with everything

White,R - Al Marif,S

Lloyd's Bank Master's Open Tournament,
London, August 1990

- 1. e4 e5**
- 2. Nf3 Nc6**
- 3. Bc4 Bc5** ♠

These moves are normal and good. Both sides move a pawn into the centre, and develop a piece each.

4. b4!?

But that doesn't fit what we know so far! This is **Evans' Gambit**, where White gives away a pawn, without getting the pawn back. What's the idea?

- 4 ... Bxb4**
- 5. c3** ♠

This is the idea! White wants to take over the centre with d4, so has paid a pawn for an extra move to carry out their plan. The b-pawn was a decoy!

5 ... Bc5

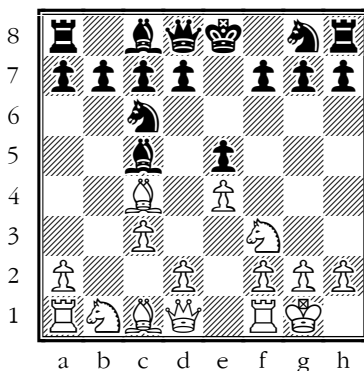
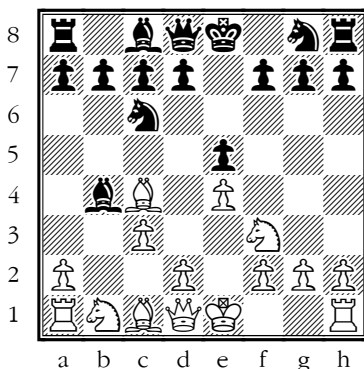
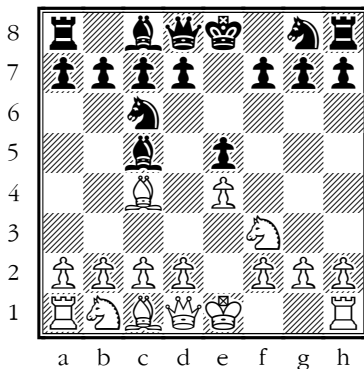
Black had to move the Bishop; they could have chosen 5...Ba5, which is maybe more awkward for White to meet.

6. 0-0

 ♠

Also, White can castle faster than Black.

White could have played 6.d4 instead, which is also a good move.



6 ... d6

7. d4

So, this is what White was hoping for – a big centre, and chances to attack down the middle before Black has castled.

7 ... exd4

Black swaps off their e-pawn – if Black just moves the Bishop, White will get their pawn back with a better game, using forcing moves: **checks** and **captures**. Can you follow the moves?

7...Bb6 8.dxe5 dxe5

(if 8...Nxe5 9.Nxe5 dxe5 10.Bxf7+!)

9.Qxd8+ and now:

9...Kxd8 10.Bxf7

9...Nxd8 10.Nxe5

So Black swaps first and stays a pawn up.

8. cxd4

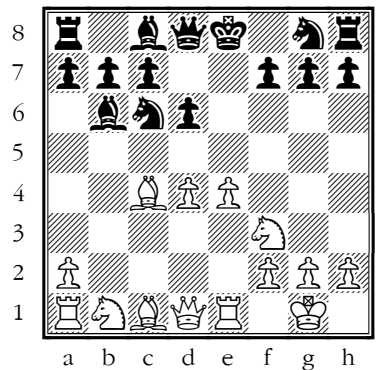
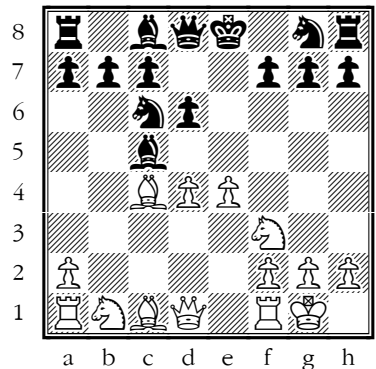
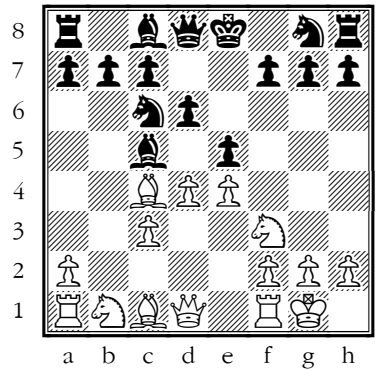
Now Black moves the Bishop

8 ... Bb6

9. Re1

White moves the Rook to a half-open file – one that faces the Black King!

White hopes to start an attack while most of the Black pieces are still asleep in bed. This is what White has bought for the price of a pawn.



9 ... Bg4

Black develops and stops the Knight from moving because of a pin against the Queen.

10. Bb2 Qf6

A risky move, putting pressure on f3 but also putting the Queen on the same diagonal as a Bishop.

White now attacks the Queen with a centre pawn, hoping to open the e-file. Black again decides to swap, not risking a discovered check.

11. e5 dxe5

12. dxe5

Now the e-file is closed again, Black moves the Queen.

12 ... Qf4 ?

Attacking the Bishop on c4.

In fact, 13...Qg6 was better, but that is not easy to see in the middle of an exciting game.

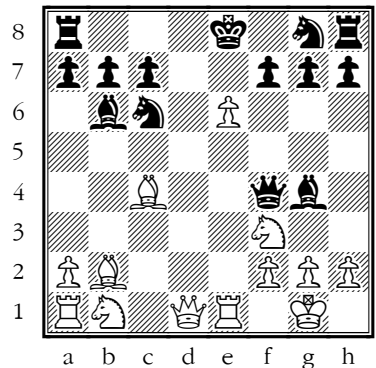
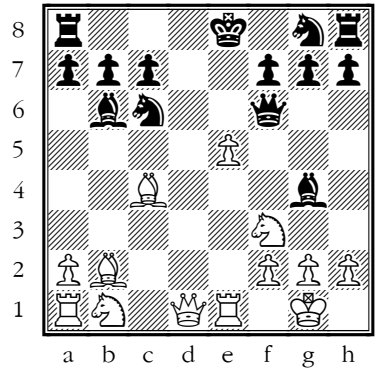
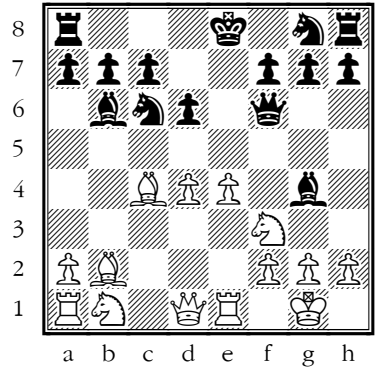
13. e6!

White keeps trying to blast open lines to get at the King!

Now if

13...Qxc4 14.Qd7+ Kf8 15.Qxf7#

It doesn't matter if White loses the Bishop on c4, if they can checkmate the Black King!



13 ... Bxf3?

Black decides to remove the Knight instead. But this is a mistake! Better was:

*13...fxe6 14.Bxe6 Bxe6 15.Bxg7 Nge7
16.Bxh8 Bg4*

...when the Black King has more cover.

14. exf7+ ♣

Check! The King has to move away.

14 ... Kf8

15. fxg8Q+ ♣ R×g8 ♣

Black is now attacking the Bishop and the Queen.

But White is still after the King!

16. Ba3+ Ne7

Black blocks the check.

17. Bxe7+ ♣

Now if the King moves to e8, White has a discovered check and can continue attacking.

1-0

Black resigned, not wanting to see more moves like:

17...Ke8 18.Bc5+ Be4 19.Qd5,

when White has big threats on e4 and g8.

The Black King has been caught in the middle, just as White hoped.

