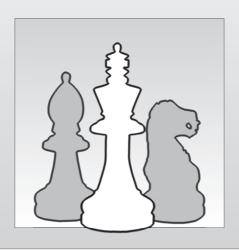


Victor GOLENISHCHEV

TRAINING PROGRAM FOR CHESS PLAYERS

2ND CATEGORY (ELO 1400-1800)

EDITOR-IN-CHIEF: ANATOLY KARPOV



Russian CHESS House www.chessm.ru MOSCOW 2018 Training Program for Chess Players: 2nd Category (ELO 1400–1800) by Victor Golenishchev

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STUDY PROGRAM

Topic of studyNumber of lessons		
TACTICS		
1. Attack against the king		
Total15		
STRATEGY FUNDAMENTALS		
I. Differing mobility (activity) of pieces 1. Good and bad bishops		
III. The problem of the centre 1. A strong pawn centre		
2. Undermining a pawn centre		
IV. The bishop pair 1. The bishop pair in the middlegame		

V. Weak and strong squares

1. Weak squares in the enemy camp	l
2. Weakness of a set of squares	1
3. More on strong squares	1
7.77 To	
VI. Features of pawn setups	
1. Pawn weaknesses	1
2. Doubled pawns	1
3. Backward pawns on a semi-open file	
4. Passed pawns	
Total	26
FIGHTING WITH UNBALANCED FORCES AND	
COMPENSATION FOR MATERIAL	
1. Queen (two rooks) against various material	3
2. Compensation for the queen	
3. Two minor pieces against a rook (and pawns)	
4. Rook against a minor piece and two pawns	
5. The exchange sacrifice	
6. Minor piece against three pawns	
7. Compensation for a minor piece	
- -	

METHODOLOGICAL INSTRUCTIONS FOR THE STUDY PROGRAM

Although paying sufficient attention to tactics this study program spends more time on strategy and endings.

A major part of the Tactics section consists of various problem solving competitions. They should be held during the study year with a record kept of their cumulative results. It is also useful to organize additional competitions, for example at the New Year.

Material for the competitions and homework is included in the program: around 100 combinations, over 20 examples for blitz competitions and around 50 two-move miniatures.

The Strategy Fundamentals topic is aimed not only at teaching second category chess players; sections such as *Pawn advantage on a flank* and *Different pawn formations* are covered in the books *Training Program for Chess Players with Categories*. *1st Category* and *Training Program for Chess Players with Categories*. *Candidate Masters*.

The Endings topic reviews two endgame types: pawn and rook endgames. Pawn endings can be considered the basis of the endgame, while rook endings are encountered the most frequently of all. As Rudolf Spielmann said, rook endings are a fact in 'nearly 50% of all practical cases'. When explaining the material the main focus should be not on all the different possible balances of material, as is usually the case in current endgame manuals (rook and pawn vs. rook, rook and two pawns vs. rook and so on), but on ideas and technical ploys that can be executed not only in the endgames considered, but which are a common feature of the final stage of chess games.

The content of each lesson is fairly large in size and is aimed at strong 2nd category players. Depending on the level of preparation and age of the pupils the teacher might want to reduce the number of examples considered, discuss a fragment rather than a whole game or use only the part of the game in the selected extract that is essential to examine the topic.

It's important to consider carefully in which order the topics are explained. Experience shows that studying any topic for long reduces interest in it.