

MaDD Training Academy – Level Nine Blue Activities

0069	I can explain why it's good to trade pieces if you are ahead (but not if you are behind) If you are ahead: good idea as it simplifies the board, reduces the chances for your opponent's counterplay. Takes it closer to the endgame. Fewer enemy pieces mean they have less firepower If you are behind: reduces your chances of staging a comeback. Best chances come with keeping the position complicated. More pieces on the board = more chances to create threats, set traps, confuse your opponent
0070	I can explain the first moves of the French Defence 1.e4 e6 White most commonly then plays 2.d4 to control the centre of the board. Black's second move is usually 2...d5 White then has a choice of 3.Nc3 (Paulsen), 3.Nd2 (Tarrasch), 3.e5 (Advance) or 3.exd5 (Exchange)
0071	I can give four pieces of chess etiquette advice to an opponent during a game These can include: • Shake hands before the game • Play in silence • Use one hand to castle • Press the clock with the same hand you move your piece with • Be humble if you win, be gracious if you lose • Show respect: offer draws politely, move the pieces carefully (no slamming them on the board!)
0072	I can explain the notion of key squares for pawns on the 2nd, 3rd and 4th ranks "Key Squares" is a term used in the endgame, especially when there are only kings and pawns on the board. A key square means that if the king can reach any key square of its pawn, it will be able to promote. One of the coaches will demonstrate this at a club night
0073	I can play three different opponents at a club night This is a club night activity, done to encourage the players to mix with a wide range of opponents
0074	I can select at least 15 board co-ordinates in 30 seconds This is done to develop the players' awareness of the board. You can practice this at home, but we will test them at a club night Time your junior to point to the following squares as fast as they can: b3 – e7 – f1 – h5 – b2 – e8 – c7 – c8 – a1 – g6 – b6 – e2 – d5 – g7 – h1

0075	I can explain the phases of the game to another club member Opening – Usually the first 10-15 moves where both sides fight for control of the centre, develop their knights and bishops and castle their king to safety Middlegame – players create attacks, try to win material and exploit weaknesses in their opponent's position. This is where most tactics occur, as well as players making sure their pawn structure will give them an advantage in the endgame Endgame – There is no definitive rule that says when the middlegame ends and the endgame begins. It's usually when there are less pieces on the board, and the battle becomes about promoting pawns, bringing out the king to use as an attacking piece, and delivering checkmate
0076	I can demonstrate the first moves of the London System There are three main variations of the London System: A) The "standard" London System: White plays 1.d4, 2.Nf3 and 3.Bc4, so a typical game may be 1.d4 Nf6 2.Nf3 g6 3.Bf4 B) The "Accelerated London System" is when White brings out his bishop on move two – 1.d4, 2.Bc4 and 3.e3, for example. A typical game may be 1.d4 Nf6 2.Bc4 g6 3.e3 C) The Jobava London is when White also brings out his knight to c3: 1.d4 2.Bf4 3.Nc3. A typical game may be 1.d4 Nf6 2.Bf4 g6 3.Nc3
0077	I can win a "one rook vs five pawns" mini game Set up the board as such: White rook on h1 Black pawns on a7, b7, c7, d7 and e7 The rules: • White moves first • White wins if he captures all five pawns • Black wins if he <u>safely</u> promotes a pawn (he promotes it without the rook being able to immediately recapture it) • White is allowed to capture the rook if it moves to a square where it can be taken. If this happens, White wins the game Try it out playing both as Black and as White. If White is winning easily then add an extra Black pawn to f7. If Black is winning easily then remove a pawn, so that there are four pawns on a7, b7, c7 and d7

0078

I can get four pawns to the 8th rank in an “eight pawns vs two knights” mini game

Set up the board as such:

White pawns on a2, b2, c2, d2, e2, f2, g2 and h2

Black knights on b8 and g8

The rules:

- White moves first
- White must try to get as many of his pawns to the 8th rank as he can. Each time a pawn reaches the 8th rank, remove it from the board and keep them at the side of the board
- Black must try to capture as many of the pawns as he can. Each time a pawn is captured, remove it from the board and keep it in a separate area to the promoted pawns
- White can capture a knight if it moves to a square where it can be captured

Try it out playing as both Black and White. If White is finding it too hard, add two extra pawns on d1 and e1. If Black is struggling, remove the two pawns on a2 and h2