



PLANT CHESS COACHING PRESENTS

CHECK THIS OUT

ISSUE 016

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JOHN'S HILARIOUS CHESS JOKE TO MAKE SURE YOU REBEL

1. How did the chess player resign against the washing machine in the chess game? He threw in the towel :) :) :) :) :) :) :) :) :) :) :)
2. Why is it always good to play chess at the airport? Because opponent's attacks are always in plane sight :) :) :) :) :) :) :) :) :) :) :)
3. Why is spaghetti so good at chess? Because it always uses its' noodle :) :) :) :) :) :) :) :) :) :)
4. Why couldn't the fake mobile enter the chess tournament? Because it was a phoney :) :) :) :)

JOHN'S CONCISE & PRECISE NUGGETS

On Not Always Looking for the Perfect 'Best' Move:

Hi guys. For this newsletter, I thought I'd focus on something pretty surprising, but it doesn't really feature in any chess book. However, it is just as important. That is, us chess players **ARE NOT** computers. No one, in the history of ever can play 100% perfect moves all the time in their games. To win at chess, really, it's enough to play better than your opponent. I've seen lots of players spend enormous amounts of time in their games looking for the 100% best move, rather than a safe practical move that improves their position. Overall, chess playing often rewards 40 fairly good moves, rather than stressing out over analysing 40 perfect ones. It's just practical.

REMEMBER FIDO SAYS
THERE'S AWARDS FOR
SIMPLY HAVING A REAL
GO



PROBLEMS

Your Task: Find the best move(s) below.

P.S. If your dog eats your newsletter at this point don't worry 😊



Here, how does Black win material by timing their attack well? *Hint: Always look out for lined up pieces and try to take one of White's pieces with check first :)*



Here in a game from 3-time Woman's World Fast Chess Champion Anna Muzychuk (playing White), she can force checkmate in 2. *Hint: Forcing moves*



Here from one of my own tournament games, we are White. White's down a pawn, but why do we still have a completely won position? *Hint: Think space.*

BITE SIZED SNACK GAME

Marcio Melgosav. Jaime Zuluaga 1991: For this Bite Sized Snack Game I thought I'd include an interesting King's Gambit mini. The King's Gambit is one of the most aggressive attacking old openings that tries to directly go after Black's King usually via f7 attacks from the get-go. Here, White castles Queenside, & just crushes Black's Kingside.

01. e4 e5	07. d4 Bd6	13. Rhg1 Kh8
02. f4 exf4	08. Nge2 f3	14. Nf4 Nb6
03. Bc4 Nf6	09. gxf3 0-0	15. Qg2 Re8
04. Nc3 c6	10. Bg5 Be6	16. Rde1 Qd7
05. Bb3 d5	11. Qd2 Be7	17. Bh6 g6
06. exd5 cxd5	12. 0-0-0 Nbd7	18. Rxe6 Ng8

One sacrifice then another and Black's pawn shield simply crumbles :)

19. Rxg6! hxg6
20. Nxg6 hxg6
21. Bg7+! 1-0



INSPIRING DOODADS PLUS THINGEYS

"The Master has failed more times than the beginner has even tried"



Super Coach signing off