

# West Of England & South Wales Team Tournament

Tiverton High School, Devon, Saturday 20th June 2009

## Introduction

Wow, a tough day at the office! It is said that you learn more from a game that you lose than one that you win -- so I think we lost enough games for us all to become grandmasters this weekend...

Sorry it's a bit late – the end of term was very busy for me. I hope you still remember the games! I've given each of the games a quick run-through, and made some overall comments. Three games (or fragments!) is not a lot to go on, so if you think I have got things wrong when talking about your chess, you may know better than me.

Do read the comments on other player's games, especially all the tips which look like this:

➡ Something everyone should know.

The most important things for all of you were:

- develop quickly, play actively, and set your opponent problems
- use your pawns to put pressure on the centre (and then put your Rooks on the open lines)
- see threats coming before they are too strong to meet

If you want me to explain any more about what I've said, please feel free to ring on 01392 431 785 or email me at [chessnut@blueyonder.co.uk](mailto: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>

And for players of any age at

<http://www.exeterchessclub.org.uk/coaching.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.

Previous instalments of these U14 match reviews can be found online:

[http://www.exeterchessclub.org.uk/Praxis/u14\\_20043.pdf](http://www.exeterchessclub.org.uk/Praxis/u14_20043.pdf)

[http://www.exeterchessclub.org.uk/Praxis/u14\\_2005b.pdf](http://www.exeterchessclub.org.uk/Praxis/u14_2005b.pdf)

[http://www.exeterchessclub.org.uk/Praxis/u14\\_2006.pdf](http://www.exeterchessclub.org.uk/Praxis/u14_2006.pdf)

[http://www.exeterchessclub.org.uk/Praxis/u14\\_2007.pdf](http://www.exeterchessclub.org.uk/Praxis/u14_2007.pdf)

[http://www.exeterchessclub.org.uk/Praxis/u14\\_2008.pdf](http://www.exeterchessclub.org.uk/Praxis/u14_2008.pdf)

And this one is: [http://www.exeterchessclub.org.uk/Praxis/u14\\_2009.pdf](http://www.exeterchessclub.org.uk/Praxis/u14_2009.pdf)

Again, if you can't get at them, and want to read them, let me know.

If you read through the earlier booklets, you will see some themes emerging, that I end up saying every year...

I think this was the only year where I've had at least part of all 36 games – I think that's a good sign that you're all taking the game seriously, and I hope you all continue to enjoy the game and thrive in the future.

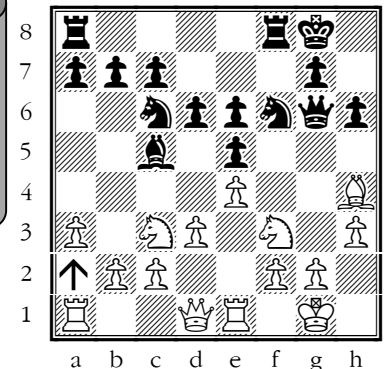
Dave Regis, June 2009

[chessnut@blueyonder.co.uk](mailto:chessnut@blueyonder.co.uk)

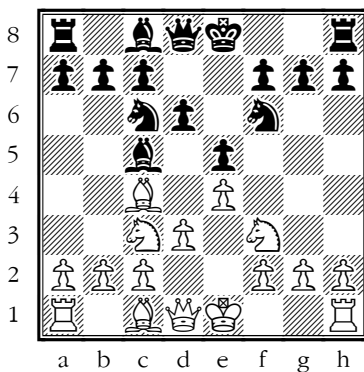
## Some general advice from the games

### Opening advice

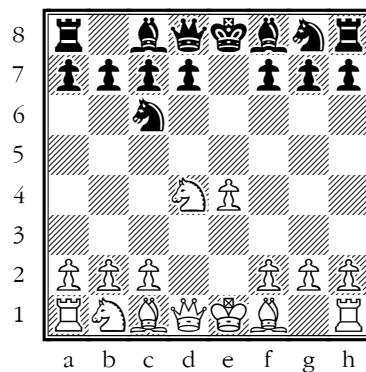
- ➔ The opening is a race to get your pieces out. So...
  - ➔ Don't waste time in the opening.
  - ➔ You should only move a piece twice if your attack cannot be stopped.
    - ➔ Don't waste time with fiddly pawn moves
      - ➔ If you have to move your Rook's pawns, then fine, but if you don't have to, find something better to do!
      - ➔ Moving your Rook's pawns is the same as waving a big orange flag which says "I haven't got a clue what to do here!"



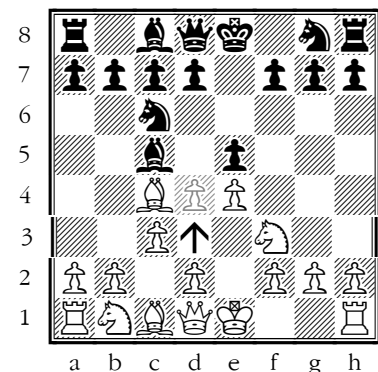
- ➔ Try and grab the centre in the opening.
  - ➔ In any opening, you can't let your opponent dominate the centre – it's usually the most important part of the board.
  - ➔ You win when your opponent makes mistakes, your opponent makes mistakes when they're under pressure, you put your opponent under pressure in the opening by trying to take over the centre.
  - ➔ Just moving pieces doesn't usually do enough for White in the opening, you need to bring a second pawn into the centre -- either d2-d4 or f2-f4.
  - ➔ Avoid four-knights stodginess if you can.



Stodge – no open files



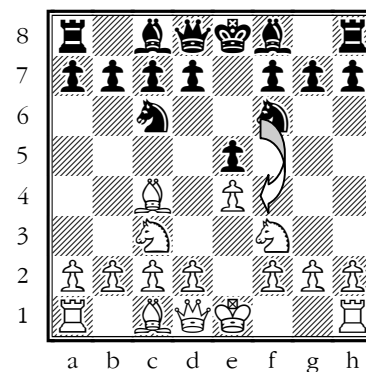
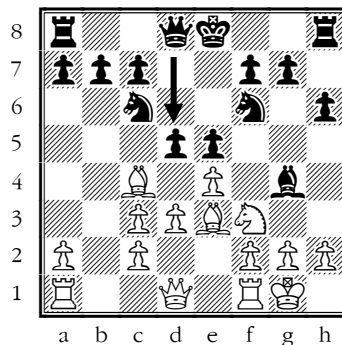
Open game with attacking chances



Trying to take over!

- ➔ If you are ahead in development, try to open lines, usually by seeking pawn swaps.
  - ➔ If you are behind in development, keep lines closed if you can. This is especially true if you haven't castled.

- ☞ The ...d5 break in the opening often equalises for Black
- ☞ The ...Nxe4 fork trick usually equalises for Black (...d5 will get the piece back)

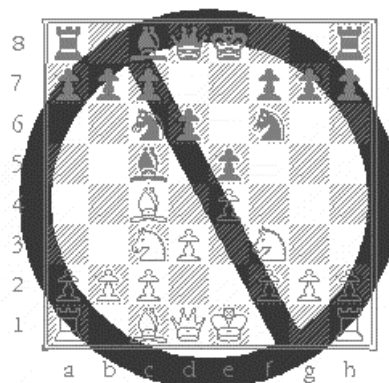


- ☞ You must know the plans and ideas behind your opening systems – or else you risk drifting into bad positions without knowing why.
  - ☞ Do try and learn the main lines of your chosen openings, and the main ideas and plans – it's all been worked out before, and you will save a lot of points if you know at least some of it. So look it up or ask someone to teach you some basic opening moves.

### ■ Specific openings

The most common openings were:

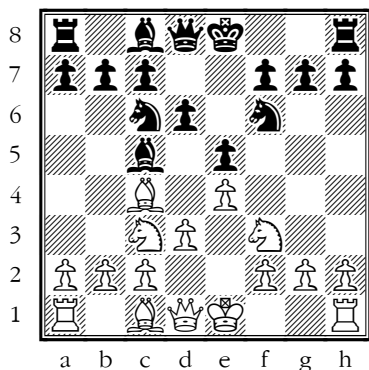
- Old Stodge (5 games)
- Italian Game and other double-King-pawn openings (5 games)
- French Defence (3 games)
- Sicilian Defence (3 games)
- Queen's Pawn Game (3 games)
- Vienna Game (2 games)
- Scotch Gambit (2 games)
- Ruy Lopez (2 games)
- Scandinavian Defence (2 games)



No more Old Stodge!

Here are some things that you need to know about these openings.

### 👁️ Old Stodge (5 games)



Well, this was the most common opening, and I wish no-one would ever play it... I say this every year, but I'm going to keep saying it until it disappears!

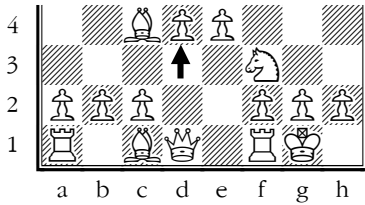
The problem is: no-one knows the plans behind the opening, so players get their pieces out then get stuck. The Rooks go to sleep in the corners, then so do the players...

I can tell you the plans (as I described in the 2004 booklet), but the best thing is for you to play a different opening with a plan that is easier to understand and remember.

It's much better for your chess to play like the Italians used to!

[Old Stodge is properly known as the *Giuoco Pianissimo*, which means: *very quiet game*. Turn up the volume!]

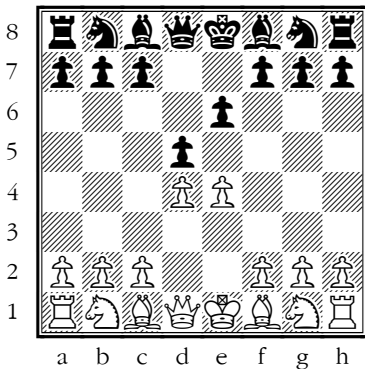
**Italian Game and other double-King-pawn openings (5 games)/ Vienna Game (2 games)/ Scotch Gambit (2 games)**



These is what you should be doing! The ideas are:

- develop your pieces quickly
- use your pieces actively
- open up the game with pawn breaks
- try and take over the centre with d2-d4
  - If you don't play d4 you must play f2-f4 to attack the centre and get a file for your Rook
- bring your Rooks to the open centre files

**French Defence (3 games)**



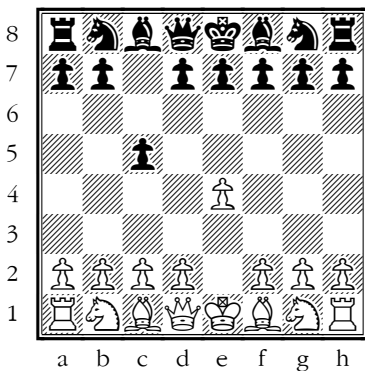
The French is a bit slow and quite solid, and I think it's quite a good defence to play for Black. That's because I think it's easy to play, and it's easy to play because the plans are easy to understand and remember.

As Black, you want to force White to push their e-pawn forward, then you attack d4 and/or e5 with ...c5 and ...f6.

White needs to have an idea how to play this sort of position. Ideas include:

- swap off the dark-squared Bishops,
- attack by pushing f4-f5, and
- get a good square for a Knight on d4.

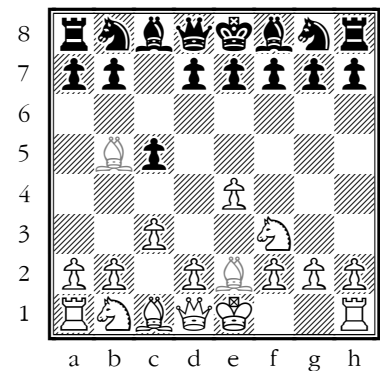
**Sicilian Defence (3 games)**



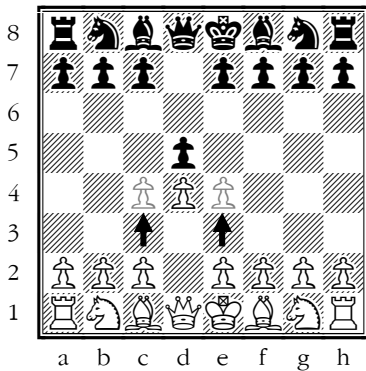
The Sicilian is more or less the opposite of the French – it's aggressive and exciting!

But if you don't know what to do against it as White, it can get slow and stodgy and neither side will enjoy the game. So, do learn a line to play against it. If you don't know one yet, just play 2.Nf3 and 3.c3, aiming at d2-d4, just as you should against 1...e5. Don't put your Bf1 on c4 because it usually gets attacked by ...e6 and ...d5; put it on b5 or e2 instead.

There are some other plans in the 2004 booklet.



## Queen's Pawn Game (3 games)

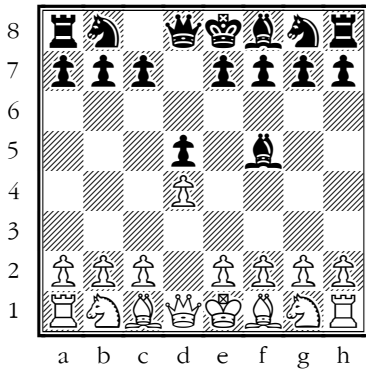


I think you should play these openings only when

- (a) you are sure you can play the double-King-pawn openings well, and
- (b) you know the plans behind the opening you play.

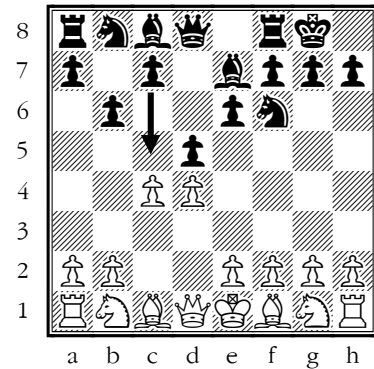
Just as in the double-King-pawn openings, you should put pressure on the centre with pawns, and look to be opening (or half-opening) a file for your Rooks.

There is lots more on this in the 2008 booklet.

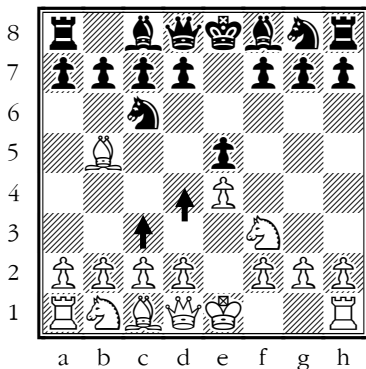


As Black, it depends if White plays c4 or not. If not, play ...Bf5.

If they do play c4, you don't have the freedom to develop all your pieces to their best squares. Instead, get castled, then play ...b6 and ...c5.



## Ruy Lopez (2 games)



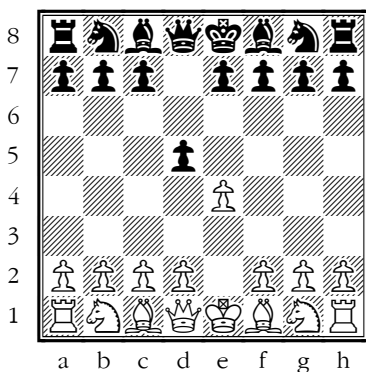
This is a proper grown-up opening, that will last you for life. It's the one that the Grandmasters are most likely to play, if they open with double-King-pawn openings. It puts long-term pressure on Black's game, and there is no easy way to equalise.

White usually plans to put pressure on the centre with c3 and d4.

There is another plan, of swapping on c6, and playing for the better endgame.

I wrote quite a bit about the Ruy Lopez in 2007.

## Scandinavian Defence (2 games)



This is a misunderstood defence. Books often say it loses time for development, but I'm not sure it does. If we look at the position after 2.exd5 Qxd5 3.Nc3 Qa5, both sides have developed one piece.

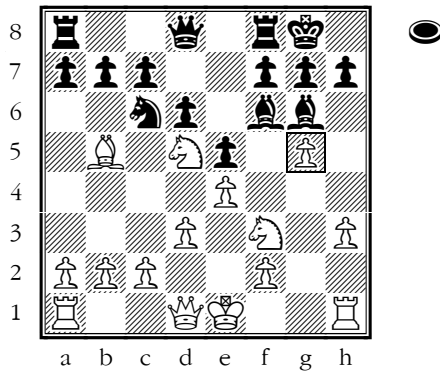
(White may get a free hit later on to improve the position of a piece).

Black does give up the centre, but Black's position is still pretty solid.

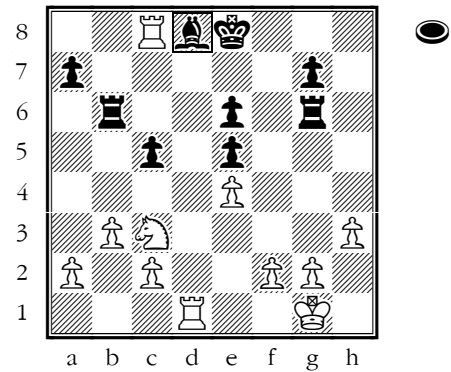
And there are some gambit ideas for Black...

## ■ Tactics advice

- Always expect your opponent to make the best move!
  - You have to see threats coming before they are too strong to meet.
- You must count your way through all sequences of captures to make sure you aren't losing anything. Chess players have to be able to count!

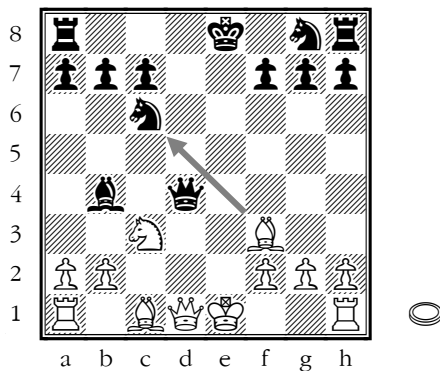


Counting

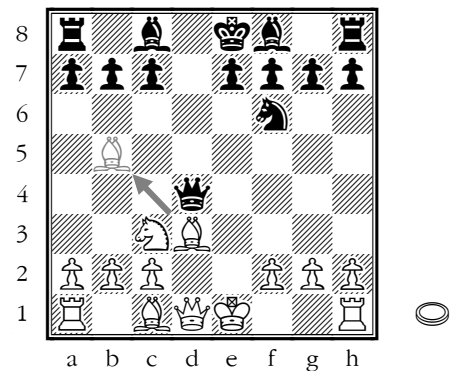


Pin

- Gang up on a pinned piece!
  - Blocking a check puts you into a pin – make sure that's a safe thing to do.
- Defending a piece can get you undermined



Undermining (see Round 1, Board 1)



Discovery

- Discovery moves are the hardest to spot, I know, but if you look at all these games, we'd have saved a lot more pieces if we knew all our disco moves!
  - (Disco never went out of fashion for chess players!)
- It's usually a good idea to grab two pieces for a Rook.
- Always check at the end of a combination: it's your opponent's move, and they might have a good one!

You can practice tactics for free at the **Chess Tactics Server** <http://chess.emerald.net/>



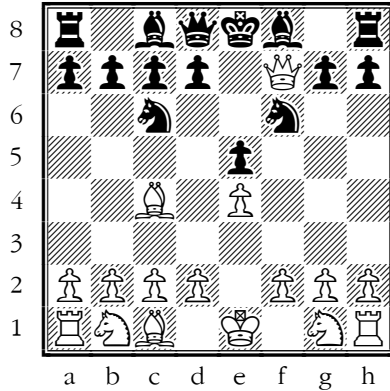
# The 6 basic tactics

you Might Just Find a Neat Powerful Tactic!

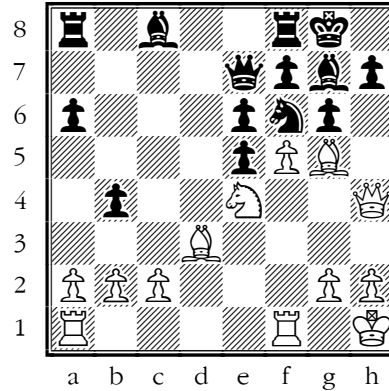


## [Mates Jumps Forks Nets Pins & Ties]

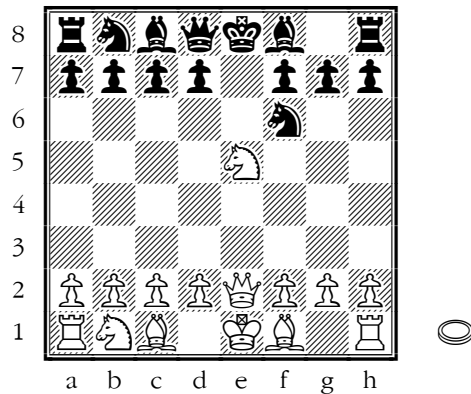
### Basic pattern for a Mate



### Basic pattern for a Pin

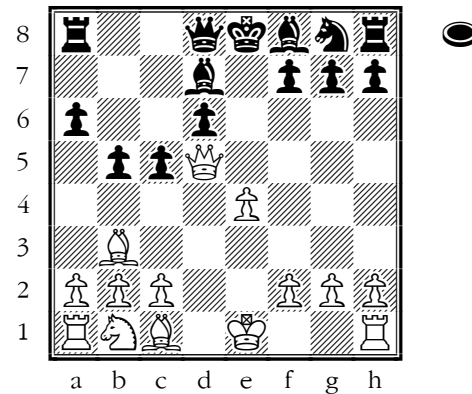


### Basic pattern for a Jump/Disco



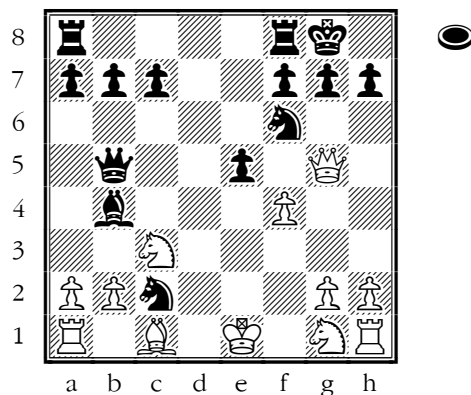
White wins after 1. Nc6+!

### Basic pattern for a Net

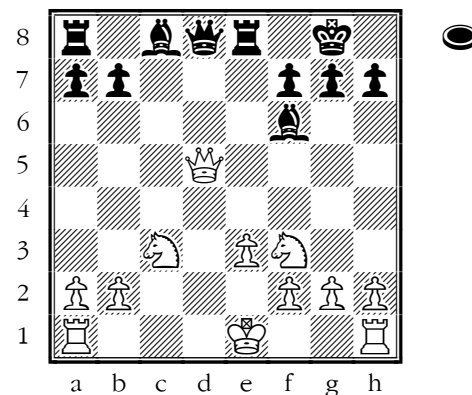


Black wins the Bishop after 1...c4!

### Basic pattern for a Fork



### Basic pattern for a Tie



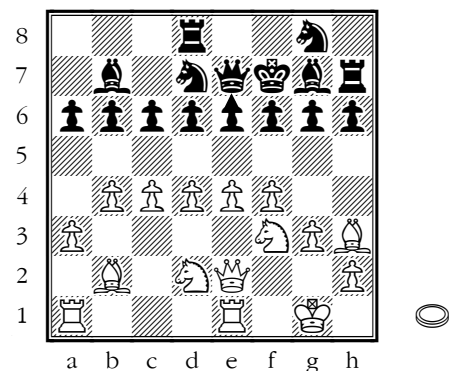
1...Bxc3+ undermines the Queen

## ■ Strategy advice

- There are some simple ideas to undermine the defences of a castled King which everyone should know.
- Build up your attacks using all your pieces, and then when you make threats, your opponent won't be able to defend so easily.
  - When you're attacking, invite everyone to the party!
  - Don't pick a fight when you're at a disadvantage.
  - The Move-All-The-Pieces-Over-And-Checkmate plan works only when Black can't easily get pieces across to defend, and that happens either when the centre is owned by White or is blocked.
- Try and set your opponent some problems!
  - You win when your opponent makes mistakes, your opponent makes mistakes when they're under pressure, you put your opponent under pressure in the middlegame by playing actively and making problems for them.
- Activity is the most important thing in chess
  - Playing safe is actually very dangerous!
  - If you just sit in your castle, your opponent can work out how to get in.

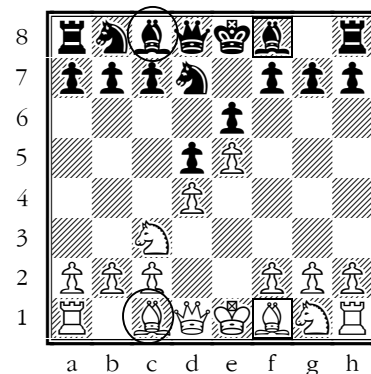
This position illustrates more than one point:

- White has **built up lots of pieces** to help the breakthrough with e4-e5
- Black is **doing nothing** except maybe crossing their fingers and hoping! That's just waiting for the undertaker...



- In positions with blocked pawns, you have a good Bishop and a bad Bishop. Keep your good one and get rid of your bad one, if you can.

Good Bishops in squares  
Bad Bishops in circles

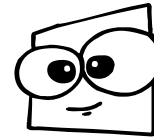


## ■ Endgame advice

- Piece swaps help the winning side
  - Think about it: when you're winning – say, a piece ahead -- the easiest way to win is swap of f all the pieces and then win the endgame with your extra piece, when your opponent won't stand a chance.
  - So, don't swap pieces if you're losing!
- When you have an advantage, you should keep up the pressure, or else your opponent can get sorted out.



# THINK



## How to choose your move

### Threat

FIRST you MUST look to see if your opponent has a **threat**, and if so, find a move using the ABCD system

### Hope

You might have a **chance** to do something to your opponent: perhaps to take a piece for nothing, or make a threat that can't be stopped (like a fork or other double attack).

### Improve

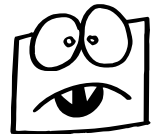
Nothing you have to do right now? Then improve the position of your **worst-placed piece** – the piece that is doing nothing, sleeping or still parked on its starting square.

### Next

As you get better at chess, you will start to form **plans**. Try and have some sort of idea about what you are trying to do at this point in the game.



## Dealing with Threats ...is as easy as ABCD



There are four different ways of getting out of trouble: **A**void **B**lock **C**apture and **D**efend

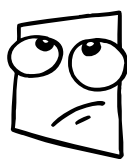
**Avoid:** Just move your piece out of the way

**Block:** Block the attack by putting something in the way

**Capture:** Take the piece that is attacking you.

**Defend:** Defend your piece, so if it is taken, you can take back.

But you might also be able to use Ingredient X: **counterattack!** If your threat is more important than your opponent's threat, then they won't get a chance to attack you! So, can you ignore the threat?!



# Self-Analysis



## How to get better at chess

1. Make a list of all the things you need to do to play chess well – here's my list so far...

<p style="text-align: center;">ALL THE TIME</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Know all the basic kinds of <b>tactic</b> (jumps mates forks pins nets ties)</li> <li><input type="checkbox"/> Spot your opponent's threats</li> <li><input type="checkbox"/> Spot your threats, and the <b>clues</b> that you might have a tactic to play (loose pieces, unsafe king)</li> <li><input type="checkbox"/> Play with a plan (be able to answer: what were you trying to do there?)</li> </ul>	<p style="text-align: center;">OPENING</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Get your pieces out</li> <li><input type="checkbox"/> Get at least a stake in the centre</li> <li><input type="checkbox"/> Castle</li> <li><input type="checkbox"/> Open up lines for your rooks</li> </ul>
<p style="text-align: center;">MIDDLEGAME</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Keep all your pieces active</li> <li><input type="checkbox"/> Use all your pieces when attacking</li> <li><input type="checkbox"/> Pick on a weakness or a target</li> </ul>	<p style="text-align: center;">ENDGAME</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Use your king</li> <li><input type="checkbox"/> Win pawns</li> <li><input type="checkbox"/> Know what to swap and what to keep on</li> <li><input type="checkbox"/> Know how to finish off your opponent</li> </ul>

Now decide:

2. Which of these are you good at? Tick each one
3. Which of these do you get wrong? Underline these
4. Which is the thing you get wrong -- that makes you lose the most games? Put a circle around it.
5. What are you going to do about your biggest problem? Can you practise something?

## Results

U14 Team scores		Round 1	Position	Round 2	Position	Round 3	Position
G	Berkshire	6	2	14.5	1	22.5	1
H	Wiltshire	4	3	7.5	3	12.5	3
I	Devon	3	4	4.5	4	5	4
J	South Wales	7	1	13.5	2	20	2

Board	Name	Colour	Result	Opponent	Colour	Result	Opponent	Colour	Result	Opponent	TOTAL
1	Oliver Demeger	W	<b>I</b>	J	B	½	H	B	<b>0</b>	G	<b>1½</b>
2	Tom Senior	B	<b>0</b>	H	B	<b>0</b>	G	W	<b>0</b>	J	<b>0</b>
3	Sam Keat	B	<b>0</b>	G	W	<b>0</b>	J	B	<b>0</b>	H	<b>0</b>
4	Calum Whytock	B	<b>0</b>	J	W	<b>I</b>	H	W	<b>0</b>	G	<b>I</b>
5	Sai Ramesh	W	<b>0</b>	H	W	<b>0</b>	G	B	½	J	½
6	Ben McCall Myers	W	<b>0</b>	G	B	<b>0</b>	J	W	<b>0</b>	H	<b>0</b>
7	Andrey Kontyaev	W	<b>0</b>	J	B	<b>0</b>	H	B	<b>0</b>	G	<b>0</b>
8	Sebastian Burleigh	B	<b>I</b>	H	B	<b>0</b>	G	W	<b>0</b>	J	<b>I</b>
9	Sam Tugwell	W	<b>0</b>	G	W	<b>0</b>	J	B	<b>0</b>	H	<b>0</b>
10	Olivia Young	B	<b>I</b>	J	W	<b>0</b>	H	W	<b>0</b>	G	<b>I</b>

Some comments below are made with punctuation:

**! Good move**      **?! Tricky or interesting move**

**? Poor move**      **?! Dodgy or risky move**

Variations given without any comments [*like this*] are from Fritz. I don't understand all of these suggestions but you might as well know what a computer would have played instead!

# The Games

## Board 1 Oliver Demeger

Board	Name	R1 Colour	R1 Result	R1 Opponent	R2 Colour	R2 Result	R2 Opponent	R3 Colour	R3 Result	R3 Opponent	TOTAL
I	Oliver Demeger	W	I	J	B	1/2	H	B	0	G	1 1/2

The first game was terrific, but your two outings with the French were disappointing. I always think the French is hard to handle for White, but I must admit Black is taking some risks too. If you read the comments on Game 2, I am sure you will play that opening a lot better next time around, and that just leaves you needing to acquire a bit of theory against the Chatard attack. Don't rely on your good general understanding: if you haven't seen the exact position on the board before, you need to do some proper thinking!

### Wales-Devon (B1,R1)

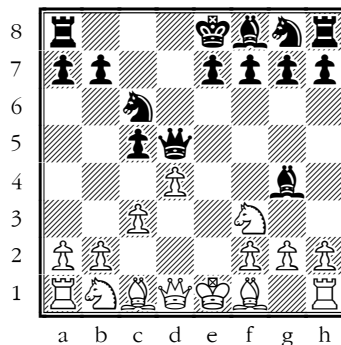
#### [B20] Sicilian Defence, Alapin Variation

Some loose opening play led to a prolonged initiative for Black, but Black didn't make the most of it and White held on. Eventually, we saw an unbalanced endgame where White did make the most of their chances. A great fighting game where both sides showed good ideas and good heart.

1. e4 c5
2. c3

The Alapin Variation

2. ... d5
3. exd5 Qxd5
4. d4 Nc6
5. Nf3 Bg4



So far, so good.

#### 6. Be3

Not very accurate.

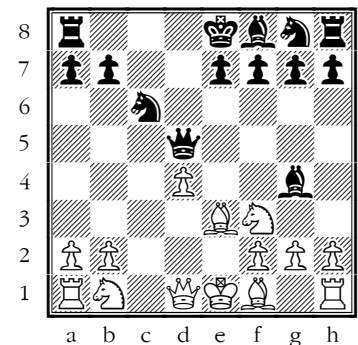
[6.Be2! is the book move, based on a little trap: 6...cxd4 7.cxd4 Bxf3? 8.Bxf3 when 8...Qxd4?? 9.Bxc6+]

Always check at the end of a combination: it's your opponent's move, and they might have a good one!

#### 6. ... cxd4

[6...Bxf3 7.Qxf3 Qxf3 8.gxf3 cxd4 9.cxd4 0-0-0 10.Nc3 Nxd4 11.Bxd4 Rxd4 12.Nb5 Rb4 13.Rc1+ Kb8 14.b3]

#### 7. cxd4



#### 7. ... e5

[7...Bxf3! messes up White's pawns. 8.gxf3 0-0-0 9.Nc3 Qh5 10.Rc1 Nf6 11.Bc4 e6 12.Bb5]

#### 8. Nc3 Bb4

#### 9. Be2 exd4

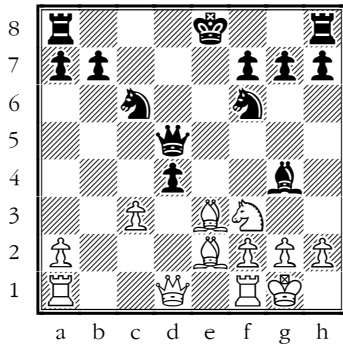
#### 10. 0-0

A bright idea, which keeps White going.

[10.Nxd4 Bxc3 0.44]

#### 10. ... Bxc3

#### 11. bxc3 Nf6



[11...Nge7 12.cxd4 0-0 13.Rb1 b6  
14.Re1 Nf5 15.Bf4 Qxa2]

**12. Nxd4**

[12.Bxd4! is unusual but interesting:  
now White has the threat to make  
a mess of Black's pawns. e.g.  
12...0-0 13.Bxf6 Qxd1 14.Rfxd1  
gxf6 15.Rab1 Rfe8 16.Kf1 b6]

**12. ... Bxe2**

**13. Qxe2 0-0**

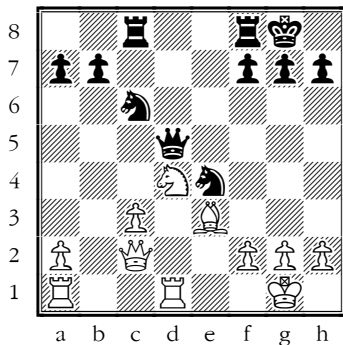
**14. Rfd1 Ne4**

[14...Qe4 15.Qf3 Ne5 16.Qg3  
Rac8 17.Nb5 Nh5 18.Qg5]

**15. Qc2**

[15.c4! Qe5 16.Nxc6 bxc6 17.Bd4  
Qf4 18.Qh5 Nf6 19.Bxf6 Qxf6]

**15. ... Rac8**



Black has the initiative but  
White can hold on.

**16. Nf3**

[16.f3 Qc4 -0.14; -16.c4! is still  
best, I think.

16...Qe5 17.Nxc6 Rxc6]

**16. ... Qe6**

[16...Qc4]

**17. Rab1**

[17.Nd2 Nxd2 18.Rxd2 Rfd8  
19.Rxd8+ Rxd8 20.Qb3 Qg4  
21.Re1 b6]

**17. ... b6**

**18. a3**

Looks a bit slow; White is  
risking losing a pawn here.

[18.Nd2 Nf6 19.Re1 Rfe8 20.c4  
Qg4 21.c5 Nd5]

**18. ... f5**

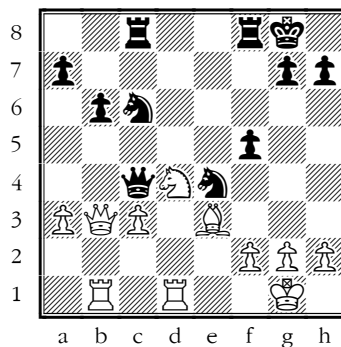
[18...Rfe8 19.Nd2 Nxd2 20.Qxd2  
Qc4 21.Bd4 Nxd4 22.cxd4 Qd5  
23.Qf4]

**19. Nd4**

[19.Nd2 Nxd2 20.Qxd2 Qc4  
21.Bd4 f4 22.Qd3 Qxd3 23.Rxd3  
Rfe8]

**19. ... Qc4**

**20. Qb3**



[20.Rdc1 is better]

**20. ... Ne5**

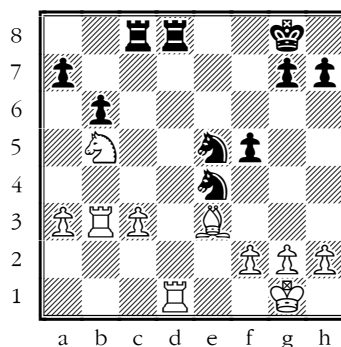
[20...Qxb3! 21.Rxb3 Na5! would  
have netted the pawn.]

**21. Nb5**

[21.Ne2 Qxb3 22.Rxb3 Nc4  
23.Bc1 Rfd8 24.Rxd8+ Rxd8  
25.Nd4 Nxc3]

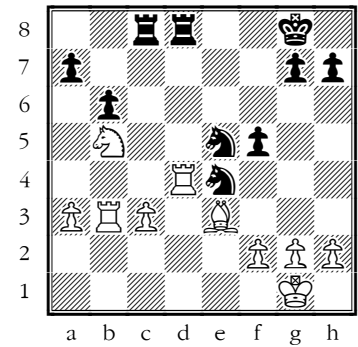
**21. ... Qxb3**

**22. Rxb3 Rfd8**



[22...a6!]

**23. Rd4**



There's now a long series of  
active moves, and it's hard to  
predict the outcome.

[23.Rxd8+ Rxd8 24.h3 Rd1+  
25.Kh2 Nc4 26.Nxa7 Nxe3  
27.fxe3 g5 28.Rxb6 Nxc3]

**23. ... Rxd4**

[23...Nc6 24.Rxd8+ Rxd8 25.h3  
Rd1+ 26.Kh2 g5 27.Nd4 Nxd4  
28.Bxd4 f4 29.f3 Ng3]

**24. Bxd4**

[24.cxd4 Ng4 25.Nxa7 Rc4 26.h3]

**24. ... Nc6**

**25. f3**

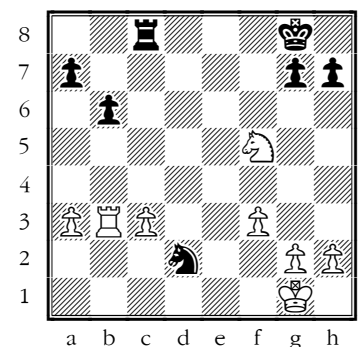
[25.Be3 Rd8 26.h3 Rd1+ 27.Kh2  
g5 28.Nd4 Nxd4 29.Bxd4 f4 30.f3  
Ng3]

**25. ... Nxd4**

[25...Nd2 26.Rb4]

**26. Nxd4 Nd2**

**27. Nxf5!?**



[27.Rb2 Nc4 28.Re2 g6 29.a4 f4  
30.Re4 Ne3 31.Rxf4 Rxc3]

**27. ... Nxb3**

[27...Rc5! glides out of any trouble.]

**28. Ne7+ Kf7**

29. Nxc8 Nc5  
 30. Nxa7 Na4  
 31. Nb5 Ke6  
 32. Kf2 Kd5  
 33. Ke3 Kc4

Black looks better, but White continues to play actively.

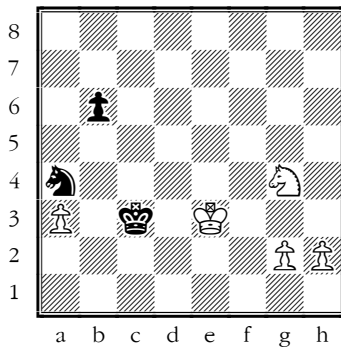
34. Nd6+ Kxc3  
 35. Ne8 g5  
 36. Nf6 h6  
 37. Ng8 h5  
 38. Nf6 g4

[38...h4 39.fxg4 3.09 39.Nh7;

38...b5 39.Nxh5 Nb2 40.Ke4 Nc4  
 41.Kf5 Nxa3 42.g4 (42.Nf6!)

42...b4 43.Kxg5]

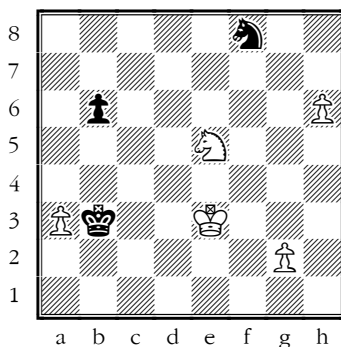
39. fxg4 hxg4  
 40. Nxc3



40. ... Nc5

Black will Queen in 7 moves, White in 5, so Black has to intercept the White pawn.

41. h4 Kb3  
 42. h5 Ne6  
 43. h6 Nf8  
 44. Ne5



44. ... Kxa3

Must be the losing move

[44...b5 doesn't save the game but may be better]

45. Nc4+ Kb4  
 46. Nxb6 Kc5

[46...Nh7 47.Nd7 Kc4 48.Ke4]

47. Nd7+!

Excellent!

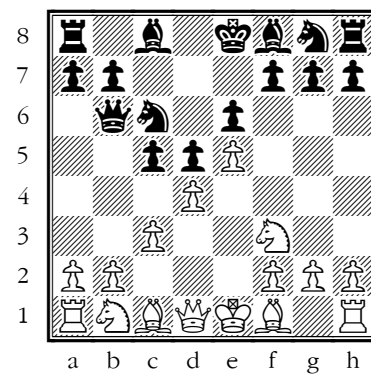
Black resigns

### ■ NN-Devon

#### [C02] French Defence, Advance Variation

Black played OK moves in the opening but could have played more sharply to get the advantage; in the end some 'safe' moves like ...a6 and ...h6 meant that White got the advantage instead, but White wasn't interested in turning it into a win.

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



6. Qb3

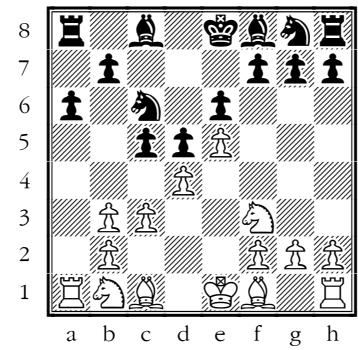
Not the best. Most exchanges are not drawish, they're usually better for one side, and this exchange is better for Black.

[6.Be2;

6.a3;

6.Bd3!?

6. ... Qxb3  
 7. axb3 a6



I hate to see moves like this!

☞ Safe moves can be dangerous!

[7...cxd4 is best, leaving White with doubled isolated pawns on the b-file]

8. Be3

[8.dxc5 Bxc5 9.b4 Ba7 10.b5 axb5  
 11.Be3 Nge7 12.Bxb5 Bd7  
 13.Bxa7]

8. ... b6

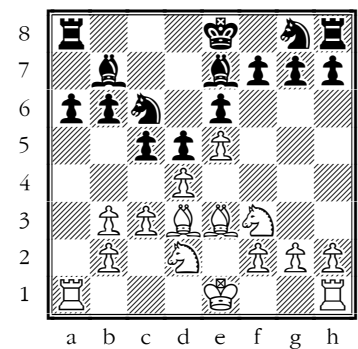
[8...cxd4 9.Nxd4 Nxd4 10.Bxd4  
 Ne7 11.Na3 Nf5 12.Nb5]

9. Bd3

[9.Na3 Bb7 10.Nc2 Na5 11.Nd2  
 Nc6 12.Bd3 Nge7 13.dxc5]

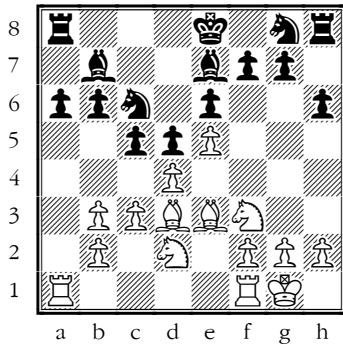
9. ... Bb7

10. Nbd2 Be7



Black seems content with just developing, but needs to put Pawn Pressure on the centre. One way to do this is to take on d4 then play ...f6.

11. 0-0 h6



See above! This even takes the last square away from Black's Knight!

12. c4 dxc4

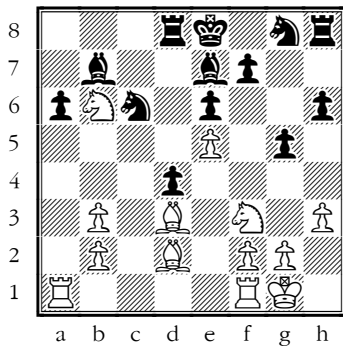
13. Nxc4 Rd8

14. Nxb6 cxd4

15. Bd2 g5

[Other tries were 15...f6 and 15...Nb4]

16. h3



Black has been battling away, but is still a few moves away from being fully developed. White should try to cause a problem before Black gets organised.

[e.g. 16.Nc4 Nb4 17.Bxb4 Bxb4 18.Ne1 Ne7 19.Nc2 Nd5 20.Be4 Bc5 21.Rfd1 Ne3 22.Bxb7]

Draw agreed

### ■ Devon-NN (R3, B1)

#### [C13] French Defence, Alekhin-Chatard Gambit

1. e4 e6

I quite like this defence for Black; it's hard to play for White.

[1...Nc6 2.d4 Nf6 3.e5 Nd5 4.c4 Ndb4 5.Nc3]

2. d4 d5

3. Nc3

[3.e5 c5 4.Nf3 Nc6 5.Bd3 Qa5+ 6.Qd2 Qxd2+ 7.Nbxd2 Nxd4 8.Nxd4]

3. ... Nf6

[3...Bb4]

4. Bg5

[4.e5 Nfd7 5.Nf3 Be7 6.Bd3 0-0 7.0-0 a5]

4. ... Be7

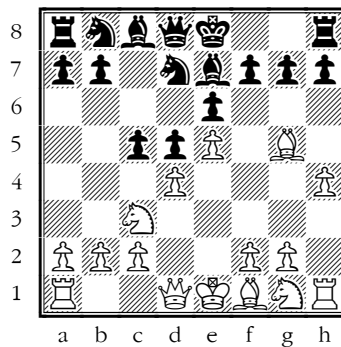
[4...dxe4 5.Nxe4 Be7 6.Nxf6+ Bxf6 7.Bxf6 Qxf6 8.Qg4 h5 9.Qg3 Nc6 10.Bb5 Qxd4]

5. e5 Nfd7

6. h4

[6.Bxe7 Qxe7 7.Qg4 0-0 8.Bd3 f5 9.Qh5 c5 10.Nf3 cxd4]

6. ... c5



This is playable but risky.

[6...Bxg5 7.hxg5 Qxg5 can be tried, but it's not my style]

7. Bxe7

Last chance for Black to notice the threat:

7. ... Qxe7?

Missed it!

[7...Kxe7 is not beautiful but you can survive.]

8. Nb5 Nb6

9. Nd6+ Kd8

[9...Kf8 10.h5 Nc6 11.h6 g5 12.Nf3 g4 13.Nh2 f5 14.c3 cxd4]

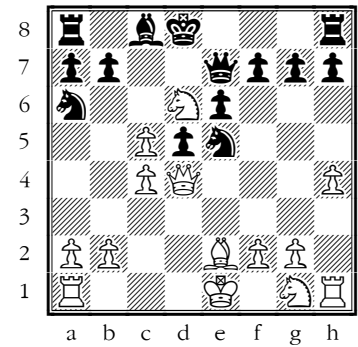
10. dxc5 N6d7

11. c4 Nxe5

12. Be2 Na6

[12...Nbd7 13.Qd4 Kc7 14.cxd5 exd5 15.0-0-0 Nf6 16.Nf3 Nxf3 17.Bxf3 Be6]

13. Qd4



13. ... Qf6?

White has a clever reply to this move.

[13...f6 14.cxd5 exd5 15.0-0-0 Kc7 16.Bxa6 bxa6 17.Nh3 Rb8]

14. Qxe5! Qxe5

15. Nxf7+ Ke7

There wasn't anything left for you to do after this, so I haven't made any comments.

16. Nxe5 Nxc5

17. Ngf3 Bd7

18. Nxd7 Kxd7

19. 0-0-0 Rac8

20. Kbl Ne4

21. Rhf1 Nf6

22. Ne5+ Ke7

23. cxd5 Nxd5

24. Bf3 Rhd8

25. Bxd5 exd5

26. Rfe1 Kf6

27. Ng4+ Kg6

28. Re6+ Kf5

29. Re5+ Kg6

30. Rxd5 Re8

[30...Rxd5 31.Rxd5 Rc7 32.b4 b6 33.Ne5+ Kf6 34.Rd7 Rxd7 35.Nxd7+ Kf5 36.b5]

31. Ne3 h6


32. h5+ Kh7

33. Rd7 Rf8

34. Ng4 Rc4  
 35. f3 Rc5  
 36. R7d5 Rc6  
 37. Rd6 Rxd6

38. Rxd6 Re8  
 39. Rxh6+ Kg8  
 40. Rg6 Re1+  
 41. Kc2 Re2+

42. Kc3 Kf7  
 43. Rg5 Re6  
 Black resigns

 **Board 2 Tom Senior**

Board	Name	R1 Colour	R1 Result	R1 Opponent	R2 Colour	R2 Result	R2 Opponent	R3 Colour	R3 Result	R3 Opponent	TOTAL
2	Tom Senior	B	0	H	B	0	G	W	0	J	0

You're obviously a fine player, Tom, but you weren't really allowed to get going in these games. I think the slow openings that you play are really interesting but you do hold back a bit too much – you need a plan to take the game to your opponent, set them problems, and stop them doing what they want.

■ **(R1, B2), NN-Devon**

**[E48] Nimzo-Indian Defence, Rubinstein Variation**

Black needed to attack the centre harder -- it's not enough just to get the pieces out in the opening.

It's a shame we don't have more of this -- it looked interesting.

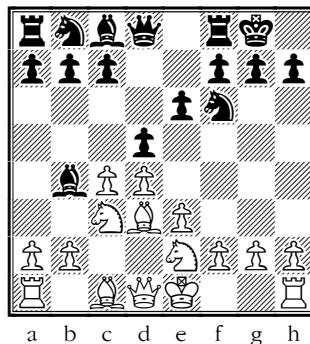
- 1. d4 e6
- 2. c4 Nf6
- 3. Nc3 Bb4

The Nimzo-Indian. I like this defence for Black, but you have to know what you are doing!

- 4. e3 0-0
- 5. Bd3 d5

[I like to play 5...c5 before ...d5; there are some old Botvinnik games where an early a2-a3 gives White the advantage.]

- 6. Nge2



White has played an unusual but very logical variation.

[6.cxd5 exd5 7.Nf3 Re8 8.0-0 Bg4 9.Qc2 Bxc3 10.bxc3 Bxf3 11.gxf3 Qd6]

- 6. ... b6

[6...c5! looks a lot better to me:

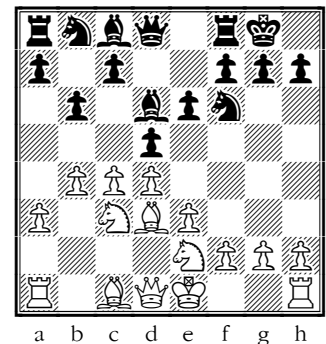
6...dxc4 7.Bxc4 Ng4 8.0-0 Qh4 9.h3 Nf6 10.Qc2 Nc6 11.Bd2]

➡ In any opening, you can't let your opponent dominate the centre – it's usually the most important part of the board.

- 7. a3

[7.0-0 dxc4 8.Bxc4 Bb7 9.f3 Nbd7 10.e4 c5 11.a3 Ba5]

- 7. ... Bd6
- 8. b4



Right - now Black is in danger of getting squashed.

[8.e4 dxc4 9.Bxc4 Bb7 10.Bg5 c5 11.Rc1 cxd4 12.Qxd4 Nc6]

- 8. ... h6

I hate to see this sort of move! Black has more important things to do, in particular, to challenge White's centre.

[8...c5 9.bxc5 bxc5 10.dxc5 Bxc5 11.cxd5;

8...dxc4 9.Bxc4 Bb7 10.0-0 Ng4 11.f4 a5 12.bxa5 Rxa5 13.e4]

- 9. c5 bxc5

[9...Be7 10.0-0 a5 11.Qa4 Bb7 12.b5 bxc5 13.dxc5 Bxc5 14.Bb2]

- 10. bxc5 Be7
- 11. 0-0

Doing the sums, White can count the extra space, Black



can't count much!

(I couldn't follow the rest of the moves...eventually 1-0)

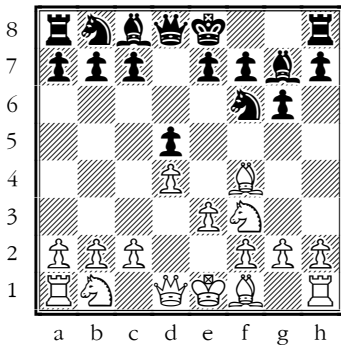
■ **NN-Devon (R2, B2)**

[D02] London System

1. d4

White played slowly but gradually came alive. Black threw away an important centre pawn, and gave White an easy winning plan which was helped by exchanges.

- 1. ... d5
- 2. Nf3 g6
- 3. Bf4 Bg7
- 4. e3 Nf6



5. c3

That move doesn't have any point!

[5.Bd3, 5.c4 and even 5.h3 have a point]

- 5. ... 0-0
- 6. Bd3 b6

[6...Nh5 7.Bg3 f6 8.Qb3 e5 9.e4 c6 10.Nbd2]

7. Nbd2 Nbd7

[7...Nh5 8.Bg5 f6 9.Bh4 c5 10.0-0 Nc6 11.Qc2 Bg4]

- 8. 0-0 c5
- 9. c4

This could have been played in one move,

[9.Qa4 Bb7 10.Rfel a6 11.Qc2 c4 12.Be2 Ne4]

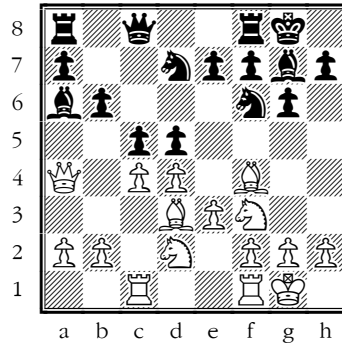
9. ... Ba6

[9...Nh5 10.Bg5 h6 11.Bh4 g5 12.Bg3 Nxg3 13.hxg3 g4 14.Nh4 cxd4 15.exd4 dxc4]

10. Qa4 Qc8

[10...dxc4 11.Bxc4 Bxc4 12.Nxc4 cxd4 13.exd4 Nd5 14.Bg3]

11. Rac1



[11.Qb3]

11. ... Ne4?

Can't count!

[11...Nh5 12.Bg5 e5 13.dxe5 Nxe5 14.Nxe5 Bxe5 15.Qa3 f6 16.Nf3]

It's odd how often this counting error is made at all levels of the game.

☞ You must count your way through all sequences of captures to make sure you aren't losing anything.

12. Nxe4 dxe4

13. Bxe4 Bb7

14. Bxb7 Qxb7

15. Rfd1 cxd4

[15...a6 16.Qc2 Qc6 17.a3 Rfd8 18.b4 cxb4 19.axb4 a5]

16. exd4 Qe4

17. Bg3 Nf6

White has a nice position with well-posted Rooks

18. Re1 Qb7

19. Qa3 e6

20. Qb3 Ne4

21. Bf4 Rfd8

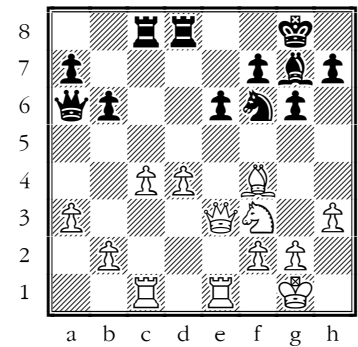
22. Qe3 Nf6

23. h3 Qa6

24. a3

[24.Bg5 Re8 25.Bxf6 Bxf6 26.Qf4]

24. ... Rac8



Now Black has caught up, it's more even, but White has an easy winning plan. Black must try to make use of his extra King's-side pawn, but that will take a lot of moves to organise.

[24...b5 25.b3 Qxa3 26.Ra1 Qb4 27.Ne5]

25. Ne5 Nh5

[25...Qb7 26.Bg5 a6 27.b3 Rd6 28.Qf4 Nh5 29.Qg4]

26. c5

[26.Nxf7 Bxd4 27.Nh6+ Kg7]

26. ... bxc5

27. dxc5

[27.Rxc5 Nf6 28.b4 Nd5 29.Qg3 Qb7 30.Re1 Bf6 31.Rxc8]

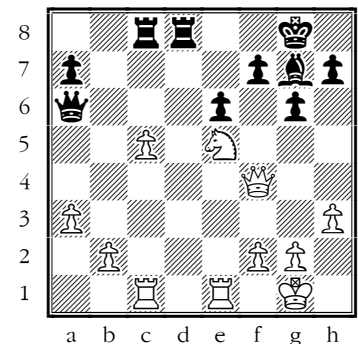
27. ... Nxf4

[27...f6 28.Nf3 Rd3 29.Qe4 f5

30.Qb4 Nxf4 31.Qxf4 Bxb2

32.Rb1 Bg7 33.Rb8 Rxa3 34.Qc7]

28. Qxf4



28. ... Bxe5

Qxe5

☞ Piece exchanges help the winning side

29. ... Qb5

[29...Rd5]

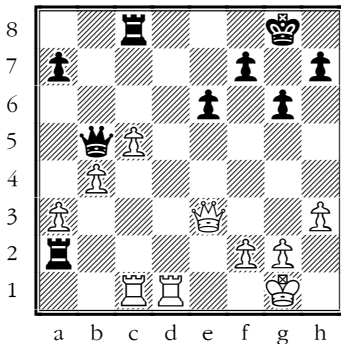
30. b4 Rd2

[30...Rd5 31.Qf4 Rcd8 (31...Qa4)]

31. Red1 Ra2

[31...Rcd8]

32. Qe3



32. ... Qe2

Again, you don't want piece exchanges

☞ Avoid piece exchanges when you are losing.

[32...a5]

33. Qxe2 Rxe2

34. Kf1 Ra2

[34...Rb2 35.c6 Kf8 36.Rd7 a5 37.bxa5 Ra8 38.Rdd1 Ke7 39.c7]

35. Rd3

[35.c6 Kf8 36.Rd7 Ke8 37.Rxa7 Rb2 38.Rb7 Ra2 39.b5 Rxa3 40.b6 Ra2 41.Rd7]

35. ... Kf8

36. Rcd1 Ke8

37. Rld2 Ra1+

38. Ke2 Rc7

39. Rc2 Rc6

[39...e5]

40. Ke3 Ra6

[40...Rc7 41.Rcd2 e5 42.Ke4 f6 43.Rd1 Ra2 44.Rd8+ Ke7]

41. Rcc3

[41.c6 R6xa3 42.c7 Re1+ 43.Kd2 Rd1+ 44.Kxd1 Rxd3+ 45.Ke2 Rd8

46.cxd8R+ Kxd8 47.Ra2 a6 48.Ke3 e5 49.Rxa6]

41. ... f6

[41...Rc6 42.b5 Rc7 43.c6 f6 44.Rc5 Re1+ 45.Kd2 Rf1 46.Ke2 Rb1]

42. b5 Ra5

[42...Re1+ 43.Kd2 Rg1 44.bxa6 g5 45.g3 Rf1 46.c6 Rxf2+]

43. c6 Rxb5

44. c7 Re5+

[#12 Fritz 9:

44...Re1+ 45.Kd2 Rd1+ 46.Kxd1 Kf8 47.c8Q+ Kg7]

45. Kf3 Rf5+

46. Kg3 g5

47. c8Q+ Kf7

48. Rd7+ Kg6

49. Qg8+ Kh6

50. Rxh7#

### ■ Devon-NN (R3, B2)

You didn't do much in the opening, but neither did Black. The middle game was cut short when you sadly got your Queen trapped.

Your opening system is solid but it's hard to know what to do after you have got your pieces out.

#### [A49] Catalan System

1. d4 Nf6

2. g3

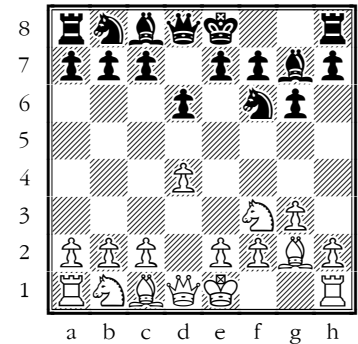
[2.Nf3 e6 3.Nbd2 d5 4.Ne5 Nbd7 5.Ndf3 Bd6]

2. ... g6

[2...e6 3.Nf3 Bb4+ 4.Bd2 Be7 5.Bg2 0-0 6.0-0 d5]

3. Bg2 Bg7

4. Nf3 d6



5. Nc3

☞ In all openings, White needs to put some Pawn Pressure on the centre: after 1.e4, aim for d4 (or f4); after d4, aim for c4 (or e4).

5. ... 0-0

6. 0-0 Nbd7

7. Bg5

[7.Qd3 Re8 8.Rd1 e5 9.dxe5 Nxe5 10.Nxe5 Rxe5 11.Bf4 Rh5]

7. ... h6

8. Be3 Nh7

[8...c6 9.Qd3 Qb6 10.Rad1 Rd8 11.Bc1 e5 12.Ne4 Nxe4]

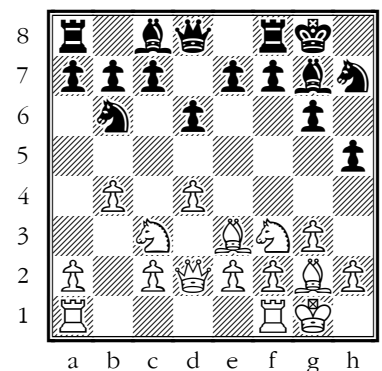
9. Qd2 h5

[9...g5 10.h4 c6 11.d5 cxd5 12.hxg5 hxg5 13.Qxd5 g4]

10. b4

[10.Bh6 Nhf6 11.Bxg7 Kxg7 12.Qf4 Kg8 13.e4 c5 14.Qh6 cxd4]

10. ... Nb6



It's not obvious what plan either side is following, but Black's last move does look at the hole at c4.

☞ You must know the plans and ideas behind your opening systems – or else you risk drifting into bad positions without knowing why.

**11. a3**

[11.Bh6 Nc4 12.Qf4 Bxh6  
13.Qxh6 Nf6 14.a4 Ng4 15.Qg5]

**11. ... Bf5**

**12. Nh4**

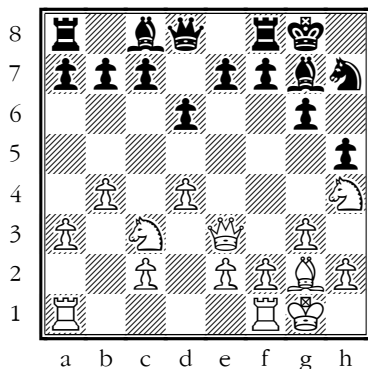
[12.Bh6 Nc4 13.Qf4 Bxh6  
14.Qxh6 Nf6 15.Rfc1 Ng4 16.Qg5]

**12. ... Nc4**

**13. Qc1 Nxe3**

[13...c5 14.Nxf5 gxf5 15.Rd1 Nxe3  
16.fxe3 Qd7 17.bxc5 dxc5 18.Nd5  
Ng5]

**14. Qxe3 Bc8**



White's got a nice position although there are no obvious targets.

**15. Bd5**

[15.Ne4 d5 16.Nc5 Nf6 17.Nf3  
Qd6 18.Ne4 dxe4]

I had a long think about this move: it's a one-move threat that takes only one move to defend against, which is usually pointless, but I decided you were right to force Black's next move.

**15. ... e6**

[15...Nf6 16.Bg2 Ng4 17.Qd3 c5  
18.dxc5 dxc5 19.Rad1 Qxd3  
20.Rxd3 cxb4]

**16. Bg2 Rb8**

[16...Nf6 17.Nf3 c6 18.a4 Qb6  
19.Rfb1 Nd5 20.Nxd5 cxd5]

**17. d5**

[17.Nf3 Nf6 18.Qf4 Qd7 19.Ne4  
Nxe4 20.Qxe4 f5 21.Qf4]

**17. ... Nf6**

[17...exd5 18.Nxd5 Bxa1 19.Rxa1  
Be6 20.Rd1 Re8 21.Nf4 Qf6  
22.Qxa7]

**18. dxe6**

[18.Qxa7 Nd7 19.dxe6 Bxc3  
20.exd7]

**18. ... Bxe6**

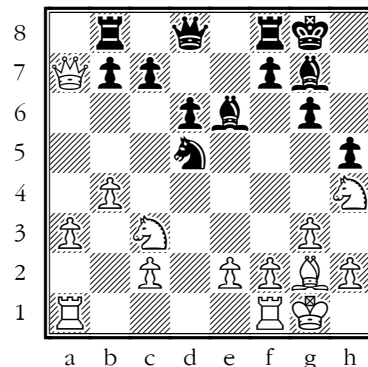
**19. Qxa7**

Not bad, but leads to trouble later.

[19.Rad1 Ng4 20.Qd2 Re8 21.Nf3  
Qe7 22.h3 Nf6 23.Qf4]

**19. ... Nd5?**

[19...Ng4 20.Nb5 Bc4 21.a4 c6  
22.h3 Bxe2 23.hxg4 Bxf1]



**20. Bxd5**

☞ It's usually a good idea to grab two pieces for a Rook.

[20.Nxd5! Bxa1 +/-]

**20. ... Bxc3**

**21. Rad1 Bxd5**

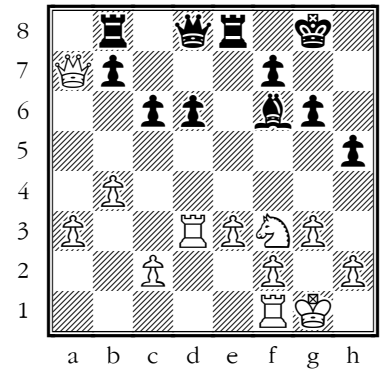
**22. Rxd5 c6**

[22...Re8 23.e3 c6 24.Rd3]

**23. Rd3 Bf6**

**24. Nf3 Re8**

[24...Qc7 25.Qe3 d5 26.Re1 Ra8  
27.Qh6 Rfe8 28.b5 cxb5]



**25. e3**

[Better is 25.Rfd1 Qe7 26.Re3 Qd7  
27.Qb6 h4 28.c4 hxg3 29.hxg3  
Ra8 30.Rxe8+]

**25. ... Qc7**

Threatening a net ...

**26. Rfd1**

Better last move!

[26.Qa5 b6 27.Qa4 b5 28.Qb3 d5  
29.a4 bxa4 30.Qxa4 Ra8 31.Qb3]

**26. ... Ra8**

Too late! The Queen is trapped.

**27. Qxa8 Rxa8**

**28. Rxd6 Rd8**

**29. Rxd8+ Bxd8**

**30. a4 Kg7**

**31. h3 Bf6**

**32. Kg2 Qb6**

**33. b5 cxb5**

**34. axb5 Qxb5**

**35. Nd2**

[35.Rd3 Qc4 36.Rb3 b5 37.e4 Qe2  
38.c3 g5]

**35. ... Qc6+**

[35...Qe2 36.Rg1 Qxd2 37.c4 Qc2  
38.g4 h4 39.g5 Be5 40.Kf3 Qxc4  
41.Rd1]

**36. f3**

[36.Nf3 Qxc2 37.Rd6 b5 38.Rb6  
Qc4 39.e4 b4 40.e5]

**36. ... Qxc2**

**37. Rf1**

[#21 Fritz 9: 37.Kf2 Qxd1 38.Ne4  
b5 39.f4 b4 40.Nxf6 Kxf6]

**37. ... Qxd2+**

38. Rf2 Qxe3

39. h4

[#10 Fritz 9: 39.Ra2 ]

39. ... Bd4

40. Ra2 Qg1+

41. Kh3 Qe3

[41...Bf2 42.Kg2 0.00;

41...Bf2 42.Rxf2 Qxf2 43.g4 Qxf3+ 44.Kh2 Qf2+ 45.Kh1 hxg4 46.h5]

42. f4

[#7 Fritz 9: 42.Kg2 ]

42. ... Qe6+

43. Kg2 Qxa2+

44. Kf3 Qf2+

45. Ke4 Qe3+

46. Kd5 Qe6+

[46...Ba7 47.Kxd4 -17.83 47.Kd6 Qd4+; -1

46...Qd3 ]

47. Kxd4 Qc6

48. Ke5 f6+

49. Kd4 b5

50. Ke3 Qd5

51. Kf2

[#11 Fritz 9: 51.Ke2 ]

51. ... b4

[51...Qd2+ 52.Kg1 b4]

52. Kg1

[#6 Fritz 9: 52.g4 hxg4 53.Ke3 Qf3+ 54.Kd4 Qxf4+ 55.Kc5 b3]

52. ... b3

53. Kh2 b2

54. Kh3 Qf5+

55. g4 Qxg4+

56. Kh2 b1Q

57. f5 Qbgl#

0-1

### Board 3 Sam Keat

Board	Name	R1 Colour	R1 Result	R1 Opponent	R2 Colour	R2 Result	R2 Opponent	R3 Colour	R3 Result	R3 Opponent	TOTAL
3	Sam Keat	B	0	G	W	0	J	B	0	H	0

Your second-round game was great, and in general your forward-going style was a pleasure to watch. I'm just sorry you didn't get a better reward for your good play!

#### ■ Berks-Devon (R1, B3),

#### [C54] Hungarian Defence

Black gets his King stuck in the middle and has to lose material.

1. e4 e5

2. Nf3 Nc6

3. Bc4 Be7

Not a bad move, but not a fighting move at all

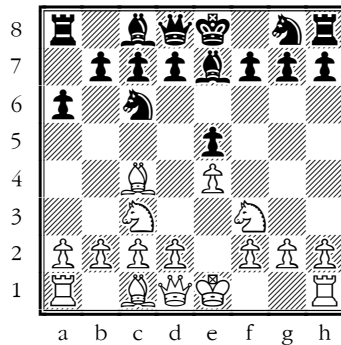
[3...Bc; 3...Nf6!?]

4. Nc3

Stodgy.

[4.d4 4...Nf6 0.44]

4. ... a6



☞ I hate to see this sort of move with a Rook's Pawn -- it's nearly always a waste of time.

It certainly is here – if White wanted to park a piece on b5, he would have done so last move.

[4...Nf6 5.0-0 0-0 6.d3 d6 7.Be3 Be6 8.Qe2]

5. d4

Great move!

5. ... d6

#### 6. h3

To be honest, this might be one of the times when this is a good time to move a Rook's pawn, but don't make a habit of it!

[6.Be3; 6.d5;

6.dxe5! dxe5 7.Qxd8+ makes a mess of Black's development: 7...Bxd8 8.Be3 Nge7 9.0-0-0 0-0 10.Rhe1 Ng6 White has raced to complete development, but doesn't have anywhere obvious to attack yet.]

6. ... Bf6

[6...exd4 7.Nxd4 Nf6 8.Nxc6 bxc6 9.0-0 0-0 10.Qd3 Be6 11.Bxa6]

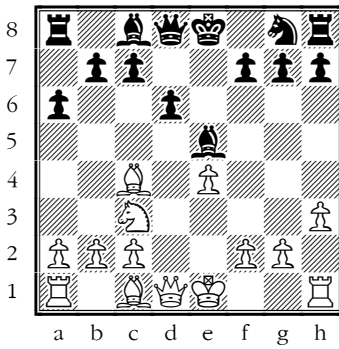
7. dxe5

[7.Be3 7...Nxe5 0.22;

7.d5 Nb8 8.0-0 Ne7 9.Ng5 Ng6 10.Qh5 Be7]

7. ... Nxe5

## 8. Nxe5 Bxe5



## 9. Bd2

Too slow: White has the advantage here and should be trying to get developed very quickly and actively then set Black some problems.

☞ When you have an advantage, you should keep up the pressure, or else your opponent can get sorted out.

[9.0-0]

9. ... Nf6

10. 0-0

[10.Qe2]

10. ... c6

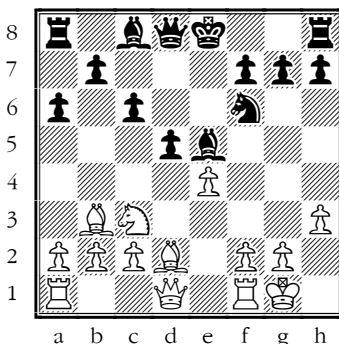
[10...0-0 11.Be3 -0.18;

-10...Be6]

11. Bb3

[11.Be3 b5 12.Bb3 0-0 13.Bd4 b4]

11. ... d5?



Black's idea of playing ...d5 is often a good one but in this position it's much more important to get the King safe first and get some more pieces

out. Right now, White's pieces will make use of the new open lines, when Black's King is stuck in the middle.

[11...0-0 12.Bg5 Be6 13.Qd3 h6 14.Bh4 Qc7 15.f4]

☞ If you are behind in development, keep lines closed if you can. This is especially true if you haven't castled.

☞ If you are ahead in development, try to open lines, usually by seeking pawn swaps.

12. exd5 cxd5

[12...0-0 13.Re1 Re8 14.Qf3 Qd6 15.Rad1 c5 16.Ne4]

13. Re1! Qd6

[13...Nd7 14.f4 d4 15.Na4 b5]

Black has to lose a piece, after which there's not a lot left for Black to do.

14. f4 Qb6+

15. Be3 Qc6

16. fxe5 Ne4

[16...Nd7 17.Bxd5 Qc7]

17. Bxd5 Qc7

18. Nxe4 0-0

19. Nd6 Be6

20. Bxe6 fxe6

21. Qg4 Rfd8

[21...Kh8]

22. Qxe6+ Kh8

23. Nf7+ Kg8?

[#3 Fritz 9: 23...Qxf7 24.Qxf7 Rac8]

24. Nxd8+ Kh8

25. Nf7+

[25.Qe8#!]

25. ... Kg8

26. Bb6

[26.Rf1 Qc8 27.Qb3 b5 28.Nd6+ Kh8]

26. ... Qxf7

27. Qxf7+ Kxf7

28. e6+ Ke8

[#10 Fritz 9: 28...Ke7]

29. Rad1 Rc8

30. e7 h5

31. Rd8+ Rxd8

32. exd8Q+ Kf7

33. Rf1+ Ke6

34. Re1+

[34.Bc7]

34. ... Kf5

[#4 Fritz 9:

34...Kf7]

35. Qf8+ Kg6

36. Rf1 h4

37. Qf5+ Kh6

38. Be3+ g5

39. Qxg5+ Kh7

40. Rf7+ Kh8

41. Qg7#

[41.Bd4#]

1-0

## ■ Devon-NN (R2, B3

### [C02] French Defence, Advance Variation

A great fighting game! In a position where each side had their own area to point at, we saw some very clear-headed play by both sides where each player wanted to win.

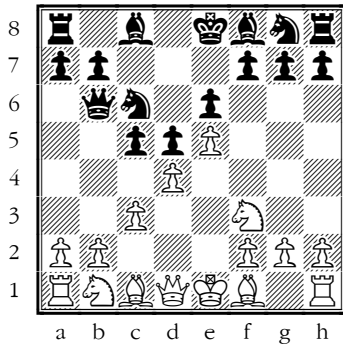
1. e4 e6

2. d4 d5

3. e5 c5

4. c3 Nc6

5. Nf3 Qb6



6. a4

That's a bit vague. The book moves are:

[6.Be2; 6.a3; -6.Bd3]

6. ... Nh6

7. Bb5 Bd7

8. 0-0 Nf5

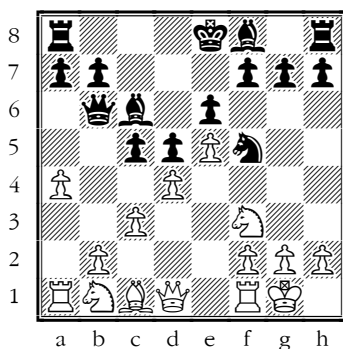
9. Bxc6

That's normally a Bishop that does White good in the French.

☞ In positions with blocked pawns, you have a good Bishop and a bad Bishop. Keep your good one and get rid of your bad one, if you can.

[9.dxc5 Bxc5 10.b4 Be7 11.Bd3 0-0 12.a5 Qc7 13.Bxf5 exf5 14.Qxd5]

9. ... Bxc6



10. Ra2

White commits this Rook to a passive square.

☞ Rooks are usually poor defenders.

[10.dxc5 Bxc5 11.g4 Nh6 12.a5 Qc7 13.Bxh6 gxh6]

10. ... Be7

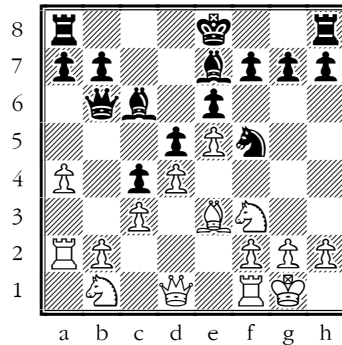
[10...cxd4 11.Nxd4 Nxd4 12.cxd4 Rc8 13.a5 Qa6 14.Bg5 Bb4 15.Qb3 Bxa5]

11. Be3

This bad Bishop does a pawn's job.

[11.dxc5 Qxc5 12.b3 Qa5 13.Ba3 Bxa3 14.Rxa3 0-0 15.Nd4 Nxd4 16.Qxd4]

11. ... c4



The battle line is now clear: White has more space on the King's-side and Black has the Queen's-side to aim at. Both players need to go forward as fast as possible.

[11...Nxe3 12.fxe3 0-0 13.Qc2 cxd4 14.exd4]

12. Re1

[12.Bg5 f6 13.Bf4 0-0 14.Re1 Bd7 15.Nbd2 Rac8 16.exf6]

12. ... 0-0

13. h3

[13.Bg5 f6 14.Bf4 Bd7 15.Nbd2 Rac8 16.exf6 gxf6 17.Qe2]

13. ... Rfb8

14. Re2

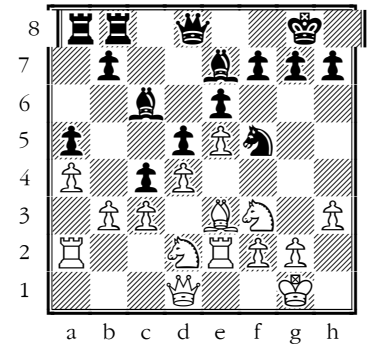
[14.Bg5 Bf8 15.Nbd2 a5 16.Re2 Rc8 17.Qc2 h6 18.Bf4 Be7]

14. ... a5

[14...Nxe3 15.Rxe3 Qa5 16.Nbd2 b5 17.Qc2 b4 18.Ra1 Qc7]

15. Nbd2 Qd8

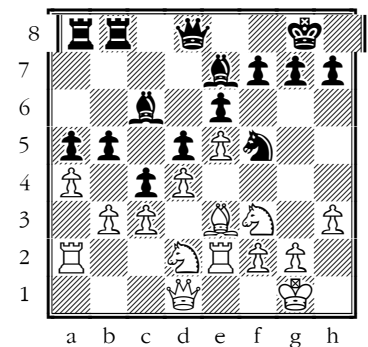
16. b3



White has been playing a lot of slow and defensive moves, which is dangerous in this position! Black will always win on the Queen's-side, so White must go for it on the other side.

[16.Bf4 b5 17.axb5 Bxb5 18.g4 Nh4 19.Nxh4 Bxh4 20.Qc2 a4 21.Nf3]

16. ... b5



17. bxc4 bxc4

[17...dxc4 is more aggressive, opening up the diagonal for the Bishop.]

18. Nf1 Rb3

19. Rec2 Rab8

20. N1d2 Ra3

[20...Nxe3 21.fxe3 R3b7 22.Rc1 Bg5 23.Nxg5 Qxg5 24.Qf3 f6 25.exf6 gxf6]

21. Rxa3 Bxa3

22. Ra2

[22.Bg5 Qd7 23.Ra2 Bf8 24.Qc2 h6 25.Bf4 Be7]

22. ... Be7

23. Qc2

[23.Bf4 Qc7 24.Qc2 h6 25.Ra1 Qd7 26.Ra2 Rb7]

23. ... Rb7

24. Nb1

[24.Bf4 h6 25.Ra1 Qe8 26.g4]

24. ... Qb8

25. Nfd2

[25.Nbd2 Nxe3 26.fxe3 Qc7 27.e4 Qd7 28.Ra1 Rb8 29.exd5 exd5]

25. ... Bf8

[25...Nxe3 26.fxe3 Bg5 27.Na3 Bxe3+ 28.Kh1 f6 29.Nf3 Rb3 30.Nb5 Bxb5 31.axb5 Qxb5]

26. g4

[26.Bg5 h6 27.Bf4 Be7 28.Qd1 Qe8 29.Nf3 Rb3]

26. ... Ne7

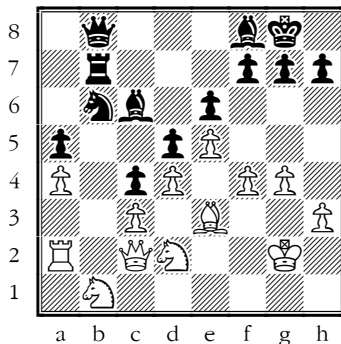
[26...Nxe3 27.Qc1 f6 28.exf6 Nxf4 29.hxg4 Bd6]

27. f4

[27.Na3 Ng6 28.f4 Qd8 29.Nf3 Rb3 30.Nb5 Bxb5 31.axb5 Rxb5]

27. ... Nc8

28. Kg2 Nb6



29. f5

This pawn attack is exactly the right plan, although it's a shame it doesn't have more pieces behind it.

29. ... Bxa4

Black has made progress and reaps the first harvest.

30. Qc1

[30.Rxa4 Nxa4 31.Qxa4 exf5 32.Qxa5 Rb5 33.Qa4 Rxb1]

30. ... Qa8

31. fxe6 fxe6

32. Qe1 Bb3

33. Nxb3

[33.Ra1 a4 34.Na3 Rf7 35.Qg3 Be7 36.Bf4 Qc6]

33. ... cxb3

34. Rf2 Rf7

35. Rxf7 Kxf7

36. Qf2+ Kg8

37. Qh4 Qe8

38. g5 Be7

39. Bc1 Nc4

40. Qg4 b2

[40...Qg6 41.Kh2 Kh8 42.Bd2]

41. Qxe6+ Qf7

42. Qc8+ Bf8

43. e6

[43.Bxb2 Nxb2 44.Qa6 Nc4 45.g6 hxg6 46.Qb5 Ne3+ 47.Kg1 Qf3 48.Qxa5]

43. ... Qe7

[43...Qf1+ 44.Kxf1 bxc1 Q+ 45.Ke2]

44. Qd7

[#11 Fritz 9: 44.Bf4 a4 45.Bg3 Qxg5 46.Qe8]

44. ... Qxd7

[44...bxc1 Q 45.exd7 -7.89; -44...bxc1 Q 45.Qxd5 Ne3+]

45. exd7 Be7

[45...bxc1 Q!]

46. Bf4

...and White lost on time 0-1

### ■ NN-Devon (R3, B3

#### [C47] Scotch Four Knights' Game

A short but eventful game! These common tactical themes decide lots of games – I hope you see them coming next time!

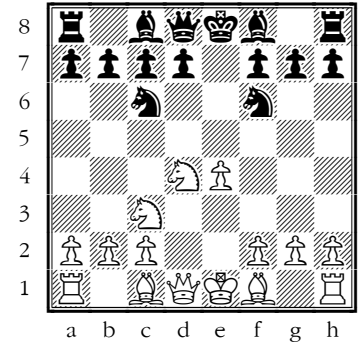
1. e4 e5

2. Nf3 Nc6

3. d4 exd4

4. Nxd4 Nf6

5. Nc3

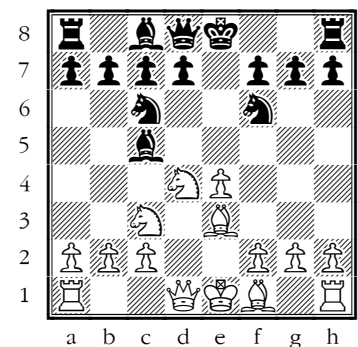


5. ... Bc5

Good move, but there maybe a better one:

[5...Bb4!]

6. Be3



This sets up a threat against the undefended Bc5, almost by accident.

6. ... 0-0?

Missing the threat!

➡ Discovery moves are the hardest to spot, I know, but if you look at all these games, we'd have saved a lot more pieces if we knew all our disco moves!

[6...Bb6]

7. Bb5?

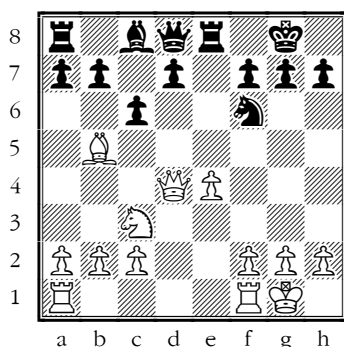
Misses it too! This is almost the only trap in the main line Scotch, so I don't know what White has been studying!

[7.Nxc6! discovers the threat of 8.Bxc5, and because Nxc6 also hits the Queen, Black can't throw in 7...Bxe3]

7. ... Nxd4

[7...Qe8 is a nice way of getting out of the threat while making a threat.]

8. **Bxd4 Bxd4**  
 9. **Qxd4 Re8**  
 10. **0-0 c6**



I like the idea but there's a hole in it.

[10...Qe7 11.Rfe1 a6 12.Bc4 d6 13.Nd5 Nxd5 14.Bxd5 Qh4 15.Rad1]

**11. Bd3?**

White misses the boat.

[11.e5!]

**11. ... d5**

[11...d6 12.Rad1 Bg4 13.f3 Be6 14.f4 Qe7 15.e5]

**12. Rfe1**

Black has done a lot of good things, so this next bit is a shame.

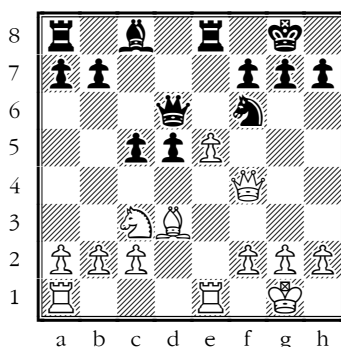
**12. ... Qd6**

loses a piece

[12...dxe4!]

**13. e5 c5**

**14. Qf4**



**14. ... Nh5**

[I thought 14...Qc7 might work but it doesn't! 15.exf6 Qxf4 16.Rxe8#]

**15. exd6 Nxf4**

I think you said you hoped your opponent would miss the back rank mate:

**16. Rxe8#**

Nope.

☞ Always expect your opponent to make the best move!

**Board 4 Calum Whytock**

Board	Name	R1 Colour	R1 Result	R1 Opponent	R2 Colour	R2 Result	R2 Opponent	R3 Colour	R3 Result	R3 Opponent	TOTAL
4	Calum Whytock	B	0	J	W	I	H	W	0	G	I

A great little trap got you one of Devon's precious wins. In the other games, I thought you could have played with a bit more energy: try to get your pieces out quickly, open up the game, and you will put pressure on your opponents, they will make mistakes, and your good pieces will be right there to take advantage. Play like Paul Morphy! [www.exeterchessclub.org.uk/Canon/canon.htm#Model\\_attacking\\_games](http://www.exeterchessclub.org.uk/Canon/canon.htm#Model_attacking_games)

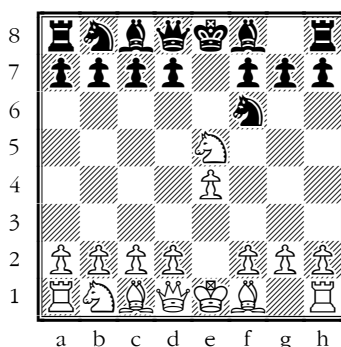
■ **NN-Devon (R1, B4),**

**[C42] Petroff's Defence**

Black was unlucky to get into such a tangle at the end, but a few second-best moves along the way didn't help.

1. **e4 e5**  
 2. **Nf3 Nf6**

**3. Nxe5**



**3. ... Qe7**

OK, but this is another very old position, and the best move for Black has been worked out:

[3...d6! 4.Nf3 Nxe4]

☞ Do try and learn the main lines of your chosen openings, and the main ideas and plans – it's all



been worked out before, and you will save a lot of points if you know at least some of it.

4. d4

[4.Nf3 Qxe4+ 5.Be2 Be7 6.d3 Qb4+ 7.c3 Qb5 8.Qb3 Qd5 9.Qxd5]

4. ... d6

Natural, but...

[4...Nc6 is a little better, developing a piece to its best square. 5.Bf4 Nxe5 6.Bxe5 Nxe4 7.Nc3 Nxc3 8.bxc3 d6 9.Bb5+ c6]

5. Nf3 Nxe4

[5...Qxe4+ 6.Be2 Bf5 7.c4 Nc6 8.0-0 0-0-0 9.Nc3 Qg4]

6. Qe2

Blocks in the Bf1

[6.Be2 Bf5 7.0-0 Nd7 8.Nc3 Nxc3 9.bxc3 0-0-0 10.Rb1 Re8]

6. ... Nf6

Black is not forced to retreat, so should develop a piece:

[6...Bg4 7.Nc3 0.55;

6...Nc6 7.Be3 Bg4 8.d5 Ne5 9.Bd4 Bxf3 10.gxf3 Nf6]

☞ The opening is a race to get your pieces out.

7. Qxe7+

[7.Nc3 Bg4 8.Bg5 Nc6 9.Bxf6 gxf6 10.Nd5 Qxe2+ 11.Bxe2]

7. ... Bxe7

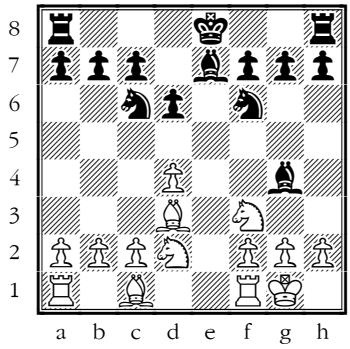
8. Bd3 Nc6

9. 0-0

[9.c3 0-0 10.0-0 Re8 11.Re1 Be6 12.Nbd2 Bd5]

9. ... Bg4

10. Nbd2



10. ... 0-0-0

[10...Nb4 is good, making life awkward for White by threatening to grab the two Bishops. 11.Bb5+ c6]

11. Bb5

[11.c3 Nh5 12.Re1 Nf4 13.Bc4 d5 14.Bb5 Rhe8 15.Bxc6]

11. ... Na5

White doesn't have much of a threat in Bxc6: for messing up Black's structure, White can count 1/3 of a pawn, for having the two Bishops, Black can count 1/3 of a pawn, so still level.

[11...Rhe8 12.c3 Bf8 13.Ng5 Re7 14.f3 Bf5 15.Bxc6 bxc6 16.c4]

12. b4

[12.Re1 is stronger, developing a piece with a threat.]

12. ... a6?

Loses a pawn.

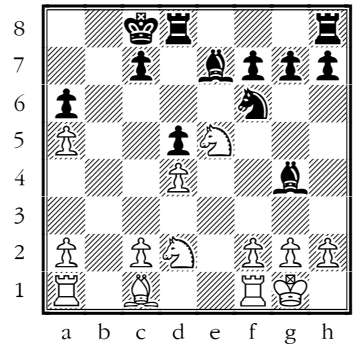
[12...Nc6!]

13. Bxa6! bxa6

14. bxa5 d5

[14...Rhe8 15.Ng5 Bh5 16.Rb1 h6 17.Nh3 Bg6 18.Rb2]

15. Ne5



15. ... Rhf8

You have to see 4 moves ahead to see that this loses the exchange, but I think you were more unlucky than short-sighted.

[15...Be6! 16.Nc6 Rde8;

15...Rdf8! 16.Rb1]

16. Nc6 Rde8

[16...Bd6!?!]

17. Nxe7+ Rxe7

18. Ba3 Rfe8

19. Bxe7

Told you! All White's moves were very easy to play, even by accident, so Black was unlucky.

19. ... Rxe7

...1-0

■ Devon-NN (R2, B4)

[B50] Sicilian Defence

White played some odd moves in the opening and lost a couple of pawns, but that just gave White the idea of trapping the invading Black pieces!

1. e4 c5

2. Nf3 d6

3. Nc3

[3.c3]

3. ... Nf6

■ **Devon-NN (R3, B4**

**[B31] Sicilian Defence, Rossolimo Variation**

Some more rather soggy opening play. You should learn a line you can play against all these funny openings.

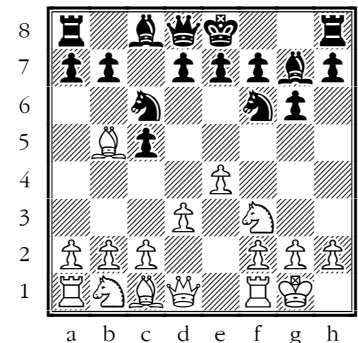
You had some good ideas once you got going but there was a sting in the tail...

- 1. e4 c5
- 2. Nf3 Nc6
- 3. Bb5 g6
- 4. 0-0 Bg7
- 5. d3

That's a bit soggy

[5.Nc3 Nf6 6.d4 cxd4 7.Nxd4 0-0 8.Be3 Nxd4 9.Bxd4 Qc7]

- 5. ... Nf6

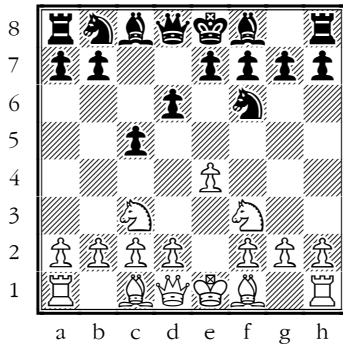


- 6. Bxc6

That's an amazing move! In normal junior chess logic, there isn't much point in this type of move, but it's actually one the masters play. White can give up the two Bishops to make a mess of the Black pawns, and once they are a mess, Black finds it hard to come up with a plan.

[6.c3 0-0 7.Na3 d6 8.Bxc6 bxc6 9.Qa4 Qb6 10.Nc4]

- 6. ... dxc6



- 4. d3

No need to block in the Bishop. Also, that's your last chance for a while to put pressure on the centre with pawns.

☞ Try and grab the centre in the opening.

[4.d4 or 4.Bb5+ are much better]

- 4. ... g6

White has two pieces out to Black's one, and White can go 3-1 up.

[4...Nc6 5.d4 Bg4 6.d5 Nd4 7.Be3 Nxf3+ 8.gxf3 Bd7]

- 5. Nd5

White must get on with development -- there is no attack for White here.

[5.g3 or 5.d4]

- 5. ... Bg7

- 6. Nxf6+ Bxf6

Now its one piece developed each!

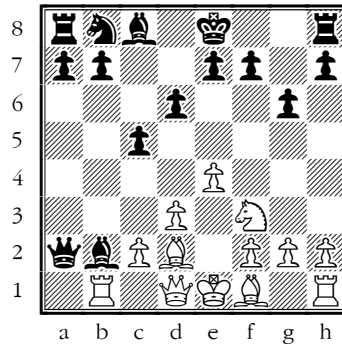
- 7. Bg5

[7.c3 0-0 8.Be2 Nc6 9.0-0 Bg4 10.Bh6 Re8]

- 7. ... Bxb2

- 8. Rb1 Qa5+

- 9. Bd2 Qxa2

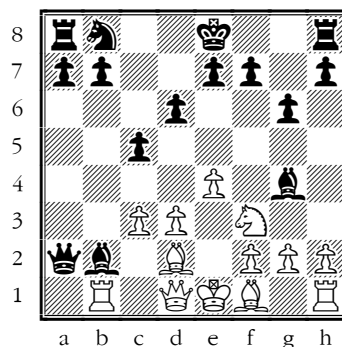


Black has grabbed two pawns, which we usually say you shouldn't do. What about this time? Black has got two pieces in the middle of White's position. Are they attacking, or have they been lured into a trap?

[9...Bc3 10.c3 0.46;

9...Qa3 10.c4 Nc6 11.Qc2 Bg7 12.Be2 0-0 13.0-0 f5]

- 10. c3 Bg4



The batteries on Black's danger alarm have run down.

[10...Ba3;

10...Be6 11.Qc2 Bxc3 12.Qxa2 Bxa2 13.Bxc3 Bxb1 14.Bxh8 b5 15.Kd2 a5 16.Be2 Ba2 17.Ra1 Be6]

- 11. Qc2!

It's a trap!

- 11. ... Bxf3

- 12. gxf3 b6

- 13. Rxb2 Qe6

- 14. d4 c4

[14...0-0 15.d5 Qf6 16.f4 Qh4 17.Bd3 Nd7 18.Be3]

- 15. d5 Qf6

7. Nc3 0-0

8. Re1 Be6

[8...Qb6 9.a4 Bg4 10.a5 Qc7 11.h3 Bh5 12.Be3]

9. Ng5

[9.Bf4 Qb6 10.Be5 Rfd8 11.Rb1 Bg4 12.Qe2 Qb4]

9. ... Qc8

[9...Bg4 10.Qd2 h6 11.h3 Bh5 12.g4 hxg5 13.gxh5]

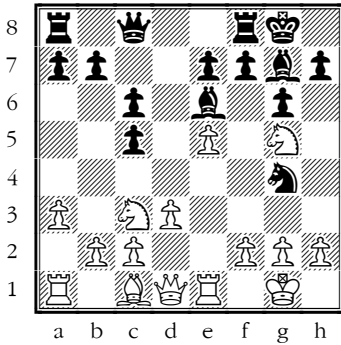
10. e5

[10.Qf3 Bg4 11.Qe3 h6 12.h3 hxg5]

10. ... Ng4

[10...Nd5 11.Qf3 Nxc3 12.bxc3 Bd5 13.Qg3 f6 14.Ne4 Qc7 15.exf6 Qxg3]

11. a3



☞ I hate to see moves like this! If you have to move your Rook's pawns, then fine, but if you don't have to, then find something better to do!

[11.f4; 11.Bf4;]

11. ... Nxe5

[11...Bf5 12.h3 Nxe5 13.Bf4 f6 14.Bxe5 fxe5 15.Qe2 Qd7]

12. Bf4 f6

13. Bxe5 fxe5

14. Nce4 b6

15. c3

[15.Nxe6 Qxe6 16.Qe2 h6 17.c3 Rad8 18.b4 Qd5 19.Rad1]

15. ... Rd8

[15...Bd5 16.c4 Bxe4 17.Nxe4 Rf4 18.b4 cxb4 19.g3 Rf8 20.axb4]

16. Rb1

[16.Qf3

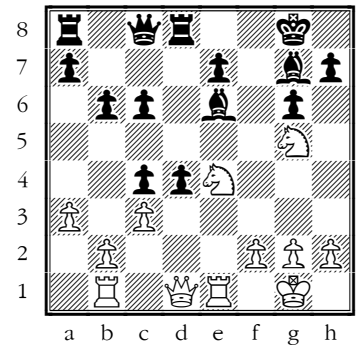
16...c4 -0.44; -16.Nxe6 Qxe6 17.Qe2 Rf8 18.b4 cxb4 19.axb4 a5 20.bxa5 Rxa5 21.Ng5]

16. ... c4

17. d4

[17.Re3 Bd5 18.Qe2 Bh6 19.Rh3 cxd3 20.Rxd3 Qf5 21.Rf3]

17. ... exd4



18. Nf6+

Very nearly brilliant...

18. ... Bxf6

19. Nxe6 Rd6

20. Nxd4

[20.Qg4 c5 21.Re4 Qd7 22.Qe2 Qa4 23.cxd4 cxd4 24.Re1 Qb3]

20. ... c5

21. Re4

...0-1

### Board 5 Sai Ramesh

Board	Name	R1 Colour	R1 Result	R1 Opponent	R2 Colour	R2 Result	R2 Opponent	R3 Colour	R3 Result	R3 Opponent	TOTAL
5	Sai Ramesh	W	0	H	W	0	G	B	1/2	J	1/2

Oh, what a precious half-point that was for us! Without which, we would have scored absolutely nothing in the last round.

Your chess is very sensible, you didn't do anything daft, but I do encourage you to find out more about the standard attacks in the openings you play. And actually, I think the Old Stodge that you play isn't a very good opening, and it isn't very good for your chess.

#### ■ Devon -NN (R1, B5),

##### [C55] Old Stodge

White played a stodgy opening, but Black allowed White to carry out one of the

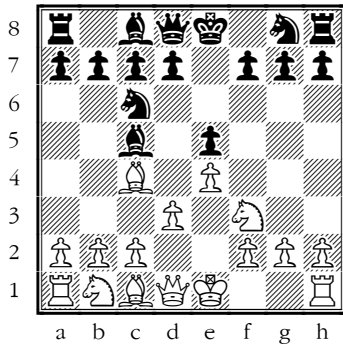
few Big Threats in this system. White could have played for mate, and later could have won a piece, but sadly lost a piece at the disco.

1. e4 e5

2. Nf3 Nc6

3. Bc4 Bc5

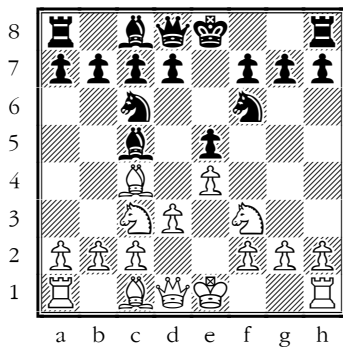
4. d3



I wish I could ban this stodgy move.

[4.c3 or 4.b4 are two well-known ways to put pressure on your opponent.]

4. ... Nf6  
5. Nc3



Old Stodge. I really don't think you (or anyone else) should play this stodgy opening. White should try and take over the centre with c3 and d4.

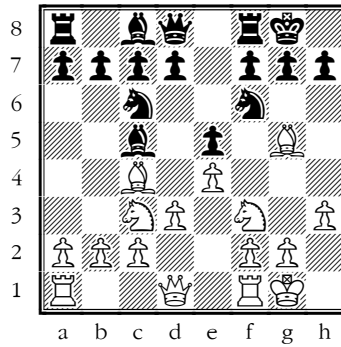
5. ... Ng4?!

You have to get all your pieces out in the opening, if you move one piece twice, you interrupt this task.

☛ You should only move a piece twice if your attack cannot be stopped.

[5...0-0 6.0-0 d6 7.Na4 Na5 8.Bb5 Bb4 9.Bg5]

6. 0-0 0-0  
7. h3 Nf6  
8. Bg5



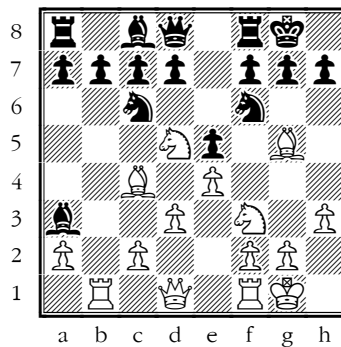
White has a Big Threat of Nd5.

☛ Gang up on a pinned piece!

8. ... Bd4

[8...h6 is essential]

9. Nd5 Bxb2  
10. Rb1 Ba3



White has been allowed to play Nd5, but why is Nd5 so good?

11. d4

[11.Nxf6+! ruins Black's defences, allowing a quick attack. e.g.

11...gxf6 12.Bh6 Re8 13.Nh4 threatens mate in two with 14.Qg4+ Kh8 15.Qg7#:

A) 13...d6 14.Nf5;

B) 13...f5 14.Qh5 Qf6 15.Bg5 Qg7 16.Nxf5]

☛ There are some simple ideas to undermine the defences of a castled King which everyone should know.

11. ... exd4

[11...Be7 12.Nxe7+ Qxe7 13.Bd5 d6 14.c3 h6 15.Bh4 Re8]

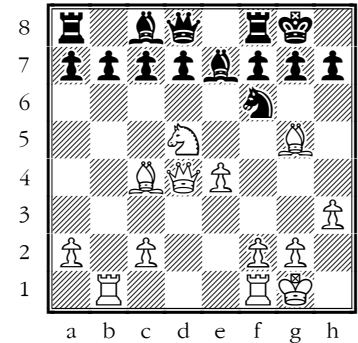
12. Nxd4

[12.Nxf6+ is still good!]

12. ... Nxd4

[12...Be7 13.Nxe7+ Qxe7 14.Re1 Qe5 15.Nf3 Qc5 16.Qd3 Ne5 17.Nxe5]

13. Qxd4 Be7



Here Black threatens to win a piece next move, and White can win a piece now!

14. Rfe1??

Bad for two reasons!

[14.Nxe7+! Qxe7 15.e5 wins a piece with a pin.]

14. ... Nxd5!

A wicked discovery, winning a piece.

☛ (Disco never went out of fashion for chess players!)

15. Qxd5

[15.Bxe7 Nxe7; -15.Bxd5 Bxg5 16.Bxb7 Bxb7 17.Rxb7 Re8 18.Reb1 Bf4 19.R1b5]

15. ... Bxg5

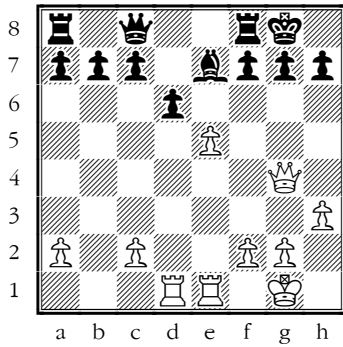
16. Rbd1 d6

17. e5 Be6

18. Qd3 Bxc4

19. Qxc4 Be7

20. Qg4 Qc8



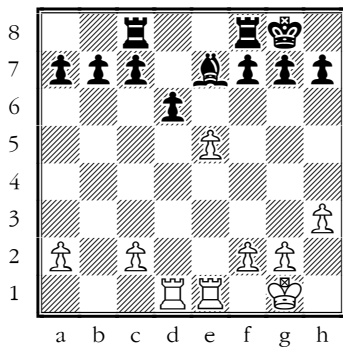
21. **Qxc8**

☞ When you're winning, you should swap off all the pieces and win the endgame.

☞ When you're losing, you should not swap pieces!

[21.Qg3; -21.Qf3 Re8 22.Re2 Bg5 23.exd6 cxd6 24.Rxe8+ Qxe8 25.Qxb7 Bf4]

21. ... **Raxc8**



22. **Rd4 dxe5**

23. **Rxe5**

Active, but puts two Rooks in a line for the Bishop.

[23.Ra4 a6 24.Rxe5 Bd6 25.Re2 Rfe8 26.Rae4 Rxe4 27.Rxe4 Rd8]

23. ... **Bf6**

24. **Ree4 Bxd4**

25. **Rxd4 Rcd8**

26. **Rg4 Rd2**

27. **Rc4 c6**

28. **a4 b5**

29. **Rxc6 bxa4**

30. **Rc3 g6**

31. **Ra3 Rxc2**

32. **Rxa4 Rc6**

[32...Rc7 33.g4 Kg7 34.Ra6 g5 35.Ra5 Kf6 36.Rf5+ Kg6]

...0-1

### Devon-NN (R2, B5)

#### [C55] Old Stodge

White's slow opening allowed Black to start an attack, and White made a few slips in defence.

1. **e4 e5**
2. **Nf3 Nc6**
3. **Bc4 Bc5**
4. **Nc3**

All-square again, and again it can produce stodge...

☞ Avoid four-knights stodginess if you can.

☞ Put pressure on the centre with your other central pawns.

[4.b4 4...Nf6 0.15; 4.c3 4...Nf6 0.15]

4. ... **d6**

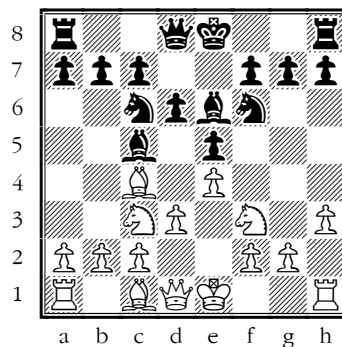
[4...Nf6 5.0-0 0-0 6.d3 d6 7.Be3 Be6 8.Qe2]

5. **h3**

I hate to see moves like this!

5. ... **Nf6**

6. **d3 Be6**



Classic Old Stodge... Just awful.

☞ White must try to put some pawn pressure in the centre -- either by d4, f4, or c3 and d4.

[6...Na5 is another way of being a nuisance. Normally, don't waste time by moving a piece twice, but White is so stodgy here that it doesn't matter.]

7. **Bxe6**

[7.Bb3 is better.]

7. ... **fxe6**

Black has a half-open f-file to play with.

8. **Bg5 0-0**

9. **0-0**

[9.Qd2 Nd4 10.0-0-0 Qd7 11.Rhg1 Qc6 12.Bxf6 Rxf6 13.Qg5]

9. ... **h6**

[9...Qe8 10.Na4 Bb6 11.Nxb6 axb6 12.c3 Qg6 13.Qb3 Nd7]

10. **Bh4**

[10.Be3 Nd7 11.Qd2 Qf6 12.Nb5 Rac8 13.Bxc5 Nxc5 14.Rfd1]

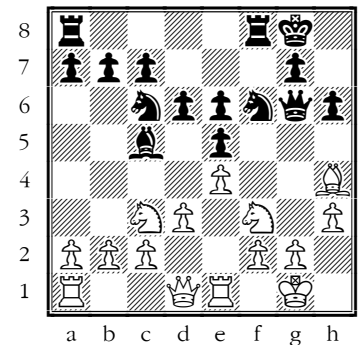
10. ... **Qe8**

[10...g5]

11. **Re1**

[11.Na4 Nd7 12.Nxc5 Nxc5 13.Nd2 Na4 14.Rb1 Rf4]

11. ... **Qg6**



12. **a3**

☞ Moving your Rook's pawns is the same as waving a big orange flag which says "I haven't got a clue what to do here!"

Better is:

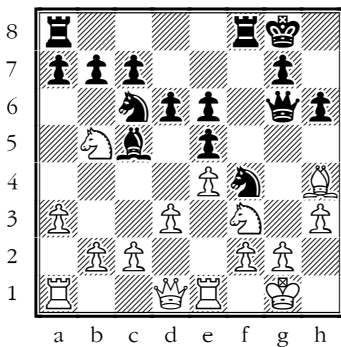
[12.Na4 Nd7 13.Nxc5 Nxc5 14.Qe2 a5 15.Rad1 a4 16.a3]

12. ... **Nh5**

### 13. Nb5

[13.Kh2 Nf4 14.Rg1 a6 15.Kh1 Qf7 16.Nd4 exd4]

13. ... Nf4



14. g3

Ouch: this weakening move doesn't even threaten to take the knight

[14.Bg3 Nxh3+ -4.30]

I'm not sure what went wrong with your logic there: it's easy enough to understand looking back on it, but sadly there is no hindsight in chess.

14. ... Nxh3+

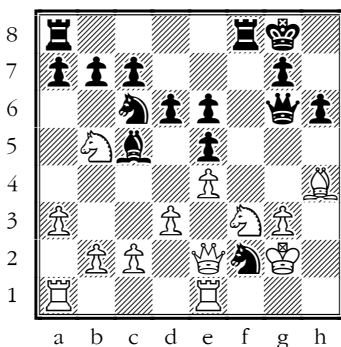
15. Kh2 Nxf2

16. Qe2 Ng4+

17. Kh3 Nf2+

[17...Bb6]

18. Kg2



[18.Kh2]

18. ... Rac8

Hardly bad, but there are bigger fish to catch down the f-file.

[18...Qg4 19.Rf1 -2.95 19.Rh1 (-19.Ng1)]

19...a6 20.Nxc7

20...Nxh1 (20...Nd4) 21.Rxh1 Rac8]

19. d4

That's a bright idea, interfering with the defence of the N on f2, but sadly another defence opens up from f8

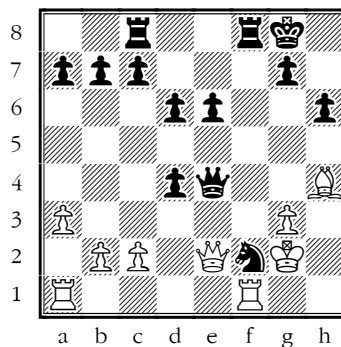
[19.Rf1 Ng4 20.Kh1 Ne3 21.Rf2 d5 22.Nc3 Qh5 23.exd5 exd5]

19. ... Nxd4

20. Nbx d4 Bxd4

21. Nxd4 exd4

22. Rf1 Qxe4+



with one obvious point...

23. Kg1

[#1 Fritz 9: 23.Qxe4 Nxe4 24.Rf4 d5 25.Be7 Rf7 26.Rxf7 Kxf7 27.Bb4 e5 28.Rf1+ Ke6]

23. ... Qxe2

And another point that you both missed!

[23...Qh1#!]

24. Rael

[#6 Fritz 9: 24.Bf6]

24. ... Nh3+

25. Kh1 Rxf1+

26. Rxf1 Qxf1+

27. Kh2 Rf8

28. g4 Rf3

29. Bf2 Qxf2+

30. Kh1 Qg1#

### ■ NN-Devon (R3, B5),

#### [C44] Scotch Gambit

Black played the opening rather well, I thought, and got a good position. Don't know what happened next!

1. e4 e5

2. Nf3 Nc6

3. d4 exd4

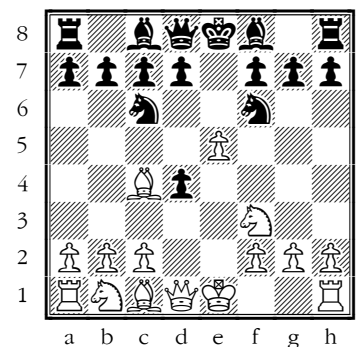
4. Bc4

The Scotch Gambit

[4.Nxd4 is the Scotch Game]

4. ... Nf6

5. e5



5. ... Ne4

[5...d5 6.0-0 is the book move, but you get to the same position in the game.]

6. 0-0 d5

7. Bb5

[7.exd6 Nxd6 8.Bd5 Be7 9.Bxc6+ bxc6 10.Nxd4 0-0 11.Qf3 Re8 12.Nxc6]

7. ... Bc5

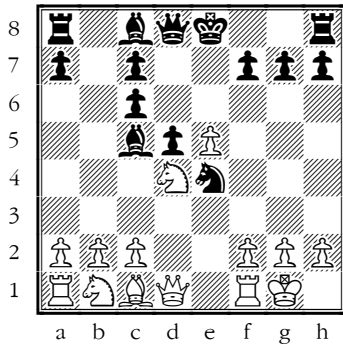
A nice active move.

8. Bxc6+

[8.Nxd4 Bxd4 9.Bxc6+ bxc6 10.Qxd4 0-0 11.Nc3 Bf5 12.Nxe4 Bxe4 13.Qc5 Re8 14.f3 Bf5 15.Bf4]

8. ... bxc6

9. Nxd4



[9.b4]

9. ... Bxd4

That's too good a piece to give up right now!

[9...Bd7 is the book move, developing a piece]

10. Qxd4 0-0

11. f3 Ng5

12. Nc3 Re8

[12...Ne6 13.Qa4 d4 14.Ne4 Qd5 15.Re1 Qxe5 16.Qxc6]

13. f4

[13.Qa4 d4 14.Ne2 Ne6 15.Qxc6 Rb8 16.Qe4 Ba6]

13. ... Ne6

14. Qf2

[14.Qa4 d4 15.Ne2]

14. ... Nf8

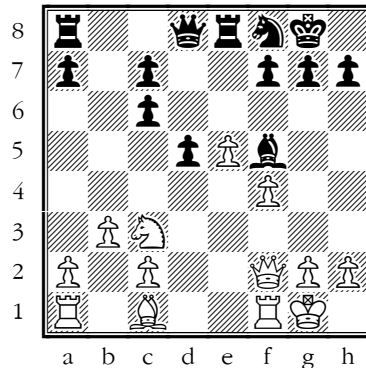
[14...f5 15.Rd1 d4 16.Ne2 c5 17.Ng3 Rf8 18.Qf3 Ba6]

15. b3

[15.Be3 Ba6 16.Rfe1 Qd7 17.Qg3 Qf5 18.b4 Ne6]

15. ... Bf5

[15...Qd7 16.Be3 Ba6 17.Rfe1 Qf5 18.a4 Ne6 19.b4]



This position is all about how the pawns make some pieces good and some pieces bad. It the pawns could get in the way of the Bishops, so you have done well to find a good parking place.

16. Bb2

[16. Ba3 would have been a good move, using the holes in your position.]

➡ Pawns often give you a clue about where to put your pieces.

16. ... d4

[16...Re6 17.Nd1 Rh6 18.Ne3 Be4 19.f5 d4 20.Qf4 Rh4]

17. Rad1

[17.Ne2 c5 18.Ng3 Bc8 19.c3 d3 20.Ne4 c4 21.Nd2 Be6 22.Nxc4]

17. ... Ne6

[17...c5 18.Na4 Ne6]

18. Nb1

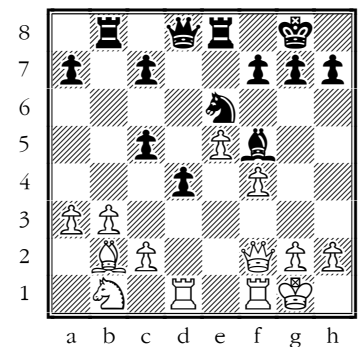
[18.Ne2]

18. ... c5

19. a3

[19.c3 Qd5 20.Nd2 Rad8 21.Nf3 Nxf4 22.Ng5 Bg4 23.Qxf4]

19. ... Rb8



Black looks in good shape here, but I couldn't follow the score sheet to see what happened later.

...Draw agreed

## Board 6 Ben McCall Myers

Board	Name	R1 Colour	R1 Result	R1 Opponent	R2 Colour	R2 Result	R2 Opponent	R3 Colour	R3 Result	R3 Opponent	TOTAL
6	Ben McCall Myers	W	0	G	B	0	J	W	0	H	0

You did a good job of getting your pieces into active positions in the second game, and it's a shame that you didn't get a win out of it. When you were White, you seemed to be more cautious, when of course you should be at least as active. So, try and play more actively in the opening.

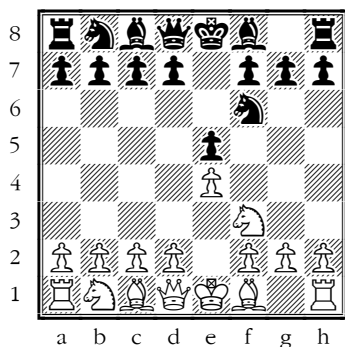
■ **Devon-NN (R1, B6),**

[C55] Old Stodge

You didn't play any really bad moves but you really didn't take the game to your opponent either, and so they could do what they wanted.

Black was allowed to start an attack, and the attack broke through.

1. e4 e5  
2. Nf3 Nf6



3. Nc3

A bit wet, but OK if you want to play the Scotch Four Knights.

[3.Nxe5 or 3.d4 are more likely to provoke an error from Black]

3. ... Nc6  
4. Bc4

Damp.

☞ Try and set problems for your opponent – put pressure on them.

[4.d4! is the Scotch Four Knights;

4.Bb5 is the Spanish Four Knights – almost as stodgy as Old Stodge itself!]

4. ... Bb4

[4...Nxe4! should be played, with an easily equal game.]

☞ This ...Nxe4 fork trick often equalises for Black.

5. d3 d6  
6. 0-0 Bg4

[6...Bxc3 7.bxc3 0-0 8.Bg5 h6  
9.Be3 Be6 10.Nd2 Ng4]

7. Bg5

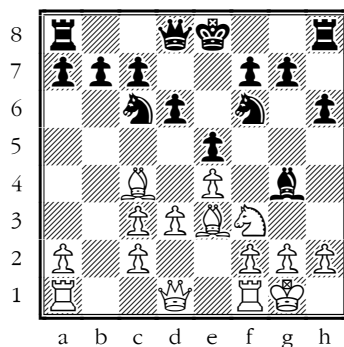
[7.Nd5 Nxd5 8.exd5 Na5 9.a3 Bc5  
10.b4 Bd4 11.Bb5+ c6]

7. ... Bxc3

[7...Nd4 8.Nd5 Bc5 9.b4 Bb6  
10.a4 Bxf3 11.gxf3 h6 12.Bh4]

8. bxc3 h6

9. Be3



It's all gone stodgy, like yesterday's porridge. All White's fault!

[9.Bh4 0-0 10.Qe2 Na5 11.Bb3  
Nxb3 12.axb3]

9. ... d5!

☞ The ...d5 break in the opening often equalises for Black

10. exd5 Nxd5

That helps a lot: now we have some open lines and some tension in the position, and Black builds up an attack.

11. Bd2 0-0  
12. Bb3

[12.Re1 Nb6 13.Bb5 Qf6 14.Re4  
Bxf3 15.Qxf3]

12. ... f5

[12...Re8 13.Rb1 Nf6 14.h3 Bh5  
15.Re1 e4 16.dxe4 Nxe4]

13. c4

[13.Re1 ]

13. ... Nf6

14. c5+

[14.h3 Bh5 15.Bc3 e4 16.dxe4  
fxe4 17.Qxd8 Rxd8 18.c5+ Kh7]

14. ... Kh8

15. h3

[15.Bc3 Nd5 16.Bb2 Nf4 17.Re1  
Qf6 18.Ba4 Nd4 19.Bxd4]

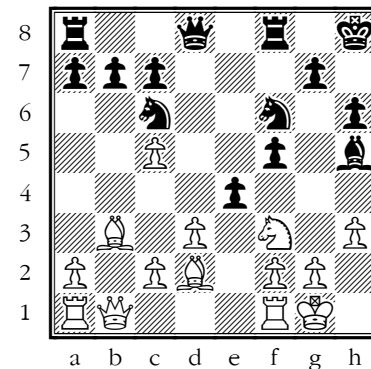
15. ... Bh5

16. Qb1

A curious move, but with some logic.

[16.Qe1; -16.Bc3 Qe7 17.Bc4  
Qxc5 18.Rb1 Ne4 19.Bb2 Rad8]

16. ... e4



Black is playing with a lot of energy and has got a good position.

[17.gxf3 Nh5; -16...Bxf3 17.gxf3  
Nd4 and White has problems.]

17. Ne1

[17.Nh2]

17. ... Be2

18. Ba4

[18.Qb2]

18. ... Bxf1

19. Kxf1 Qd4

20. c4 Ne5

21. Qc1

[21.Be3 Qc3 22.Qc1 Qb4 23.Bc2  
Rab8 24.f4 Nxd3 25.Bxd3 exd3  
26.Nxd3]

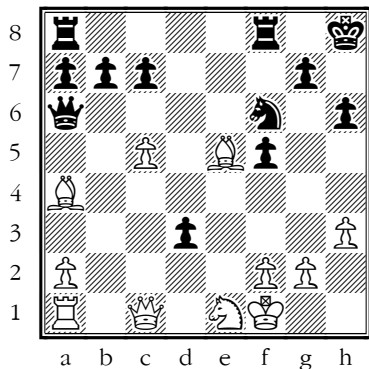
21. ... exd3

22. Bc3 Qxc4

23. Bxe5 Qa6

[23...Qxa4 24.Nxd3 Rad8 25.Nf4  
Rf7 26.Kg1 Rfd7 27.Qe3 Rd1+  
28.Rxd1 Rxd1+]





Black sets up a wicked blow.

**24. Bd7**

[24.Qd2 was important!]

**24. ... d2+**

And I think that's all there is to say, I'm afraid.

**25. Kg1 dxc1Q**

**26. Rxc1 Nxd7**

**27. Nf3 Nxe5**

**28. Nxe5 Qe6**

**29. Re1 Rfe8**

**30. Rb1 b6**

[30...Qxe5]

**31. Rcl Qxe5**

**32. cxb6 cxb6**

**33. Rfl Qe2**

**34. f4 Qxa2**

[34...Rad8]

**35. g4 Re2**

**36. gxf5 Rg2+**

**37. Kh1 Rh2+**

**38. Kg1 Qg2#**

## ■ NN-Devon (R2, B6

### [C28] Vienna Game

The opening was a bit of a muddle all round but Black got great activity: I had hopes you were going to get an easy win. Black then swapped off most of his active pieces and got one of his last pieces blocked in. White was then able to pull a win out of the endgame.

**1. e4 e5**

**2. Nc3 Nf6**

**3. Bc4 Nc6**

[3...Nxe4! 4.Qh5! is a fiendish line... It's probably equal, but it's not a draw!]

**4. d3**

[4.Nf3 Bc5 5.d3 0-0 6.0-0 d6 7.Be3 Be6 8.Qd2]

**4. ... Bb4**

[4...Na5 5.Nge2 Nxc4 6.dxc4 Bc5 7.0-0 0-0 8.Bg5 d6]

**5. Nge2 d6**

[5...d5!]

One of the ideas of the Vienna is to get some Pawn Pressure on the centre with f4, but this move order doesn't allow it.

**6. a3 Ba5**

**7. Bg5**

[7.0-0 0-0 8.Nd5 Nxd5 9.exd5 Nd4 10.Nxd4 exd4 11.Qh5 Re8 12.Bg5]

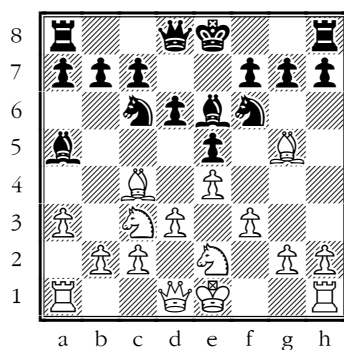
**7. ... Bg4**

[7...h6 8.0-0 0.46]

**8. f3**

[8.0-0 h6 9.Be3 0-0 10.f3 Be6]

**8. ... Be6**



**9. Be3**

Showing that White's ideas are in a muddle.

**9. ... d5**

[9...Bb6 10.Qd2 0-0 11.0-0 Qe7 12.Bxe6 fxe6 13.f4 exf4 14.Rxf4]

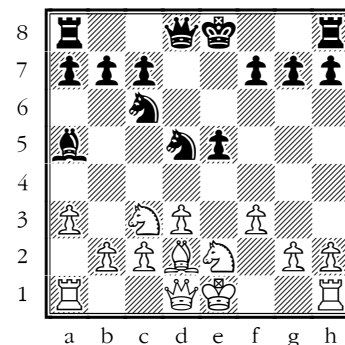
**10. exd5 Bxd5**

**11. Bxd5**

[11.0-0 Bb6 12.Bxb6 axb6 13.f4 Bxc4 14.dxc4 0-0 15.fxe5 Nxe5 16.Nd5 Nxd5]

**11. ... Nxd5**

**12. Bd2**



[12.Bc5 Nd4 13.0-0 Ne3 14.Qd2 Nxf1 15.Rxf1 Ne6]

**12. ... Nxc3**

[12...Bb6 and White has all sorts of problems on the dark squares.]

**13. Nxc3 0-0**

[13...Qh4+ is better 14.g3 Qh5 15.f4 Qh3 16.Qe2 0-0-0 17.0-0-0 Rhe8]

**14. 0-0 Bb6+**

**15. Kh1 Nd4**

[15...Qd7;

15...Bd4 16.Qe1 f5 17.Qg3 Qf6 18.Nd5 Qf7 19.Nc3]

**16. Ne2**

[16.f4 Re8 17.fxe5 Rxe5 18.Ne4 f5 19.Bf4 Re6 20.Ng5]

**16. ... Qd6**

[16...Re8 17.Ng3 c6 18.b3 Qh4 19.c3 Ne6 20.Qe2]

**17. c4**

[17.f4 Rae8]

**17. ... c5**

[17...Qg6 ]

**18. Nxd4 exd4**

**19. g3**

[19.f4 Rfe8 20.f5 Qf6 21.Qh5 h6 22.Rae1 Bc7]

**19. ... Rfe8**

[19...Bc7; -19...Qg6 20.Qc2 Qh5 21.Rae1 Rae8 22.f4 Re2 23.Rxe2 Qxe2]

20. Re1 Re6

[20...Qg6 ]

21. Rxe6 Qxe6

22. Qf1 Re8

[22...Bc7 23.Re1 Qb6 24.b4 cxb4  
25.axb4 Qg6 26.Re4 Rd8]

23. Re1 Qc6

[23...Bc7 24.Rxe8+ -0.11]

24. Rxe8+ Qxe8

25. b3

[25.f4 h6 26.b3 Qe7 27.Qg2 Bd8  
28.Qe4 a6 29.Kg2 b6]

25. ... h6

[25...Bc7 26.Qe1 Qxe1+ 27.Bxe1  
Kf8 28.b4 b6 29.Bd2 a6]

26. Qe1

[26.f4 Qe7 27.Qg2 Bd8 28.Qe4 a6  
29.Kg2 b6]

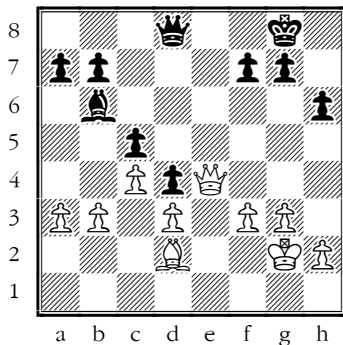
26. ... Qc6

[26...Qxe1+ 27.Bxe1 Bc7 28.b4 b6  
29.b5 Be5 30.Bd2 Kf8]

27. Qe4 Qd7

[27...Bc7 28.Kg2 a6 29.f4 Qxe4+  
30.dxe4 b5 31.cxb5 axb5 32.Kf3]

28. Kg2 Qd8



Not sure what Black's idea was here. If you compare the two positions, we can see that Black's Bishop is doing the work of only a pawn, so Black should get it working properly.

☞ Activity is the most important thing in chess

29. Qxb7 Qd6

30. Bf4 Qe6

31. Qe4 Qd7

32. Qd5 Qe8

33. Qe5 Qc6

[33...Qxe5 34.Bxe5 f6 35.Bd6]

34. Qd6 Qb7

35. Qb8+ Qxb8

36. Bxb8 Kh7

[36...a6]

37. f4 f5

38. Be5 Ba5

[38...g5 39.h3 Kg6 40.b4 a5 41.b5  
gxf4 42.Bxf4 a4]

39. Bd6 Bb6

40. b4 g5

[40...cxb4 41.axb4 Kg6 42.c5 Bd8  
43.Be5 a6 44.Bxd4]

41. bxc5 Ba5

42. c6 gxf4

43. Bxf4 Bc3

[43...Kg7 ]

44. c7 Bb2

[#6 Fritz 9:

44...Bd2 45.Bxd2 h5 46.c8Q Kg7  
47.Qxf5 a6 48.Qxh5 Kf6 49.h3  
Kg7 50.Qg4+]

45. c8Q Bxa3

...1-0

### ■ Devon-NN (R3, B6)

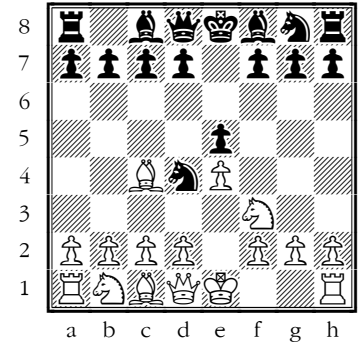
#### [C50] Blackburne's Shilling Gambit

White had some chances to ask Black some hard questions but gradually let it slip. Then White got caught in a nasty pin. In fact, the game was all about pins...

1. e4 e5

2. Nf3 Nc6

3. Bc4 Nd4



A bad move that has a good idea behind it. Blackburne used to think it was the quickest way to win a shilling from an amateur...

[3...Bc5 4.d4 exd4 5.Ng5 Nh6  
6.Nxf7 Nxf7 7.Bxf7+ Kxf7 8.Qh5+  
Kg8 9.Qd5+]

4. Nxd4

[4.c3 is the best move: if you think about what you are trying to do in the opening, this move should come top of the list;

What's the good idea behind Black's opening? Watch: 4.Nxe5 Why not? 4...Qg5 5.Nxf7? Why not? But by now it is too late... 5...Qxg2 6.Rf1.Qxe4+ 7.Be2 (7.Qe2 Nxe2) 7...Nf3#

This is fantastic idea, but you have to play a bad move to get into it.

☞ You have to expect your opponent to play the best move.

]

4. ... exd4

5. d3 c6

[5...d5 6.Bxd5 Nf6 7.Bg5 Qd6  
8.Bb3 Bg4 9.f3]

6. 0-0 d5

[6...d6 7.c3 Qf6 8.cxd4 Qxd4  
9.Qb3 Qf6 10.Bg5 Qg6]

7. exd5 cxd5

8. Bb5+ Bd7

9. Bxd7+ Qxd7

10. Nd2

[10.Re1+ Be7 11.Bf4 0-0-0 12.a4  
Re8 13.a5 a6 14.Be5]

10. ... Bb6  
11. Nf3 Nf6

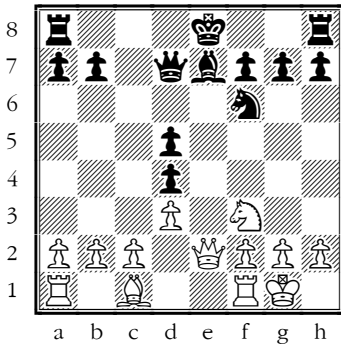
[11...Bc5;

11...0-0 12.Nxd4 Nf6 13.Nf3  
Qc7 14.Be3 Ng4 15.Bxa7 Bxh2+]

12. Qe2+

[12.Re1+! Kf8 13.Bg5 Re8 14.Qd2  
Ng4 15.Rxe8+ Qxe8 16.Re1 Qc6]

12. ... Be7



Black blocks the check but is now in a pin.

☞ If a piece is pinned, pile on more pressure!

[12...Qe6 13.Re1 Qxe2 14.Rxe2+  
Kd7 15.Bg5 Rae8 16.Rae1 Rxe2  
17.Rxe2 Re8 18.Rxe8 Nxe8  
19.Nxd4]

13. Nxd4

[13.Re1 is also very annoying for  
Black]

13. ... Ng4

[13...0-0 14.Qf3 Rfe8 15.Nf5  
Rac8 16.c3 Bd6 17.Be3]

14. Nf3 0-0

15. d4

[15.h3 Nf6 16.c3 Rfe8 17.Be3 Bd6  
18.Rfe1 Qf5 19.Qd2]

15. ... Rfe8

16. Ne5

[16.Qd3 Bd6 17.h3 Nf6 18.Be3  
Ne4 19.Rfe1 Rac8 20.Rac1]

16. ... Nxe5

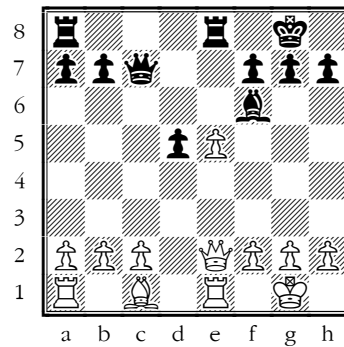
17. dxe5

I couldn't work out if White was getting into a nasty pin here. It looked like it but no...

17. ... Qc7

[17...Qf5]

18. Re1 Bf6



[18...d4 19.Rd1 Rad8 20.Qe4 Qc5  
21.Qf5 Bf6 22.f4 Be7]

19. b3

Getting into trouble...

[19.f4 and White is fine.; -19.Bf4!  
and White has the advantage.]

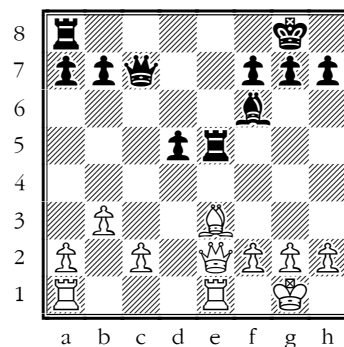
☞ Defending a piece can get you undermined

...but here it looks fine.

19. ... Rxe5

[19...Qxe5 20.Qxe5 Bxe5 21.Rb1  
Bxh2+ 22.Kf1 Rxe1+ 23.Kxe1  
Re8+ 24.Kf1 Be5 25.c4 d4 26.Bd2  
d3]

20. Be3



Putting yourself into the same pin all over again! And this time its more serious.

☞ Blocking an attack can put you in a pin.

[20.Bf4 Rxe2 21.Bxc7 Rxc2  
22.Be5 Bxe5 23.Rxe5 d4 24.Rd5  
Rd2 25.Rd7 b5 26.Re1 a5]

20. ... d4

21. Qd2

[21.Bf4 Rxe2 22.Bxc7 Rxc2 23.Be5  
d3]

21. ... dxe3

22. Rxe3

[22.fxe3

22...Rxe3 -9.18; -22.fxe3 Rh5  
23.h3 Bc3 24.Qe2 Rc5 25.b4 Rc4  
26.b5 Bxe1 27.Rxe1 Rxc2]

22. ... Rxe3

23. Re1

[23.Rf1]

23. ... Rxe1+

24. Qxe1 h6

25. c4 Qc5

26. Qb1 Bh4

27. Qf1

[27.g3]

27. ... Rd8

28. Kh1

[28.h3]

28. ... Rd2

29. Qe1

[#17 Fritz 9: 29.f3 Qd6 30.Qg1  
Rd1 31.g3 Rxe1+ 32.Kxe1 Bxe3  
33.hxe3 Qxe3+ 34.Kf1 Qxf3+  
35.Ke1 g5 36.b4 f5 37.b5 Qc3+  
38.Kf2]

29. ... Rxf2

30. Qe8+ Kh7

31. Qe4+ Kg8

[31...g6 32.Qb1 Re2 33.Qf1 Re1  
34.Qxe1 Bxe1 35.h4 Bxh4 36.b4  
Qxb4 37.a3 Qxa3 38.g3 Qf3+]

32. Qe8+ Kh7

[32...Qf8 33.Qe1 Qe7 34.Qg1]

33. Qe4+ g6

34. h3 Rf1+

35. Kh2 Qd6+

36. g3 Qxg3#

0-1

Board	Name	R1 Colour	R1 Result	R1 Opponent	R2 Colour	R2 Result	R2 Opponent	R3 Colour	R3 Result	R3 Opponent	TOTAL
7	Andrey Kontyaev	W	0	J	B	0	H	B	0	G	0

On the day, I think you said you played too quietly, and you were right. It's an odd thing about chess, that playing safe is very dangerous!

You had some good ideas and you didn't play any daft moves but you weren't allowed to play well because your pieces weren't very well placed. With a bit more activity I think you would have been fine.

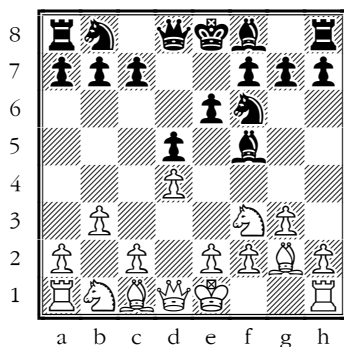
■ **Devon-NN (R1, B7),**

**[D00] Queen's Pawn Game**

Both sides started cautiously, but White's castle eventually became a prison as Black expanded. So, by playing safe, White lost! It's safer and much more fun to be bolder and more active.

☞ Try and set your opponent some problems!

1. **d4**      **d5**
2. **Nf3**     **Nf6**
3. **g3**      **Bf5**
4. **Bg2**     **e6**
5. **b3**



☞ You need to put some pawn pressure in the centre.

[5.c4 and 5.Nh4 are better]

5. ... **Nbd7**

[5...c5 6.Nh4 Bg6 7.Nxg6 hxg6 8.dxc5 Bxc5 9.0-0 Nc6 10.h3]

**6. Bb2**

[6.Nh4 Bg4 7.h3 Bh5 8.c4 Bd6 9.c5 Be7 10.0-0]

**6. ... b6**

[6...Bb4+ 7.c3 Bd6 8.0-0 0-0 9.c4 Ne4 10.Nh4 Bg4 11.Nf3]

**7. 0-0 c5**

[7...Bd6 8.c4 0-0 9.Nc3 c6 10.Qd2 Qc7 11.Qg5]

**8. e3**

[8.Nbd2 Bd6 9.dxc5 Bxc5 10.Nh4 Bg6 11.Ne4]

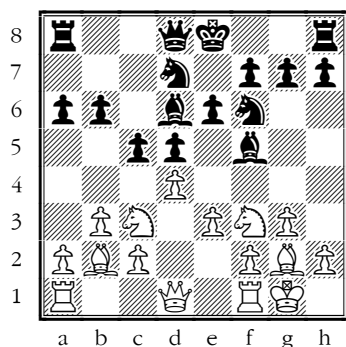
**8. ... Bd6**

[8...Be7 9.Nh4 Bg4 10.f3 Bh5 11.c4 0-0 12.Nc3 Re8]

**9. Nc3**

[9.c4 9...0-0 -0.39; -9.c4 0-0 10.Nc3 dxc4 11.bxc4 a6 12.Nh4 Bg4 13.Qd3 Rc8 14.f4]

**9. ... a6**



I hate to see moves like this!

☞ Don't waste time with fiddly pawn moves

[9...0-0 10.dxc5 -0.18; 9...Rc8 10.dxc5 -0.18; -9...0-0 10.Nh4 Bg4 11.f3]

**10. Ne2**

[10.dxc5 Nxc5 11.Nh4 Bg6 12.b4 Ncd7 13.e4 Rc8 14.Qd4]

**10. ... Rc8**

[10...0-0 11.dxc5 Bxc5 12.Rc1 Qe7 13.c4 dxc4 14.Nd2 Rac8 15.Rxc4]

**11. c3**

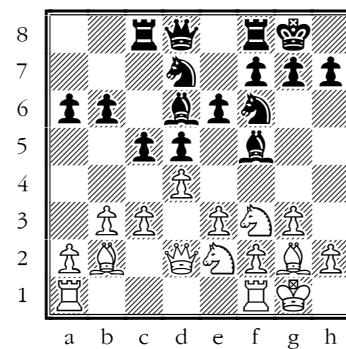
[11.Rc1

11...Be4 -0.61; -11.dxc5 Bxc5 12.Rc1 0-0 13.c4 dxc4 14.Rxc4 b5 15.Rf4 Qa5]

**11. ... 0-0**

[11...Be4 12.c4 dxc4 13.bxc4 0-0 14.Qb3 cxd4 15.exd4 Qc7 16.Ra1]

**12. Qd2**



White is solid and has a

square for all their pieces, but really can't do anything next. Black has some pawn breaks, some more space, and plans to take over even more of the centre...

☞ Playing safe is actually very dangerous!

[12.Nh4 Bg4 13.f3 Bh5 14.e4 dxe4 15.fxe4 cxd4 16.cxd4 Nc5 17.Qc2]

12. ... Re8

[12...Ne4 13.Qd1 Qf6 14.c4 dxc4 15.bxc4 cxd4 16.Nfxd4 Ndc5 17.Nxf5 Qxf5]

13. Rac1

[13.Nh4 Ne4 14.Bxe4 dxe4 15.Nxf5 exf5 16.c4 Re6 17.dxc5 Nxc5 18.Nd4 Rg6 19.f3 Qg5]

13. ... Qc7

[13...c4 14.Qd1 Qc7 15.Re1 Be4]

14. Rfe1

[14.c4]

14. ... e5

[14...c4 15.Nh4 Be4 16.Nf3 a5 17.h3 cxb3 18.axb3 b5 19.Ra1]

15. Kf1

[15.dxe5! was White's last bid for some space]

15. ... e4

16. Ng5 h6

17. Nh3 Nf8

[17...c4 18.Kg1 Bg4 19.Rcd1 Bf3 20.Nhf4 b5 21.b4]

18. Nhf4

[18.dxc5 bxc5 19.c4 dxc4 20.Rxc4 Be6 21.Rcc1 Red8 22.Bxf6 gxf6 23.Nd4]

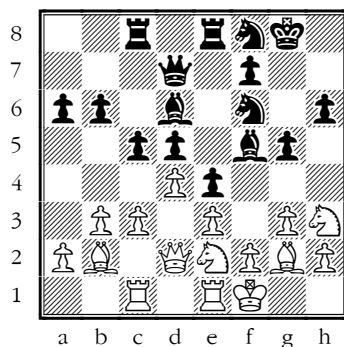
18. ... g5

[18...c4]

19. Nh3

[19.dxc5 Qxc5 20.c4 gxf4 21.Bd4 Qb4]

19. ... Qd7



Black controls 2/3 of the board and White is running out of squares for his pieces.

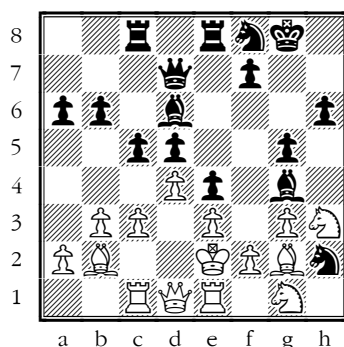
20. Neg1

[20.dxc5 Bxc5 21.c4]

20. ... Ng4

21. Qd1 Nhx2+

22. Ke2 Bg4+



Black's control of the light squares wins a piece.

23. f3 exf3+

24. Bxf3 Nxf3

25. Nxf3 Bxf3+

26. Kxf3 Qxh3

27. Rg1 g4+

[27...Qf5+ 28.Kg2 Rxe3]

28. Ke2 Bxg3

29. Kd2 Qh2+

30. Kd3

[#2 Fritz 9: 30.Qe2 f5 31.Qxh2 Bxh2 32.Rg2 cxd4 33.cxd4 Rxc1 34.Bxc1 Bd6 35.Bb2 Ne6 36.a3]

30. ... c4+

31. bxc4 dxc4#

White has been driven right back to where he started, to the first two ranks.

## ■ NN-Devon (R2, B7)

### [B02] Scandinavian Defence

Some wobbly opening play from both sides but a completely bogus finish!

1. e4 d5

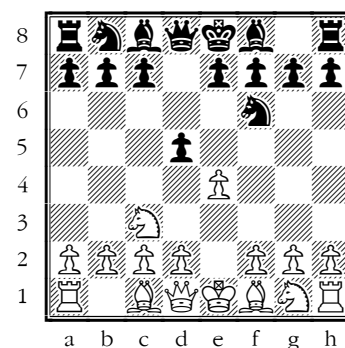
[1...Nf6 2.e5 Nd5 3.Nc3 e6 4.Nf3 Nc6 5.d4]

2. Nc3

I quite like this move, but the masters play:

[2.exd5!]

2. ... Nf6



[2...d4]

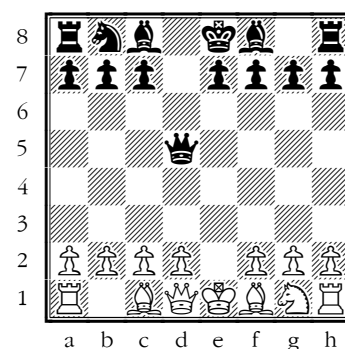
3. Nxd5

Not the right one.

[3.exd5 Nxd5 4.Bc4! with the idea 4...Nxc3 5.Qf3!]

3. ... Nxd5

4. exd5 Qxd5



White has just forced the Black Queen onto a central square where she can't easily be attacked.

So, it's move 4, and Black has one piece developed and White has none.

**5. Nf3**

[5.Qf3 Qe5+ 6.Qe3 Qxe3+ 7.dxe3 e5 8.Nf3 e4 9.Nd4 Bd6 10.Bb5+]

**5. ... e5**

[5...Nc6 6.Be2 e5 and Black is in great shape.]

**6. d4 e4**

[6...Nc6 7.Be3 e4 8.Nd2 Bb4 9.c3 Bd6 10.Bc4]

**7. Nd2**

[7.Ne5 Be6 8.Bc4 Qd6 9.0-0 Nd7 10.Bxe6 Qxe6 11.Nxd7 Qxd7 12.Bg5 Be7 13.Bxe7 Qxe7]

**7. ... Qxd4**

**8. c3 Qe5**

**9. Nc4**

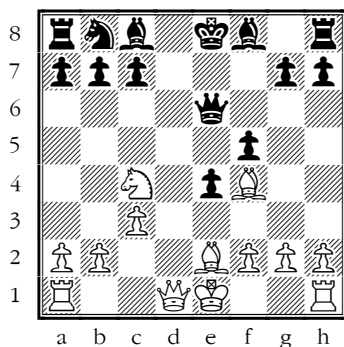
[9.Qa4+ Nc6 10.Bb5]

**9. ... Qe6**

**10. Be2 f5**

[10...Bc5 11.b4 Be7 12.0-0 0-0 13.Bf4 c5 14.Qb3 cxb4 15.cxb4 Nc6]

**11. Bf4**



So, now, it's move 11, and Black has one piece developed and White has three.

White is racing ahead in development, because Black has moved only the Queen and pawns since move 4.

☞ Don't waste time in the opening: get on with sending your pieces out.

**11. ... Qf7**

[11...Bc5 12.b4 Be7 13.Ne5 Qf6 14.Qd5 Qe6 15.0-0-0 Qxd5]

**12. Qd2**

[12.Qa4+ Qd7 13.Qxd7+ Nxd7 14.Bxc7 Be7 15.Rd1 0-0 16.Nd6 Nc5 17.Nxc8]

**12. ... Be6**

[12...Nc6 13.0-0 Be6 14.Ne5 Nxe5 15.Bxe5 Bc5 16.b4 Rd8 17.Qg5 Be7]

**13. Rd1**

[13.Ne5]

**13. ... Nd7**

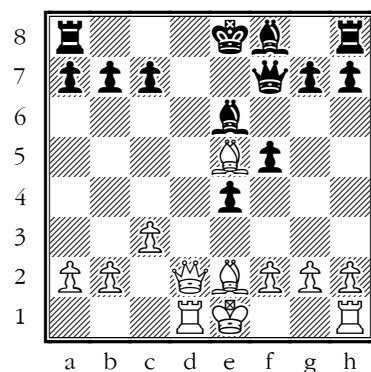
[13...Nc6 14.Ne5 Nxe5 15.Bxe5 Bc5 16.b4 Be7 17.0-0 0-0 18.Qf4 c5 19.a3 Rad8 20.b5]

**14. Ne5**

[14.Bxc7 Rc8 15.Nd6+ Bxd6 16.Bxd6 Bxa2 17.0-0 Bc4 18.Bxc4 Rxc4 19.Qg5 Rc8]

**14. ... Nxe5**

**15. Bxe5**



**15. ... O-O-O??!**

Castling over check.

**15. Qxd8#**

The conclusion was very odd: Black castles illegally, and White allows it - probably because it's checkmate!

### ■ NN-Devon (R3, B7)

[B01] Scandinavian Defence

Black falls for a disco trick - not much more to say! Don't let it happen again...

**1. e4 d5**

**2. exd5 Qxd5**

**3. Nc3 Qd8**

Not the best! This defence is not bad for Black, but you need to be more active than this!

[3...Qa5 The Queen here can't be attacked very easily, and Black is not behind in development]

**4. d4**

[4.Nf3 Nf6 5.Bb5+ c6 6.Be2 e6 7.0-0 Bd6 8.d3]

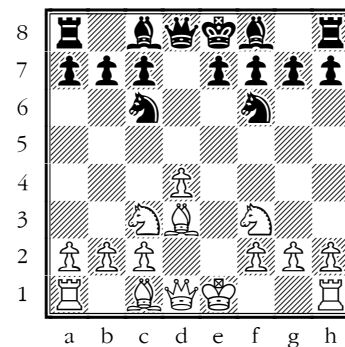
**4. ... Nf6**

**5. Nf3 Nc6**

[5...c6; 5...g6;

5...e6 6.Bd3 Bd6 7.0-0 0-0 8.Bg5 h6 9.Bh4]

**6. Bd3**



**6. ... Nxd4??**

An old disco trick

☞ Learn some disco moves!

[6...Bg4 7.Bb5 e6 8.h3 Bh5 9.0-0 Bd6 10.Bg5]

**7. Nxd4 Qxd4**

[7...e5 8.Nf3 Bd6 9.0-0 0-0 10.Qe2 Bg4 11.Bg5]

**8. Bb5+!**

Very sad for Black! Not much more to say about the game...

**8. ... Qd7**

**9. Bxd7+ Bxd7**

**10. 0-0 0-0-0**

**11. Qd4 b6**

**12. Rd1 g6**

**13. Nb5 Kb8**

**14. Bf4 Rc8**

15. Qa4 a5  
 16. Be5 Bg7  
 17. Rxd7 Nxd7  
 18. Bxg7 Rhg8

19. Bh6 Rge8  
 20. Bf4 Kb7  
 21. Qe4+ c6  
 22. Rd1 Red8

23. Qxe7 cxb5  
 24. Rxd7+ Kc6  
 25. Qd6#

## Board 8 Sebastian Burleigh

Board	Name	R1 Colour	R1 Result	R1 Opponent	R2 Colour	R2 Result	R2 Opponent	R3 Colour	R3 Result	R3 Opponent	TOTAL
8	Sebastian Burleigh	B	1	H	B	0	G	W	0	J	1

I was a bit disappointed for you, because I thought you played pretty well, and you deserved to come away with more points. The win was a good one, and you were a bit unlucky to get caught in a filthy pin in the other rounds.

### ■ NN-Devon (R1, B8),

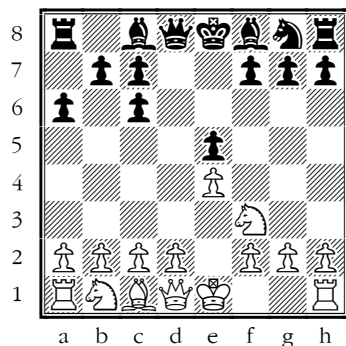
#### [C68] Ruy Lopez, Exchange Variation

White attacked without good reason, and Black was able to defend easily and then go over to the attack. But White should have won a pawn early on and won the endgame!

1. e4 e5  
 2. Nf3 Nc6

[2...Nf6 3.Nc3 Nc6 4.d4 Bb4 5.d5 Nxe4 6.dxc6 Nxc3]

3. Bb5 a6  
 4. Bxc6 dxc6



Correct!

5. Nc3

A bit dull.

[5.d4 exd4 6.Qxd4 Qxd4 7.Nxd4  
 Going for an endgame where White can make a passed pawn and Black cannot.

5.0–0 Is the way the Grandmasters like to play it.]

5. ... Nf6

ignoring the real threat to e5.

[5...Qd6 is another idea, going for Queen's-side castling.]

6. 0–0 Bg4

[6...Bd6 7.d3 –0.03]

7. h3 Bxf3

[7...Bh5 8.d3 Bd6 9.Be3 0–0  
 10.Qe2 Qd7 11.Rad1]

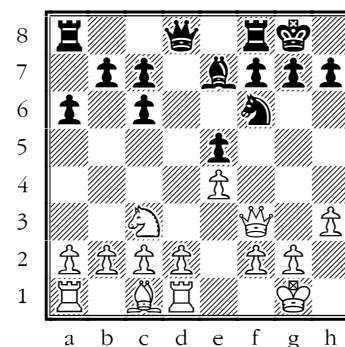
8. Qxf3 Be7

[8...Bc5 9.d3 Qd6 10.Be3 0–0–0  
 11.Bxc5 Qxc5 12.Qf5+ Kb8  
 13.Rad1]

9. Rd1

[9.Qg3 Qd6 10.d4 Qxd4 11.Rd1  
 Nxe4]

9. ... 0–0



Black is well-developed and has no problems.

10. Qe3

[10.d3 Bc5 11.Na4 Ba7 12.Bg5  
 Qd6 13.Bxf6 Qxf6 14.Qxf6 gxf6]

10. ... b6

[10...Bc5 11.d3 0.22;

10...Qd6 11.d3 Rad8 12.Bd2 Nd7  
 13.Qg3 Qg6 14.Qxg6 hxg6]

11. d4

[11.d3 Qd6 12.Qg3 Nh5 13.Qf3  
 Nf6 14.Bg5 Rad8 15.Ne2]

11. ... Nd7

[11...exd4 12.Qxd4 Qxd4 13.Rxd4  
 Bc5 14.Rd1 Rfe8 15.Bf4 Nxe4  
 16.Nxe4 Rxe4 17.Bxc7]

12. dxe5 Bc5

13. Qf3

[13.Qg3 Qe7 14.Bh6 Qxe5  
 15.Qxg7+ Qxg7 16.Bxg7 Kxg7]

17.Rxd7 Bb4 18.Ne2 Rae8  
19.Ng3]

13. ... Nxe5  
14. Qf5 Qe8

[14...Qe7 15.Na4 0.95;

14...Qe7 15.Bf4 Nc4 16.Na4 Bd6  
17.Rd4 Bxf4 18.Qxf4 Qb4 19.e5]

15. Bf4

[15.Na4 g6 16.Qf4 Bd6 17.Nxb6  
Rb8 18.Na4 f5 19.Be3]

15. ... Bd6

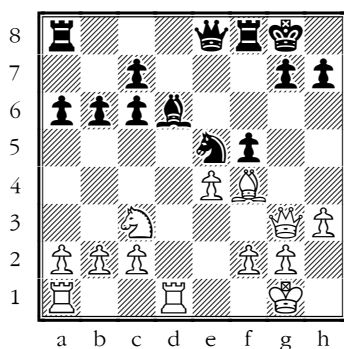
16. Qg5

[16.Ne2 Qe7 17.a4 g6 18.Qg5 f6  
19.Qh4 Nc4 20.Bh6]

16. ... f6

[16...Qe6 17.Rd4 Ng6 18.Bxd6  
cxd6 19.Rad1 Rad8 20.Qd2 f5  
21.Rxd6]

17. Qg3 f5



[17...Rd8 18.Re1 0.20]

18. Bh6

This is a well known plan:  
move all the pieces over and  
checkmate.

☞ The Move-All-The-Pieces-Over-And-Checkmate plan works only when Black can't easily get pieces across to defend, and that happens either when the centre is owned by White or is blocked.

Here, Black can defend easily.

[18.Re1 Qe6 19.Rad1 Rae8]

18. ... Ng6

Good, but

[18...Qg6 is even better.]

19. Qf3

[19.Rxd6 cxd6 20.exf5 gxh6  
21.fxg6 Qxg6 22.Qe3 Qxc2 23.Rd1  
Rae8 24.Qxb6 d5]

19. ... gxh6

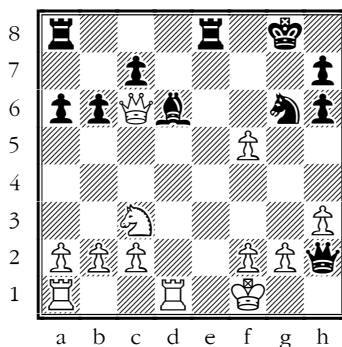
20. exf5 Qe5

21. Qxc6

[21.g3 Bc5 22.g4 Nh4]

21. ... Qh2+

22. Kf1 Rfe8



A good move with a good  
idea...

[22...Qh1+]

23. Re1

...which White misses!

[#1 Fritz 9: 23.g3 Qxh3+ 24.Kg1  
Qxf5 25.Qd5+ Qf7 26.f4 Bc5+  
27.Kg2 Rad8 28.Qxd8 Rxd8]

23. ... Qh1#

0-1

■ **NN-Devon (R2, B8)**

[C41] Philidor's Defence

Black never really had a grip  
on this game.

1. e4 e5

2. Nf3 d6

Not bad, but not the best

[2...Nf6 or 2...Nc6 are better; the  
Knights nearly always feel happiest  
on these natural squares.]

3. Bc4 Be6

[3...Nf6 is the right approach, I  
think – have a look at the theory  
one day]

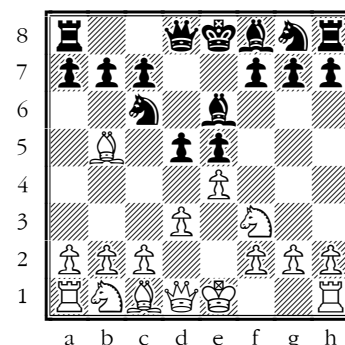
4. d3

Wet

[4.Bxe6 fxe6 5.d4! and White will  
make good use of the holes in  
Black's game.]

4. ... Nc6

5. Bb5 d5



That is often a good thing to  
do, but right now it's a  
disaster!

[5...Nf6]

6. 0-0?

[6.Nxe5! and Black is in terrible  
trouble]

6. ... dxe4

7. dxe4

[7.Nxe5]

7. ... Bd6

8. h3

[8.Qe2 Nf6 9.Bxc6+ bxc6 10.Ng5  
Bd7 11.Rd1 0-0 12.Be3]

8. ... Nf6

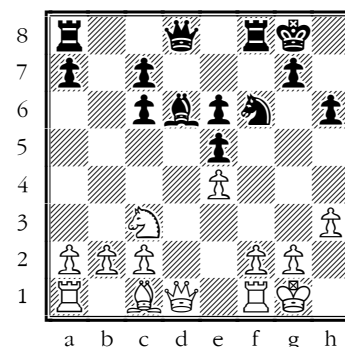
9. Nc3 0-0

10. Ng5 h6

[10...Nd4 11.Qd3 c6 12.Nxe6  
Nxe6 13.Rd1 Bb4 14.Qe3 Qc7]

11. Nxe6 fxe6

12. Bxc6 bxc6





White has made a right mess of Black's pawns, but has taken all the pressure off too

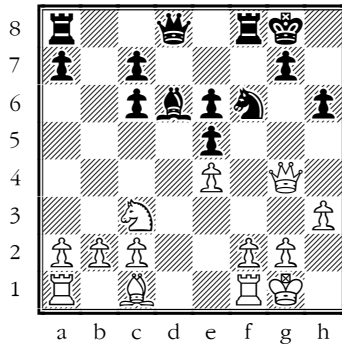
**13. Qf3**

[13.Qe2 Rb8 14.Rd1 Qe8 15.a3 Qf7 16.Qa6 Nd5 17.Qxa7]

**13. ... Ne8**

Go forward, young man!

**14. Qg4 Nf6**



**15. Qg6?**

[15.Qxe6+!]

**15. ... Rf7?**

Doesn't deal with the threat

[15...Qe8! 16.Qxe8 Raxe8 17.Be3 Rb8 18.Rab1 a6 19.Rfd1 g5]

**16. Bxh6! Kf8**

**17. Bg5 Be7**

**18. Rfd1 Qe8**

**19. Bxf6 Rxf6**

**20. Qg3 Rg6**

**21. Qf3+ Qf7**

[21...Rf6 22.Qe3 Kg8 23.Rd2 Qf7 24.Rad1 Rb8 25.b3]

**22. Qxf7+ Kxf7**

**23. Rd7 Ke8**

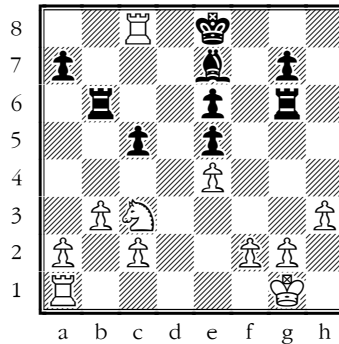
[23...Rb8]

**24. Rxc7 c5**

**25. Rc6 Rb8**

**26. b3 Rb6**

**27. Rc8+**



**27. ... Bd8**

Putting yourself into a pin.

☛ Blocking a check puts you into a pin – make sure that's a safe thing to do.

[27...Kf7 28.Rd1 Rb7 29.a4 Rf6 30.a5 Kg6 31.a6 Rb4]

**28. Rd1**

That's right! Now it all goes nasty on Black.

**28. ... Kf7**

**29. Rdxd8 Kf6**

**30. f3 Rb7**

**31. Na4 c4**

**32. Nc5 Rb5**

**33. h4 cxb3**

**34. Rf8+ Ke7**

**35. Rce8+ Kd6**

Not much hope here for Black.

**36. Nxb3 Rc5**

Oops

[36...Rb7 37.Rd8+ Ke7 38.c4 Rc7 39.c5 Rh6 40.g3 Rc6]

**37. Nxc5 Kxc5**

**38. Rc8+ Kd6**

[38...Kb6]

**39. c4**

[39.Rf7 Rf6 40.Rxg7 Rg6 41.Rxg6 Kd7 42.Ra8 Kc7 43.Rxe6 Kb7 44.Rae8 Kc7 45.R8e7+ Kc8]

**39. ... Rf6**

[39...Rh6 40.Rxf6 17.55. Black doesn't have much of a chance here, but *swaps help the winning side.*;

39...Ke7 40.Rfe8+ Kd7 41.Red8+ Ke7]

**40. Rxf6 gxf6**

**41. Ra8 Kc5**

**42. a4 Kb6**

**43. Rb8+**

**1-0**



**NN - Devon (R3, B8)**

[C77 Ruy Lopez Exchange]

This was a shame: you built up a very nice attack by some very logical opening play, then let yourself get flustered trying to keep the attack going.

**1. e4 e5**

**2. Nf3 Nc6**

**Bb5**

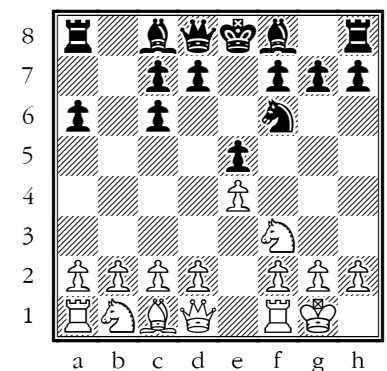
A very grown-up opening.

**3. ... a6**

**4. Bxc6 bxc6**

4...dxc6 is better

**5. 0-0 Nf6**



**6. Nc3**

[6.d4 is the way to take advantage of Black's blocked game]

**6. ... Bc5**

**7. Nxe5 Qe7**

**8. Nf3 0-0**

[8...Nxe4 9.Nxe4 Qxe4 10.Re1]

**9. e5 Ng4**

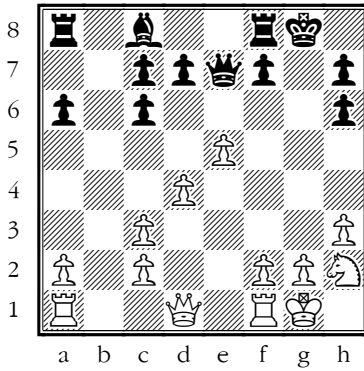
**10. d4 Bb4**

**11. h3 Bxc3**

**12. bxc3 Nh6**

13. Bxh6 gxh6

14. Nh2



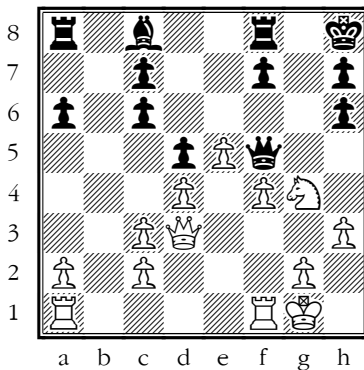
I like that move, going straight for the holes in Black's defences, although more development [14. Qd2] is always safer and easier.

14. ... Qg5

15. Ng4 Kh8

16. Qd3 d5

17. f4 Qf5



Now, you've done everything right so far, you just need to find a way to keep up the pressure.

18. Qg3?

Not forceful enough.

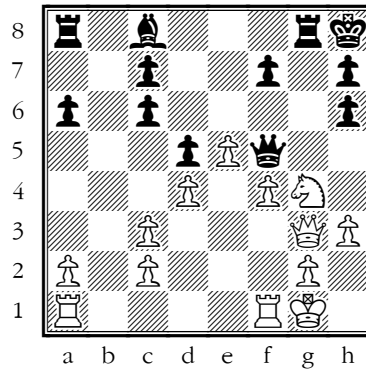
[18.Ne3 Qxd3 19.cxd3;

18.Nxh6 leads to nothing extra

18...Qh5 19.Ng4 Bxg4 20.hxg4 Qxg4;

18.Nf6 keeps Black's Rook away from g8.]

18. ... Rg8

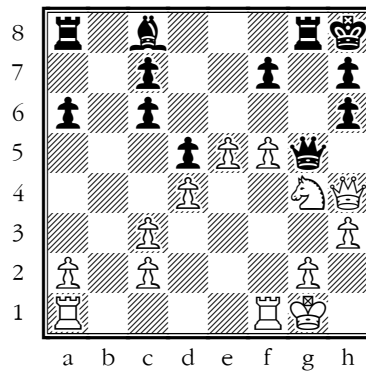


Right! Now White is playing 2 against 3 and is in a pin. You need to accept that the attack has gone and start again. Instead you try to keep going...

19. Qh4 Qg6

20. f5 Qg5

[20...Bxf5! is a free pawn.]



21. Qg3?

Oh dear, back in that pin!

☞ You must be very careful about pins: don't put yourself in a pin unless you really have to.

21. ... h5!

22. Rf4

[22.e6 is the most awkward: 22...hxg4 23.exf7 Rf8]

22. ... hxg4

23. hxg4?

[23.Rxg4! Qd8 24.Rxg8+ Qxg8 25.Qh4 and White's mobile pawns are worth a piece. 25...Bxf5? 26.Qf6+]

23. ... h5

24. Qh3?

Going from bad to worse.

24. ... Qxf4

25. Qxh5+ Kg7

26. f6+ Kf8

27. Rf1 Qxg4

28. Qxg4 Rxg4

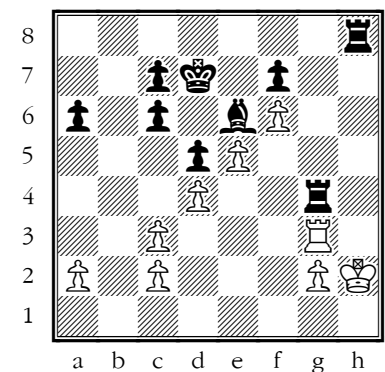
29. Rf2 Rb8

30. Kh2 Ke8

31. Rf3 Be6

32. Rh3 Kd7

33. Rg3 Rh8+



34. Rh3 Rxg2+!

Neat.

35. Kxg2 Rxh3

36. Kf2 Rxc3

37. a4 a5

38. Ke2 Bf5

39. Kf1 Rxc2

40. Kg1 c5

41. dxc5 d4

42. Kf1 d3

43. Ke1 d2+

White resigns

I've been a bit hard on you here: lots of players on boards above you were making much more basic mistakes! But if you can get your attacks under control you will be unstoppable.

## Board 9 Sam Tugwell

Board	Name	R1 Colour	R1 Result	R1 Opponent	R2 Colour	R2 Result	R2 Opponent	R3 Colour	R3 Result	R3 Opponent	TOTAL
9	Sam Tugwell	W	0	G	W	0	J	B	0	H	0

Well, I do like the way that you really go for it and try and attack – particularly when some of the players on higher boards could do with a bit of your attitude! But you did over-do it a bit: you need to be well-developed and have good control of the centre if your attack is going to work. You also play on bravely even when you are clearly losing – it's no shame to resign if you are pretty sure that your opponent knows how to win.

### ■ Devon-NN (R1, B9),

#### [C52 Italian Game]

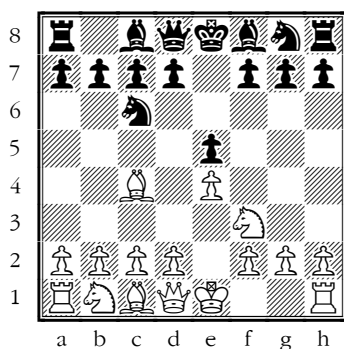
Black got in difficulties very early on.

There was a tricky moment when Black could have defended better: have a look and see if there is a lesson for next time.

1. e4 e5  
2. Nf3 Nc6

[2...Nf6 3.Nc3 Nc6 4.Bb5 Bb4 5.0-0 0-0 6.d3]

3. Bc4



3. ... d5?

☞ Chess players have to be able to count!

But this is a very common position, and it's worth learning something to play here that has already been worked out.

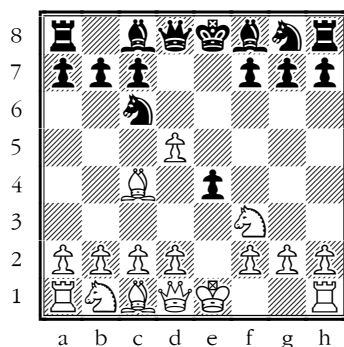
☞ Chess is an old game and some of the ideas and moves you need in the opening have been worked out a long while ago! So look it up or ask someone to teach you some basic opening moves.

[3...Nf6;

3...Bc5;

3...Nd4 A bad move with a good point! See the game on page 34.]

4. exd5 e4



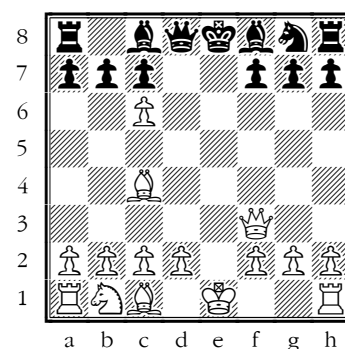
I like the attitude, but

☞ Don't pick a fight when you're at a disadvantage.

[4...Na5 is safer 5.Bb5+ c6 6.dxc6 bxc6 7.Ba4 Bg4 8.0-0 Qf6 9.d3 Bxf3 10.Qxf3 Qxf3 11.gxf3]

5. dxc6 exf3

6. Qxf3



White has two threats here -- it's like a fork! To defend, Black needs to spot both threats, then remember that you can sometimes get a free move if you play a check.

6. ... Nh6

Sadly, that defends against only one threat.

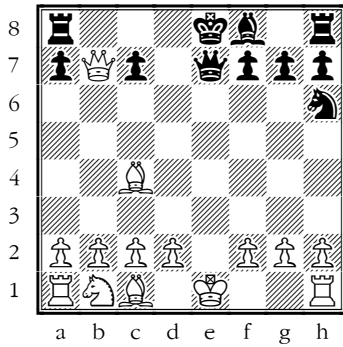
[6...Qe7+ 7.cxb7 6.66 7.Be2 bxc6 (7...Rb8 8.Qxc6+ 7.80;

7...Rb8 8.0-0 Nf6 9.Bb5 b6 10.d4 Bg4 11.Qg3 Rd8) 8.Qxc6+;

6...Qe7+ 7.Be2 Rb8 8.0-0 Nf6 9.Bb5 b6 10.d4 Bg4 11.Qg3 Rd8]

7. cxb7 Bxb7

8. Qxb7 Qe7+



and eventually...

**...1-0**

I don't know what White played next, but I would have played

9. Kd1

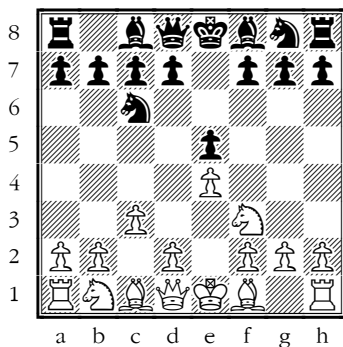
...which again makes two threats (Qxa8 and Re1), but this time Black has no defence that saves the game.

### ■ Devon-NN (R2, B9)

#### [C40] Ponziani Opening

White changed gear a couple of times in the opening but emerged with a reasonable attack for a piece. And the attack got better! Sadly, White then let some chances slip and Black came back from a poor position with the extra piece.

1. e4 e5
2. Nf3 Nc6
3. c3



Not a bad opening but there are better moves. The

trouble is that it's a bit slow right now and Black can get in ...d5. Stop ...d5, then play c3.

[3.Bc4 or 3.Bb5 are better preparation for c3; or you can just play 3.d4 straight away!]

3. ... Nf6

[3...d5 4.Qa4]

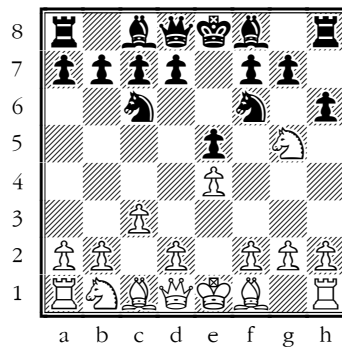
4. Ng5

Wastes a move.

[4.Qc2 or 4.Qa4]

4. ... h6

Also a waste of a move!



5. Nxf7

That can work, but not when you are behind in development!

[Better 5.Nf3 d5 6.exd5 Qxd5 7.d3 Bg4 8.h3 Bxf3 9.Qxf3]

The line where this idea works best is in the Two Knights Defence: 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5 Nxd5? and now 6.Nxf7! (actually 6.d4! is even better).

5. ... Kxf7

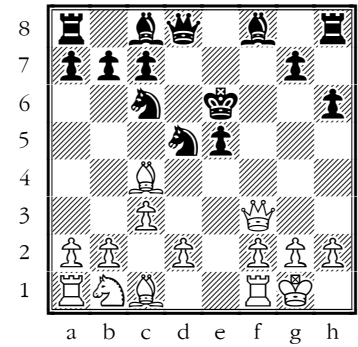
6. Bc4+ d5

7. exd5 Nxd5

[7...Na5 8.d3 b5 9.Bb3 Nxb3 10.Qxb3 Qxd5 11.0-0 Be6 12.Qxd5 Bxd5]

8. Qf3+ Ke6

9. 0-0



[9.d4 Na5 10.Be2 exd4 11.0-0 Qf6 12.Re1 Qxf3 13.Bxf3+ Kd6 14.cxd4]

9. ... Bd6??

Black cuts off defence of the Knight!

10. d4??

White doesn't notice!

[10.Bxd5+! and mates in three moves after 10...Kd7 11.Qf5+ Ke7 12.Qf7#]

10. ... Nce7

11. Qe4

[11.dxe5 Rf8 12.Qe3 Kf7 13.exd6]

11. ... Qf8

[11...Kf7]

12. dxe5 Bxe5

[12...Bc5]

13. Re1

Good idea!

[13.f4]

13. ... Qf6

[13...Qf5]

14. Nd2

[14.f4 or 14.Bf4]

14. ... Qf5

15. Qxf5+

[15.f4!]

15. ... Kxf5

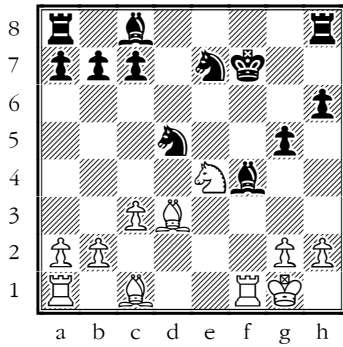
16. Bd3+ Kf6

17. Ne4+ Kf7

18. f4 Bxf4

[18...Bf6 19.Rf1 -0.38; -18...Bf6 19.Bc4]

19. Rf1 g5



20. Bc4

Oh dear, it's no use playing all these great attacking moves if you never cash in!

[20.g3!]

20. ... Kg7

21. b3 Be3+

[21...Rf8 22.Ba3 Be3+ 23.Nf2 Bf5 24.Rae1 Rae8 25.Bxd5 Nxd5 26.Bxf8+ Kxf8]

22. Kh1

[22.Bxe3 Nxe3 23.Rf7+ Kg6 24.Rf6+ Kh7 25.Rf7+ Kg6]

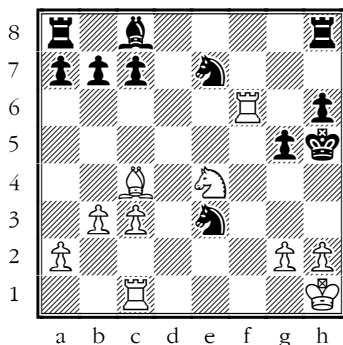
22. ... Bxc1

23. Raxc1 Ne3

[23...Rf8 24.Rfe1 Bg4 25.h3 Bf5 26.Ng3 Rad8 27.Rcd1]

24. Rf7+ Kg6

25. Rf6+



Black has a big decision:

25. ... Kh5?

It's mate in four!

26. Ng3+

[26.Bf7+ Ng6 27.Bxg6+ Kg4 28.Nf2+ Kh4 29.g3#]

26. ... Kg4

[26...Kh4]

27. Be2+ Kh4

Interesting! Black's King has run out of moves, so any check will be mate!

28. c4

[28.Ne4]

28. ... Bg4

[28...g4 29.Bd3 N7f5 30.Ne4 Rd8 31.Be2 Kh5 32.Re1]

29. Bxg4 Nxb4

30. Re6 Nc6

White should take the draw

[30...Rh7 31.Rce1 Re8 32.Kg1 Rf7 33.Rxe7 Rxe7 34.Rxe7 Rxe7 35.Nf5+ Kh5]

31. Nf5+ Kh5

32. g3

[32.Ng3+]

32. ... Rhg8

33. Rce1

[33.h3 Nf2+ 34.Kg2 g4 35.Kxf2 Raf8 36.Rxh6+ Kg5 37.Kg2 gxh3+ 38.Kxh3 Rxf5]

33. ... Rg6

[33...Raf8 34.Ne7 Nxe7 35.Rxe7 Rc8 36.Kg1 Rgf8 37.R1e2 a6 38.h3 Nf6]

34. Rxb6

☞ Piece swaps help the winning side!

[34.R6e4

34...Kxg6 -3.52

34...a6 (34...Nf2+ 35.Kg2 Nxe4 36.Rxe4 g4 37.h3 Rg8 38.hxg4+ Rxb4 39.Re6 R8g6 40.Re1 Nd4) 35.h3 Nf6 (#2 Fritz 9:

35...Nf2+ 36.Kg2 g4 37.Kxf2 gxh3 38.Rh1 Kg5 39.Nh4 Rd6 40.Nf3+ Kf5 41.Ke3 Rad8 42.g4+ Kf6 43.Rf4+ Ke7 44.Re4+) 36.g4+ Nxb4 37.hxg4#; -34.h3 Nf2+ 35.Kg2 g4]

34. ... Kxb6

35. Rf1 Rf8

[35...Re8 36.h3 Ne3 37.Nxe3 Rxe3 38.Kg2 Nb4 39.Rf2 Nd3 40.Rd2 Kf5 41.a3 a6]

36. Ne7+ Kg7

[36...Nxe7 37.Rxf8 -3.05 37.Rxf8]

37. Nf5+ Kh7

38. h4 Ne7

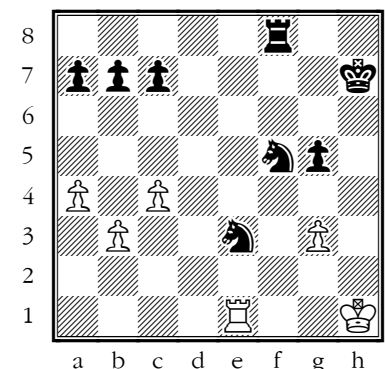
39. Re1

[39.Ne3 Rxf1+ 40.Nxf1 gxh4 41.gxh4 Nf5 42.Kg2 Kg6 43.Ng3 Nxb4 44.Kxg3 Ne3]

39. ... Nxf5

40. hxg5 hxg5

41. a4 Nge3



It's all pretty hopeless from here.

42. g4 Ng3+

43. Kh2 Rf3

44. a5 a6

45. b4 b6

46. b5 Nef1+

[46...axb5 47.a6 bxc4 48.a7 Ngf1+ 49.Kg1 Rf8]

47. Kg2 Ra3

48. Re7+ Kg6

49. Re6+

[49.axb6 cxb6 50.Re6+ Kf7 51.Rxb6 Ne3+ 52.Kh3]

49. ... Kf7

50. Re5 Rxa5

51. Rxb5 axb5

52. cxb5 c6

53. Kg1 Rxb5

54. Rxb5 cxb5

55. g5

[#13 Fritz 9: 55.Kf2 b4 56.Ke1]

55. ... Kg6

[55...b4 56.g6+ Kg8 57.Kf2 b3  
58.Kf3 b2 59.Kf4 b1Q 60.Ke5  
Qxg6 61.Kd5 Ne3+ 62.Kd4]

56. Kf2 Kxg5

57. Ke1 Kf5

58. Kd1 Ke5

59. Kc1

[59.Kc2 Ne3+ 60.Kb3 Ngf5  
61.Kb4 Nd4 62.Kc3 Nd5+]

59. ... Kd5

60. Kb2 Kc4

61. Kc2 b4

62. Kb2 Nh2

[62...b3 63.Ka3 Nh2]

63. Kc2 b3+

64. Kb2

[64.Kd2 Ne4+ 65.Ke3 Nc3 66.Kf2  
b2 67.Kg2 Ng4 68.Kg3 Ne5  
69.Kf4 Nd3+]

64. ... Ng4

65. Ka1

[#5 Fritz 9: 65.Ka3 Kc3 66.Ka4 b2  
67.Kb5 b1Q+ 68.Kc6 b5 69.Kb6  
Qg6+ 70.Ka7 b4 71.Kb8 Ne5  
72.Ka7 b3 73.Kb8]

65. ... Kc3

66. Kb1 b2

67. Ka2 Kc2

68. Ka3 b1Q

69. Ka4 Qb3#

0-1

### ■ NN-Devon (R3, B9),

#### [C25] Vienna Game

1. e4

Black played a lot of nice attacking moves but they got you into trouble a couple of times.

1. ... e5

2. Nc3 Nc6

3. b3

Ooh, very slow

[3.f4 is good, or you are allowed to play 3.Nf3 but only if you then play 4.d4!]

3. ... Nf6

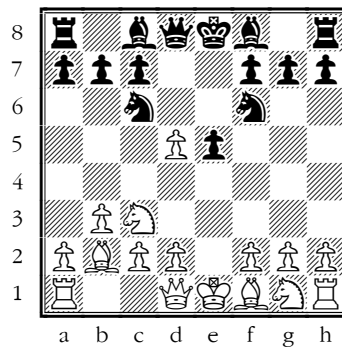
4. Bb2

[4.Nf3 Bb4 5.Bc4 0-0 6.0-0 d6  
7.Re1 Bg4]

4. ... d5

[4...Bb4 5.a3 Bc5 6.b4 0-0 7.bxc5]

5. exd5



5. ... Bg4?

I like the attitude but this leads to trouble. Black makes a simple threat, White has a simple defence, then Black has two pieces attacked and can save only one.

☛ Build up your attacks using all your pieces, and then when you make threats, your opponent won't be able to defend so easily.

[5...Nxd5 6.Bb5 Nxc3 7.dxc3  
Qxd1+ 8.Rxd1 Bf5 9.Rd2 a6  
10.Bd3]

6. f3

Black has got in a mess for no reason.

6. ... Bc5

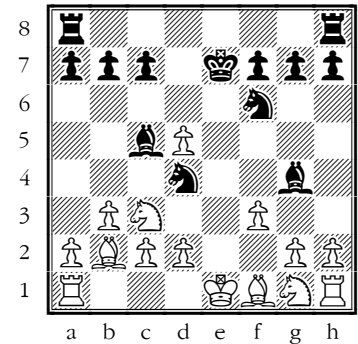
7. Qe2

[7.fxg4]

7. ... Nd4

8. Qxe5+ Qe7

9. Qxe7+ Kxe7



10. 0-0-0

Very odd!

[10.fxg4]

10. ... Bf5

[10...Bd7]

11. Re1+

[11.Na4 Bb6 12.Nxb6 axb6  
13.Bxd4 Rxa2 14.d3 Kf8 15.Bxf6  
gxf6]

11. ... Kd7

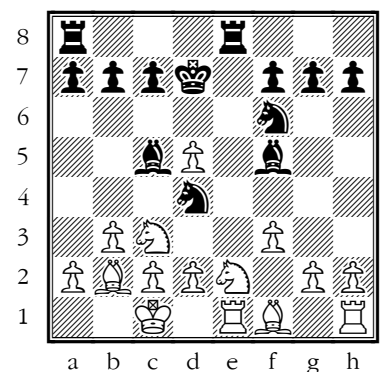
[11...Kd8]

12. Nge2

[12.Na4 b6 13.Nxc5+ bxc5  
14.Re5 Bg6 15.c3 Nf5 16.g3 Kd6  
17.c4 Nd4]

12. ... Rhe8

[12...Nxc2 13.Rd1 Nb4 14.Ng3  
Nd3+ 15.Bxd3 Bxd3 16.Nce4  
Nxe4 17.Nxe4 Bf8 18.Ng5 Bg6  
19.Rhe1]



Black is playing with a lot of energy and has got pieces in good positions. That's the way to do it!

13. g4

[13.Rd1 Nxe2+ 14.Nxe2 Nxd5  
15.Ng3]

13. ... Nxc2

14. Rd1 Bg6

[14...Bd3 15.g5 Nh5 16.Ne4 Bd6  
17.N2c3 Nb4 18.Bh3+ Kd8  
19.Nxd6 cxd6]

15. Nf4 Re1

[15...Nd4 16.Nxg6 hxg6 17.Na4  
Kd6 18.b4 Bb6 19.Nxb6 axb6  
20.Bxd4 Nxd5 21.Bc4 Nxb4  
22.Bxf7 Re7 23.Bxg6 Rxa2]

16. Rxe1

[16.Nxg6

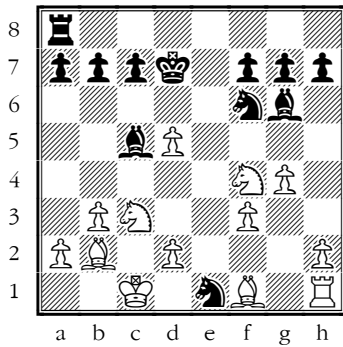
16...Nxe1 2.98;

16.Nxg6 fxg6 17.Kxc2 Rxd1

18.Kxd1 Bd4 19.Bb5+ c6

20.dxc6+ bxc6 21.Bc4 Re8 22.g5  
Nd5 23.Re1]

16. ... Nxe1



17. g5

Not paying attention!

17. ... Bf5

[17...Nxd5 18.Nxg6 Nxf3 19.Bg2  
Nxc3 20.dxc3 Be3+ 21.Kd1 Re8  
22.Bxf3 hxg6]

18. gxf6 gxf6

19. Bb5+ c6

20. Bc4

[20.dxc6+ bxc6 21.Bxc6+ Kxc6

22.Rxe1 Bd6 23.Nfd5 Bd3 24.Re3  
Bg6 25.h3]

20. ... Bd6

[20...Nxf3 21.dxc6+ bxc6 22.Bd3  
Bxd3 23.Nxd3 Bgl 24.Ne4 f5  
25.Nec5+ Kd6]

21. Rxe1 Bxf4

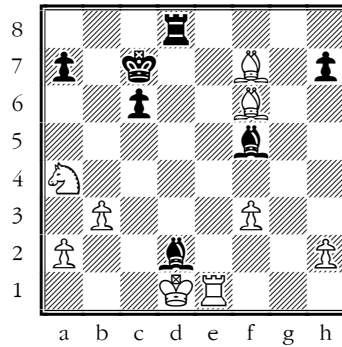
22. dxc6+ bxc6

23. Bxf7 Rd8

24. Na4 Kc7

25. Bxf6 Bxd2+

26. Kd1



26. ... Bc3+

Back has got into another mess by making attacking moves, which is a shame, because other team members have got into a mess by being too defensive!

27. Bxd8+ Kxd8

28. Nxc3 a5

29. Rgl Ke7

30. Bc4 Kf6

31. Na4 h5

32. Nb6 a4

[32...Bb1 ]

33. bxa4 c5

34. Bb5 h4

[34...Ke5 35.Rg5 Kf4]

35. a5 Ke5

36. Rg5 Kf4

37. Rg7 Kxf3

38. a6 Be4

39. a7 Kf2

40. Re7

[40.Bc4 Bf3+ 41.Kd2 h3 42.Bd5  
Bxd5 43.Nxd5 Kf3]

40. ... Bh1

[40...Bf3+ is no better]

41. Rg7

[41.Re2+ Kgl 42.Re1+ Kxh2  
43.Rxh1+ Kg3 44.a8Q]

41. ... c4

[41...Be4 ]

42. Bxc4 Ke3

[#11 Fritz 9:

42...Bf3+ 43.Kd2 Be2 44.a8Q h3  
45.Qf8+ Bf3 46.Qc5#]

43. a8Q

[43.Bd5 Kd4 44.a8Q]

43. ... Bxa8

44. Nxa8 Kd4

45. Bf1 Kc3

[45...Ke5 46.Rg4 Kf5 47.h3]

46. a4 Kb4

47. Ra7 Kb3

[#20 Fritz 9:

47...h3 48.a5 Kc3]

48. a5 Kc3

49. Rb7 Kd4

50. a6 Ke3

51. Rh7 Kf2

[#9 Fritz 9:

51...Ke4 52.a7 Kf4 53.Nc7 Kf5  
54.Nd5 Kg5 55.a8Q]

52. Rxh4 Kxf1

53. Nc7 Kf2

54. Rh3 Kg2

55. Ra3 Kxh2

56. Rf3 Kg2

57. Ke2 Kgl

58. Rf8 Kg2

59. Rg8+ Kh3

60. a7

[60.Kf3]

60. ... Kh4

61. Rg7 Kh5

62. a8Q Kh6

63. Qh8#

## Board 10 Olivia Young

Board	Name	R1 Colour	R1 Result	R1 Opponent	R2 Colour	R2 Result	R2 Opponent	R3 Colour	R3 Result	R3 Opponent	TOTAL
10	Olivia Young	W	1	J	W	0	H	W	0	G	1

One nice win and you did enough to win another. If there's something you could work on, it's making sure you use all the pieces in the team.

### ■ NN-Devon (1.10),

#### [C42] Old Stodge

During the stodgy opening, Black found a way to lose a piece and White mopped up tidily. White could have won even faster by getting all the sleepy pieces out of bed.

1. e4 e5
2. Bc4 Nf6
3. Nc3

[3.d3 Is a move I have played here, with the idea of hitting Black's centre with f2-f4 - not Stodgy!]

3. ... Nc6
4. Nf3

Now it's all square and boring.

☞ You win when your opponent makes mistakes, your opponent makes mistakes when they're under pressure, you put your opponent under pressure in the opening by trying to take over the centre.

☞ Just moving pieces doesn't usually do enough for White in the opening, you need to bring a second pawn into the centre -- either d2-d4 or f2-f4.

This also has the happy side-effect of giving you some files to put your Rooks on.

4. ... h6

[4...Nxe4! is a neat trick which should equalise easily.]

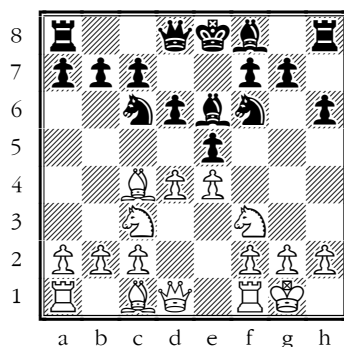
5. d4 d6

[5...exd4 ]

6. 0-0

[6.dxe5 Nxe5 (6...dxe5 7.Qxd8+ Nxd8 8.Nxe5) 7.Nxe5 dxe5 8.Bxf7+ Ke7 9.Qxd8+ Kxd8]

6. ... Be6?



Loses a piece.

[6...Bg4 ]

7. Bb5

That's a bright move, threatening d5.

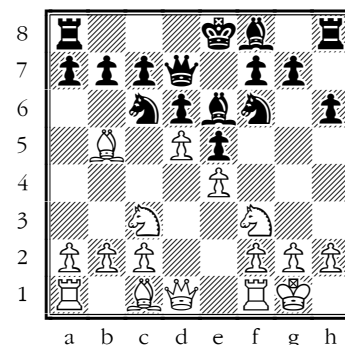
[7.d5 is the accurate move, winning a piece no matter what Black does. e.g. 7...Na5 8.Bd3 Bg4 - Has Black saved the piece? - 9.b4! No!]

7. ... Qd7

Oops - missing the threat.

[7...Bd7! 8.Be3 Be7 9.dxe5 dxe5 10.Qd3 Ng4 11.Rfd1 Nxe3 12.Qxe3]

8. d5



8. ... Bxd5

Black throws another piece away.

[8...Bg4 9.Qd3 a6]

9. exd5 Ng4
10. dxc6 bxc6
11. Ba4

White is two pieces up!

11. ... f6
12. h3 e4
13. Nxe4 Ne5
14. Nc3

[14.Nd4; 14.Re1]

14. ... Nxf3+

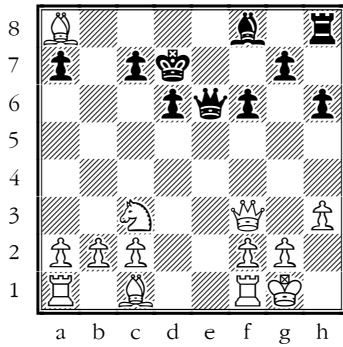
[14...Be7 15.Nd5 Rd8 16.Nxe7 Qxe7 17.Nxe5]

15. Qxf3 Qe6

[15...d5 16.Nxd5 0-0-0 17.Bxc6 Qe6 18.Bf4 Rxd5 19.Qxd5]

16. Bxc6+ Kd8
17. Bxa8 Kd7





Now, you're completely winning, but the quickest and safest way to win is to bring up all your extra pieces. At the moment you're playing 2 vs. 2 with Q+B vs Q+K, and if Black gets their B+R going, you're outnumbered!

**18. Qc6+**

[Better is 18.Bf4 followed by Rfe1 and Rad1, when you have twice as many pieces in play as you do now.]

**18. ... Kc8**

**19. Qb7+ Kd7**

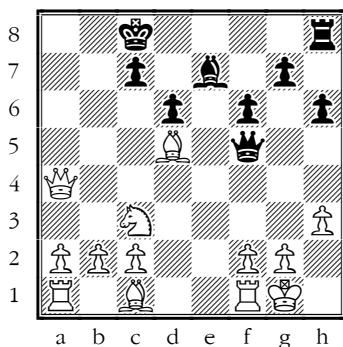
**20. Qxa7**

[20.Bf4 is quicker]

**20. ... Be7**

**21. Bd5 Qf5**

**22. Qa4+ Kc8**



[#10 Fritz 9:

22...Kd8 ]

**23. Re1**

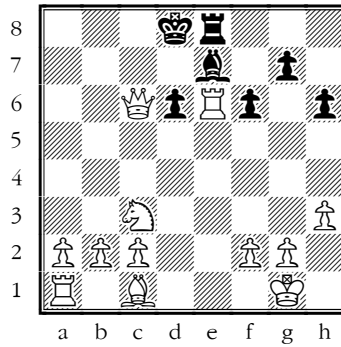
Excellent!

**23. ... Re8**

**24. Be6+ Qxe6**

**25. Rxe6 c6**

**26. Qxc6+ Kd8**



**27. Re4**

[27.Be3 is the more natural move, for me. You seem to move the pieces that you already have in play, and forget about the ones still asleep in bed.]

**27. ... f5**

**28. Rc4 Bf6**

**29. Qxd6#**

[29.Qc7# is just as good.]

**1-0**

### ■ NN-Devon (R2,B10)

[C48] Ruy Lopez, Steinitz Defence (in effect)

Oh, that was a shame! Black did more than enough to win, but lost balance somewhere, and it all went badly wrong. Have a look in the notes, and you can see the point of no return.

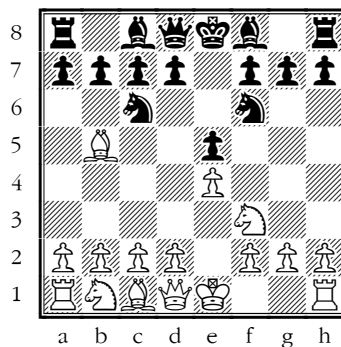
**1. e4 e5**

**2. Nf3 Nc6**

**3. Bb5**

That's a great opening.

**3. ... Nf6**



**4. Nc3**

But that's a bit wet.

**4. ... d6**

Also a bit wet: the two moves that I recommend in this position are

[4...Bb4 which is natural and safe;

4...Nd4 tempting White to accept a gambit pawn]

**5. d3**

[5.d4 Bd7 6.0-0 a6 7.Bxc6 Bxc6 8.Bg5 Be7 9.Qe2]

**5. ... Bg4**

**6. h3 Bh5**

**7. g4 Bg6**

**8. Bg5**

[8.Nh4 Nd7 9.Nxg6 hxg6 10.Be3 Be7 11.Nd5 Nd4 12.Bxd4 exd4]

**8. ... Be7**

**9. Bxf6**

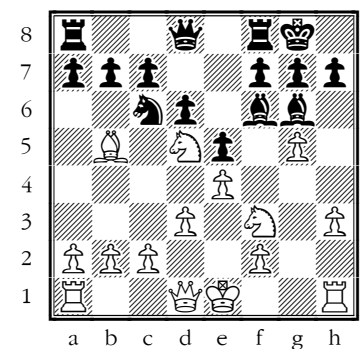
[9.Qd2 a6 10.Ba4 b5 11.Bb3 Nd4 12.Nxd4 exd4 13.Ne2 Nxe4 14.Bxe7]

**9. ... Bxf6**

**10. Nd5 0-0**

[10...a6 11.Ba4 0-0 12.h4 b5 13.h5 Bxe4 14.dxe4 bxa4]

**11. g5**



➡ Chess players have to be able to count!

[11.h4 h5 12.Ng5 hxg4 13.h5 Bf5 14.h6 gxh6 15.exf5 Bxg5 16.Qxg4]

**11. ... Bxg5**

[11...Be7 12.c3 a6 13.Bc4 Na5 14.Nxe7+ Qxe7 15.Bd5 Nc6]

**12. Nxg5**

[12.h4 Nd4 13.Nxd4]

12. ... Qxg5

13. Nxc7

[13.c3 Bh5 14.Qd2 Qg2 15.Rf1 Bf3 16.Nxc7 Rac8 17.Nd5 Qxh3]

13. ... Rac8

14. Nd5

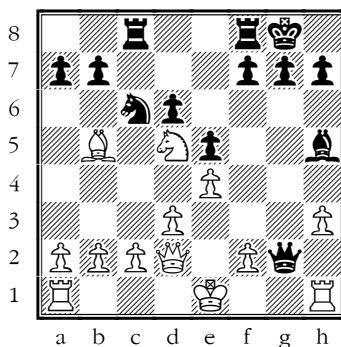
[14.Bxc6 bxc6 15.Na6 f5 16.exf5 Qg2 17.Rf1 Bxf5 18.Qd2 Qf3 19.Rg1 Bxh3 20.Nb4]

14. ... Bh5

15. Qd2

[15.Qc1 Qg2 16.Rf1 Nd4 17.Bc4 Nf3+ 18.Ke2 Kh8 19.Ne3 Qxh3 20.Rh1 Ne1+ 21.Kd2 Qxh1]

15. ... Qg2



This is all good stuff from Black, using the holes in White's position,

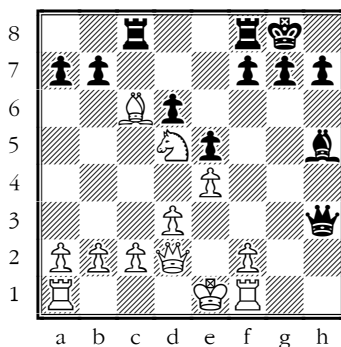
16. Rf1 Qxh3?

The first sign of trouble...That just looks a bit slow:

invite everyone to the party!

[16...Nd4]

17. Bxc6



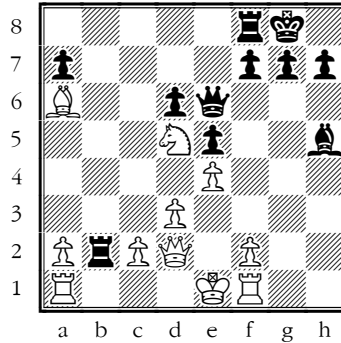
17. ... Qe6?

Losing a piece is -3, the exchange is only -2

[17...Rxc6! 18.Ne7+ Kh8 19.Nxc6 bxc6 and Black is not in too much of a mess because White's Rooks are doing nothing. Black should follow up with ...f5 when White still needs to be careful.]

18. Bxb7 Rb8

19. Ba6 Rxb2



20. Bc4

That's a nasty move to face: White has two threats and I don't think you can solve both problems.

20. ... Rfb8

[20...Qg4 21.Bb3 Qf3 22.Ne3 d5]

21. Bb3

[21.Qg5 Rxc2 22.Qxh5 Rbb2 23.f4 Rh2 24.Qf3 exf4 25.Rg1 Qe5 26.Nxf4]

21. ... Rb5

[21...Qh3 22.Qc1 Qf3 23.Kd2 R2xb3 24.axb3 Qe2+ 25.Kc3 Bf3 26.Kb2 Rb7]

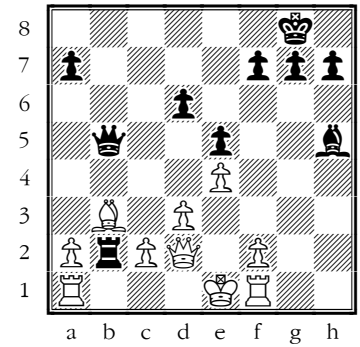
22. Nc7

[22.Qg5]

22. ... Qd7

[22...R5xb3 23.axb3 Qg4 24.Nd5 Qf3 25.Ne7+ Kh8 26.Nc8 d5 27.exd5 Qxd5 28.Nxa7]

23. Nxb5 Qxb5



24. Qc3

It gets worse for Black...

24. ... h6

25. Qxb2 Qa5+

26. c3 Qa6

27. Bc4 Qc8

28. Rb1 Qd8

29. Qb8 Qf8

[29...Qxb8 30.Rxb8+ Kh7]

30. Qxa7

[30.Qxf8+]

30. ... Bg6

31. a4

[31.Rb8]

31. ... Qe8

32. Qb8 Qf8

33. a5 Bh5

34. a6 d5

35. exd5 e4

36. Rb7 Bg6

[36...Qxb8 37.Rxb8+ Kh7]

37. dxe4

[37.a7 Qxb8 38.axb8Q+ Kh7 39.dxe4 h5 40.e5 Kh6 41.d6 Kh7 42.d7 Bf5 43.d8Q Be6]

37. ... Qxb8

38. Rxb8+ Kh7

39. Bd3

1-0

Devon-NN(3.10)

[C55] Old Stodge

Some odd moves in this game! At the end, Black had some

obvious threats which you ignored. Do you like to attack more than you like defending? I think we all do, but you have to expect your opponent to make threats and you have to see them coming before they are too strong to meet.

1. e4 Nf6
2. Nc3

[2...d5 is the main line]

2. ... e5

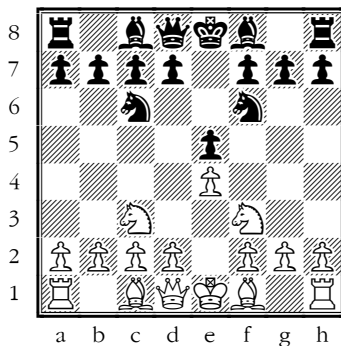
[3...d5 keeps it independent]

3. Nf3

[3.f4 d5 0.07;

3.Bc4 Nxe4 4.Qh5 is a hairy line ]

3. ... Nc6



4. Bc4

A bit ordinary... There are two moves that put a bit of pressure on the Black position

[4.Bb5; 4.d4]

4. ... h6

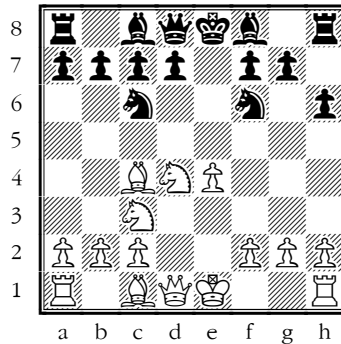
Yeuch!

[4...Nxe4! is a good trick]

5. d4!

That's exactly the right reply to Black's non-developing move!

- 5 ... exd4
6. Nxd4



6. ... Bc5

7. Nf5

➔ Moving a piece twice is usually wrong in the opening.

[7.Be3; 7.Nb3; 7.Nxc6]

7. ... Ng4?

Black is asleep...

[7...Ne5! first is OK]

8. 0-0?

White is also asleep!

[8.Qxg4!]

8. ... Nce5

[8...Nge5 9.Nxg7+ Kf8 10.Nf5 Nxc4 11.Qd5 d6 12.Qxc4 Bxf5 13.exf5 Qf6 14.Nd5 Ne5]

9. Bb3

[9.Bxf7+ Kxf7 10.Qd5+ Kf8 11.Qxc5+ d6 12.Qa5 Bxf5 13.exf5 c6 14.Qb4 Qd7 15.Ne4]

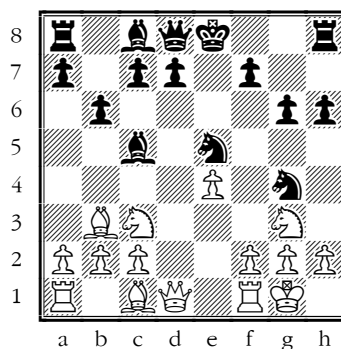
9. ... g6

[9...d6 ]

10. Ng3

[10.Nd4 d6 11.h3 Nf6 12.Be3 Ned7 13.Re1 Qe7 14.Nd5 Nxd5]

10. ... b6



[10...Qh4 11.h3 Qxg3 12.hxg4 Nxg4 13.Qxg4 Qxg4 14.Nd5 Kf8 15.Nxc7 Rb8 16.Be3 Bxe3 17.fxe3 Rh7 18.Rf4 Qg3 19.Raf1 Kg8 20.Nd5]

11. h3

[11.Bxf7+ Kf8 12.Be6 Bxf2+ 13.Rxf2+ Nxf2 14.Qd5 Nc6 15.Kxf2 Qf6+ 16.Bf5 gxf5 17.Nxf5 Qf7 18.Bxh6+ Kg8 19.Rf1 Qxd5]

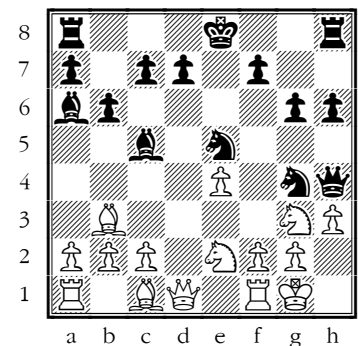
11. ... Ba6

[11...Qh4 ]

12. Nce2

[12.Bf4 Qh4 13.Nd5 0-0-0 14.hxg4 Nxg4 15.Nh1 Bd6]

12. ... Qh4



13. hxg4

Yeuch... looks like a free piece, but you know what Black's next move is going to be, and you know it threatens mate, so you shouldn't have got into this mess!

[13.c4 0-0-0 14.Bf4 Nxf2]

13. ... Nxg4

14. Qe1

Missing the threat, or ignoring it!

➔ You have to see threats coming before they are too strong to meet.

14. ... Qh2#