

# **Chess Notes**

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# Preface

These are my notes on various topics in chess, aggregated from a variety of sources.

This is a Quarto book. To learn more about Quarto books visit <https://quarto.org/docs/books>.

# **Part I**

## **Openings**

# 1 The Scotch

```
board_setup = function(data, title) {

  const game = data.find(d => d.title === title)
  var pos = game.start - 1

  var moved = false

  var onDragMove = function() {
    moved = true

    d3.select('#reset-' + title)
      .classed('btn-outline-secondary', false)
      .classed('btn-success', true)

    d3.select('#analyze-' + title).property("disabled", true)
    d3.select('#prev-' + title).property("disabled", true)
    d3.select('#next-' + title).property("disabled", true)
  }

  // Note: boolean arrays don't survive transpose(), need to use characters ("show" and "h
  var board = Chessboard(title, {showNotation: gamenotation === 'show', position: game.po

  d3.select('#prev-' + title).property("disabled", pos == 0)
  d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)

  $('#next-' + title).on('click', function () {
    if (pos < game.positions.length - 1) {
      pos = pos + 1
      board.position(game.positions[pos])
    }

    d3.select('#analyze-' + title).property("disabled", false)
    d3.select('#prev-' + title).property("disabled", false)
    d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)
```

```

    })

    $('#prev-' + title).on('click', function () {
        if (pos > 0) {
            pos = pos - 1
            board.position(game.positions[pos])
        }

        d3.select('#analyze-' + title).property("disabled", false)
        d3.select('#prev-' + title).property("disabled", pos == 0)
        d3.select('#next-' + title).property("disabled", false)
    })

    $('#reset-' + title).on('click', function() {
        // if pieces have been moved, reset to previous spot
        if (!moved) {
            pos = game.start - 1
        }

        board.position(game.positions[pos])

        d3.select('#analyze-' + title).property("disabled", false)
        d3.select('#prev-' + title).property("disabled", pos == 0)
        d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)

        d3.select('#reset-' + title)
            .classed('btn-outline-secondary', true)
            .classed('btn-success', false)

        moved = false
    })

    $('#analyze-' + title).on('click', function() {
        window.open(game.link[pos], '_blank');
    })
}

scotch = transpose(scotch_t)

```

```
scotch.map(d => board_setup(scotch, d.title))
```

## **1.1 Introduction**

## **1.2 Main Line (4.Nxd4)**

### **Classical Variation (4...Bc5)**

#### **5.Nxc6**

- Text goes here!

#### **5.Be3**

- Text goes here!

#### **5.Nb3**

- Text goes here

### **Steinitz Variation (4...Qh4!?)**

- Black wins a pawn here but gives white a lead in development and ends up with their king in a slightly awkward spot.

## 2 Fried Liver Attack

```
board_setup = function(data, title) {

  const game = data.find(d => d.title === title)
  var pos = game.start - 1

  var moved = false

  var onDragMove = function() {
    moved = true

    d3.select('#reset-' + title)
      .classed('btn-outline-secondary', false)
      .classed('btn-success', true)

    d3.select('#analyze-' + title).property("disabled", true)
    d3.select('#prev-' + title).property("disabled", true)
    d3.select('#next-' + title).property("disabled", true)
  }

  // Note: boolean arrays don't survive transpose(), need to use characters ("show" and "h
  var board = Chessboard(title, {showNotation: gamenotation === 'show', position: game.po

  d3.select('#prev-' + title).property("disabled", pos == 0)
  d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)

  $('#next-' + title).on('click', function () {
    if (pos < game.positions.length - 1) {
      pos = pos + 1
      board.position(game.positions[pos])
    }

    d3.select('#analyze-' + title).property("disabled", false)
    d3.select('#prev-' + title).property("disabled", false)
    d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)
```



```

    })

    $('#prev-' + title).on('click', function () {
        if (pos > 0) {
            pos = pos - 1
            board.position(game.positions[pos])
        }

        d3.select('#analyze-' + title).property("disabled", false)
        d3.select('#prev-' + title).property("disabled", pos == 0)
        d3.select('#next-' + title).property("disabled", false)
    })

    $('#reset-' + title).on('click', function() {
        // if pieces have been moved, reset to previous spot
        if (!moved) {
            pos = game.start - 1
        }

        board.position(game.positions[pos])

        d3.select('#analyze-' + title).property("disabled", false)
        d3.select('#prev-' + title).property("disabled", pos == 0)
        d3.select('#next-' + title).property("disabled", pos == game.positions.length - 1)

        d3.select('#reset-' + title)
            .classed('btn-outline-secondary', true)
            .classed('btn-success', false)

        moved = false
    })

    $('#analyze-' + title).on('click', function() {
        window.open(game.link[pos], '_blank');
    })
}

fried_liver = transpose(fried_liver_t)

```

```
fried_liver.map(d => board_setup(fried_liver, d.title))
```

## **2.1 Introduction**

## **2.2 Continuing**

## References