

CHESSBASE CBV

1-NOVICE- INITIATION



1-NOVICE = INITIATION

*Chess “History” - Chessboard “characteristics” - Pieces “Values, Power” [1-8]

>Chess history	[1]
>Files	[2]
>Ranks	[3]
>Diagonals	[4-5]
>Name of the squares	[6]
>Distribution of the board	[7]
>Most important area in the battlefield	[8]

>Moving, capturing & values [9-65]

>Let’s meet the rook	[9-22]
>Let’s meet the bishop	[23-34]
>Let’s meet the queen	[35-46]
>Let’s meet the knight	[47-56]
>Let’s meet the pawn	[57-60]
>Let’s meet the king	[61-65]

>Check	[66-75]
>Checking/exercise	[76-79]
>Escape from check	[80-89]
>Checkmate	[90-96]
>Check or checkmate?	[97-105]
>Stalemate	[106-111]
>Stalemate or checkmate	[112-115]

Let’s focus now on general board visualization and some of the following concepts:

*Capturing free pieces.

*Counting attackers and defenders.

*Piece defense.

Ways to protect your pieces: Run away, Block, Add a defender, sometimes Capturing the attacking piece, Creating a more dangerous threat.

Once you feel comfortable with capturing free pieces, the next step is counting attackers and defenders. Generally, to gain an advantage, there must be more attackers than defenders. Another theoretical rule related to counting attackers and defenders is that you should capture with the weakest piece first (the piece with lowest value) since it may be lost in the trade, then you could keep the more valuable piece at the end. Then we must be familiar with defense aspects, and mating attacks.

>Capturing “Point value of the pieces”	[116-127]
>Capturing free piece	[128-219]
>Take a more important piece	[220-252]
>Counting attackers & Defenders	[253-281]
>Defending by moving away, blocking the attack, or defending with another piece	[282-331]
>Elimination of the defense	[332-342]

>Special moves: Promotion/Castling/En-passant

>Promotion	[343-345]
>Castling	[346-365]
>En-passant	[366-371]

>Ways to draw	[372-381]
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Checkmates in one move: part 1 “The easiest”

>Rook checkmates	[382-393]
>Queen checkmates	[394-411]
>Bishop checkmates	[412-423]
>Knight checkmates	[424-435]
>Pawn checkmates	[436-441]
>Any piece checkmate	[442-467]
>Chess notation [Just watch a game & explain]	

Basic checkmates process:

>K+Q VS. K	[468-477]
>K+2R VS. K	[478-488]
>K+R VS. K	[489-498]
>K+2B VS. K [Just the final position]	[499-500]
>K+B+N VS. K [Just the final position]	[501]

>Our first games	[502-509]
>Basic of openings	[510-523 / 531]
>Opening mistakes	[523-531]
>Basic of openings, one more example	[532 / 511-523]

>Defending “getting out of check”	[532-543]
>Defending mate threats	[544-604]
>Win material/defend attacked piece/ Capture attacker-move away-protecting	[605-627]

>Create mate “missing piece”	[628-647]
>Simple defense	[648-686]
>Defending with another piece	[687-715]
>Taking an attacking piece	[716-737]
>Interception to defend a piece	[738-762]

>Importance of the center	[763-775]
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*Pin

>Absolute pin	[776-804]
>Relative pin	[805-815]
>Defending from pin	[816-829]

***Fork**

>Knight fork	[830-838]
>Queen fork	[839-848]
>Rook fork	[849-858]
>Bishop fork	[859-864]
>Pawn fork	[865-871]
>Breaking a double attack [fork]	[872-876]
>Mixed double attack	[877-891]

*Skewer	[892-922]
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*Removing the guard	[923-934]
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>Illustrative patterns positions	[935-941]
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***Discovered tactics:**

>Discovered attack	[942-947]
>Discovered check	[948-953]
>Discovered threat	[954-956]

*Overwork/Overload	[957-965]
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>Sacrifice material followed by mate	[966-970]
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>Fool's mate/Scholar's mate	[971-972]
>Checkmates in 1 move	[973-1473]
>Checkmates in 1 with discovered check	[1474-1491]
>Checkmates in 1 move with double attack	[1492-1498]
>More varied checkmates in 1 move	[1499-1872]

>Trap a bishop	[1873-1880]
>Trap a rook	[1881-1889]
>Trap a knight	[1890-1895]
>Trap a queen	[1896-1902]

>Blunder in the opening	[1903-1916]
>Chess miniatures	[1917-1929]
>Attack on a pinned piece, win material	[1930-1937]