



CHESS WORKSHOP

Presented by: Jay Wu

PREVIOUS WORKSHOP

- Move selection and calculation
- Beginner tactical training
- Tactical vs. non-tactical games

OVERVIEW

- Introduction to higher level tactics
- The power of tempo moves
- Calculation exercises
- Middlegame and endgame theory/strategy
- An online game to apply what we have learned

OVERLOADING

- Exploiting an opponent's piece that is doing too many jobs at once



INTERFERENCE

- Blocking off a piece's protection of a piece or an important square

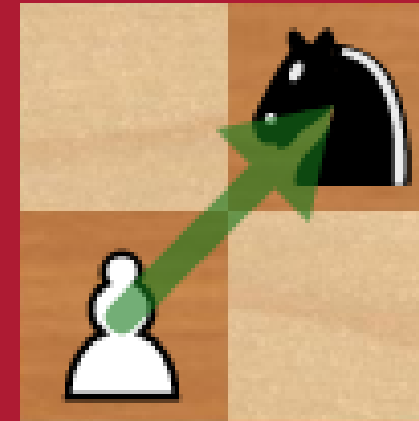


- A sacrifice is a tactic when a player intentionally gives up something to gain something else that has more value
- Ex: Giving away my knight to win your queen later, giving away my bishop to attack/checkmate your king



TEMPO MOVES

- Moves that gain a “tempo” (or a turn)
- Tempo moves force your opponent to invest their move on something undesirable
- Ex: Giving a check, attacking a piece
- Always consider tempo moves first when calculating



MIDDLEGAME THEORY/STRATEGIES

- The main goal of the middlegame is to establish initiative
- Play moves that activate your pieces and deactivate your opponent's pieces
- Look for weaknesses in both you and your opponent's positions
- Always pressure your opponent's weakest point (this is not necessarily the king)
- Gain space by advancing pawns
- Tempo moves!



ENDGAME THEORY/STRATEGIES

- Use your king effectively
- Attack weak pawns
- Create passed pawns

