

Course Outline for Recreation 98.3
Intermediate Chess

Catalog Description:

Recreation 98.3 Intermediate Chess 2 units

Information and guidance to enable average chess players to master the fundamentals of chess technique. 3 hours

Expected Outcomes for Students:

Upon completion of the course, the successful student will be able to:

1. Read and write chess notation, descriptive and coordinate (algebraic).
2. Checkmate the lone king with queen; rook; two bishops; knight and bishop.
3. Recite the ten fundamental rules of the opening, middlegame and ending.
4. Recognize the basic variations and ideas behind the chess openings.
5. Analyze middlegame situations, with emphasis on planning and pattern play.
6. Understand basic endgame positions.

Course Content:

The "secret" of chess mastery will be revealed as long-term memory retention of innumerable recurring pawn and piece patterns. This course will provide the environment and motivation necessary to master an essential mass of chess theory, calculated to raise the student's practical playing strength from average to intermediate. Central to the course will be an examination of basic mates, common endgames, mating patterns, tactical motifs, techniques of analyzing, planning and judging, the total mobilization concept of the opening, the center, violations of principles, and the initiative. Playing through up to 1,000 short chess games will help the student become fluent in descriptive notation, while illustrating much useful and fascinating thematic material. Also treated will be the history and evolution of chess as expressed in the outstanding games of the world's greatest players.

Methods of Presentation:

The course instruction will be carried out by a series of lectures with the aid of a special demonstration chess board. Out-of-class work based on two texts, Chess the Easy Way, by Reuben Fine and The 1000 Best Short Games of Chess, by Irving Chernev will be assigned.

Methods of Evaluating Student Progress:

Student mastery of chess fundamentals will be measured by objective tests based on the text, Chess the Easy Way, by Reuben Fine. In addition, each student will be required to play a game of blindfold chess, maintaining a record in coordinate (algebraic) notation, which will be accomplished at the conclusion of the course.

Minimum Student Materials:

None.

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Intermediate Chess

DEFINITIONS

1. What is meant by the term //zugzwang//?
2. What is meant by the term //opposition//?
3. What is meant by the term //en prise//?
4. What is meant by the term //fork//?
5. What is meant by the term //pin//?
6. What is meant by the term //heavy piece//?
7. What is meant by the term //open game//?
8. What is meant by the term //combination//?
9. What is meant by the term //winning the exchange//?
10. What is meant by the term //capturing en passant//?

//BLINDFOLD CHESS//

11. Identify the squares occupied by Black's king and rook after castling queenside.
12. Identify all of the center and sub-center squares.
13. Identify all the squares within a one-move radius of a knight on e5.
14. Identify the squares traversed by a knight moving from h1 to a8.
15. Write down the moves to a short game of chess that ends in checkmate (but NOT Fool's Mate or Scholar's Mate).
16. What is White's best move after 1 d4 e6 2 c4 c6 3 Nc3 Ne7 4 Ne4 f5?
17. What is White's tactical threat after 1 e4 e5 2 Nf3 Nc6 3 Nc3 Nf6 4 Bb5 Be7 5 O-O?
18. With Black to move and with his king on e8, where must a White king and queen be situated to show a stalemate?
19. With the Black king on h7, where must a White king and two bishops be situated to show a legal checkmate?
20. With the Black king on b8, where must a White king, a white-squared bishop and a knight be situated to show a legal checkmate?

THE OPENING

21-30. Give the ten fundamental rules of the opening.

31. What are the three basic principles in chess?

32. What is the basic idea for both sides in the opening?

THE MIDDLE GAME

33-42. Give the ten fundamental rules of the middle game.

43-47. What five qualities make up a good middle-game plan?

48-52. What five elements in any middle-game situation permit a complete analysis of the position?

THE END GAME

53-62. Give the ten fundamental rules of the end game.

63. What is the usual result in a R + B vs. B ending (without pawns)?

64. What is the usual result in a R vs. N ending (without pawns)?

65. Why is a material advantage best exploited by exchanging down to an end game?

66. What is the most valuable kind of pawn?
67. In K + P endings, what is the general winning technique with two connected passed pawns?
68. In K + P endings, what is the general winning technique with two disconnected passed pawns?
69. In K + P endings, what is the general winning technique with an outside passed pawn?
70. In K + P endings, what is the usual result when one side is a pawn ahead and all the pawns are on one side of the board?
71. What is a "bad" bishop?
72. What is the advantage of a bishop over a knight in most endings?
73. When is it worth a pawn to reach the seventh rank with a rook?
74. Which basic principle is observed by placing a rook behind a passed pawn?
75. Rank the pieces in order of their usefulness in blockading a passed pawn.
76. In K + P endings, what is meant by the term Rule of the Square?
77. In K + P endings, what is the value of having the opposition?
78. How can the weaker side draw a K + RP vs. K ending besides occupying the queening square or capturing the pawn?
79. In a two pawns vs. minor piece ending, is it better to have connected or disconnected pawns?
80. In a three pawns vs. minor piece ending, is it better to have connected or disconnected pawns?
81. Which minor piece + P ending cannot be won against a lone king?
82. In a N + P vs. lone king ending, where must the knight be placed to safeguard both itself and the pawn from capture?
83. How many extra pawns are necessary to win against a minor piece, when only one side has a minor piece and both sides have pawns?
84. In minor piece + P vs. minor piece endings, when does the weaker side have drawing chances?
85. In minor piece + two pawns vs. minor piece endings, when does the weaker side have drawing chances?
86. In bishop + two pawns vs. bishop-of-opposite-color endings, is it better to have connected or disconnected pawns.
87. How does a rook ending differ from a minor piece ending?
88. In a R vs. two pawns ending, is it better to have connected or disconnected pawns?
89. How does the weaker side draw a R + P vs. R ending?
90. In a R + RP vs. R ending, how many files away must the enemy king be in order for the stronger side to win?
91. What is the usual result in a Q vs. R ending (without pawns)?
92. In a R + P vs. R ending, how does the stronger side win when his king is in front of his seventh-rank pawn and hemmed in by the enemy king and rook?
93. In a R + two pawns vs. R ending, what is the winning technique when the pawns are disconnected?
94. How does a queen ending differ from minor piece and rook endings?
95. What is the usual result in a Q vs. R + minor piece ending (without pawns)?
96. How many pawns ahead must the stronger side be in a queen ending to win?
97. What is the winning technique in a Q vs. center pawn on the seventh rank?
98. When does the weaker side draw a Q vs. pawn on the seventh rank?
99. What is the usual result in a Q vs. pawn on the sixth rank ending?
100. What is the usual result in a Q vs. three minor pieces ending (no pawns)?