

# West Of England & South Wales Team Tournament

Market Lavington, Wilts, Saturday 23<sup>rd</sup> January 2010

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:

- 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)

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

And this one is: [http://www.exeterchessclub.org.uk/Praxis/u14\\_2010.pdf](http://www.exeterchessclub.org.uk/Praxis/u14_2010.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...

This was another year where I've had at least part of nearly all the 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, February 2010**

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

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## Just the facts...

Board Number	Player's Name	Round 1			Round 2			Round 3			TOTAL
		Colour	Result	Opponent	Colour	Result	Opponent	Colour	Result	Opponent	
1	Jeff Leung	W	0	A	B	1/2	D	B	1/2	B	1
2	Sam Keat	B	0	A	W	0	D	W	0	B	0
3	Sai Ramesh	W	0	A	B	0	D	B	1	B	1
4	Calum Whytock	B	0	D	W	1	B	B	0	A	1
5	Ben Newman	W	0	D	B	0	B	W	0	A	0
6	Adam Batten	B	0	D	W	1	B	B	1	A	2
7	James Royle	B	1	B	W	1/2	A	B	1/2	D	2
8	Tayyib Mubashar	W	0	B	B	0	A	W	0	D	0
9	Daniel Rumford	B	1	B	W	0	A	B	0		1
10	Sam Tugwell	W	1	B	W	0	A		bye		1
11	John Fraser	W	1		B	1		B	0	D	2
12	Harry Loader	W	0		B	1		W	0	D	1
<b>Round score</b>		3			3			3			
<b>Overall score</b>		3			6			9			
<b>Position</b>		3			3			3			

A = S Wales  
 B = Wiltshire  
 C = Devon  
 D = Berkshire

## Some general advice from the games

Quite a mixed picture: I think this is the strongest squad I've seen, although you played some of the worst blunders I've seen!

### ■ Openings

#### General

- **Generally, pick up a piece rather than a pawn if you have the choice.**

It's very important to get your pieces out and you can often finish developing by moving only two pawns. Also, pawns don't move backwards, so you might regret a loose pawn move.

The exception to this rule is:

- **You can gain time in the opening by attacking pieces with pawns.**

Everyone knows the three jobs of the opening (Get your pieces out, get castled, get at least a share of the centre), but the fourth task is:

- **You have to open up a file somewhere to get your Rooks going.**

So, which file are you going to try to open up, so that your Rooks get into the game?

There's no need to make up your own moves in the opening, chess is an old game and a lot of good ideas in the opening are already known.

- **Following the main lines of established openings will usually get you a good position where you know the right plan**

Pick up a book or look on a website and learn some! If you don't know where to look, start with this one:

<http://www.exeterchessclub.org.uk/FTP/JuniorRepertoire.pdf>

I recommend you play open games like the Italian Game and Scotch Gambit as White:

*"A beginner should avoid the Queen's Gambit and French Defence and play open games instead! While he may not win as many games at first, he will in the long run be amply compensated by acquiring a thorough knowledge of the game." - Richard Réti, Masters of the Chessboard*

So, one of the reasons for playing more fighting openings is to practice looking for tactics. You'll see why this is important below!

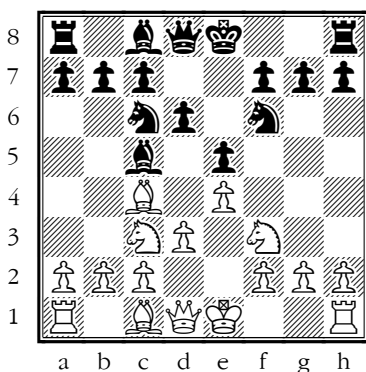
If you want to see some of these tactics before you face them over the board, try this booklet:

<http://www.exeterchessclub.org.uk/FTP/TacticsInJuniorOpenings.pdf>

#### Specific openings

Again, some of the best and worst play in the openings that I've seen! To find John confidently playing a fancy opening like the Sicilian Dragon on Board 11 was very encouraging. On the other hand, there was some terrible stodge being played on some of the higher boards.

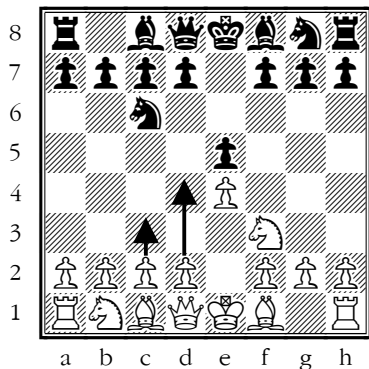
If you haven't heard me complain about Old Stodge before now... You can get into this line by various move orders, which all include White moving the Knight to c3 and the Pawn to d3, and Black copying White. Lots of junior games start this way.



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

For example, if you castle straight away (6.0-0), you can have problems replying to 6...Bg4 – you might not want to chase it away with h3 and g4 because you are making big holes in your defences.

And what are you doing with your Rooks? Which file is going to be opened so that they can join in the game? Your Rooks together are worth 10 pawns, more than a Queen, and so if you aren't using them at all, you are wasting a lot of material!

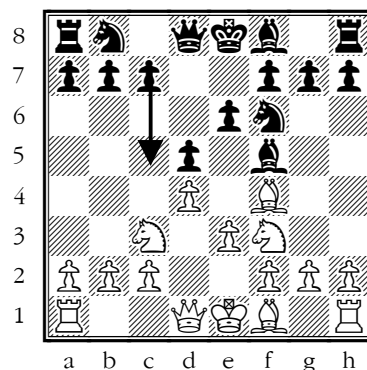


The usual plan is to play Nd5 and c3 and d4... but why not aim at d4 from the start? Don't put your Knight on c3, put a pawn on c3 and then play d4. Or play d4 just as soon as you can without c3! (Scotch Game)

It is usually not enough just getting out your pieces as White you need to set your opponent problems, usually by threatening to take over the centre with pawns

The Queen's-side equivalent of Old Stodge is the London System, which 2007 British Champion Jacob Aagaard refers to as the **Old Man's Bad Habit**. Quite right, Jacob!

Again, you need to worry about your Rooks. Don't plonk your Knight in front of your c-pawn in this opening either – you want to push that pawn to c5 and open a line for your Rooks.



I'm not too bothered about what you play, but **stick to your chosen openings until you are an expert in them**. If you play lots of different openings, it will be hard to make use of anything you learn.

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## Double King Pawn openings (open games)

[C44] Double King Pawn Opening

[C46] Three Knights' Game

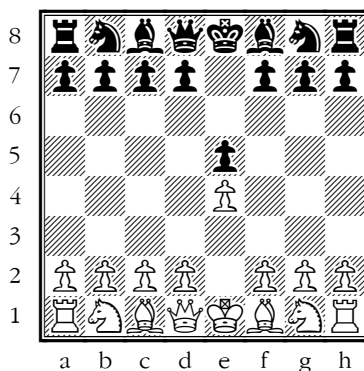
[C48] Four Knights' Game

[C49] Four Knights' Game

[C50] Italian Game

[C55] Italian Game

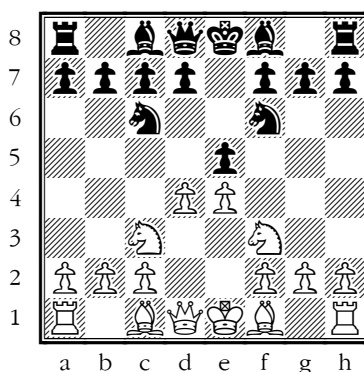
[C56] Two Knights' Defence



My main fear about 1.e4 e5 is that you or your opponent will just play Old Stodge, and after Nf3 Nc3 Bc4 and d3 (and the symmetrical moves by Black) the whole position has got stuck in a swamp. It's much more fun if you try and take over the centre by aiming for d2-d4 -- and it's much harder for your opponent to find the right moves against this plan!

[C46] Scotch Four Knights' Game

I'm happy with this opening that Jeff played - the early d4 grabs space in the centre, and it means you have open lines for your Bishops and Rooks. 4.Bb5 is much less fun and much more difficult to handle.

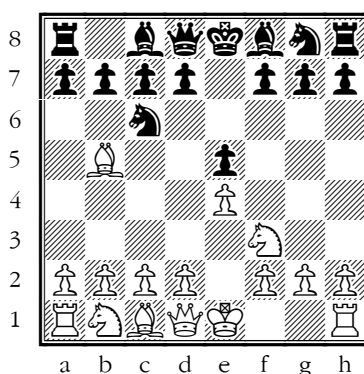


[C69] Ruy Lopez, Steinitz Defence

[C73] Ruy Lopez, Steinitz Defence

The Ruy Lopez is a proper grown-up opening and I was pleased to see it played a couple of times. I wrote a lot about this opening in 2007

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

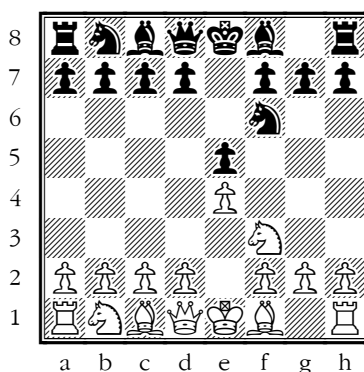


[C42] Petroff/Three Knights' Game

[C42] Petroff's Defence

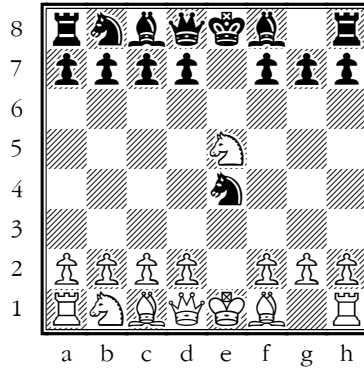
[C42] Petroff's Defence

I was happy to see some examples of this defence. It gets your opponent thinking straight away and can keep you out of whatever your opponent wanted to play.



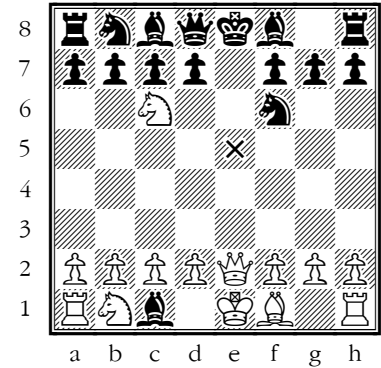
The main point to note is that the logical sequence ...

**1. e4 e5 2.Nf3 Nf6 3.Nxe5 Nxe4?**



leads to disaster for Black after

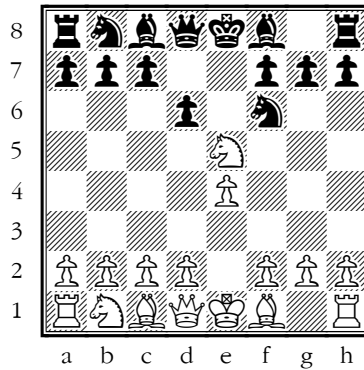
**4.Qe2 Nf6?? 5.Nc6+**



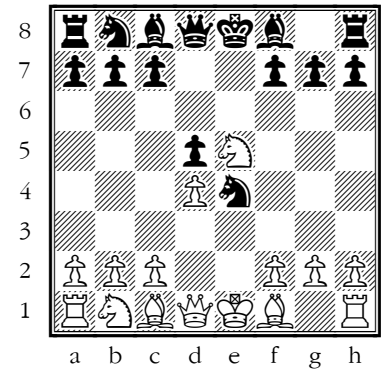
This is an example of how sometimes you can win a game by opening up a file against the uncastled King.

Jaenisch discovered in 1842 that Black could do much better with ...

**3...d6!**



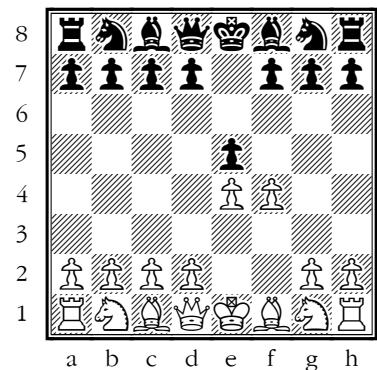
**4.Nf3 Nxe4 5.d4 d5**



Actually, Black is a move ahead here! But the extra move doesn't give Black the advantage.

*[C30] King's Gambit*

Harry was faced with this one, and I don't think he knew what to do about it: if you don't either, have a look at Cunningham's Defence, which I describe in his game



## **Semi-open defences**

[B21] Sicilian Defence

[B22] Sicilian Defence

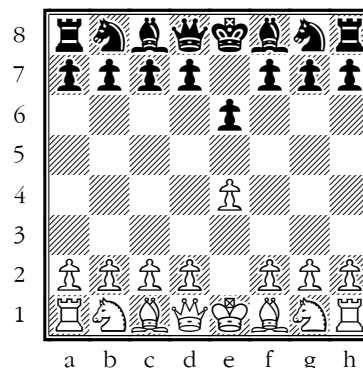
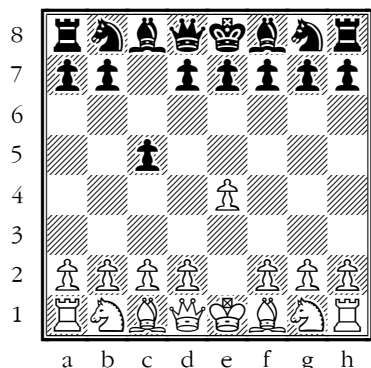
[B70] Sicilian Defence, Dragon Variation

[B76] Sicilian Defence, Dragon Variation, Yugoslav Attack

[Coo] French Defence, Two Knights' Variation

[Coo] Irregular Defence with a French accent

[C11] French Defence, Two Knights' Variation



As you get better at chess you will find many players who will avoid your main line opening as White. So as well as having an idea about what to play after 1.e4 e5 (or 1.d4 d5) you also need to know what to play if they reply with a system like ...c5, or ..e6, or ...b6, or...Nf6, or ...g6, or ...d6, or ...b5, or ...f5. I have put up some analysis on my chess blog but the main message is: try and play the same way against each system – so you aren't changing gear every game. So, against the Sicilian, Caro-Kann and French, I recommend you aim for Isolated Queen's Pawn positions.

## **Double Queen Pawn openings (closed games)**

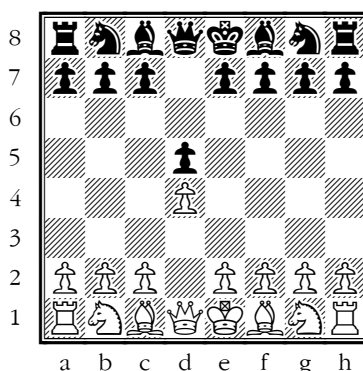
[Doo] Double Queen Pawn Opening

[Doo] Double Queen's Pawn Opening

[Doo] London System

[Doo] London System

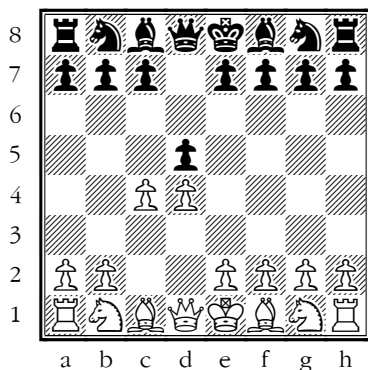
[Doo] Stonewall Attack



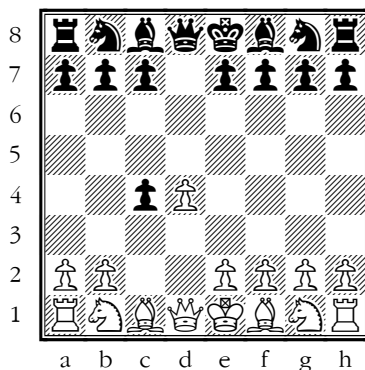
I recommend that you leave these alone as White; they're the Queen's-side version of Old Stodge. If you are going to play 1.d4, follow it up with 2.c4.

As Black, don't castle too quickly, and don't put your Nb8 on c6 in front of your c-pawn – you usually need to push that forward to give your Rooks a way out.

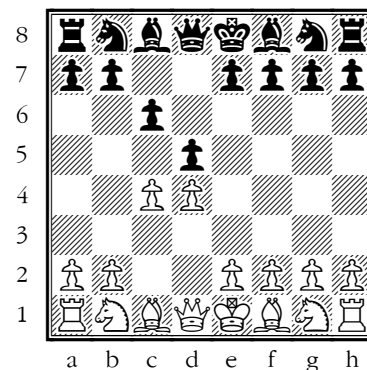
## *The Queen's Gambit*



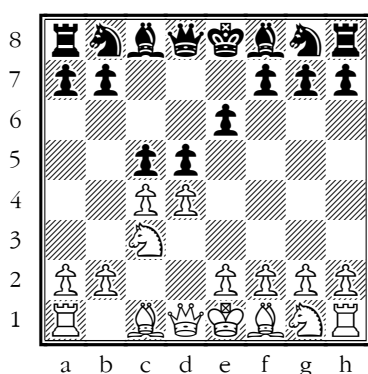
*Queen's Gambit*



*Queen's Gambit Accepted*



*Slav Defence*



*Tarrasch Defence*

This is more like it. The Slav is perhaps a safer defence to the Queen's Gambit than the Accepted, but both are fine. If you haven't decided on a defence yet, I suggest you play the Tarrasch, which you can play against more or less anything except 1.e4!

You often get a Isolated Queen's Pawn (IQP) position out of the Tarrasch, so you can become an expert in playing this sort of position. Also, you can play other openings which also give you an IQP type of position, and what you learn in one game you can use in another.

I wrote a lot about the QG in 2008

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

There is some material on the Tarrasch at

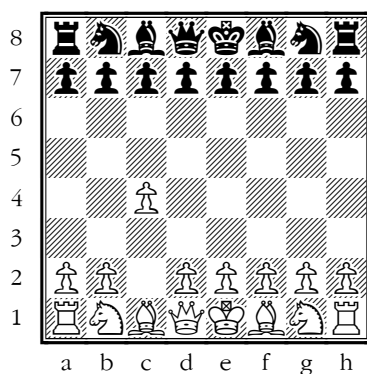
<http://www.exeterchessclub.org.uk/FTP/JuniorRepertoire.pdf>

## *Unusual openings*

[A00] Van t'Kruy's Opening

[A30] English Opening, Symmetrical Variation.

[A80] Dutch Defence



It's worth learning a defence to some of the less common openings. You may never have to face 1.e3 again in your life but I bet you will see 1.c4 (English) a few times. There are a couple of All-Purpose Systems that you can play against Queen's-side openings, like the Tarrasch Defence and the TMB. These have been played for nearly 100 years by top players, so you can be confident that you aren't going to fall into any nasty traps.



 **Tactics**

You will know the proverb, *Look before you leap!* That's a good proverb for chessplayers, I think.

I got Fritz to put a black spot next to every game where someone made a blunder – that's a mistake big enough to lose a game (or to fail to win one). Every one of you made at least one mistake that big!

1	Leung,J	(1.1)	■	B762010	0-1	39	VC
2	-Leung,J	(2.1)	■	C502010	½-½	35	vc
3	Leung,J	(3.1)	■	B002010	½-½	30	vc
4	-Keat,S	(1.2)	■	C462010	1-0	26	vc
5	Keat,S	(2.2)	■	B222010	0-1	32	VC
6	Keat,S	(3.2)	■	B212010	0-1	34	VC
7	Ramesh,S	(1.3)	■	C112010	0-1	29	VC
8	-Ramesh,S	(2.3)	■	A302010	Line	25	vc
9	-Ramesh,S	(3.3)	■	D002010	1-0	14	vc
10	Lit,E-Whytock,C	(1.4)	■	C422010	Line	35	VC
11	Whytock,C-Hudson,D	(2.4)	■	A002010	1-0	30	VC
12	??-Whytock,C	(3.4)	■	C422010	1-0	13	vc
13	Newman,B	(1.5)	■	D432010	0-1	33	vc
14	-Newman,B	(2.5)	■	C492010	1-0	10	vs
15	Newman,B	(3.5)	■	C482010	0-1	35	VC
16	-Batten,A	(1.6)	■	C562010	1-0	27	vc
17	Batten,A-Campbell,H	(2.6)	■	C002010	1-0	14	vc
18	-Batten,A	(3.6)	■	D202010	0-1	30	VC
19	-Royle,J	(1.7)	■	A002010	0-1	12	vc
20	Royle,J-Treharne,G	(2.7)	■	C002010	½-½	36	VC
21	-Royle,J	(3.7)	■	D202010	½-½	24	VC
22	Mubashar,T	(1.8)	■	D002010	0-1	25	vc
23	Los,E-Mubashar,T	(2.8)	■	D152010	1-0	23	VC
24	Mubashar,T	(3.8)	■	D002010	0-1	33	vc
25	D-Rumford,D	(1.9)	■	C422010	0-1	26	vc
26	Rumford,D	(2.9)	■	C552010	0-1	32	vc
27	Tuqwell,S-K	(1.10)	■	D132010	1-0	20	vc
28	Tuqwell,S	(2.10)	■	C442010	½-½	12	vc
29	Fraser,J	(1.11)	■	C732010	1-0	60	VC
30	-Fraser,J	(2.11)	■	D002010	0-1	26	vc
31	-Fraser,J	(3.11)	■	B702010	1-0	31	vc
32	Loader,H	(1.12)	■	D002010	0-1	37	vc
33	-Loader,H	(2.12)	■	C302010	0-1	32	VC
34	Loader,H	(3.12)	■	A802010	0-1	46	VC

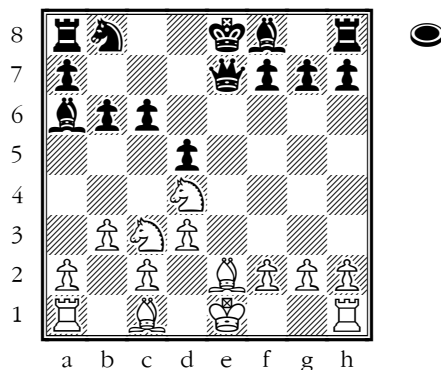
- **All the fancy openings and clever planning in the world won't matter until you can avoid blunders!**

So, always have a second look at your chosen move before you play it – is it a blunder?

You might say, OK Dave, when I choose a move, I've just *been* looking, so how do I look again and find something different?

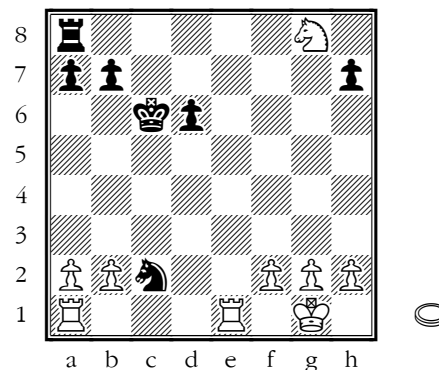
First of all, look for the clues that there might be a tactic for one side or the other. The clues are:

- **Undefended pieces – or pieces that are just defended enough – can be caught with a tactic.**
- **Pieces in a line should make you think of tactics (pins, skewers and discoveries).**



If you look, you can see two completely undefended pieces... can you see what Black should play to win at least one of them?

*Loose Pieces Drop Off,*  
says John Nunn! (LDPO)

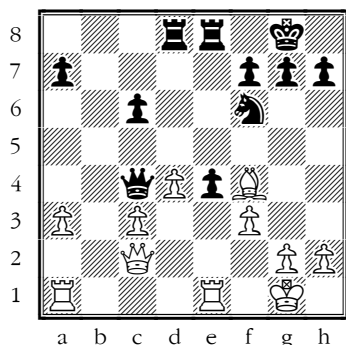


Black saw the pattern for a fork – very good! But If you look again, you can see some important pieces in a line... can you see what White can play here?

Another way of checking is to look for the sort of silly moves that work when there is a tactic – unusual checks or captures. In fact, I'd put it stronger than that:

- **Look at every check and every capture every turn**

Does that sound odd? The thing is, you get used to looking at 'normal' moves, but when there is a tactic, the move that works can be a really odd one.



Black has a fine position, and all Black's pieces are in excellent positions, so any normal move is good enough...

Ah, but the best move isn't a normal one. The best move is **18...Rxd4!**

That takes a pawn which is defended by a pawn... well, normally that is just daft! But the defending pawn is pinned, and so it's really only pretending to defend.

If Black had looked at 18...Rxd4 for a moment or two, he might have realised that he could actually play it! In the same way, White should have looked at it, and made sure the pawn was really defended.

So, look at every check, and every capture, every turn – it might be a winning move!

There are some moves that seem to be harder to spot than others – long moves, moves by pawns that haven't moved for a long long while... Also remember:

- **All pieces, except pawns, move backwards as well as forwards!**

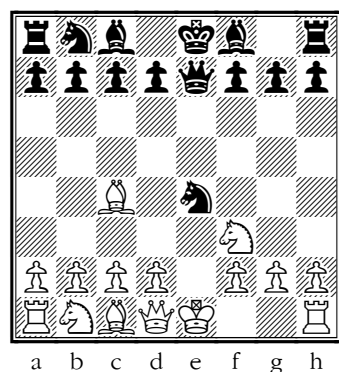
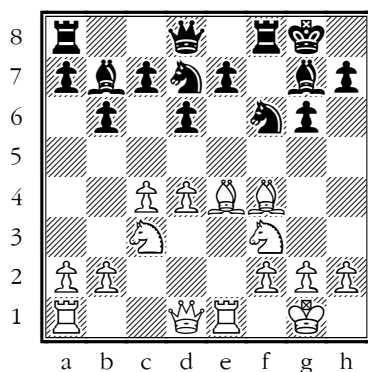
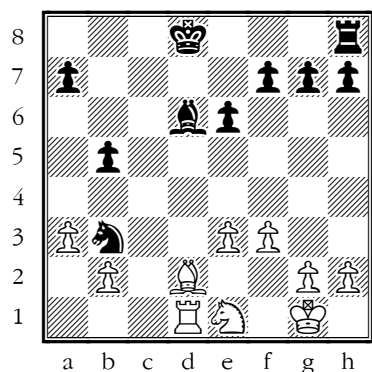
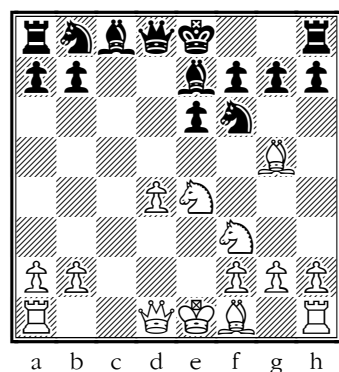
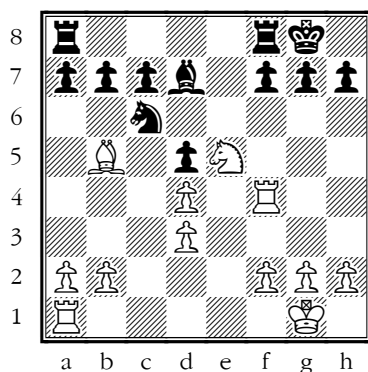
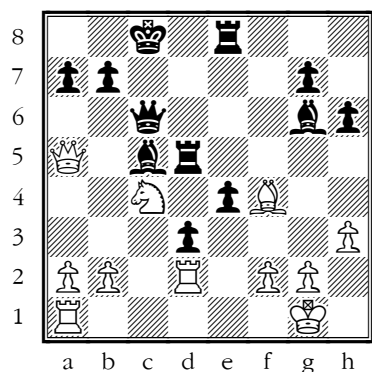
In one game, our player forgot that... and so did his opponent! We could have lost a big piece there...

You can practice spotting things, here are some training exercises:

- **Discoveries are the hardest moves to spot... but they cost us a lot of points, so get your eye in as soon as you can!**

A discovery (or unmasking move) is when a piece can jump out of the way of another piece's attack. If you do that with check, or take something when you move, your opponent may have two problems to solve with one move.

Can you find the discovery in each position below? These were all from your games! In each case, a piece can jump out of the way of another piece's attack. The spot tells you which side is to move:



Solutions:

**1...Bxf2+ wins the Queen**

**1...Nxe5 wins a piece**

**1...Nxe4 wins a piece**

**1.Bb4 wins a piece**

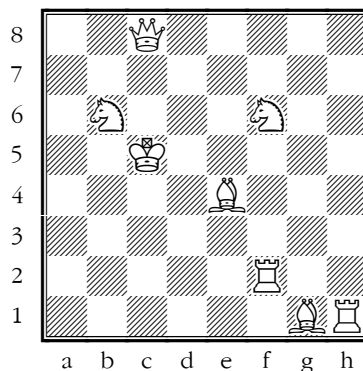
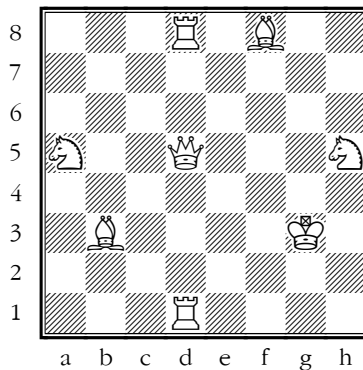
**1...Nxe4 wins a piece**

**1...Nc3+ wins the Queen**

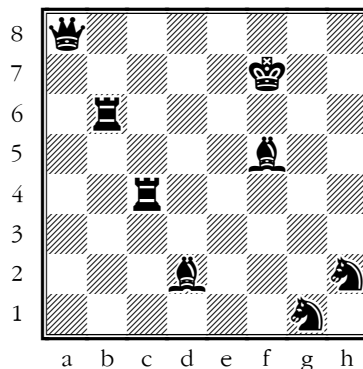
So, learn some disco moves!

Here are some exercises to practice spotting attacks and defences:

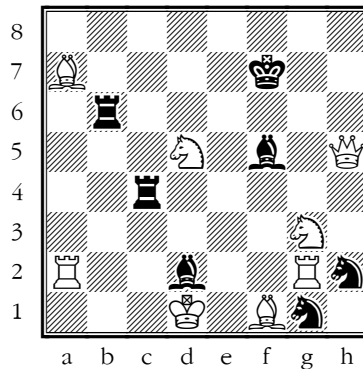
1. On an empty chess board, put all the white pieces (not the pawns) on a chess board so that all the pieces are defended by at least one other piece. Easy – even I could do it! (DIAGRAM)
2. On an empty chess board, put all the white pieces (not the pawns) on a chess board so that all the pieces are defended by at least one other piece and are also defending at least one other piece
3. On an empty chess board, put all the white pieces (not the pawns) on a chess board so that all the pieces are defended by EXACTLY one other piece and are also defending EXACTLY one other piece. Tricky! (DIAGRAM)



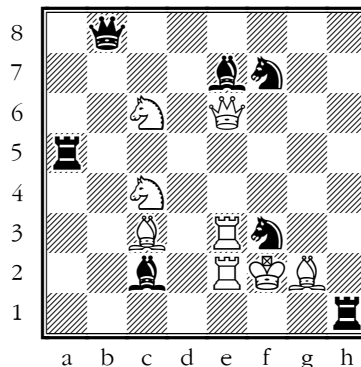
4. On an empty board, add as many black pieces as you can so that no black piece is defending any other black piece. (DIAGRAM)



5. On an empty chess board, and using one set, put as many white and black pieces (no pawns) on the same chess board as you can, so that every black piece is being attacked and no black piece is being defended, while no white piece is being attacked, and every white piece is attacking at least one black piece. (DIAGRAM)



6. That time I managed 7 Black and 8 white... (DIAGRAM)  
Can you find an arrangement including the black queen?
7. Now, can you find one with all the pieces from one set where all the white pieces are attacking AND all defended?



## Strategy

Tartakower once said something like, "Tactics is where there is something to do, strategy is where there is nothing to do". I think that's neat, but you will almost never ever have a position where there is absolutely nothing to do.

- **Moving the Rook's Pawns one square usually says "I don't know what I'm doing" (IDKWID)**

If I spot you doing that in your game I will write IDKWID

Sometimes I see someone nudge a Rook's pawn and then I see their opponent do the same. I think this is a little conversation:

White h3 = "I don't know what I'm doing"

Black h6 = "I don't know what I'm doing either!" (IDKWIDE)

- **Don't push your Rook's pawns one square, there's usually something better to do, so find it and do that instead.**

For example, you often have to open up a file for your Rooks. Do that instead of doodling with your pawns. Sometimes you can win a game by Opening up a file against the uncastled King.

If you can't think of anything special to do, **improve the position of your laziest piece.** (That's Anderssen's Law.)

**Don't be tempted to play a check just because it's check:** the move will be better for you or better for your opponent, so make sure you know which it is! The same goes for making a swap.

You sometimes have the opposite problem: you do have something to do, so you do it straight away without thinking! Lasker says: "When you see a good move--wait--look for a better one." This is another reason why you should check your move before you play it.

- **If you see a good move, don't play it until you are sure it's also the best move!**

There are some things I want to say about being active, and attacking.

- **Use your pieces actively in all stages of the game**

If you put your pieces in good attacking positions, you will create problems for your opponent, and then they might go wrong. If you don't make any threats, you aren't going to win!

- **Attack where your pawns are pointing, but use all your pieces to attack.**
- **Attack when and where have the advantage, not because you want to.**
- **With Kings castled on opposite sides, you should usually throw everything into the attack.**

Being active is good advice at all times, but it's especially true if you are behind on material.

- **If you fight hard and keep active when you are behind, your opponent may fall into something nasty.**

Generally, avoid piece swaps when you're losing.

If you have the worse position – not losing, but worse -- then you can swap off and hope to draw. But if you are really losing, keep pieces on and try and make a nuisance of yourself.

If you're losing anyway, there's no harm in attacking!

## ■ Endgame

The cheerful thud and blunder of the middlegame keeps to a minimum the number of tricky endgames you have to play. You all seem to know the basic ideas – get your King working, win some pawns, queen a pawn...

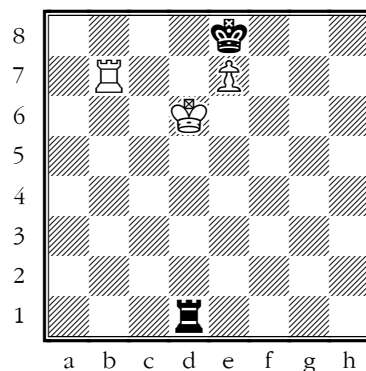
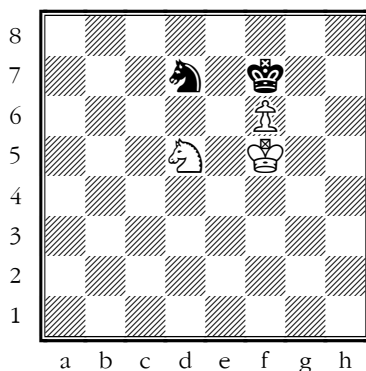
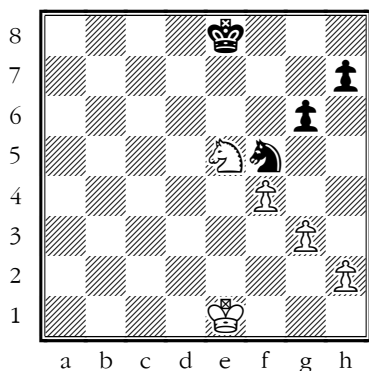
Two things I pointed out:

- **Make sure you win when you're winning! That means, you don't have to try and win material, you are already winning. Instead, you change gear: keep control, put your pieces on good squares, and just swap off pieces.**

Then, you win by taking your opponent's pawns, and then getting an extra Queen. So, if you're winning, don't swap off all the pawns! Without pawns, you usually need to be at least a Rook ahead.

- **"If you are just one pawn ahead, in 99 cases out of 100 the game is drawn if there are pawns on only one side of the board." – FINE**

The reason for that is, the defending side can usually swap pawns until there is just one pawn left on the board. Then, if it's an ending with Knights or Bishops, you take the Pawn; in a Rook ending, you can usually defend by making checks with your Rook from a distance.



## The Games

Some comments below are made with punctuation:

<b>!</b>	<b>Good move</b>	<b>!?</b>	<b>Tricky or interesting move</b>
<b>?</b>	<b>Poor move</b>	<b>?!</b>	<b>Dodgy or risky move</b>

Variations given without any comments

[like this]

are from Fritz, and if there is a number like +1.1, that's Fritz' assessment of the position in pawns. It means Fritz thinks the move that you or your opponent played left White 1.1 pawns ahead, and suggests a better move instead. -2.3 means Black is 2.3 pawns ahead. Now, you can't take part of a pawn, but it's giving you 0.3 of a pawn for having a good position.

### ■ Jeff Leung

*A very reasonable set of games that could have gone even better - you had the advantage in all three at some point, I thought!*

*You obviously know your way around the chess board, but I think you could do with playing a bit more positively and aggressively. If you put your opponents under more pressure, they will make mistakes, and you will win more games.*

#### **Leung, J – NN (S Wales)**

[B76] Sicilian Defence, Dragon Variation, Yugoslav Attack

*You did enough to win this one -- really good, logical, consistent opening play -- but at some point I think you got nervous and started sliding downhill. It's a bit like running up an icy slope, it's dangerous, but the most dangerous thing to do is stop halfway and wonder if it's going OK! You had chances later on to make more of a nuisance of yourself, but I'm not sure I have the positions correct -- I can't believe you both let the Knight hang on e8.*

<b>1.</b>	<b>e4</b>	<b>c5</b>
<b>2.</b>	<b>Nf3</b>	<b>d6</b>
<b>3.</b>	<b>d4</b>	<b>cxd4</b>
<b>4.</b>	<b>Nxd4</b>	<b>Nf6</b>
<b>5.</b>	<b>Nc3</b>	<b>g6</b>
<b>6.</b>	<b>f3</b>	<b>Bg7</b>
<b>7.</b>	<b>Be3</b>	<b>Nc6</b>
<b>8.</b>	<b>Qd2</b>	<b>o-o</b>
<b>9.</b>	<b>o-o-o</b>	

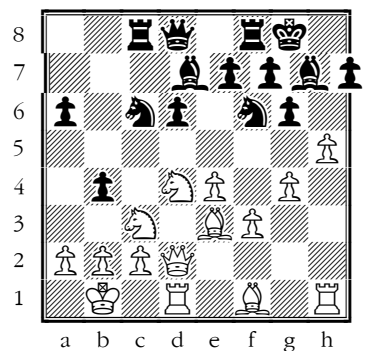
[9.Bc4 is the start of the big main lines -- all the more reason to avoid it!]

**9 ... Bd7?!**

Probably not best.

[9...Nxd4 is +=; 9...d5 =]

<b>10.</b>	<b>g4</b>	<b>Rc8</b>
<b>11.</b>	<b>Kb1</b>	<b>a6</b>
<b>12.</b>	<b>h4</b>	<b>b5</b>
<b>13.</b>	<b>h5</b>	<b>b4</b>



This has all been good logical stuff -- probably the longest series of moves I've ever seen in the U14s without whinging about something!

➡ Following the main lines of established openings will usually get you a good position where you know the right plan

**14. Nce2?!**

[14.Nd5 is pretty clearly the best move: it swaps off a King's-side defender and doesn't get in the way.]

**14 ... Ne8?!**

Black is also going backwards! No need for this of course.

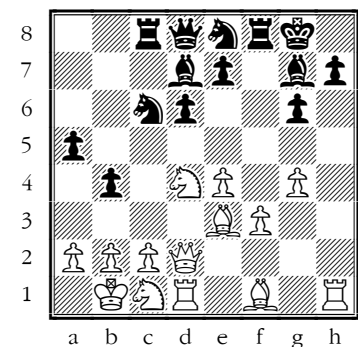
**15. hxg6 fxg6**

**16. Nc1?!**

That doesn't look right -- there is no attack on a2 for the moment and you should press on with being active and aggressive.

[16.Nxc6 Rxc6 17.Nd4 is one way to reorganise]

**16 ... a5**



[3.00 Fritz: 16...Nxd4 17.Bxd4 Bxd4 18.Qxd4 Qc7 19.Rd2 Qc6 20.Bg2 Qb5 21.Nd3]

**17. Be2?**

Oh, you missed one there! In fact, the next few moves feature big oversights by both sides.

[17.Bc4+! wins an Exchange at least, because if 17...Kh8?? Black gets mated after 18.Rxh7+! Kxh7 19.Qh2+! Bh6 20.Qxh6#]

➡ Look at every check and every capture, every move

This was two checks in a row that you should have looked at

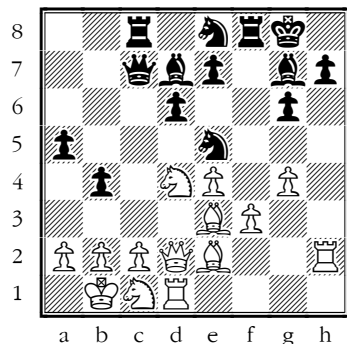
**17 ... Qc7??**

[2.78 Fritz: 17...Nxd4 ]

**18. Rh2??**

[-2.50 Fritz: 18.Bc4+ Still wins]

18 ... Ne5??



Two question marks again, not because he missed a White threat, but a Black one.

[0.28 Fritz: 18...Nc6xd4 19.Bxd4 Bxd4 wins a piece]

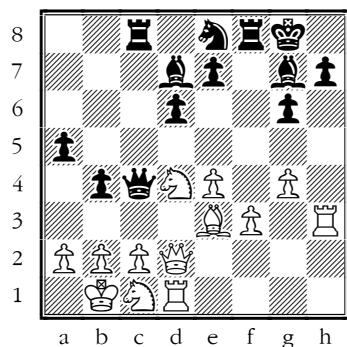
19. Rh3?!

Again, too slow. You're defending a pawn that can't be taken! The logical moves to support your attack were

[19.Bh6 or ; 19.Rdh1]

19 ... Nc4

20. Bxc4+ Qxc4



21. Qd3

In this type of position, I think the safest thing to do is carry on attacking, because all your previous moves are designed to make an attack. If you don't have an attack, your pawns are just a mess.

[21.Rdh1; 21.Bh6]

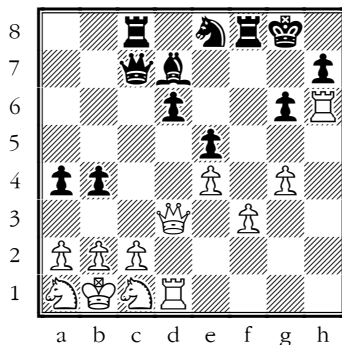
21 ... Qc7

22. Bh6 Bxh6

23. Rxh6 e5

24. Ndb3 a4

25. Na1



White has big problems because the Knights are out of play.

25 ... a3

26. b3

Oh dear, that Knight on a1 is now buried.

26 ... Qc5

27. g5

[-1.00 Fritz: 27.Rdh1 Nf6 28.Rd1 Bb5 29.Qd2]

27 ... Bb5

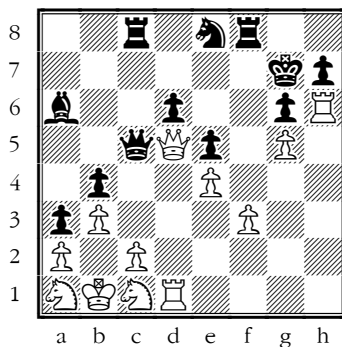
28. Qd2 Ba6

That looks a bit vague.

29. Qd5+

[-1.97 Fritz: 29.Rdh1 is still a good idea.]

29 ... Kg7



[-0.12 Fritz: 29...Qxd5! and White's position makes no sense: he has no attack and many pawns are weak. 30.exd5 Nc7 31.Rh3 Bb7 32.Ne2 Nxd5 33.Rg3 Ne3 34.Rd3]

30. Qxc5

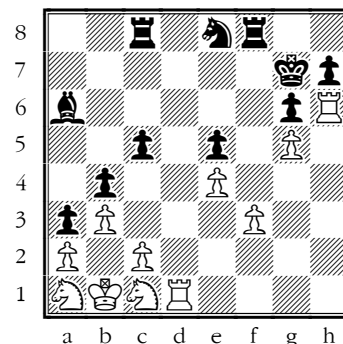
I know you were worried about the attack against your King, but you've just swapped off your best piece. I'd have used it to try and make a nuisance of myself!

[30.Qe6! Rc7 31.Rdh1!]

☞ If you have the worse position, then you can swap off and hope to draw, but if

you are losing, keep pieces on and try and make a nuisance of yourself!

30 ... dxc5



Not right: this allows White to bounce back.

31. Rd5

Not far enough!

[-0.56 Fritz: 31.Rd7+! Kg8 (31...Rf7 32.Rxh7+ Kxh7 33.Rxf7+ Ng7) 32.Rdx7 Ng7 33.Nd3]

31 ... Rxf3

32. Rxe5

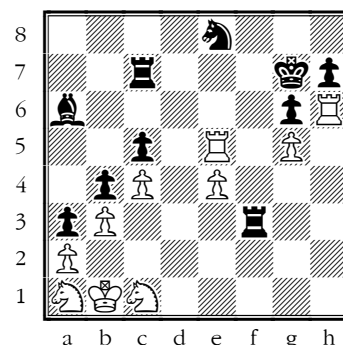
[-1.50 Fritz: 32.Rd7+ is still more threatening 32...Kg8 33.c4 Ng7 34.Rd5 Rf4 35.Rxe5 Bb7 36.Nd3 Bxe4]

32 ... Rc7

Hmm, I thought I got these moves recorded properly, but maybe not!

[1.28 Fritz: 32...Nd6 ; 32...Nc7 Might be what you wrote down 33.c4 bxc3 34.Nc2 Bd3 35.Nxd3 Rxd3 36.Nxa3 Rg3 37.Nb5]

33. c4



[-1.09 Fritz: 33.Rxe8 looks good! In fact, it looks like White can play this move for a while, so I guess it was moved earlier.]

33 ... bxc3

[1.22 Fritz: 33...Nd6 34.Re6 Rf2 35.Nd3 Rf1+ 36.Nc1 Nf7 37.Rxa6 Nxe6 38.gxh6+]

### 34. Nc2

[-0.44 Fritz: 34.Rxe8 Rf1 35.Rd8 Bb7 36.Nc2 Rg1 37.Nxa3 Bxe4+ 38.Nc2 Rxg5]

**34 ... Bd3**

[0.91 Fritz: 34...Nd6 35.Re6 Rd7 36.Nxa3 Bd3+ 37.Nxd3 Rxd3 38.Rh2 Nf7 39.Rg2]

**35. Nxd3**

[-0.38 Fritz: 35.Rxe8 c4 36.Rxh7+ Kxh7]

**35 ... Rxd3**

**36. Nxa3 Rg3**

[1.16 Fritz: 36...Nd6 37.Rh1 Rg3 38.Rd1 Nf7 39.Nb5 Nxe5 40.Nxc7 Rxg5 41.Ne6+]

**37. Nb5 Rf7**

**38. Rxc5**

[-#3 Fritz: 38.Rh1! and White is still playing for the full point.]

**38 ... Rg2**

[1.50 Fritz: 38...Rf1+ 39.Kc2 Rf2+ 40.Kd1 Rg1#]

**39. Rc7**

[-#7 Fritz: 39.Rh1 Rf3 40.Rc8 Rb2+ 41.Ka1 Rh2 42.Rd1 Rd2 43.Re1 Re2]

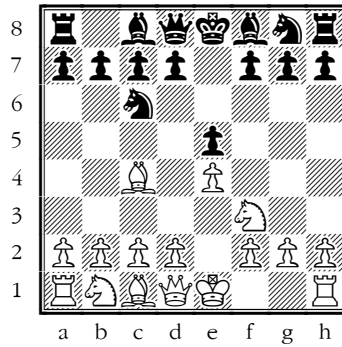
**0-1**

### NN (Berkshire) - Leung,J

[C50] Italian Game

Not bad: you were gradually getting on top of the game towards the end. The main thing I suggest is that you play with more activity early on. Learn a proper opening and come out wanting to set your opponent some problems.

1. e4 e5
2. Nf3 Nc6
3. Bc4



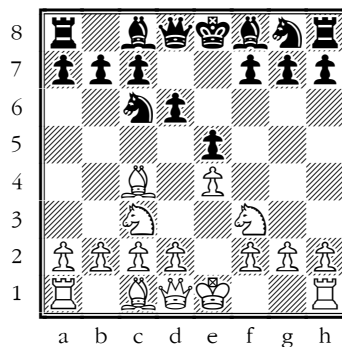
**3 ... d6**

You need something better than this in your toolbox. This isn't a bad move at all, yet you will probably arrive at a position which is solid but not pointing anywhere.

If you're looking for a solid defence which has a bit more life in it, then there is the Philidor Defence, which is quite a flexible system and also features ...d6..., but in that line you don't want your Knight on c6 but d7.

[There's not a lot wrong with 3...Nf6 for Black, and the move you were anxious about, 4.Ng5, is nothing to worry about. The GMs play 5...Na5 but I can also recommend 4.Ng5 d5 5.exd5 b5; 3...Bc5 is the solid move which is also clearly better than 3...d6.]

**4. Nc3**



**4 ... h6**

Again, that is solid, but it's not a very inspiring way to play chess.

☞ Generally, pick up a piece rather than a pawn if you have the choice.

If nothing else, you can always put a piece back!

[4...Be7 is a better way to defend against Ng5]

**5. h3**

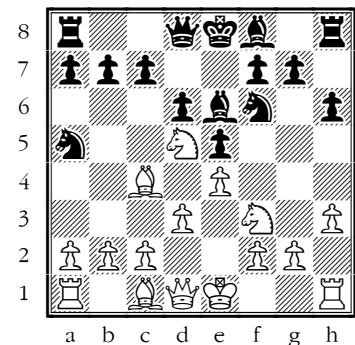
☞ Moving the Rook's Pawns usually says "I don't know what I'm doing" (IDKWID)

I know you can play h3/h6 with good reason but usually the reason is IDKWID. I've just seen two in a row! Now, I would forgive White if he was planning d2-d4, because ...Bg4 might undermine the defence of d4... but White moves the pawn to d3. So h3 was a waste of time.

**5 ... Nf6**

**6. d3 Be6**

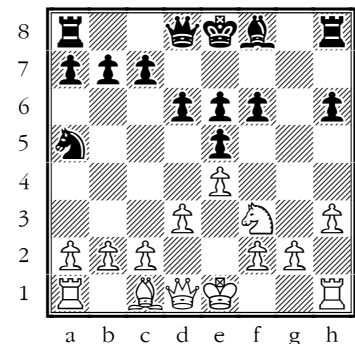
**7. Nd5 Na5**



**8. Nxf6+ gxf6**

[8...Qxf6 keeps your pawns tidy]

**9. Bxe6 fxe6**



Overall that isn't too bad a structure for Black, but there was no need to give White chances.

**10. Nh4 Qd7**

**11. Qh5+ Qf7**

**12. Qxf7+ Kxf7**

White hasn't got much from this.

**13. Bd2 Nc6**

**14. c3 Be7**

**15. Nf3 h5**

**16. o-o-o Rad8**

**17. Be3 a6**

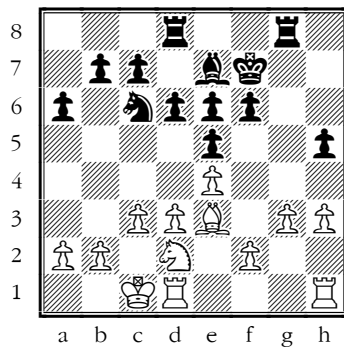
☞ IDKWID!

It does get you're a-pawn safe, but you followed it up with b6



and d4, both of which would make it safe anyway. So you would have a precious extra move...

18. Nd2 Rhg8  
19. g3



- 19 ... d5

That makes sense.

20. Nb3 b6  
21. Rhg1 d4  
22. cxd4 exd4

That exchange improves Black's structure.

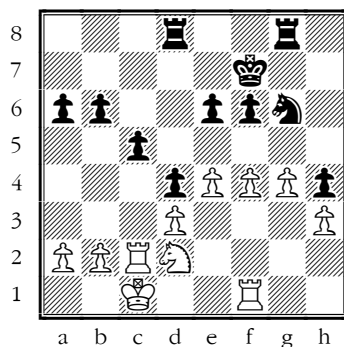
23. Bd2 Bb4

And that's good, because I think your Bishop is a bit bad -- on the same colour square as the pawns are (or are going to be after ...e5).

24. f4 Bxd2+  
25. Rxd2 Ne7  
26. Rc2 c5  
27. Nd2 h4

Double-edged: it brings the pawn in range of the white Knight.

28. g4 Ng6  
29. Rf1

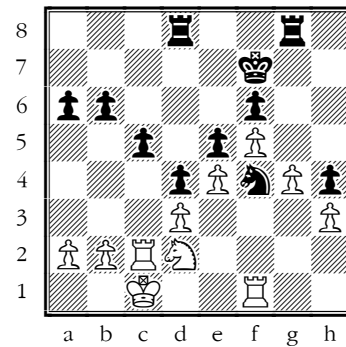


- 29 ... e5!?

Risky with the King on the same file as a Rook! Now 30.fxe5 might set Black some problems, but I think White is more

interested in avoiding loss than in trying to win.

30. f5 Nf4!



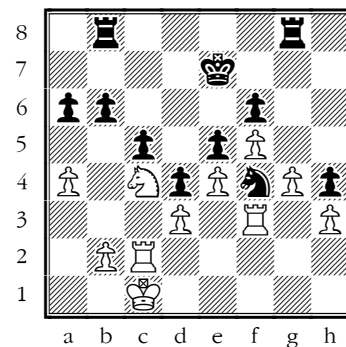
Excellent: Black is starting to get a hold of the game.

31. Rf3 Ke7

[-0.25 Fritz: 31...Ng2! was worth a try, as the Rook on c2 has no squares. 32.Kb1 (32.Rc4 a5! ready to chase the Knight away from b3, after which the white Rook may be embarrassed by ...b5.) 32...Ne1]

32. Nc4 Rb8

33. a4



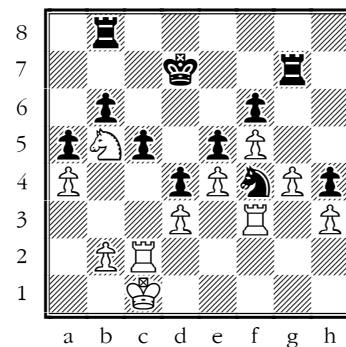
- 33 ... a5

Hmm, that's sort of settling for a draw.

[33...b5 and Black is still a little better.]

34. Na3 Kd7

35. Nb5 Rg7



Black can try and arrange ...c4 one day, but it has all gone a bit flat.

1/2-1/2

**NN (Wiltshire) - Leung,J**

[C46] Scotch Four Knights' Game

*I like your choice of opening and you found your way to an advantage very quickly. Then you seemed to lose your way and allowed Black an initiative, but you steered your way back into safety very well. Have a look at my suggestions around move 18; White should be winning this.*

1. e4 e5  
2. Nf3 Nc6  
3. Nc3 Nf6  
4. d4 exd4  
5. Nxd4 Bc5

[5...Bb4 is the book move, but this is not bad.]

6. Nb3

[6.Be3 is more my style, but it's up to you!]

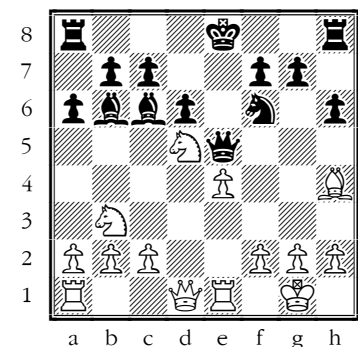
- 6 ... Bb6

[6...Bb4 is better.]

7. Bg5 h6  
8. Bh4 d6  
9. Bb5 Bd7  
10. o-o a6  
11. Bxc6 Bxc6  
12. Re1 Qe7?

[1.44 Fritz: 12...o-o is better.]

13. Nd5 Qe5

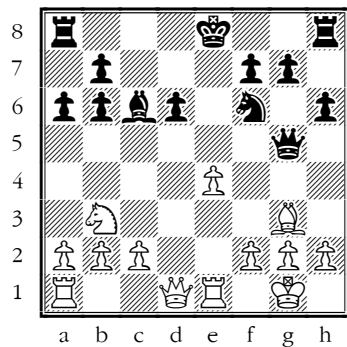


14. Nxb6

Good, but there was a better one!

[0.72 Fritz: 14.Nd2! and Black has problems to solve on f6 and b6. 14...Qd4 (14...Qxb2 15.Nc4) 15.c3 Qd3 16.Bxf6 gxf6 17.Nxb6 cxb6 and Black will never hold on to all those messy pawns. 18.Nf3 Bb5]

14 ... cxb6  
15. Bg3 Qg5



White is winning d6 but Black then take on e4, so...

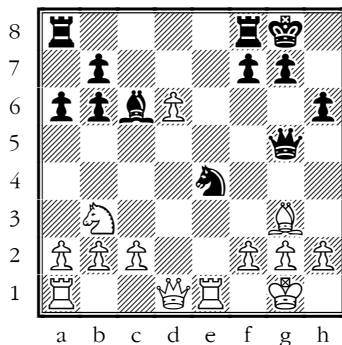
[1.16 Fritz: 15...Qxb2 16.Qd3 Nh5 17.Bxd6 Rd8]

16. e5!

Good instincts there!

☞ Open up a file for your Rooks against the uncastled King.

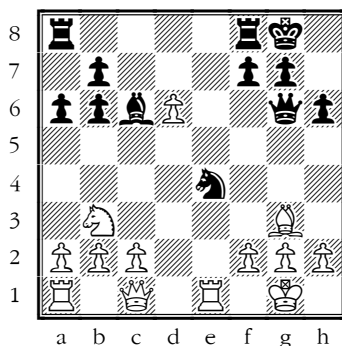
16 ... Ne4  
17. exd6 0-0



18. Qc1?!

[0.94 Fritz: 18.Qd3! is more active when White is a pawn up with more active pieces. 18...Nxb3 19.Qxb3 Qxb3 20.fxb3 and White has all the chances.]

18 ... Qg6

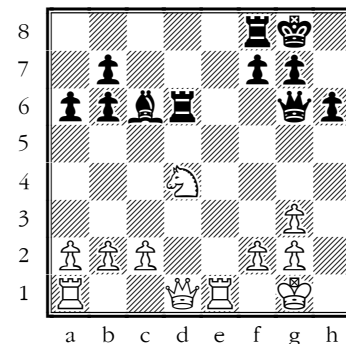


19. Qd1?!

[0.00 Fritz: 19.Qf4! is more active, giving White fair chances by hanging onto the d-pawn. 19...Nxb3 (19...Rad8 20.Red1 Rfe8

21.Rd3 Nxb3 22.Qxb3 Qxb3 23.hxb3 Re2) 20.Qxb3 Qxc2 21.Rab1]

19 ... Rad8  
20. Nd4 Nxb3  
21. hxb3 Rxd6



Black has developed a little initiative.

22. Nxc6!

The saving idea, although Black is a little better.

22 ... bxc6  
23. Qe2 b5  
24. Rad1 Rfd8  
25. Rxd6 Qxd6  
26. c4 Qd2

[26...b4]

27. cxb5 Qxe2  
28. Rxe2 cxb5  
29. Rc2 Rd6  
30. Kf1 Kf8  
1/2-1/2

## Sam Keat

Well, I've yet to see you win a game, Sam, but I'm impressed with your play and your attitude. You were put on a high board against some strong players, and you deserved a better score.

### NN (S Wales) - Keat,S

[C46] Three Knights' Game

This was the same story as last year: you had all the ideas and got some good pressure, but it slipped away by the end.

1. e4 e5  
2. Nf3 Nc6  
3. Nc3 Bb4

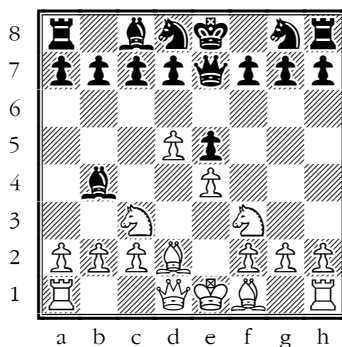
[3...Nf6 is of course fine.]

4. d4 Qe7

[4...exd4 5.Nxd4 Nf6 gets to a well-known Scotch Game position which is fine for Black.]

5. d5  
Yes, that's awkward.

5 ... Nd8  
6. Bd2



6 ... Bxc3

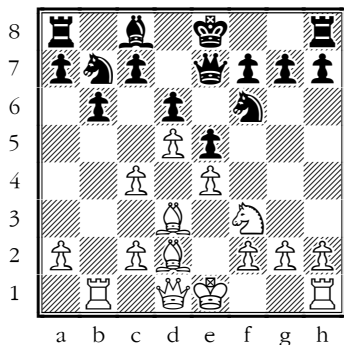
No rush for this.

[6...Nf6]

7. bxc3

[7.Bxc3 is better, of course, avoiding doubled pawns.]

7 ... d6  
8. c4 Nf6  
9. Bd3 b6  
10. Rb1 Nb7



This blocked position has the structure of a Nimzo-Indian, but it's a little better for White than usual because the second pawn on the c-file is on c2 not c3. Black should gang up on c4. The best place for the black King is perhaps on the Queen's-side: although White has a file half-open there, White cannot open it fully.

**11. Bb4**

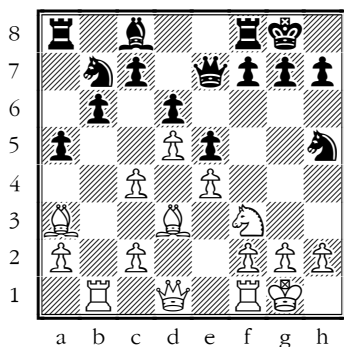
That's not a move White gets to make in the Nimzo.

**11 ... a5**

[Black should sort out the Queen's-side pieces, starting with 11...Nc5; 17...Nh5 since 12.Bxc5 dxc5 leaves White with a terrible Bishop.]

**12. Ba3 0-0**

**13. 0-0 Nh5**



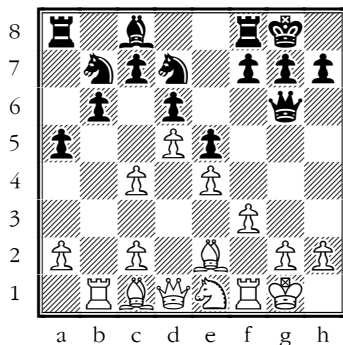
Also good: f4 is a fine outpost. White's Bishops are just terrible.

**14. Ne1 Qg5**

**15. Bc1 Qg6**

**16. Be2 Nf6**

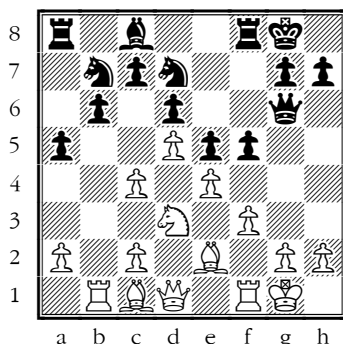
**17. f3 Nd7**



You've made a real log-jam on the Queen's-side. The problem here is I think you haven't decided where you are going to attack. If you're going to attack c4, then you should have a Bishop on a6 and a Knight on a5 and a Queen on a4. If you're going to attack on the King's-side, you want a Knight on f4 and another on h5 and maybe you play ...f5. At the moment, your pieces aren't pointing anywhere.

[17...Nc5; 17...Nh5]

**18. Nd3 f5**



This is a logical move, but Black is picking a fight on the King's-side with half his pieces on the other side of the court.

➡ Attack where your pawns are pointing, but use all your pieces to attack.

**19. exf5 Rxf5**

**20. Be3 Nf8**

**21. Ne1 Rf7**

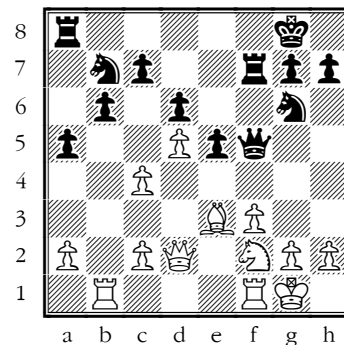
**22. Bd3 Qf6**

**23. Qd2 Bf5**

**24. Bxf5 Qxf5**

**25. Nd3 Ng6**

**26. Nf2**



Black is building nicely now... You've had all the ideas in this game, and I think you deserved to win it.

(...) 1-0

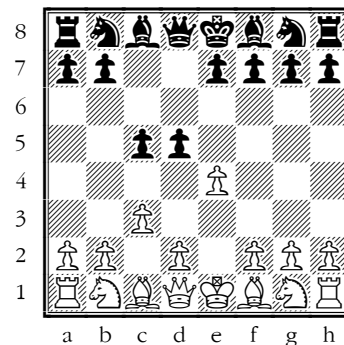
**Keat, S - NN (Berkshire)**

[B22] Sicilian Defence

You dropped a pawn early on but with opposite-side castling that needn't matter! There were a couple of moves when a white Rook to the c-file would have made Black win a bit. But in the end Black got a hold of the centre and arranged a horrible discovery for you.

**1. e4 c5**

**2. c3 d5**



**3. d3**

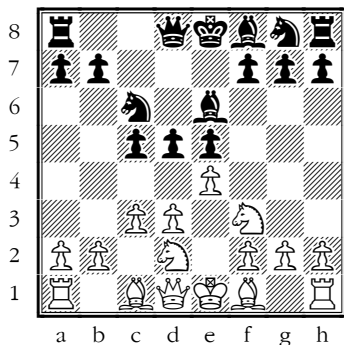
That's not kind to your Bf1.

[3.exd5 Qxd5 4.d4 is the way to play this line.]

**3 ... Nc6**

**4. Nd2 e5**

**5. Ngf3 Be6**

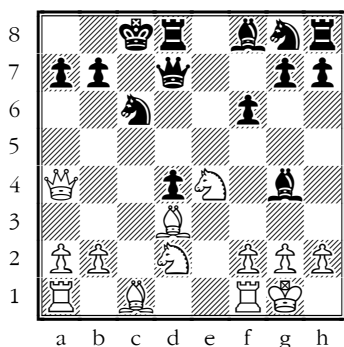


This is also a Queen's-side opening, an Old Indian Reversed.

6. **Qa4** **f6**  
7. **d4?**

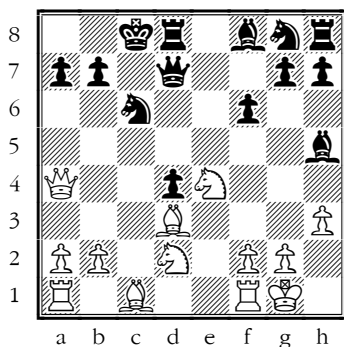
Just drops a pawn. You need a better idea than this to play against Black's most common defence to 1.e4!

- 7 ... **dx e4**  
8. **Nxe4** **cx d4**  
9. **cx d4** **ex d4**  
10. **Bd3** **Qd7**  
11. **0-0** **Bg4**  
12. **Nfd2** **0-0-0**



That King won't ever feel safe there!

13. **h3** **Bh5**

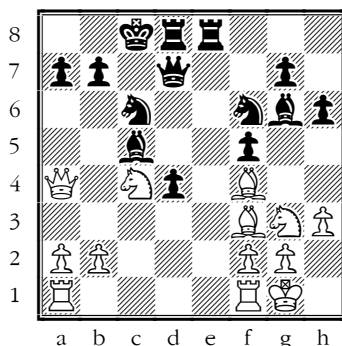


14. **Ng3**

With Kings castled on opposite sides, you should throw everything into the attack.

[Instead, play 14.Nb3 and Bf4 and Rc1 very quickly]

- 14 ... **Bg6**  
15. **Be2** **Bc5**  
16. **Bg4** **f5**  
17. **Bf3** **Nf6**  
18. **Nc4** **Rhe8**  
19. **Bf4** **h6**



IDKWID

[1.28 Fritz: 19...Nd5! is more constructive. Black's King has no moves, so any check is going to be checkmate! That's very dangerous, so it would be a good idea to get that dark-squared Bishop off that diagonal.]

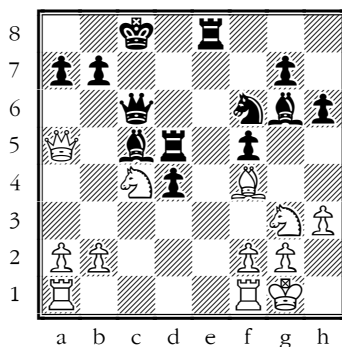
20. **Bxc6**

[0.53 Fritz:

20.b4! tempts Black's pieces away from defending a7 and b6

20...Ne5! is the best defence: it's complicated, but it's better for White. (20...Nxb4? 21.Nb6+! Bxb6 22.Rfc1+!; 20...Bxb4 21.Nb6+ axb6 22.Qa8+ Nb8 23.Qxb8#) 21.Qa5 Nxf3+ 22.gxf3 Re6 23.Qxc5+ Qc6 24.Qxc6+ Rxc6]

- 20 ... **Qxc6**  
21. **Qa5** **Rd5**



This starts a slow fuse: if Black can move the Bc5 away, the Rd5 attacks White's Queen.

[0.81 Fritz: 21...Nd5 22.Ne5 Bb6 23.Qa3 Qe6 24.Rac1+ Nc7 25.Nxg6 Qxg6]

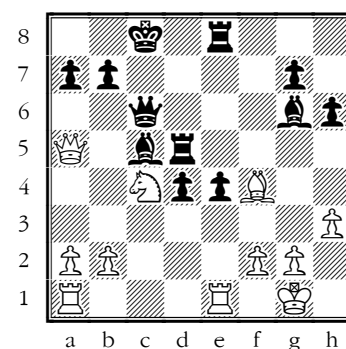
22. **Rfe1**

[-0.84 Fritz: 22.Rac1! lines up against King and Queen 22...Kd7 23.b4 Bf7 24.Rfd1 g5 25.Ne5+ Rdx e5 26.Bxe5 Rxe5]

- 22 ... **Ne4**

[0.38 Fritz: 22...Rxe1+ 23.Qxe1 Bh7 24.b4 g5 25.Be5 Be7 26.Na5 Qd7 27.Rc1+]

23. **Nxe4** **fx e4**



Black's centralised army is very threatening, and there's one threat in particular to spot...

24. **Re2?**

Missed it!

[-3.72 Fritz: 24.Rac1! is still good for White. 24...d3 25.Nd6+ Kd7 26.Nxe8 Kxe8 27.Qc3 Qb6 28.Be3 d2]

- 24 ... **d3!**  
25. **Rd2** **Bxf2+!**

Discoveries are the hardest moves to spot... but they cost us a lot of points, so get your eye in as soon as you can!

26. **Kxf2?**

This sets up another tactic for Black, but it doesn't matter now.

[-6.16 Fritz: 26.Rxf2 Rxa5 27.Nxa5 Qa6 28.Rc1+ Kd8 29.Nc4 Qxa2 30.Nd6 Re7]

- 26 ... **Rxa5**  
27. **Nxa5** **Qb6+**  
28. **Be3**

[-14.41 Fritz: 28.Kg3 Qxa5 29.Rc1+ Kd7 30.Rc3 Qd5 31.Rc7+]

- 28 ... **Qxa5**

[-6.91 Fritz: 28...Rf8+ this intermezzo is more accurate.

29.Kg1 Qxe3+ 30.Kh1 Qxd2 31.Nc4  
Qe2 32.Rg1 d2 33.Nxd2]

29. Rc1+ Kd8

30. Bf4

[-11.03 Fritz: 30.Ra1 ]

30 ... e3+

That's the third tactic against  
White's King.

31. Bxe3 Qf5+

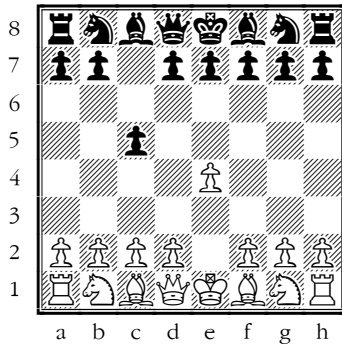
32. Kg1 0-1

## Keat, S - NN (Wiltshire)

[B21] Sicilian Defence

*You didn't play much of a plan against Black's defence, and could have been punished in the opening. But Black let the chance go, and you built up a terrific attack on the King's-side -- I was cheering you on! Sadly you picked a sacrificial move that didn't quite work, and then were fighting a losing battle. Perhaps you could have fought harder and got away with it: see the notes!*

1. e4 c5



2. d4

[2.c3]

2 ... cxd4

3. Qxd4

Unusual!

☞ The Sicilian is a common defence and you should learn something to play against it.

☞ There's no need to make up openings, just play good ones that have been worked out.

[3.c3 is a well-known gambit named after Morra.]

3 ... Nc6

4. Qd1

Having got the Queen out, I'd leave it out.

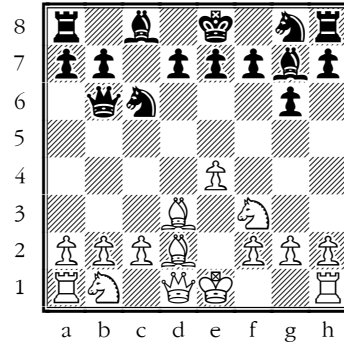
[4.Qa4]

4 ... g6

5. Nf3 Bg7

6. Bd3 Qa5+

7. Bd2 Qb6!?

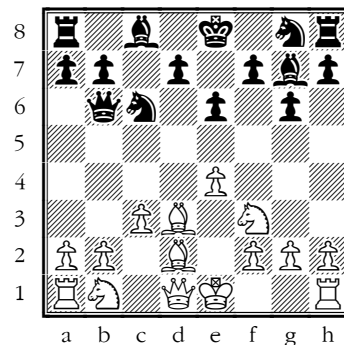


8. c3?

Doesn't solve your problem at all.

[-1.81 Fritz: 8.Nc3! is OK: Black should avoid 8...Qxb2 9.Rb1 Qa3 10.Nb5]

8 ... e6



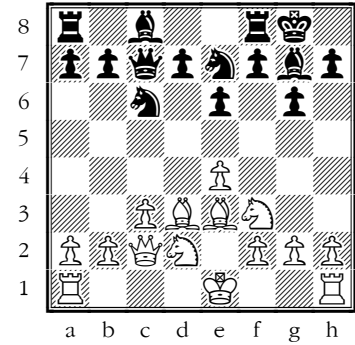
That doesn't fit in with ...g6, as it makes a big hole on d6 and makes it hard to let out the Bc8.

[0.47 Fritz: 8...Qxb2! is OK now, although not everyone's style. 9.0-0 Qxa1 Black has a Rook, but will have to give a piece back to retrieve the Queen. 10.Qc2 Nh6 11.Na3 Nb4 12.cxb4 Qf6 13.Bg5]

9. Qc2 Nge7

10. Be3 Qc7

11. Nbd2 0-0



12. h4

I like that move! Black has got lots of weaknesses and the Knight is missing from f6.

12 ... d5

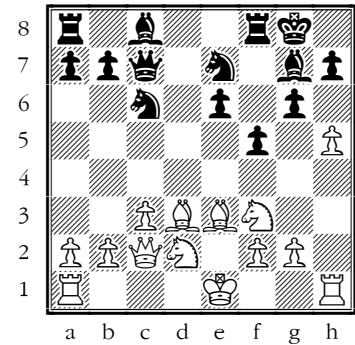
13. h5 dxe4

14. Bxe4

[14.Nxe4! is better, bringing another piece into the fight.]

14 ... f5

15. Bd3



15 ... e5!?

Black is fighting back hard, but is not well enough developed to open up all these lines.

16. Ng5!?

[0.75 Fritz: 16.Qb3+! Kh8 17.hxg6! Nxc6 18.Ng5! and Black has problems 18...h6 19.Ne6 Bxe6 20.Qxe6 Nf4]

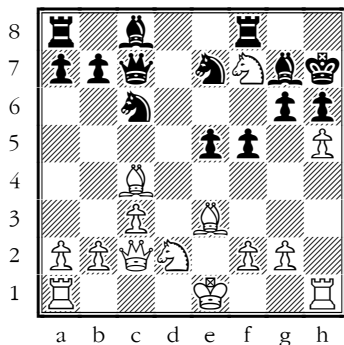
16 ... h6?

Ooh, not right at all.

[1.97 Fritz: 16...Rd8 17.hxg6 hxg6 18.Bc4+ Nd5 19.Rh7 Nce7 20.Qa4 b6 21.Rd1]

17. Bc4+ Kh8

18. Nf7+ Kh7



[3.81 Fritz: 18...Rxf7 19.Bxf7 g5 20.Qa4 Bd7 21.Qa3 Rf8 22.Bg6 a6 23.Bc5]

**19. Ng5+**

This is a good idea, but doesn't quite work. A shame! Your play deserved a better fate.

[19.hxg6+! Kxg6 20.Nxh6! wins a pawn (but 20.Qd1! might win the King!)]

**19 ... hxg5**

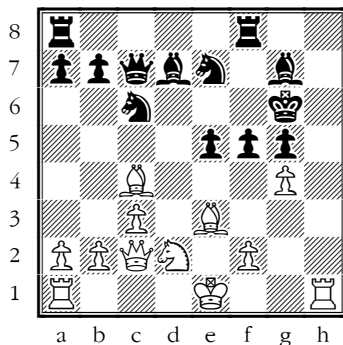
**20. hxg6+**

[20.Nf3!? was interesting, but you're still struggling to justify the sacrifice.]

**20 ... Kxg6**

That wall of pawns is keeping out your pieces.

**21. g4 Bd7**



[-1.25 Fritz: 21...Rh8 22.Rxh8 Bxh8 23.Nf3 Bf6 24.Rd1 b6 25.Qd3 Kg7 26.gxf5]

**22. a3**

Hmm, that's accepting defeat too easily. You have to make problems for your opponent!

[-2.16 Fritz: 22.Rg1! looks the best chance. Resign or fight! 22...Bf6 23.Nf3 Rh8 24.Nxg5 Bxg5]

**22 ... Rh8**

**23. Rxh8 Rxh8**

**24. gxf5+ Bxf5**

**25. Bd3 Rh1+**

**26. Nf1 e4?**

[-2.06 Fritz: 26...Nd4 27.Qd1 e4 28.Bxe4 Bxe4 29.Bxd4 Bg2 30.Qd3+ Nf5 31.Ke2]

**27. Bxe4 Rh8**

[-0.94 Fritz: 27...Nd4 28.Bxd4 Bxd4 29.Bxf5+ Nxf5 30.Rc1 Qe7+ 31.Qe2 Bf6 32.Qxe7]

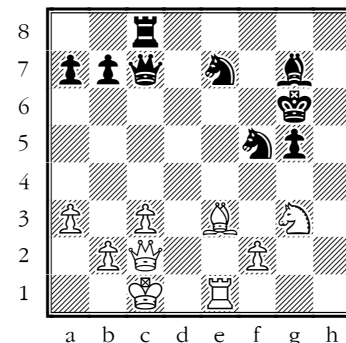
**28. Bxf5+ Nxf5**

**29. 0-0-0 Rd8**

**30. Re1 Rc8**

[-0.84 Fritz: 30...Ne5 31.Kb1 Qa5 32.Re2 Nd3 33.Rd2 Nxe3 34.Nxe3 Qb5 35.Rd1]

**31. Ng3 Nce7**



**32. Bd2?**

Hmm, you have to stay active.

[32.Bxa7 and Black may struggle to win this. The way you win a piece ahead is to swap off the pieces and then Queen a pawn, but Black is running out of pawns!;

32.Rg1 is another idea, preparing a discovered attack against g5. 32...Bf6 33.Nxf5 Nxf5 34.f4]

**32 ... Be5**

**33. Nxf5 Nxf5**

**34. Kb1 Kf6**

**0-1**

■ Sai Ramesh

Good attitude as usual but you are let down a bit by missing some tricks and by making up the openings as you go along. If you know what plan you are going to play at the start, you can save your thinking effort for later!

**Ramesh,S - NN (S Wales)**

[C11] French Defence, Two Knights' Variation

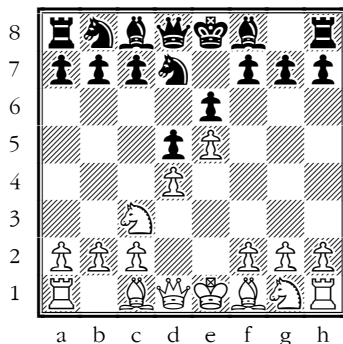
The opening looked a bit home-made; you could learn a line that sets Black some more problems. After that there was a real comedy of errors: Black won a piece but should have been made to give it back! I liked how well you kept going forward after that, but it was never enough once you were a piece down.

**1. e4 e6**

**2. d4 d5**

**3. Nc3 Nf6**

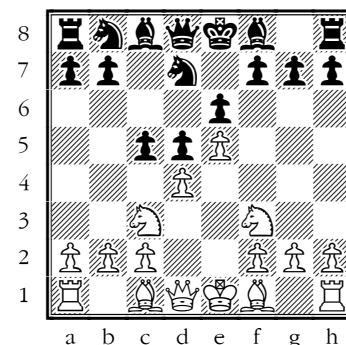
**4. e5 Nfd7**



**5. Nf3**

[5.f4 is better; 5.Nce2 is a subtle idea, intending c2-c3]

**5 ... c5**



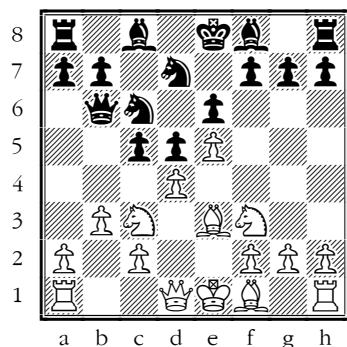
**6. Be3**

This tells me you're making this up as you go along!

➡ The French is a common defence and you should learn something to play against it.

[6.dxc5 Nc6 7.Bf4 Bxc5 is the usual continuation in this line, where White plans to control d4 and e5 with pieces not pawns.]

6 ... Qb6  
7. b3 Nc6



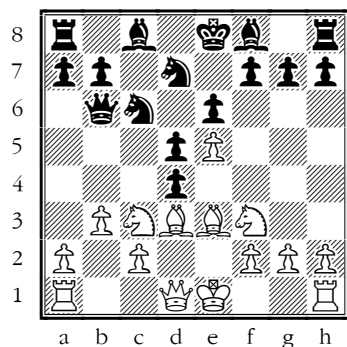
8. Bd3

...cuts off the defence to d4

☛ Look at every check and every capture every move

[-1.75 Fritz: 8.Na4 Qc7 9.c3 and you can hold on to d4, although Black has the initiative and an easy game.]

8 ... cxd4



9. Nxd4?

d4 is still not defended enough. We now go through a few moves where White should win back the piece on d4 with Na4, and Black should do something that stops it...

[-2.59 Fritz: 9.Na4 Qa5+ 10.Bd2 Bb4 11.Bxb4 Qxb4+ 12.c3 dxc3 13.a3 c2+]

9 ... Nxd4

[-1.22 Fritz: 9...Bb4! 10.0-0 Bxc3 11.Nxe6 d4 12.Nxg7+ Kf8 13.Bh6 Bxa1 14.Nf5+]

10. 0-0

Sneaky...

[10.Na4 Qa5+ 11.c3 Nc6 12.b4 Nxb4 wins back the piece, but

Black gets some free pawns.; - 2.53 Fritz: 10.Qg4 ]

10 ... Bc5?

[-0.53 Fritz: 10...Qb4 11.Na4 Nc6 12.f4 Nc5 13.c3 Qa5 14.b4 Qxa4 15.Bxc5]

11. Re1?

[-2.34 Fritz: 11.Na4! Qc7 12.Nxc5 Qxc5 13.Qg4!]

11 ... 0-0?

[0.50 Fritz: 11...Qa5! 12.Na4 Nc6 13.Nxc5 Nxc5 14.Qg4 Nxd3 15.cxd3 Qc7 16.Qxg7]

12. Qh5?

[-2.16 Fritz: 12.Na4! This was your last chance to play it!]

12 ... Nf5

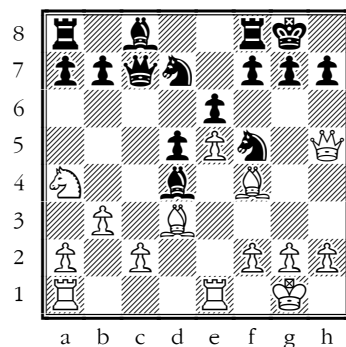
[-1.47 Fritz: 12...g6! 13.Qd1 Qc6 14.Na4 Nf5 15.Bxc5 Nxc5 16.Nxc5 Qxc5 17.Qd2]

13. Na4

[-2.44 Fritz: 13.Bxf5 exf5 14.Nxd5 Qc6 15.c4 Re8 16.e6 Rxe6 17.Bxc5 Qxc5]

13 ... Qc7

14. Bf4 Bd4



15. a3?

Was that a3 or c3? Your Rook on a1 is hanging! I'd have put c3 as the move except that you don't take the Bishop...

[-4.72 Fritz: 15.Rad1 ]

15 ... g6

16. Qh3 Ng7

[16...Bxa1]

17. Rad1 Bxe5

18. Bh6 b5

19. Bxb5 a6

20. Bxd7 Bxd7

21. Nc5 Bxh2+

22. Kh1

[-4.59 Fritz: 22.Qxh2 Qxc5 23.c4 Qxa3 24.cxd5 Rfd8 25.Bxg7 Kxg7 26.Qh4 Rdb8]

22 ... Qxc5

23. Qxh2 Qc3

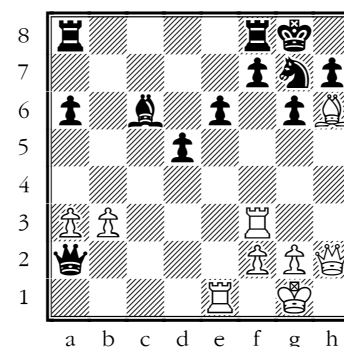
24. Re3 Qxc2

25. Rde1 Bc6

26. Kg1 Qa2

[-3.06 Fritz: 26...Nf5 27.R3e2 Qxb3 28.Bxf8 Rxf8 29.Ra1 d4 30.Ree1 Rd8 31.Rec1]

27. Rf3



I like that you keep fighting here although you are losing.

☛ If you fight hard and keep active when you are behind, your opponent may fall into something nasty.

[-4.28 Fritz: 27.Qe5 Nf5 28.Bxf8 Rxf8 29.Rc3 Ba8 30.g4 Ne7 31.Qd6 Qd2]

27 ... Bb5

[-2.03 Fritz: 27...Qb2 28.Rh3 Rfc8 29.Bc1 Qa1 30.Bd2 Qxa3 31.b4 Qb2 32.Rxh7]

28. Rf6

[-5.03 Fritz: 28.Qe5 f6 29.Rxf6 Rxf6 30.Qxf6 Ra7 31.Bxg7 Rxg7 32.Qd8+ Kf7]

28 ... Qxb3

29. Qe5

very good: now Rxg6 is a threat.

0-1

NN - Ramesh,S (Berkshire)

[A30] English Opening,  
Symmetrical Variation.

I don't think you've worked out what to do against this funny opening, so it's not surprising that you got into a



bit of trouble. You played lots of sensible moves but could have been a bit more careful.

1. c4 c5

[1...e5 is an easier system to learn, or, better still, play Tarrasch's 1...e6 and 2...d5 and 3...c5 against all these slow White systems.]

☞ If you're not sure what to do against Queen's-side openings, learn an all-purpose system like the Tarrasch or TMB

2. g3 Nf6

3. Bg2 e5

4. Nc3 g6

5. e4 Bg7

6. Nge2

Yes, it's better to leave the f-pawn free in this structure. How else are you going to get your Rooks into the game?

6 ... Nc6

7. d3 o-o

8. o-o d6

9. f4 exf4

10. Bxf4 Re8

11. Nb5 Bf8

12. Qd2 a6

13. Nbc3 Ne5

That's a bright move.

14. Nd5 Nxd5

15. cxd5 Be7

[15...Bg7 keeps the hole on h6 covered.]

16. Rac1 Bg4

17. h3 Bxe2

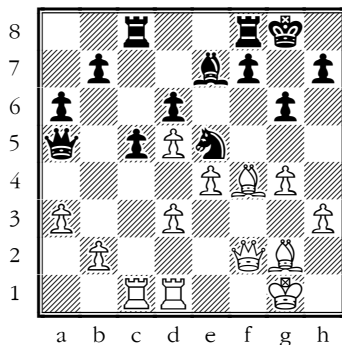
18. Qxe2 Rc8

19. Rfd1 Qb6

20. Qf2 Rf8

21. g4 Qa5

22. a3



22 ... Bd8?

Creating a loose piece on c8, which White can exploit.

[2.22 Fritz: 22...Bf6 23.Qd2 Qxd2 24.Rxd2 Bg7 25.b3 b5 26.Rdd1]

23. Qg3?

[0.09 Fritz: 23.d4!+-]

23 ... Re8

[1.22 Fritz: 23...Bf6 24.Rf1 Bg7 25.Rcd1 Qb5 26.Rb1]

24. h4

[0.00 Fritz: 24.d4 Nd7 25.Bxd6 Bg5 26.b4 cxb4 27.Rxc8 Rxc8 28.axb4 Qa4]

24 ... c4?

Logical, but drops a pawn.

25. Bxe5 Rxe5

Did you win this one in the end?

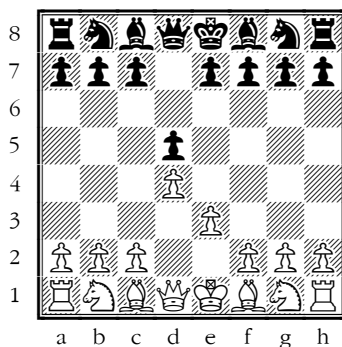
 **NN (Wiltshire) - Ramesh,S**

[D00] Stonewall Attack

You seemed to be making things up as you went along, but it all worked out fine for you.

1. d4 d5

2. e3



2 ... e6

That shuts in your Bc8, which you don't have to do, even if White did it first!

[2...Bf5; 2...Nf6]

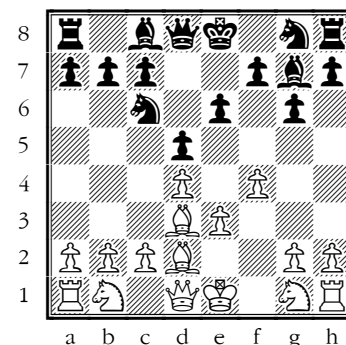
☞ Think before shutting in your Bishops.

3. Bd3 g6

That makes some holes on the dark squares. This is a good move to block the attack from the Bd3, but it doesn't fit in with ...e6. It's worth learning a line to play against 1.d4 openings.

4. Bd2 Bg7

5. f4 Nc6



Now, I'm suddenly worried about your Rooks again.

☞ Everyone knows the three jobs of the opening, but the fourth task is: Which file are you going to try to open up, so that your Rooks get into the game?

6. Nf3 Nge7

[6...Nf6]

7. Nc3 o-o



In White's system, they usually want to attack on the King's-side, so I like to delay castling. Your King is usually safe in the centre, but because you have played ...Nge7 and not ...Nf6, White can play a quick e3-e4.

8. o-o Re8

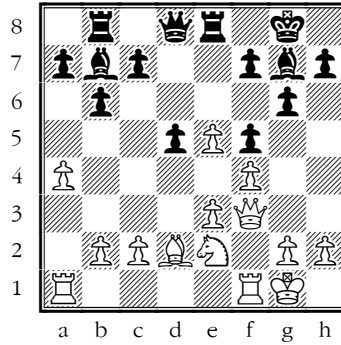
This is what I mean about being worried about your Rooks. You can't play ...e6-e5, so this move is pointless.



- 9. Ne5 Nxe5
- 10. dxe5 b6
- 11. Qf3 Bb7
- 12. Ne2 Rb8
- 13. a4 Nf5
- 14. Bxf5?!

[-0.75 Fritz: 14.a5 c5 15.axb6 Qxb6 16.Ba5 Qc6 17.Bc3 a6 18.b3 Nh4]

- 14 ... exf5



Black looks in good shape here: if White has any attacking ideas, they have come to nothing, and Black has got natural pawn breaks with ...f6 or with ...c5/...d4. Did you win this one or the other game?

1-0

■ Calum Whytock

A couple of really good games then a wobble... Put it down to experience I guess, although the trick you fell for is one of the most important ideas in the Petroff.

Lit ,E (Berkshire) - Whytock,C

[C42] Petroff/Three Knights' Game

I thought your play in this game was great! Although you did miss a few chances, you were always going forward and always stood better.

- 1. e4 e5
- 2. Nf3 Nf6
- 3. Nc3 Bb4

[3...Nc6 is easier, but your move should be fine.]

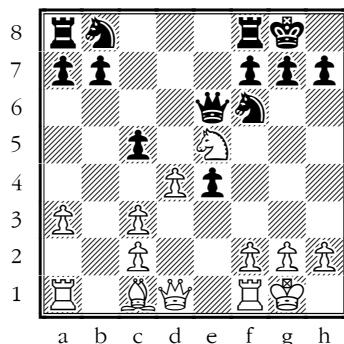
- 4. d3

Yeuch.

- 4 ... d5
- 5. a3 Bxc3+
- 6. bxc3 dxe4
- 7. Nxe5 Qe7

[7...Nbd7]

- 8. d4 o-o
- 9. Bc4 Be6
- 10. Bxe6 Qxe6
- 11. o-o c5



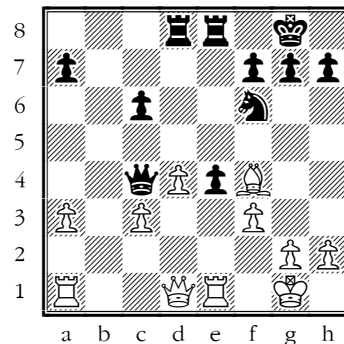
I like the idea, to undermine e5, but after the swap on d4 White

gets a passed pawn. So, play it maybe but don't swap afterwards.

- 12. Re1 cxd4

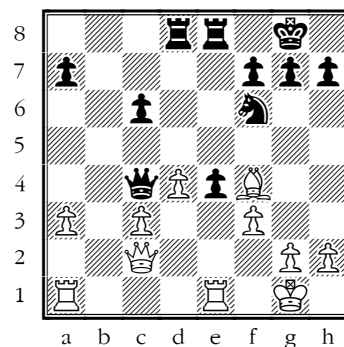
[12...Nbd7]

- 13. cxd4 Nc6
- 14. Nxc6 bxc6
- 15. f3 Rfe8
- 16. Bf4 Rad8
- 17. c3 Qc4



Black's pieces are wonderfully active; I don't know what White is doing.

- 18. Qc2?



Gives Black a chance...

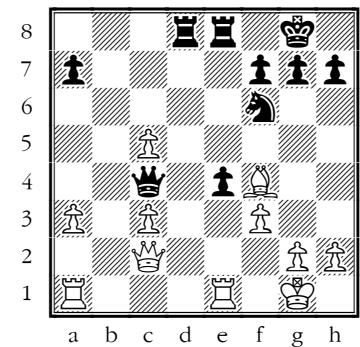
[-1.06 Fritz: 18.Rc1]

- 18 ... c5?

[18...Rxd4!]

Look at every capture, every turn - it might be a winning move!

- 19. dxc5?



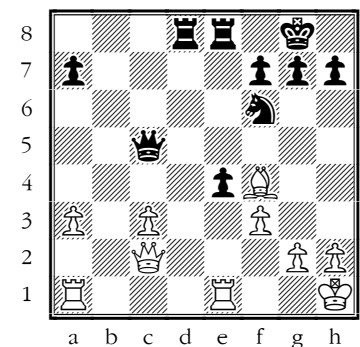
Another chance...

- 19 ... Qxc5+?

Another miss!

[-0.31 Fritz: 19...exf3! discovers an attack on f4 20.Bg3 fxg2 21.Bf2 Nd5 22.Bd4 Rxe1+ 23.Rxe1 Nf4 and Black is in great shape.]

- 20. Kh1?!



Not best.

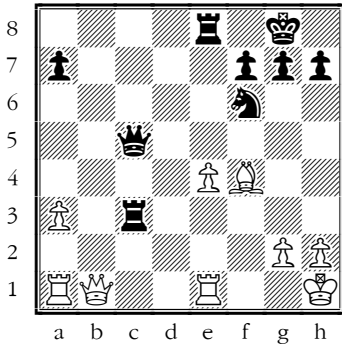
[-0.97 Fritz: 20.Be3 Qa5 21.Bd4 exf3 22.Bxf6 Rxe1+ 23.Rxe1 gxf6 24.gxf3 Qxa3]

- 20 ... Rd3?!

Also not best.

[-0.34 Fritz: 20...e3! 21.Rad1 Rxd1  
22.Qxd1 g5 23.Bd6 Qxc3 24.Qe2  
Qd4 25.Bg3]

21. fxe4 Rxc3  
22. Qb1?



[-1.94 Fritz: 22.Qa4 Rc4 23.Be3  
Rxa4 24.Bxc5 Nxe4 25.Rad1 a6  
26.Rc1 Rc8]

- 22 ... h6?

Ah, the "I don't know what I'm doing" move. (IDKWID)

☞ Don't push your Rook's pawns one square, there's usually something better to do

[-0.81 Fritz: 22...Ng4! threatens mate and wins the Exchange at least: 23.Ra2 (23.a4 Nf2+ 24.Kg1 Nh3+ 25.Kh1 Qg1+ 26.Rxg1 Nf2#; 23.Bg3 Rxg3!! 24.hxg3 Qh5+ 25.Kg1 Qh2+ 26.Kf1 Rd8!) 23...Nf2+ 24.Rxf2 Qxf2]

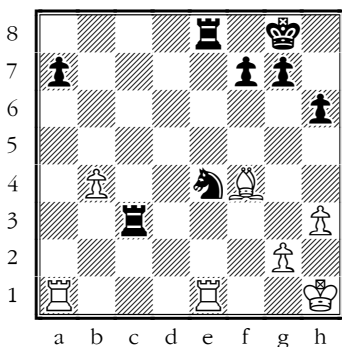
23. h3

Just maybe, White had spotted the threat! Or maybe... IDKWIDE!

- 23 ... Qd4  
24. Qb4 Qxb4

[24...Rc4! 25.Qb5 Rxe4 26.Be5 Qd7!]

25. axb4 Nxe4



26. Rxa7?

[-1.44 Fritz: 26.Kh2 ]

- 26 ... Nf2+

[26...g5! is even better]

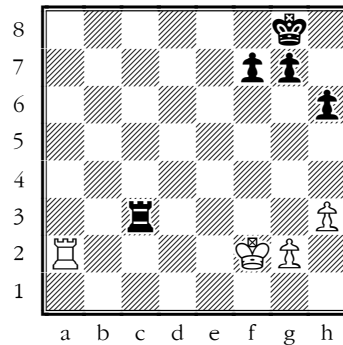
27. Kg1 Rxe1+  
28. Kxf2 Rb1  
29. Ra2 Rxb4??

[-0.94 Fritz: 29...Rc6 30.Bd2 Kf8  
31.g4 Ke7 32.h4 Rc4 33.Ra7+ Ke6;  
29...Rd3 30.Ke2]

30. Bd2!

boo...

- 30 ... Rbc4  
31. Bxc3 Rxc3




☞ "If you are just one pawn ahead, in 99 cases out of 100 the game is drawn if there are pawns on only one side of the board." - FINE

White should be able to swap off pawns and get to Philidor's drawing position.

32. Ra8+ Kh7  
33. Ra7 f6  
34. Ke2 Rg3  
35. Ke1

The scoreboard says you lost this one, which I find hard to believe.

[-2.59 Fritz: 35.Kf2 Rb3 36.Rd7 Kg6  
37.h4 h5 38.Re7 Rb4 39.Kg3 Rd4]

 **Whytock, C - Hudson, D (Wiltshire)**

[C69] Ruy Lopez, Steinitz Defence

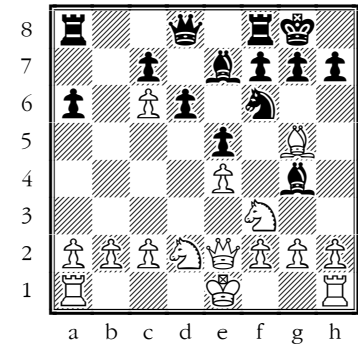
*Fine, all good stuff, and you were never worse again. You could have shut the black Queen out of the game with Rd7 a few times and you could have finished off a bit faster, but really, you played well and won well.*

1. e4 e5  
2. Nf3 Nc6  
3. Bb5 d6

4. d4 Bg4?  
5. d5! a6  
6. Bxc6+ bxc6  
7. dxc6

A good start!

- 7 ... Nf6  
8. Bg5 Be7  
9. Nbd2 o-o  
10. Qe2



- 10 ... d5?!

Usually a good idea, but the e-pawn is loose.

[0.91 Fritz: 10...Qe8 11.Qc4 Rb8  
12.o-o Rb6 13.Rfd1 Qxc6 14.Qxc6  
Rxc6 15.Rac1]

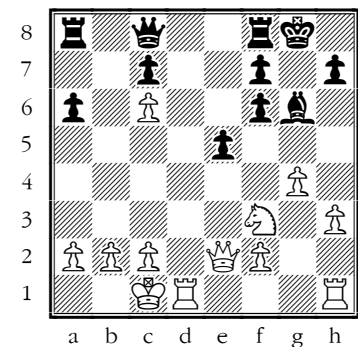
11. o-o-o

[11.exd5!]

- 11 ... dxe4  
12. Nxe4 Qc8  
13. Bxf6

[13.h3 is even better.]

- 13 ... Bxf6  
14. Nxf6+ gxf6  
15. h3 Bf5  
16. g4 Bg6



17. Rhg1

[0.44 Fritz: 17.Rd7! keeps control.]

- 17 ... f5

[2.94 Fritz: 17...Qe6 is better, when Black has some chances

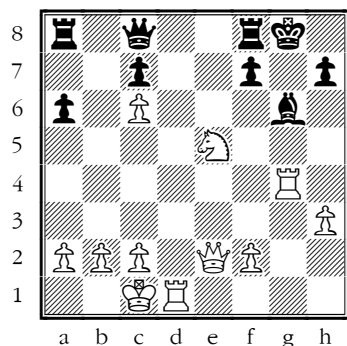
against the white King. 18.Kb1  
Qxc6 19.g5 fxg5 20.Nxe5 Rae8  
21.Rxg5 f6 22.Nxc6]

**18. Nxe5**

[18.Rd7! is even better]

**18 ... fxg4**

**19. Rxg4**



**19 ... Re8?!**

[3.53 Fritz: 19...Qe6! is a bit better, but Black is still losing.]

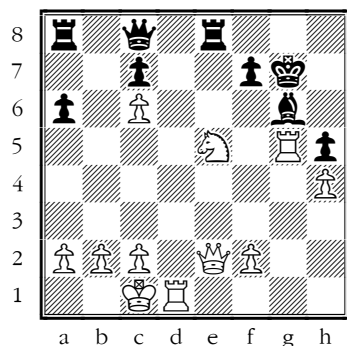
**20. h4**

[1.56 Fritz: 20.Rd7! ]

**20 ... h5**

[4.38 Fritz: 20...Qe6! ]

**21. Rg5 Kg7**



[9.97 Fritz: 21...Qe6! still hangs on.]

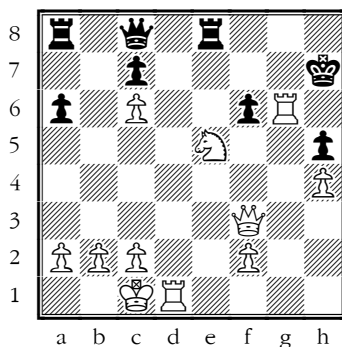
**22. Qf3**

[3.53 Fritz: 22.Rd7! This move is getting better all the time!]

**22 ... f6**

[#5 Fritz: 22...Qe6 23.Rdg1 Rad8 24.Qxh5 Rd6 25.Kb1 Rh8 26.Nxg6 Rxh5 27.Nf4+]

**23. Rxg6+ Kh7**



**24. Rd7+**

Finally you play this move... when there was something much better!

☞ If you see a good move, don't play it until you are sure it's also the best move.

[24.Qxh5# looks like an improvement!]

**24 ... Qxd7**

**25. cxd7 Rg8**

[25...Rx5]

**26. Qxf6 Rad8**

**27. Rxg8**

[27.Rh6# is also more accurate!]

**27 ... Rxg8**

**28. d8Q Rxd8**

**29. Qxd8**

[29.Qg6+ Kh8 30.Nf7# is another mate.]

**29 ... c5**

**30. f4**

**1-0**



**NN (S Wales) - Whytock, C**

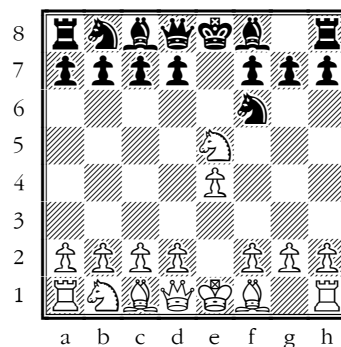
[C42] Petroff's Defence

That was a shame: it looked like you were making the opening up as you went along, and there isn't any need to do that, it's all been worked out before! So you fell into one of the big ideas in this line and lost a piece... Look before you Petroff!

**1. e4 e5**

**2. Nf3 Nf6**

**3. Nxe5**



**3 ... Qe7?**

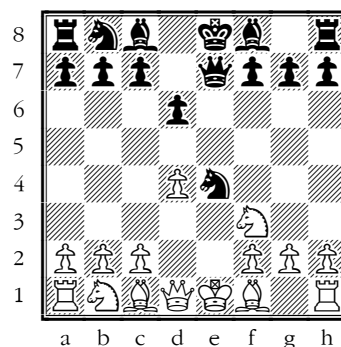
Oh, no. Carl Jaenisch found that the best move here is 3...d6 in 1842, so do keep up! If this is your main defence you really should know this. I have a little booklet on playing this line online:

[http://www.exeterchessclub.org.uk/Openings/pet\\_ToC.html](http://www.exeterchessclub.org.uk/Openings/pet_ToC.html)

[3...d6! 4.Nf3 Nxe4 and now 5.Qe2 (5.d4 d5 is the main line.) 5...Qe7 is dead equal.]

**4. d4 d6**

**5. Nf3 Nxe4**



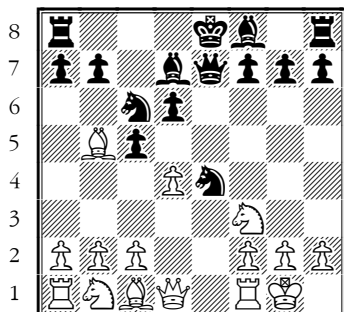
Now you have Knight Queen and King on a file and White just needs to bring a Rook to e1 to make trouble for you.

☞ Pieces in a line should make you think of pins and skewers... and discoveries.

**6. Be2 c5**

**7. o-o Nc6**

**8. Bb5 Bd7**



a b c d e f g h

9. Re1

Ouch, that pin looks nasty.

9 ... 0-0-0

10. Ng5 cxd4

[2.97 Fritz: 10...f5 11.Bxc6 Bxc6  
12.d5 Bd7 13.f3 h6 14.Nh3 Re8  
15.fxe4]

11. Rxe4 Qf6

12. Bxc6 Bxc6

13. Rxd4 g6

You have to see moves like Re1 coming...

1-0

## Ben Newman

We didn't get to see you at your best today, Ben. We were playing some tough teams so the games were pretty unforgiving - but that also shows you how well you need to play to beat this standard of opponent. There are some general things that you could brush up on but the main thing I thought was that you were holding back in the opening and making safe moves, rather than going out to make trouble right from the start. You played well and actively in the third game, and I think that's just the sort of attitude you should have, but that game also showed that you need to be more careful.



## Newman, B - NN (Berkshire)

[D43] QGD Semi-Slav

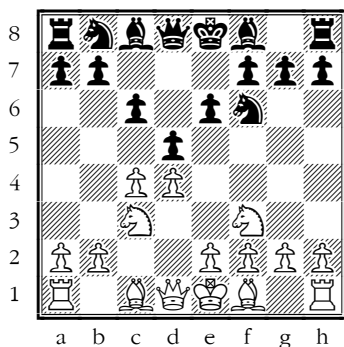
You never really got started here. This is a popular and important defence, so you need to decide on something to do against it.

1. d4 d5

2. c4 e6

3. Nf3 Nf6

4. Nc3 c6



a b c d e f g h

The Semi-Slav Defence. Black is really threatening to take on c4 then play ...b5, so you might want to do something about that now.

5. Bf4?!

[; 5.e3 prepares to take back on c4; 5.Bg5 dxc4 6.e4 prepares to attack Black so fast that they will regret ever thinking about taking on c4.]

5 ... Nbd7

Black doesn't know or care about the last note...

6. e3 Bb4

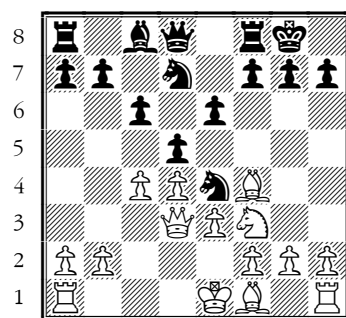
7. Qb3 Bxc3+

8. Qxc3 Ne4

9. Qd3

[-0.25 Fritz: 9.Qb4 Qf6 10.Be2 c5  
11.dxc5 a5 12.Qa3 e5]

9 ... 0-0



a b c d e f g h

10. h4

Your position is not good enough to attack, and in fact you have a threat to defend against.

☞ Attack when your position is better, not because you want to.

No harm done yet...

[-0.44 Fritz: 10.Nd2 Qa5 11.f3 Nef6  
12.Qc3 Qxc3 13.bxc3 dxc4 14.Bxc4  
b5; 10.Be2 Qa5+ is still awkward.]

10 ... c5

11. Be5?

One step too far.

[-0.94 Fritz: 11.Nd2 ]

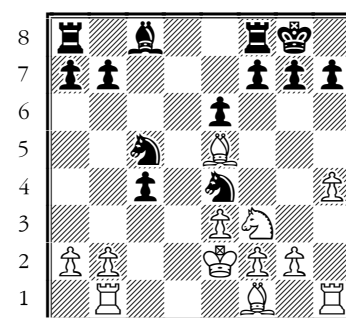
11 ... Qa5+!

12. Ke2 Qb4!

13. Rb1 Qxc4

14. Qxc4 dxc4

15. dxc5 Ndx5



a b c d e f g h

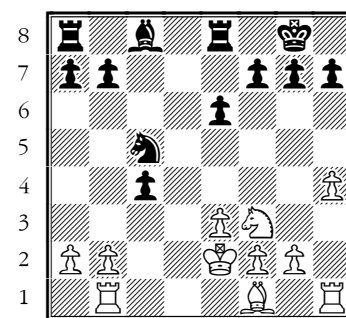
White is in a bit of a tangle. A curious double oversight occurs (at least according to the score):

16. Bd6?? Re8??

[-1.25 Fritz: 16...Nxd6]

☞ All pieces except pawns move backwards too!

17. Bxc5 Nxc5

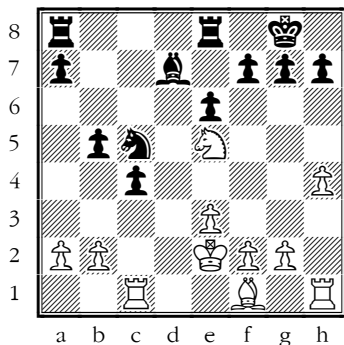


a b c d e f g h

After that, White is a pawn down and in a bit of a muddle.

18. Rc1 Bd7

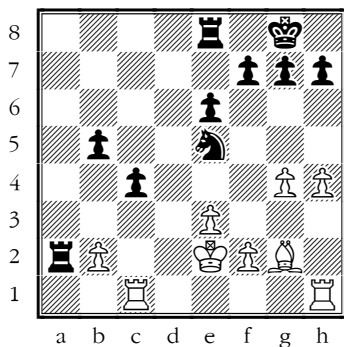
19. Ne5 b5



20. Nxd7

[20.b4!? is interesting... the capture en passant drops the Knight!]

- 20 ... Nxd7  
 21. a4 a6  
 22. axb5 axb5  
 23. g4 Ne5  
 24. Bg2 Ra2



It's all gone wrong for White.

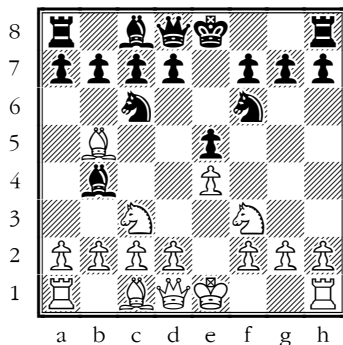
25. Rb1 c3  
 26. Kd1 Nxc4  
 27. Kc2 Rc8  
 28. Kb3 Rxb2+  
 29. Rxb2 cxb2  
 30. Kxb2 Nxf2  
 31. Ra1 g6  
 32. Bb7 Nd3+  
 33. Ka3 b4+  
 0-1

**NN (Wiltshire) - Newman,B**

[C49] Four Knights' Game

Oops.

1. e4 e5  
 2. Nf3 Nc6  
 3. Bb5 Nf6  
 4. Nc3 Bb4



[Solid enough, but if you want to make trouble the 4...Nd4 is a good try]

5. Bxc6

[5.0-0 is best]

5 ... dxc6

[5...bxc6 is best]

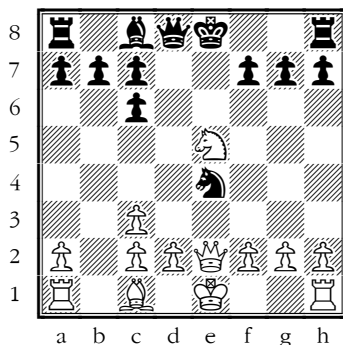
6. Nxe5 Bxc3

[6...Qe7 is safe]

7. bxc3 Nxe4

[7...Qe7 is still safe]

8. Qe2



Black is wobbling but can get balanced...

8 ... f5?

Last chance

[3.03 Fritz: 8...Qd5! holds on 9.f3 Qxe5 10.Qxe4 f6 11.Qxe5+ fxe5 12.Ba3 Be6 13.d3]

9. Qh5+!

[9.f3 Qh4+]

9 ... Kf8??

[9...g6 10.Nxc6! hxg6 11.Qxh8+]

10. Qf7#

**Newman,B - NN (S Wales)**

[C48] Four Knights' Game

You lost control of the endgame but the rest was

mostly OK. You allowed Black a big chance on moves 14 and 17, though!

I didn't think much of your opening: I think you could try something with a bit more bite, that sets your opponent more problems, and gives them more chance to go wrong.

1. e4 e5

Have I got this right, that you played 1.d4 in the first game and 1.e4 in this one? You would do better to specialise until you are a real expert in your opening. Otherwise, you end up with different types of position in every game, and it's hard to make use of anything you learn.

2. Nc3 Nf6

3. Nf3

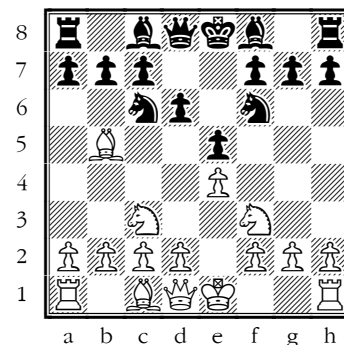
[3.f4: 3.Bc4]

3 ... Nc6

4. Bb5

I think you need a more challenging way of playing the opening than this: it's safe enough for White but it's safe enough for Black!

4. ... d6



Not bad, but passive.

5. Nd5

Trying too hard at this point.

[-0.31 Fritz: 5.d4 exd4 6.Nxd4 Bd7 7.Nxc6 bxc6 8.Bc4 Be7 9.0-0 0-0]

5 ... Nxe4

Right!

6. d3 Nf6

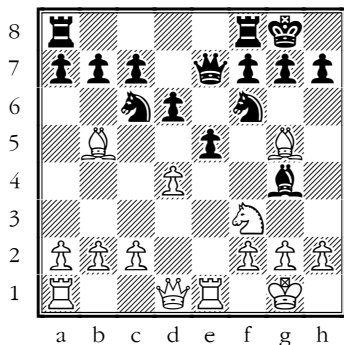
7. Bg5 Be7

8. Nxe7 Qxe7

9. 0-0 0-0

10. Re1 Bg4

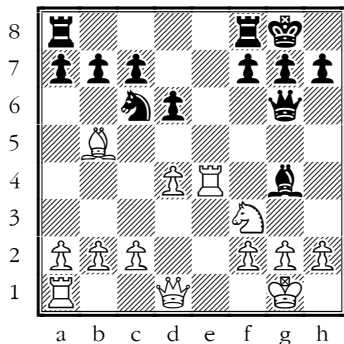
11. d4



Good: I think White's still worse, but you're doing the right things.

☞ If you put your pieces in good attacking positions, you will create problems for your opponent, and then they might go wrong.

- 11 ... e4
- 12. Bxf6 Qxf6
- 13. Rxe4 Qg6



14. Qd3?

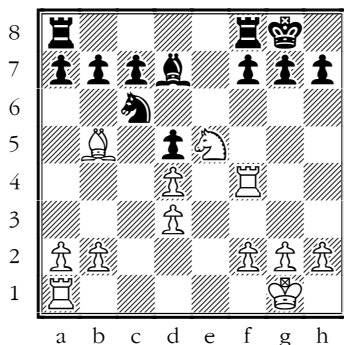
Now, the idea is for your opponent to go wrong, not you!

[-1.19 Fritz: 14.Bxc6 bxc6 15.Qe2 f5 16.Re3 f4 17.Rc3 Rae8 18.Qc4+ d5]

14 ... d5?

[-0.12 Fritz: 14...Bf5!]

- 15. Rf4 Qxd3
- 16. cxd3 Bd7
- 17. Ne5?



Sets up an easy discovery...

[-3.44 Fritz: 17.Re1]

☞ Make sure you get your eye in for discoveries.

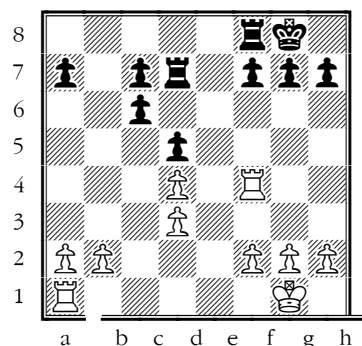
17 ... Rad8?

...which Black ignores!

[0.03 Fritz: 17...Nxe5! wins a piece]

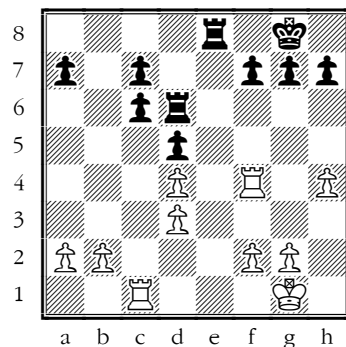
☞ Look at every capture (and every check) at each turn.

- 18. Nxd7 Rxd7
- 19. Bxc6 bxc6



Both sides have got their pawns in a mess... It looks like it's easier for White to attack Black's weak pawns, because they're on a half-open file.

- 20. Rc1 Rd6
- 21. h4 Re8



22. g4?

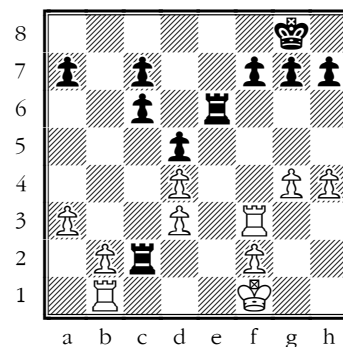
You can't afford to let Black's Rook into your position.

[22.Rc2!]

- 22 ... Re2!
- 23. Rb1 Rde6
- 24. Kf1 Rd2
- 25. Rf3 Rc2

[25...Ree2 looks right but is not: 26.Rc1 Rc2 27.Rxc2 Rxc2 28.Re3 f6 29.Re2]

26. a3



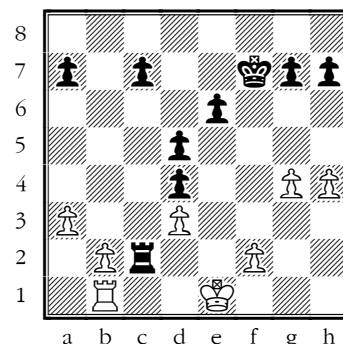
26 ... c5?

[26...f6 and both of Black's Rooks are more active than White's.]

27. Re3?

[-0.81 Fritz: 27.dxc5 Rxc5 28.d4]

- 27 ... cxd4
- 28. Rxe6 fxe6
- 29. Ke1 Kf7



This is pretty grim for White.

30. Kd1

[-3.09 Fritz: 30.b4 Ke7 31.a4 e5 32.b5 Kd7 33.a5 c5 34.b6 axb6]

- 30 ... Rxf2
- 31. b4 Rf1+

Quite right.

- 32. Kc2 Rxb1
- 33. Kxb1 e5

[-6.97 Fritz: 33...Kf6 34.Kc2 Ke5 35.g5 Kf5 36.Kd1 Kg4 37.Ke2 Kxh4 38.Kf3]

- 34. Kc2 Ke6
- 35. Kd2 e4
- 0-1



■ Adam Batten

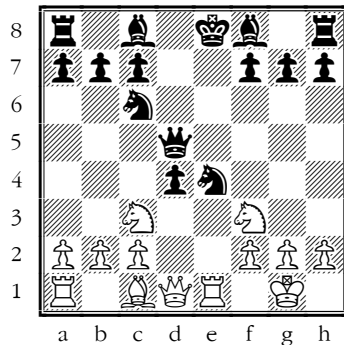
Good stuff all round I think, and you were battling away in the game you lost. Your instinct let you down in that game I believe: leave your Queen out to make a nuisance.

 **NN (Berkshire) - Batten,A**

[C56] Two Knights' Defence

After your Queen retreat you were a little worse, and White finally wrestled a pawn from you, and then an exchange... A shame, really, you didn't get to have more fun during the game.

1. e4 e5
2. Nf3 Nc6
3. d4 exd4
4. Bc4 Nf6
5. o-o Nxe4
6. Re1 d5
7. Bxd5 Qxd5
8. Nc3



All good stuff from both sides.

- 8 ... Qd8?

That loses time and loses control of some important squares.

[8...Qa5! is better and there is always 8...Qh5!? too]

☞ Use your pieces actively in all stages of the game

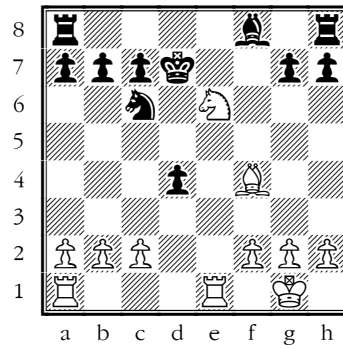
9. Nxe4 Be6

[0.16 Fritz: 9...Be7]

10. Nfg5 Qd7

[0.38 Fritz: 10...Bb4]

11. Nxe6 fxe6
12. Qh5+ Qf7
13. Qxf7+ Kxf7
14. Ng5+ Ke7
15. Nxe6 Kd7
16. Bf4

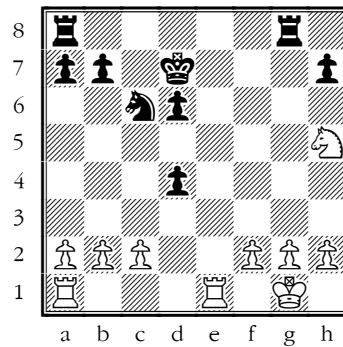


I think White has played quite well here, although the moves have not been hard to find. This position is not good for Black but is not a disaster.

- 16 ... Bd6

[16...Bb4 17.c3 Rae8 18.Nxc7 Rxe1+ 19.Rxe1 dxc3]

17. Bxd6 cxd6
18. Nxc7 Rhg8
19. Nh5

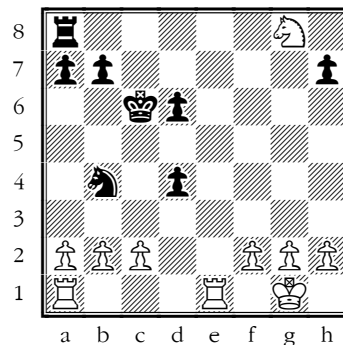


Now Black has to do something about the threat on f6.

- 19 ... Nb4?

[2.75 Fritz: 19...Raf8]

20. Nf6+ Kc6
21. Nxc8




- 21 ... Nxc2

Throwing good material after bad.

[5.78 Fritz: 21...Rxc8 22.a3 Nxc2 23.Rac1 d3 24.Red1 Rc8 25.Rxd3 Kd7 26.Rd5]

☞ Pieces in a line should make you think of tactics (pins, skewers and discoveries).

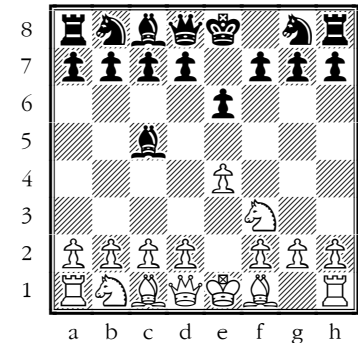
22. Rac1 d3
23. Red1 Rxc8
24. Rxd3 Re8
25. Rxc2+ Kd7
26. g3 Rf8
27. Rdc3 b6
- 1-0

 **Batten,A - Campbell,H (Wiltshire)**

[C00] Irregular Defence with a French accent

Very tidy.

1. e4 e6
2. Nf3 Bc5



3. Nc3

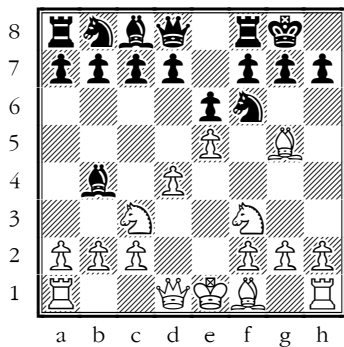
[3.d4! is a nice free hit.]

☞ You can gain time in the opening by attacking pieces with pawns.

- 3 ... Nf6
4. d4 Bb4
5. Bg5 o-o?

[1.09 Fritz: 5...h6 6.Bxf6 Qxf6 7.e5 Qf4 8.Bd3 d6 9.g3 Qg4 10.h3]

6. e5!



6 ... Be7?

[2.66 Fritz: 6...h6! 7.Bh4 g5 8.Bxg5 hxg5 9.exf6 Qxf6 10.h4 Bxc3+ 11.bxc3]

7. exf6 gxf6

[4.06 Fritz: 7...Bxf6 8.Bxf6 Qxf6 9.Bd3 b6 10.Ne5 d6 11.Qh5 g6 12.Qf3]

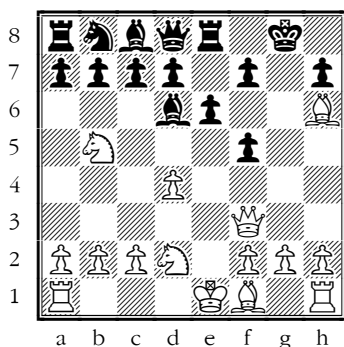
8. Bh6 Re8

9. Nd2 f5

10. Qf3 Bd6

[3.97 Fritz: 10...Bf6 11.Nb3 d6 12.0-0 e5 13.Bc4 Bg5+ 14.Bxg5 Qxg5+ 15.Kb1]

11. Nb5!



11 ... e5??

Oops.

[#3 Fritz: 11...Qh4! when there is a very sneaky idea: 12.Qh3! (12.Nxd6 cxd6 is pretty good too) 12...Qxh3 13.gxh3 and White has an open g-file. 13...Kh8 14.Nxd6 cxd6 15.Nc4!]

12. Qg3+ Qg5

13. Qxg5+ Kh8

14. Qg7#

1-0

 **Batten, A - NN (S Wales)**

[D20] Queen's Gambit Accepted

This was a nice sensible game: a couple of wobbly

bits where you could have played safer but you had it mostly under control.

1. d4 d5

2. c4 dxc4

I think Tarrasch's Defence is easier to play: it goes 2...e6 and 3...c5.

3. Nc3 Nf6

[3...e5 is the recommended reply]

4. e4 Nc6

[4...e5 is still good]

5. Nf3 Bg4

6. d5 Ne5

7. Qa4+ Ned7

8. Qd1?

[-0.34 Fritz: 8.Bxc4]

8 ... e5

9. Bxc4 Bb4

10. Qb3? Bxc3+

11. Qxc3 Nxe4

12. Qc2 Nef6

[12...Bxf3 13.gxf3 Nef6]

13. Qd3?

[-2.00 Fritz: 13.Ng5]

13 ... Nc5

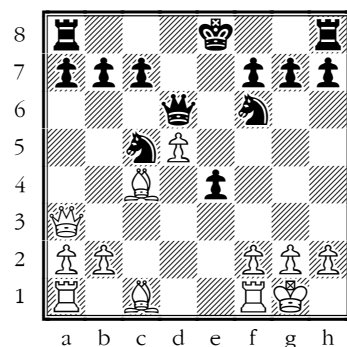
[-0.84 Fritz: 13...e4! 14.Qe3 Bxf3 15.gxf3 Ne5 16.Be2 Qxd5]

14. Qa3 Qd6

15. 0-0 Bxf3

16. Qxf3 e4

17. Qa3

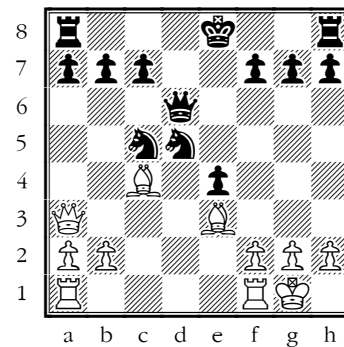


17 ... Nxd5!?

Black puts himself into a double pin.

[17...0-0]

18. Be3



[-1.09 Fritz: 18.Rd1]

18 ... b6?!

Logical, but allows White to make a mess.

[-0.12 Fritz: 18...Nxe3! 19.fxe3 0-0 leaves Black with no problems.]

19. Rac1?

[-0.81 Fritz: 19.Bxc5! bxc5 20.Bxd5 Qxd5 21.Rfd1 Qe5 22.Rac1 and Black must give back a pawn.]

19 ... 0-0?!

[19...Nxe3! is better again, and the next move too!]

20. g3

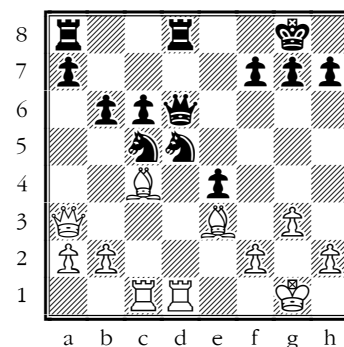
[-1.41 Fritz: 20.Bxc5]

20 ... Rfd8

[-0.72 Fritz: 20...Nxe3!]

➔ Avoid danger if you can!

21. Rfd1 c6



White has put enough pressure on to win back one pawn at least.

22. Bxd5

[-1.28 Fritz: 22.Bxc5 Qxc5 23.Qxc5 bxc5 24.Bb3 Rd6 25.Rxc5 Rad8 26.Ba4 Ne7]

22 ... cxd5

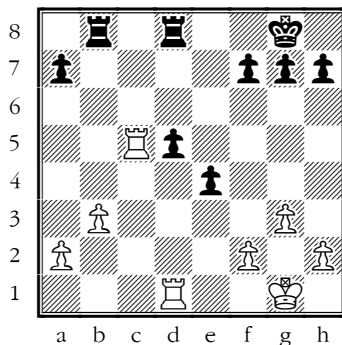
23. Bxc5 bxc5

24. Qxc5 Qxc5



[-0.22 Fritz: 24...d4 25.Qf5 Qd5  
26.Qxd5 Rxd5 27.Rc7 d3 28.Rd2 f5  
29.b4]

25. Rxc5 Rab8  
26. b3



My apologies for criticising your next move: I hadn't realised you were losing a pawn anyway.

- 26 ... d4  
27. Re5 d3  
28. Rxe4 Rbc8  
29. Re3 d2  
30. Rxd2

[30.Re2 Rc1 31.Rexd2; -4.50 Fritz:  
30.Kf1 Rc2 31.a4 g5 32.h3 f5  
33.Ke2 h5 34.Re7 a6]

- 30 ... Rxd2  
0-1

## James Royle

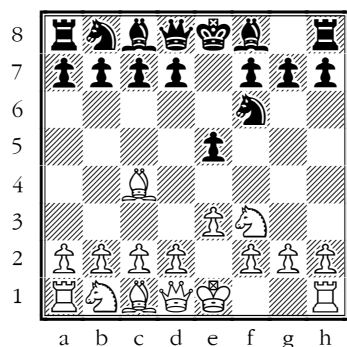
These openings have all been played before and the best moves are well known, so it's easy enough to learn a few lines to play - which is a lot easier and safer than making it up for yourself. You did well to hold the second game - that shows a lot of character.

### NN (Wiltshire) - Royle,J

[A00] Van t'Kruy's Opening

All very tidy, no problems there!

1. e3 e5  
2. Bc4 Nf6  
3. Nf3



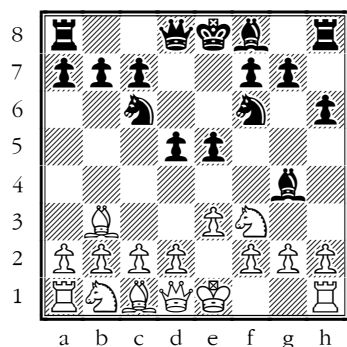
- 3 ... Nc6

[3...d5 is a nice free hit.]

4. Ng5 d5

There you go!

5. Bb3 h6  
6. Nf3 Bg4



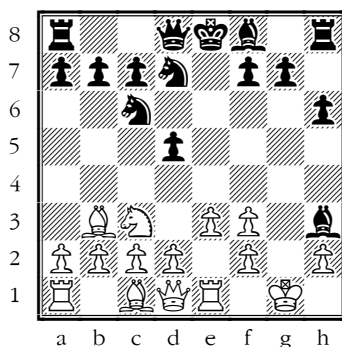
7. 0-0

[-2.09 Fritz: 7.h3!]

- 7 ... e4!  
8. Nc3?

[8.h3!]

- 8 ... exf3  
9. gxf3 Bh3  
10. Re1 Nd7



11. Bxd5

[0.00 Fritz: 11.f4 Nf6 12.e4 dxe4  
13.Nxe4 Be6 14.f5 Nxe4 15.fxe6  
Qg5+]

- 11 ... Qg5+  
12. Kh1 Qg2#

A nice way to start the day! (and almost a mirror-image of Adam's game!)

### Royle,J - Treharne,G (S Wales)

[C00] French Defence,  
Two Knights' Variation

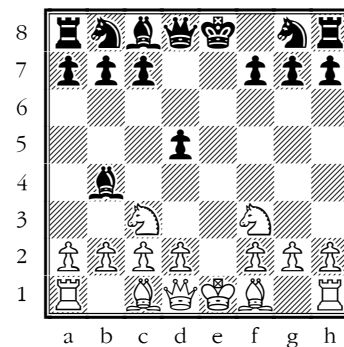
You need a better line against Black's defence! You didn't get a grip of the opening and struggled for a

long while. But full marks for the way you kept going, and you did very well to draw it.

1. e4 e6  
2. Nf3

[2.d4]

- 2 ... d5  
3. Nc3 Bb4  
4. exd5 exd5



5. Qe2+

[5.Bb5+ c6 6.Qe2+ is a better way of playing the Queen check: that way you're not blocking your Bishop on f1]

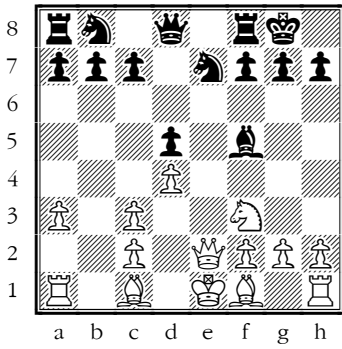
Don't be tempted to play a check just because it's check: the move will be better for you or better for your opponent, so make sure you know which it is!

- 5 ... Ne7  
6. d4 0-0  
7. a3

Waste of time.

- 7 ... Bxc3+

8. **bxc3 Bf5**



9. **Qd2**

Oh dear, now you've blocked your other Bishop!

[9.Bf4 Ng6 10.Qd2 Re8 is awkward; so the easiest way to get sorted is 9.Be3/10.Qd2 and 11.Be2]

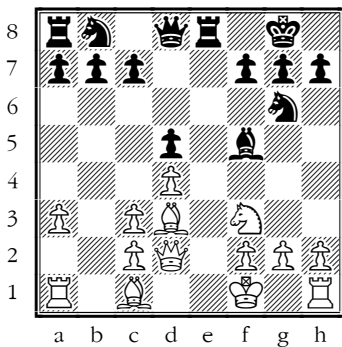
9 ... **Ng6**

10. **Bd3**

[-0.59 Fritz: 10.Be2 Re8 11.0-0 Nd7 12.Rb1 Nb6 13.Re1 Nh4 14.Ne5 f6]

10 ... **Re8+**

11. **Kf1**

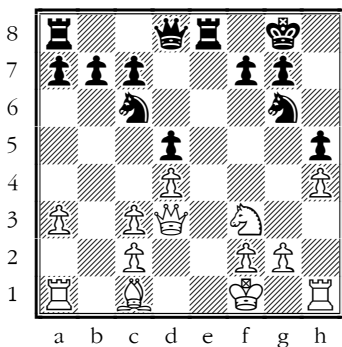


That's a shame: now your Rook is stuck on h1. It's like that nursery rhyme: for the want of a Bishop move, the Rook is out of play.

11 ... **Bxd3+**

12. **Qxd3 Nc6**

13. **h4 h5**



14. **Qf5!?**

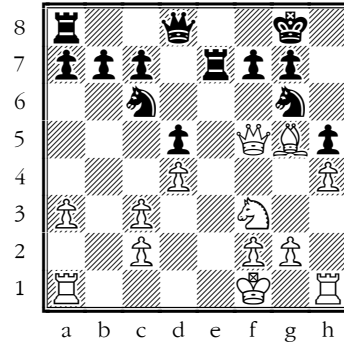
I'm anxious about your development: the pawn won't matter if Black gets a big attack!

[14.Bg5]

14 ... **Re7**

[14...Qe7!/?]

15. **Bg5**



Can't blame you for that and it works out well, but Black had a defence.

[-0.38 Fritz: 15.Qxh5 ]

15 ... **f6?**

[1.94 Fritz: 15...Qd7! is a neat escape]

16. **Qxg6 fxg5??**

[10.31 Fritz: 16...Qe8 ]

17. **hxg5?**

Looks good and gives your trapped Rook a big hand, but there was something better.

[1.75 Fritz: 17.Nxg5! gives Black a huge headache, enough to win the Queen, I reckon: 17...Re4 18.Qf7+ Kh8 19.Qxh5+ Kg8 20.Qh7+ Kf8 21.Qh8+ Ke7 22.Qxg7+ Kd6 23.Nf7+]

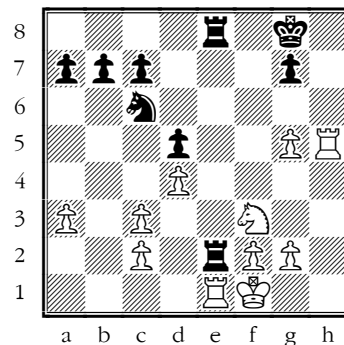
☞ **Lasker's Law: always look for something better!**

17 ... **Qe8!**

18. **Qxe8+ Rxe8**

19. **Rxh5 Re2**

20. **Re1**



Weird bit next.

20 ... **Na5?**

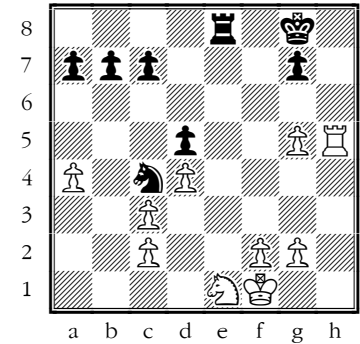
[6.78 Fritz: 20...Rxe1+ ]

21. **a4**

[1.09 Fritz: 21.Rxe2! ]

21 ... **Rxe1+**

22. **Nxe1 Nc4**



23. **g6??**

[-2.09 Fritz: 23.Nf3 is better]

23 ... **Nd2+**

24. **Kg1 Rxe1+**

25. **Kh2 c6**

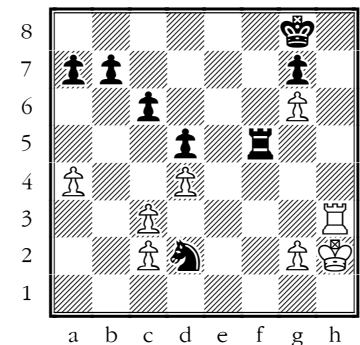
26. **f4 Re6**

27. **f5 Rf6**

28. **Rh3**

[-3.59 Fritz: 28.g4 at least holds on to your pawns]

28 ... **Rxf5**



Another big double oversight coming up, if I have the moves down right.

29. **Re3??**

[-9.31 Fritz: 29.Rd3 ]

29 ... **Ne4??**

[-2.59 Fritz: 29...Nf1+! ]

30. **c4! b6**

31. **cxd5 cxd5**

32. **c4!**

Well done! I thought you were dead and buried.

32 ... Ng5

[-1.47 Fritz: 32...Kf8 ]

33. cxd5 Kf8

34. g4

[-3.66 Fritz: 34.d6!? ]

34 ... Rxd5

35. Rd3 Rd6

36. Kg3

Well, by now Black has got coordinated and has a win if he is careful, so you did very well to hold on.

1/2-1/2

### NN (Berkshire) - Royle,J

[D20] Queen's Gambit Accepted

*A very mysterious game! Your opening was pretty risky and it could all have been over in a very few moves... However, White lost the plot and you went into a good endgame. At the end, you had a big threat and it would have been interesting to see if White could find a defence!*

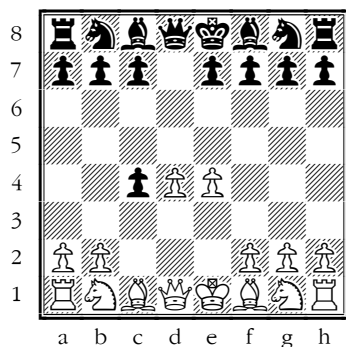
*I do recommend that you learn a proper defence to 1.d4. Accepting the gambit is not at all bad, but you need to know a bit more about it to avoid accidents. The Tarrasch Defence is solid and these days the Albin Counter-Gambit is quite popular.*

1. d4 d5

2. c4 dxc4

[2...e5 is the Albin CG]

3. e4



This line is pretty fashionable among the Grandmasters at the moment.

3 ... b5

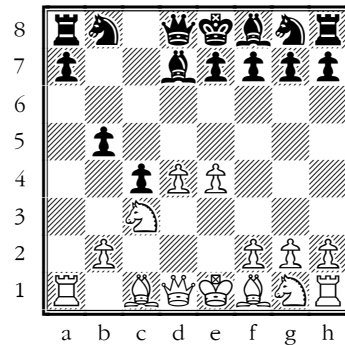
Logical, but doesn't do much for your development. This is a move that you "get away with" more than "play with confidence". It's a bit loose and a bit risky. The GMs are still exploring all four alternatives:

[3...e5; 3...Nf6; 3...Nc6; 3...c5]

4. a4 c6

5. axb5 cxb5

6. Nc3 Bd7



[6...Bb7 is worth a look too]

7. g3

looks too slow.

[7.b3! b4!? 8.Bxc4 bxc3 9.Bxf7+ Kxf7 10.Qh5+ g6 11.Qd5+ Kg7

12.Qxa8 Bc6 13.Qxa7 Bxe4 14.f3 is a mess!]

7 ... Nf6

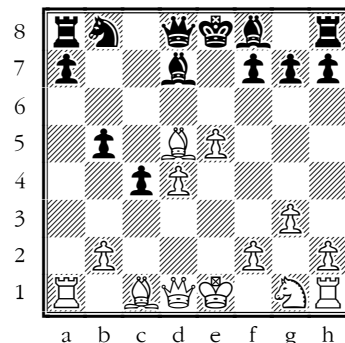
8. Bg2 e6

[8...Bc6]

9. e5 Nd5

10. Nxd5 exd5

11. Bxd5



11 ... Nc6?

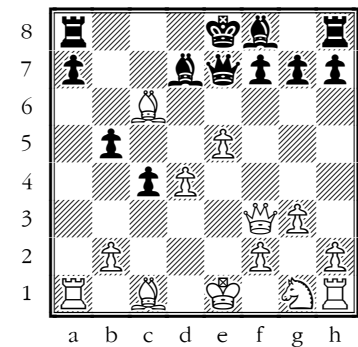
This is the sort of accident that can happen when it's all a bit loose and risky: you have to be so careful about every move!

[1.59 Fritz: 11...Bc6! is OK]

12. Qf3! Qe7

[4.06 Fritz: 12...Bb4+ 13.Kf1 o-o is best but not good for Black!]

13. Bxc6



13 ... Qb4+

[8.84 Fritz: 13...Rc8 14.Bb7 a5 15.Bd2 Bg4 16.Qd5 Rb8 17.Qxb5+ Bd7 18.Qd5]

14. Qc3

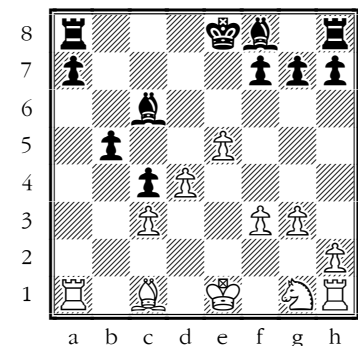
Nervous!

[-0.91 Fritz: 14.Bd2! Qxb2 15.Bxd7+ Ke7 (15...Kxd7 16.Qb7+ leads to mate) 16.Bc3 and Black can resign]

14 ... Qxc3+

15. bxc3 Bxc6

16. f3



16 ... b4

What's your idea here? This move is not terrible but I can't see the point. Your main task here is to get your pieces out and working together. Meanwhile, you must not let White squash you with d4-d5. Then you can play ...a5 and ...b4. So I would suggest ...Be7/ ...Kd7/ ...Rhd8.

17. Bd2

[-1.41 Fritz: 17.Ra6! ]

17 ... bxc3

[0.25 Fritz: 17...b3! ]

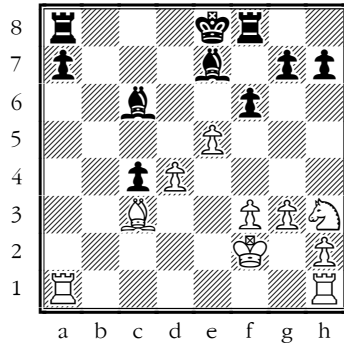
18. Bxc3

That's not done much for your position.

- 18 ... Be7  
19. Kf2 f6  
20. Nh3

[-0.72 Fritz: 20.exf6 ; 20.Ra6]

- 20 ... Rf8



[0.50 Fritz: 20...fxe5 ]

21. Nf4?

[-0.53 Fritz: 21.e6 g5 22.Rhb1 Bd8 23.Ra6 Bb6]

- 21 ... fxe5

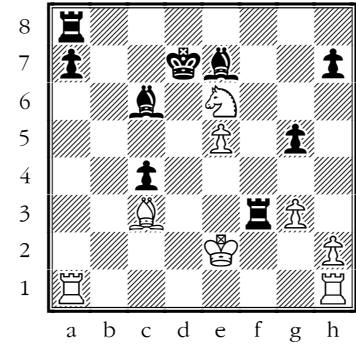
22. dxe5

[-2.31 Fritz: 22.d5 Bd7 23.Bxe5 g5 24.Nh5 Bg4 25.Nf4 Bc5+ 26.Ke2 gxf4]

- 22 ... g5

23. Ne6 Rxf3+

24. Ke2 Kd7



Another interesting draw decision! I think Black is winning this one. Who offered the draw?

[24...Kd7 25.Nd4 Rxc3!+ is a big threat, and you're also threatening the Knight, so Black wins a piece.]

1/2-1/2

## Tayyib Mubashar

I had a moan about your solid-but-dull opening as White, but the main thing you need to do is to get your eye in for some tactics. You put your pieces on sensible squares but then you leave them to get taken! One thing about playing a sharper opening is that you will be faced with more tactics early on; if you can past the blunders, it will do your chess a power of good.

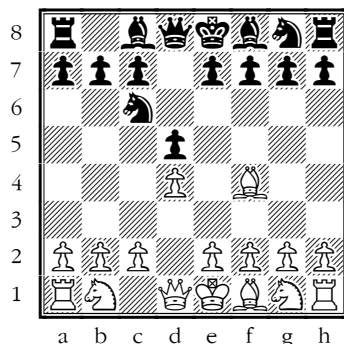


**Mubashar, T - NN**  
(Wiltshire)

[D00] London System

You got started quite well but suddenly lost two pieces in three moves. I am sure it was obvious what the problem was after the event - so the challenge is to see these things coming!

1. d4 d5  
2. Bf4 Nc6?!



Black needs to find a file for the Rooks one day, and this move blocks the most likely file.

3. e3 Nf6

[3...Bf5 would ask White a question about how to put pressure on the Black game, to

which the best reply is . 4.c4 e6 5.Qb3]

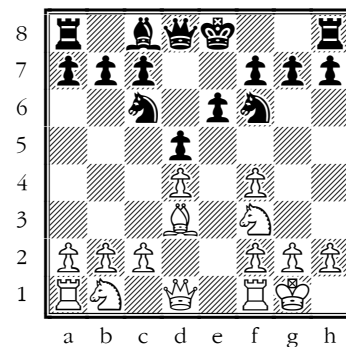
4. Bd3 e6

[4...Nb4 5.Be2 Bf5 6.Na3 c5]

5. Nf3 Bd6

6. o-o Bxf4

7. exf4



That exchange has done White a bit of good: Black's remaining Bishop is poor and White has a grip on e5. If Black castled King's-side, there would be good prospects for an attack after Ne5.

- 7 ... o-o

8. c4

I was a bit surprised to see this move now: it would have been better earlier. Now you give Black the idea of ...dxc4, when White has a weak point on d4 and Black can post the Bishop on

b7. White would still have his attack, but Black would have more obvious counterplay.

[8.c3 holds the centre closed, and White can use the extra space to organise a King's-side attack.]

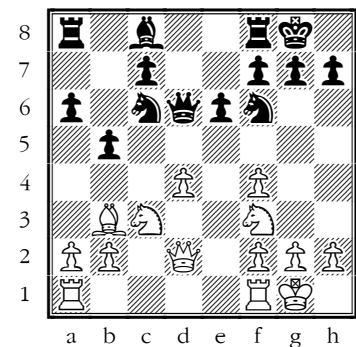
- 8 ... Qd6

9. Qd2 dxc4

10. Bxc4 a6

11. Nc3 b5

12. Bb3



- 12 ... b4

[12...Na5!]

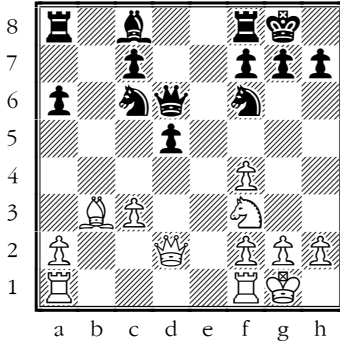
13. d5?

Oops - just loses a piece.

☛ All the planning in the world doesn't matter until you can avoid blunders!

[-3.19 Fritz: 13.Ne2 ]

- 13 ... bxc3  
14. bxc3 exd5



15. Bxd5?

Makes things worse: now you're two pieces down.

[-5.91 Fritz: 15.Rfe1 Na5 16.Ne5 Nxb3 17.axb3 Ne4 18.Qd4 f6 19.Nc4 Qc6]

- 15 ... Nxd5  
16. c4 Nxf4  
17. Qxd6 cxd6  
18. Rfd1 Ne5  
19. Rxd6 Nxf3+  
20. gxf3 Bh3  
21. Rd4?

[-12.13 Fritz: 21.Kh1 Rfc8 22.Re1 Bg2+ 23.Kg1 Bxf3 24.Rd7 Rab8 25.h4 Be2]


- 21 ... Ne2+  
22. Kh1 Nxd4  
23. Rd1

[-#7 Fritz: 23.c5 ]

- 23 ... Nxf3  
24. Rd3 Rfe8  
25. Rxf3

[0.00 Fritz: 25.Rd1 Re2 26.Rf1 Bxf1 27.a4 Rxf2 28.c5 Rxh2#]

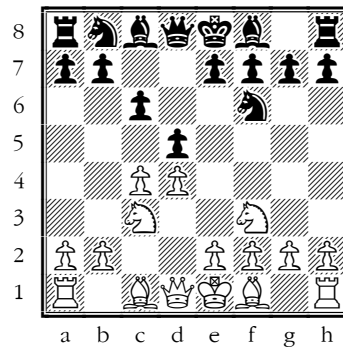
- 25 ... Re1#  
0-1

 **Los,E (S Wales) - Mubashar,T**

[D15] QGD Slav Defence

You played a little too loosely in the opening then just overlooked a piece could be taken for nothing. It is not hard to learn a system to play with Black against 1.d4, you just need to know a few more moves than three!

1. d4 d5  
2. c4 c6  
3. Nc3 Nf6  
4. Nf3



4 ... Bf5?!

We've discovered over the years that it's hard to get away with this move.

[4...dxc4 is the Slav Defence after which 5.a4 Bf5 is the main line; 4...e6 is the Semi-Slav Defence, which can continue 5.e3 Nbd7 6.Bd3 dxc4. Both of these defences are played by top GMs.]

☞ There's no need to make up your own moves in common openings

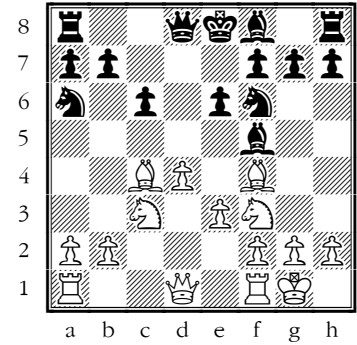
5. Bf4

[5.Qb3! puts pressure on d5 and b7; Or 5.cxd5 cxd5 6.Qb3]

- 5 ... dxc4  
6. e3 Na6

[6...b5 7.Bxc4 0.25]

7. Bxc4 e6  
8. 0-0



8 ... b5?

Allows a tactic...

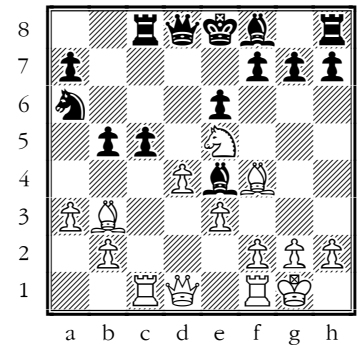
[1.34 Fritz: 8...Nb4 9.Be5 Nd7 10.Rc1 Nxe5 11.Nxe5 f6 12.Nf3 Bd6 13.Nh4]

9. Bb3?

Which White misses!

[0.56 Fritz: 9.Nxb5! ]

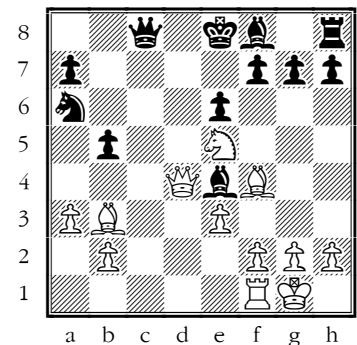
- 9 ... Ne4  
10. Nxe4 Bxe4  
11. Rc1 Rc8  
12. Ne5 c5  
13. a3



13 ... cxd4

[1.00 Fritz: 13...Qe7 14.a4 f6 15.Nf3 Bc6 16.Qe2]

14. Rxc8 Qxc8  
15. Qxd4



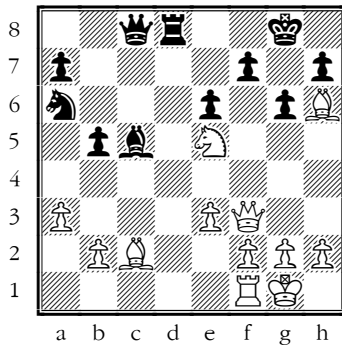
15 ... Bc5?

Again, you need to get your eye in for tactics

☞ One of the reasons for playing more fighting openings is to practice looking for tactics.

[15...Bf5 16.Qxe4 3.88; 3.88 Fritz: 15...Bb7]

- 16. Qxe4 o-o
- 17. Bc2 g6
- 18. Bh6 Rd8
- 19. Qf3



19 ... b4?

Loses, but so does everything else!

[#5 Fritz: 19...f5 20.Bb3 Bd6 21.Nc6 Re8 22.Rd1 Qc7 23.Bf4 Bxf4 24.exf4]

20. Qf6

[20.Qxf7+ Kh8 21.Qg7#]

- 20 ... Bf8
- 21. Qxf7+ Kh8
- 22. Bg5

[14.66 Fritz: 22.Nxg6+ hxg6 23.Qf6+ Kg8 24.Qxg6+ Bg7 25.Qxg7#]

22 ... Be7

[#2 Fritz: 22...Bg7 23.Bxd8 Qxd8 24.Nxg6+ hxg6 25.Qxg6 Kg8 26.Qxe6+ Kf8 27.Bg6]

23. Bxe7  
1-0



**Mubashar, T - NN (Berkshire)**

[D00] London System

That opening of yours needs some more teeth! I am not sure how you lost the Rook for nothing, but some practice in spotting attacks and tactics seems a good idea.

1. d4

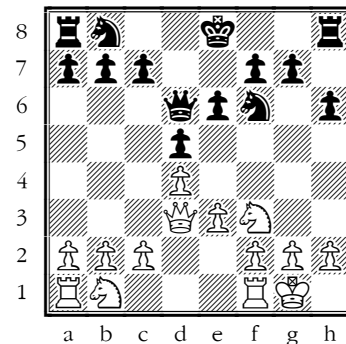
[1.e4 e5 2.Nf3 Nc6 3.d4]

- 1 ... d5
  - 2. Bf4
- [2.c4!]
- 2 ... Nf6
  - 3. e3 Bf5
  - 4. Bd3

[4.c4 is one way to put some pressure on the Black game, or maybe 4.c3 and 5.Qb3.]

☞ It is usually not enough just getting out your pieces as White you need to set your opponent problems, usually by threatening to take over the centre with pawns

- 4 ... Bxd3
- 5. Qxd3 e6
- 6. Nf3 h6
- 7. o-o Bd6
- 8. Bxd6 Qxd6

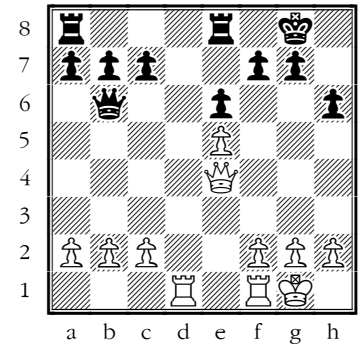


Yes, this is a problem with this sort of position; a lot of the fizz goes out of it once the Bishops come off.

- 9. Nc3 o-o
- 10. e4 dxe4
- 11. Nxe4 Nxe4
- 12. Qxe4 Nc6
- 13. Rad1 Rfe8
- 14. Ne5

This is a nice sequence from you, that could have given you a bit of initiative.

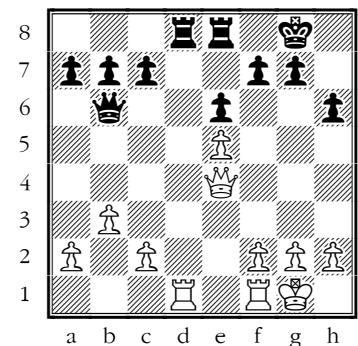
- 14 ... Nxe5
- 15. dxe5 Qb6



16. b3

[The move you want to play here is 16.Rd7 but 16...Rad8 17.Qd3 Rxd7 18.Qxd7 Rf8 doesn't seem enough for White]

16 ... Rad8



If you make the swap, you risk losing control of the file.

17. Rxd8?!

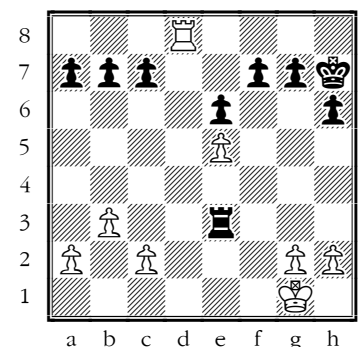
This is usually wrong.

[17.Qe2]

- 17 ... Rxd8
- 18. Qe3

[18.Qe2 with the idea Rd1, doesn't quite work either. 18...Qa5 19.a4 Qc3]

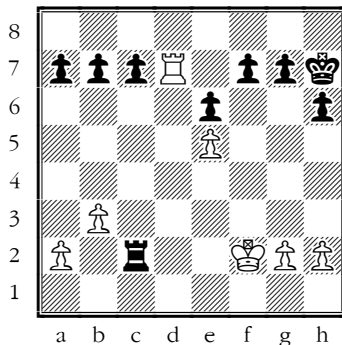
- 18 ... Qxe3
- 19. fxe3 Rd2
- 20. Rc1 Re2
- 21. Rd1 Rxe3
- 22. Rd8+ Kh7



23. Kf2

[-1.47 Fritz: 23.c4 Rxe5 24.Rd7 Rc5  
25.Rxf7 Kg6 26.Rd7 a5 27.Kf2 a4]

- 23 ... Rc3  
24. Rd7 Rxc2+



### 25. Rd2??

Hmm, I presume you thought this was a swap... but you shouldn't be swapping!

☞ Generally, avoid piece swaps when you're losing.

[-8.94 Fritz: 25.Kf3 Kg6 26.h4 Rc3+  
27.Kf4 f5 28.Re7 Rc2 29.g3 h5]

- 25 ... Rxd2+  
26. Kf3 Rxa2  
27. g4 g5  
28. h3 Ra3  
29. Kg2 Rxb3

30. Kh2 Kg6  
31. Kg2 h5  
32. Kf2 Rxb3  
33. Kg2 0-1

## ■ Daniel Rumford

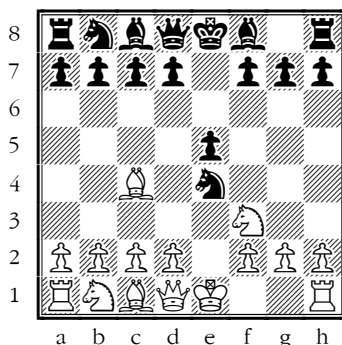
Did your third score sheet ever turn up? Send it in if you find it. Of the games that I saw, I can see that a bit more energy in the opening and a bit more care in the rest of the game would do you good, but that is true of most players, including me I think!



### NN - D (Wiltshire) - Rumford, D

[C42] Petroff's Defence

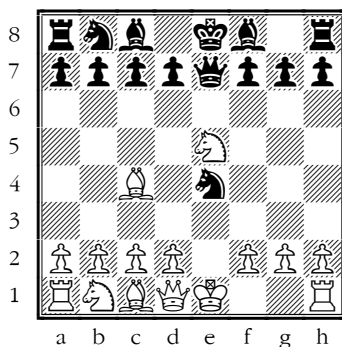
1. e4 e5  
2. Bc4 Nf6  
3. Nf3 Nxe4



4. Nxe5

[4.Nc3 is a fun idea, called the Boden-Kieseritzky Gambit.]

- 4 ... Qe7

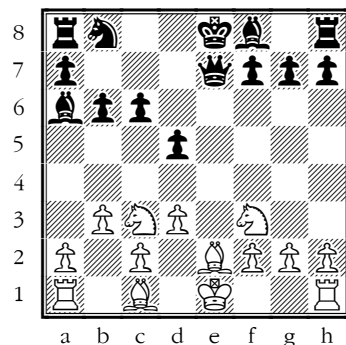


5. Nf3??

[-5.72 Fritz: 5.Qh5 Nd6 6.Bd5 Nc6  
7.Bxc6 dxc6 8.d4 Nc4 9.f4 g6]

- 5 ... Nc3+!  
Very good.

6. Qe2 Nxe2  
7. Bxe2 b6  
8. Nc3 Ba6  
9. b3 d5  
10. d3 c6



11. Nd4?

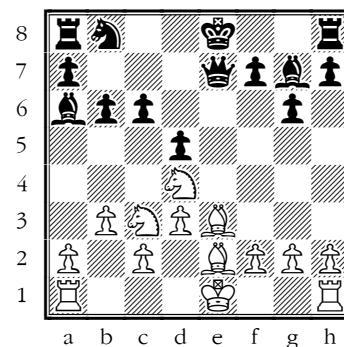
[-9.03 Fritz: 11.0-0 Qd7 12.Nd1 Bc5  
13.Re1 0-0 14.Bb2 Re8 15.Ne5 Qf5]

- 11 ... g6?

[11...Qb4! is a cheeky fork.]

☞ Undefended pieces - or pieces that are only just defended enough - can often be caught with a tactic.

12. Be3 Bg7

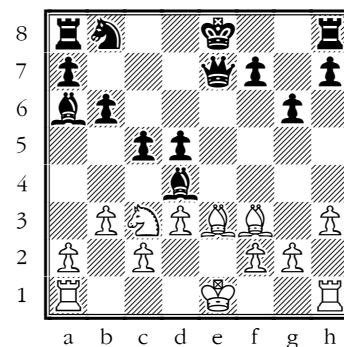


13. h3?

[-9.69 Fritz: 13.0-0 Qb4 14.Nd1  
Bxd4 15.a3 Qc5 16.b4 Qxc2  
17.Bxd4 0-0]

13 ... c5!  
...d4 is going to win a piece.

14. Bf3 Bxd4



15. Rb1

[-12.75 Fritz: 15.Nxd5! isn't going to save the game, but is the best move.]

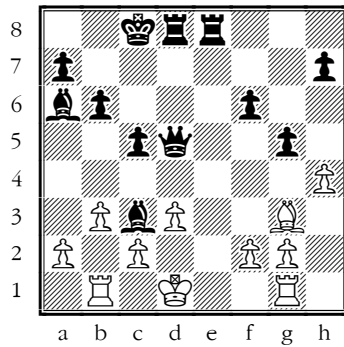
- 15 ... Bxc3+  
16. Kd1 Nc6  
17. Bxd5 Qd6



- 18. Bxc6+ Qxc6
- 19. Rg1 o-o-o
- 20. Bg5 f6
- 21. Bh6 Rhe8

[-#6 Fritz: 21...Qd5]

- 22. Bf4 g5
- 23. Bg3 Qd5
- 24. h4



- 24 ... Bxd3!

Excellent – “a real chessplayer's move”, as Trefor Thynne says.

- 25. cxd3

[0.00 Fritz: 25.Kc1 Bf1 26.Rxf1 Qd2#]

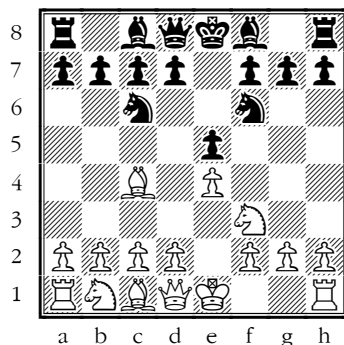
- 25 ... Qxd3+
- 26. Kc1 Qd2# o-1

### Rumford, D - NN (S Wales)

[C55] Italian Game

I think you need to find moves in the opening with a lot more oomph than the ones you played. Playing too slowly, you allowed Black a bit of pressure... but I am not sure how you lost your Queen!

- 1. e4 e5
- 2. Nf3 Nc6
- 3. Bc4 Nf6



- 4. Nc3?!

This is not the right move for a couple of reasons:

1. it allows Black an easy equaliser with 4...Nxe4;
2. it leads to a dismal stodgy position after 4...Bc5.

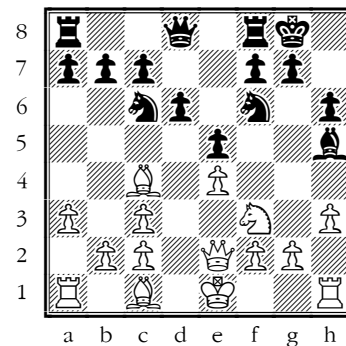
Better moves include:

[a. 4.Ng5!? goes hunting material but allows Black to become the attacker;

b. 4.d4!? is the opposite: it offers material in exchange for an attack]

☞ The Italians of Modena believed in fast development and attack from the very first move; if you are going to use one of their openings, that is how you should play!

- 4 ... Bb4
- 5. Qe2 d6
- 6. Ng5 o-o
- 7. a3 Bxc3
- 8. dxc3 h6
- 9. Nf3 Bg4
- 10. h3 Bh5



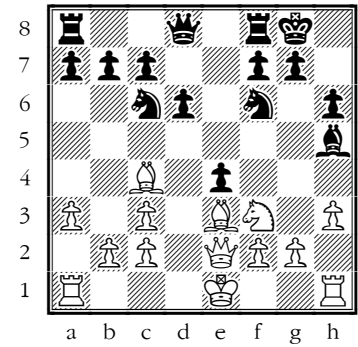
- 11. Be3

[-0.75 Fritz: 11.g4 Bg6 12.g5 hxg5 13.Nxg5 might be your best idea]

- 11 ... Nxe4
- 12. Bd5 Nf6
- 13. Bc4??

[-3.41 Fritz: 13.Bxc6 gives White a chance to dodge the pin. 13...bxc6 14.g4]

- 13 ... e4



- 14. Nh4??

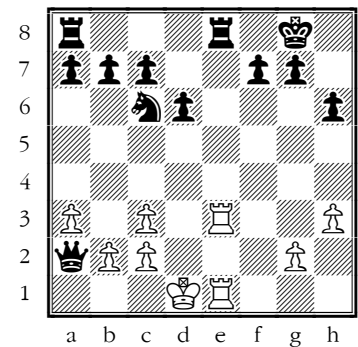
Wow, that's quite a miss!

[-7.84 Fritz: 14.Qd1]

- 14 ... Bxe2
- 15. Bxe2 Nd5
- 16. Bd2 Qxh4
- 17. o-o-o Qxf2
- 18. Bf1 Ne3
- 19. Bxe3 Qxe3+
- 20. Rd2 Qf4
- 21. Bc4 e3
- 22. Re2 Rfe8
- 23. Kd1

[-16.78 Fritz: 23.Bd5 is a little better]

- 23 ... Qxc4
- 24. Rhe1 Qa2
- 25. Rxe3



- 25 ... Qa1+

That's a poor check, after which Black has pieces attacked on a1 and e8.

[-10.81 Fritz: 25...Qd5+ is better]

- 26. Kd2 Qxb2

[Having got this far, Black should have taken the opportunity to squash White completely by 26...Qxe1+ 27.Rxe1 Rxe1 28.Kxe1 Re8+]

- 27. Rxe8+ Rxe8
- 28. Rxe8+ Kh7



29. Rc8 Na5  
30. Kd3

[-15.41 Fritz: 30.Rxc7 Qb6 31.Rc8 Qf2+ 32.Kc1 Qxg2 33.Rc7 Kg6 34.c4 Nxc4]

30 ... Qxa3

31. Rxc7 Qa2  
32. Rd7

[32.Rd7 Qd5+ 33.Ke2 Qe6+]

0-1

■ Sam Tugwell

If I can adapt an old joke, Sam, you've got all the right moves, but not necessarily in the right order! You know what you're supposed to be doing, but I'm not sure you're being careful enough to let you do what you want without having some sort of accident.

 Tugwell, S - K (Wiltshire)

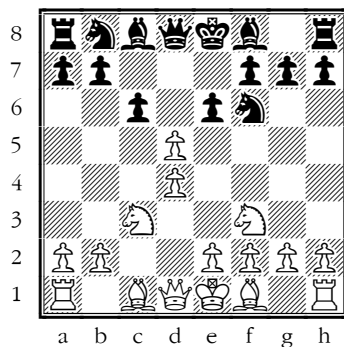
[D13] Semi-Slav Defence.

A game with some very big swings! After losing a piece and getting into all sorts of trouble, you did very well to get an attack together which gave you a checkmate. But at the point that you stopped writing down the moves, your opponent had a forced checkmate!

1. d4 d5  
2. c4 c6  
3. Nf3 Nf6  
4. Nc3 e6

This is a very Grandmasterly opening! It's an opening that will last you for life, but it's also an opening that you might want to save for later unless you are sure you know what you are doing.

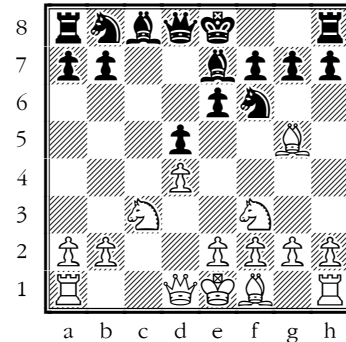
5. cxd5



5 ... cxd5

[5...exd5 is better, because now Black can get the Bishop out of c8. 6.Qc2]

6. Bg5 Be7

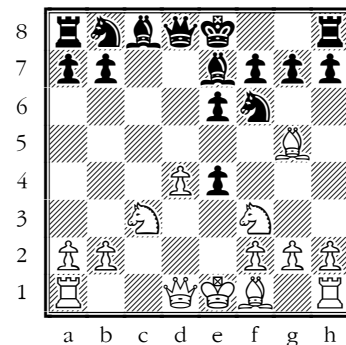


Now any move of the Knight discovers an attack on the Bishop.

7. e4?

[-0.50 Fritz: 7.Rc1 ; 7.e3]

7 ... dxe4



8. Nxe4??

[-2.97 Fritz: 8.Bxf6]

8 ... Nxe4

☞ Discoveries are hard to spot - so look carefully!

9. Bxe7 Qxe7  
10. Bb5+ Bd7  
11. Qe2

[-4.28 Fritz: 11.Bxd7+ Qxd7 12.Qc2 Nd6 13.0-0 Nf5 14.Qe4 Nc6 15.Rad1]

11 ... 0-0

[-1.72 Fritz: 11...Qb4+!]

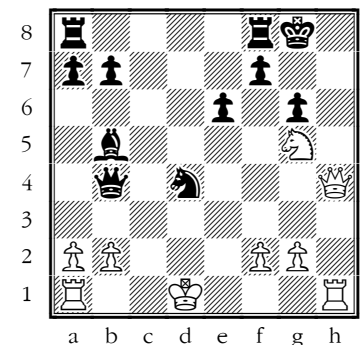
12. Qxe4

[-3.84 Fritz: 12.Bxd7 Qb4+ 13.Kf1 Nd6 14.Bxe6 fxe6 15.Qxe6+ Nf7 16.Qe2 Nc6]

12 ... Bxb5  
13. h4 Qb4+  
14. Kd1 Nc6  
15. Ng5 g6  
16. h5

[-8.31 Fritz: 16.Nf3 Qxb2 17.Rb1 Ba4+ 18.Ke1 Qc3+ 19.Ke2 Bc2 20.Rbc1 Bxe4]

16 ... Nxd4  
17. hxg6 hxg6  
18. Qh4



...and Black was checkmated. Very Good!

☞ If you're losing, there's no harm in attacking!

...1-0

...But Black has a forced checkmate from this position!

18 ... Be2+  
19. Kc1 Rac8+  
20. Kb1 Bd3#

 Tugwell, S - NN (S Wales)

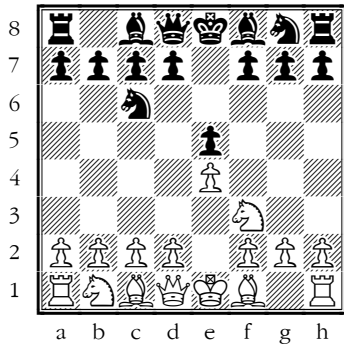
[C44] Double King Pawn Opening

1. e4 e5

Did I get this right, that you opened 1.d4 in one game and 1.e4 in the next game?

☞ Stick to your chosen opening until you are an expert in it.

2. Nf3 Nc6



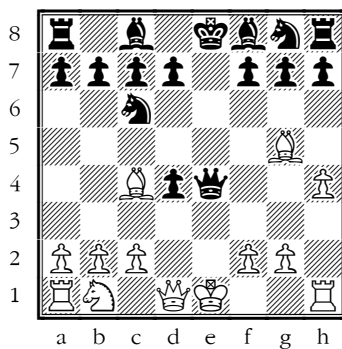
3. Ng5??

Too keen.

☞ Look before you leap!

- 3 ... Qxg5
- 4. d4 Qf6
- 5. h4 exd4
- 6. Bg5 Qe5

7. Bc4 Qxe4+

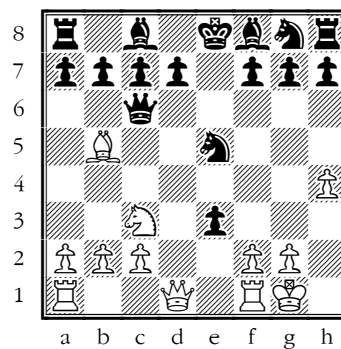


8. Be3?

[8.Kd2 is awkward, but this is awful]

- 8 ... dxe3
- 9. 0-0 Ne5
- 10. Nc3 Qc6

11. Bb5



11 ... Nf3??

12. gxf3

Not sure of the result of this one...

1/2-1/2

■ John Fraser

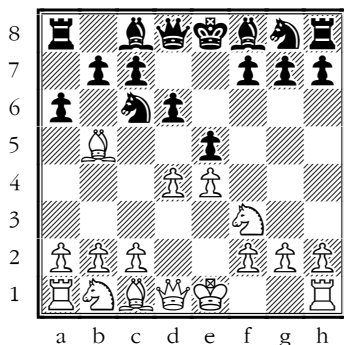
Three very good games, which could have given you 3/3 with a better roll of the dice. There was a moment in the third game when you could have got it under control, but it was a situation that was hard to follow. Next time!

♟️ Fraser, J - NN

[C73] Ruy Lopez, Steinitz Defence

Good stuff, John, the win was never in doubt, although I did doubt at one point if you knew when to change gear.

- 1. e4 e5
- 2. Nf3 Nc6
- 3. Bb5 d6
- 4. d4 a6?

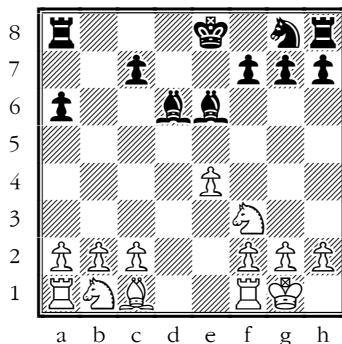


- 5. Bxc6+ bxc6
- 6. dxe5 dxe5

[1.56 Fritz: 6...d5]

- 7. Qxd8+ Kxd8
- 8. Nxe5 Be6
- 9. Nxc6+ Kd7
- 10. Ne5+ Ke8
- 11. 0-0 Bd6

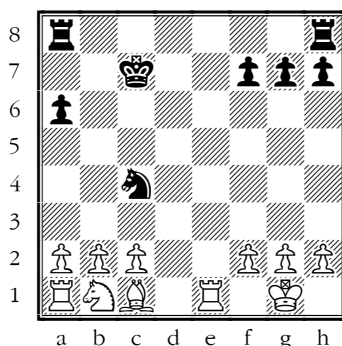
12. Nf3



12 ... Nf6??

[4.22 Fritz: 12...Rd8]

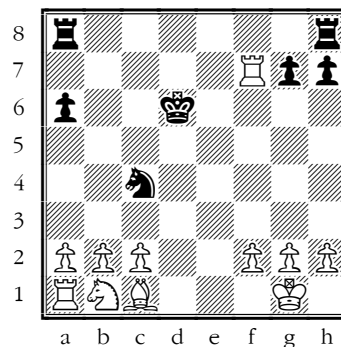
- 13. e5 Bc4
- 14. Re1 Nd5
- 15. exd6+ Kd8
- 16. Ne5 Nb6
- 17. Nxc4 Nxc4
- 18. dxc7+ Kxc7



OK, well done. Now, the thing is to win when you're winning, and the way to do that is to keep it safe.

☞ Win when you're winning! That usually means: get all your pieces into the middle then swap them off!

- 19. Re7+ Kd6
- 20. Rxf7

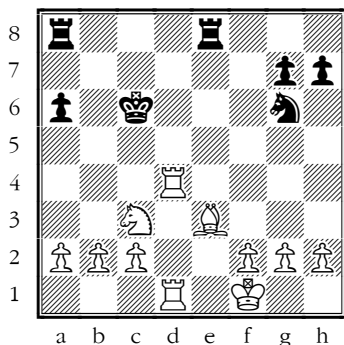


Now you're still fine here, but you could have missed something terrible here like ...Ne2+ winning back a piece, or ...Re1 checkmate! Get the rest of your position sorted and swap everything off.

☞ Make sure you win when you're winning! That means, you don't have to try and win material, you are already winning. Instead, you change gear: keep control,

put your pieces on good squares, and just swap off pieces.

- 20 . . . Rhg8
- 21. Rf4 Rge8
- 22. Kf1 Ne5
- 23. Nc3 Ng6
- 24. Rd4+ Kc5
- 25. Be3 Kc6
- 26. Rad1



Now, that's beautiful. If you want to snaffle the odd pawn now, that's fine, but your foolproof plan is still to swap everything off.

- 26 . . . Re6

[#7 Fritz: 26...Ne5 27.Re4 Re7 28.Nd5 Ree8 29.f4 Ng4 30.Rc4+ Kb7]

- 27. Ne4

My computer pointed out mate in 7 here. I wouldn't have bothered with it I think.

[8.47 Fritz: 27.Rc4+ Kb7 28.Rd7+ Kb8 29.Nd5 Rc6 (29...Ne5 30.Rd8+ Kb7 31.Rc7#) 30.Rd8+ Kb7 31.Rb4+ Rb6]

- 27 . . . Rae8

[11.72 Fritz: 27...Ne5 28.f4 Ng4 29.Rc4+ Kb7 30.Rd7+ Kb8 31.Bg1]

- 28. Rd6+

[6.84 Fritz: 28.Rc4+ Kb7 29.Nc5+ Kb8 30.Nxe6 Ne5 31.Rb4+ Kc8 32.Nxg7 Re7]

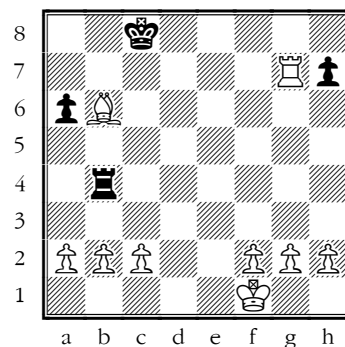
- 28 . . . Rxd6
- 29. Rxd6+ Kc7
- 30. Bb6+ Kc8
- 31. Rxd6!

[6.09 Fritz: 31.Nc5 Ne5 32.f4 Nc6 33.Rxc6+]

- 31 . . . Rxe4

[31...hxg6 32.Nd6+ Kd7 33.Nxe8 Kxe8]

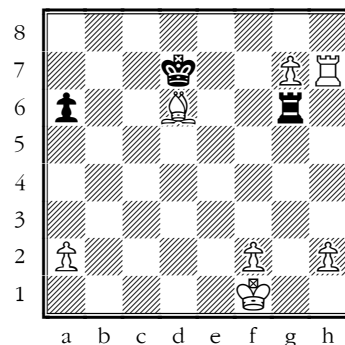
- 32. Rxd6 Rb4



- 33. Rc7+

Hmm, risky... Let the pawn go would be my advice. You are putting your Rook where it can be taken, but the piece defending it can also be taken!

- 33 . . . Kb8
- 34. Bc5 Rb5
- 35. Bd6 Rxb2
- 36. Rxh7+ Kc8
- 37. g4 Rxc2
- 38. g5 Rc1+
- 39. Kg2 Re1
- 40. g6 Re6
- 41. g7 Rg6+
- 42. Kf1 Kd7



You missed a couple of tricks here...

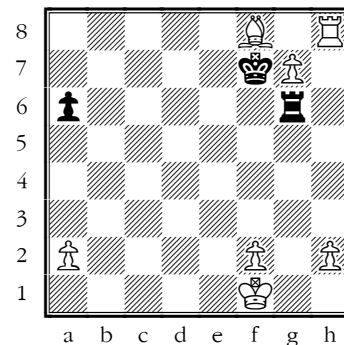
- 43. Bf8

[10.56 Fritz: 43.g8Q+! is check from the Rook!]

- 43 . . . Ke6
- 44. Rh8

[44.Rh6! deflects the Rook]

- 44 . . . Kf7



- 45. g8Q+

That's quite a grown-up move.

- 45 . . . Rxd6
- 46. Rxd6 Kxd6
- 47. Bb4

And Black can resign.

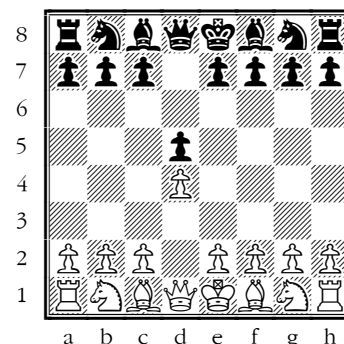
- 47 . . . Kg7
- 48. Kg2 Kg6
- 49. Kg3 Kg5
- 50. h4+ Kf5
- 51. f4 Kf6
- 52. Kg4 Kg6
- 53. h5+ Kh6
- 54. f5 Kh7
- 55. Kg5 Kg7
- 56. h6+ Kf7
- 57. f6 Kg8
- 58. Kg6 Kh8
- 59. f7 a5
- 60. f8Q#
- 1-0

NN - Fraser, J

[D00] Double Queen's Pawn Opening

Another very sensible and powerful game, John, no problems there at all.

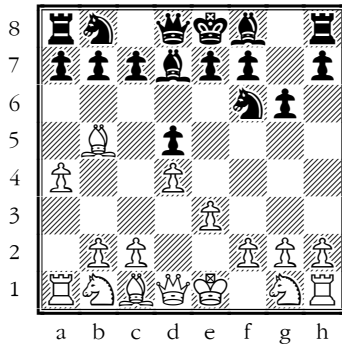
- 1. d4 d5



- 2. e3

Shuts in the Bishop on c1.

- 2 ... Nf6  
3. Bb5+ Bd7  
4. a4 g6

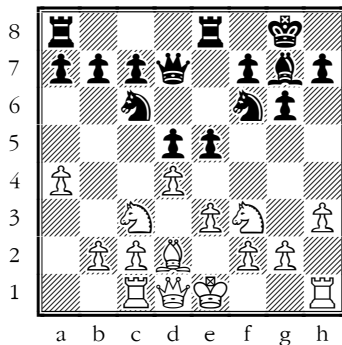


5. Bxd7+

And that swaps off the other Bishop, leaving White with a duff Bishop and very behind in development.

[-0.63 Fritz: 5.Be2 ]

- 5 ... Qxd7  
6. Bd2 Nc6  
7. Nc3 Bg7  
8. Nf3 o-o  
9. h3 Rfe8  
10. Rc1 e5



Very good!

☞ You have to open up a file somewhere to get your Rooks going.

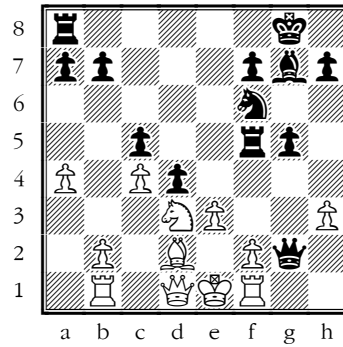
11. Nxe5 Nxe5  
12. dxe5 Rxe5  
13. Ne2 c5  
14. c4 d4  
15. Nf4 Qc6  
16. Rb1

[-1.59 Fritz: 16.o-o Rd8 17.Nd3 Ree8 18.exd4 Rxd4 19.Be3 Rd6 20.Qc2 Ne4]

- 16 ... g5  
17. Nd3 Qxg2

Nice!

18. Rf1 Rf5



19. exd4??

It's just suicidal to open up the e-file.

[-8.28 Fritz: 19.Qe2 ]

- 19 ... cxd4

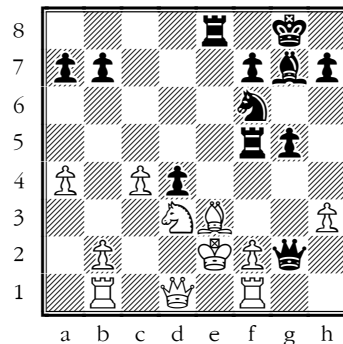
[-2.59 Fritz: 19...Re8+ Straightaway is better, just in case White realises what's going on. 20.Be3 Rxe3+]

20. Ke2?

[-10.50 Fritz: 20.Bb4 gives the King a square.]

- 20 ... Re8+

21. Be3



- 21 ... Rxe3+!

Excellent.

[-5.72 Fritz: 21...dxe3! is not bad of course, and may be even better.]

22. Kd2 Ne4+  
23. Kc2 h5  
24. Rg1

[-13.69 Fritz: 24.Rc1 Nxf2 25.Rxf2 Rxf2+ 26.Nxf2 Qxf2+ 27.Kb1 d3 28.Qb3 d2]

- 24 ... Rxf2+  
25. Nxf2

[-#7 Fritz: 25.Kc1 ]

- 25 ... Qxf2+  
26. Kc1

[26.Kc1 and there is mate in a few after 26...Re2 and(26...d3) ]

0-1

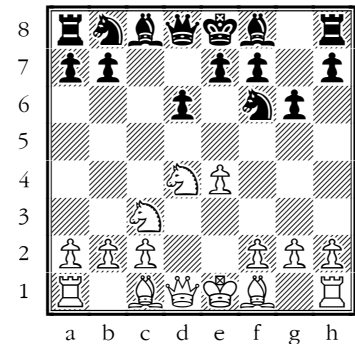


**NN (Berkshire) - Fraser,J**

[B70] Sicilian Defence, Dragon Variation

You were unlucky not to make it 3/3! In a confusing position you missed a move and let your opponent take over. But it was very hard for either side to play the best moves in that position, there is no shame in missing the sorts of moves that computers find so quickly!

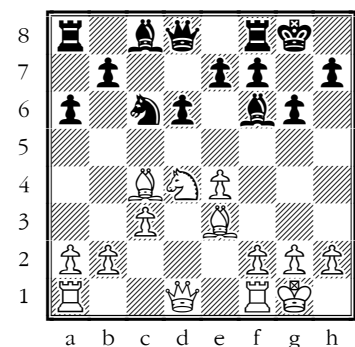
1. e4 c5  
2. Nf3 d6  
3. d4 cxd4  
4. Nxd4 Nf6  
5. Nc3 g6



6. Nd5

Pretty much a waste of time.

- 6 ... Bg7  
7. Nxf6+ Bxf6  
8. Bc4 o-o  
9. o-o Nc6  
10. c3 a6  
11. Be3



- 11 ... e5

That's a big commitment to take on: it shuts in your Bishop on f6 and makes a hole on d5. Now, I

don't see White getting a Knight into d5 any time soon, but why give them the chance?

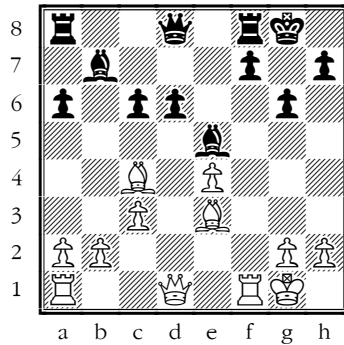
**12. Nxc6**

White, not having read the last note, gives Black protection for d5.

**12 ... bxc6**

**13. f4 Bb7**

**14. fxe5 Bxe5**



**15. h3**

☞ **IDKWID**

White's Rook on a1 is very lazy, so Qd2 and Rad1 was a good idea here.

☞ **Anderssen's Law: if you don't know what to do, improve the position of your laziest piece.**

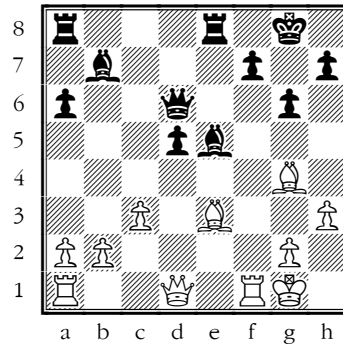
**15 ... d5**

Not sure about that one -- White has a weakness on e4 and you have one on d6. After the exchange, you have a weakness on d5 and White's structure is OK.

**16. exd5 cxd5**

**17. Be2 Qd6**

**18. Bg4 Rfe8**



**19. Qf3?**

Almost forces Black to play a winning move!

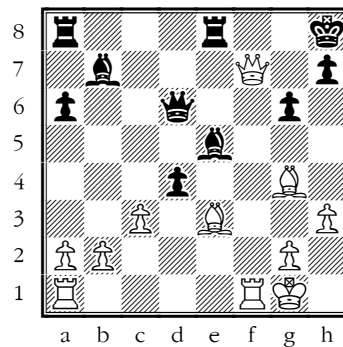
[1.03 Fritz: 19.Bd4 is a good idea here, hoping to leave Black with a bad Bishop.]

**19 ... d4?**

That's not it.

[1.19 Fritz: 19...f5! and the Bishop has no escape.]

**20. Qxf7+ Kh8**



A very interesting position. There's so much going on!

**21. Rad1?**

[0.41 Fritz: 21.Bxd4 Bxd4+ 22.cxd4 Qxd4+ 23.Qf2 and White is a safe pawn up.]

**21 ... Bh2+?**

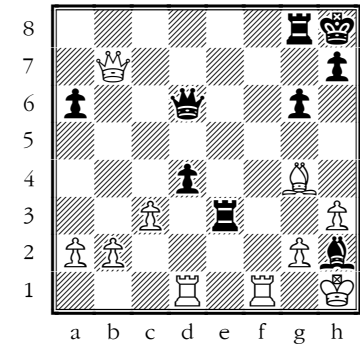
A tempting check, but it loses if played now.

[2.03 Fritz: 21...Re7! chases the Queen away from attacking b7, then you can play your trick. Black should be winning.]

**22. Kh1 Rxe3**

Very good, but

**23. Qxb7 Rg8?**



[9.34 Fritz: 23...Rb8! holds on]

**24. Rxd4?**

[3.06 Fritz: 24.Rf7! and Black is in all sorts of trouble.]

**24 ... Rb8**

[5.56 Fritz: 24...Qb8! 25.Qxa6 Be5! and you are level on pieces but White's Pawns will win.]

**25. Rxd6 Rxb7**

**26. Kxh2 Re8**

**27. Rxa6 Rxb2**

**28. Rc1 Reb8**

**29. c4 h5**

**30. Bd7 Rd8**

**31. Ba4**

**1-0**

■ Harry Loader

A nice set of games, Harry, and nothing wrong with your chess that a bit of practice won't fix. As you get more experience you will handle odd openings better, or learn what to do about them.



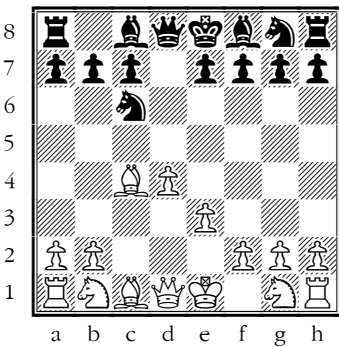
**Loader, H - NN**

[D00] Double Queen Pawn Opening

Oh, such a shame to lose it on time when you were winning!

You had a chance to win a piece very quickly, and then another chance soon after... and even a third chance at move 21! I think a bit of practice in spotting tactics would do you good, then you might be unstoppable...

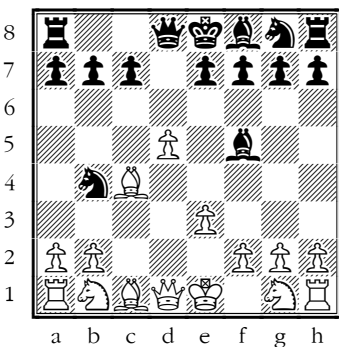
- 1. **d4 d5**
- 2. **e3 Nc6**  
Usually not right.
- 3. **c4 dxc4**
- 4. **Bxc4**



- 4 ... **Bf5**

[4...e5 is probably a good idea, before White stops it.]

- 5. **d5 Nb4?**



Loses a piece.

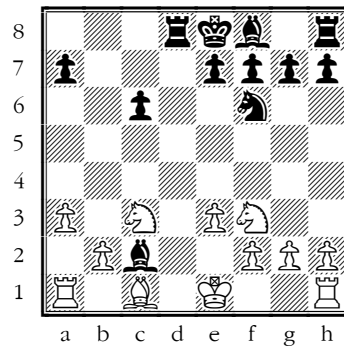
[2.94 Fritz: 5...Ne5!]

- 6. **Bb3?**

[-0.66 Fritz: 6.Qa4+! wins a piece.]

☞ Look at every check and capture, every move.

- 6 ... **c6**
- 7. **Nc3 Nf6**
- 8. **dx c6 Qxd1+**
- 9. **Bxd1 bxc6**
- 10. **a3 Nc2+**
- 11. **Bxc2 Bxc2**
- 12. **Nf3 Rd8?**



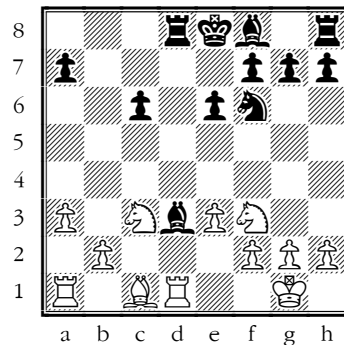
Drops a pawn to a simple fork.

[0.84 Fritz: 12...c5]

- 13. **0-0?**

[-0.03 Fritz: 13.Nd4!]

- 13 ... **Bd3**
- 14. **Rd1 e6?**



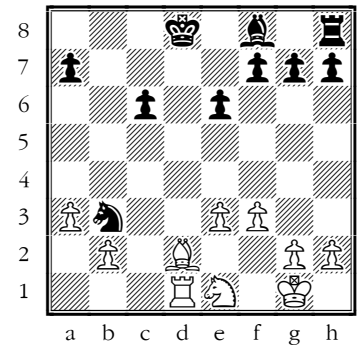
It's that fork again.

[1.44 Fritz: 14...Bg6]

- 15. **Ne1**

[0.28 Fritz: 15.Ne5!]

- 15 ... **Be4**
- 16. **Rxd8+ Kxd8**
- 17. **Nxe4 Nxe4**
- 18. **f3 Nc5**
- 19. **Bd2 Nb3**
- 20. **Rd1**



Black is threatened with a discovery.

- 20 ... **Bd6?**

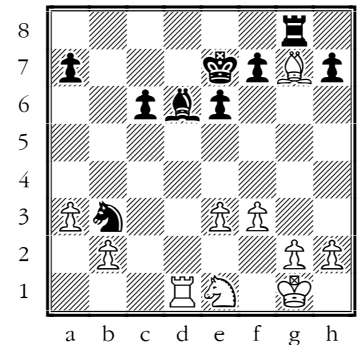
[3.44 Fritz: 20...Nxd2]

- 21. **Bc3?**

Not easy to see all of it, but it was worth starting with the Bishop!

[0.84 Fritz: 21.Bb4! c5 22.Rxd6+ Kc7 23.Rd3!]

- 21 ... **Ke7**
- 22. **Bxg7 Rg8**



- 23. **Bd4**

[0.69 Fritz: 23.Bf6+! is a tricky little move which leads to a bigger advantage for White.]

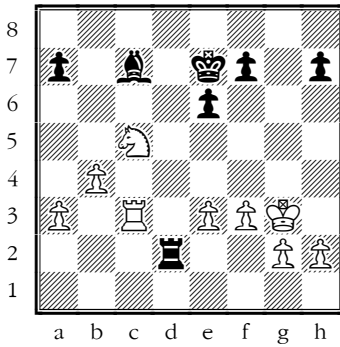
- 23 ... **Nxd4**
- 24. **Rxd4 Be5**
- 25. **Rd2 Bc7**
- 26. **Nd3 Bb6**
- 27. **Re2 c5**
- 28. **b4 c4**
- 29. **Nc5 c3**

[1.44 Fritz: 29...Bxc5 30.bxc5 Rc8 and Black is still fighting.]

- 30. **Rc2 Rd8**
- 31. **Rxc3 Rd1+**

32. Kf2 Rd2+

33. Kg3 Bc7+



34. Kh3

[34.f4 is a small improvement, but is tricky again.]

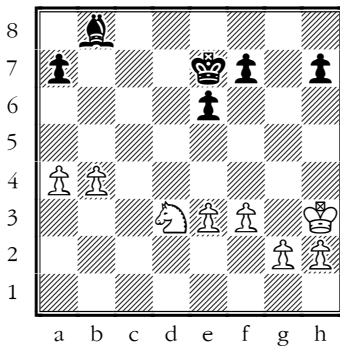
[I point this out for interest, not because I expect you to start playing moves like this!]

34 ... Be5

35. Rd3 Rxd3

36. Nxd3 Bd6

37. a4 Bb8



(time)

That was very harsh!

0-1

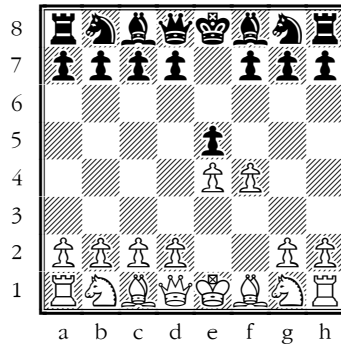
### NN - Loader,H

[C30] King's Gambit Declined

A very messy opening, which I am sure you will handle better next time. You came out of it ahead and converted without too much trouble - well done.

1. e4 e5

2. f4



The King's Gambit.

2 ... d6

[Ah, there's a little trick here. You can get your Bf8 out before playing d6, because White can't take the Pawn on e5, on account of **2...Bc5 3.fxe5??** (3.Nf3 is White's best move, when you can play your intended 3...d6) **3...Qh4+!** and Black is winning. **4.g3 Qxe4+ 5.Ne2 Qxh1.**

If you like to tidy up loose pawns, it's fine to take the pawn on move 2, as long as you are accurate afterwards. I recommend **2...exf4 3.Nf3 Be7**, which is the cunning Cunningham defence, threatening another check on h4. **4.Bc4!** giving the King a square to dodge to **4...Nf6** Back to the usual recipe for Black: develop, get ready to castle, hit back in the centre. **5.e5** (5.Nc3?! Nxe4! This trick works here too!) **5...Ng4 6.o-o d5 7.exd6 Qxd6** and Black is doing OK]

3. d4 f5

4. Bb5+ Bd7

5. Bxd7+ Qxd7

6. Be3 Nf6

7. Nf3?

I think White forgot you could still take the pawn.

[-1.59 Fritz: 7.fxe5]

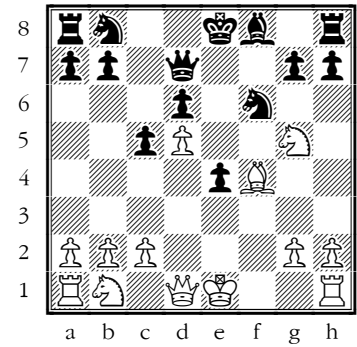
7 ... fxe4!

8. Ng5 exf4

9. Bxf4 c5

[-0.25 Fritz: 9...d5! and with a protected passed pawn, Black is winning.]

10. d5



Black has a big hole on e6.

10 ... Qf5

[0.41 Fritz: 10...h6 11.Ne6 Na6 12.Qe2 Nc7 13.Nxc7+ Qxc7 14.Nc3 0-0-0 15.0-0]

11. Qh5+??

Oops!

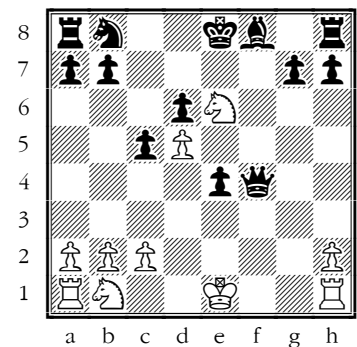
[-12.00 Fritz: 11.Ne6]

11 ... Nxh5

12. g3 Nxf4

13. gxf4 Qxf4

14. Ne6



14 ... Qf5?

[-10.09 Fritz: 14...Qc1+! 15.Ke2 Qxh1 picks up a Rook. If White tries to grab material back with 16.Nc7+ Kd7 17.Nxa8 then 17...Qf3+ 18.Ke1 Be7 and White is getting mated.]

15. Nc7+ Kd7

16. Ne6 Qxd5

17. Nf4 Qe5

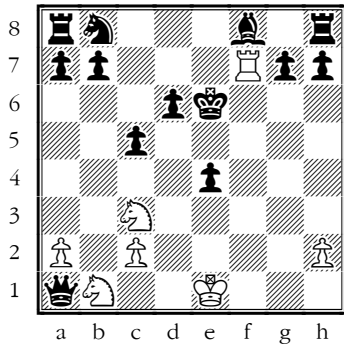
18. Ne2 Qxb2

19. Rf1 Qxa1

20. Rf7+ Ke6

21. Nec3





[-26.00 Fritz: 21.Rxb7]

21 ... g6

[21...Kxf7 should have been played at some point I think!]

22. h4

[-27.06 Fritz: 22.Rxb7]

22 ... d5

23. a3

[-27.09 Fritz: 23.Rxb7]

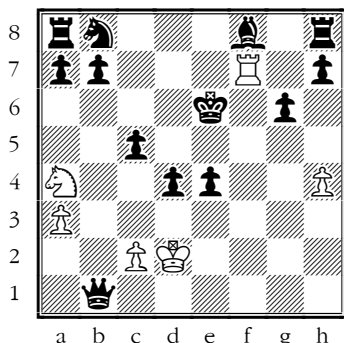
23 ... d4

24. Na4

[-#8 Fritz: 24.Rxb7]

24 ... Qxb1+

25. Kd2



25 ... Qb5

[-29.16 Fritz: 25...Kxf7]

26. Rf2??

[-#6 Fritz: 26.Rxb7]

26 ... Qxa4?

[-30.47 Fritz: 26...e3+!]

27. Rh2

[-#8 Fritz: 27.Kd1]

27 ... Qxa3

[27...Bh6+ leads to checkmate a little faster.]

28. h5 Qg3

29. Re2 e3+

30. Kd3 gxh5

31. Rxe3+ Qxe3+

32. Kc4 Qc3+

0-1

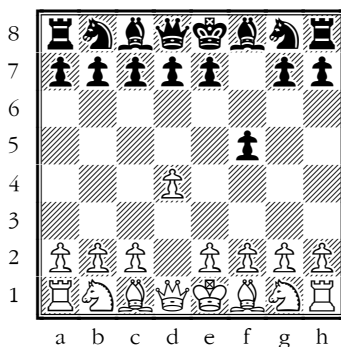


### Loader, H - NN (Berkshire)

[A80] Dutch Defence

You were unlucky to get caught by a discovery -- as you will see in the rest of this booklet, discoveries are the hardest tactics to spot. You showed a good attitude once you were losing by fighting back hard, but it was too hard to recover.

1. d4 f5



Have you seen this defence before? There are several good tries against the Dutch, but this is one I haven't seen.

2. Bf4 Nf6

3. e3 g6

4. c4 Bg7

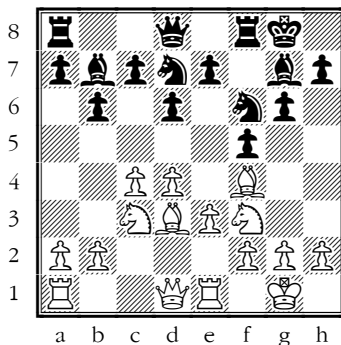
5. Nc3 d6

6. Nf3 o-o

7. Bd3 b6

8. o-o Bb7

9. Re1 Nbd7



[0.88 Fritz: 9...Ne4]

10. e4?

Ooh, risky...! There's a discovery from f8 ...

[-1.06 Fritz: 10.Ng5! ; 10.d5]

10 ... fxe4

11. Bxe4?

From bad to worse...

[-2.84 Fritz: 11.Nxe4 Nxe4 12.Bxe4 d5 13.Ng5 Rxf4 14.Ne6 Qc8 15.Nxf4 dxe4]

11 ... Nxe4

12. Nxe4 Rxf4

Loose Pieces Drop Off, says John Nunn

13. Neg5 Bxf3

14. gxf3

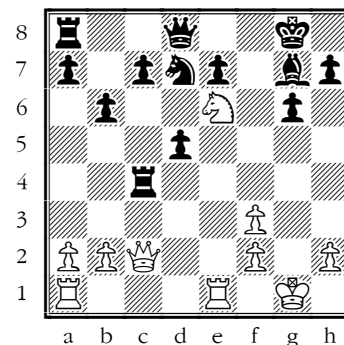
[-4.31 Fritz: 14.Nxf3]

14 ... Rxd4

15. Qc2 d5

[-1.91 Fritz: 15...Nc5]

16. Ne6! Rxc4



[-0.34 Fritz: 16...Qc8 17.Nxd4 Bxd4 18.Rad1 Ne5 19.Kg2 Nxf3 20.Kxf3 Qh3+ 21.Ke2]

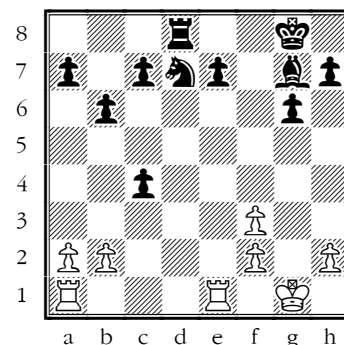
17. Qxc4?!

Looks just the right move, but there was a better one:

[-3.47 Fritz: 17.Qd1! and the threat of Qxd5 then N moves check wins back material, with a roughly level game, 17...Qc8 18.Qxd5 Bxb2 19.Ng5+ Kh8 20.Rxe7!]

17 ... dxc4

18. Nxd8 Rxd8





White has fought back well but has reached a losing position.

**19. Rab1 Ne5**  
**20. f4**

*[-5.78 Fritz: 20.Re2 ]*

**20 ... Nf3+**  
**21. Kg2 Nxe1+**  
**22. Rxe1 Rd7**  
**23. b3 c3**  
**24. Kf1**

*[-9.56 Fritz: 24.Rc1 ]*

**24 ... Bh6**

*[-6.53 Fritz: 24...c2 Black might as well get on with it!]*

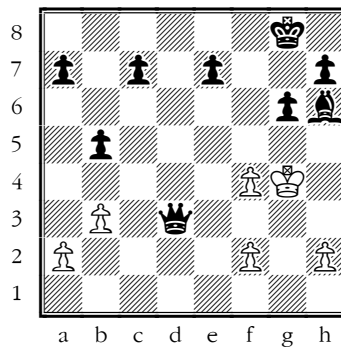
**25. Re4**

*[-9.59 Fritz: 25.Rc1 ]*

**25 ... b5**  
**26. Kg2**

*[-14.88 Fritz: 26.Re2 Rd1+ 27.Kg2 Rd2 28.Rxe7 Bxf4 29.Re8+ Kf7 30.Re1 Rd6]*

**26 ... c2**  
**27. Re1 Rd1**  
**28. Rxd1 cxd1Q**  
**29. Kg3 Qd3+**  
**30. Kg4**



*[-#5 Fritz: 30.Kg2 ]*

**30 ... Bxf4**

No need for this, the f-pawn wasn't threatening!

*[-13.12 Fritz: 30...Qe4 mates more quickly]*

**31. Kxf4 e5+**

**32. Kxe5 Kf7**  
**33. Kf4 Kf6**  
**34. f3 Qd4+**  
**35. Kg3 Kg5**  
**36. Kg2 Qd2+**  
**37. Kg3 Qxa2**

*[37...c5; 37...b4; 37...Qe1+!]*

**38. h4+ Kf5**  
**39. b4 Qa3**  
**40. h5 Qxb4**  
**41. h6 g5**  
**42. Kf2 c5**  
**43. Ke2 c4**  
**44. Kd1 c3**  
**45. Ke1 Qb2**  
**46. Kd1 c2+**  
**0-1**

## All the advice:

- Following the main lines of established openings will usually get you a good position where you know the right plan 14
- Look at every check and every capture, every move 14
- If you have the worse position, then you can swap off and hope to draw, but if you are losing, keep pieces on and try and make a nuisance of yourself! 15
- Generally, pick up a piece rather than a pawn if you have the choice. 16
- Moving the Rook's Pawns usually says "I don't know what I'm doing" (IDKWID) 16
- IDKWID! 16
- Open up a file for your Rooks against the uncastled King. 18
- Attack where your pawns are pointing, but use all your pieces to attack. 19
- With Kings castled on opposite sides, you should throw everything into the attack. 20
- IDKWID 20
- Discoveries are the hardest moves to spot... but they cost us a lot of points, so get your eye in as soon as you can! 20
- The Sicilian is a common defence and you should learn something to play against it. 21
- There's no need to make up openings, just play good ones that have been worked out. 21
- The French is a common defence and you should learn something to play against it. 22
- Look at every check and every capture every move 23
- If you fight hard and keep active when you are behind, your opponent may fall into something nasty. 23
- If you're not sure what to do against Queen's-side openings, learn an all-purpose system like the Tarrasch or TMB 24
- Think before shutting in your Bishops. 24
- Everyone knows the three jobs of the opening, but the fourth task is: Which file are you going to try to open up, so that your Rooks get into the game? 24
- Look at every capture, every turn – it might be a winning move! 25
- Don't push your Rook's pawns one square, there's usually something better to do 26
- "If you are just one pawn ahead, in 99 cases out of 100 the game is drawn if there are pawns on only one side of the board." – FINE 26
- If you see a good move, don't play it until you are sure it's also the best move. 27
- Pieces in a line should make you think of pins and skewers... and discoveries. 27
- Attack when your position is better, not because you want to. 28
- All pieces except pawns move backwards too! 28
- If you put your pieces in good attacking positions, you will create problems for your opponent, and then they might go wrong. 30
- Make sure you get your eye in for discoveries. 30
- Look at every capture (and every check) at each turn. 30
- Use your pieces actively in all stages of the game 31
- Pieces in a line should make you think of tactics (pins, skewers and discoveries). 31
- You can gain time in the opening by attacking pieces with pawns. 31
- Avoid danger if you can! 32
- Don't be tempted to play a check just because it's check: the move will be better for you or better for your opponent, so make sure you know which it is! 33
- Lasker's Law: always look for something better! 34
- All the planning in the world doesn't matter until you can avoid blunders! 36
- There's no need to make up your own moves in common openings 37
- One of the reasons for playing more fighting openings is to practice looking for tactics. 38
- It is usually not enough just getting out your pieces as White you need to set your opponent problems, usually by threatening to take over the centre with pawns 38
- Generally, avoid piece swaps when you're losing. 39
- Undefended pieces – or pieces that are only just defended enough – can often be caught with a tactic. 39
- The Italians of Modena believed in fast development and attack from the very first move; if you are going to use one of their openings, that is how you should play! 40
- Discoveries are hard to spot – so look carefully! 41
- If you're losing, there's no harm in attacking! 41
- Stick to your chosen opening until you are an expert in it. 41
- Look before you leap! 42
- Win when you're winning! That usually means: get all your pieces into the middle then swap them off! 42
- Make sure you win when you're winning! That means, you don't have to try and win material, you are already winning. Instead, you change gear: keep control, 42
- put your pieces on good squares, and just swap off pieces. 43
- You have to open up a file somewhere to get your Rooks going. 44
- IDKWID 45
- Anderssen's Law: if you don't know what to do, improve the position of your laziest piece. 45
- Look at every check and capture, every move. 46
- Loose Pieces Drop Off, says John Nunn 48