Improve Your Chess



International Master Silas Esben Lund

As an International Master with one Grandmaster norm, I know how to train systematically to achieve competitive success over the board.

Coaching almost all age groups on different levels has taught me to listen and understand the challenges of my pupils.

Career highlights include being a national coach on several occasions at International Youth Chess Championships (World and European), representing both Scotland and Denmark. The age groups here were U10, U12, U14, U16 and U18.

In this brochure, you will find 4 exercises on different levels. Try to solve them before checking the solution!

1. Lund 2013 (from a book of mine)



Black mates in 2 moves!

2. Henrich Kasparjan 1939 (end of study)



White to move and win

3. Lund - Axel Smith, Denmark 2009



Black to move - find the winning plan

4. Balogh - Pinter, Hungary 2003



White to move - should he play 21.Bxb6?

Training Program

A complete program for improvement that includes both theoretical and practical training.

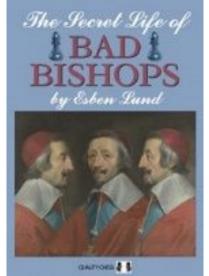
Theoretical training covers analysis of games, building of a fitting opening repertoire, basic endgame theory and much more.

Playing exercises improves the practical over-the-board training and sharpens the decision-making process.

The coaching includes both face-to-face and online sessions.

Being an expert in Chessbase, I know how to optimize the training.

Check out the full training program on my chess blog: <u>www.silasesbenlund.com</u>.



My latest volume (2014) on good and bad bishops. New books to come out in 2017 and 2018!

Writing chess books since 2002, I am used to communicate my thoughts to others in an understandable way.

5 chess publications are out so far, with new books in the pipeline. My next volume deals with *Sharp Endgames* and practical training involving playing exercises.

Currently I am working on an opening book on the King's Indian Defense together with Danish IM Andreas Hagen.

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Solutions to exercises:

1) 1...Qf3+! 2.Bxf3 Bxf3+ mate!

2) **1.Qa3+ Ra2 2.Rd2!! Rxa3** 2...b2+ 3.Qxb2+ Rxb2 4.Rxb2 a3 5.Rb1+! Ka2 6.Rb8 Ka1 7.Kc2 a2 8.Kb3+- **3.Rb2!** Zugzwang **3...Ra2 4.Rb1+** mate!

3) **52...Kh2! 53.Nf6 Bg7!** 53...h4 54.Ng4+= **54.Nxh5 Be5** The knight is trapped on the rim **55.Kf3 Kh3 56.Ke4 Kg4 57.Kxe5 Kxh5-+**

The game instead continued: **52...g4?? 53.Kg1!=** The Black king cannot escape the edge of the board due to stalemate threats **53...Bc1** 53...h4 54.Nf2+ Kg3 55.Nxg4= Black's bishop has the wrong color compared to the h1-corner **54.Kh1 Bb2 55.Kg1 Bd4+ 56.Kh1 Be3 57.Nf2+! Kh4** 57...Kg3 58.Nxg4!=; or 57...Bxf2= **58.Ne4! Bb6 59.Kg2 Ba5 60.Kh2 Bc7+ 61.Kg2 Be5 62.Kh1 Kh3 63.Kg1 Bf4 64.Kh1 Bb8 65.Kg1 Ba7+ 66.Kh1 h4** 66...Be3 67.Nf2+!= **67.Nf2+ Bxf2** $\frac{1}{2}-\frac{1}{2}$

4) 21.Bxb6! cxb6 22.Nd6 Ref8 23.Nxf7 Rxf7 24.axb6 Rb7 25.Rxa6 Bd8 26.c4 Bxb6 27.c5 Bd8 28.Rxc6 The threat to the knight on g6 ensures that Black cannot capture b4 28...Nh4 29.Rb1+-White went on to win.