

31st May 2023
GM Jacob Aagaard

KILLER CHESS TRAINING
KILLER CLUB GUN
HOMWORK

Week 135



**IF YOU DO NOT WRITE YOUR NAME AND YOUR RATING
YOU WILL NOT GET YOUR HOMEWORK MARKED**

REMEMBER THERE IS A NEW EMAIL!

Remember it is only allowed to submit for one of the two classes, but you are very welcome to watch both and to work on both sheets.

Write your name here:

Write your rating here:

Please write your solutions on the right side of the diagram and other things you considered under the diagram.

We have a video on our website on how to submit homework and how to read the feedback.

To receive your personalised feedback, scan your solutions and send them to us by email to:

KillerHomeworkClub@gmail.com latest **Sunday 28th May 8pm (20:00) London Time.**

Further instructions can be found on page 5-6. Please make sure you notice which side is to move in the diagrams. It is not uncommon for mistakes to be made in this respect. And please write clearly. If we cannot read it, we cannot give feedback.

If you do not follow the instructions, we will not mark the exercises! This includes if we think you have used an engine!

Which Homework should I submit?

If your rating is below 2000 FIDE, please focus on the Friendly Homework. If your rating is above 2200, you should try your luck the Killer Homework. If you are inbetween; see how you feel. *Remember, you do not have to do all exercises to submit!*

Calculation

△ ①

Candidates:

△ ②

Candidates:

▼ ③

Candidates:

▼ ④

Candidates:

△ ⑤

Candidates:

△ ⑥

Candidates:



Mixed Sheet

▼ (7)

a b c d e f g h

Candidates:

△ (8)

a b c d e f g h

Candidates:

▼ (9)

a b c d e f g h

Candidates:

△ (10)

a b c d e f g h

Candidates:

△ (11)

a b c d e f g h

Candidates:

△ (12)

a b c d e f g h

Candidates:



Killer Chess Training – Homework Group

INSTRUCTIONS

Purpose

If you want to be a runner, you need to run. If you want to play chess, you need to think...

The purpose of Homework Club is to nudge our members to train their thinking skills continuously. It is not a test. The positions are collected for their instructive value and not meant to be equally difficult each week. The purpose of the exercises is to give you a weekly workout and to help you discover new ideas and new approaches to chess. Hopefully and very likely your decision making will improve drastically over time.

Submission

The deadline for submission is Sunday 4pm UK time!

The submission has to arrive at our email KillerHomeworkClub@gmail.com by the deadline. As KCT is slowly growing, we need the two days to mark the homework.

The homework has to be sent in a easy to read PDF format in upright orientation. We mark on tablets. Links, or writing not on the pages will not be marked. There is a few ways to create the PDFs.

- Take photos and compile to PDF. This is the worst way to do it.
- Use the scan function on your phone. All modern phone has this function. This is ideal – but only works if you have a printer! On an iPhone it is in “Notes”.
- Use a PDF programme like Lumin (which some students use) where you can write directly on the page. No hidden links or anything like that! Send as an attachment.

The submission has to be easy to read for the marker or it will not get marked. In short – there are two ways to submit

- 1) The first is to print out of the exercises, write on the page, scan the three exercise pages and submit them as a compiled PDF.
- 2) The second is to use a PDF programme such a lumin to write directly into the PDF.

If you are late, we will try to give minimal feedback from memory. Submit even if late!

In both cases, email with a email send it to KillerHomeworkClub@gmail.com. **Do not reply to an old email! And no links!** The email address is for Homework Submission only!

The don'ts of submission

- 1) If you did not submit, do not come with your proposed solutions during the class and get feedback in this way. It is not fair to those that have submitted in time.
- 2) Do not reply to old emails. Send a fresh one. Do not resend the email either.
- 3) You get feedback once. Do not submit a second time.
- 4) No links. No writing the solutions on a blank piece of paper. No cleverness. Follow the instructions if you want personalised feedback.

Colour Schemes

Understanding the marking

Green squares mark weaknesses

Yellow squares mark the worst placed piece(s)

Red arrows indicate the opponent's idea

If you are doing it in black/white - which is most likely if you are filling in the sheet by hand, please use this system:

- Where are the weaknesses? (mark with a circle)
- Which is the worst placed piece? (mark with a square)
- What is my opponent's idea? (mark with arrows)

Choose 1-2 of each. Do not cover the whole board in colours. It does not help creating clarity.

In the marking blue ticks mean an exercise is solved

Red annotations mark the problems in the submission

Black is suggestions from the marker to the student

The percentage sign % means failed or indicate a less than 100% score

The exercises

Exercises 1-6 are tactical exercises. To some these will not be too challenging.

Exercises 7-12 are mixed exercises. These exercises can have a tactical, technical or positional angle. Spend the amount of time suggested on the page to make six decisions. Chess is a decision making game. Train yourself in making decisions.

Don't use Engines

Our trainers are professionals, not idiots...

At times there are students who submit exercises that have been checked with engines after the student has solved them, or maybe without the student solving them at all. Either way, to submit engine supported variations is a grave breach of trust. It wastes our time and we will not mark such submissions.

Engines are a tool. Some romantics will say that chess was more mysterious and interesting before the engines, but the reality is that they exist and will continue to do so. Learning to work with them correctly is important.

With Internet chess booming, so is the temptation to use engines during games. A lot of people are ruining their careers in chess by falling for the temptation to use engines during games. It is being widely recognised that chess is in a deep existential crisis.

For those that love chess and want to improve in the game, it is important to learn to use engines in the right way and at the right time. That is a whole class in itself. For Homework Club the right time to use an engine is ***after you have watched the class.***