

Here is Part Six of your 11 part email course "Openings and End Game Strategies."

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This lesson is somewhat shorter than the others. In it I discuss some questions regarding irregular openings.

Many openings in which neither P-K4 nor P-Q4 is the first move lead to well-known positions by a simple transposition of moves. For instance, a Queen's gambit may well have the following opening moves: 1. P-QB4, Kt-KB3; 2. Kt-KB3, P-K3; 3. Kt-B3, P-B4; 4. P-K3, P-Q4; 5. P-Q4, or a French defence these: 1. Kt-QB3, P-Q4; 2. P-Q4, Kt-KB3; 3. B-Kt5, P-K3; 4. P-K4.

There are, of course, systems of opening which deviate absolutely from those which have been proved sound and are in general use, and it is those openings that puzzle the beginner most of all. He says: What is the good of learning correct openings, if my opponent plays incorrectly and wins all the same? This line of thought is wrong from its inception. The student is not supposed to "learn" openings by heart, but to UNDERSTAND how the general principles of Chess Strategy are applied to any opening. Such knowledge can never be obtained from a tabulated analysis, but can only be arrived at by the application of common sense. If a player succeeds in winning in spite of an inferior opening, it only proves that subsequently he has played a stronger game than his opponent, who, after playing the opening according to the book, did not know how to proceed further. And herein lies the weakness, and not in the absence of knowledge of the analysis of openings. The latter is rated far too highly. Any player will hold his own in the opening, as soon as he has grasped the real meaning of those principles which I cannot repeat often enough, viz.: 1st, quick development of pieces and avoidance of lost moves; 2nd, the maintenance of a pawn centre, hampering the development of the opposing forces, and the avoidance of pawn moves that do not contribute to the development of pieces.

How to conduct the middle game and end-game is not entirely a matter of deduction from such general rules. In order to play the end-game correctly, one must know certain things and positions which arise from and may be said to be peculiar to the purely arbitrary rules of chess. The same applies to the middle game, as in most cases it must be played with a view to the end-game which

ensues, unless there be a chance of mating the opponent before. The student should have, therefore, a knowledge of the end-game before he can hope to be able to conduct the middle game efficiently.

Stay tuned for the next lesson where I will discuss the end game.

To your chess success!
Chad Kimball

P.S. This is an excerpt from my 14 Volume Chess Training Book Set guaranteed to dramatically improve your game! It contains 2,213 pages of tested and proven chess tactics.

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Bio: Chad Kimball has been playing chess since he was a young boy, and is now an editor and publisher, publishing chess instruction books and courses on the Internet. He is responsible for bringing an exciting resource to the Internet: "The Grandmaster Strategy Training Library."

This 14 Volume Set of Training Books contains 2,213 Pages of Winning Chess Strategies for the price of a single chess tips book at the bookstore. These 14 books enable you to confidently sit down at the chessboard, knowing that you are prepared with years of tested strategies to DEFEAT your opponent. Click here for more information about this exciting resource:
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