

West Of England & South Wales Team Tournament

Tiverton, Saturday 28th January 2005

Introduction

- I've given each of the games a quick run-through, and made some overall comments.
- 3 games is not a lot to go on, so if you think I have got things wrong, you may know better than me. Also I missed a few games: if you send them in, I'll have a look and add them to the list.
- Do read the comments on other player's games.
- If you want me to explain any more about what I've said, please feel free to ring on 01392 431 785 or e-mail me at chessnut@blueyonder.co.uk
- If you want to know what books or other materials might help you, I can suggest a few things (but I'd hate it to feel like homework!)
- I've got a bunch of stuff for young people on the Internet at <http://www.exeterchessclub.org.uk/juniors.html>
If you don't have access to the Internet, or have trouble using it, then get in touch with me directly and I can print it out or recommend some other study material.

Dave Regis, February 2006

Results

Board Number	U14	Colour	Round 1	Opponent	Colour	Round 2	Opponent	Colour	Round 3	Opponent	TOTAL
1	Harry Mann	W	1	B	W	½	B	B	1	C	2½
2	Robert Thompson	B	½	C	B	1	C	W	½	B	2
3	Callum Picken	W	½	C	B	1	B	B	1	B	2½
4	Laurens Stegink	B	0	B	W	½	C	W	0	C	½
5	William Norton	W	0	C	W	0	C	B	1	B	1
6	Samuel Richardson-Velmans	W	0	B	B	½	B	B	1	C	1½
7	Thomas Bonds	B	1	B	B	1	C	W	1	C	3
8	Timothy Seah	B	1	C	W	0	B	W	1	B	2
9	Alex Billings	B	0	B	B	1	B	W	1	C	2
10	Adam Speake	W	½	C	W	0	C	B	1	B	1½
11	Sarah Stegink	B	1	C	W	1	B	W	½	B	2½
12	Blaise Radley	W	0	B	B	0	C	B	1	C	1
R	Tom Hender	W	1		W	0		B	1		2
	Round score		5½		6½			10			
	Out of		12		12			12			
	Overall score		5½		12			22			
	Position		2		2			1 st			
Team scores	A Devon		5½	2	12	2	22	1 st	1 st		
	B Glamorgan		5	3	11½	3	15	3			
	C Somerset		7½	1 st	12½	1 st	19	2			

A magnificent final round let us leapfrog Somerset and take first again – excellent.

Games of the round

Three games that stuck in my mind:



1 Robert's clockwork attack on the Black side of the French in Round 2, keeping going despite some anxious moments on the other side of the board. Just what the doctor ordered: know what the plans are from the openings you play.

2 Thomas' win in Round 3 was a really gritty endgame an exchange down: he kept going, took his chances and eventually forced through a passed pawn, a whole rook down! Not just good technique, but also great attitude.

3 Harry's round 3 win was another good endgame, a model of how to win with Black. Although he got a bit squashed in the opening, he kept playing sensible moves, didn't lose heart and kept waiting for his moment – which came when he took over the c-file. After that, Black was in the driving seat.

Openings

This is what you played:

Game	Player	ECO	Name and variation	Result	Moves
1.	Harry	D32	Queen's Gambit Declined	White	31
2.		Dxx	Queen's Gambit Declined	Draw	
3.		D60	Queen's Gambit Declined	White	60
4.	Robert	A36	English Symmetrical	Draw	21
5.		C02	French Defence, Advance Variation	Black	25
6.		A45	Trompowsky Attack	Draw	44
7.	Callum	E13	Nimzo-Indian Defence, Leningrad Variation	Draw	19
8.		C00	French Defence, Advance Variation	Black	24
9.		C02	French Defence, Advance Variation	White	29
10.	Laurens	C02	French Defence, Advance Variation	White	36
11.		C02	French Defence, Advance Variation	Draw	28
12.				Black	
13.	William	C62	Ruy Lopez, Steinitz Variation	Black	22
14.		B18	Caro-Kann Defence	Black	32
15.				White	
16.	Sam	C55	Old Stodge	Black	32
17.		C53	Old Stodge	Draw	21
18.		C50	Old Stodge	Black	46
19.	Thomas	A57	Benkő Gambit	Black	36
20.		B08	Pirc Defence	White	43
21.					
22.	Timothy	C55	Old Stodge	Black	46
23.		B10	Caro-Kann Defence	Black	33
24.					
25.	Alex			Draw	
26.				White	
27.					
28.	Adam	C48	Scotch Game	White	12
29.				Black	
30.					
31.	Sarah	C50	Old Stodge	White	19
32.				White	
33.		C02	French Defence, Advance Variation	Draw	12
34.	Blaise	C23	Italian Game	White	4
35.		C00	French Defence, Advance Variation	White	12
36.		C50	Old Stodge	Black	12
37.	Tom			White	
38.		C50	Italian Game	Black	10
39.		C26	Italian Game	White	26

ECO = Encyclopaedia of Chess Openings

General comments on the openings:

There was a LOT of time-wasting this year. Remember, the opening is a race to do three tasks as fast as you can:

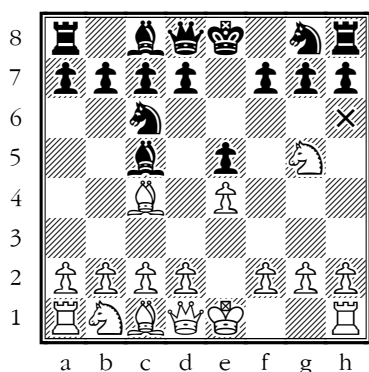
1. Get your pieces out
2. Get at least a stake in the centre (and take it over if you can)
3. Get castled

So, if your move doesn't help you do any of those three things, you must have a really good reason to play it.

There were two sorts of time-wasting:

1. Being too eager to attack with moves like Ng5.

In the opening, this spends time moving a piece that has already been developed. There aren't many positions where the attack works against good defence, and you are usually better off making a move to help you with one of the opening tasks.

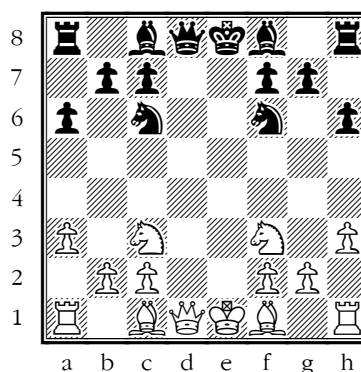


In this position, Black goes ahead in development with ...Nh6. White's attack is going nowhere.

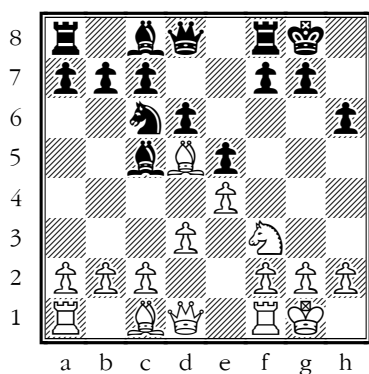
Try Ng5 and similar moves only if you can see that you have a forced win or if you have already connected your rooks and haven't anything better to do.

2. Little moves with the rook's pawns.

These can be useful if a bishop or a knight coming to the "knight four" square would be awkward, or if you want to move up your knight's pawn. But most of the time when I saw these moves played, it really meant, "I don't know what to do".



I've just explained that Ng5 is not usually a problem, and you can usually kick away a bishop after it moves to g5 – that way, you don't lose time.



Lastly, do you know what to do when the opening race is over?

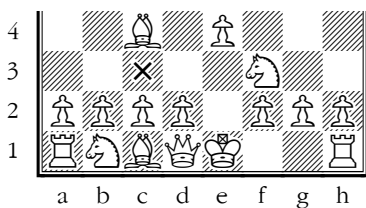
When you get to a position where both sides have most of their pieces out and have castled, do you know the most common plans, and the most common moves, that happen in those positions?

If not, find a book or a player who does!

(Here, for either side, you should complete development and then open a file for the rooks with either a move of the f-pawn or, better, the d-pawn.)

The most common openings were:

Italian Game
(King's Pawn opening with Bc4)
(5 games)

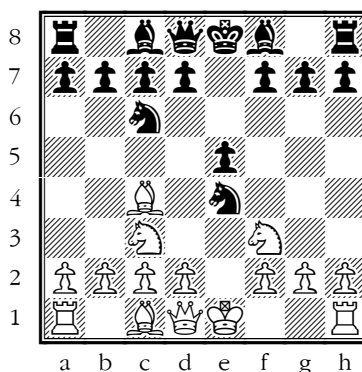
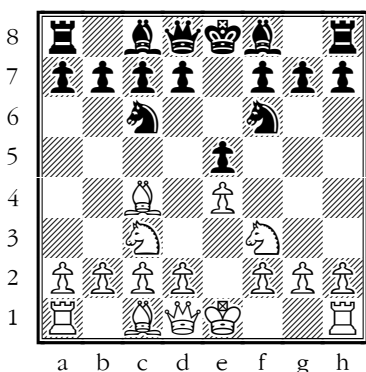


The big question for White in this opening is: what are you going to put on c3?

- If you put your PAWN there, you get a point
- If you put your KNIGHT there, you lose a point

Positions where the knights are all square tend to be very dull and difficult – even if you don't allow Black the easy equaliser with ...Nxe4

The easy equaliser



Lots and lots of games featured this type of position where Black can play ...Nxe4!

Whatever White plays now, Black gets easy development and at least equality.

Whether you play Black or White in these positions, you must know this idea.

Old Stodge

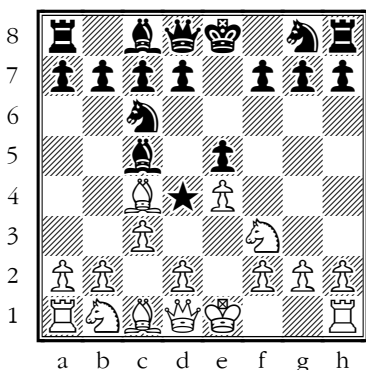


Playing the Knight to c3 often leads this position. It's officially known as the Giuoco Pianissimo but I know it as "Old Stodge".

This is actually a rotten variation to play. The position is blocked and difficult, and it is easy to get into trouble.

For example, castling king's side, which is normally so important, can lead to problems for either side in this position! No more Old Stodge!

Open Giuoco Piano



Instead, play...

4. c3

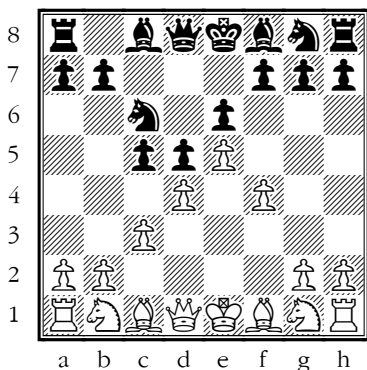
Brilliant!

The idea is to follow this with d2-d4, to take over the centre. Taking over the centre is an important threat, so Black must react quickly and with the right moves. Straight away, Black has problems to solve!

You'll win a lot more games if you play like this.

I've written a lot in previous years about Old Stodge and how to play the Italian Game for White, so you can look at that one day.

French
Defence
(5 games)



I like the French for Black: it's safe and I don't usually hear people moan "I don't know what to do now".

In every game I saw with the French, White followed up with f2-f4. This is a logical and actually quite a dangerous move. White really doesn't have time for it but, given time, White will just develop normally and squash Black completely.

So, Black must not give White any time! Every Black move from now on must be thinking about an attack. But most people chose ...Bd7. Now, ...Bd7 is good when it allows Black to threaten the d-pawn, but otherwise I'd sooner see you play something else.

John Watson gives the example line:

5...Qb6 6.Nf3 Nh6 7.b3 cxd4 8.cxd4 Bb4+ 9.Kf2 Ng4+ 10.Kg3 h5 11.h3 h4+ 12.Nxh4 Rxh4 13.Kxh4 Nf2 14.Qh5 Qxd4 -+

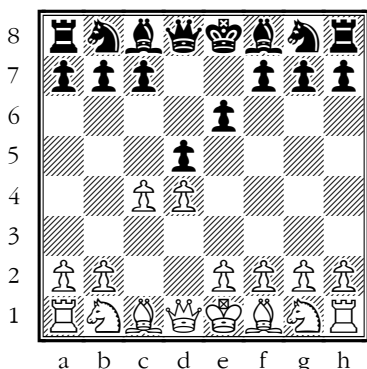
If you must play ...Bd7, here is a model game:

McConnell,J-Morphy,P [C02] New Orleans, 1850

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.f4 Qb6 6.Nf3 Bd7 7.a3 Nh6 8.b4 cxd4 9.cxd4 Rc8 10.Bb2 Nf5 11.Qd3 Bxb4+ 12.axb4 Nxb4 13.Qd2 Rc2 14.Qd1 Ne3 0-1 (White's queen is lost)

You have to play with that sort of energy in this line as Black!

Queen's
Gambit
Declined



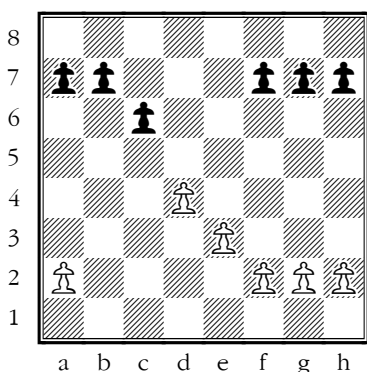
The problem we seemed to have in playing these positions was planning what to do once you had got your pieces out.

It's a bit less thud-and-blunder than the open King's-pawn games, but you should always be looking for piece activity and attacking chances.

But if you get into a position where there is no attack, and not much difference in piece activity, what do you do then?

The answer to this question might take you the rest of your chess life to answer, but it starts with looking at the pawns. You can usually read off a plan from the pawns, for example:

- If there are open lines → put your rooks on them
- If there are no open lines → open one! There is usually a pawn break that you can play somewhere.



So, White might have two good plans here:

- put rooks on b1 and c1 and attack the Black pawns
- put rooks on d1 and e1 and advance the e-pawn, perhaps after f3

Black doesn't look so good in this position because White has better control of the centre.

Middlegame

Strategy

I've made the point a couple of times that you should know what to do after the opening, and it was disappointing to watch people shift bits around without much purpose.


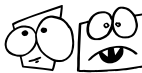

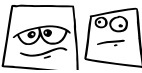


You need a better plan than "wait for my opponent to make a mistake"!

You need to do things, set the opponent problems, do something so that if your opponent does nothing you get a big advantage!



If you really can't think of anything to do, play **Anderssen's plan**:

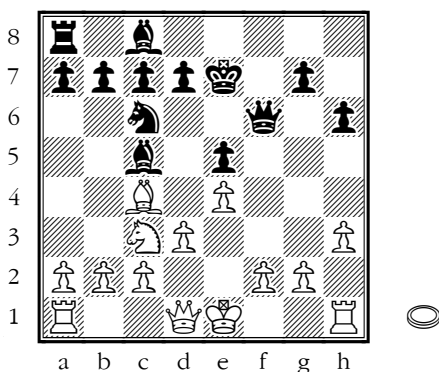
Improve the position of your worst-placed piece

Here is one scheme to help you think of a plan:

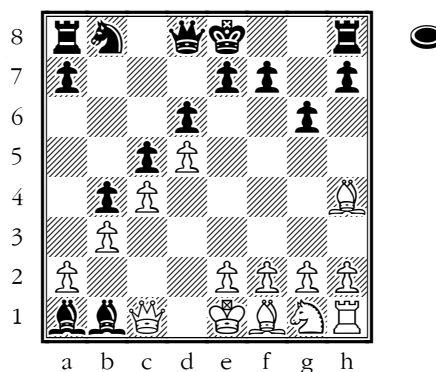
- Ready ①**  **Look** at the position (especially your opponent's threats) 
- ...Aim... ②**  **Think** about what you should be trying to do 
- Fire! ③**  **Play** a move that helps you to it 

Tactics

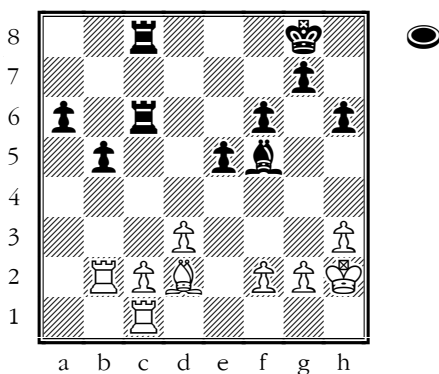
The other thing that I don't think I've mentioned before when writing up notes is: look at every check and every capture, maybe just once, even if they look daft at first. Have a look, and maybe a second look, at each of these positions (the little   signs tell you who is to move):



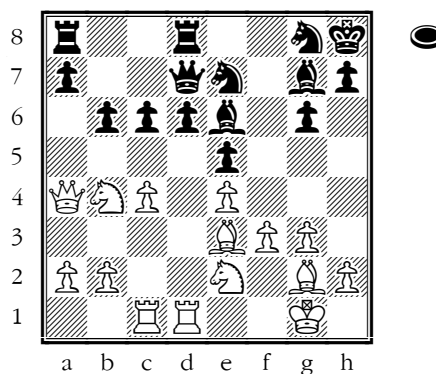
An easy one? White has only two pieces out, but one can deal a deadly blow!



It looks as though White must take one of the bishops, but Black can save both!



Black has everything well-placed... now what?



Black can strike from behind the lines

They all have a capture or a check that should have won the game – but the chances were missed!

So, before you make a move: look at **every** check and **every** capture for **both sides**. [If it's any consolation, the last one was from a game I played the week before your match...]

Endgames

By the endgame, lots of the games were decided already, or we had lost track of the moves. And the long endgames that I saw, the Devon player won! So, I'm not going to offer much advice today, but if you want some general endgame advice, there's some on the website. Harry's last-round win is worth playing over if you want to see how it's done.

The Games

Some comments are made with punctuation:

! Good move !? Tricky or interesting move
? Poor move ?! Dodgy or risky move

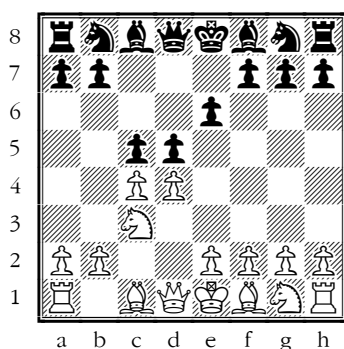
1 Harry Mann

General: Nice to see you back, and I can see you've improved all round since I saw you last year. Your first win was steady and your second was a textbook example of 'how to win with Black', which is, don't give anything away, put your pieces on good squares and wait for your moment to take over.

Let's have a think about that draw. Last year I asked you "Why do you want to play the d-pawn openings as White?", which perhaps was rude of me. But after your games with White, I was all set to ask the same question again! I think there's a level of thinking about **making plans** that would help your game; try looking at the material on planning on the Exeter website (e.g. <http://www.exeterchessclub.org.uk/pawnform.html>) or I'll send you some stuff in the post.

(1) Mann, H-Glamorgan

1 d4 d5
2 c4 e6
3 Nc3 c5



In this position, Black is likely to end up with an isolated queen's pawn. Do you know how to play these positions? Everyone should, especially people who play 1.d4!

4 e3

This slow approach is not very popular: Black wasn't really threatening to keep your c-pawn.

[4.Nf3 Nc6 5.cxd5 exd5 6.g3]

4 ... cxd4
5 exd4

Now, it's White who might end up with an isolated queen's pawn

5 ... Nc6
6 cxd5

[6.Nf3 leaves it up to Black to solve the problem of a home for his light-squared bishop.]

6 ... exd5

With symmetrical pawns, you might find it hard to make problems for your opponent.

7 Bb5

[7.Bd3 is better: Black still needs to find a home for the Bc8, and this move takes away its best diagonal.]

7 ... a6

8 Ba4

Inconsistent.

[8.Bxc6+]

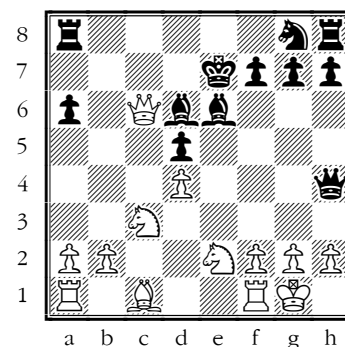
8 ... Bb4
9 Nge2 Be6
10 0-0 Qh4

[10...Nf6 is more logical and as it happens safer.]

11 Bxc6+ bxc6
12 Qa4

Very good.

12 ... Bd6
13 Qxc6+ Ke7



14 f4

This is unkind to your bishop.

[14.Ng3 is a safe defence;
14.Qb7+ is a safe attack!
e.g. 14...Bd7 15.Nxd5+]

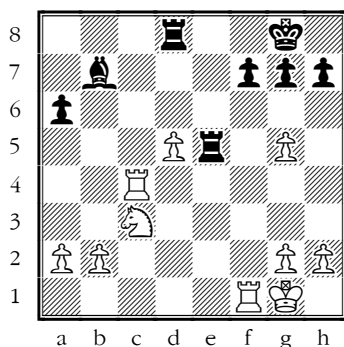
14 ... Nf6
15 Qb7+

Not quite as good now.

15 ... Bd7
16 Nxd5+ Nxd5
17 Qxd5 Rhc8
18 Nc3 Bc6
19 Qg5+ Qxg5
20 fxg5 Kf8
21 Bf4 Bxf4
22 Rxf4 Re8
23 Raf1 Re7
24 d5 Bb7

[24...Bb5 Activity is
everything!]

25 Rh4 Kg8
26 Rhf4 Rd8
27 Rc4 Re5



28 h4

[28.Rc7 Bxd5 puts the
bishop in a pin! 29.Rd1 h6
30.Rc5]

28 ... Bxd5
29 Rc5 Bxg2?

Too co-operative, although
the Bishop is lost.

30 Rxe5 Bxf1
31 Kxf1 1-0

(15) Mann,H-Glamorgan

This was a normal-looking
Queen's Gambit Declined
with Black putting a Bishop
on b7. You then got into a
position with White having
extra central pawns and

open lines on the queen's
side (where the Black pawns
were).

Then you agreed a draw,
saying there wasn't much to
do. I don't agree.

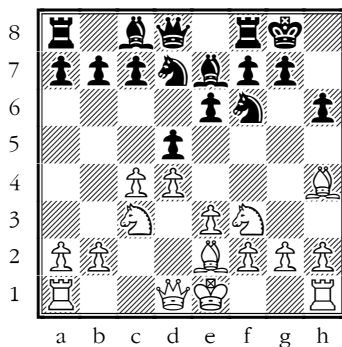
If you have extra central
pawns, you can advance
them!

If you have open lines on the
queen's-side, you can put
your rooks on them!

You should be starting to
learn how to read plans off
the arrangement of pawns
and pieces.

(27) Somerset-Mann,H

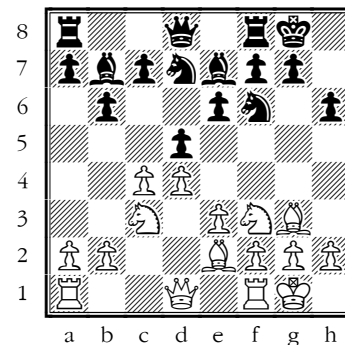
1 c4 e6
2 d4 d5
3 Nc3 Nf6
4 Bg5 Nbd7
5 e3 Be7
6 Nf3 0-0
7 Be2 h6
8 Bh4



8 ... b6

Black is mixing systems. If
you want to fianchetto, leave
the Knight on b8 to help
look after the white squares
on the queen's side.

9 0-0 Bb7
10 Bg3



10 ... a6

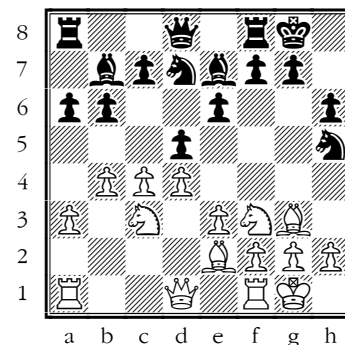
11 a3

Two little moves that usually
say, "I've run out of ideas..."

11 ... Nh5

[11...dxc4 12.Bxc4 b5
13.Bd3 c5 is an idea that
makes use of the ...a6 move
and brings your position to
life.]

12 b4



Now I'm worried about the
pawn on c7 becoming weak.

[12.cxd5 exd5 means that
Black's Bishop on b7 will
find it hard to get into the
game.]

12 ... Nxg3

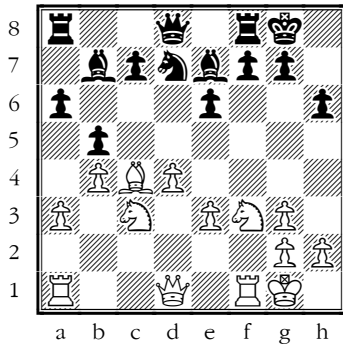
13 fxg3

"Every Russian pupil knows
that you should recapture
towards the centre." This
move splits the White pawns
up, and makes the pawn on
e3 weak.

13 ... dxc4

This does your Bishop a lot
of good.

14 Bxc4 b5



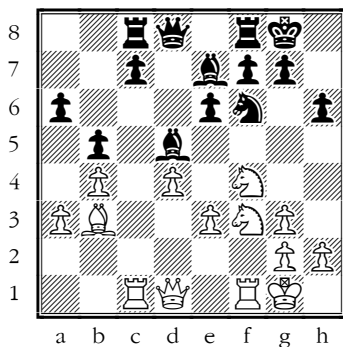
15 Bb3

[15.Bd3 looks after the tender e4 square. If White manages to play e3-e4, he will stand very well.]

15 ... Nf6
16 Rc1 Rc8
17 Ne2

Not bad, but it needs to be on a circuit to take it to c5.

17 ... Bd5
18 Nf4

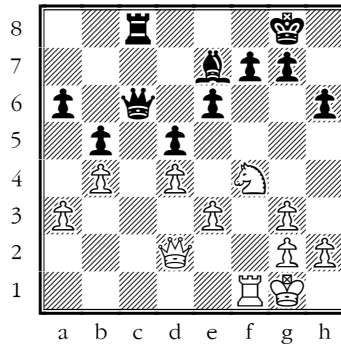


Good. Now Ne3 and Nc5, perhaps?

18 ... c6
19 Ne5 Qd6
20 Bxd5 cxd5
21 Rc5 Nd7
22 Nxd7 Qxd7
23 Rxc8 Rxc8

Black's pawns are mended now, but not White's.

24 Qd2 Qc6

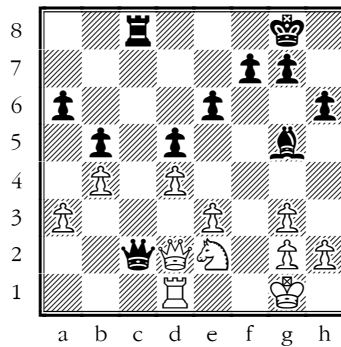


The sun is coming out for Black now he has control of the c-file. White has a useful knight on f4, but Black can swap it if not chase it away.

25 Rd1 Bg5
26 Ne2

c5 is still a good square for the Knight.

26 ... Qc2

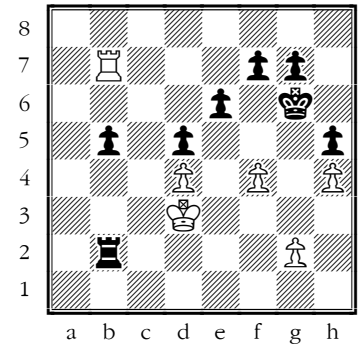


27 Qxc2 Bxe3+

An excellent *zwischenzug* (in-between move).

28 Kf1 Rxc2
29 h4 h5
30 Nf4 Bxf4
31 gxf4 Rc3
32 Ke2 Rxa3
33 Rb1 Rc3
34 Rb2 Rc4
35 Kd3 Kh7

36 Ra2 Rxb4
37 Rxa6 Rb2
38 Ra7 Kg6
39 Rb7



Black has complete control of the game.

39 ... Rxc2

[39...f6]

40 Rxb5 Rg4
41 Ke3 Rxh4
42 Kf3 Kf5
43 Rb7 Rxf4+
44 Ke3 Re4+
45 Kf3 Kf6
46 Rb4 g5
47 Kg3 h4+
48 Kh3 Kf5
49 Rb7 Re3+
50 Kh2 Kf6
51 Rb2 g4
52 Rf2+ Rf3
53 Rg2 Kf5
54 Re2 f6
55 Kg2 h3+
56 Kh2 e5
57 dxe5 fxe5
58 Rd2 d4
59 Re2 e4
60 Rd2 1-0

2 Robert Thompson

General: You play actively and set your opponent problems, which is just the ideal style. You've still got to get some kinks out of your opening repertoire, but I think it was a good performance.

The French I think you can play a bit more actively – if you attack the centre straight away, you won't let your opponent do just what he wants in the opening.

The Tromp didn't really impress – I used to play it when I was your age but I don't understand the modern style of opening up the game – I just used to keep everything solid and badger away at the weak pawns. [Do you have a book on this line? I've got a some articles on it somewhere if you're interested.]

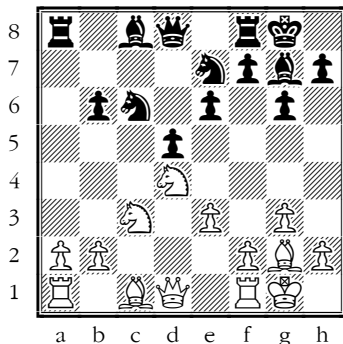
(2) Somerset-Thompson,R

- 1 c4 c5
- 2 g3 g6
- 3 Bg2 Bg7
- 4 e3

The Drawing Variation...

4 ... e6
[4...e5 is less balanced, perhaps more fun!]

- 5 Ne2 Ne7
- 6 Nbc3 Nbc6
- 7 d4 cxd4
- 8 Nxd4 d5
- 9 c5 b6
- 10 cxb6 axb6
- 11 0-0 0-0



12 a3

A move that usually means "I have already run out of ideas". Black is already slightly better. I really don't think young people should play this opening.

- 12 ... Ba6
- 13 Re1 Nxd4

This releases the other white bishop-let it suffer!

[13...Rc8]

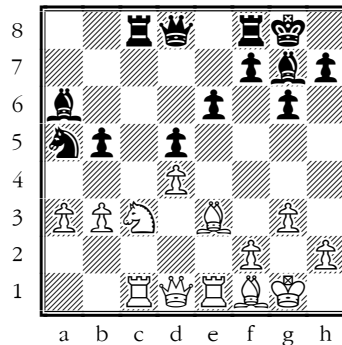
- 14 exd4 Nc6

[14...Nf5 leaves the c-file open.]

- 15 Be3 Na5

[15...Qf6 is logical, pounding the isolated queen's pawn.]

- 16 b3 Rc8
- 17 Rc1 b5
- 18 Bf1



18 ... Qd6

[18...Qb6]

- 19 Bxb5 Rxc3
- 20 Rxc3 Bxb5

This exchange gives Black the better chances again.

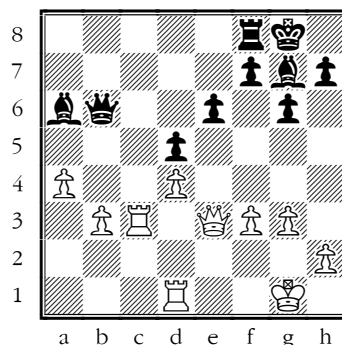
- 21 a4 Ba6
- 22 Rc5 Nb7

[22...Qb6]

- 23 Rc3 Qb6
- 24 Qd2 Nd6
- 25 f3 Nf5
- 26 Rd1 Nxe3

[26...Qb4]

27 Qxe3



27 ... Be2

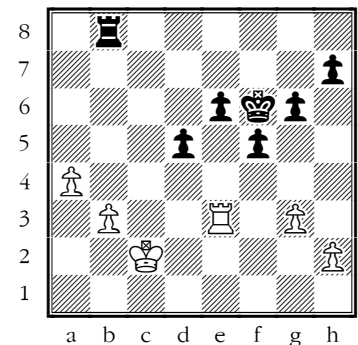
Very frisky! But getting your rook into play was simpler

[27...Rb8]

28 Rd2

[28.Qxe2 Bxd4+ 29.Rxd4 Qxd4+ in fact looks easier for White: the a-pawn may suddenly sprint!]

- 28 ... Bxf3
- 29 Qxf3 Bxd4+
- 30 Rxd4 Qxd4+
- 31 Qe3 Qxe3+
- 32 Rxe3 Rb8
- 33 Kf2 Kf8
- 34 Ke2 Ke7
- 35 Kd2 f5
- 36 Kc2 Kf6

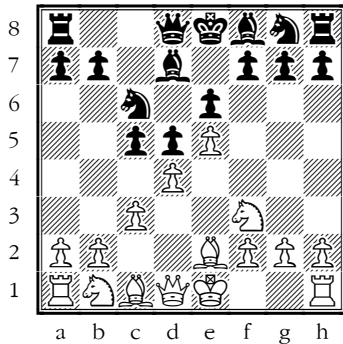


With the central pawns supported by the king, black I think is better, but these are never easy to win when the opponent has so much counterplay.

[...] ½-½

(16) Somerset-Thompson,R

- 1 e4 e6
- 2 d4 d5
- 3 e5 c5
- 4 c3 Nc6
- 5 Nf3 Bd7
- 6 Be2

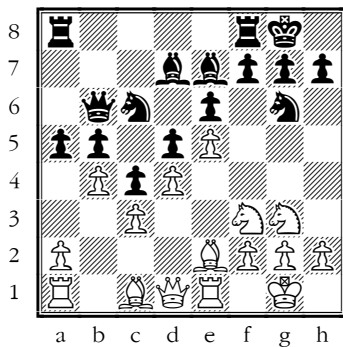


6 ... c4

Not bad, but I'd prefer to maintain the tension and the pressure against d4.

[6...f6 is John Watson's recommendation.]

- 7 0-0 Nge7
- 8 Nbd2 Ng6
- 9 b3 b5
- 10 Re1 Be7
- 11 b4 0-0
- 12 Nf1 Qb6
- 13 Ng3 a5



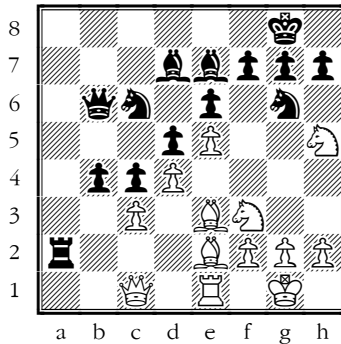
14 bxa5

Co-operative!

- 14 ... Rxa5
- 15 Nh5

White realises what he's supposed to be doing on the other side, but I thought it was all too slow.

- 15 ... Rfa8
- 16 Be3 Rxa2
- 17 Rxa2 Rxa2
- 18 Qc1 b4



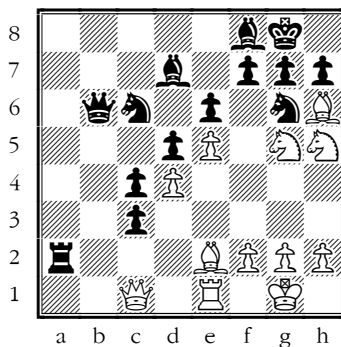
19 Bh6!

Very clever.

- 19 ... Bf8
- 20 Ng5

White has suddenly arrived! I got a bit worried here but really it's just three against three on the King's side.

20 ... bxc3



White has got to the top of the hill, and starts rolling down. As his next move is clearly losing, he should have tried Bxg7 or Nf6+

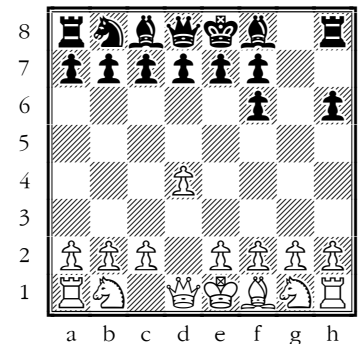
- 21 Nf4 gxf6
- 22 Ngh3 Qb2
- 23 Qe3 Ra8
- 24 Bd1 c2
- 25 Bxc2 0-1

(28) Thompson, R-Glamorgan

- 1 d4 Nf6
- 2 Bg5 h6
- [2...g6 3.Bxf6 exf6 4.e3 Bg7
- 5.Ne2 b6 6.Nf4 d5 7.h4 h5
- That's more how I think
- White should play the
- opening.
- 8.c4 dxc4 9.Bxc4 Bb7
- 10.Nc3 Bh6 11.Bxf7+ Kxf7
- 12.Qb3+ Ke8 13.Nxg6 Qd7

14.Nxh8 Qg7 15.Qe6+ Kf8
16.Nd5 Nd7 17.Ne7 1-0
Vaganian-Botterill, Hastings
1974]

3 Bxf6 gxf6

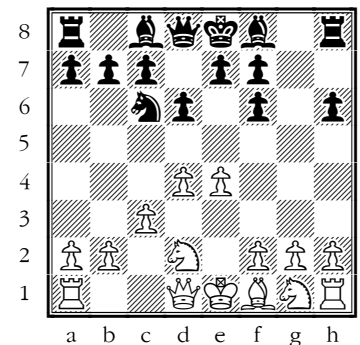


4 e4

I like the old-fashioned way of playing the Tromp – going for a grind against the weakened Black position, rather than open lines that might backfire.

[4.e3]

- 4 ... Nc6
- 5 c3 d6
- 6 Nd2



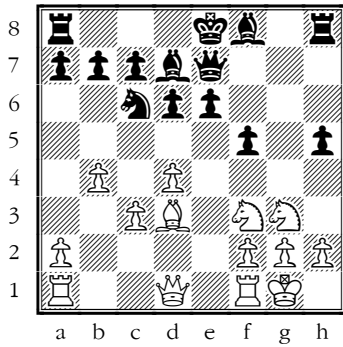
6 ... f5

Very good: Black tidies up her pawns. White would like to reply with e4-e5, shutting out the Black dark-squared Bishop, but this just loses a pawn.

- 7 Bd3 fxe4
- 8 Nxe4 Bd7
- 9 Nf3 e6
- 10 0-0 Qe7
- 11 b4

[11.h4 f5 12.Ng3 h5 13.Ne2]

- 11 ... f5
- 12 Ng3 h5



Black has a clockwork attack against White's king'-side: she already has an open file. The opening has gone badly wrong for White.

13 Ne2 h4
14 h3 Bh6

This is often a good post for Black's dark-squared Bishop in the Tromp.

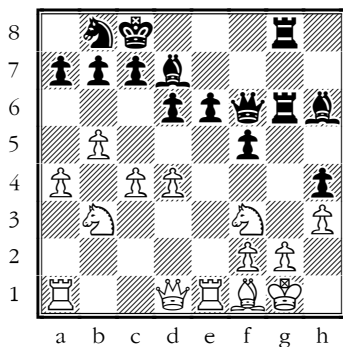
15 Re1 0-0-0
16 Nc1

[16.b5 leaves the Black Knight without a satisfactory square.]

16 ... Qf6
17 b5 Nb8

[17...Ne7 made more sense to me.]

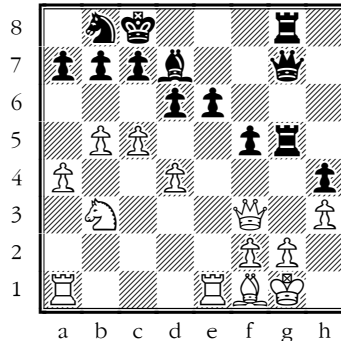
18 Nb3 Rhg8
19 a4 Rg6
20 c4 Rdg8
21 Bf1



21 ... Bg5

Black wants to play ...Qg7 without losing the h-pawn.

22 c5 Qg7
23 Nxc5 Rxc5
24 Qf3



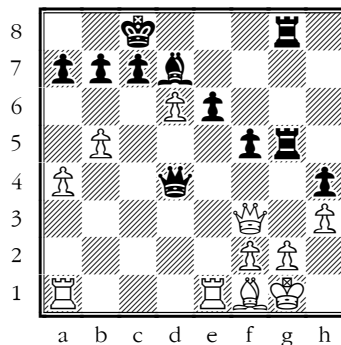
Black ought to be winning this, but needs a plan to bring the queen's-side pieces into play.

24 ... Nc6!?

Very clever, but not as good as the simple:

[24...e5 is natural and good, maybe winning for Black.]

25 cxd6 Nxd4
26 Nxd4 Qxd4



27 dxc7

Slow! This game shouldn't be decided by material...

[27.Red1 and Rac1 wins for White.]

27 ... Qg7

28 Rad1 e5
29 Bc4 Rxc2+
30 Kh1 e4

Black is firmly back in the driving seat.

31 Qf4 Rf8

[31...Qc3! wins]

32 Qxh4 Rh8
33 Qd8+ Rxd8
34 cxd8Q+ Kxd8

35 Be6 Rxf2
36 Rxd7+ Qxd7
37 Bxd7 Kxd7

38 Rd1+ Kc7
39 Kg1 e3
40 Rd3 f4

41 h4 Rc2
42 h5 e2

[42...Rc1+ 43.Kg2 e2]

43 Kf2 e1Q+
44 Kxe1

[44.Kxe1 Rh2 45.Rd4 Rh4 46.Kd2 Kb6]

[...] ½-½

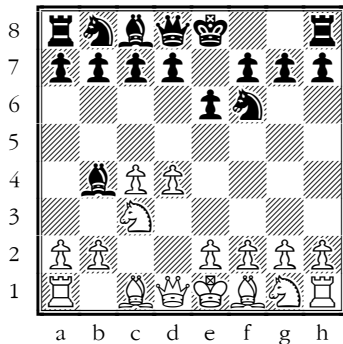
3 Callum Picken

General: You're still a good player and you do good business with your French Defence.

Your first-round game was a bit of a disappointment. If you are going to play these d-pawn openings, then you need to have a decent plan against each of the defences that you might meet. And also, if you get into a position that you haven't seen before, you could do with having a bit more idea about planning, but I've moaned about this a lot above...

(3) *Picken, C-Somerset*

- 1 d4 Nf6
- 2 c4 e6
- 3 Nc3 Bb4



4 Bg5

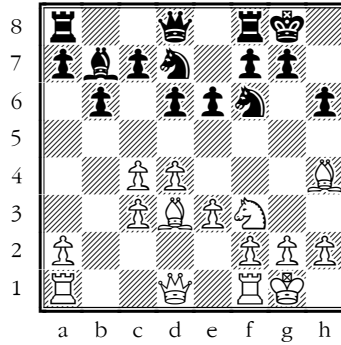
[4.a3 Bxc3+ 5.bxc3 c5 6.e3 Nc6 7.Bd3 0-0 8.Ne2 d6 9.e4 Ne8 10.0-0 b6 11.f4 Ba6 12.f5 e5 13.f6 Kh8 14.d5 Na5 15.Ng3 gxf6 16.Nf5 Bc8 17.Qh5 Bxf5 18.exf5 Rg8 19.Rf3 Rg7 20.Bh6 Rg8 21.Rh3 1-0 Bronstein-Najdorf 1950]

4 ... Bxc3+

Unnecessary

[4...h6 5.Bh4 b6 6.Qc2 Bb7 7.Nf3 Na6 8.e3 c5 9.d5 Bxc3+ 10.bxc3 Qe7 11.Bd3 Nb8 12.0-0 0-0 13.e4 e5 14.Nxe5 Qxe5 15.f4 Qc7 16.Bxf6 gxf6 17.Qf2 Re8 18.e5 f5 19.Qh4 d6 20.Qxh6 Nd7 21.Rf3 Nf8 22.Rg3+ Ng6 23.e6 Re7 24.Bxf5 Rf8 25.exf7+ Rxf7 26.Rxg6+ Rg7 27.Rxg7+ Rxg7 28.Be6+ Rf7 29.Qg6+ Kf8 30.Bxf7 Qxf7 31.Qxd6+ Kg8 32.Re1 Bc8 33.Qd8+ 1-0 David, A-Jonkman, H/Lost Boys Open 2000/The Week in Chess 302]

- 5 bxc3 b6
- 6 e3 Bb7
- 7 Nf3 h6
- 8 Bh4 0-0
- 9 Bd3 d6
- 10 0-0 Nbd7



There's not a lot in this. The one thing you can do is try and squash Black with your big centre.

11 Re1

[So, next time maybe try 11.Nd2 c5 12.e4... or try one of the plans in the games I gave above.]

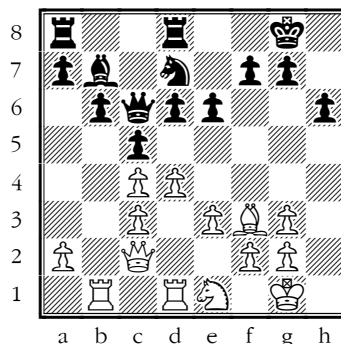
- 11 ... c5
- 12 Rb1 Qc7
- 13 Bg3 Qc6

It might be time to transfer to a standard Nimzo pawn structure:

14 Be2

[14.e4 Normally the White dark-squared bishop is safe from capture.]

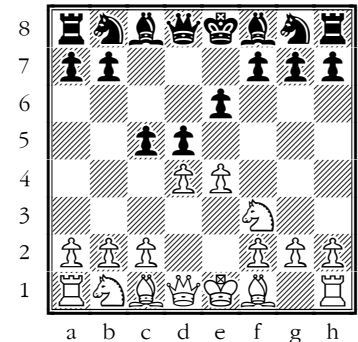
- 14 ... Ne4
- 15 Qc2 Nxc3
- 16 hxg3 Rfd8
- 17 Red1 Rac8
- 18 Ne1 Ra8
- 19 Bf3



White has nothing to show from the opening but messy pawns: if anything Black is better at the moment. You need a better plan against this defence.

(17) *Glamorgan-Picken, C*

- 1 e4 e6
- 2 d4 d5
- 3 Nf3 c5



You usually wait to play this until White has sealed the centre.

[3...Nf6 would have encouraged him to do just that.; 3...dxe4 If you can take a free central pawn, do so!]

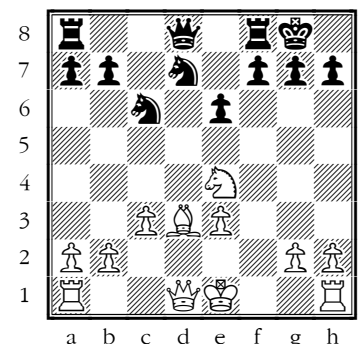
- 4 Be3 dxe4
- 5 Ne5 Nf6
- 6 c3 Bd7

[6...cxd4 looks most awkward for White.]

- 7 dxc5 Nc6
- 8 Nxd7 Nxd7
- 9 Nd2

[Now 9.b4 makes it awkward for Black on the Queen's-side.]

- 9 ... Bxc5
- 10 Nxe4 Bxe3
- 11 fxe3 0-0
- 12 Bd3



12 ... Nf6

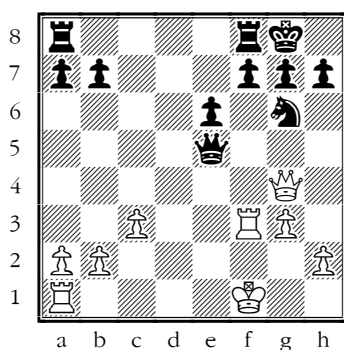
[12...Nde5 looked more active, I thought, but I hadn't

seen your idea. But would your move still be the best if he saw what you had in mind?]

13 Qe2? Nxe4
14 Bxe4 Qh4+

Very good.

15 g3 Qxe4
16 Rf1 Ne5
17 Rf4 Qd3
18 Qh5 Qxe3+
19 Kf1 Ng6
20 Rf3 Qe5
21 Qg4



21 ... h6

[21...Rad8]

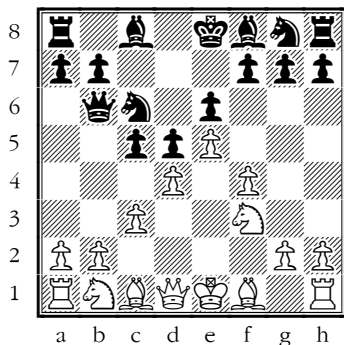
22 Re1 Qg5
23 Qd4 Qd5
24 Qe3 Ne5

Black is clearly winning but instead of fidgeting with the queen I would have liked you to get your rooks into play.

[. . .] 0-1

(29) Glamorgan-Picken, C

1 e4 e6
2 d4 d5
3 e5 c5
4 c3 Nc6
5 f4 Qb6
6 Nf3

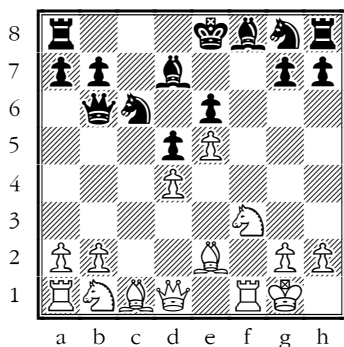


6 ... Bd7

Too slow. White has been very bold in making so many pawn moves to set up a huge centre. You must attack it as hard as you can.

[6...Nh6 is more to the point e.g. 7.b3 Nf5 8.Bb2 cxd4 9.Nxd4 Ncxd4 10.cxd4 Bb4+]

7 Be2 f6
8 0-0 fxe5
9 fxe5 cxd4
10 cxd4



10 ... Nge7

Good!

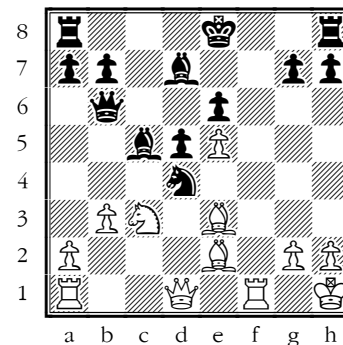
11 Kh1

Sleepy...

11 ... Nf5

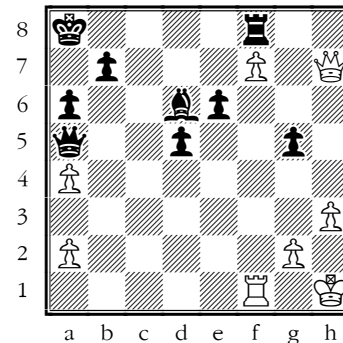
Winning a pawn.

12 b3 Nfxd4
13 Nxd4 Nxd4
14 Be3 Bc5
15 Nc3



15 ... Nxe2

16 Qxe2? Bxe3
17 Rf3 Bc5
18 Na4 Bxa4
19 bxa4 0-0-0
20 Rc1 Kb8
21 Rf7 g6
22 h3 Rdf8
23 Rf6 Rxf6
24 exf6 a6
25 f7 Rf8
26 Qe5+ Ka8
27 Qg7 Bd6
28 Rf1 Qa5
29 Qxh7 g5



White is fighting hard but Black is winning and got through all his problems.

There was a time when I thought your king was too exposed, but you kept it together well and had the 'right colour rook's pawn' for your bishop.

[. . .] 0-1

4 Laurens Stegink

General: You played a lot of good moves and had some good fighting games, so it's a real shame you didn't come away with more. The game below that you lost, you lost because you didn't see your

opponent's threats, so if I have any advice, it's to think a bit more about what you opponent's next move is going to be, not just your own!

(4) Glamorgan-Stegink, L

- 1 e4 e6
- 2 d4 d5
- 3 e5 c5
- 4 c3 Nc6
- 5 f4 Qb6
- 6 Nf3 Nge7

[6...Nh6 7.b3 cxd4 8.cxd4 Bb4+ 9.Kf2 Ng4+ 10.Kg3 h5 11.h3 h4+ 12.Nxh4 Rxh4 13.Kxh4 Nf2 14.Qh5 Qxd4]

- 7 Bd3 Bd7

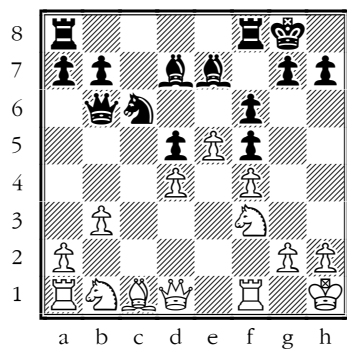
Looks a little too slow to me

[7...cxd4 8.cxd4 Nf5 is better for Black.]

- 8 Bc2 Nf5
- 9 Bxf5 exf5

That leaves White with just one rather bad bishop.

- 10 0-0 Be7
- 11 Kh1 0-0
- 12 b3 cxd4
- 13 cxd4 f6

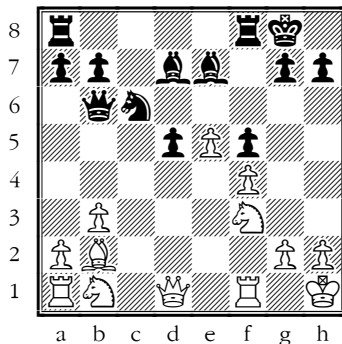


It looks as though White has managed to hold up his centre without any awkwardness. When White catches up in development, it might be awkward.

- 14 Bb2 fxe5

[14...Be6]

- 15 dxe5

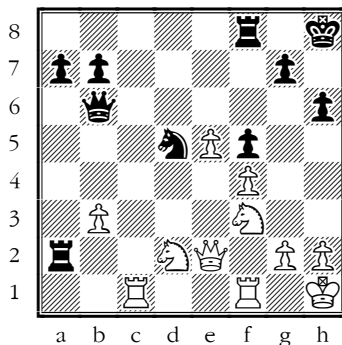


- 15 ... Rfe8?

Careless!

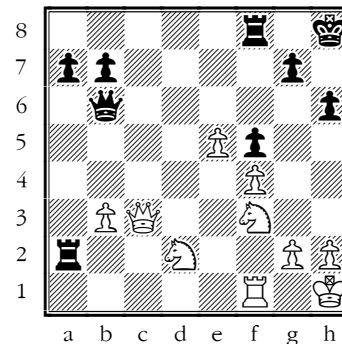
[15...Be6]

- 16 Qxd5+ Kh8
- 17 Qxd7 Rf8
- 18 Qd3 Nb4
- 19 Qe2 Rac8
- 20 Nbd2 Rc2
- 21 Ba3 Nd5
- 22 Bxe7 Nxe7
- 23 Rac1 Rxa2
- 24 Ng5 h6
- 25 Ngf3 Nd5



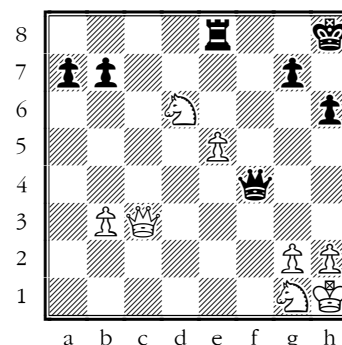
Black has done well to get so active while White looks a bit stuck, despite the extra piece.

- 26 Qc4 Ne3
- 27 Qc3 Nxf1
- 28 Rxf1



Best now to get that other rook into play and fighting.

- 28 ... Qb5
- 29 Nd4 Qa6
- 30 Re1 Re8
- 31 N2f3 Rf2
- 32 Nxf5 Rf1+
- 33 Rxf1 Qxf1+
- 34 Ng1 Qxf4
- 35 Nd6



- 35 ... Qxe5

Look at every check and every capture!

- 36 Nf7+

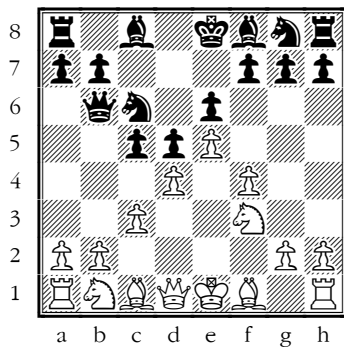
Oops

[36.Qxe5 Rxe5 37.Nf7+]

1-0

(18) Stegink, L-Somerset

- 1 e4 e6
- 2 d4 d5
- 3 e5 c5
- 4 c3 Nc6
- 5 f4 Qb6
- 6 Nf3

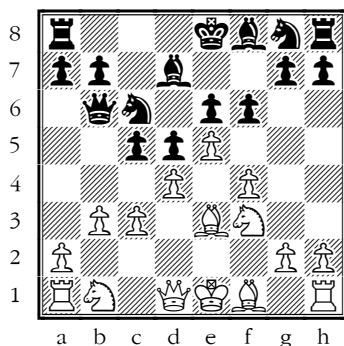


6 ... Bd7

A bit slow, given how greedy White is being with the centre.

7 b3 f6

8 Be3



8 ... Qa5

Move a new piece instead

[8...Be7; 8...Nh6]

9 Be2 cxd4

10 Nxd4

Helpful! This loses control of the centre.

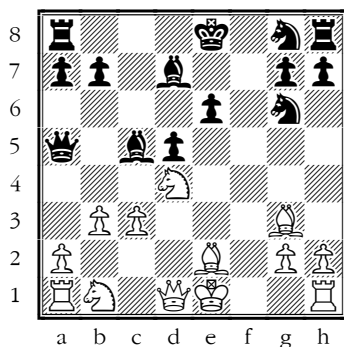
[10...cxd4]

10 ... fxe5

11 fxe5 Nxe5

12 Bf4 Ng6

13 Bg3 Bc5



14 b4

Black is lucky that this doesn't win!

14 ... Bxb4

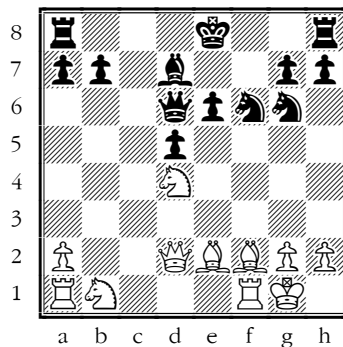
15 cxb4 Qxb4+

16 Qd2 Qc5

[16...Qxd2+ Black's pawns are worth more in an endgame.]

17 Bf2 Qd6

18 0-0 Nf6



19 Bg3

Just tempts Black to make a move he should make!

[19.Nb5]

19 ... e5

20 Nf5 Bxf5

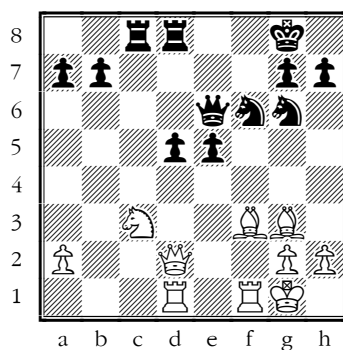
21 Rxf5 Qe6

22 Rf1 0-0

23 Nc3 Rac8

24 Rad1 Rfd8

25 Bf3

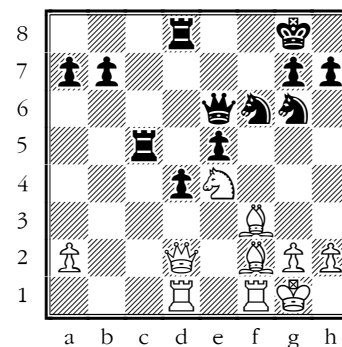


25 ... Rc5

[25...e4 26.Be2 d4 squashes White properly – Black is better here.]

26 Bf2 d4

27 Ne4



Ah, now White has blockaded the pawns, he's not too bad here, but will find it hard to win. Perhaps the best plan is to move the Rooks to the queen's side.

27 ... Rc7

28 Rfe1 Re7

½–½

Three pawns I guess are worth the same as a Bishop, but normally these positions are so unbalanced that someone is winning!

(30) *Stegink, L-Somerset*

Not sure what happened here: your King ended up on f2, which didn't look right, then Black had control of the centre and better development – which is not the idea when you're White!

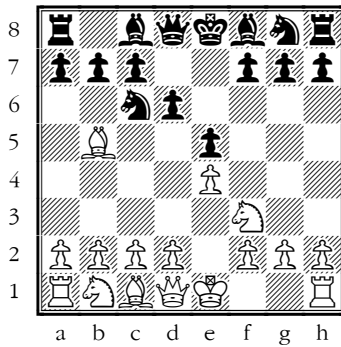
When I came back, you were a Bishop down, and I guess that was enough.

5 William Norton

General: I think you have a good idea of the game but need to be a bit more buttoned up: playing more actively and consistently. I saw some good aggression, especially in the game that I don't have the score of, but you need to keep going once you've started.

(5) Norton, W-Somerset

1 e4 e5
2 Nf3 Nc6
3 Bb5 d6



4 h3

Ooh, very slow. How does this help your game? Not the right plan in this position

[4.d4]

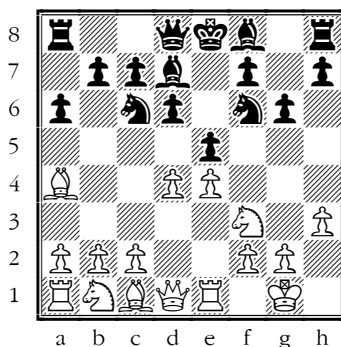
4 ... Bd7
5 0-0 Nf6
6 Re1 g6
7 d4

Now this might let Black out of the box

7 ... a6

[7...Nxd4 8.Bxd7+ Qxd7 9.Nxd4 exd4 10.Qxd4 Bg7 and White will have to play accurately to show up the weaknesses in Black's position.]

8 Ba4



8 ... Be7

[8...Bg7 is more consistent.]

9 Bh6

[9.d5 is a good squashing move, leaving Black with a rotten bishop.]

9 ... Nh5

10 d5 Na7

11 Bxd7+

[11.c4]

11 ... Qxd7

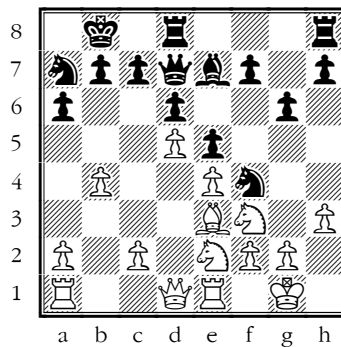
12 Nc3 0-0-0

13 Be3 Kb8

14 b4 good!

14 ... Nf4

15 Ne2



15 ... Nxh3+

16 Kh2

[16.gxh3 Qxh3 is risky but best.]

16 ... Nf4

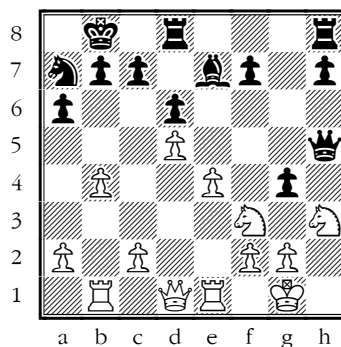
17 Bxf4 exf4

18 Nxf4 Qg4

19 Nh3 Qh5

20 Rb1 g5

21 Kg1 g4



This was as far as I saw: you lost a knight I think but could have saved it using a pin:

22 Nd4 Qe5

23 f4 0-1

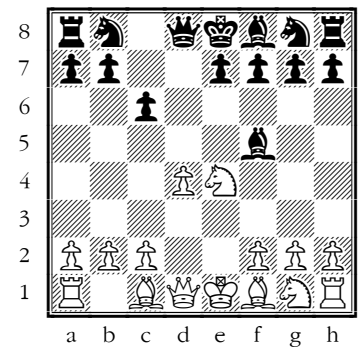
(19) Norton, W-Somerset

1 e4 c6

2 d4 d5

3 Nc3 dxe4

4 Nxe4 Bf5



5 Nc3

[5.Ng3 gains time on the bishop]

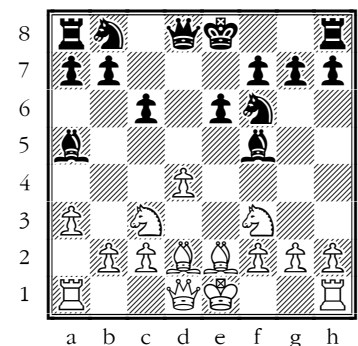
5 ... e6

6 Nf3 Bb4

7 Bd2 Nf6

8 a3 Ba5

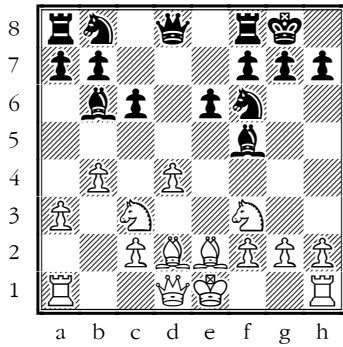
9 Be2



White has placed his bishops very quietly: one like this may be ok, but both lacks energy

9 ... 0-0

10 b4 Bb6



11 0-0

Sleepy!

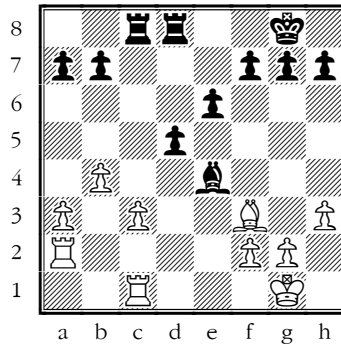
11 ... Bxd4
 12 Nxd4 Qxd4
 13 Ra2

Curious

13 ... Ne4
 14 Nb1 Rd8
 15 Bc3 Qxd1
 16 Bxd1 Nxc3

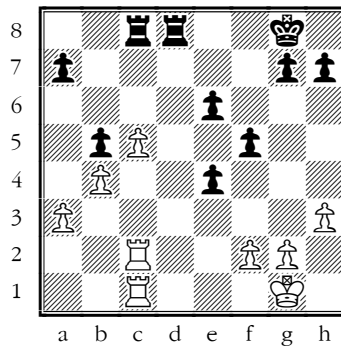
With Queens off, Black can look forward to playing an endgame with an extra pawn.

17 Nxc3 Nd7
 18 Bf3 Nf6
 19 h3 Nd5
 20 Nxd5 cxd5
 21 c3 Rac8
 22 Rc1 Be4



Mistaken I think: Black's bishop is a great piece and this swap just messes up the pawns, giving White a passed pawn. That's what Black wants!

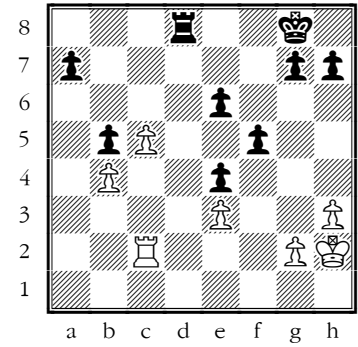
23 Bxe4 dx4
 24 Rac2 f5
 [24...b5]
 25 c4 b5
 26 c5



Now White is completely back in the game.

26 ... Rd5
 27 Ra1 Rd4
 28 Kh2 Rd3
 29 Re1? Rxa3

30 Re3 Rxe3
 31 fxe3 Rd8



We then got into an endgame where both sides had an advanced passed pawn on the Queen's side. These both disappeared, after which Black was winning all over the king's side. So, if you could have kept your counterplay on the queen's-side, perhaps that's what you should have done – but I didn't see this part of the game.

[...] 0-1

(31) Glamorgan-Norton, W

I'm sorry I don't have this one... In a French Defence you looked a bit slow to get going and got your king stuck in the middle. Later on both kings became very exposed – in fact, I was sure both sides couldn't possibly escape losing...

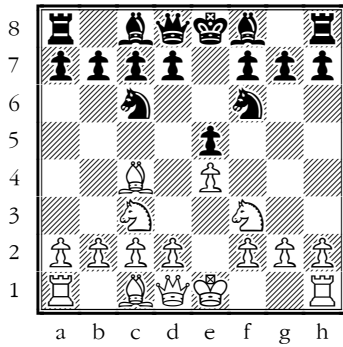
6 Sam Richardson-Velmans

General: Really I do not have a lot of advice for you – I thought you played some great chess and showed great character in your endless second round game. If the first game is the best you know how to do in the opening, then I'd have a bit of a think about the plan for your first six moves. I've written a lot in previous years about how to play the Italian Game for White, so you can look at that one day.

[4.Bb5 or 4.d4 are better]

(6) Richardson-Velmans, S-Glamorgan

1 e4 e5
 2 Nf3 Nc6
 3 Nc3 Nf6
 4 Bc4



4 ... h6

[4...Nxe4

I tell people about this trick every year! It often goes:

5.Nxe4 d5

when Black has the centre and easy development.]

5 d3 Bb4

6 Be3 0-0

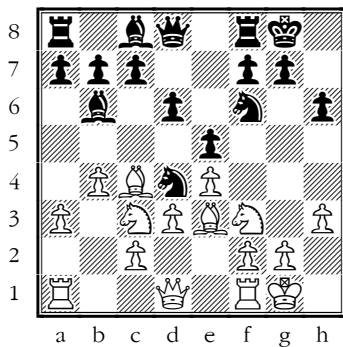
7 a3 Bc5

[7...Ba5]

8 b4 Bb6

9 0-0 d6

10 h3 Nd4



11 Ne2

Now Black can make a mess, and even wins a pawn

11 ... Nxf3+

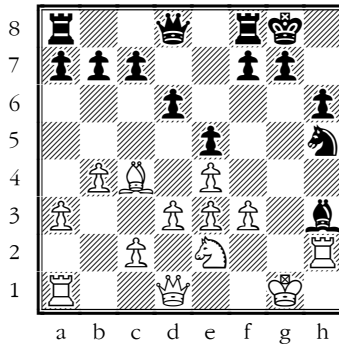
12 gxf3 Bxe3

13 fxe3 Bxh3

All good stuff from Black

14 Rf2 Nh5

15 Rh2



15 ... Qh4

[15...Qg5+ looks more

active but risks losing the

bishop. 16.Kh1 Ng3+

17.Nxg3 Qxg3 18.Qe2 Qh4

19.Rg1 h5 and Black is

bound up.]

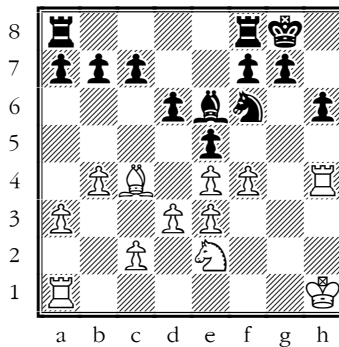
16 Qe1 Qg5+

17 Kh1 Be6

18 Qh4 Nf6

19 f4 Qxh4

20 Rxh4



20 ... Bd7

[20...Bxc4 21.dxc4 exf4

makes a mess of White's pawns.]

21 c3 a5

22 Rb1 axb4

23 cxb4 Ng4

24 fxe5 dxe5

25 Bd5 Ra7

[25...c6]

26 Rc1

White is worse but has

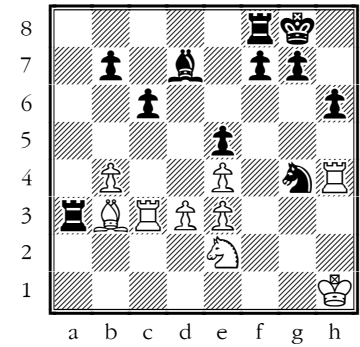
survived the storm and is

getting active

26 ... c6

27 Bb3 Rxa3

28 Rc3



An excellent trap!

28 ... Nxe3

29 Bxf7+ Rxf7

30 Rxa3 Rf1+

31 Ng1 Ng4

32 Ra8+ Kh7

Shame about the clock!

0-1

(20) Glamorgan-Richardson-Velmans,S

1 e4 e5

2 Nf3 Nc6

3 Bc4 Bc5

4 c3! a6

Ooh, too slow. Get a piece out, castle, get hold of the centre... if your move doesn't help you do any of these things, play something else!

5 d4 exd4

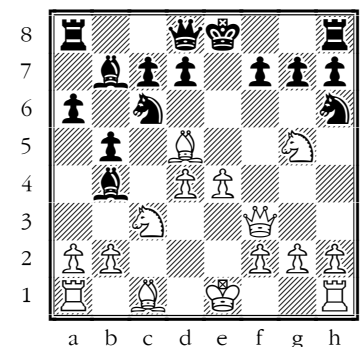
6 cxd4 Bb4+

7 Nc3 b5

8 Bd5 Bb7

9 Ng5 Nh6

10 Qf3



Energetic!

10 ... f6

"Touch the pawns in front of your king only with infinite caution." Alekhine.

[10...Nxd4; 10...0-0]

11 Qh5+ Ke7

[11...g6 12.Qxh6 fxe5

13.Bxe5 Bf8]

12 Nf7 Qe8

13 Bxe6 gxe6

14 Qxe6 Rf8

15 Ng5 fxe5

16 Qxe5+ Rf6

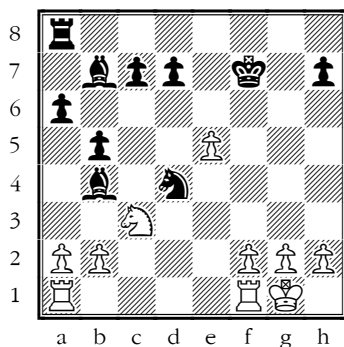
17 Qg7+ Rf7

18 Bxf7 Qxf7

19 Qxf7+ Kxf7

20 0-0 Nxd4

21 e5



Black has excellent prospects with the two bishops.

lost centre K-side f5 sac? R NB eg passive xd?

[. . .] ½-½

(32) Somerset-Richardson-Velmans, S

1 e4 e5

[1...d5 was written down?]

2 Nf3 Nc6

3 Bc4 Bc5

4 d3 Nf6

5 Ng5

Too early.

5 ... 0-0

6 0-0 h6

Bleah.

[6...d5]

7 Nf3 d6

8 h3 a6

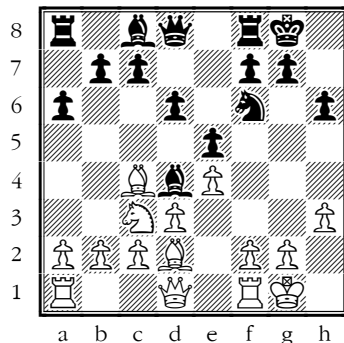
Oh, again! It grieves me to see these do-nothing moves made, it really does...

9 Nc3 Nd4

[9...Be6]

10 Nxd4 Bxd4

11 Bd2



11 ... c6

Ah, right idea!

12 Qf3 d5

Right idea but wrong timing...

13 exd5 cxd5

14 Bxd5 Nxd5

15 Qxd5 Qxd5

16 Nxd5 Bxb2

Black has equal material but worse development.

17 Rab1 Ba3

18 Rfe1 f6

19 Nb6 Rb8

20 Nc4 Bc5

21 Ba5 Be6

22 Nb6 Bxb6

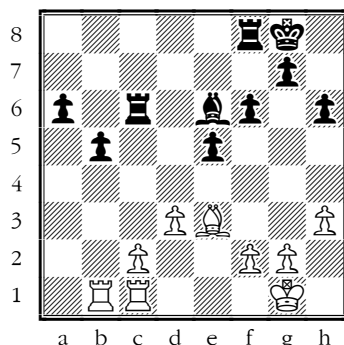
23 Bxb6 Bxa2

24 Ra1 Be6

25 Rab1 Rbc8

26 Rec1 Rc6

27 Be3 b5



People sometimes say "Ah, opposite coloured bishop endgame, going to be a draw..." but that's not true of positions which have rooks as well.

28 Bd2 Rfc8

29 Rb2 Bf5

30 Kh2 e4

[30...Bxd3! see the section on Tactics above]

31 dxe4 Bxe4

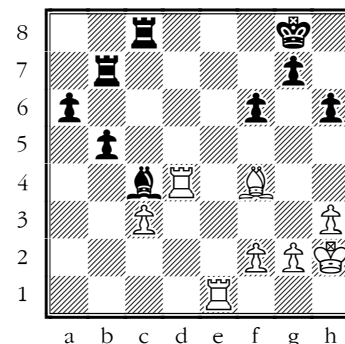
32 c3 Rb8

33 Rb4 Bd3

34 Rd4 Bc4

35 Bf4 Rb7

36 Re1 Rc8



37 Re6??

Bishops can move backwards, you know!

37 ... a5

Getting tricky for White...

38 Bxe6 Bxe6

Ah yes, you remembered!

39 Bd2 a4

40 Re4 Bf7

41 h4 a3

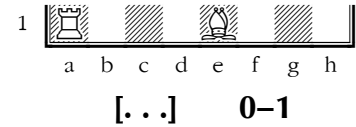
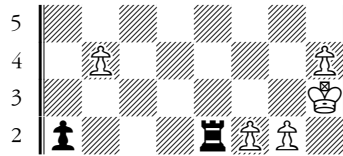
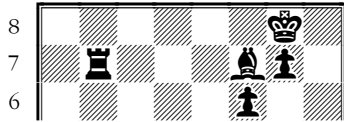
42 Re1 a2

43 Ra1 b4

44 cxb4 Rc2

45 Be1 Re2

46 Kh3



7 Thomas Bonds

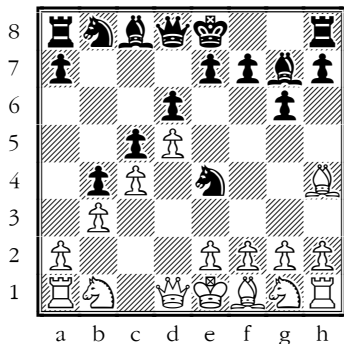
General: Because I wasn't by your board the whole time, I might have got some of the moves wrong or in the wrong place. There was one muddled time after you gained material in the first round, otherwise you played lots of very natural, aggressive games, and your third round endgame win was really excellent – just sorry I don't have the whole score!

(7) Glamorgan-Bonds, T

- 1 d4 Nf6
 2 c4 c5
 3 d5 b5
 4 Nc3 b4
 5 Nb1 d6

White is very confused...

- 6 b3 g6
 7 Bg5? Ne4
 8 Bh4 Bg7

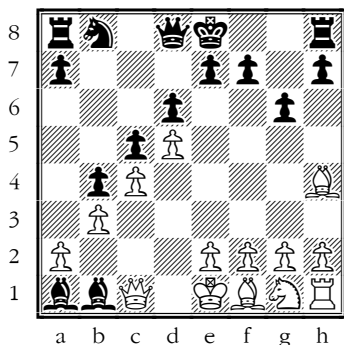


- 9 Qd3

Intelligent, but mistaken.

[9.f3]

- 9 ... Bxa1
 10 Qxe4 Bf5
 11 Qe3 Bxb1
 12 Qc1



I was expecting you to win very quickly here but you

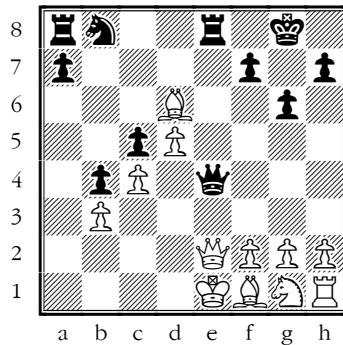
seemed to get confused about how to hang on to the bishops.

- 12 ... Bxa2
 [12...Bc3+ 13.Kd1 Bxa2
 14.Qc2 Qa5 and you can look forward to a quick win.]

- 13 Qxa1

... which forks Bishop and Rook!

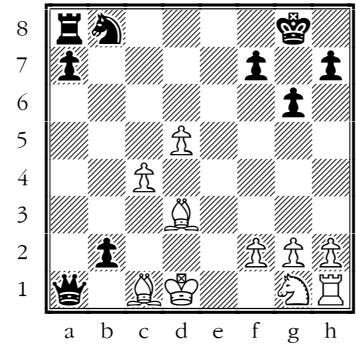
- 13 ... 0-0
 14 Qxa2 Qd7
 15 e4 Qg4
 16 Bxe7 Re8
 17 Bxd6 Qxe4+
 18 Qe2



- 18 ... Qb1+

Good stuff

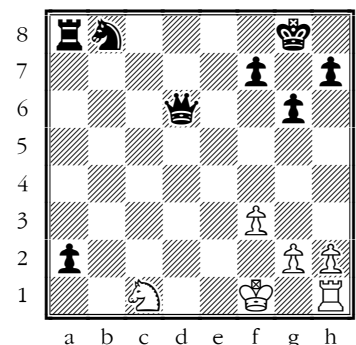
- 19 Kd2 Rxe2+
 20 Bxe2 Qxb3
 21 Bxc5 Qa2+
 22 Kd1 b3
 23 Be3 Qa1+
 24 Bc1 b2
 25 Bd3



- 25 ... Qxc1+

[25...bxc1Q+ leads to mate:
 26.Ke2 Qe5+]

- 26 Ke2 a5
 27 d6 a4
 28 Be4 b1Q
 29 Bxb1 Qxb1
 30 c5 Qf5
 31 c6 Qe4+
 32 Kf1 Qxc6
 33 f3 Qxd6
 34 Ne2 a3
 35 Nc1 a2



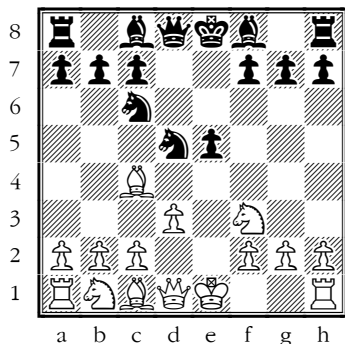
- 36 Nxa2 Rxa2

and I have got this wrong somewhere, because the King ran up the board. You missed a mate in one I noticed later but it really didn't matter...

[...] 0-1

(21) Somerset-Bonds, T

- 1 e4 e5
- 2 Nf3 Nc6
- 3 Bc4 Nf6
- 4 d3 d5
- 5 exd5 Nxd5

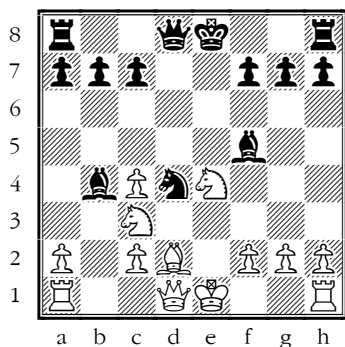


Black's attitude is good but I think this is a slightly awkward position to play.

- 6 d4

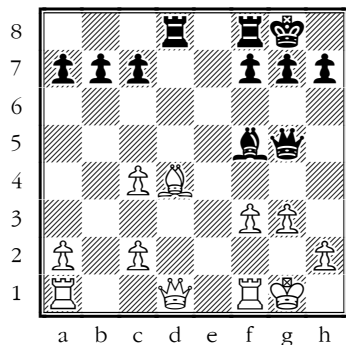
Wastes a tempo.

- 6 ... e4
- 7 Nfd2 Nxd4
- 8 Nxe4 Nb6
- 9 b3 Nxc4
- 10 bxc4 Bf5
- 11 Nbc3 Bb4
- 12 Bd2



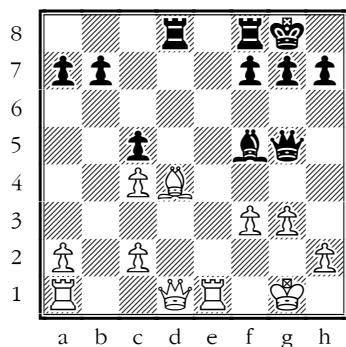
Piling on the pressure.

- 12 ... Bxc3
- 13 Bxc3 Bxe4
- 14 Bxd4 0-0
- 15 0-0 Qg5
- 16 f3 Bf5
- 17 g3 Rad8



I like the way you place your pieces so actively.

- 18 Re1 c5



- 19 Qe2

[19.Be3! saves the piece for White.]

- 19 ... cxd4
- 20 Rad1 h6

Funny little move?

- 21 Qd2 Qxd2
- 22 Rxd2 Rd7
- 23 Red1 Rfd8
- 24 g4 Be6
- 25 a3 Bxc4
- 26 Rb1 d3
- 27 cxd3 Rxd3
- 28 Rxd3 Rxd3
- 29 Rxb7 Rxa3
- 30 h4 Rxf3

[30...a5]

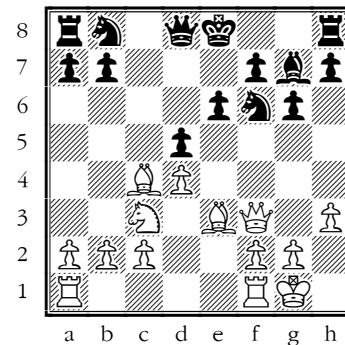
- 31 Rxa7 Rg3+
- 32 Kh2 Rxc4
- 33 Kh3 Be6
- 34 Re7 Re4+
- 35 Kg3

... and I missed the rest, but you seemed to tidy up nicely

- [...] 0-1

(33) Bonds, T-Somerset

- 1 e4 d6
- 2 d4 Nf6
- 3 Nc3 g6
- 4 Bc4 Bg7
- 5 Nf3 Bg4
- 6 Be3 e6
- 7 h3 Bxf3
- 8 Qxf3 c6
- 9 0-0 d5
- 10 exd5 cxd5



- 11 Bb5+

When your central pawns are on dark squares, your best bishop is usually the one on the light squares-so don't swap it off!

- 11 ... Nc6
- 12 Rad1 a6
- 13 Bxc6+ bxc6
- 14 Rfe1

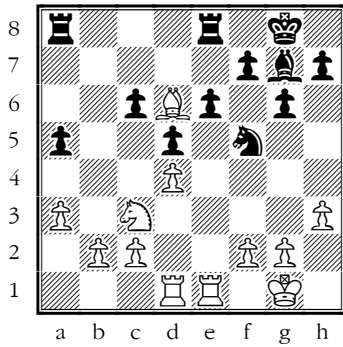
You've placed your other pieces well in the centre.

- 14 ... 0-0
- 15 Bf4 Qe7
- 16 a3 a5
- 17 Qg3

Inviting Black to fork...

[17.Be5]

- 17 ... Nh5
- 18 Bd6 Nxc3
- 19 Bxe7 Rfe8
- 20 Bd6 Nf5

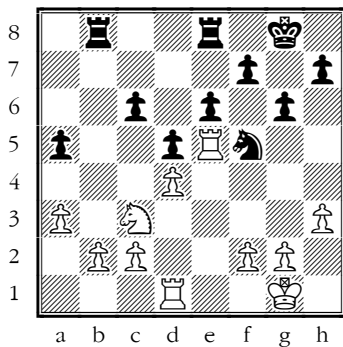


21 Be5

[21.Bc5 keeps hold of c5]

21 ... Bxe5

22 Rxe5 Rab8



Black has some weak squares.

23 Na4 Rb5

24 Rd2 Nd6

It was hard to predict that the Rook on e5 would get stuck.

25 b3 Ne4

26 Rd3 c5

Black has done well to eliminate this weakness.

27 f3 f6

28 Rxe4 dxe4

29 fxe4 cxd4

30 Rxd4 g5

31 b4 e5

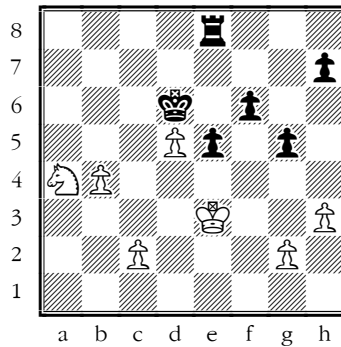
32 Rd5 Rxd5

33 exd5 axb4

34 axb4 Kf7

35 Kf2 Ke7

36 Ke3 Kd6



37 c4

Making use of the best thing in your position.

37 ... Rb8

38 b5 Rc8

39 Kd3 Kc7

40 Nc3 Kb6

41 Ne4 Ra8

42 Nxf6 Ra7

43 Ke4

Two bad mistakes were made here: you offered a draw, and Black declined! White has enough pawns to make up for the exchange, and they are combined and advanced. I think White is winning. I was sorry not to record the moves of the exciting finish, where I saw a pawn on d7 defeat a rook!

[...] 1-0

8 Timothy Seah

General: You know your way around the board and you take your chances when they come. But I think your games are little too slow – you seem to wait for game to be lost by your opponent, and you don't do enough to take the game for yourself.

(8) Somerset-Seah, T

1 e4 e5

2 Nf3 Nc6

3 Bc4 Nf6

4 Nc3 h6

Black's move is rotten on two counts: it does nothing in itself and it misses a great chance to equalise!

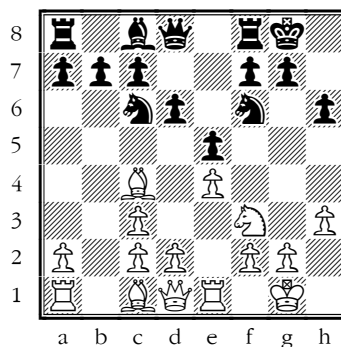
[4...Nxe4!]

5 0-0 Bb4

6 Re1 d6

7 h3 Bxc3

8 bxc3 0-0



9 d4

Black's position looks solid but is going nowhere... what's your plan here?

9 ... a6

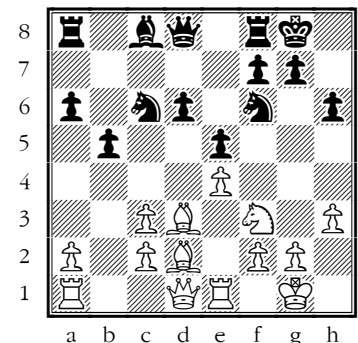
10 d5 Na5

[10...Ne7]

11 Bd3 b5

12 Bd2 c6

13 dxc6 Nxc6

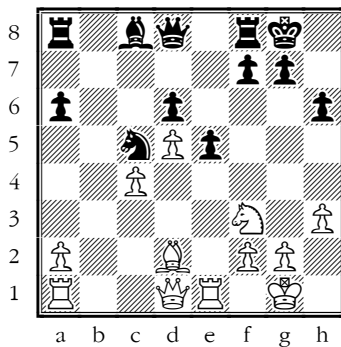


14 c4 bxc4

15 Bxc4

White has sorted out his pawns and opened up lines for his bishops, so he stands well.

15 ... Na5
 16 Bd5 Nxd5
 17 exd5 Nb7
 [17...Rb8; 17...Bd7]
 18 c4 Nc5



This is a great square for the knight but I would have liked to see you develop the bishop and rooks first.

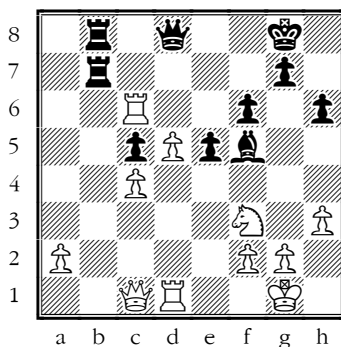
19 Bb4 f6
 20 Bxc5 dxc5
 21 Rb1

Now White is a little better: it could have been you controlling that b-file!

21 ... Ra7
 22 Qc1 Bf5
 23 Rb3 Qa5
 24 Ra3 Qc7
 25 Rd1 Rb7
 26 Rxa6 Rfb8

And now you control it: very good! But you're going to lose control of c5.

27 Rc6 Qd8

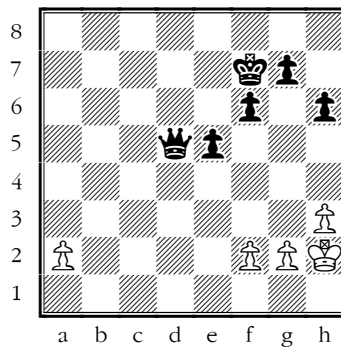


28 Rxc5

[28.Qe3 should win for White.]

28 ... Rb1!
 29 Qd2 Rxd1+

30 Qxd1 Rb1
 Excellent.
 31 Qf1 Rxf1+
 32 Kxf1 Qd6
 33 Rb5 Bd3+
 34 Kg1 Bxc4
 35 Rb2 Bxd5
 36 Nd2 Qa3
 37 Rb8+ Kf7
 38 Rd8 Qc1+
 39 Kh2 Qxd2
 40 Rxd5 Qxd5



41 h4

I got something wrong here: this move was h4-h5.

41 ... Qxa2
 42 Kg3 Qb3+
 43 Kg4 Qd1+
 44 Kh3 Qd2
 45 Kg3 Qg5+
 46 Kf3 0-1

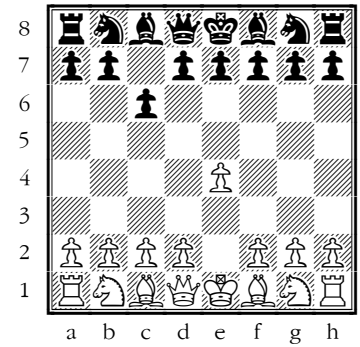
(22) Seah, T-Glamorgan

I missed most of this one. The opening you chose was Old Stodge – which I don't like – but you had a go with the king's-side pawns, which I did like.

Then you were a queen down, and after some exchanges... I guess that was enough.

(34) Seah, T-Glamorgan

1 e4 c6

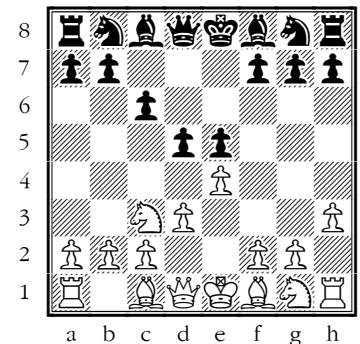


2 d3

Well, it's a move, but there are better ones that should make more sense to you!

[2.d4; 2.Nc3]

2 ... d5
 3 Nc3 e5
 4 h3



Slow again... Tim, you're playing far too cautiously with White. You need to set your opponent problems, then they will be more likely to make the mistakes you are waiting for.

4 ... Bb4
 5 Bd2 Nf6
 6 Nf3 Qd6
 7 a3 Bc5
 8 Bg5 dxe4
 9 dxe4 Bd4
 10 Nxd4 exd4
 11 Bxf6

[11.Qd2 is cute and helps development.]

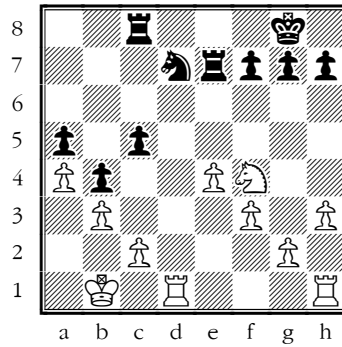
11 ... Qxf6
 12 Ne2 0-0

Careless

[12...c5]

13 Qxd4 Nd7

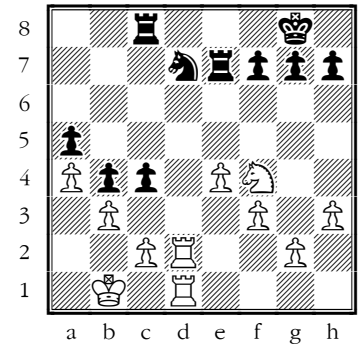
- 14 Qxf6 Nxf6
- 15 Nc3 Re8
- 16 f3 Bd7
- 17 0-0-0 b5
- 18 a4 a6
- 19 b3 b4
- 20 Na2 a5
- 21 Kb1 c5
- 22 Nc1 Be6
- 23 Bb5 Re7
- 24 Nd3 Rc8
- 25 Nf4 Bd7
- 26 Bxd7 Nxd7



27 Nd5

White is starting to get a grip on the game.

- 27 ... Re6
- 28 Nf4 Re7
- 29 Rd2 c4
- 30 Rhd1



30 ... Rc7?

- 31 Nd5 c3
- 32 Nxe7+ Kf8
- 33 Rxd7 Rc5

It's all over, although there were some more moves ...

[...] 1-0

9 Alex Billings

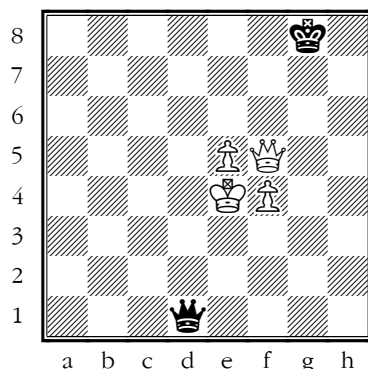
General: I was sorry to get back and realise I didn't have any of your game scores – send them in! I saw you play a whole bunch of good moves and show some real determination over the board – that was all great stuff and I'm sure you have a lot of potential as a player.

(9) Glamorgan-Billings, A

Early on you were the exchange ahead, but White had a terribly strong centralised Bishop.

There was a period where you were swapping random checks without a lot of forethought – there were lots of chances for both sides.

Then you got your Queen behind White's defences, and then you were winning. In fact, you had a chance to win the White Queen...



...but it didn't happen, although you did win a rook.

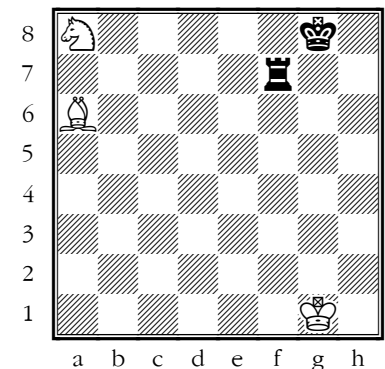
After that, White had the attack, won a rook back and then could even have won, but seemed more interested in drawing. You quite properly refused a draw while you had a think – good stuff.

[...] ½-½

(23) Glamorgan-Billings, A

A splendid messy game. White managed to land a big fork on c7, and there was a point where you could have won back a piece...

Do you remember a position with the pieces arranged like this?



You played the rook back to f8, but of course you could have played ...Ra7 hitting both pieces at once.

There was then a bit more thud-and-blunder – every time I came to the board there was a different material imbalance – so I guess both sides were both fighting hard but overlooking things as well.

(35) Billings, A-Somerset

A more sober sort of game... You soon seemed to have an extra Bishop but were rather passive and Black got a good

deal of counterplay. In fact, at one point, I was sure he

was going to force perpetual check, but no...

10 Adam Speake

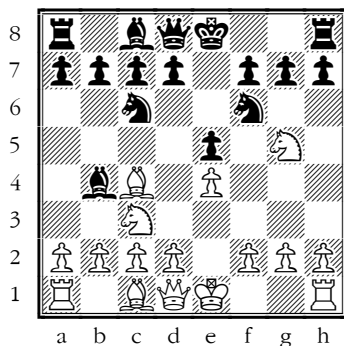
General: You know what you're supposed to be doing, it's just a matter of being a bit more careful and a bit more efficient. Don't be so ready to play Ng5 (see above) and perhaps do something to get your eye in for tactics – either books of puzzles, or playing against a computer, or just practice!

(13) Speake, A-Somerset

- 1 e4 e5
2 Nf3 Nc6
3 Bc4 Nf6
4 Nc3 Bb4

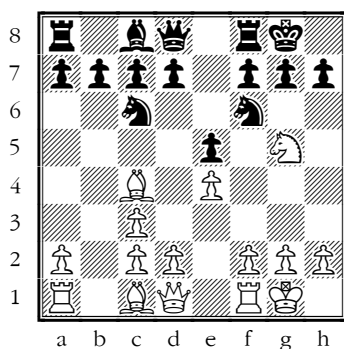
[4...Nxe4]

- 5 Ng5



Trying to win the game on its own... usually a waste of time.

- 5 ... 0-0
6 0-0 Bxc3
7 bxc3



- 7 ... d6

[7...Nxe4]

- 8 Nf3

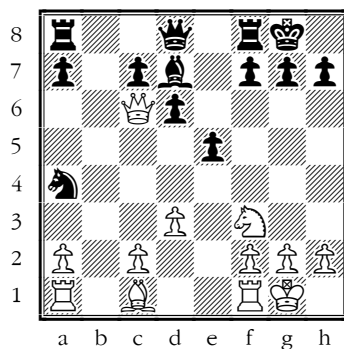
[8.Re1]

- 8 ... Nxe4
9 d3 Nxc3

Oops

- 10 Qe1 Na4
11 Bb5 Nc5

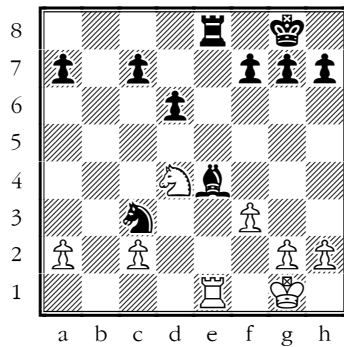
- 12 Bxc6 bxc6
13 Qc3 Na4
14 Qxc6 Bd7



- 15 Bg5

Ooh, you really need to count better!

- 15 ... Bxc6
16 Bxd8 Raxd8
17 Nd2 Nc3
18 Rfe1 Rfe8
19 Nc4 e4
20 dxe4 Nxe4
21 Ne3 Nc3
22 Nf5 Rxe1+
23 Rxe1 Be4
24 Nd4 Re8
25 f3



- 25 ... c5

[25...Bc6 is safer]

- 26 Nf5 d5
27 h3 g6
28 Nd6 Re6
29 Nxe4 dxe4

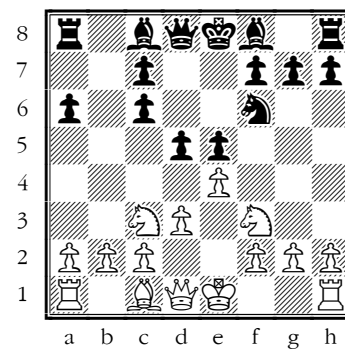
- 30 fxe4 Rxe4
31 Rxe4

Perhaps this was forced, or perhaps it doesn't make any difference, but the only try to hold this game was to keep your last piece.

- 31 ... Nxe4
32 Kf1 Nc3
33 a3 a5
34 Ke1 Nb1
35 a4 0-1

(14) Speake, A-Somerset

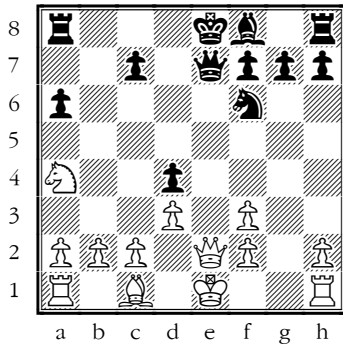
- 1 e4 e5
2 Nf3 Nc6
3 Nc3 Nf6
4 Bb5 a6
5 Bxc6 bxc6
6 d3 d5



- 7 exd5 cxd5

Tidies up Black's pawns-no need to be helpful.

- 8 Nxe5 Qe7
9 Qe2 d4
10 Na4 Bg4
11 Nf3 Bxf3
12 gxf3



White's extra pawn doesn't look at all important.

One of the games saw you going a knight up using a discovery, then losing a rook to become the exchange down...

Now, rooks need open lines, and your opponent didn't have any, so you held the

line pretty well... until you had an accident on the back rank.

[...] 1-0

(36) Glamorgan-Speake,A

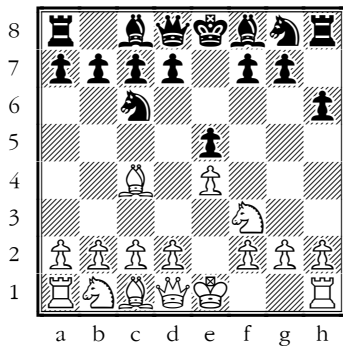
This was a steady game in which you looked more active... Then a rook and a knight were gone . . .

11 Sarah Stegink

General: Not bad, several good ideas and a nice win. I think you need a few better ideas in the opening, but as you play more you will start to dig a bit deeper throughout the game. And that will mean that you don't move your rook's pawns when you can't see what to do straight away!

(10) Somerset-Stegink,S

- 1 e4 e5
- 2 Nf3 Nc6
- 3 Bc4 h6

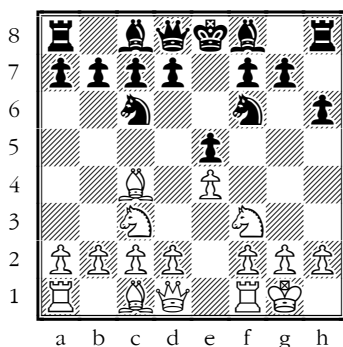


I hate to see this move: even when it's the right move, it usually still means the wrong attitude.

- 4 Nc3

[4.0-0 Nf6 5.d4 is the right attitude from White: fast development and open lines.]

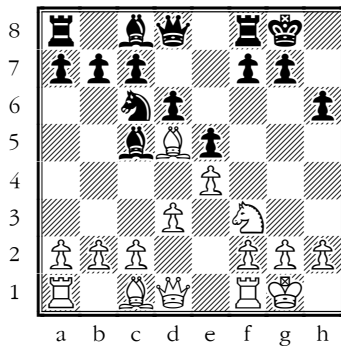
- 4 ... Nf6
- 5 0-0



- 5 ... Bc5

[5...Nxe4 is more risky now White is better developed, but I'd still have a go.]

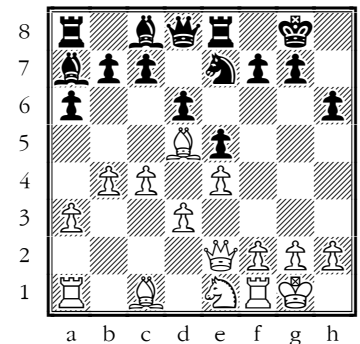
- 6 d3 0-0
- 7 Nd5 Nxd5
- 8 Bxd5 d6



- 9 a3 a6

Two moves which usually tell me the players don't know what to do next. If that's true, you're getting into the wrong sorts of positions.

- 10 b4 Ba7
- 11 c4 Re8
- 12 Qe2 Ne7
- 13 Ne1



- 13 ... Nxd5

[13...c6 The bishop has no squares and can be attacked and won.]

- 14 cxd5 Rf8
- 15 Qf3 b5
- 16 Qg3 Bd7
- 17 Bxh6 Qf6
- 18 Bg5 Qg6
- 19 Nf3

Later I saw you had won a bishop!

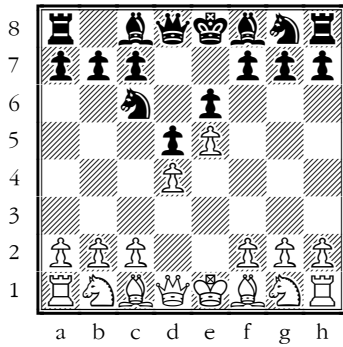
[...] 1-0

(24) Stegink,S-Glamorgan

There was a good attack on f7, and then you were a rook up... and then I saw a checkmate!

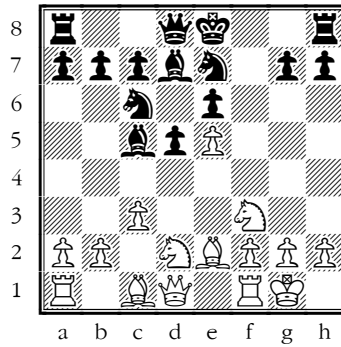
(37) Stegink,S-Glamorgan

- 1 e4 e6
- 2 d4 d5
- 3 e5 Nc6



This stops Black attacking the centre with ...c5.

- 4 Nf3 f6
 5 c3 fxе5
 6 dxe5 Bc5
 7 Be2 Bd7
 8 0-0 Nge7
 9 Nbd2



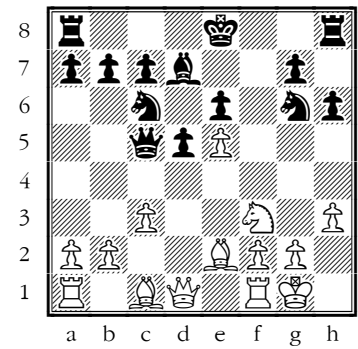
- 9 ... h6
 10 h3

I missed a move somewhere:
 Black had played ...a6.

- 10 ... Ng6
 11 Nb3 Qe7

I was worried you were losing a pawn here...

12 Nxc5 Qxc5



and this is all I had down, but

- 13 Be3 Qe7
 14 Bd4

saves the pawn. I didn't see much of the rest of the game.

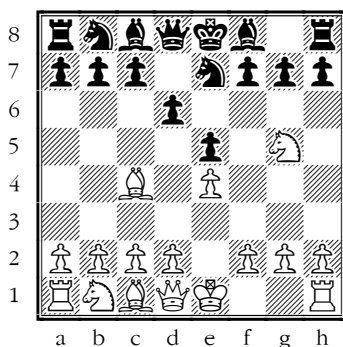
[...] ½-½

12 Blaise Radley

General: I really didn't see any problems with your game. The first few moves that I have below are OK, so I'm not sure what happened later in the games you lost. I certainly think you play Ng5 too readily – try that only if it wins or if you have already connected your rooks. If you have more moves, or more games, I'd be happy to take a look.

(11) Radley, B-Glamorgan

- 1 e4 e5
 2 Bc4 Ne7
 3 Nf3 d6
 4 Ng5



...was all I saw – an uncomfortable start for Black! [Normally, I don't think Ng5 is a good idea but here it works fine.]

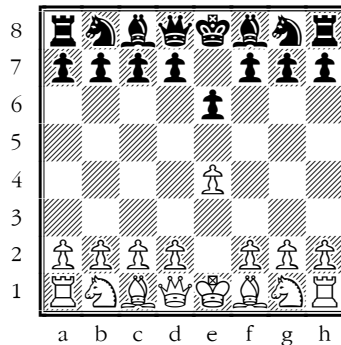
4... d5

was worth a go, perhaps.

1-0

(25) Somerset-Radley, B

- 1 e4 e6



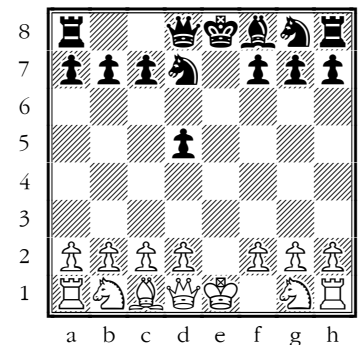
- 2 Bc4

walks into...

- 2 ... d5
 3 exd5

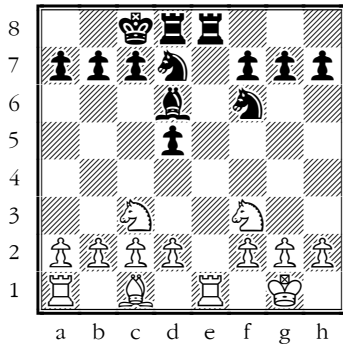
Frees Black's Bishop...

- 3 ... exd5
 4 Bb5+ Bd7
 5 Bxd7+ Nxd7



Now Black has a stake in the centre and a lead in development!

- 6 Nf3 Qe7+
 7 Qe2 Qxe2+
 8 Kxe2 0-0-0
 9 Re1 Bd6
 10 Kf1 Ng6
 11 Kg1 Rhe8
 12 Nc3

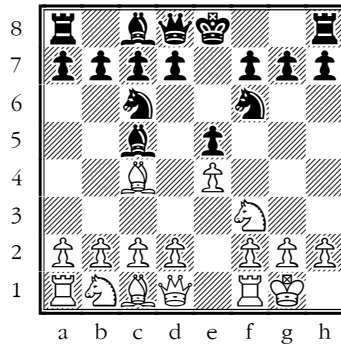


Black is doing really well here... I don't know what went wrong later.

[. . .] 1-0

(38) Somerset-Radley, B

- 1 e4 e5
- 2 Nf3 Nc6
- 3 Bc4 Bc5
- 4 0-0 Nf6

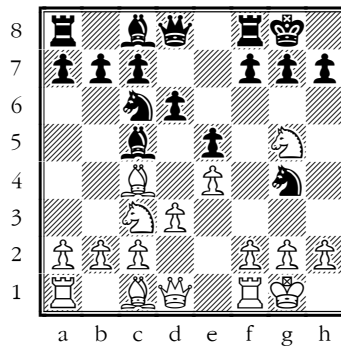


5 Ng5

Moves like this are usually a waste of time.

[5.d4 is an interesting gambit here...]

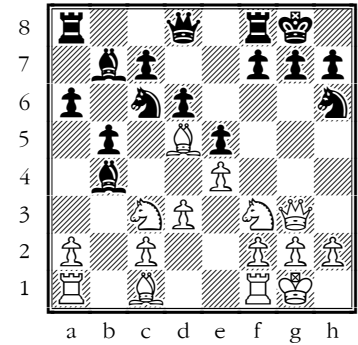
- 5 ... 0-0
- 6 Nc3 d6
- 7 d3 Ng4



a b c d e f g h

These attacks on "bishop 2" by both sides have proved pointless...

- 8 Qf3 Nh6
- 9 Qg3 a6
- 10 Nf3 b5
- 11 Bd5 Bb7
- 12 b4 Bxb4



All OK for Black so far... later I saw you were an exchange up.

[. . .] 0-1

R Tom Hender

General: one great idea: knight forks on "bishop 2". Need more of a plan than that, even in the opening. I don't really care if you can win when your opponents miss your idea – you have to play moves that are good no matter what your opponent plays!

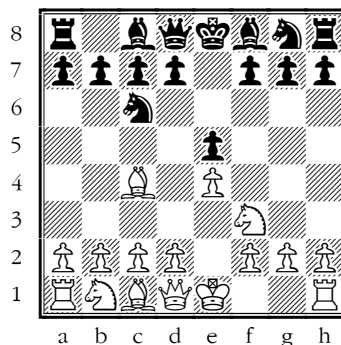
(12) Hender, T-NN

There was a big clear-out on the queen's-side, then a punch-up on the King's-side

The Black queen then vanished and the Black king got caught in a mating net

(26) Hender, T-NN

- 1 e4 e5
- 2 Nf3 Nc6
- 3 Bc4



3 ... Na5

Waste of a move.

4 d3

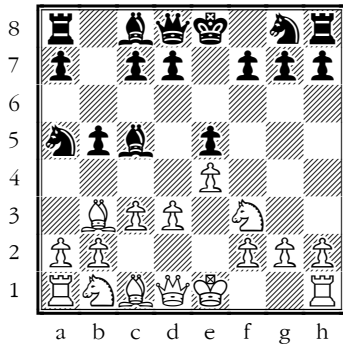
[4.Bxf7+ Kxf7 5.Nxe5+ gets two pawns and an attack for the piece... probably not worth it, but this should

have been the first idea you thought of!]

- 4 ... b5
- 5 Bb3 Bb4+

White can put a piece in the way, but putting the pawn in the way gains time to take over the centre.

- 6 c3 Bc5

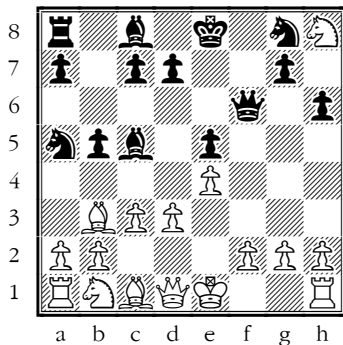


Here you have a choice of either getting ahead in development, or gaining control of the centre—instead you make another move with a developed piece, and Black could have got back into it.

7 Ng5

[7.Bg5; 7.Be3; 7.d4]

7 ... h6
8 Nxf7 Qe7
9 Nxh8 Qf6



10 Bxg8

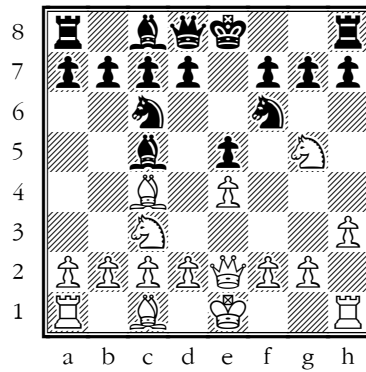
Sleepy!

10 ... Qxf2#

(39) NN-Hender, T

1 e4 e5
2 Bc4 Nf6
3 Nc3 Bc5
4 Nf3 Ng4
5 Qe2 Nc6
6 h3 Nf6

7 Ng5



Both sides are still fixed on "bishop 2". This is not enough of a plan to win a chess game with against a careful opponent!

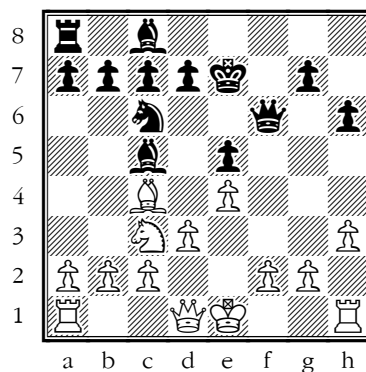
7 ... Ke7?

Black is not careful...

8 Nxf7 Qe8
9 Nxh8 Qxh8
10 Qf3 Nd4
11 Qd1 Qf8
12 d3 Nc6

Black's expedition with the knight was a waste of time, but so is retreating it. Black should be concentrating on getting the whole team on the pitch!

13 Bg5 h6
14 Bxf6+ Qxf6



15 Qg4

[15.Nd5+! This move is possible for a long time...]

15 ... d6
16 Qg3 Nb4
17 Rc1

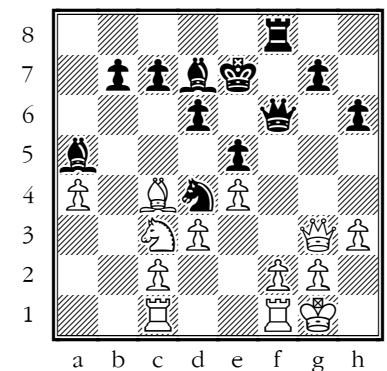
[17.0-0-0]

17 ... a6
18 a3 Nc6
19 Rd1

Not sure what it's doing there. Is White planning to play d3-d4?

[19.0-0]

19 ... Nd4
20 0-0 Bd7
21 Rc1 Rf8
22 b4 Bb6
23 a4 a5
24 bxa5 Bxa5
25 Nb5



At last the knight moves, but to the wrong square... and this time Black has a deadly fork!

25 ... Ne2+
26 Kh1
[...] 0-1