

Torus Chess — Super Advanced Level

Coach Lesson Plans: Week-by-Week Curriculum

For coach use — one plan per 60-minute class. Rhythm: Warm-Up (5 min), Core Lesson (15 min), Puzzle Practice (15 min), Sparring/Free Play (20 min), Wrap-Up (5 min). One new idea per week. Target: 1400 → 1800 Elo.

The Super Advanced year covers dynamic sacrifices and combinations, repertoire systematization, advanced positional play, complex endgames, and blindfold/visualization training. Students maintain a personal repertoire file and an annotated-games notebook all year. Class games are played with clocks and notation as standard.

Dynamic Sacrifices and Combinations (Weeks 1–6)

Week 1 — The Greek Gift Sacrifice

Objective: Students master the mechanics and prerequisites of the Bxh7+/Bxh2+ sacrifice.

Warm-Up (5 min): Story: beware of Greeks bearing gifts — the Trojan bishop at the gates.

Core Lesson (15 min): The three prerequisites (Ng5 access, queen lift to h5/h-file, no adequate defense of h7); accept/decline branches.

Puzzle Practice (15 min): Sound-or-unsound Greek Gift verdict puzzles.

Sparring (20 min): Themed games from Greek Gift-ready positions, both colors.

Homework: Set up and explain the sacrifice on a physical board to a family member; 6 verdict puzzles.

Coach Notes: Verdicts matter more than execution — a declined checklist item means don't sacrifice.

Week 2 — Sacrificing for Initiative

Objective: Students evaluate intuitive sacrifices where compensation is dynamic, not material.

Warm-Up (5 min): Story: Mikhail Tal, the magician who paid in gold for tempo.

Core Lesson (15 min): Initiative defined; compensation checklist (development lead, exposed king, unplayable pieces); one annotated Tal game.

Puzzle Practice (15 min): "Sound, speculative, or wrong?" sacrifice triage.

Sparring (20 min): Must-sacrifice themed games — material back only with interest.

Homework: Watch one Tal game video; write three sentences on where the compensation lived.

Coach Notes: Teach the defender's side equally — grabbing and consolidating is a skill.

Week 3 — Overloading and Deflection

Objective: Students execute complex combinations based on overloaded defenders.

Warm-Up (5 min): Story: stretching the fortress guard until the rope snaps.

Core Lesson (15 min): Multi-threat construction; sequencing forcing moves so defenses collide.

Puzzle Practice (15 min): Master-level overload combinations (3–5 movers).

Sparring (20 min): Position sparring from combination-rich middlegames.

Homework: 6 combination puzzles with full written lines.

Coach Notes: Require refutation attempts of their own solutions before checking.

Week 4 — The Exchange Sacrifice

Objective: Students understand positional exchange sacrifices (R for N/B).

Warm-Up (5 min): Story: Tigran Petrosian, who gave towers for silence.

Core Lesson (15 min): Long-term compensation: dark-square grip, blockade, fortress-breaking; one Petrosian model game.

Puzzle Practice (15 min): "Would you give the exchange?" verdicts with reasons.

Sparring (20 min): Exchange-down themed games proving compensation.

Homework: Explain in writing one position where the knight beats the rook.

Coach Notes: This week rewires material dogma — expect resistance, welcome debate.

Week 5 — Attack vs. Defense Sparring

Objective: Students practice attacking and defending critical positions under time pressure.

Warm-Up (5 min): Story: the duel at dawn — no second chances.

Core Lesson (15 min): Practical decision rules under the clock; defensive resource priorities.

Puzzle Practice (15 min): Rapid-fire only-move drills (attack and defense mixed).

Sparring (20 min): Timed attack/defense duels from critical positions, colors reversed each round.

Homework: Mental reset — no chess tonight; a walk or another game entirely.

Coach Notes: Watch stress responses; resilience coaching here pays off at the Crown Cup.

Week 6 — Combinations Test

Objective: Students solve master-level combinations (5–7 moves deep) accurately.

Warm-Up (5 min): Story: the first module's summit exam.

Core Lesson (15 min): Deep-calculation protocol review: candidates, forcing tree, blunder-check.

Puzzle Practice (15 min): Graded combinations test.

Sparring (20 min): Favorite-solution presentations by students.

Homework: Celebrate with a favorite meal; review missed puzzles with written corrections.

Coach Notes: Log calculation depth per student — the baseline for blindfold training later.

Opening Laboratory (Weeks 7–12)

Week 7 — Repertoire Architecture

Objective: Students design their personal repertoire file: one White system, one defense to e4, one to d4.

Warm-Up (5 min): Story: the laboratory where every explorer forges their own map.

Core Lesson (15 min): Choosing openings by style and structure, not fashion; the repertoire file format (lines + model games + plans).

Puzzle Practice (15 min): Style diagnostic positions — attacker, grinder, or counterpuncher?

Sparring (20 min): Trial games in candidate openings.

Homework: Draft your repertoire file skeleton (three named choices).

Coach Notes: Guide choices toward structures the year will study; veto only extremes.

Week 8 — The White Repertoire Deep Dive

Objective: Students know their White system to move 12 in main lines with plans.

Warm-Up (5 min): Story: sharpening the first blade.

Core Lesson (15 min): Main line, two critical branches, the middlegame plans behind each.

Puzzle Practice (15 min): "Find the plan move" from the system's typical middlegames.

Sparring (20 min): All-White-system sparring with post-mortems.

Homework: Add two model games to your repertoire file.

Coach Notes: Split the class by chosen system for branch work; plans over memory.

Week 9 — The Defense to 1.e4

Objective: Students know their e4 defense to move 12 with typical plans and traps.

Warm-Up (5 min): Story: the shield forged for the most common attack.

Core Lesson (15 min): Main line, the critical try, the trap to avoid, Black's standard plan.

Puzzle Practice (15 min): Defuse-the-sideline puzzles.

Sparring (20 min): Coach and peers throw e4 tries at each defense.

Homework: Add two model games to the file.

Coach Notes: Sidelines beat juniors more than main lines — drill the anti-sideline recipes.

Week 10 — The Defense to 1.d4

Objective: Students know their d4 defense to move 12 with typical plans.

Warm-Up (5 min): Story: the second shield.

Core Lesson (15 min): Main line, move-order tricks, standard pawn breaks and piece placements.

Puzzle Practice (15 min): "Find the break" puzzles from the defense's structures.

Sparring (20 min): d4 sparring gauntlet.

Homework: Add two model games; the repertoire file is now complete v1.

Coach Notes: Check every file for the plan sentences — lines without plans are deleted.

Week 11 — Pawn Structures Across Openings

Objective: Students recognize the recurring structures behind their openings (IQP, Carlsbad, hedgehog-style, etc.) and their standard plans.

Warm-Up (5 min): Story: beneath every map, the same mountain ranges.

Core Lesson (15 min): Structure families and the plans wired into each; how structure survives when move orders vary.

Puzzle Practice (15 min): Name-the-structure, state-the-plan drills.

Sparring (20 min): Structure-themed sparring from tabiyas.

Homework: Label the structure family of each repertoire line in your file.

Coach Notes: This lesson makes repertoires transferable — invest full energy.

Week 12 — Boss Battle: The Lab Examiner

Objective: Consolidate the repertoire: lines, plans, structures, and anti-sidelines.

Warm-Up (5 min): The Examiner inspects every explorer's map.

Core Lesson (15 min): Repertoire quiz circuit.

Puzzle Practice (15 min): Examiner's trial: play each branch to move 12 vs. coach, naming the plan.

Sparring (20 min): Repertoire games.

Homework: None — award the **Laboratory Sigil**.

Coach Notes: Repertoire files get a written coach review with one upgrade suggestion each.

Positional Mastery Peaks (Weeks 13–20)

Week 13 — Prophylactic Thinking

Objective: Students make Karpov-style preventing moves as first-class candidates.

Warm-Up (5 min): Story: the mountain guide who removes the avalanche before climbing.

Core Lesson (15 min): Systematic "what do they want?" at every turn; one annotated Karpov model game.

Puzzle Practice (15 min): Find-the-prophylactic-move puzzles.

Sparring (20 min): Games with a spoken opponent-plan statement each 5 moves.

Homework: 6 prophylaxis puzzles.

Coach Notes: Grade the identification of the threat, not only the chosen move.

Week 14 — Maneuvering and Piece Improvement

Objective: Students execute multi-move piece regroupings toward ideal squares.

Warm-Up (5 min): Story: the long path around the peak is the fastest.

Core Lesson (15 min): Worst-piece-first principle; famous maneuvers (Nf3–d2–f1–g3 type routes).

Puzzle Practice (15 min): "Find the route" maneuvering puzzles.

Sparring (20 min): Quiet-position sparring rewarding improvement moves.

Homework: 6 maneuvering puzzles with full routes written.

Coach Notes: Patience is the skill; celebrate the three-move knight journey.

Week 15 — Weak Color Complexes

Objective: Students exploit and avoid weaknesses on one color of squares.

Warm-Up (5 min): Story: the mountainside where only dark paths remain.

Core Lesson (15 min): Complexes from traded fianchetto bishops or fixed pawns; occupying the complex with Q+N.

Puzzle Practice (15 min): Exploit-the-complex puzzles.

Sparring (20 min): Complex-themed positions sparring.

Homework: 6 color-complex puzzles.

Coach Notes: Tie to Week 4's exchange sacrifice — often the tool that creates the complex.

Week 16 — The Positional Pawn Sacrifice

Objective: Students sacrifice pawns for files, diagonals, outposts, or dark-square grips.

Warm-Up (5 min): Story: paying a toll for the high road.

Core Lesson (15 min): Long-term pawn sacs (Benko-style ideas, e5/d5 breaks); evaluating slow compensation.

Puzzle Practice (15 min): "Is the pawn worth it?" verdicts.

Sparring (20 min): Pawn-down compensation games.

Homework: 6 verdict puzzles with reasons.

Coach Notes: Contrast with Week 2 — this compensation is measured in squares, not tempo.

Week 17 — Restriction and Domination

Objective: Students restrict enemy pieces until they run out of moves or meaning.

Warm-Up (5 min): Story: fencing the wolf before hunting it.

Core Lesson (15 min): Taking away squares move by move; the dominated knight; slow squeezes.

Puzzle Practice (15 min): Dominate-the-piece puzzles.

Sparring (20 min): Squeeze-themed sparring from binds.

Homework: 6 restriction puzzles.

Coach Notes: Show a full squeeze game — students must see that "nothing" wins games.

Week 18 — Static vs. Dynamic Advantages

Objective: Students classify advantages and act on the clock each type carries.

Warm-Up (5 min): Story: some treasures spoil overnight; some last forever.

Core Lesson (15 min): Dynamic edges (development, initiative) demand action; static edges (structure, material) reward patience.

Puzzle Practice (15 min): "Act now or improve?" decision puzzles.

Sparring (20 min): Mixed-advantage sparring with post-game classification.

Homework: Classify the advantage in 6 positions and prescribe the tempo of play.

Coach Notes: This vocabulary upgrades every post-mortem for the rest of the year.

Week 19 — Critical Moments and Decision-Making

Objective: Students detect critical moments and allocate time accordingly.

Warm-Up (5 min): Story: the fork in the summit ridge — one path home.

Core Lesson (15 min): Signals of criticality (pawn breaks, forcing options, structure changes); time budgeting.

Puzzle Practice (15 min): "Is this moment critical?" verdicts before solving.

Sparring (20 min): Clocked sparring; coach flags missed critical moments after.

Homework: Mark the critical moments in one of your annotated games.

Coach Notes: Time-management coaching lives here — review clock usage explicitly.

Week 20 — Boss Battle: The Summit Sage

Objective: Consolidate all Positional Mastery themes.

Warm-Up (5 min): The Sage waits at the peak with three trials of judgment.

Core Lesson (15 min): Positional review circuit.

Puzzle Practice (15 min): Sage's trial: prophylaxis, maneuver, and verdict puzzles plus one played squeeze.

Sparring (20 min): Positional-themed games.

Homework: None — award the **Summit Rune**.

Coach Notes: Weight explanations heavily; positional understanding is spoken before it is played.

Endgame Depths (Weeks 21–26)

Week 21 — Complex Rook Endgames

Objective: Students handle R+2P vs R+P and multi-pawn rook endings using activity-first principles.

Warm-Up (5 min): Story: the deep caves where most battles truly end.

Core Lesson (15 min): Rook activity over material; connected passers; when Lucena/Philidor knowledge transfers.

Puzzle Practice (15 min): Technique puzzles from complex rook endings.

Sparring (20 min): Rook-ending gauntlet with increment.

Homework: 6 rook-ending decisions.

Coach Notes: "All rook endings are drawn" — discuss why the joke exists and when it lies.

Week 22 — Opposite-Colored Bishops and Fortresses

Objective: Students draw down material with OCB fortresses and break them with the attack paradox.

Warm-Up (5 min): Story: two ghosts who can never touch.

Core Lesson (15 min): OCB drawing zones; the paradox — with more pieces on, OCB favors the attacker; standard fortress shapes.

Puzzle Practice (15 min): Fortress-or-not verdicts.

Sparring (20 min): OCB duels from both sides.

Homework: 6 fortress verdicts.

Coach Notes: The middlegame OCB attack insight surprises everyone — land it clearly.

Week 23 — Queen Endgames and Perpetual Check

Objective: Students handle Q endings: centralization, perpetual-check resources, passed-pawn escorts.

Warm-Up (5 min): Story: the storm queen who never stops asking questions.

Core Lesson (15 min): Queen centralization, checking nets, when the defender's perpetual saves everything.

Puzzle Practice (15 min): Win-or-perpetual verdicts.

Sparring (20 min): Q-ending duels.

Homework: 6 queen-ending puzzles.

Coach Notes: Teach the defender's mindset first — perpetual is the great equalizer.

Week 24 — Rook vs Minor Piece and Material Imbalances

Objective: Students convert or hold R vs B/N and R vs minor+pawns endings.

Warm-Up (5 min): Story: the uneven duel in the deep.

Core Lesson (15 min): Winning setups, fortress corners (R vs B), the knight's separation problem.

Puzzle Practice (15 min): Verdict and technique puzzles.

Sparring (20 min): Imbalance duels.

Homework: 6 imbalance verdicts.

Coach Notes: Fortress recognition saves half-points that decide tournaments.

Week 25 — Practical Endgame Play Under the Clock

Objective: Students make principled endgame decisions at speed and manage increments.

Warm-Up (5 min): Story: the caves flood — swim by instinct.

Core Lesson (15 min): Decision heuristics when calculation is impossible; simplification triggers; flag-safety habits.

Puzzle Practice (15 min): Ten-second-verdict drills.

Sparring (20 min): Blitz endgame gauntlet with coached reviews.

Homework: 6 practical decisions with one-line justifications.

Coach Notes: Track error types: knowledge gaps vs. time-pressure collapses need different fixes.

Week 26 — Boss Battle: The Deep Warden

Objective: Consolidate all Endgame Depths material.

Warm-Up (5 min): The Warden bars the way back to the surface.

Core Lesson (15 min): Endgame review circuit.

Puzzle Practice (15 min): Warden's trial: one hold, one conversion, one verdict paper.

Sparring (20 min): Endgame duels.

Homework: None — award the **Abyssal Pearl**.

Coach Notes: Demand spoken reasoning during trials — technique without words regresses.

The Mind's Eye (Weeks 27–28)

Week 27 — Blindfold Training I: Visualization Foundations

Objective: Students track a position mentally through 6–8 moves and answer questions about it.

Warm-Up (5 min): Story: the hero who sees the board with closed eyes.

Core Lesson (15 min): Square-color drills, knight-path drills, holding a miniature game in the head.

Puzzle Practice (15 min): Coach reads moves aloud; students answer "what stands on e5?"

Sparring (20 min): Pairs play the first 8 moves blindfold, then continue on the board.

Homework: Daily 5-minute square-color drills.

Coach Notes: Keep it playful; visualization strain fatigues fast at first.

Week 28 — Blindfold Training II: Calculation Stamina

Objective: Students calculate 4–5 move forcing lines fully blindfold and verify verbally.

Warm-Up (5 min): Story: the second trial of the Mind's Eye.

Core Lesson (15 min): Extending the forcing tree without the board; error-checking by re-visualizing the final position.

Puzzle Practice (15 min): Spoken-solution combination puzzles (board hidden).

Sparring (20 min): One full miniature blindfold game per pair (coach adjudicates).

Homework: Solve 3 puzzles without moving pieces; write the lines from memory.

Coach Notes: Compare depth to the Week 6 baseline — show students their measurable growth.

The Trials (Weeks 29–32)

Week 29 — Full Games with Master Habits

Objective: Students integrate repertoire, positional judgment, endgame technique, and clock discipline in complete games.

Warm-Up (5 min): Mariposa opens the final Trials grounds.

Core Lesson (15 min): The Super Advanced thinking routine demonstrated live.

Puzzle Practice (15 min): Mixed review set across all modules.

Sparring (20 min): Serious clocked games, annotated afterward.

Homework: Two annotated home games in repertoire lines.

Coach Notes: Annotations should now include plans and critical moments — hold the bar.

Week 30 — The Super Advanced Trials

Objective: Formal assessment: deep combinations, repertoire examination, endgame demonstrations, and a complete annotated game.

Warm-Up (5 min): The four trial chambers open one last time.

Core Lesson (15 min): Trials 1–2: combinations ladder; repertoire branch exam vs. coach.

Puzzle Practice (15 min): Trial 3: endgame trial (one hold, one win).

Sparring (20 min): Trial 4: complete game, annotated for homework.

Homework: Submit the annotated trial game.

Coach Notes: Bridge plans (4–8 weeks) where needed — never a repeat year.

Week 31 — The Crown Cup

Objective: Students compete in the celebratory five-round tournament under full tournament conditions.

Warm-Up (5 min): Opening ceremony and sportsmanship oath.

Core Lesson (15 min): Professional preparation: repertoire check, energy, between-round routines.

Puzzle Practice (15 min): (Folded into rounds.)

Sparring (20 min): Tournament rounds.

Homework: Annotate your best Crown Cup game.

Coach Notes: Treat it as a real event — arbiter manners, results board, the works.

Week 32 — Awards Ceremony and the Road Ahead

Objective: Celebrate the year, deliver written progress reports, and chart each student's path (rated tournaments, individual coaching, team play).

Warm-Up (5 min): The full shard collection gleams — the Ancient Chess Crown is rebuilt.

Core Lesson (15 min): Awards, reports, and individual next-step conversations.

Puzzle Practice (15 min): One legendary combination solved together as a class farewell.

Sparring (20 min): Celebration games and photos.

Homework: None — graduation from the Kingdom of 64 Realms!

Coach Notes: Every graduate leaves with a personal roadmap: recommended events, study plan, and one strength to be proud of.

