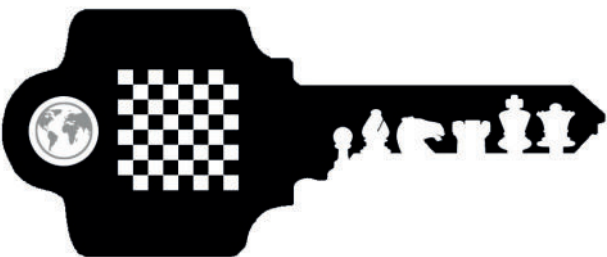


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Attacking Principles

The Eight Attacking Concepts – Cheat Sheet

1. Momentum

“Hulk – Smash!” Attacks have to be played at the greatest possible intensity at most times. Many players struggle keeping their pieces as active as possible.

2. Include all the pieces in the attack

The more pieces that are in the attack, the more dangerous it is...

3. Colour schemes

The main attacking pieces are queens, knights and bishops, with support of the pawns and rooks. Of these only the rooks are colour neutral, while all the other pieces have a preference. At any time, bishops, knights and pawns can only attack squares on one colour. The same goes for defenders.

4. Size matters

As in, we need to talk about size. No matter the size of a piece, it can only attack a square once.

5. Attack the weakest square

That’s where you will win the game...

6. Breakthroughs on the strongest square

But at times you can crack open your opponent’s position by breaking through on the seemingly strongest square.

7. Evolution/revolution

This is advanced. First we build up, then we strike. And then we build up again...

8. The Killzone

This is where you kill the king. Do not let him escape.

There are other ideas. The king safety of the attacker’s king. Exchanging defenders. Sacrifices to destroy the king’s defences. And so on...

12 Days of Bloody Christmas

Jacob Aagaard Camp

Attacking Principles

23rd December – 3rd January



Dear Participant,

Thank you for choosing to participate in this training camp. I hope we will have 30 productive hours together.

The classes will take place between 16.30-17.30 and 17.45-19.15 London time each day.

The first session is open to all members of the academy and I will thus not be taking answers regarding the in-depth sessions in those classes. Please understand that I am not intending to be rude, but we also have a responsibility towards the regular members.

- * 23rd Dec – Introduction to the course and a discussion of attacking chess in general
- * 24th Dec – Momentum
- * 25th Dec – Present all the pieces with a function
- * 26th Dec – Colours Schemes
- * 27th Dec – It is not the size (of the present) that matters
- * 28th Dec – Attack the weakest square
- * 29th Dec – Attacking the strongest square
- * 30th Dec – Evolution/Revolution
- * 31st Dec – Kill zone
- * 1st Jan – Momentum, momentum
- * 2nd Jan – Classic attacks
- * 3rd Jan – Chaos theory

I have done many camps in the past, but never something as long and extensive as this one. So I hope to have your patience and understanding that I am doing everything I can to make this an enjoyable and educational experience for you. Please voice criticism kindly and privately and feel free to ask me questions towards the end of each in-depth lesson about anything. But only then.

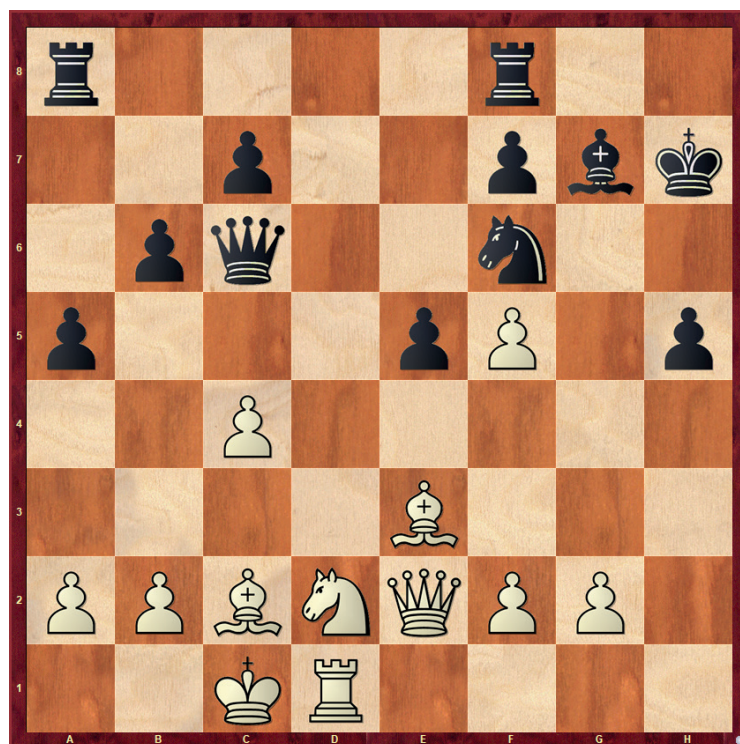
On the following pages you will find cheat-sheets for the camp themes. You can try to solve each position in advance if you wish.

Jacob Aagaard

1. Momentum



This is what most people struggle with when it comes to attacking chess. Everything has to happen with as much intensity and speed as possible.



2. Include all the pieces in the attack



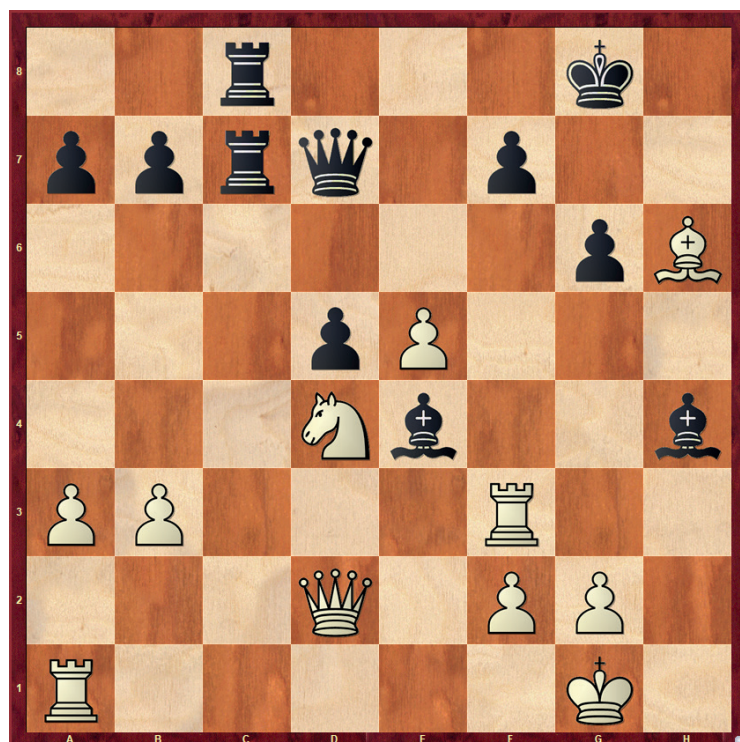
The more pieces that are in the attack, the more dangerous it is... We should always try to include as many – and if possible all our pieces in the attack. Still, there is a tendency for us to play with the pieces we have, rather than to include bring the rest of the army first. Which we should do if we are able to do so without losing the momentum.



3. Colour



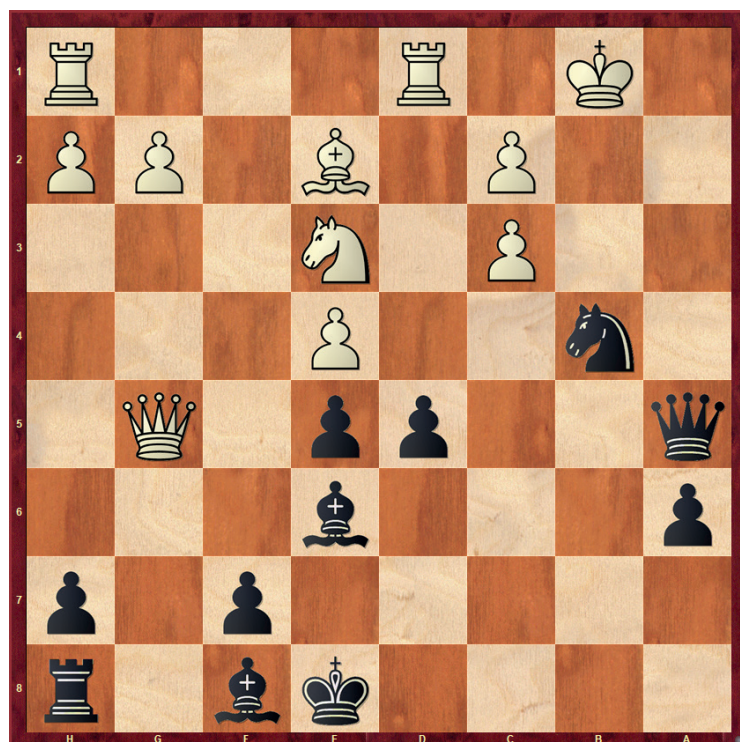
Only the king and the rook does not have a colour preference. Many are the situations where one player plays on the light squares and the opponent on the dark squares. As most attacks are done primarily with minor pieces, the queen and pawns, it is natural that attacks take place primarily on one colour.



4. Size



Each piece can only attack a square once. Attacks are generally short and thus it is possible for us to give up material in order to gain time (momentum) or bring in the remaining pieces to the attack rapidly.



5. Attack the Weakest Square



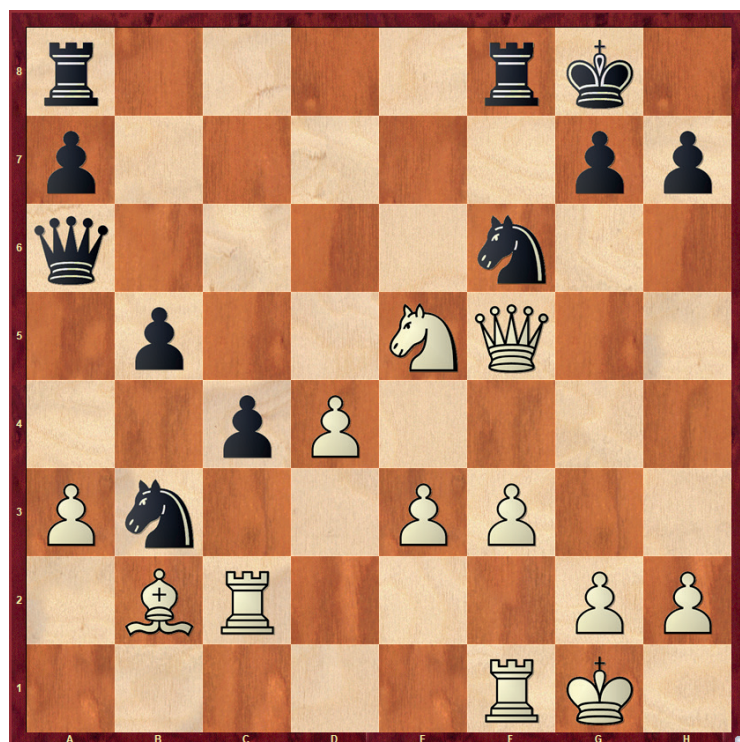
This is where games are won. It is important to always understand where the weaknesses are. It can guide us a lot in our decision making.



6. Attack the Strongest Square



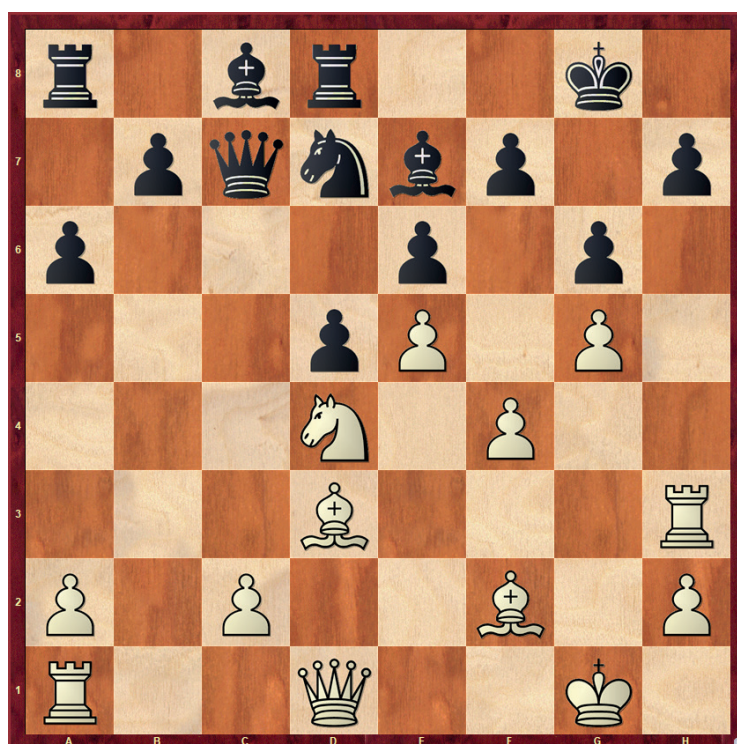
This is Zaitsev's idea. Attacking the strongest squares can either lead to a breakdown of the opponent's defensive structure or to diversion that makes it possible to attack the weaknesses.



7. Evolution/Revolution



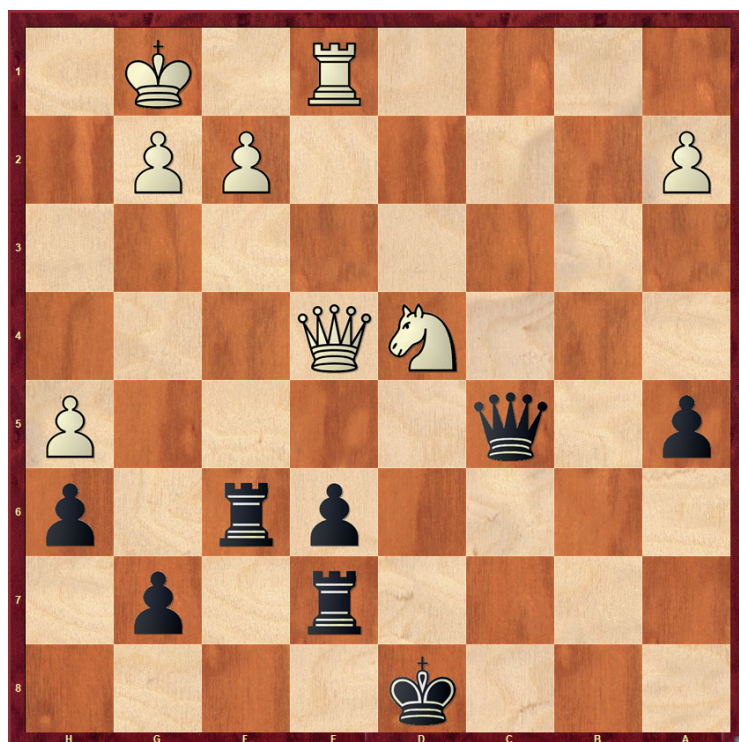
This idea is mainly about psychology. When we have started an attack, invested material, it can be difficult to slow down and put your own king to safety or more importantly, bring in more pieces. We need to become OK with being material down. With not justifying our aggression with calculation.



8. Killzone



Originally this is from trash TV. The idea is simply. Don't let the king escape. The most poignant example is the beginner that checks the opponent's king all the way to safety...



A snapshot of my work

If you find that you enjoyed our time together and found my approach to chess useful, you will be able to access my work both in written form and at www.KillerChessTraining.com, where I am one of the eight trainers.

Here is an overview over my most noteworthy books. Some of them sadly not published just yet. But I am working on them.

Grandmaster Preparation – Thinking inside the box is a big overview over my general approach to chess and would be the natural starting point for anyone who wants to read my work. But there is never any wrong order to learn anything in, in chess, even if sometimes there is a slightly better one.



Positional Play

Positional Decision Making in Chess (with Boris Gelfand, Quality Chess 2015)

Grandmaster Preparation – Positional Play (Workbook, Quality Chess 2013)

Grandmaster Preparation – Strategic Play (Workbook, Quality Chess 2013)

Attacking Principles

Attacking Manual 1 – 2nd edition (Quality Chess 2010)

Attacking Manual 2 (Quality Chess 2010)

Grandmaster Preparation – Attack and Defence (Quality Chess 2014)

Dynamic Decision Making in Chess (with Boris Gelfand, Quality Chess 2016)

Calculation

Practical Chess Defence (Quality Chess 2005) – Out of print, but copies are still available in stores

Grandmaster Preparation – Calculation (Quality Chess 2012)

Beyond Imagination (Quality Chess 2021)

Candidates (Quality Chess 2021)

Critical Moments (Quality Chess 2021)

Endgame Technique

Grandmaster Preparation – Endgame Play (Quality Chess 2014)

Technical Decision Making in Chess (with Boris Gelfand Quality Chess 2020)

Decision Making in Major Piece Endings (with Boris Gelfand Quality Chess 2020)

For more information, please go to www.qualitychess.co.uk.



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