Class Six

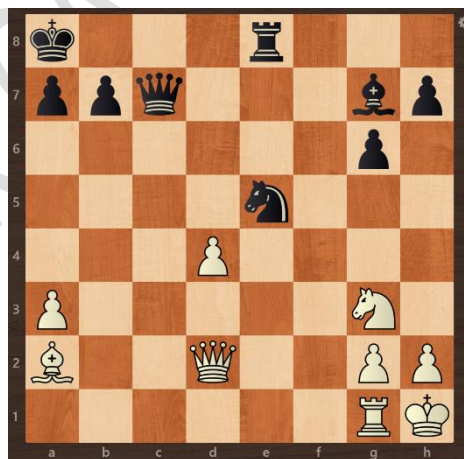## Class A: 9-26-2020: 8:45-9:45 AM CT

Class B: 9-26-2020: 10:00-11:00 AM CT

Class C: 9-27-2020: 8:45-9:45 AM CT

- Class review

- How to win material

- When to trade material

- Weekly internal round-robin Practice

- Homework assignment

How to win material?

1. Low values for high values

In this example, White has one attacker on e5 knight while Black has three defenders.

Though more defenders exist, White should play exd5 regardless.

Actually, We don't need to count attackers/defenders when we

capture high value pieces with low value one.

No matter which piece Black chooses to capture the White pawn, White wins 2 points. (a pawn traded for a knight)

2. Count Attackers and Defenders

In the following example, which piece should White use to take the rook on c8?
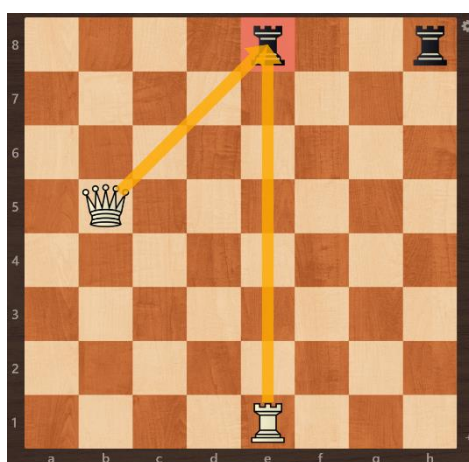
White has two attackers on the e8 rook while Black only has one defender, the rook.

If the queen captures first, White gains 10 points (two rooks), but loses 9 (the queen) for a net gain of 1 point. It is acceptable but not the best choice.

If the rook captures first, White trade one rook for two Black rooks with a net gain of 5 points. Re8 is the best move.

In most cases, you should almost always start to capture with your least value piece. Before the capture, you count net values-

- when your piece attack the same value piece or less valuable ones.

When to trade material?

Midgame strategy 1:   Simplification (basic)

Simplification is an important and useful midgame strategy. It means to use a piece trade the opponent's piece of the same value. For example, a rook for a rook or a queen for a queen etc.

Usually, the simplification favors the side with advantage.

Today we study a basic simplification strategy.

Trade pieces when you up material. (多子时兑子)

If not necessary, don't trade pieces when you down material.

If pieces are even, you can decide the trade up to our taste. (we will study deeper "simplification knowledge" in later classes)

Why should we trade pieces when up material? Solve a math question: which number is larger?
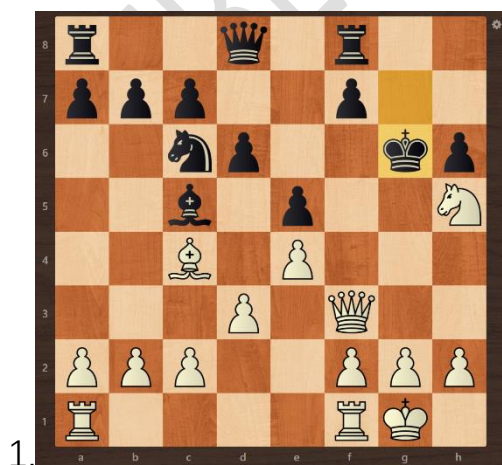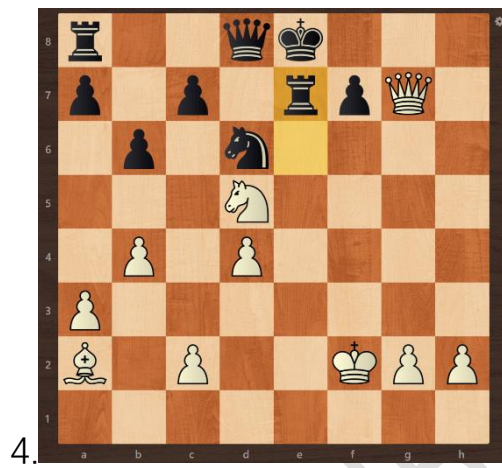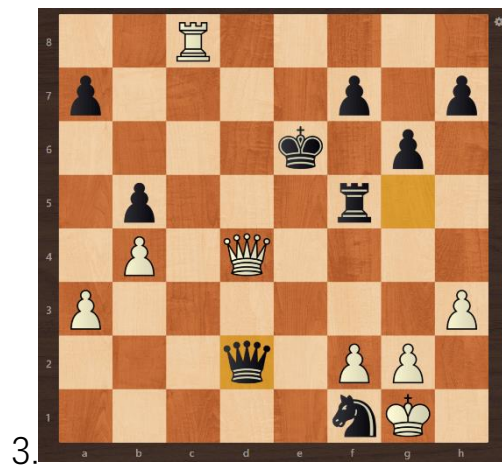
11/10 or 2/1

Tug of War analogy

11 people pulling against 10 is a close fight, but 2 pulling against 1 is an easy win. 10 people can also cooperate while 1 is helpless.
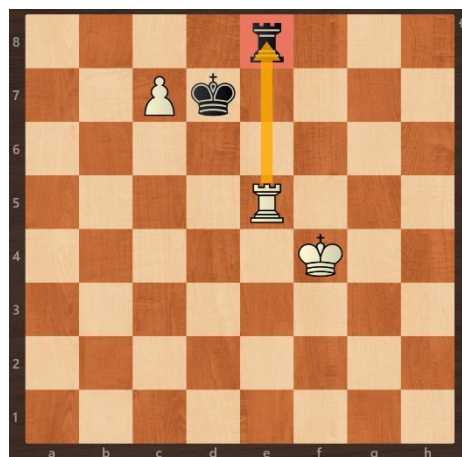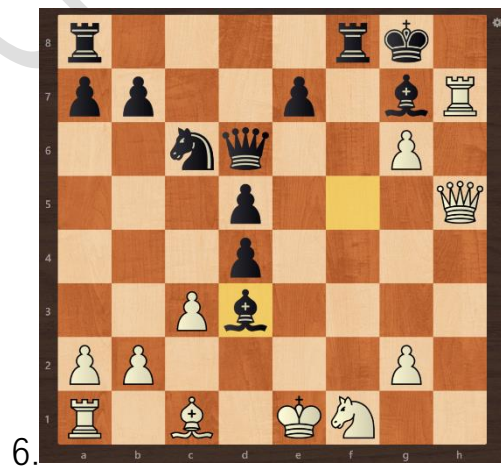

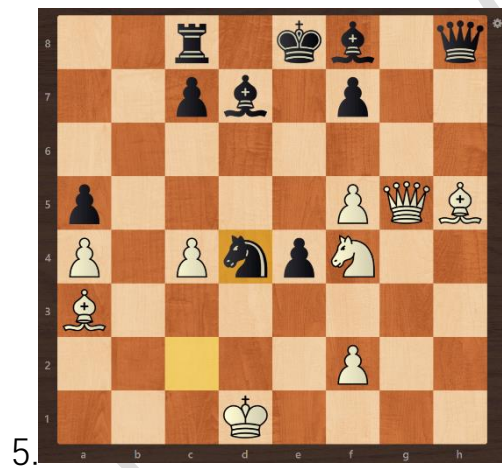# Homework: (white to move)

Checkmate in 1:

1.

2.

3.

4.

Checkmate in 2:

5.

6.

Win material: (find the best move for White)

7.

8.

9.

10.