

# Chess Course- Synopsis

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## I. Positional Analysis:

### A. Mendelejev Table of elements

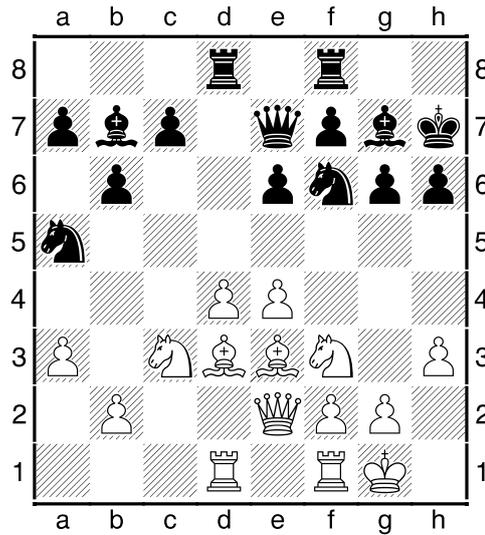
- (i) **Material advantage**- this is set at 1 point= 1 pawn value. A Knight, or a Bishop = 3 points, a Rook= 5 points, a Queen= 9 points and a King is priceless as if it is lost then the game ends. Note these are static values only and not based on any specific differences and potential of a specific position.
- (ii) **Poor king position**-When the King is uncastled it can be attacked more easily, preferably a Kingside castling is done and moving any of the pawns in front of the King can create weak squares or complexes which your opponent could use to position pieces on in order to checkmate the King.
- (iii) **Passed pawns**-Connected passed pawns are a significant asset-they can often either tie down a defence for an attack elsewhere or force a loss of material from your opponent or simply Queen and win the game by force. Even a lone passed pawn can be worth as much as a Rook on the seventh(or second) rank when about to Queen
- (iv) **Weak pawns**-pawns are weak if they cannot be defended by another pawn. Isolated pawns (ie with no pawn on either file next to it) and doubled pawns (two pawns on one file), can be exceptionally weak and should be targeted if possible.
- (v) **Weak colour complexes**-the loss of a Bishop of a particular colour can often lead to a weakness in a certain colour complex. This can be exasperated by a bad pawn formation ie pawns not able to block or defend the complex.
- (vi) **Fewer pawn islands**-In an endgame this becomes a significant weakness as the King is unable to defend all the pawns.
- (vii) **Strong pawn centre** -In an opening and during the initial stages of the game a strong pawn centre can push the opposing pieces and pawns out of the way and start a significant attack on the opponents King. From the centre pieces have more influence and thus more potential to attack, thus occupying the centre can be a big plus.
- (viii) **Advantage of two bishops**-the two Bishops co-ordinate that bit better than the two Knights and thus swapping a Bishop for a Knight can give an advantage in some positions. Always be aware when a Knight is superior to a Bishop it usually depends on how open the position is with a lack of pawns in the centre leading to a big advantage for the Bishop and this is multiplied when there are two Bishops.
- (ix) **Control of file**- by doubling Rooks a person can take control of a file and with control one should aim to invade via the seventh(or second respectively) rank as this is where the main weakness of an opponent usually lies.
- (x) **Control of diagonal**- opening a diagonal often leads to disaster in a defence as a bishop, sometimes supported by a Queen can blast through your or your opponents position.
- (xi) **Control of rank**-like I mentioned it is the seventh (or second) rank which is particularly weak to a rook or rook and queen attack, doubling up on the seventh is a typical ploy.

Temporary advantages

- (i) Poor position of a piece
- (ii) Lack of harmony in pieces
- (iii) Lack of harmony in development
- (iv) Piece pressure in centre
- (v) Advantage in space

## B. The Centre

1.

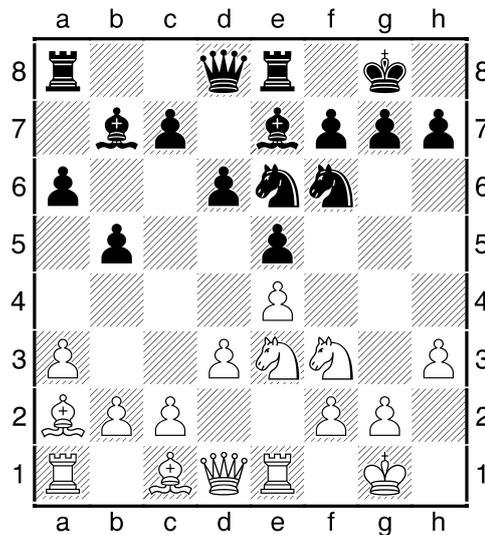


### The pawn centre: (the semi-open game)

**Attacking side:** get the pawns moving forward to either attack the king or induce a threat by knocking pieces away from a defence on either side of the board.

**Defending side:** blockade or fix the pawns and attack around them.

2.

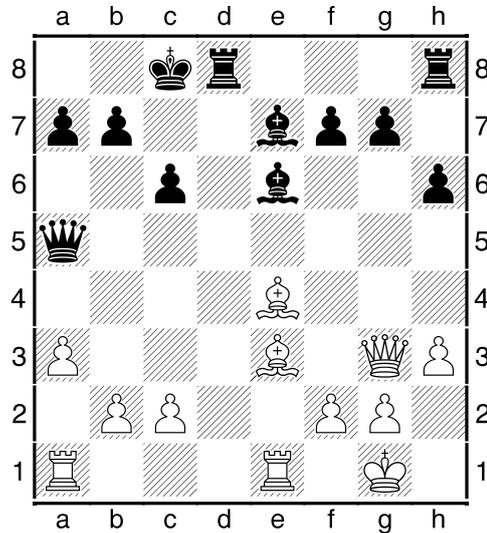


### The Fixed Centre: (Semi-closed game)

**Attacking Side:** try and get pieces on outposts and weak squares

**Defending side:** try to be able to push of the pieces from the weak squares and outposts.

3.

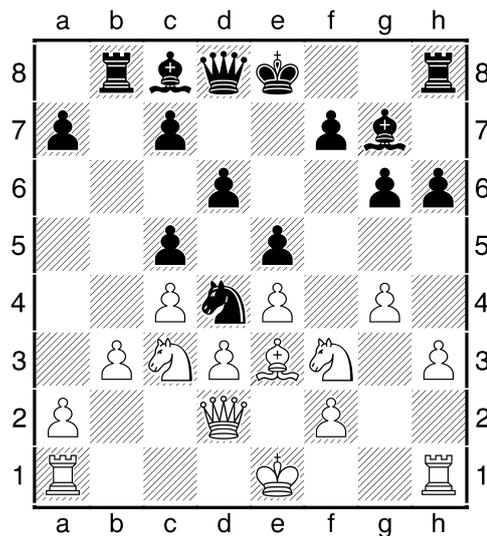


### The Open Centre (Open game)

**Attacking side:** get pieces in centre where they can attack as many weaknesses as possible, direct an attack from the centre to either side of the board.

**Defending side:** challenge the attacker in the centre with pieces or retreat to defend all weaknesses.

4.

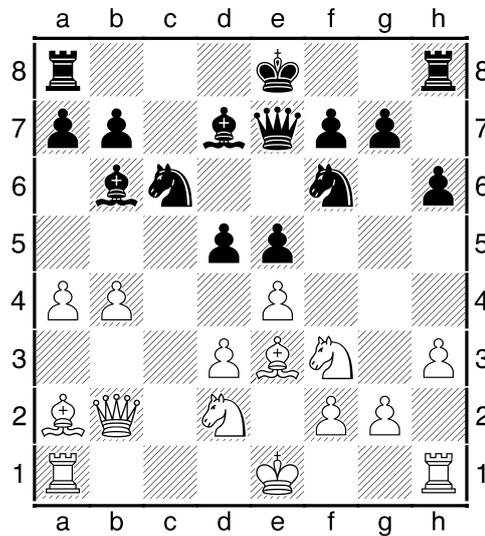


### The Closed Centre (Closed game)

**Attacking side:** as long as the centre cannot be opened, attack with a mass pawn push on either flank, preferably against the king position. Back up with pieces.

**Defending side:** try and open up the centre if opponent moves flank pawns forward, otherwise attack on opposite flank with your own pawn push.

5.



### **A Centre Under Tension (Transitional game)**

**Attacking side:** decide which of the types of centre best suits your pieces

**Defending side:** try and prepare for any eventuality.

## **II. Opening Theory**

### **A. Laskers Theories**

- 1. Rapid development**
- 2. Control of territory**
- 3. Principle of mobility**
- 4. Premature attacking moves**
- 5. Selecting posts for pieces**
- 6. The pawn structure**
- 7. Importance of the centre**
- 8. Cramped positions**
- 9. Opening files for rooks and other pieces**

## **B. Laskers Rules**

- 1. Make only such pawns moves which are required**
  - a) To open lines for pieces*
  - b) To restrict opponents mobility*
  - c) To control centre squares(either directly or indirectly)*
  
- 2. In developing a piece choose a spot which**
  - a) Aides the control of the centre squares*
  - b) It has as many squares to move to as possible*
  - c) It cannot be driven away by a developing move*
  
- 3. Do not move a piece more than once in the opening, unless the additional move**
  - a) Places it on a square it wants to reach in the middle game*
  - b) Is required to meet a direct threat*
  - c) Leads to a clear advantage in material or position, due to a weak move by your adversary*