

West Of England & South Wales Junior Team Tournament 2016

Churchill Academy, Sunday 28th February 2016

Just the facts...

	DEVON	1		2		3		Total
		Col	Opp	Col	Opp	Col	Opp	
Leif Hafstad	C.01	W	E.01	B	A.01	B	B.01	0.5
Nicolas Bacon	C.02	B	E.02	W	D.02	W	B.02	2
Bracken Lockett	C.03	B	D.04	B	E.03	W	A.03	1.5
Robert Liu	C.04	B	A.04	W	E.04	W	B.03	1.5
Luke Glasson	C.05	W	A.05	B	B.06	B	D.05	1.5
Henry Coleman	C.06	W	E.05	W	D.06	B	A.06	0
Redmond Coleman	C.07	B	B.07	W	D.07	W	A.07	0
Toby O'Donoghue	C.08	W	B.08	B	E.08	B	A.08	3
Oliver Bacon	C.09	W	E.10	W	B.09	B	D.09	1
Daisy Grundy	C.10	W	D.10	I				2
Fletcher Thompson	R1	I		B	B.10	I		3
Evan McMullan	R2	I		I		B	A.09	2.5
Total		4.5		3		6		13.5
Pos								2

We rotated the last three players, so everyone had a chance to play a first team game for Devon. The other teams were: Glamorgan (D), Somerset (B), Wiltshire (D) and Gwent (A).

By the end of the day, I'd rather given up on the medals with a less-than-50% score, but I hadn't realised that Glamorgan were hoovering up everyone's points, while we were doing less badly than everyone else. So, a most unexpected and welcome second place, with silver medals for all!

The top boards of other teams were all very strong, and so every half-point gained there was well-earned. Many congratulations to our reserves, who tied for first place in the Reserves section.

You can play through the games at <http://exeterchessclub.org.uk/content/u14-games-2016>

The complete results are to be found online at <http://www.oxfordfusion.com/epsca/TeamsOverall.cfm?EventID=76>

CONTENTS

CONTENTS.....	2
THE VERDICT	3
OPENING ADVICE.....	3
MIDDLEGAME TIPS.....	5
ENDGAME ADVICE	8
THE GAMES:.....	9
LEIF	9
NICKY.....	12
BRACKEN.....	16
ROBERT	21
LUKE	22
HENRY	26
REDMOND	30
OLIVER	33
TOBY	36
DAISY	41
FLETCH	44
EVAN	46

Openings Index

[B22 Sicilian Defence].....	9	[C24 Bishop's Opening].....	28
[C02 French Defence]	10	[D07 Queen's Gambit Declined].....	30
[D53 Queen's Gambit Declined].....	11	[B30 Sicilian Defence].....	32
[B14 Caro-Kann Defence].....	12	[A45 Queen's Pawn Opening]	33
[E61 King's Indian Defence].....	14	[D00 Queen's Pawn Opening]	35
[E61 Grünfeld Defence].....	15	[C48 Four Knights' Game].....	36
[C41 Philidor's Defence]	17	[C00 French Defence]	36
[C44 Philidor's Defence/Scotch Game].....	18	[C57 Two Knights' Defence].....	38
[B20 Sicilian Defence].....	19	[C57 Two Knights' Defence].....	40
[C50 Old Stodge]	21	[B01 Scandinavian Defence]	41
[C50 Old Stodge]	22	[C44 Scotch Game].....	42
[C47 Scotch Four Knights'].....	23	[C41 Philidor's Defence]	44
[C65 Ruy Lopez].....	25	[C50 Old Stodge]	47
[C60 Ruy Lopez].....	26	[C24 Bishop's Opening].....	47
[B01 Scandinavian Defence]	27		



You could look more pleased!

THE VERDICT

A bit shorter this year, as most of what I want to say to you is the booklet I gave or sent you.

But some themes emerged...

Opening advice

Last year, I thought I saw the best set of opening choices by the Devon U14s. This year was not quite so good... three Old Stodges, oh dear!

"You can lead a horse to water, but you cannot make it drink."

I feel a little bit as though I have led you to the water on this one: I've given you a book of tips explaining what sort of openings to play and what to avoid, and some of you have been to three U14 training days where I have said the same. So, fairly quickly this time:

Learn some proper openings

A proper opening is:

one with a name, that has been worked out before, there is a usual place (or places) for most or all of your pieces to go and there is a usual plan (or plans) for you to follow once you have got your pieces out.

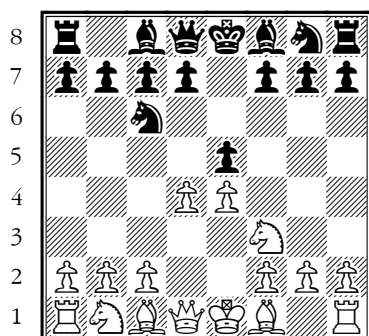
You need 3 main openings: one to play as White, one to play as Black against 1.e4, and one to play as Black against 1.d4 (and everything else).

☞ You also need a fourth set of systems to play when Black tries to dodge your main White opening.

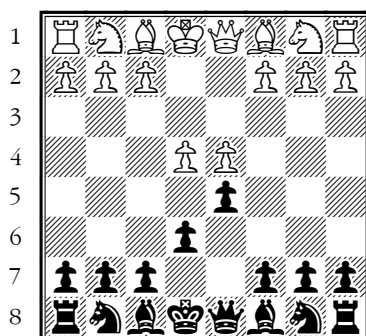
You should know where all the pieces go in a typical line, all the way up to when you connect Rooks.

If you don't know what else to play, try:

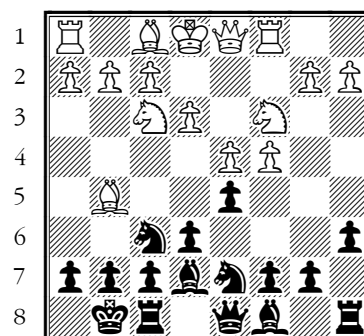
Scotch Game as White



French Defence as Black against 1.e4



Swiss Defence as Black against 1.d4 and everything else

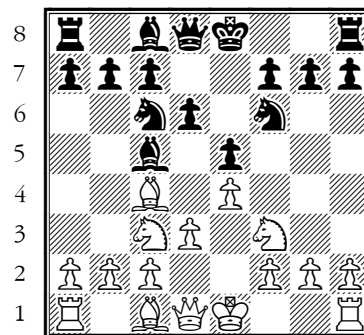


Old Stodge is not a proper opening

And seriously, folks, get away from these four-square-knights positions, especially the Old Stodge version. They aren't doing you any good, you don't play them very well and there is more fun and profit playing almost anything else.

Home-made systems are not proper openings.

Also, don't make up openings. There are too many good ones around to try and make up your own systems at this stage. You can just copy great ideas that have been worked out before, and you don't have to work it all out while your clock is ticking.



Specific openings

The top openings played were (with number of games):

Italian game (including	
Bishop's Opening & Two Knight's Defence	4
Old Stodge	3
Four Knights' Game & Scotch Four Knights	3
Sicilian Defence	3
French Defence	2
Philidor's Defence	3
Scotch Game	2
Ruy Lopez.....	2
Queen's Gambit Declined.....	2
Scandinavian Defence.....	2

I've written about all of these in the past, so I first point you to those pieces, instead of trying to find a new way of saying the same things.

u14_20043.pdf U14 Jamboree games with comments 2004	Openings: Old Stodge, Giuoco Pianissimo, Sicilian Defence, French Defence, Queen's Gambit, Queen's Pawn Game without c4, King's Gambit, Scotch Game and Gambit
u14_2005b.pdf U14 Jamboree games with comments 2005	Openings: Two Knights', French Defence, Scotch Game, Queen's Game and Gambit, King's Gambit, Sicilian Defence, Old Stodge
u14_2006.pdf U14 Jamboree games with comments 2006	Openings: Time-wasting, Italian Game & Old Stodge, French Defence, Queen's Gambit Declined
u14_2007.pdf U14 Jamboree games with comments 2007	Openings: General Opening Principles, Ruy Lopez
u14_2008.pdf U14 Jamboree games with comments 2008	Openings: Queen's Gambit, French Defence, Sicilian, Four Knights, Stonewall
u14_2009.pdf U14 Jamboree games with comments 2009	Openings: General Principles, Old Stodge, Italian Game, Sicilian, Queen's Gambit, Ruy Lopez, Scandinavian Defence,
u14_2010.pdf U14 Jamboree games with comments 2010	Openings: Old Stodge & London System, Double King-Pawn Opening, Semi-Open Games, Queen's Gambit, Unusual Openings
u14_2011.pdf U14 Jamboree games with comments 2011	Openings: Petroff and Philidor Defences (and another rant about Old Stodge)
u14_2012.pdf U14 Jamboree games with comments 2012	Openings: Bishop's Opening, and the Caro-Kann and King's Indian defences
u14_2013.pdf U14 Jamboree games with comments 2013	Openings: Colle, Scandinavian, Danish, Hypermodern, QG Accepted&Slav
u14_2014.pdf U14 Jamboree games with comments 2014	Openings: The Blackmar-Diemer Gambit
u14_2015.pdf U14 Jamboree games with comments 2015	Openings: tips on Ruy Lopez, Two Knights' Defence, Philidor Defence, Queen's Gambit

If you can, practise spotting things. You can use books of puzzles (or online puzzles) and you can do little exercises which help you spot threats over the whole board (like the 8 Queens Puzzle).

A little list of tactics for you to warm up with: some you spotted, some you did not!

→ TACTIC: skewer 10	→ TACTIC: fork 28	→ TACTIC: fork 37
→ TACTIC: fork 13	→ TACTIC: fork 28	→ TACTIC: net 39
→ TACTIC: undermining.....19	→ TACTIC: skewer 30	→ TACTIC: fork 40
→ TACTIC: fork, smothered mate! 19	→ TACTIC: undefending31	→ TACTIC: net 41
→ TACTIC: back rank mate 19	→ TACTIC: fork 31	→ TACTIC: net 42
→ TACTIC: outnumbered.....20	→ TACTIC: discovery31	→ TACTIC: fork 43
→ TACTIC: fork 20	→ TACTIC: fork 31	→ TACTIC: fork 43
→ TACTIC: discovery21	→ TACTIC: fork 32	→ TACTIC: take for nothing!.....44
→ TACTIC: discovery22	→ TACTIC: fork 32	→ TACTIC: mate 47
→ TACTIC: net 22	→ TACTIC: pin 33	→ TACTIC: fork 48
→ TACTIC: discovery25	→ TACTIC: discovery35	→ TACTIC: net 48
→ TACTIC: undermining.....27	→ TACTIC: mate 36	→ TACTIC: take for nothing.....48
→ TACTIC: skewer 28	→ TACTIC: fork 37	→ TACTIC: mate 49

I often notice how many discovery tactics were missed by one side (or both): so learn your disco moves!

However, this year, there were quite a lot of 'take something for nothing' moves, so don't get too fancy...

Attack and Defence

☞ Don't attack just because you want to

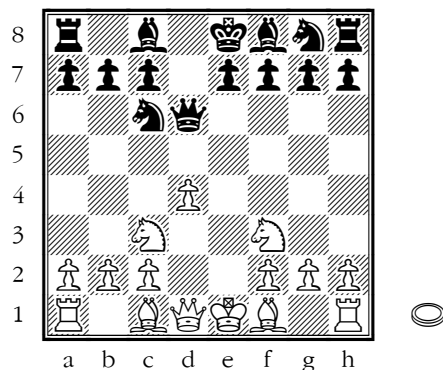
I often say, you can avoid silly mistakes if you notice all the checks, captures and threats in a position.

You do have to notice them, but you don't have to play them!

☞ Don't play a one-move threat which can be met by a move that improves your opponent's position

Here's two related examples:

A



White should have played

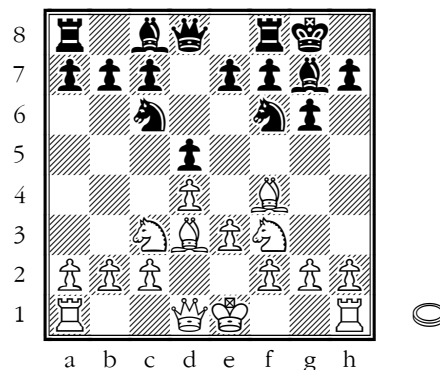
1.Nb5 Qd8

Now White can follow up strongly:

2.Bf4

Black has to give up at least a pawn.

B



White played

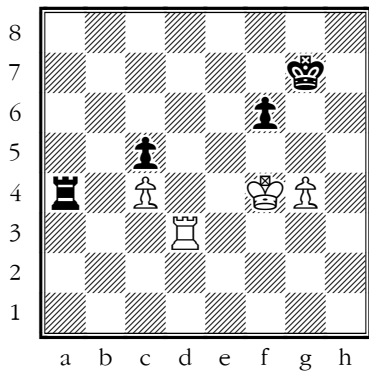
1.Nb5 Ne8

Now, how can we follow that up? If nothing more happens to c7, then Black can just chase the Knight away with ...a6. White can argue that the Nb5 move gained time to play c2-c4, but they didn't play c2-c4.

White should have just castled, I think.

➤ **Don't play a check which chases your opponent's King to where it wants to go**

That's a specific example of the previous tip. It's amazing how often players do this, though!



Here White can play an attacking move like Kf5 or defend the pawn with Rc3. Instead, they played a pointless check:

1.Rd7+ Kg6

Now White can't do anything useful at all!

➤ **Don't go on a 'lone hero' raid with just one piece.**

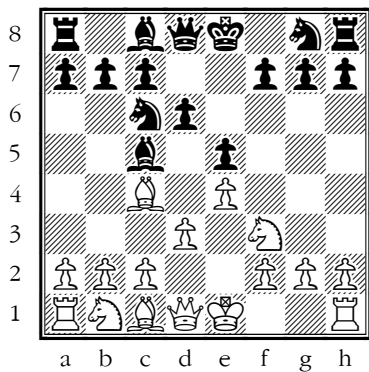
That only works in films. Chess is a team game!

➤ **Attack only when you have an advantage.**

The advantage can be anything: mobility, space, development, a weakness in your opponent's position, an exposed King...

➤ **If you don't have an advantage, your attack should fail and your opponent should get an advantage.**

That's why you have to complete development before attacking. There was a nice example from one of Luke's games (sorry Luke! You weren't the worst at developing at all!).

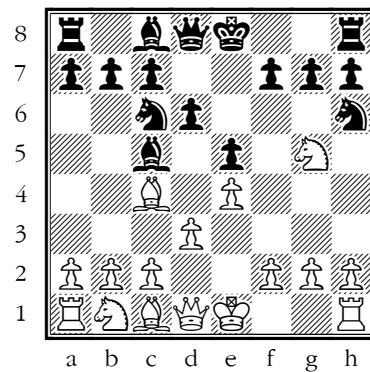


Both sides have got two pieces developed.

White played

5.Ng5 Nh6

Now Black has three pieces developed while White still has only two!



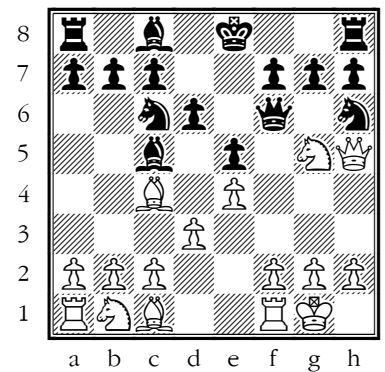
Can White justify this attack with a great follow-up?

6. Qh5 Qf6

Defending but also counterattacking on f2.

White defends:

7.O-O



Now Black should have played

7...Nd4!

White is in trouble, because ...Bg4 might trap the White Queen.

This is the logical result of White jumping the gun.

That tip about "Don't play a one-move threat which can be met by a move that improves your opponent's position" is the same sort of idea.

➤ **On the other hand, when you have an advantage, you must attack!**

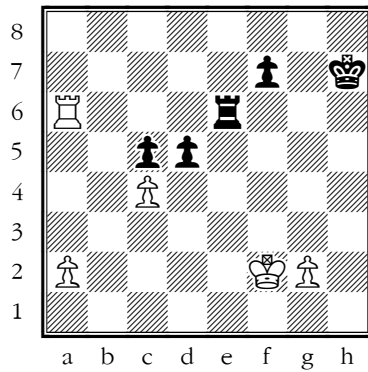
If you leave your opponent alone, they will get sorted out and catch up in development, cover their weaknesses and work out how to attack you!

By the time you reach a Pawn endgame, the result is already nearly decided and the game may already be over!

Here are three examples from the games:

Should you welcome a swap in these three positions? You are Black in each case, and have offered White a swap.

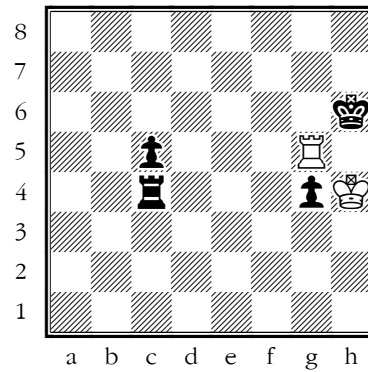
A



Would Rxe6 make you smile?

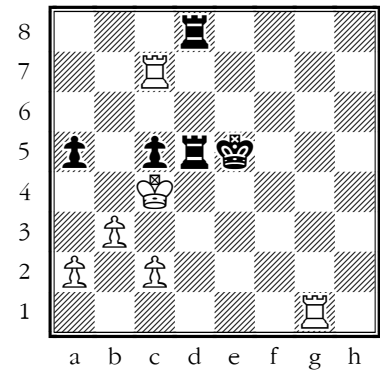
No, no, and no again!

B



White has to take on g4, but then do you swap?

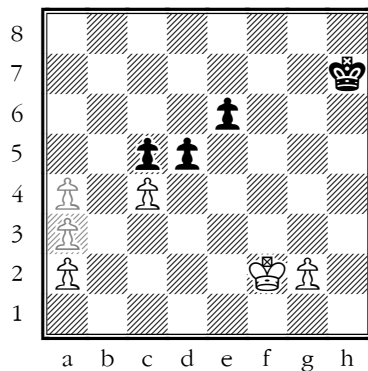
C



Rg5+ forces all the Rooks off; is that what you want here?

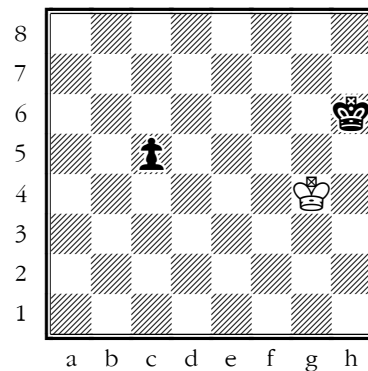
In all three cases, the opponent could have won quickly or reached a safe drawn endgame.

A



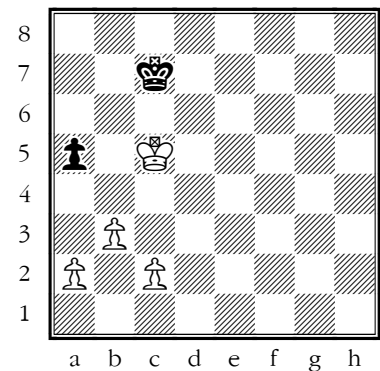
The a-pawn runs for a try.

B



The Pawn endgame is a draw.

C



White wins the c-pawn with a win

Amazingly, in all three cases, the opponent either didn't swap (a,c) or didn't know how to draw the endgame (b)! We made a good profit on our opponent's mistakes, but our mistake was to give them the chance

If you are winning, try and keep pawns on both sides of the board

“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.” says Reuben Fine

This is also true if you have equal pawns but are the Exchange ahead. A short-stepping Knight can defend either side of the board, but not both sides at once.

THE GAMES:

Key to Symbols

Symbol	Meaning	Symbol	Meaning
-+	winning for Black	∞	unclear
≠	good for Black	∞	with compensation
≠	better for Black	→	with an attack
=	equal	↑	with the initiative
≠	better for White	↔	with counterplay
±	good for White		
+-	winning for White		

I showed all these games to my computer which has an old version of Fritz on it; where Fritz found a better move than the one played, this is shown as a variation.

Leif

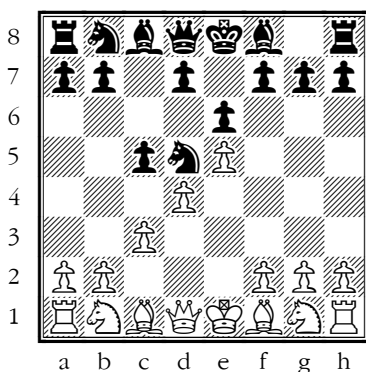
“ It's tough at the top! You played lots of good moves and showed good thinking that might have succeeded on another day. However, you are using some aggressive openings that you are playing too solidly, and once you got into difficulty you were thinking a bit too long.”

(1) Leif Hafstad - Ben Choo Yin

[B22 Sicilian Defence]

“ Round 1: You made a couple of second-best moves in the opening and then missed a skewer. You later worked up a nice initiative the exchange down, but you didn't have quite enough attack or enough time.”

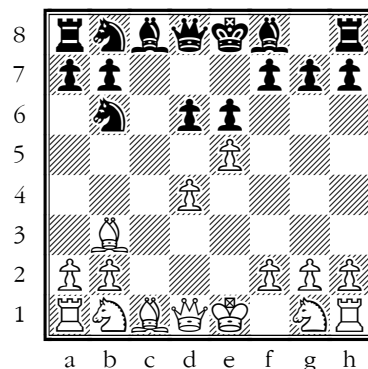
1.e4 c5 2.c3 Nf6 3.e5 Nd5
4.d4 e6



5.Bc4

[5.Nf3 is nearly always played: Bxd5 is not much of a threat]

5...Nb6 6.Bb3 cxd4 7.cxd4
d6

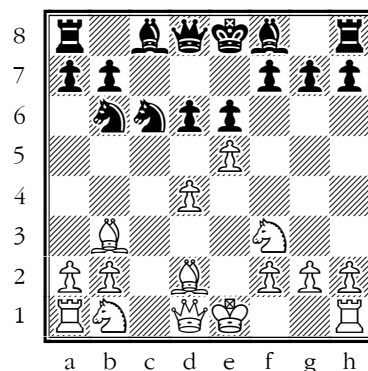


8.Bd2?!

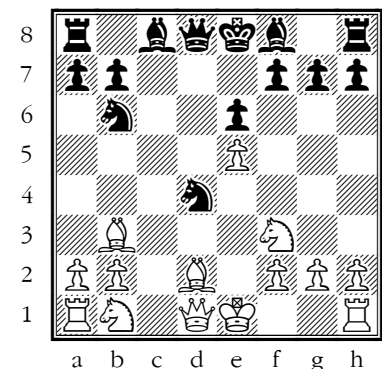
Almost never played!

[8.Nf3 Nc6 9.exd6 is the right approach, going for an IQP position]

8...Nc6 9.Nf3



9...dxe5 10.dxe5 Nd4



Having got this far, I think you should have been prepared to sacrifice a pawn, because the alternative is going into a Bad Bishop position

☞ **TIP: this opening demands that you play with energy, not trying to be solid.**

[10...Nd7 11.Qe2]

11.0-0

[11.Nxd4 Qxd4 12.0-0 Qxb2 (12...Qxe5 13.Re1 (13.Bc3 Qd6 14.Qf3) 13...Qd6 14.Nc3 Be7 15.Ne4 Qd8 16.Qg4) 13.Bc3;]

[The computer came up with the remarkable idea 11.Ba5 which intends to make trouble down the a-file 11...Nxb3 12.Qxd8+ Kxd8 13.axb3 Kc7 14.0-0 Be7 15.Rc1+ Kb8 16.Nc3]

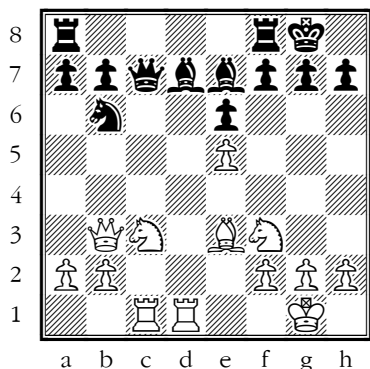
11...Nxb3 12.Qxb3

Your remaining Bishop doesn't have a good diagonal.

12...Be7

[12...Bd7]

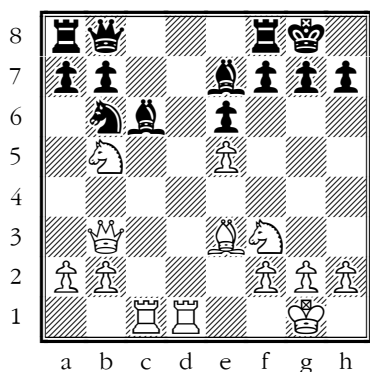
**13.Nc3 0-0 14.Rfd1 Bd7
15.Be3 Qc7 16.Rac1**



16...Bc6

Your scoresheet says 16...Bc5 but I think you would have played 17.Nb5 Qb8 18.Bxc5

17.Nb5 Qb8



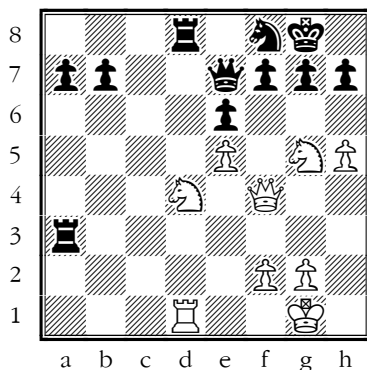
→ **TACTIC: skewer**

18.Nbd4

missing a skewer

[18.Bc5 exchanges your bad bishop and removes the Bishop pair.]

**18...Ba4 19.Qd3 Bxd1
20.Rxd1 Nd5 21.Bg5 Qd8
22.Bd2 Rc8 23.a3 Qb6 24.b4
Rfd8 25.Bg5 Rc3 26.Qe4
Rxa3 27.Bxe7 Nxe7 28.Ng5
Ng6 29.h4 Qxb4 30.h5 Nf8
31.Qf4 Qe7**



I think we're missing a move here. You have done well to make some sort of attack, but it's not getting through

32.h6

[32.Ng3 Ra5 (32...Ra4)]

**32...g6 33.Ng3 Ra5 34.Qe4
b6**

White later lost on time.

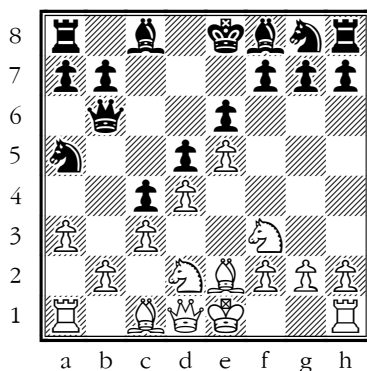
0-1

(2) Hugo Fowler - Leif Hafstad

[C02 French Defence]

“ Round 2: Once you castled short, there was some pressure which led to you missing a trick in a complex position. ”

**1.e4 e6 2.d4 d5 3.e5 c5 4.c3
Nc6 5.Nf3 Qb6 6.a3 c4
7.Nbd2 Na5 8.Be2**

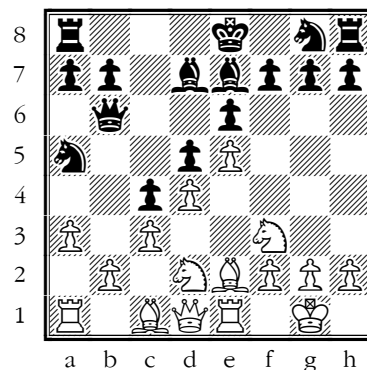


8...Be7

Just a developing move

[8...Bd7 develops in keeping with your plan to attack the Queen's-side. If the Queen's-side gets stuck, or you are nervous about your King, you can castle long and open up the King's-side. 0-1 (25) (25) Golubeva, M (1787) -Istratescu, A (2654) Warsaw 2012]

9.0-0 Bd7 10.Re1

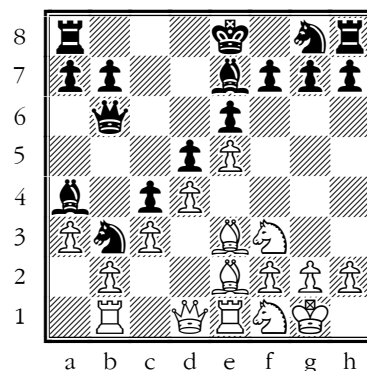


10...Bb5

That doesn't really help your campaign.

[10...Nh6 led to a win for Black in Radics, L -Baranyai, S Hungary 2005]

**11.Nf1 Nb3 12.Rb1 Ba4
13.Be3**



13...f6

I thought this was right, as you are stuck on the Queen's-side.

[13...Qc6 looks best of all, setting up a discovery and getting out of the way of the b-pawn 14.Ng3 Nc5]

a) 14...Na1 15.Qc1 Nc2 16.Rf1;

b) 14...a5

15.Bf4 b5 16.h4 (16.Nh5 g6 17.Ng3 b4 18.Qc2 (18.axb4 axb4 19.h3 h5 20.h4 Nh6 21.Bg5 Bxg5 22.Nxg5 Qc7) 18...h5) ;

15.Qd2 Nb3 16.Qd1

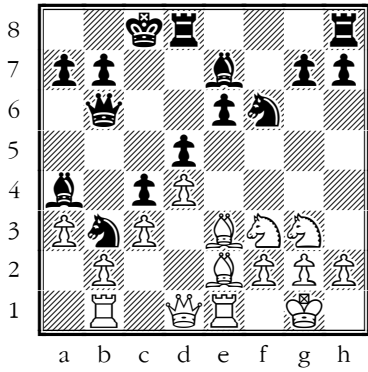
14.exf6 Nxf6

[14...gxf6 is an interesting plan, intending long castling and an attack down the g-file.]

15.Ng3 0-0

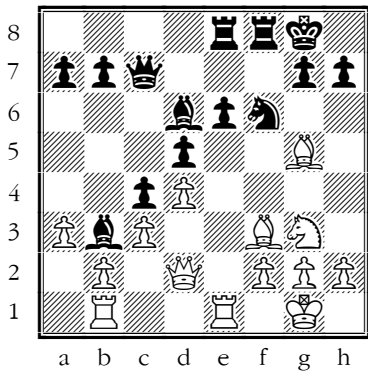
Not bad, but

[15...0-0-0!]



is much safer in this variation.

**16.Nd2 Bd6 17.Nxb3 Bxb3
18.Qd2 Rae8 19.Bf3 Qc7
20.Bg5**



20...h6

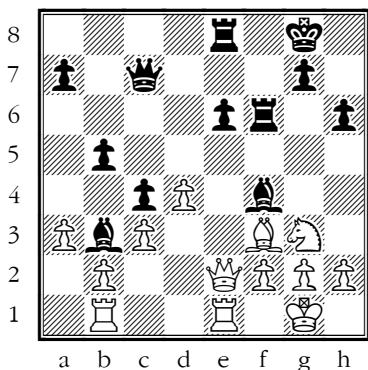
Forcing White to carry out his threat! White wins a pawn by force. Not too easy to spot, not too hard either!

➔ **TACTIC: pin**

[20...Ba4 is best, when you stand well 21.Bxf6 Rxf6 22.Bxd5 exd5 23.Rxe8+ Bxe8]

☞ **TIP: the usual advice about looking at the forcing moves in a position (checks, captures) is still good**

**21.Bxf6 Rxf6 22.Bxd5 Bf4
23.Qe2 b5 24.Bf3**



A Pawn ahead, White went on to win.

1-0

(3) Jonathan Lee - Leif Hafstad

[D53 Queen's Gambit Declined]

“ Round 3: You tried hard to win this one, and had good chances but got your King caught in a perpetual on the last two ranks.”

**1.d4 d5 2.Nf3 e6 3.c4 Nf6
4.Nc3 Be7 5.Bg5 Nbd7**

[5...0-0 is more flexible]

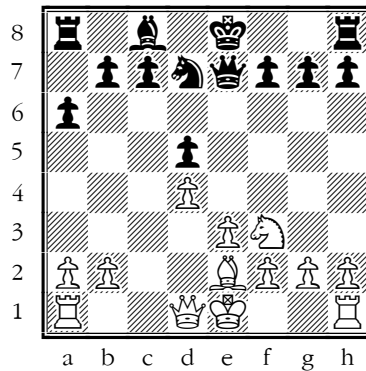
6.e3 a6

[6...0-0 is better right now]

7.cxd5 Nxd5

[7...exd5 is better, keeping pieces on for the attack]

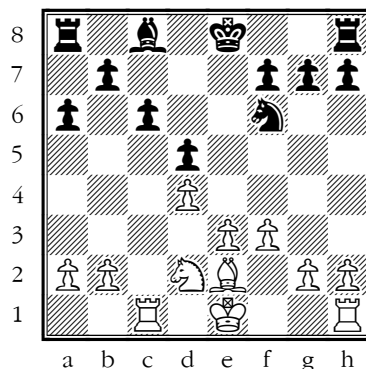
**8.Bxe7 Qxe7 9.Nxd5 exd5
10.Be2**



10...Qb4+

I'd be happy to keep Queens on while attacking on the King's-side.

**11.Qd2 Qxd2+ 12.Nxd2 Nf6
13.Rc1 c6 14.f3**



That doesn't look right: f3 and e4 is a common plan much earlier in the game, but here it doesn't fit in with Rc1 and creates a target.

[14.Nf3]

14...Bf5 15.Nb3 0-0-0

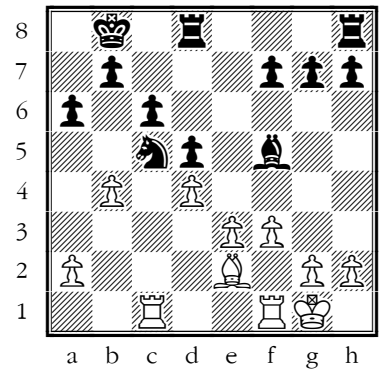
[15...Ke7; 15...0-0 16.Nc5]

16.Nc5 Kb8 17.b4 Nd7

18.0-0

[18.Kd2]

18...Nxc5

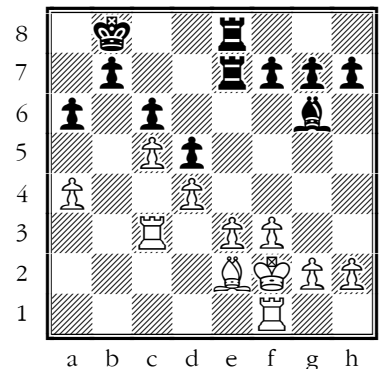


19.bxc5?

I think that's a mistake, leaving White without a pawn break, and Black will be able to defend b7.

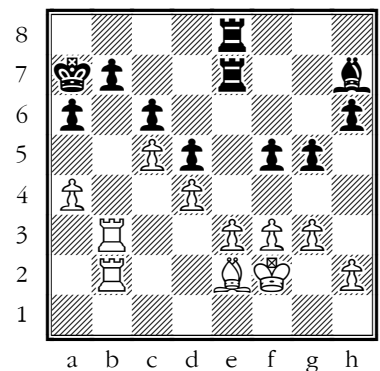
[19.Rxc5 leaves the minority attack in place.]

**19...Rhe8 20.Rc3 Rd7 21.a4
Rde7 22.Kf2 Bg6**



You play the next phase very well, while White struggles to find a plan.

**23.Ra1 f5 24.g3 h6 25.Ra2
Bh7 26.Rb3 Ka7 27.Rab2 g5**



Now White advances on the wing where you are attacking, which usually leads to trouble, although it's hard for you to break through.

☞ **TIP: don't help your opponent by making**

weaknesses or opening lines where they are attacking.

28.f4 Bg6 29.h3 Bh7 30.g4

That helps!

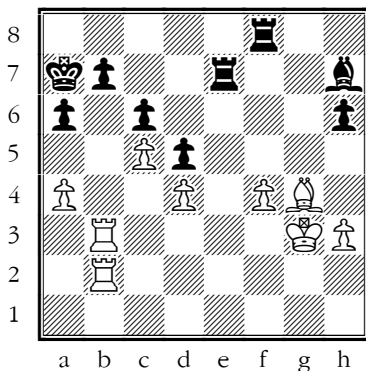
30...gxf4

[30...Rf7]

31.exf4 fxg4 32.Bxg4

One more small mistake, splitting the White pawns.

32...Rf8 33.Kg3



33...Rg8

Use the other Rook, and I think you win a pawn. 33...Rg7 Threat ...h5 34.Kh4 Rxf4 35.Kh5 Rf6 (35...Be4 36.Kxh6 Rg6+ 37.Kh5 Rf7 38.Kh4 and the King slips away) 36.Rf3 Rg5+ 37.Kh4 Rxf3 38.Bxf3

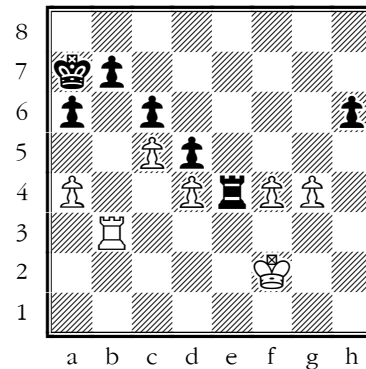
34.Kf2 Be4 35.Bf3 Bf5

36.Re2 Rxe2+

[36...Rf7]

37.Bxe2 Re8 38.Bg4 Bxg4

39.hxg4 Re4



40.Rd3

[40.Rd3 Rxf4+ 41.Kg3 Re4 You correctly opened up the other side to use your extra pawn, but White got the Rook active and delivered a perpetual check that you didn't dare avoid.]

1/2-1/2

Nicky

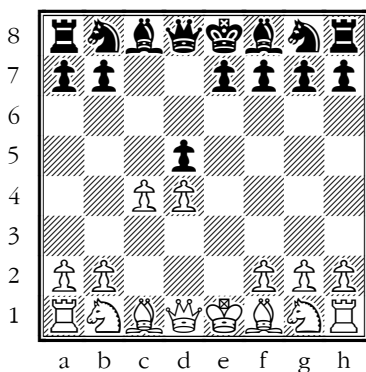
“ So, no losses and 2/3 – great stuff! Much to praise but I was mostly impressed by your escaping skills! You quickly did what you had to do to avoid losing and then looked for counterplay, as you had to do. Looking for improvements, you could look again at your handling of the openings in Round 1 and 2 – all very sensible but looked a bit home-made. It's all been worked out, you just have to learn it!”

(4) Karanvir Lutchman-Singh - Nicolas Bacon

[B14 Caro-Kann Defence]

“ Round 1: A tale of two blunders! Black missing the fork was bad but understandable; White handing back the piece must have been sheer chess blindness.”

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4

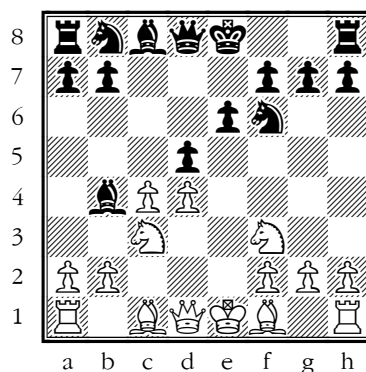


I like this way of playing for White.

4...e6

[4...Nf6 is the usual move order 5.Nc3]

5.Nc3 Nf6 6.Nf3 Bb4



I think that's the strongest plan for Black

7.a3

That looks unnecessary and may lose time.

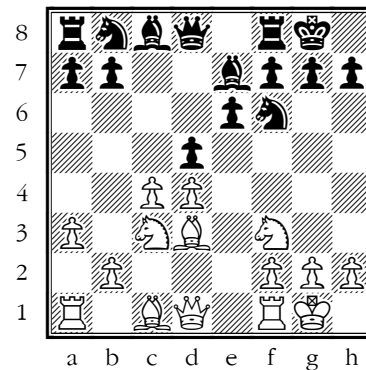
[7.Bd3 is better 7...dxc4 += 8.Bxc4; 7.cxd5 Nxd5 += 8.Qc2 is the main line]

7...Be7

That definitely loses time.

[7...Bxc3+ 8.bxc3 dxc4 9.Bxc4 Qc7 starts work on White's weak pawns]

8.Bd3 0-0 9.0-0



9...Nc6

[9...dxc4 10.Bxc4 b6 is the usual approach to tackling the problem of the Bc8 but 11.d5 looks awkward for you here +=]

10.Re1 Re8 11.Bf4

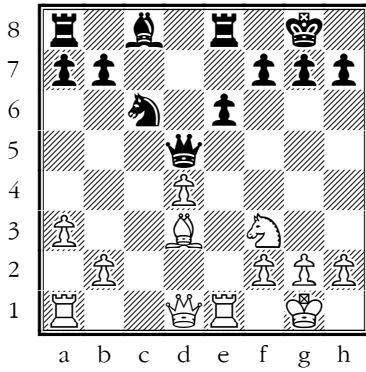
[11.Bg5]

11...Bd6

Moving this piece for a third time.

☞ **TIP: beware of wasting time in the opening**

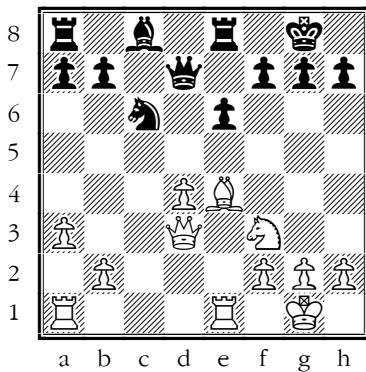
12.Bxd6 Qxd6 13.cxd5 Nxd5 14.Nxd5 Qxd5



15.Be4

[15.Bc2 Rd8 16.Qd3 Qh5 17.Re4 is a logical way to proceed for White. +=]

15...Qd7 16.Qd3

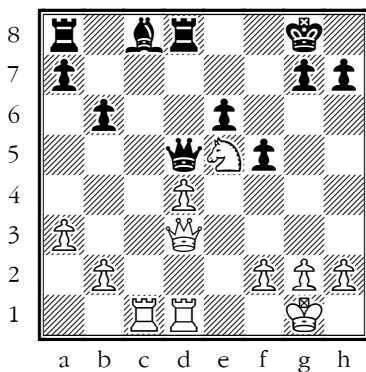


16...f5

weakening and does your Bishop no favours.

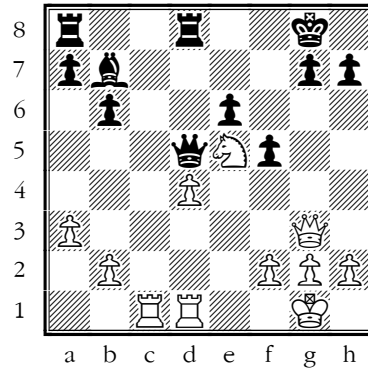
[16...h6 is fine]

17.Bxc6 Qxc6 18.Ne5 Qd5 19.Rac1 Rd8 20.Red1 b6



You have achieved a blockade on the light squares.

21.Qg3 Bb7



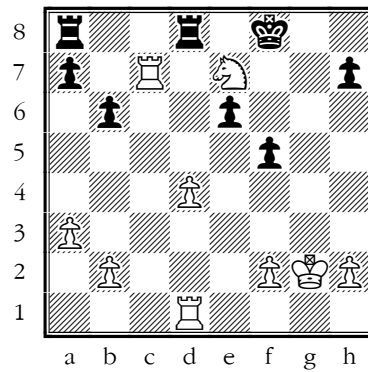
→ **TACTIC: fork.**

[+- Fritz prefers: 21...Bd7 +=]

22.Rc7 g6

[+- Fritz prefers: 22...Qxg2+ grabbing a pawn for the piece, but it comes to much the same thing +-]

23.Nxg6 Qxg2+ 24.Qxg2 Bxg2 25.Ne7+ Kf8 26.Kxg2



White gets a whole piece this way.

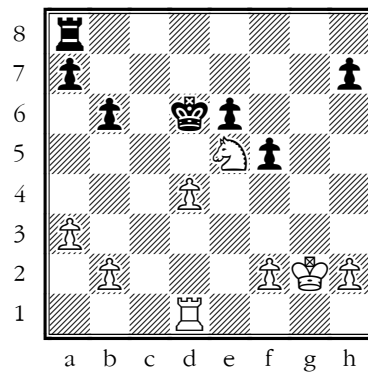
26...Ke8 27.Nc6 Rd7 28.Rxd7 Kxd7 29.Ne5+ Kd6 30.Nf7+

[+- Fritz prefers: 30.Kf3 +-]

30...Ke7 31.Ne5

[+= Fritz prefers: 31.Nh6 +-]

31...Kd6



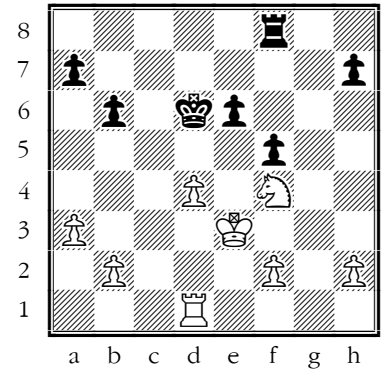
Repeating the position. White doesn't seem to know what to do with his extra piece.

32.Kf3 Kd5 33.Ke3 Rc8

34.Nd3 Rf8 35.Nf4+

That's more like it.

35...Kd6



36.Rc1

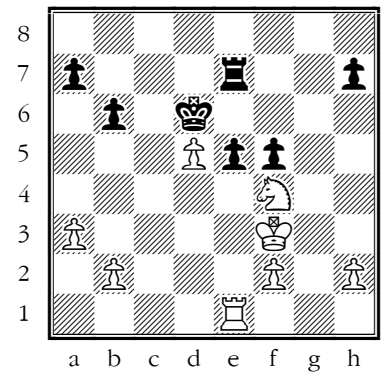
There is no entry point on this file.

[36.Rg1 is better.]

36...Rg8 37.Kf3 Re8 38.Re1 Re7 39.d5

[+- Fritz prefers: 39.b4 +-]

39...e5

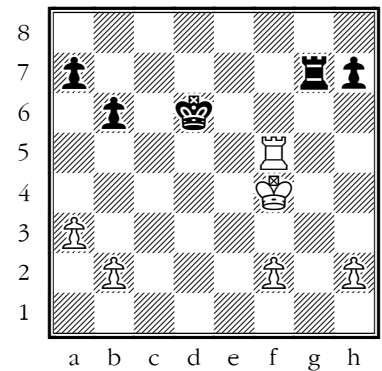


40.Kg2

I can't explain that one!

[+= Fritz prefers: 40.Ng2 +-]

40...Rg7+ 41.Kf3 exf4 42.Kxf4 Kxd5 43.Re5+ Kd6 44.Rxf5



White has an extra pawn, but the chances of a draw are high.

44...Rg2 45.Ke4 Rxf2 46.b4 Ke6 47.Rf8 Rh4+ 48.Ke3

[48.Kf3 48...Rc4 +=]

48...Rh3+ 49.Rf3 Rxf3+
50.Kxf3 Kf5 51.Kg3 Kg5

½-½

Drawn

[52.b5 Kf5 53.Kf3 h6]

(5) Nicolas Bacon - Thomas McLaren

[E61 King's Indian Defence]

“ Round 2: In this game Black had a clockwork attack on the King's-side that nearly won, but you fought back well and got a draw. ”

1.d4 Nf6 2.c4 g6 3.Nf3

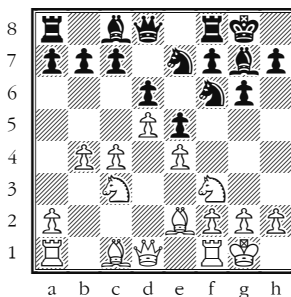
Here are some ideas that keep you out of trouble on the King's-side.

3.Nc3 d6 4.e4 is the start of most main lines 4...Bg7 5.Be2 Averbakh's Variation

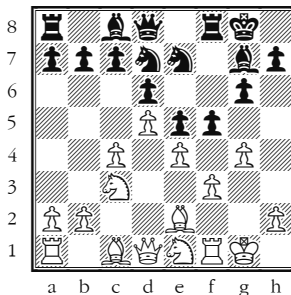
(5.Nf3 0-0 6.Be2 e5 and now:

(7.0-0 Nc6 8.d5 Ne7

9.b4

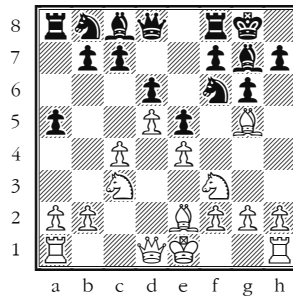


is the fashionable Bayonet variation, getting going on the Queen's-side straight away (9.Ne1 Nd7 10.f3 f5 11.g4



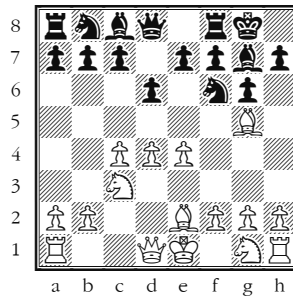
tried by Benko and Portisch, same idea of tying up the King's-side before going on the other wing))

7.d5 a5 8.Bg5



is Petrosian's line, trying to hold up Black's king's-side play)

5...0-0 6.Bg5

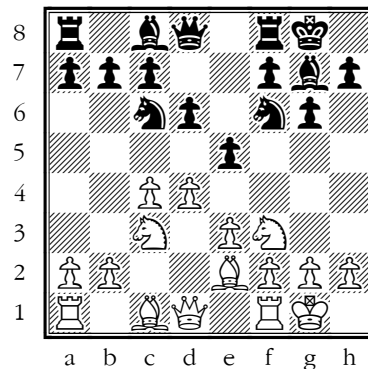


stops ...e5

3...Bg7 4.Nc3 0-0 5.e3

[5.Bg5; 5.e4]

5...d6 6.Be2 Nc6 7.0-0 e5

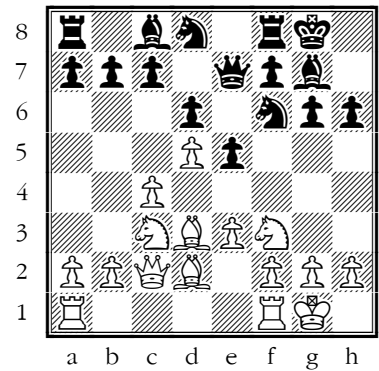


White is playing the French Defence against the King's Indian. I don't like having my King attacked so I like to play one of the variations above that ties up the King's-side.

8.Bd2 Qe7

[8...e4 is a good try in this position]

9.d5 Nd8 10.Qc2 h6 11.Bd3



Preventing ...e4 for the moment, but it will not have a good view once you play e4 yourself. But it does hold up ...f5.

11...Nd7 12.e4

Arriving in two moves rather than one, but while the loss of time is not crucial in this closed position, it doesn't look like e4 was necessary either. It might have been better to anticipate and stop ...Nc5 with b4.

Work out what your opponent is trying to do, and stop it!

12...Nc5 13.Rfe1

[13.Rae1; 13.b4]

13...Nxd3

The Knight moves for a third time to capture a bad Bishop ... but I guess it might have become good later.

[13...a5; 13...f5]

14.Qxd3 f5

Black's attack starts to roll.

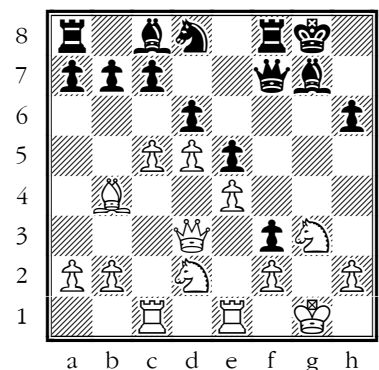
15.Rac1 f4 16.Ne2 g5 17.Bb4

[17.b4 g4 and the Knight is stuck]

17...g4 18.Nd2 f3 19.Ng3 Q7

[+= Fritz prefers: 19...fxg2 +=]

20.gxf3 gxf3 21.c5

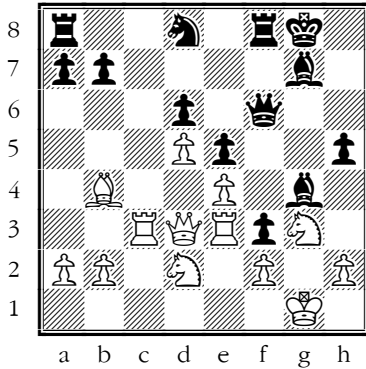


Now White has some play.

21...Qf6 22.cxd6 cxd6
23.Re3

[23.Nc4 is logical; I liked the look of
23.Rc7 with one idea being 23...a5
24.Rxg7+ Qxg7 (24...Kxg7 25.Nh5+)
25.Bxd6 Rf4 26.Qb5]

23...Bg4 24.Rc3 h5



25.Nf5

After all your preparations, you still
don't dare take the f3 pawn
25.Nxf3 because of 25...Bh6 =+

25...Qg5

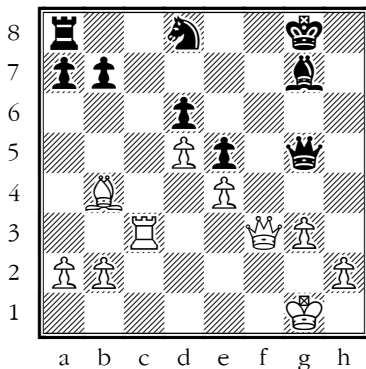
[+= Fritz prefers: 25...Bxf5 +=]

26.Ng3

Cautious, but

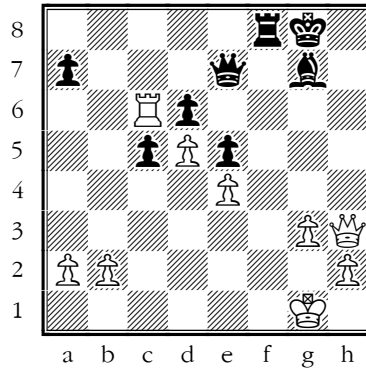
[26.h4 buys time and space 26...Qf6
27.Nxf3]

26...h4 27.Nxf3 Bxf3 28.Rxf3
Rxf3 29.Qxf3 hxg3 30.fxg3



White's losses aren't too much to
bear.

30...Qe7 31.Ba5 b6 32.Bb4
Nb7 33.Rc6 Rf8 34.Qg2 Nc5
35.Bxc5 bxc5 36.Qh3



[-+ Fritz prefers: 36.Qe2 =+]

36...Re8

Black would surely welcome an
exchange of Queens.

[+= Fritz prefers: 36...Qg5 wins -+]

37.Rc8

And Black might be expected to
want to swap Rooks too, but there
is the threat of a perpetual check.

37...Rxc8 38.Qxc8+ Kf7

[38...Qf8 39.Qe6+ Kh7]

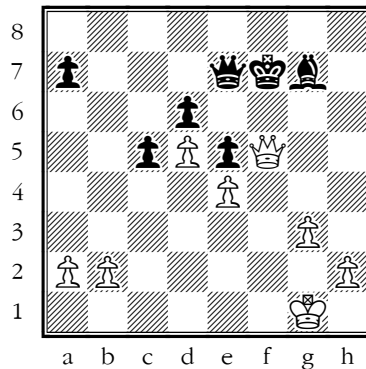
39.Qf5+ Qf6

[39...Bf6]

40.Qd7+ Qe7

[40...Kg6 41.Qxa7 (41.Qg4+)
41...Bh6 42.Qd7 Be3+ 43.Kg2]

41.Qf5+



And Black decided there was no
point trying to avoid the checks.

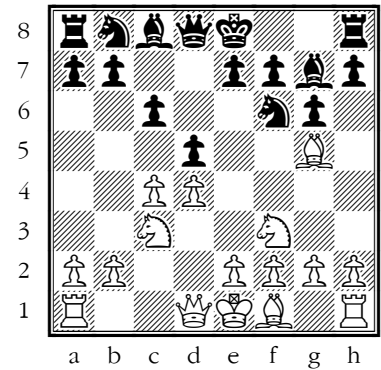
½-½

(6) Nicolas Bacon - Jack Tye

[E61 Grünfeld Defence]

“ Round 3: A fine game: you
developed actively, made some
threats and took your chances. If
you had avoided Black's
counterplay, it would have been
perfect!”

1.d4 g6 2.c4 Bg7 3.Nc3 Nf6
4.Nf3 c6 5.Bg5 d5



A solid variety of the Grünfeld
Defence. Black usually adopts a
more aggressive approach to the
centre, with ...c5

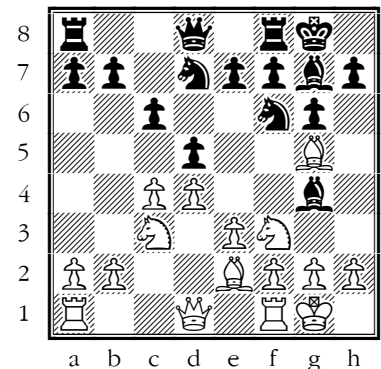
6.e3

[6.Bxf6 Bxf6 7.cxd5 cxd5 8.Qb3 e6 is
fine for Black]

6...0-0 7.Be2 Bg4 8.0-0

[+= Fritz prefers: 8.Bxf6 +=]

8...Nbd7



9.Qb3

Creating pressure on b7 and d5:
good idea!

☞ TIP: Get the most out of
every move in the opening!

9...Qc7

[+/- Fritz prefers: 9...Ne4 looks useful,
with the idea =+ 10.cxd5 Bxf3]

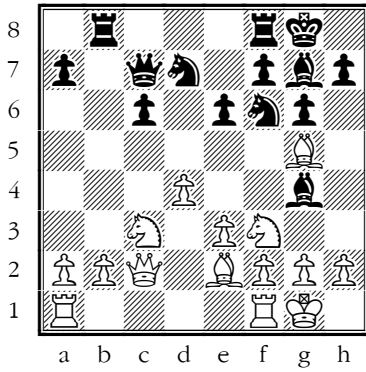
10.cxd5 Rab8

[+= Fritz prefers: 10...cxd5 +=]

11.dxc6

[11.Bf4; +/- Fritz prefers: 11.Bf4 +/-]

11...bxc6 12.Qc2 e6



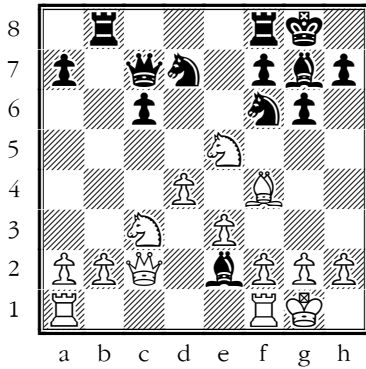
Black is not seeing White's threats coming!

[+- Fritz prefers: 12...Qb7 +-]

13.Bf4 e5

[+- Fritz prefers: 13...Qb7 +-]

14.Nxe5 Bxe2



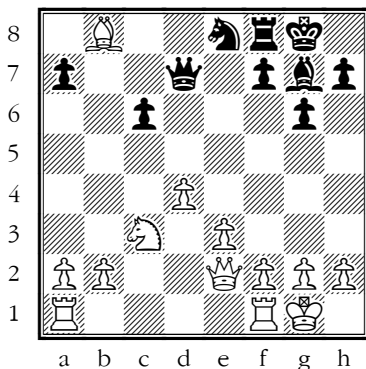
15.Qxe2

[15.Nxg6 is more accurate, when after the complicated line 15...Qb7 16.Nxf8 Bxf1 17.Nxd7 Nxd7 18.Bxb8 Bxg2 19.Kxg2 Qxb8 and White has an exchange and two pawns in the bank.]

15...Ne8

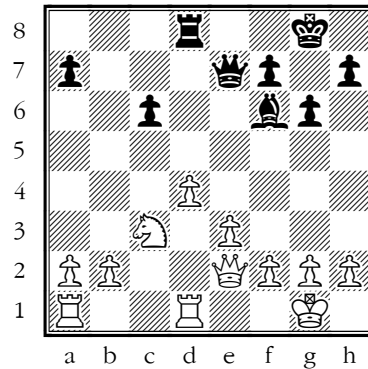
[+- Fritz prefers: 15...Nh5 essential +-]

16.Nxd7 Qxd7 17.Bxb8



White has an extra Rook, and for the rest of the game you convert White's advantage but with a little unnecessary fuss.

17...Nf6 18.Be5 Qe7 19.Bxf6 Bxf6 20.Rfd1 Rd8

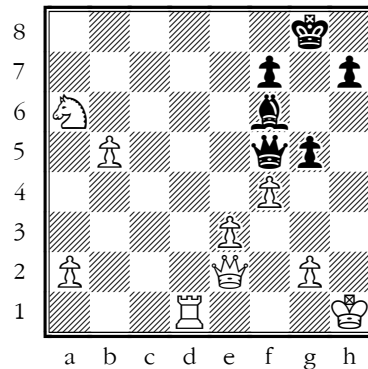


21.d5

[21.Rac1 would be my choice, making use of the extra Rook.]

☞ **TIP: Full development and teamwork are important at every stage of the game.**

21...c5 22.Nb5 Qb7 23.d6 a6 24.Nc3 Qb8 25.Ne4 Be5 26.Nxc5 Bxd6 27.Ne4 Bxh2+ 28.Kh1 Rxd1+ 29.Rxd1 Be5 30.Nc5 Qb4 31.f4 Bf6 32.Nxa6 Qa5 33.b4 Qf5 34.b5 g5

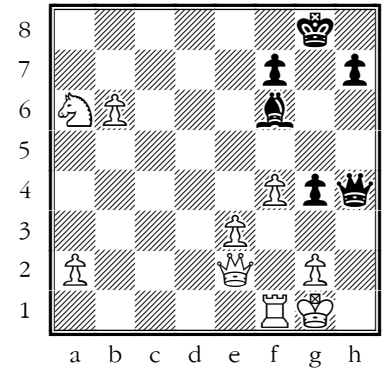


Black is trying their best to make trouble on the King's-side, as they must.

35.Rf1 g4 36.b6

[+- Fritz prefers: 36.Rc1 +-]

36...Qh5+ 37.Kg1 Qh4



White now needs a defence to mate in two!

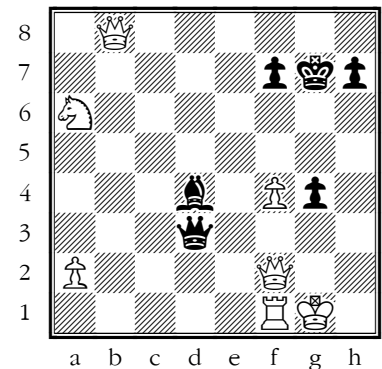
38.g3

[+- Fritz prefers: 38.Rd1+- which also survives 38...g3 39.Qf3 Qh2+ 40.Kf1 Qh1+ 41.Ke2 +-]

38...Qxg3+ 39.Qg2 Qxe3+ 40.Qf2 Qd3

[+- Fritz prefers: 40...Bd4 +-]

41.b7 Kg7 42.b8Q Bd4



Black has done very well but it's not enough.

43.Qe5+ Bxe5 44.fxe5 Qxa6

[+- Fritz prefers: 44...Qd7 +-]

45.Qxf7+ Kh6 46.Qf6+

[#7 Fritz prefers: 46.Rf6+ is simpler +-]

46...Qxf6 47.exf6 g3 48.f7 g2 49.f8Q+ Kh5 50.Rf5+ Kh4 51.Qh6+ Kg3 52.Qf4+ Kh3 53.Rh5#

Bracken

“ Half-marks was good in this company! Your main problem that I can see is your home-made defence as Black. Either learn how to play that one properly or play something else! (and play that properly...). You also need

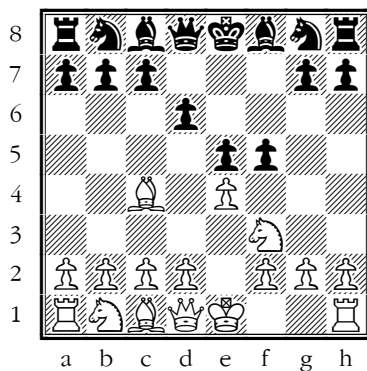
something better than what you played against the Sicilian. If it's your opponent under pressure in the opening, then you will have an easier time of it and can look forward to your opponents making mistakes."

(7) Rohan Platt - Bracken Lockett

[C41 Philidor's Defence]

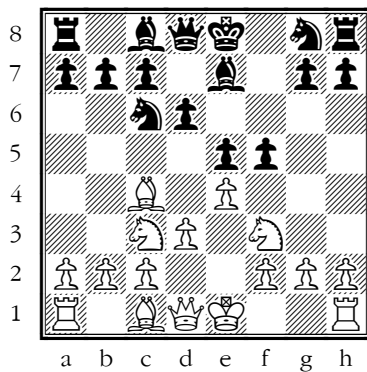
" Round 1: You played a sprightly opening but it was hard to handle and you ended up pawns down. But you steered for the hardest ending of all for your opponent to win (with opposite-coloured Bishops) and drew after taking some more risks."

1.e4 e5 2.Nf3 d6 3.Bc4 f5



Enterprising! I expect it is not really sound, but it's up to White to prove it.

4.d3 Be7 5.Nc3 Nc6



6.Qe2

That's probably not right.

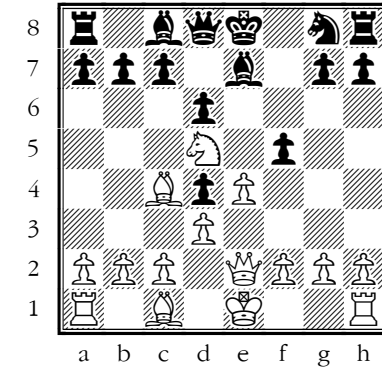
6...Nd4

That's definitely not right! Just develop...

➤ **TIP: Developing moves in the opening is usually the safest and the strongest!**

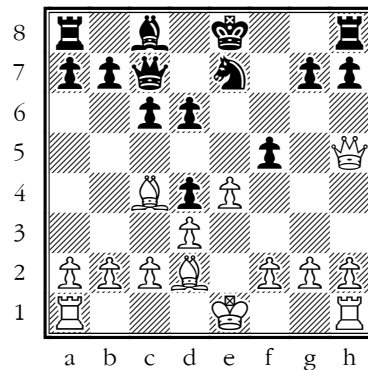
[+= Fritz prefers: 6...Nf6 +=]

7.Nxd4 exd4 8.Nd5



Black is quite behind in development with messy pawns.

8...c6 9.Nxe7 Nxe7 10.Bg5 Qa5+ 11.Bd2 Qc7 12.Qh5+



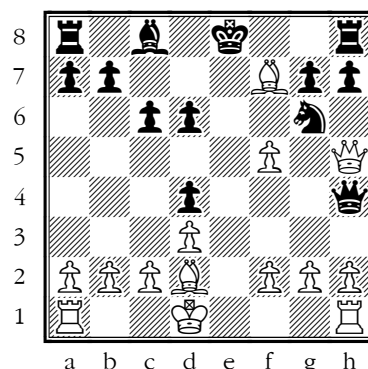
12...Ng6

[+= Fritz prefers: 12...g6 was essential +=]

13.exf5

It looks like Black is losing a piece, but you found an amazing defence.

13...Qe7+ 14.Kd1 Qh4 15.Bf7+



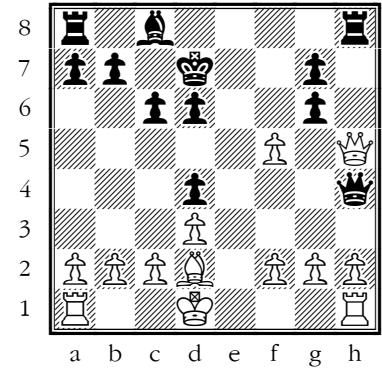
[15.Re1+ Kf8 16.Qe2]

15...Kd7

That's a shame.

[+= Fritz prefers: 15...Kxf7 which keeps your disadvantage to a minimum. +=]

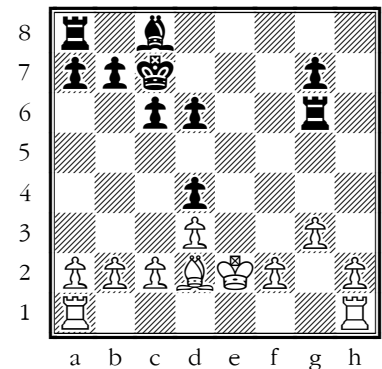
16.Bxg6 hxg6



17.Qxh4

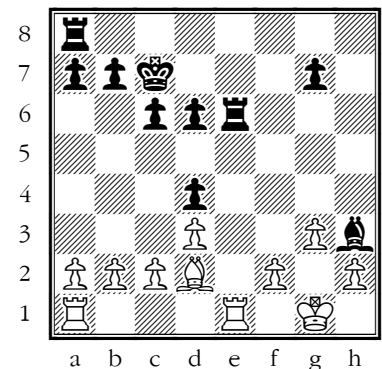
[+= Fritz prefers: 17.Qxg6 which keeps up the pressure. +=]

17...Rhx4 18.fxg6 Rg4 19.g3 Kc7 20.Ke2 Rxg6



The dust has settled after the explosions, and although Black is only one pawn down, it's 3 vs 1 on the King's-side.

21.Rhe1 Bg4+ 22.Kf1 Bh3+ 23.Kg1 Re6



24.a3

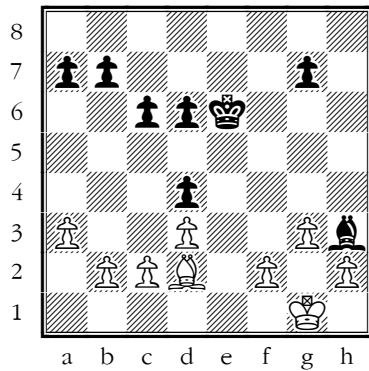
Not sure what that was trying to do!

[+= Fritz prefers: 24.Rxe6 +/-]

24...Rae8 25.Rxe6 Rxe6

[25...Bxe6]

26.Re1 Kd7 27.Rxe6 Kxe6



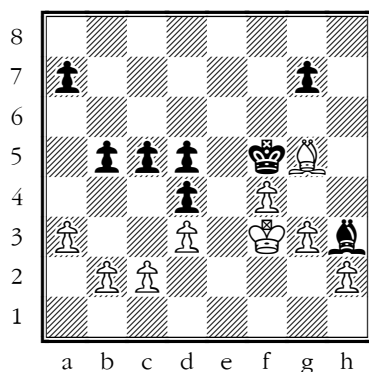
Now we have an endgame with opposite-coloured Bishops, which often lead to a drawing blockade.

➤ **TIP: opposite-coloured Bishops lead to draws in the endgame but wins in the middlegame!**

28.Bg5 d5 29.f4

[29.f3]

29...b5 30.Kf2 Kf5 31.Kf3 c5



The right approach for defence is to put all your pieces and pawns on light squares, so they either make a blockade and/or can't be attacked by the enemy Bishop. So, that pawn was good where it was on c6.

[31...a6 32.Bd8 Bg4+ 33.Kg2 Bd1

34.c3 dxc3 35.bxc3 Be2 36.d4 Ke4]

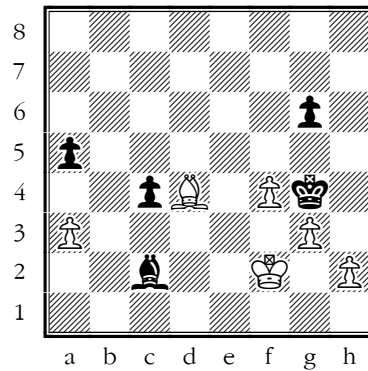
32.b3 g6 33.Bh6 a5 34.Bf8 c4

35.Bc5 Bg4+ 36.Kf2 Bd1

37.bxc4 dxc4 38.dxc4 bxc4

39.Bxd4 Bxc2 40.Ke3 Kg4

41.Kf2



You have your light-square blockade and should draw without much more trouble.

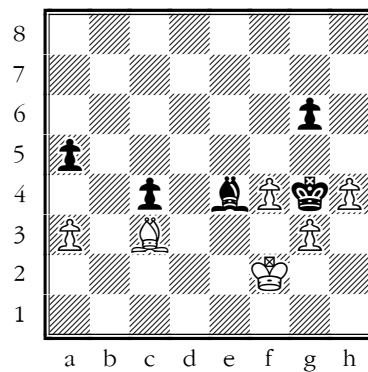
41...Kf5

I think your King was nicely placed where it was!

[41...Be4; 41...a4]

42.Ke3 Kg4 43.Kf2 Bb1

44.h4 Be4 45.Bc3



45...Kf5

Taking an unnecessary risk.

[+/- Fritz prefers: 45...a4 saves the pawn with a simple draw. +=]

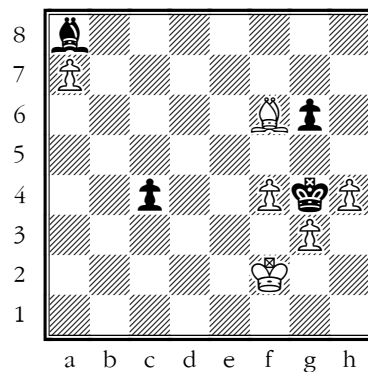
46.Bxa5 Kg4

[46...Bc6 stops the a-pawn before it become dangerous.]

47.Bc3 Bb1 48.a4 Bd3 49.a5

Bb1 50.a6 Be4 51.a7 Ba8

52.Bf6



Well, it may still be drawn, but you have given your opponent a lot of unnecessary encouragement!

Soon Drawn:

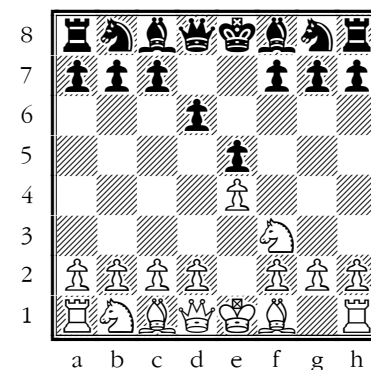
1/2-1/2

(8) Aishwarya Lutchman-Singh (Jam?? - Bracken Lockett

[C44 Philidor's Defence/Scotch Game]

“ Round 2: You played energetically but not very accurately in the opening, losing a pawn then the exchange. You kept at it and did enough to get back in the game, but White eventually got their extra material working when there was not much left to do.”

1.e4 e5 2.Nf3 d6



Philidor's Defence

3.d4 Nc6

Well, if you're going to play Philidor's Defence, play the best moves that have been worked out.

[3...Nf6 is best here; 3...Nd7 is the old move but 4.Bc4 causes problems; 3...f5 can still be tried]

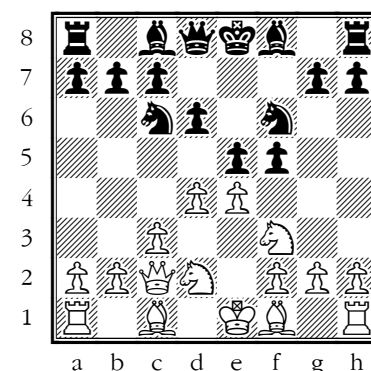
4.c3

[4.Nc3; 4.Bb5; 4.d5]

4...f5

A sprightly idea.

5.Nbd2 Nf6 6.Qc2

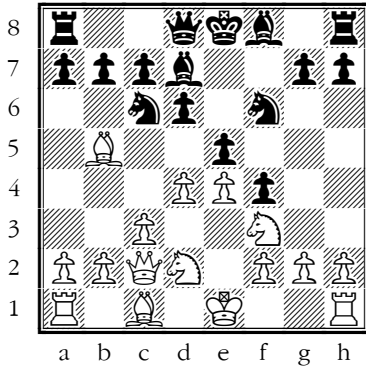


6...f4

Loses time and takes the pressure off.

[6...exd4 rocks White's centre, because if 7.cxd4 (7.exf5 is best) 7...fxe4 8.Nxe4 Qe7 wins]

7.Bb5 Bd7



→ TACTIC: undermining.

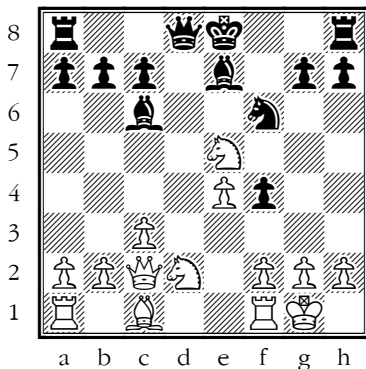
8.0-0

[8.Bxc6 Bxc6 9.dxe5 wins a pawn]

8...Be7 9.Bxc6

Penny dropped!

9...Bxc6 10.dxe5 dxe5 11.Nxe5

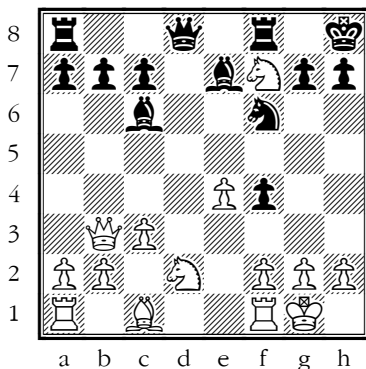


11...0-0

Missing a threat.

[11...Qd6]

12.Qb3+ Kh8 13.Nf7+



→ TACTIC: fork, smothered mate!

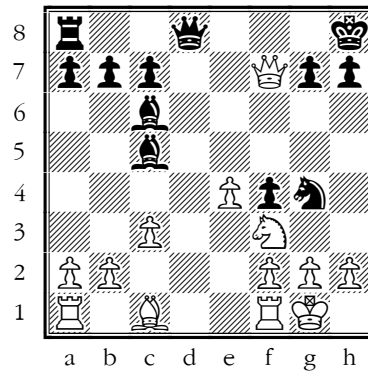
13...Rxf7

[13...Kg8 14.Nh6+ (14.Nxd8+) 14...Kh8 15.Qg8+ Rxf7 16.Nf7#]

14.Qxf7

Now Black works up a little initiative.

14...Bd6 15.Re1 Ng4 16.Nf3 Bc5 17.Rf1



→ TACTIC: back rank mate

17...Qd3

[17...Nxf2 is fine as 18.Rxf2?? Qd1+ 19.Ne1 Qxe1#]

→ TIP: look twice at the move you really would like to play: you might find it's possible after all!

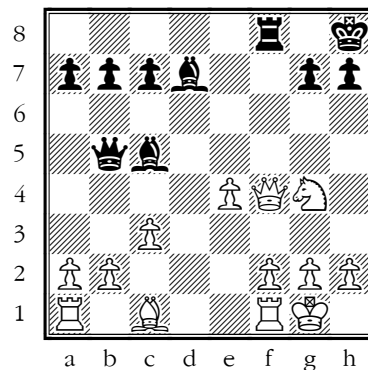
18.Qxf4 Bd7

[18...Nxf2 19.Rxf2 Qd1+]

19.Ne5 Qb5

[19...Nxf2 20.Nxd3 Nxd3+ 21.Be3 Nxf4 22.Bxc5 Ne6]

20.Nxg4 Rf8



21.Qxc7

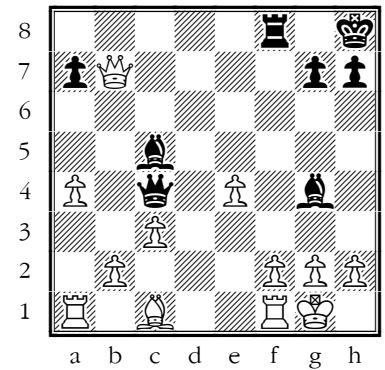
Undefends the Knight

[21.Qg5 ties Black down]

21...Bxg4

Reducing White to an Exchange, but White's biggest problem is that only the Queen is out of bed.

22.a4 Qc4 23.Qxb7

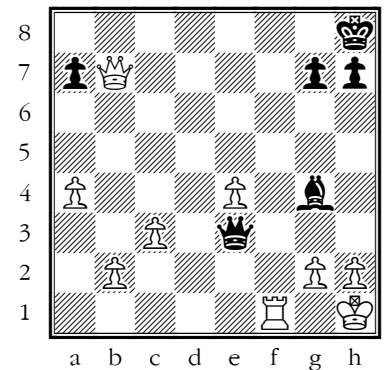


Last chance for Black to rescue the game, while White's pieces are still getting out of bed.

23...Qe2

[23...Qxf1+ is a tough move to make, but it gets you at least a draw 24.Kxf1 Rxf2+ 25.Ke1 Re2+ 26.Kd1 (26.Kf1 is perpetual check) 26...Rxb2+ wins the Queen]

24.Be3 Bxe3 25.fxe3 Qxe3+ 26.Kh1 Rxf1+ 27.Rxf1



White has finally got their pieces out, and it's all over for Black.

27...h6 28.Qb8+ Kh7 29.Qf4 Qe2 30.h3 Be6 31.Rf2 Qd1+ 32.Kh2 Bc4 33.Qf5+ Kh8 34.Qg6

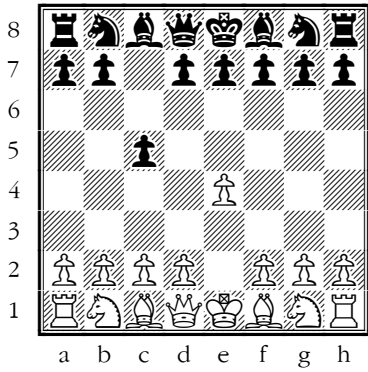
1-0

(9) Bracken Lockett - George Smith

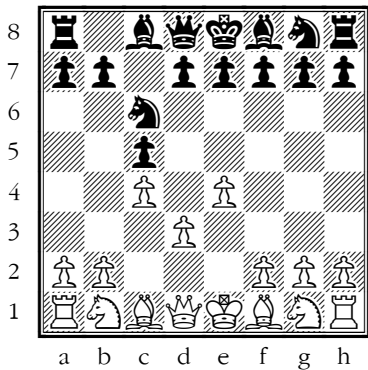
[B20 Sicilian Defence]

“ Round 3: After some unusual opening play both sides missed a chance to win a pawn. When we leave the game, White stood well and went on to win.”

1.e4 c5



The Sicilian Defence, the most popular opening in top level chess
2.d3 Nc6 3.c4



Not a bad move, exactly, but I think it means you didn't have anything ready for this defence, and are making things up as you go along.

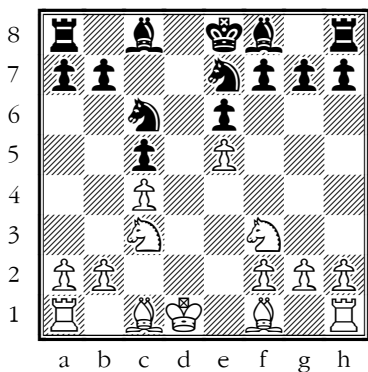
☛ **TIP:** There have been lots of openings worked out before. Why not pick a nice system off the shelf, and use that?

[3.g3; 3.f4]

3...e6 4.Nc3 Nge7

[4...Be7]

5.Nf3 d5 6.e5 dxc4 7.dxc4 Qxd1+ 8.Kxd1



➔ **TACTIC:** outnumbered.

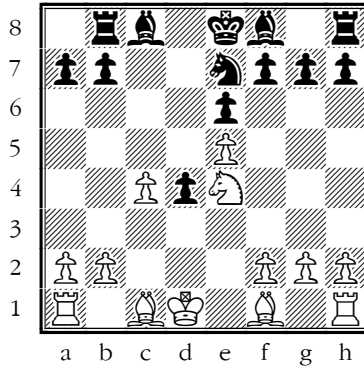
8...Nd4

[+- Fritz prefers: 8...Ng6 would win a pawn, although you get some activity in compensation after =+ 9.Nb5 Kd7 10.Kc2]

9.Nxd4 cxd4 10.Ne4

[+= Fritz prefers: 10.Nb5 +/-]

10...Rb8



➔ **TACTIC:** fork

[+- Fritz prefers: 10...Ng6 =+]

11.Ke1

[+= Fritz prefers: 11.Nd6+! wins a pawn and leaves Black in a mess after +- 11...Kd7 12.Nxf7 Rg8 13.Bd3]

11...Ra8

[+- Fritz prefers: 11...Ng6 =+]

12.f3

[+= Fritz prefers: 12.Nd6+ +/-]

12...Ng6 13.Nf2

[+= Fritz prefers: 13.Nd6+ =+]

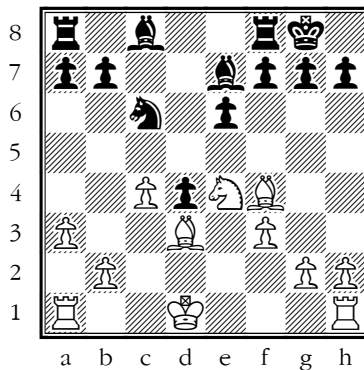
13...Nxe5 14.Bf4 Bb4+

15.Kd1 Nc6 16.a3 Be7

17.Bd3

[17.Nd3]

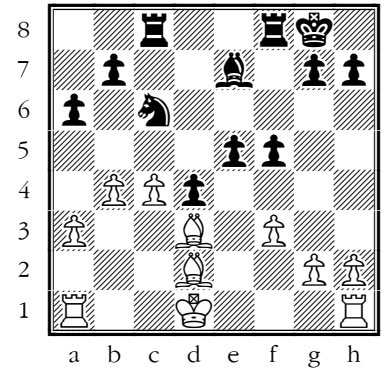
17...0-0 18.Ne4



White's pieces are nicely centralised but can be driven away by pawns.

18...f5 19.Nd6 e5 20.Nxc8

Raxc8 21.Bd2 a6 22.b4



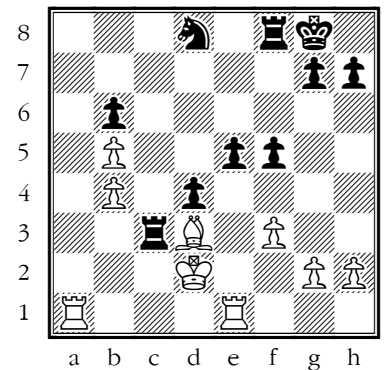
22...b6

[+= Fritz prefers: 22...e4 keeps Black's initiative going after =+ 23.fxe4 Ne5 24.Ke2 Nxd3 25.Kxd3 fxe4+ 26.Kxe4 When Black is very active 26...Rf2 (26...Rxc4) 27.Kd3 Rxc2]

23.b5 axb5 24.cxb5 Nd8

25.Re1 Bd6 26.Bb4 Bxb4

27.axb4 Rc3 28.Kd2



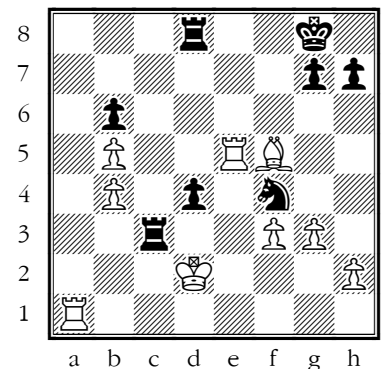
Black's big pawn centre proves to be hollow and vulnerable.

28...Ne6 29.Rxe5 Nf4

30.Bxf5 Rd8

[+- Fritz prefers: 30...Re3+=]

31.g3



White stands well and went on to win.

1-0

“ You rushed through all of your games so fast, I didn't see much of them, and you didn't write down any of your games, so my main comments are: (1) slow down and (2) write down your moves!

“ (1) There is no doubt that you will miss things if you rush, and you are wasting your talent if you insist on playing so quickly. I expect that Robert playing slowly will beat Robert playing quickly, yes? So be the stronger version of yourself!”

“ (2) Keeping an up-to-date score sheet is one of the official rules of chess, is essential for a claim of a draw by three-fold repetition of position, and you also get a benefit in being able to review your games.

“ You ran off to get a copy of the moves of the game that you won, but you will learn more from the games that you lose, when you can see and think about your mistakes, and learn what to do better next time.”

(10) Rachel McIntosh - Robert Liu

Round 1: 1/2-1/2

(11) Robert Liu - James Evans (? Aishwarya Lutchman-Singh)

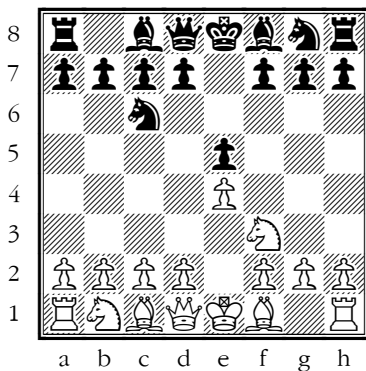
Round 2: 0-1

(12) Robert Liu - John Skeen

[50 Old Stodge]

“ Round 3: You won a piece with a nice tactic and finished off well (if too quickly!). I think you would do better with a better opening.”

1.e4 e5 2.Nf3 Nc6

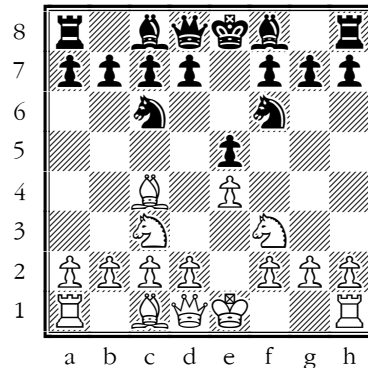


3.Nc3

Not a bad move, but a bit second-best.

[3.d4; 3.Bc4; 3.Bb5 and; 3.c3 are all established openings which are more likely to cause problems for your opponent and lead to them making mistakes.]

3...Nf6 4.Bc4



Missing a trick

4...Bc5

Black doesn't know the trick either!

[4...Nxe4 5.Nxe4 d5 equalises for Black]

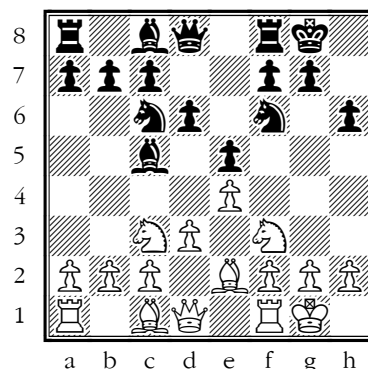
5.0-0

[5.d3]

5...d6 6.Be2

This loses time; if this move is right here, then it should have been played on move 4!

6...h6 7.d3 0-0



The familiar outlines of Old Stodge have appeared. It's hard for either side to get anything going in this blocked position, and I think it's a pretty dreadful opening for juniors (or anyone else!).

☞ **TIP: go for more open positions if you can.**

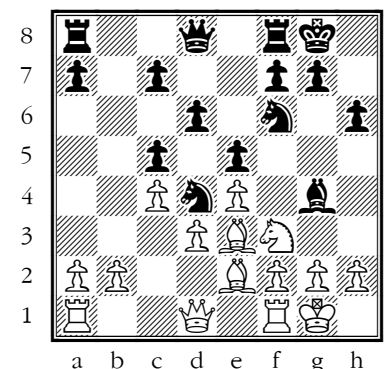
8.Na4 b6

[8...b5; 8...Bb6]

9.Nxc5 bxc5 10.c4

[10.c3]

10...Bg4 11.Be3 Nd4



➔ **TACTIC: discovery**

[+= Fritz prefers: 11...Rb8 +=]

12.Re1

[+= Fritz prefers: 12.Nxd4 wins a pawn += 12...cxd4 13.Bxg4 dxe3 14.fxe3]

12...c6

[+= Fritz prefers: 12...Be6 +=]

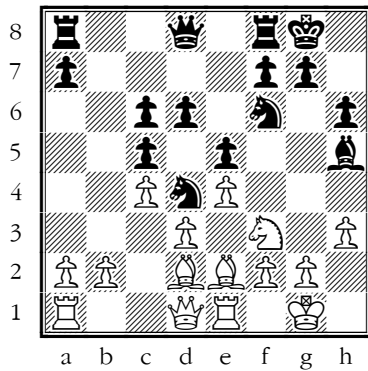
13.h3

[+= Fritz prefers: 13.Nxd4 +=]

13...Bh5

[+= Fritz prefers: 13...Be6 +=]

14.Bd2



→ TACTIC: discovery

White has been digging a trap.

14...d5

[+- Fritz prefers: 14...Bxf3 =+]

15.exd5

[+= Fritz prefers: 15.Nxd4 is OK right now +-]

15...cxd5

[+- Fritz prefers: 15...Nxe2+ escapes! But Black hasn't seen it +=]

16.Nxd4

Springing the trap!

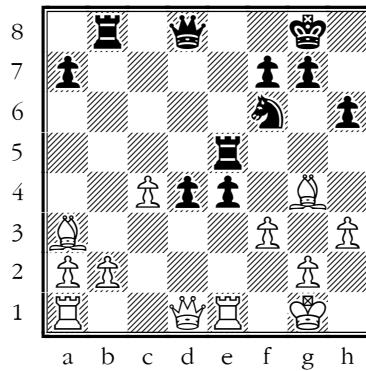
16...cxd4

[16...exd4 17.Bxh5; 16...Bxe2 17.Nxe2]

17.Bxh5 e4 18.dxe4 dxe4

19.Bb4 Re8 20.Bg4 Rb8

21.Ba3 Re5 22.f3



→ TACTIC: net

[+- Fritz prefers: 22.b3 +-]

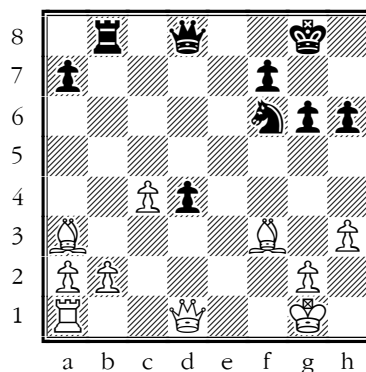
22...g6

[+- Fritz prefers: 22...h5 is hard to spot, but it traps the Bishop +- 23.f4 Ra5 24.Be2 d3]

23.fxe4 Rxe4

[+- Fritz prefers: 23...d3 +-]

24.Rxe4 Nxe4 25.Bf3 Nf6



White now carries out the swap-off-and-win plan without much fuss.

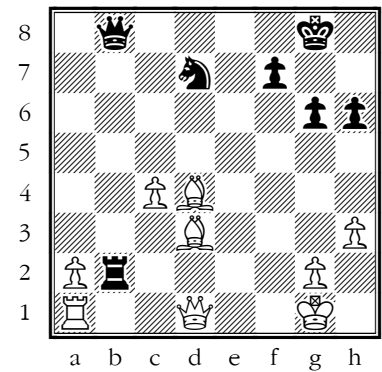
[+- Fritz prefers: 25...d3 +-]

26.Bc5 Nd7

[+- Fritz prefers: 26...d3 +-]

27.Bxa7 Rxb2 28.Bxd4 Rb4

29.Be2 Qb8 30.Bd3 Rb2



[+- Fritz prefers: 30...Qf4 +-]

31.Rb1

Another too-fast move, I fear

☞ TIP: Winners don't rush!

[31.Bxb2 goes a whole Rook ahead 31...Qxb2]

31...Rxb1 32.Qxb1 Qd6

33.Qb2 Nf8 34.c5 Qd5 35.a4

Ne6 36.Qb8+ Qd8 37.Qxd8+

Nxd8 38.Bb5 Nb7

[+- Fritz prefers: 38...Ne6 +-]

39.c6 Nd6 40.c7 f5 41.Bc5

Nxb5

[#6 Fritz prefers: 41...Nc8! +-]

42.axb5 Kf7 43.c8Q Kf6

44.b6 Kg5 45.b7 Kh4

[45...Kh5; 45...h5]

46.b8Q h5 47.Qf4#

1-0

Luke

“ Some good play and a fine 50% score. You play well and actively but need to tidy things up a bit -- complete your development before attacking, and try and see problems coming a bit earlier. And I think you would do even better if we could wean you off Old Stodge!”

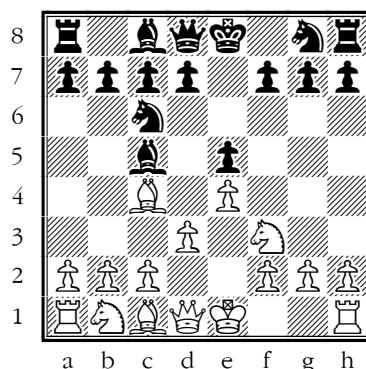
(13) Luke Glasson - Woody Shaw

[C50 Old Stodge]

“ Round 1: You played a stodgy opening then tried to attack without good reason. That should have turned out badly for you, but poor defence let it turn out very well!”

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5

4.d3



My allergy to this dismal opening should be well known....

4...d6

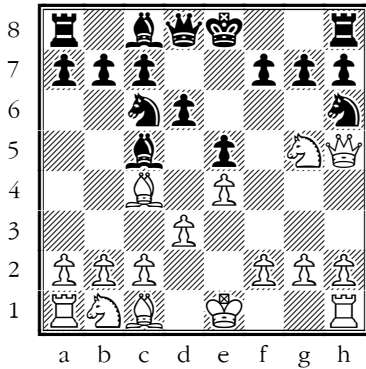
[4...Nf6 is simplest]

5.Ng5

Attacking too early with too few pieces

☞ TIP: Attack when and only if you have an advantage

5...Nh6 6.Qh5



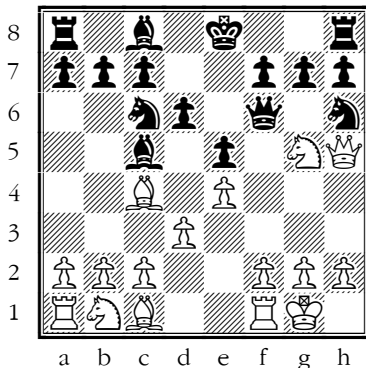
Consistent, but Black has done nothing wrong and you should not be able to win by force -- quite the reverse, your attack can be beaten back with advantage to Black.

☞ **TIP: you should have an advantage before you attack, and if you have an advantage, you should attack.**

6...Qf6

[6...Bg4 is sharpest 7.Qh4 (White does best to grab a pawn and Rook for two pieces 7.Bxf7+ Kd7 8.Qh4 Rf8) 7...Nd4 8.Bb3 Be6 9.c3 Nxb3 10.axb3 Bxb3]

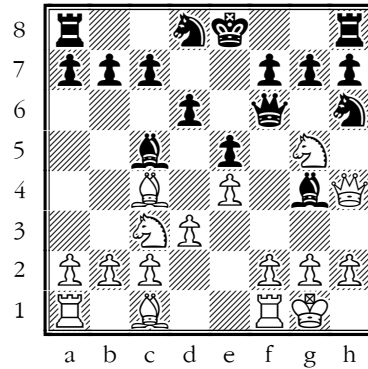
7.0-0



7...Nd8

[+= Fritz prefers: 7...Nd4 This starts the counterattack and I think it's winning += 8.Qd1 (8.Bb3 Bg4 9.Qh4 Ne2+ 10.Kh1 Nxc1 11.Rc1 Bxf2 traps the White Queen) 8...Bg4 9.Qd2 b5 10.Bb3 Be2 11.Re1 Nxb3 12.axb3 Bxf2+]

8.Nc3 Bg4 9.Qh4



It's about equal, but it's White's turn to threaten to bring in a big Knight.

9...a6

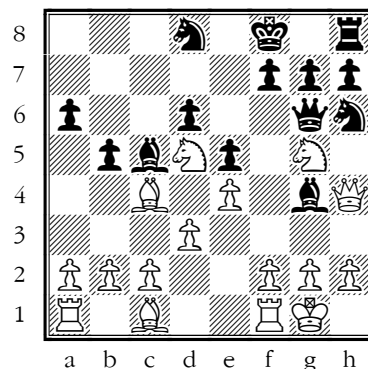
Stopping Nb5 but missing the more important threat of Nd5

[+- Fritz prefers: 9...c6+=]

10.Nd5 Qg6 11.Nxc7+ Kf8 12.Nxa8 Qf6 13.Nc7 b5

[+- Fritz prefers: 13...d5 +-]

14.Nd5 Qg6



White finishes off neatly.

15.Nxh7+ Ke8

[+- Fritz prefers: 15...Kg8 +- 16.Ne7+ Kxh7 17.Nxg6]

16.Qe7#

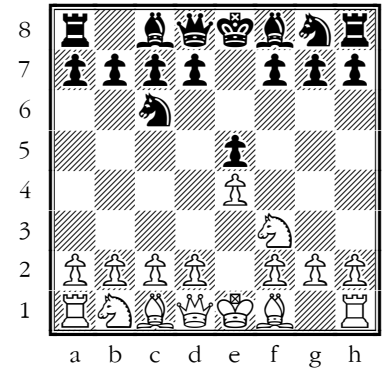
1-0

(14) Nicholas Cunliffe - Luke Glasson

[C47 Scotch Four Knights]

“ Round 2: A fighting draw, well done! You lost a pawn early on, following a faulty opening, but you played actively and well to save the game.”

1.e4 e5 2.Nf3 Nc6



3.Nc3

I think White should be pushing a bit harder here.

[3.Bc4 is a good move to start with; 3.Bb5 is an opening for life]

3...Nf6 4.d4

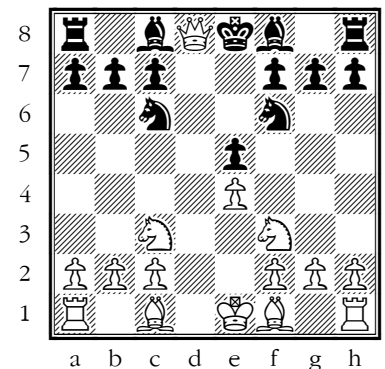
The Scotch Four Knights Game, a good opening for juniors.

4...d6

Natural but White can make trouble now.

[4...exd4 5.Nxd4 Bb4 is the best defence]

5.dxe5 dxe5 6.Qxd8+



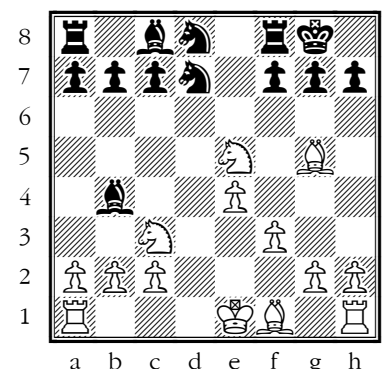
6...Nxd8

[6...Kxd8 is best, with a small plus for White; after 7.Bg5 Black has some trouble getting sorted out.]

7.Nxe5

With an extra pawn.

7...Bb4 8.f3 0-0 9.Bg5 Nd7



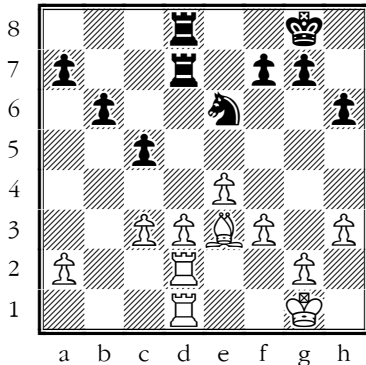
10.Nd3

[10.0-0 is interesting 10...Nxe5
11.Bxd8 c6 12.Bc7 Ng6 13.Bc4 and
White's pieces are better placed]

10...Bxc3+ 11.bxc3

White can hope to make use of the
Bishop pair.

**11...Ne6 12.Be3 b6 13.Be2
Ba6 14.0-0 Ndc5 15.Rfe1
Nxd3 16.Bxd3 Bxd3 17.cxd3
Rfd8 18.Rad1 h6 19.h3 Rd7
20.Re2 Rad8 21.Red2 c5**

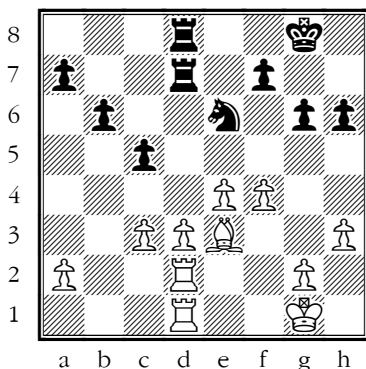


White has been planning d3-d4 for
some time, but doesn't play it!

22.f4

[22.d4]

22...g6

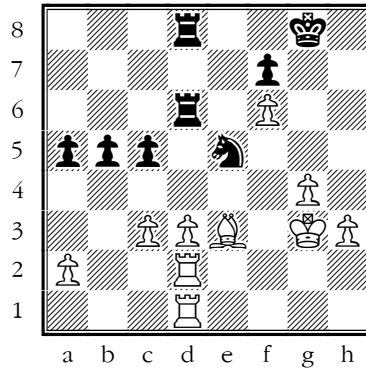


Making some weakness, like h6

**23.f5 gxf5 24.exf5 Ng7 25.f6
Nf5 26.Bf4 b5 27.g4 Nh4
28.Kf2 a5 29.Bxb6**

Told you! White is now two
pawns up.

**29...Rd6 30.Kg3 Ng6 31.Be3
Ne5**



32.d4

At last! But right now it loses a
pawn.

**32...Nc4 33.Re2 Nxe3
34.Rxe3 cxd4 35.Red3 Rxf6
36.Rxd4 Rxd4 37.Rxd4**

White is a pawn up but Black has
chances to draw.

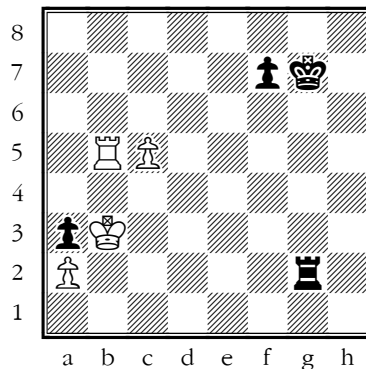
37...Re6

[37...Rc6]

**38.Kf3 Rf6+ 39.Ke3 Rh6
40.Rd8+ Kg7 41.Rd5 Rxh3+
42.Kd4 Rh4 43.Rxb5 Rxg4+
44.Kd3 Rg3+ 45.Kc2 a4 46.c4
Rg2+ 47.Kc3 Rg3+ 48.Kb2
Rg2+**

[48...Rg1 49.Kc2]

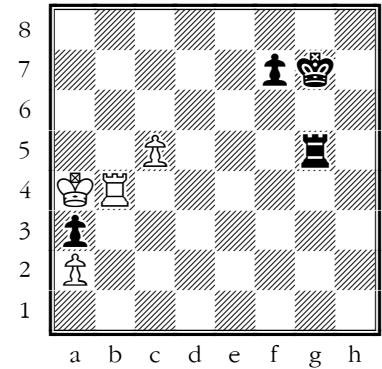
**49.Kb1 a3 50.c5 Rg1+ 51.Kc2
Rg2+ 52.Kb3**



52...Rg3+

[52...Rb2+ 53.Kc4 Rxa2 with OK
chances for Black!]

53.Ka4 Rg4+ 54.Rb4 Rg5



55.c6

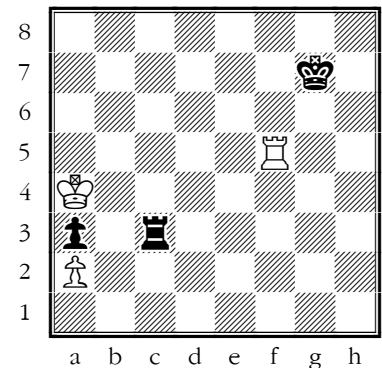
[55.Rc4]

☞ **TIP: the place for a Rook is
behind the pawn.**

55...Rc5

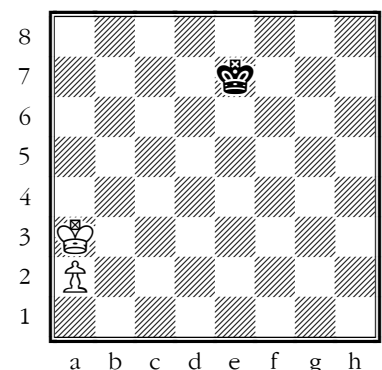
Black's Rook too!

**56.Rb6 f5 57.Rb5 Rxc6
58.Rxf5 Rc3**



Getting a drawn position.

**59.Rb5 Kf6 60.Rb3 Rxb3
61.Kxb3 Ke7 62.Kxa3**

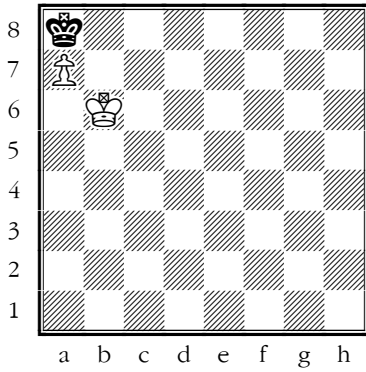


This is the best White can do, but
Black properly heads for the
corner.

**62...Kd8 63.Ka4 Kc8 64.Ka5
Kb7 65.a4**

[65.Ka4 Ka7]

**65...Ka7 66.Kb5 Ka8 67.a5
Ka7 68.a6 Ka8 69.Kb6 Kb8
70.Kb5 Ka7 71.Ka5 Ka8
72.Kb6 Kb8 73.a7+ Ka8**



1/2-1/2

(15) Oliver Stubbs - Luke Glasson

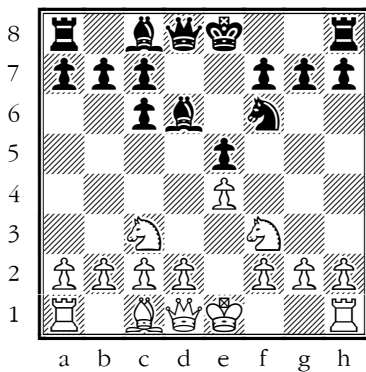
[C65 Ruy Lopez]

“ Round 3: A discovered attack led to the loss of a pawn or two, after which the game was very tough.”

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6
4.Bxc6 dxc6 5.Nc3

[5.0-0]

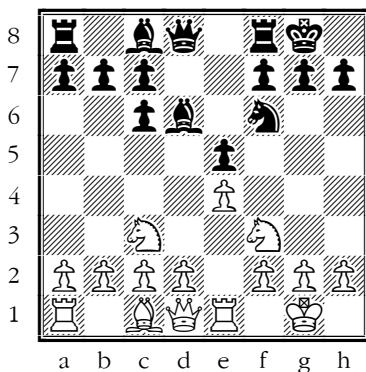
5...Bd6



6.0-0

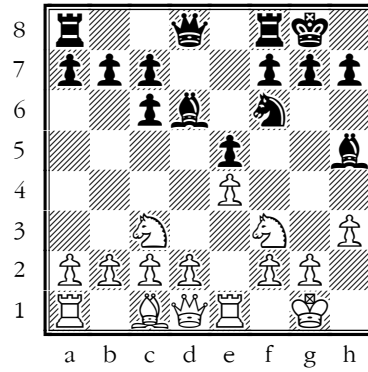
[6.d4 seems the better plan]

6...0-0 7.Re1



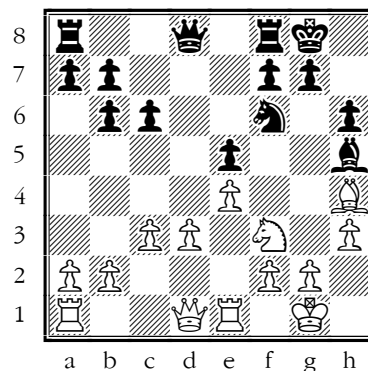
This move doesn't make sense without d2-d4.

7...Bg4 8.h3 Bh5



The Bishop may get lost out there. Either take the Knight or come back to the centre at e6.

9.d3 Bb4 10.Bd2 Bc5 11.Na4
Bd4 12.c3 Bb6 13.Nxb6 cxb6
14.Bg5 h6 15.Bh4



Again, the Bishop has limited career options out there.

15...b5

[+- Fritz prefers: 15...Re8 +=]

16.Re3

[+= Fritz prefers: 16.g4 +/-]

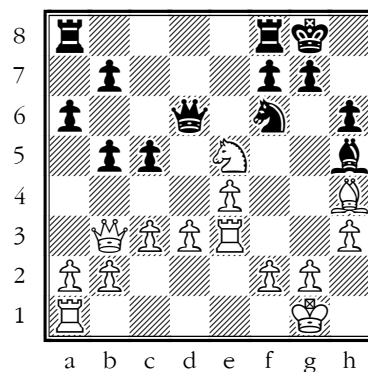
16...c5

[+- Fritz prefers: 16...Re8 +=]

17.Qb3

Stepping out of the pin, and threatening Nxe5

17...a6 18.Nxe5 Qd6



→ TACTIC: discovery

19.Bg3

Setting up a discovery; Black needs to duck, although you might have placed your hopes on the variation that happened in the game.

19...Rfe8

[19...Qe7; 19...Ne8; +- Fritz prefers: 19...Rfd8 +/-]

20.Nxf7 Bxf7

Both Queens are attacked.

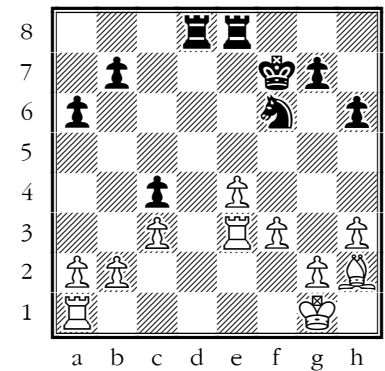
21.Qxf7+ Kxf7 22.Bxd6 c4
23.dxc4

[23.Rd1]

23...bxc4 24.f3

[+- Fritz prefers: 24.e5 +/-]

24...Rad8 25.Bh2



25...Rd3

[+- Fritz prefers: 25...Rd2 +/-]

26.Re1

[+- Fritz prefers: 26.Rxd3 +- cxd3
27.Rd1 Rd8 28.Kf2 rounds up a third pawn]

26...Rd2

Black is trying to make trouble and forces White into a defensive position.

27.Rab1 b5 28.Red1 Red8
29.Rxd2 Rxd2 30.Kf1 a5
31.Bf4 Rd7

[31...Rc2]

32.Ke2 Nh5 33.Bh2 b4

[+- Fritz prefers: 33...g5 +/-]

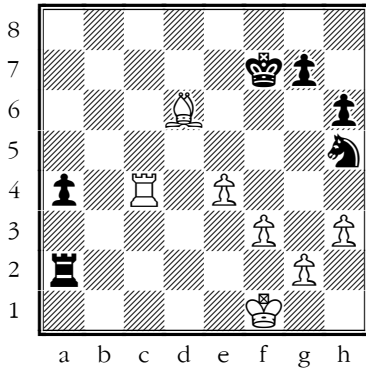
34.Rd1 Rb7 35.Rc1

[+= Fritz prefers: 35.cxb4 +- Rxb4
36.Rd2]

35...bxc3 36.Rxc3 Rxb2+

Black is defending well.

37.Kf1 Rxa2 38.Rxc4 a4
39.Bd6



39...a3

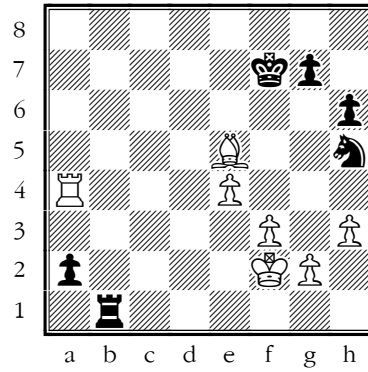
That's a shame; while that pawn is on the board, Black has chances to draw.

[+- Fritz prefers: 39...Ke6 +=]

40.Ra4 Ra1+ 41.Ke2 a2

[+- Fritz prefers: 41...Ra2+ +- 42.Kf1 Ra1+ 43.Kf2 Ra2+ 44.Kg1 Ra1+ 45.Kh2]

42.Be5 Rg1 43.Kf2 Rb1



44.Rxa2

Now it's very tough. Black defends stubbornly but there is nothing to be done if White makes no mistakes.

44...Ke6 45.Bd4 Rb4 46.Ra6+ Kf7 47.Ra7+ Kg8 48.Ba1 Rc4 49.g4 Rc2+ 50.Ke3 Nf6 51.Bxf6 gxf6 52.Kf4 Rf2 53.h4 Rg2 54.Kf5 Rf2 55.f4 Rf3

[+- Fritz prefers: 55...Rg2 +-]

56.Ra6

[56.Kg6 Kf8 57.Rf7+ Ke8 58.Rxf6]

56...Rh3

[+- Fritz prefers: 56...Kg7 +-]

57.h5 Kg7

[+- Fritz prefers: 57...Rg3 +-]

58.Ra7+ Kg8 59.Kxf6 Rb3 60.Re7 Rb6+ 61.Re6 Rb7

[+- Fritz prefers: 61...Rb8 +-]

62.g5

[+- Fritz prefers: 62.Re8+! +-]

62...Rf7+ 63.Ke5

[63.Kg6 Rg7+ 64.Kxh6 Rh7+ 65.Kg6 Rg7+ 66.Kf6 Rf7+ 67.Ke5]

63...hxg5 64.fxg5 Kg7

[+- Fritz prefers: 64...Rc7 +-]

65.h6+ Kg8 66.g6

[+- Fritz prefers: 66.Re8+ +-]

66...Rf8 67.Re7

[+- Fritz prefers: 67.Rd6! +-]

1-0

Henry

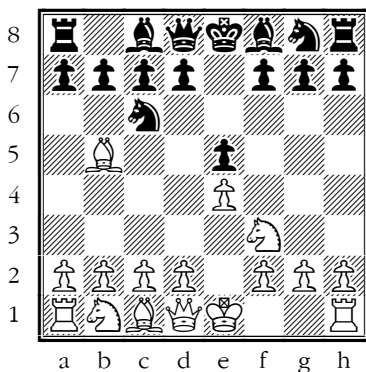
“ You played some good chess and had chances to win in your games, so you were unlucky to come away without more to show for it. Your openings could do with a bit more focus, but your main goal is to avoid silly mistakes.”

(16) Henry Coleman - Neya Govindaraj

[C60 Ruy Lopez]

“ Round 1: The game was suddenly plunged into complications and you were unlucky to come out without an extra piece, and unluckier still to lose an exchange. Being a good chessplayer means spotting all the simple threats, all the time!”

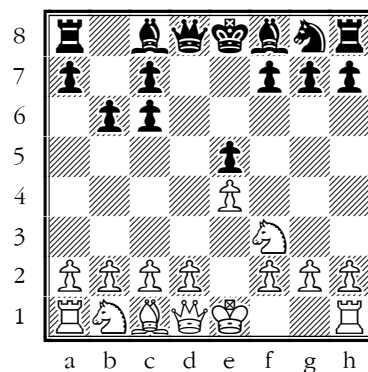
1.e4 e5 2.Nf3 Nc6 3.Bb5



3...b6

I sometimes say every move has been tried as a reply to the Lopez, but I must say I haven't seen this one before!

4.Bxc6 dxc6



5.0-0

Castling threatens Nxe5

The Ruy Lopez doesn't win a pawn, as if 5.Nxe5 Qd4 forks Knight and Pawn, After castling, the Rook will pin and win a Queen on e4.

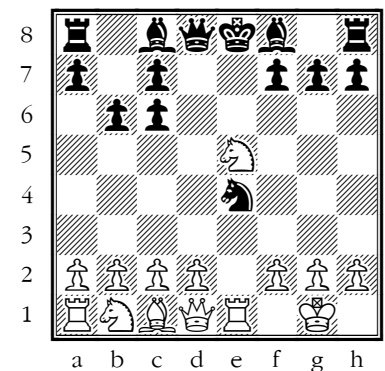
5...Nf6

[5...f6 is best; += Fritz prefers: 5...Ba6+=]

6.Nxe5 Nxe4

[+- Fritz prefers: 6...Bd6 +=]

7.Re1



7...Qd4

It's suddenly got critical! Is one side losing a piece, or is it level?

8.d3

The right move! Hard to make, because Black can now make the move they did choose:

[8.Nf3 Qxf2+ 9.Kh1 comes to the same thing]

8...Qxf2+ 9.Kh1

and Black is losing a piece

9...Bd6

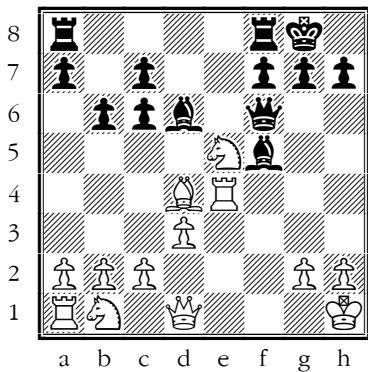
[+ Fritz prefers: 9...Ng3+ +
10.hxg3 Qxg3 gathers a pawn in
return]

10.Rxe4 0-0 11.Be3 Qf6

12.Bd4

[12.Nc4 defends the b2 pawn]

12...Bf5



13.Nd7

Hard to resist, but this loses
White's extra piece.

[13.Nf3 protects d4 and h2 13...Qh6
14.Re2 and White is safe; += Fritz
prefers: 13.Nxc6 +-]

13...Qh6

That's the problem: White has
problems on d7 e4 and h2, and has
only one move to solve them all.

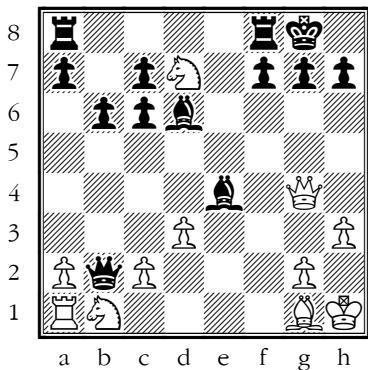
14.h3

[+ Fritz prefers: 14.Ne5 is best +=]

14...Bxe4 15.Qg4

[+ Fritz prefers: 15.dxe4 is best: -+
15...Qf4 is easily handled by 16.e5]

15...Qc1+ 16.Bg1 Qxb2



17.Nd2

[+ Fritz prefers: 17.Nxf8 -+ Qxa1
18.Qxe4 Rxf8 19.Nd2 is 'best' but
Black is winning]

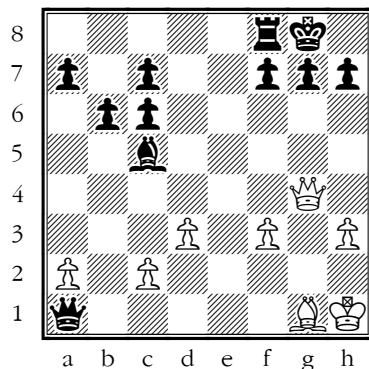
17...Qxa1 18.Nxf8

[+ Fritz prefers: 18.Qxe4 is best
now -+]

18...Bc5

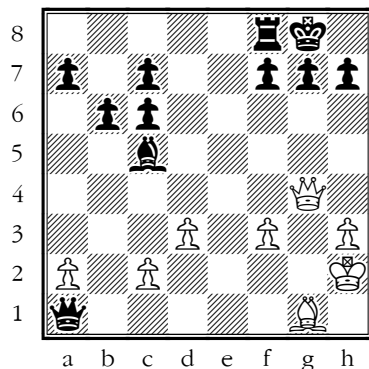
Poking the pinned piece, and adding
to White's problems.

19.Nf3 Bxf3 20.gxf3 Rxf8



The position has finally settled
down, and White is missing a whole
Rook.

21.Kh2



21...Qxa2

[21...Qxg1+ 22.Qxg1 Bxg1+ 23.Kxg1
gives White no chance at all. With
Queens still on the board, White might
get lucky with a fork or a back rank
mate.]

22.Bxc5 bxc5 23.Kg3 Qxc2

24.Kh4

[#10 Fritz prefers: 24.Qc4 -+]

24...Qh2

No more moves were recorded.

[+ Fritz prefers: 24...Qf2+ #10]

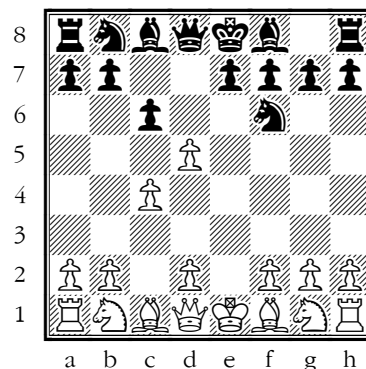
0-1

**(17) Henry Coleman - Nick
Whyatt (Duncan MacDonald**

[B01 Scandinavian Defence]

“ Round 3: After a slow start,
you won an exchange, but left your
burglar alarm turned off... Chess is
an unforgiving game!”

1.e4 d5 2.exd5 Nf6 3.c4 c6

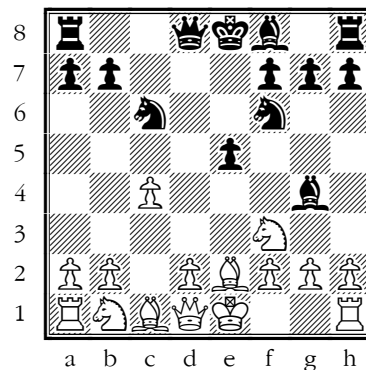


An evil gambit

[3...e6 is the more recent fashion: Ray
Shepherd used to beat all sorts with
this move!]

4.dxc6 Nxc6 5.Nf3 Bg4

6.Be2 e5

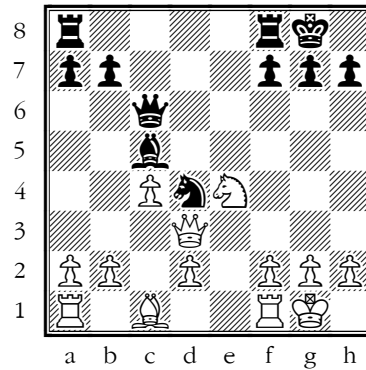


Black has excellent development
for the pawn and White's extra d-
pawn is backward.

7.Ng5

Development is more important.

**7...Bxe2 8.Qxe2 Bd6 9.0-0
0-0 10.Nc3 Nd4 11.Qd3 Bc5
12.Nd5 e4 13.Nxf6+ Qxf6
14.Nxe4 Qc6**



→ **TACTIC: undermining**

15.Nxc5

[+ Fritz prefers: 15.b4 +- Bb6 16.c5
cuts off the defence of the Knight,
winning a piece.]

15...Qxc5 16.b4

Right idea, just a moment too late!

16...Qd6

[+- Fritz prefers: 16...Qe5 a move the Bishop could not have made +-]

17.c5

[+- Fritz prefers: 17.Bb2 +-]

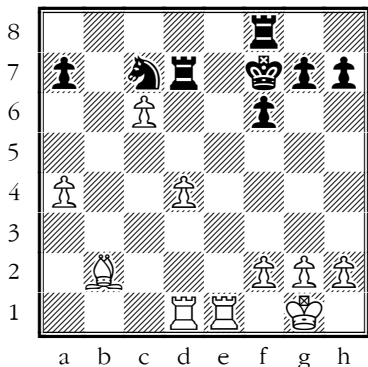
17...Qd7

[+- Fritz prefers: 17...Qe5 +-]

18.Bb2 Rad8 19.Rfe1 Qb5
20.Qxb5 Nxb5 21.Rad1

[21.a4 continues to ask the Knight about its future]

21...Rd7 22.d4 f6 23.a4 Nc7
24.b5 Kf7 25.c6 bxc6
26.bxc6



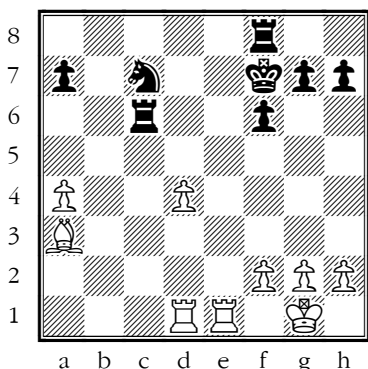
Where should Black put the threatened Rook?

→ TACTIC: skewer

26...Rd6

[+- Fritz prefers: 26...Rdd8 +-]

27.Ba3 Rxc6

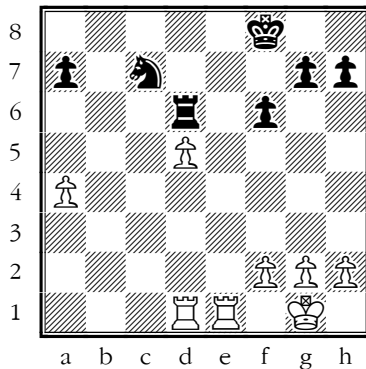


28.Bxf8

Hard to fault, but

[+- Fritz prefers: 28.d5 first seems even better +- 28...Ra6 29.Bxf8 Kxf8 30.d6 Na8 31.d7]

28...Kxf8 29.d5 Rd6



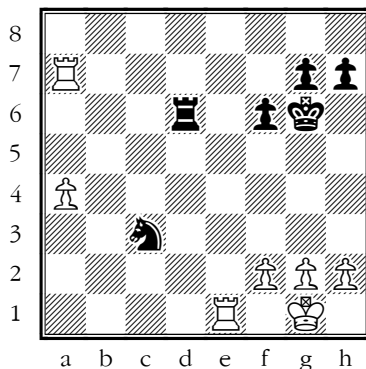
30.Rb1

[30.Re4 looked more to the point e.g. 30...a6 (30...Rxd5 31.Rxd5 Nxd5 32.Rd4 leaves you in control; 30...Nxd5? 31.Red4 wins a piece) 31.Red4 (31.Kf1 Kf7 32.Ke2)]

30...Nxd5

[30...Rxd5 31.Rb7]

31.Rb8+ Kf7 32.Rb7+ Kg6
33.Rxa7 Nc3



→ TACTIC: fork

34.g4

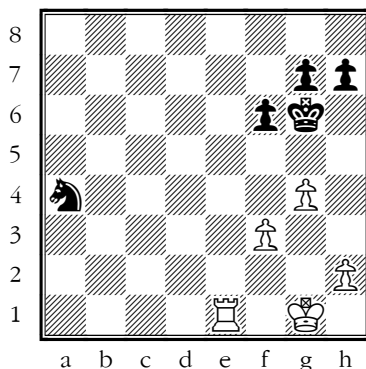
setting up a fork

34...Rd4 35.f3

I think that was the wrong one to save.

[35.Ree7!? ignores the threat!; 35.a5 Rxc4+ 36.Kf1]

35...Rxa4 36.Rxa4 Nxa4

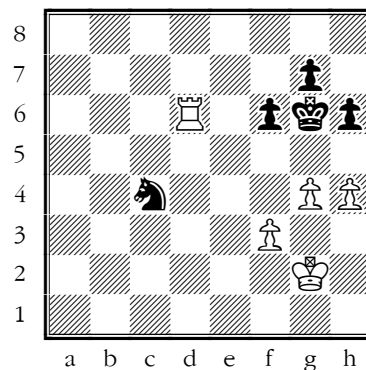


→ TIP: With all the pawns on one side, it's a lot harder to win an endgame.

→ TIP: if you are winning, or even if you aren't, plan for disasters

So, there is one big thing that can go wrong here, and that's having your King and Rook forked. You can insure against that in two ways: either keeping the Rook on the a-file, or keeping the King on the opposite coloured squares to the Rook.

37.h4 Nc3 38.Re7 h6 39.Kg2
Nd5 40.Rd7 Nb6 41.Rd6 Nc4



→ TACTIC: fork

42.Rd5

[-+ Fritz prefers: 42.h5+ +-]

42...Ne3+

That's a huge shame after your earlier play. Deserved a better fate!

43.Kg3 Nxd5 44.f4 h5 45.f5+ Kh6 46.Kh3 g5 47.gxh5 Kxh5 48.hxg5 Kxg5 49.Kg3 Kxf5

I couldn't follow the rest!

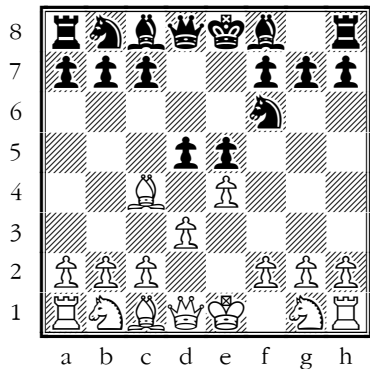
1-0

(18) Jack Warner - Henry Coleman

[C24 Bishop's Opening]

“ Round 2: In a close game you missed a couple of chances – some for you, some for your opponent!”

1.e4 e5 2.Bc4 Nf6 3.d3 d5



Well, I like the attitude, but this may be a bit too early for this move. You're actually opening up the game before developing very much, and that's risky.

4.exd5 Nxd5 5.Bxd5

Drawing Black's Queen into the game.

[5.Nf3 Nc6 6.0-0 and Re1 is a little awkward for Black to meet.]

5...Qxd5 6.Nf3 Bc5 7.Be3 Bxe3 8.fxe3 e4

[8...Nc6 is most natural, going ahead in development.]

9.dxe4 Qxe4 10.Qd2

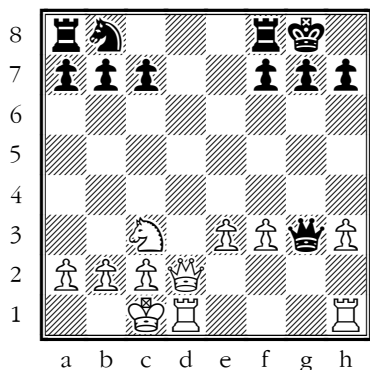
In the game, White sneaks ahead in the development race.

☞ **TIP: in the opening, development is always your priority**

10...0-0 11.Nc3 Qg6 12.0-0-0

[12.0-0 Bg4 13.h3 Bxf3 14.Rxf3 Nc6³ Black has connected Rooks and can make a target of the White e-pawn.]

12...Bg4 13.h3 Bxf3 14.gxf3 Qg3



It's Black Queen versus the whole White army...

[+- Fritz prefers: 14...Nc6 +=]

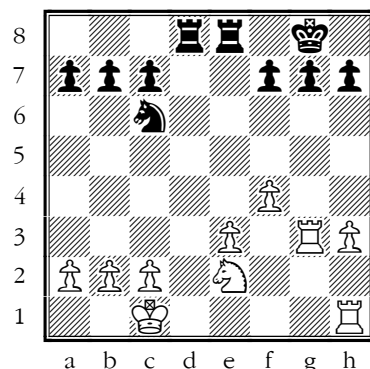
15.f4 Nc6

[15...Qxf4]

16.Rdg1 Qf3 17.Qe2

[17.Nd5 Rad8 18.Qc3+= may be the best White can do, with a small plus.]

17...Qxe2 18.Nxe2 Rfe8 19.Rg3 Rad8



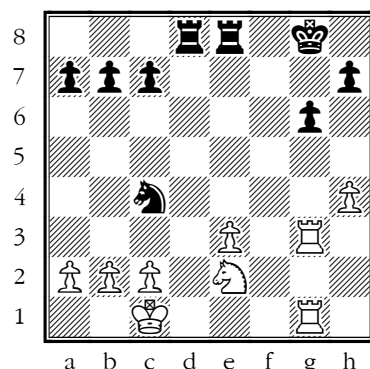
+= Now Black is a little better.

20.Rhg1 g6 21.f5 Ne5

A nice square for the Knight.

[21...Re5 plans Rde8]

22.fxg6 fxg6 23.h4 Nc4

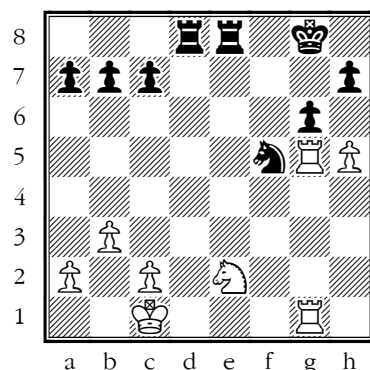


24.b3

chases the Knight to where it wants to go

[24.h5 is consistent 24...Nxe3 25.h6 (25.hxg6 h5 (25...hxg6)) 25...Nf5 26.Rg5 Kf7 27.Nf4; += Fritz prefers: 24.h5+=]

24...Nxe3 25.h5 Nf5 26.Rg5

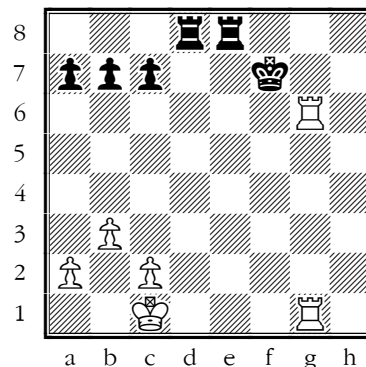


26...Kf7

[+= Fritz prefers: 26...Rxe2 -+ 27.Rxf5 Rd6 and Black is a clear

pawn ahead, although there is a lot of play left.]

27.Nf4 Ne7 28.hxg6+ hxg6 29.Nxg6 Nxg6 30.Rxg6



30...Re7

Leaving the Rooks a bit loose.

[30...Re5; +- Fritz prefers: 30...Rg8 is safest but a dead draw. += 31.Rxg8 Rxg8 32.Rxg8 Kxg8 33.Kd2 Kf7 34.Kd3 Ke6 35.Kd4 Kd6]

31.Kb2

[+= Fritz prefers: White can win a pawn here by 31.Rg7+ +- Kf6 32.R1g6+ Kf5 33.Rxe7 Kxg6 34.Rxc7]

31...c5

[+- Fritz prefers: 31...Rd2+=]

32.Kc3

[32.c3 Re5 33.Rg7+ Kf6 34.Rxb7 a5 35.Rc7 Red5; += Fritz prefers: 32.Rg7+ is still best +-]

32...Re5

[+- Fritz prefers: 32...Re3+ +=]

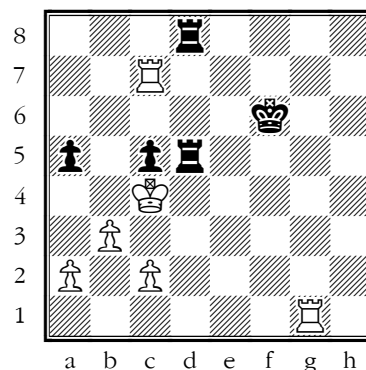
33.Rg7+

Finally!

33...Kf6 34.Rxb7 a5 35.Rc7 Red5

[35...Rd4]

36.Kc4



36...Ke5

Natural-looking, but should lose on the spot.

[+- Fritz prefers: 36...Rd2 +/-]

37.Rxc5

[+- Fritz prefers: 37.Rg5+ +/- Kd6

38.Rxd5+ Kxc7 39.Rxd8 Kxd8

40.Kxc5 wins very simply.]

☞ **TIP: The results of King and Pawn endgames are often easy to call**

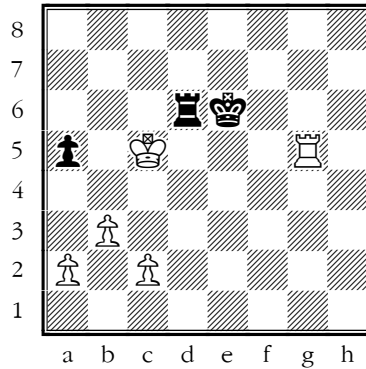
37...Rxc5+ 38.Kxc5 Rd6

[+- Fritz prefers: 38...Rc8+ +/- when

39.Kb5 Rxc2 40.a4 should win for

White]

39.Rg5+ Ke6



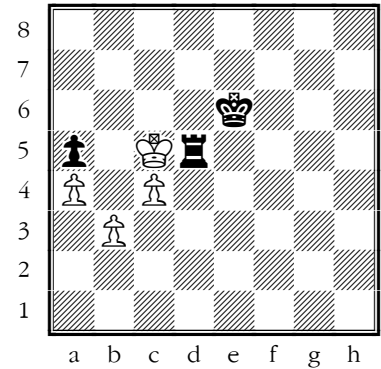
➔ **TACTIC: skewer**

40.c4

[+- Fritz prefers: 40.Rg6+ picks up the Rook +/-]

40...Rd2 41.a4 Rd3 42.Rd5

Rxd5+



Once we are down to Kings and Pawns, Black's game is hopeless.

[+- Fritz prefers: 42...Rxb3 +/-]

43.cxd5+ Kd7 44.b4

[+- Fritz prefers: 44.d6! +/-]

44...Kc7 45.b5

[#9 Fritz prefers: 45.bxa5? +/-]

45...Kb7 46.b6

1-0

Redmond

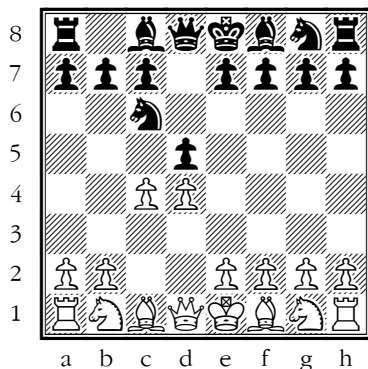
“ You are making some silly mistakes which is denying you the rewards for a lot of good moves and good thinking. There may be a reason the mistakes are there to be made: you are not using all your pieces together as well as you could. Chess is a team game!”

(19) Lawrence Fields - Redmond Coleman

[D07 Queen's Gambit Declined]

“ Round 1: You got a bit behind in development, then sadly got your King caught up in some tactics,”

1.d4 d5 2.c4 Nc6



This is not a bad move, but I think you were making things up, which is a bad idea. Having played this move, you should aim to play ...e5.

☞ **TIP: pick a system to play against each opening you**

meet. If you don't know one, then ask!

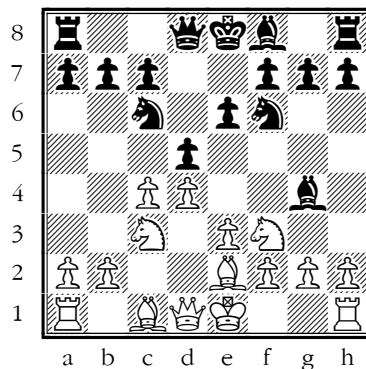
[2...e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 0-0 6.Nf3 Nbd7 7.Rc1 a6 is the Swiss Defence, which I recommend.]

3.Nf3

[3...cxd5 Qxd5 4.e3 e5 5.Nc3 Bb4 6.Bd2 Bxc3 7.bxc3]

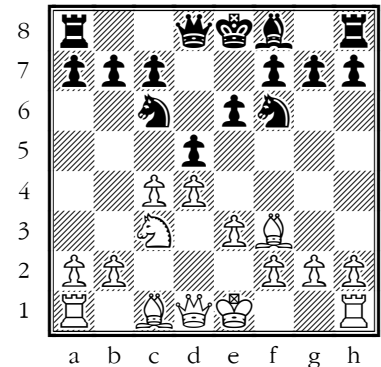
3...Nf6 4.Nc3 Bg4 5.e3 e6

6.Be2



Your position is fine here.

6...Bxf3 7.Bxf3



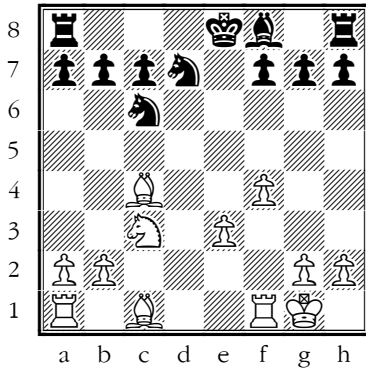
7...dxc4

Trying to win a pawn, but development is usually more important.

8.0-0

[8.Qa4 gets the pawn back right away if White cares about it]

8...Qd7 9.Be2 e5 10.dxe5 Nxe5 11.Qxd7+ Nfxd7 12.f4 Nc6 13.Bxc4

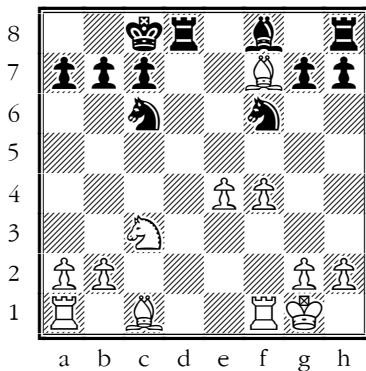


→ TACTIC: undefending

13...0-0-0

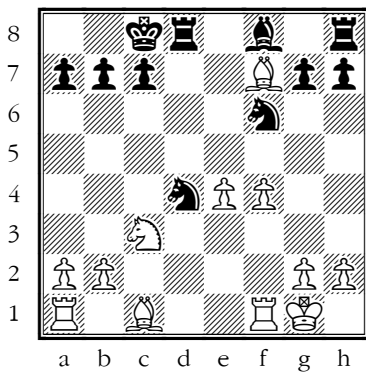
[+= Fritz prefers: 13...Nb6 and you're still fine +=]

14.Bxf7 Nf6 15.e4



Now you really must get all your remaining pieces onto the pitch. Instead, you send one player off to play the lone hero.

15...Nd4



→ TACTIC: fork

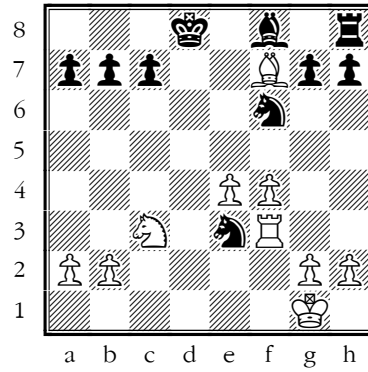
16.Be3

Well, that helped!

16...Nc2 17.Rad1

[-+ Fritz prefers: 17.Bxa7 is better for White +- 17...Nxa1 18.Be6+ Nd7 19.Rxa1]

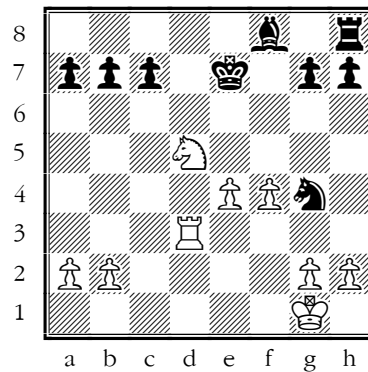
17...Nxe3 18.Rxd8+ Kxd8 19.Rf3



19...Neg4

[19...Bc5 looked very natural to me, developing at last]

20.Rd3+ Ke7 21.Bd5 Nxd5 22.Nxd5+



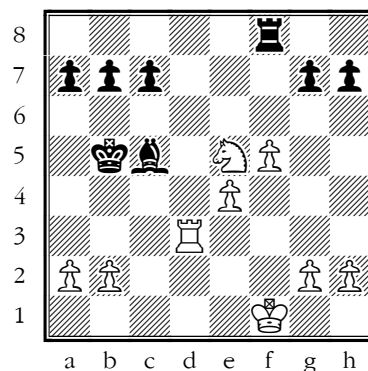
→ TACTIC: discovery

22...Kd6

Oh dear, walking into a tactic.

[+= Fritz prefers: 22...Kf7 and you should still win -+]

23.Nf6+ Kc6 24.Nxg4 Bc5+ 25.Kf1 Rf8 26.Ne5+ Kb5 27.f5



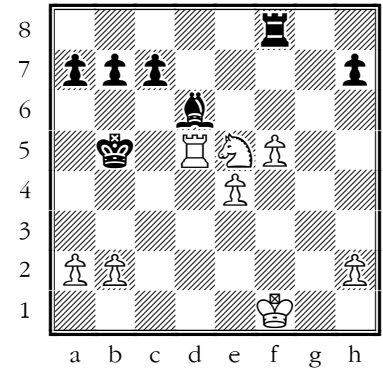
27...g6

[+= Fritz prefers: 27...Re8 +-]

28.g4

[+= Fritz prefers: 28.Rb3+ +-]

28...gxf5 29.gxf5 Bd6 30.Rd5+



→ TACTIC: fork

30...Kb6

Oh dear. Deserved a better fate!

[+= Fritz prefers: 30...Kb4 +-]

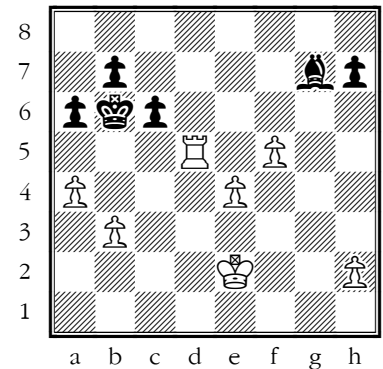
31.Nd7+ Kc6 32.Nxf8 Bxf8 33.Ra5 a6 34.a4 Bg7 35.b3

[35.Kf2; 35.b4 Bf6 36.Rc5+ Kb6 37.Ke2 c6 38.Kd3 Kc7 39.a5 b6 40.Rc1 c5 41.Rg1 Be5 42.h4; 35.Rd5]

35...Kd6 36.Rd5+ Kc6 37.Kf2 Kb6

[+= Fritz prefers: 37...b5 +-]

38.Ke2 c6



I am sure I have got the next moves wrong, but I'm not sure what the right moves are!

39.Kd3 Kc7

[+= Fritz prefers: 39...cxd5 looked strong! -+]

40.Rc5 b6 41.Rc1 c5 42.Rg1 Be5 43.h4 Kd6 44.h5 h6

[+= Fritz prefers: 44...Ke7 +-]

45.Rg6+ Kc7

[45...Kd7]

46.Rxh6 a5 47.f6 b5 48.f7

[+= Fritz prefers: 48.Rg6! +=]

48...Bg7 49.Rg6 Bf8 50.h6 c4+ 51.bxc4 bxc4+ 52.Kxc4 Bxh6 53.Rxh6

and now ...a4

1-0

(20) Redmond Coleman - Chinmay Padiyar

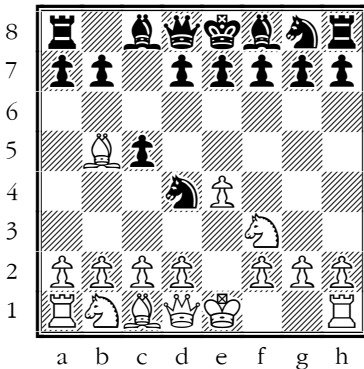
[B30 Sicilian Defence]

“ Round 2: You got into a bit of a traffic jam in the opening, and lost an exchange to a fork (and also you missed how to use a fork of your own). Do keep pieces on when you are losing, then you have something to fight with.”

1.e4 c5 2.Nf3 Nc6 3.Bb5

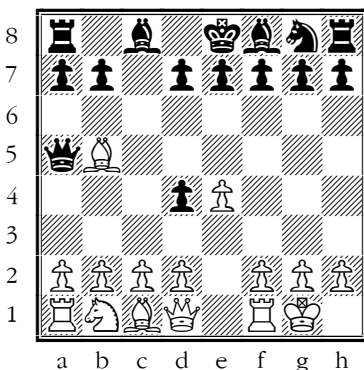
The Rossolimo Variation: it's the Ruy Lopez versus the Sicilian.

3...Nd4



Not a bad practical choice.

4.Nxd4 cxd4 5.0-0 Qa5

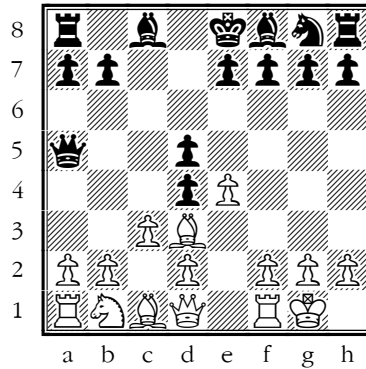


That isn't in the books!

6.Bd3

[6.Bc4 must be a better square, although ...e6 and ...d5 may come.]

6...d5 7.c3



7...dxc3

This sorts out White's development for him.

[+= Fritz prefers: 7...dxe4 +=]

8.dxc3 Bd7

[+= Fritz prefers: 8...dxe4 +=]

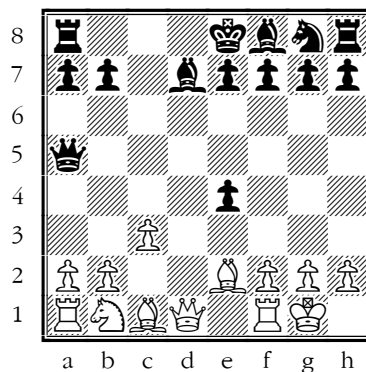
9.Be2

Undefending the e-pawn. Not sure what the idea was there.

☞ TIP: Just developing is always a good idea!

[+= Fritz prefers: 9.b4 +=; 9.Be3]

9...dxe4



10.Qd2

That creates another traffic jam.

10...0-0-0

[+= Fritz prefers: 10...e5 +=]

11.Qg5

[+= Fritz prefers: 11.Qe3 +=]

11...Qxg5

[+= Fritz prefers: 11...f5 +=]

12.Bxg5 h6 13.Be3 Nf6

[+= Fritz prefers: 13...Kb8 +=]

14.Nd2

[+= Fritz prefers: 14.Bxa7 recovers the pawn with the better position +=]

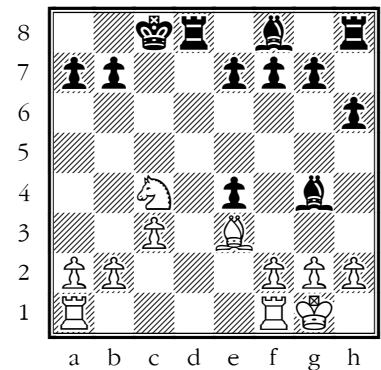
14...Bf5 15.Nc4 Ng4

[+= Fritz prefers: 15...Kb8 +=]

16.Bxg4

[+= Fritz prefers: 16.Bxa7 +=]

16...Bxg4

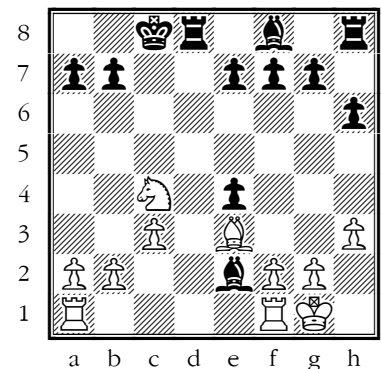


➔ TACTIC: fork

17.h3

forces Black to find the tactic!

17...Be2

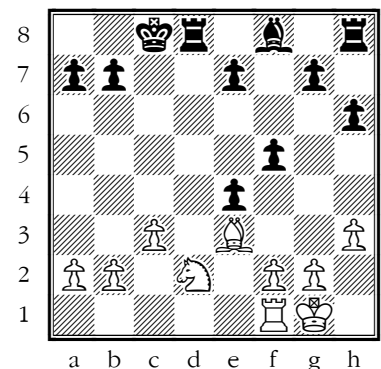


➔ TACTIC: fork

18.Nd2

[-+ Fritz prefers: 18.Ne5 hits back with a fork of your own += 18...Bxf1 19.Nxf7 Bb5 20.Nxh8 Be8 and you might be able to retrieve the Knight]

18...Bxf1 19.Rxf1 f5



Now Black should win.

20.Nc4 a6

Here you get into a muddle trying to take on the whole Black army with just two pieces.

☞ TIP: use all your pieces.

21.Ne5 Rd5 22.Nf7 Rh7
23.c4 Rd3 24.Bf4

[-+ Fritz prefers: 24.Ne5 -+]

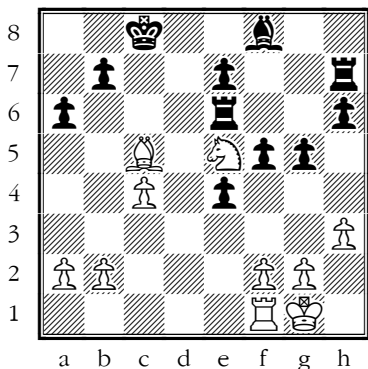
24...g5 25.Ne5 Rd4

[25...gxf4 26.Nxd3 exd3 is simple enough.]

26.Be3 Rd6 27.Bc5

[27.c5 gives the Knight an escape route.]

27...Re6

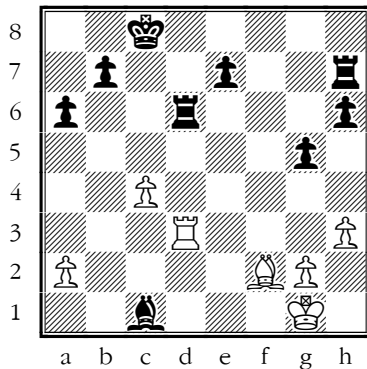


→ TACTIC: pin

28.Bd4

[-+ Fritz prefers: 28.Rd1 -+]

28...Bg7 29.Ng6 Rxc6 30.Be3
f4 31.Bc5 Bxb2 32.Re1 e3
33.fxe3 fxe3 34.Rxe3 Bc1
35.Rd3 Rc6 36.Bf2 Rd6

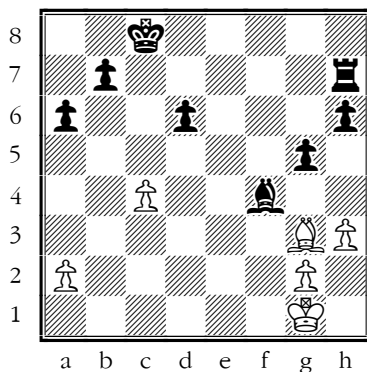


Should White swap?

37.Rxd6

Keep pieces on when you are losing, then you have something to fight with.

37...exd6 38.Bg3 Bf4



39.Bxf4

Same comment!

39...gxf4

Now White is helpless.

40.Kf2 Rf7 41.Kf3 Kd7 42.g3
fxg3+ 43.Kxg3 b5

[-+ Fritz prefers: 43...Kc6 -+]

44.cxb5 axb5 45.a3 d5
46.Kg4

[-+ Fritz prefers: 46.Kh4#9]

46...d4 47.Kh5 d3

0-1

(21) Redmond Coleman - Sam Goodfellow

Round 3: 0-1

Oliver

“ Sorry not to have your win! In the two games you lost, you were not quite sharp enough on tactics to thrive, and I think your home-made opening isn't doing you much good. ”

(22) Oliver Bacon - Joseph Cura (Rhys Newton)

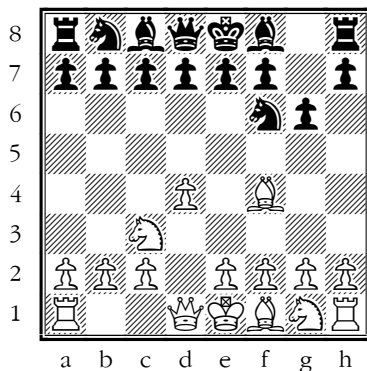
[A15 Queen's Pawn Opening]

“ Round 1: A discovered attack cost you a Knight early on. But also, have another think about that opening: it's probably better to play an existing system which has more ideas behind it that you can just copy instead of working things out for yourself in every game. ”

1.d4 Nf6 2.Nc3

[2.Nf3 g6 3.Bf4 is the London System, which concentrates on the dark squares]

2...g6 3.Bf4



This isn't usual; maybe the Bacon System!

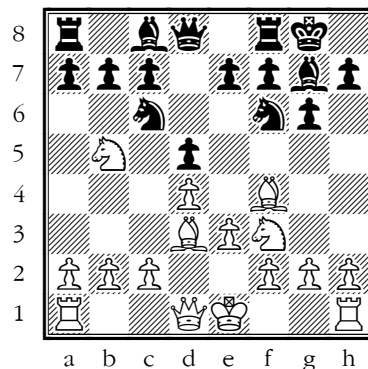
[3.Bg5 is the Veresov system, which concentrates on the light squares e4 and d5]

3...Bg7 4.e3 d5 5.Bd3 0-0
6.Nf3 Nc6

That Knight doesn't have many good squares to go to next.

[6...c6; 6...c5]

7.Nb5



This one move makes a threat that can be met by one move; after those two moves, whose position has improved?

☞ TIP: Can you follow up your threat with another threat? If you are not sure you

can keep this sort of attack going, then just improve your position.

Here, that means you should develop and castle.

7...Ne8 8.Be5

A bit of a waste of time. Some players say 'the worst Bishop is better than the best Knight' -- so think carefully before you let your opponent take a Bishop with a Knight.

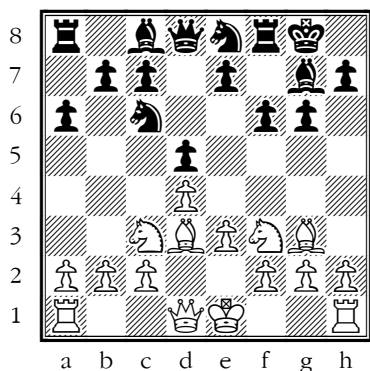
☞ TIP: exchanges in equal positions are rarely equal.

[+= Fritz prefers: 8.c3 +=]

8...f6

[+= Fritz prefers: 8...Nxe5 += 9.Nxe5 c6 This shows up the bad side of Nb5; Black can play ...c6 with a gain of time. 10.Nc3 f6 11.Nf3 e5 and Black has taken over the centre.]

9.Bg3 a6 10.Nc3



10...Nb4

[10...e5 looks good and makes a threat of ...e4]

11.a3

This forces Black to make a move that they might make anyway.

11...Nxd3+ 12.Qxd3 Bf5 13.Qd2 Nd6

cuts off the defence of d5, so

14.Nxd5

but

[-+ Fritz prefers: 14.Bxd6 +=]

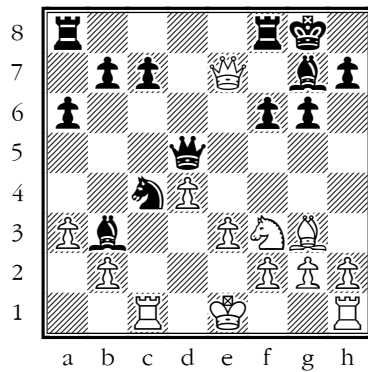
14...Nc4

is a discovered attack, winning the Knight.

15.Qb4

[15.Nxe7+ gets a second pawn for the Knight 15...Qxe7 16.Qc3 b5 17.0-0 and White is behind but not lost.]

15...Qxd5 16.Qxe7 Bxc2 17.Rc1 Bb3



18.Nd2

[-+ Fritz prefers: 18.Qb4 -+]

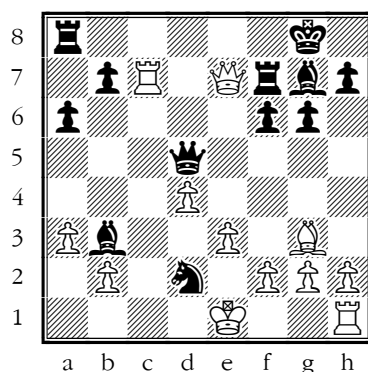
18...Nxd2

[-+ Fritz prefers: 18...Qxg2 -+]

19.Rxc7

Both sides are attacking while ignoring the other! But soon, one player will come up with a move that cannot be ignored.

19...Rf7



20.Qxf7+

Actually the best move, although I didn't think so at the time.

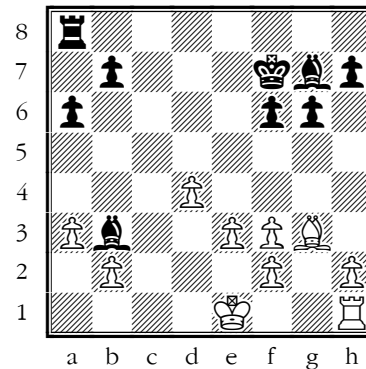
The problem with rescuing the Queen by 20.Qd6 is Black's very strong threat 20...Qxg2 which will make you wish you had castled.

21.Kxd2 Rxc7 22.Qxc7 Qxh1

20...Qxf7 21.Rxf7 Nf3+

[21...Kxf7]

22.gxf3 Kxf7



White is a piece down but has two pawns for it, one of which is a passed pawn.

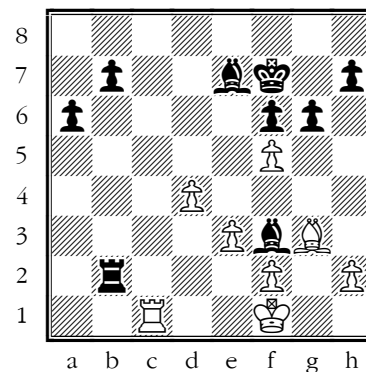
23.f4

That blocks the view of your Bishop.

23...Rc8 24.0-0 Rc2 25.Rb1 Bf8 26.Kg2 Ba2 27.Ra1 Rxb2 28.Rc1 Bxa3 29.Rc7+ Be7

Bd6 would be a nice move to make!

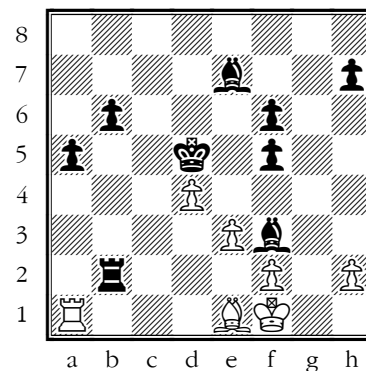
30.f5 Bd5+ 31.Kf1 Bf3 32.Rc1



White has been forced to defend, and it all looks pretty hopeless.

[32.Ke1]

32...gxf5 33.Bc7 Ke6 34.Ba5 Kd5 35.Be1 b6 36.Ra1 a5



The a-pawn will decide the game.

37.Rc1 a4 38.h3 a3 39.Ra1 a2 40.Rc1 Rb1

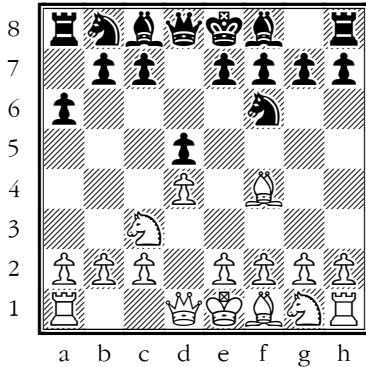
0-1

(23) Oliver Bacon - William Veitch

[D00 Queen's Pawn Opening]

“ Round 2: Oh dear, another discovered attack cost you another Knight. Have a think about how you are using your Rooks. ”

1.d4 d5 2.Nc3 Nf6 3.Bf4 a6



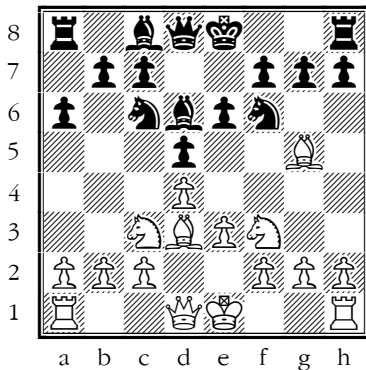
I have explained why Nb5 is not much of a threat.

4.e3 Nc6

I usually think Black needs to open a file with ...c5 once the moves d4 and ...d5 have been played; ...e5 is hard to force.

☞ **TIP: plan your openings to make good use of your Rooks. They are together worth more than a Queen!**

5.Bd3 e6 6.Nf3 Bd6 7.Bg5



7...e5

That's just the sort of move that Black wants to make, but it doesn't work here.

[+- Fritz prefers: 7...0-0+=]

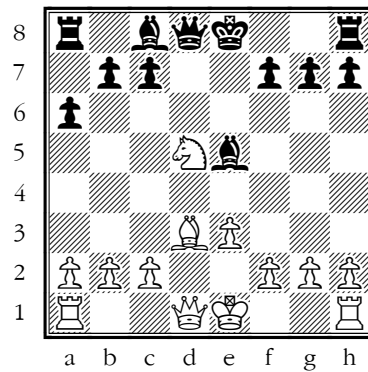
8.Bxf6

[8.Nxd5 might be even better]

8...Qxf6 9.Nxd5 Qd8 10.dxe5

[10.0-0]

10...Nxe5 11.Nxe5 Bxe5



➔ **TACTIC: discovery**

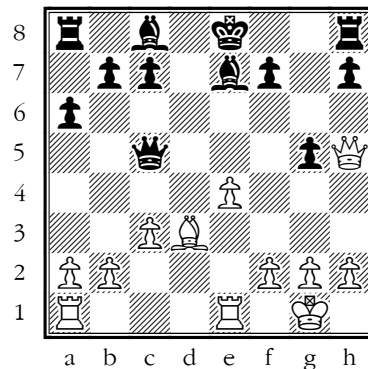
Discovering an attack on the Knight.

12.c3

Oh, no, not again! You must practise your disco moves.

[+- Fritz prefers: 12.Nc3 +=]

12...Qxd5 13.e4 Qc5 14.0-0 g5 15.Qh5 Bf6 16.Rfe1 Be7

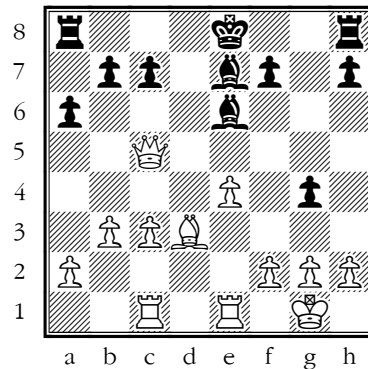


17.Rac1

The Rook doesn't have much of a view from there.

[17.Rad1]

17...Be6 18.b3 g4 19.Qxc5



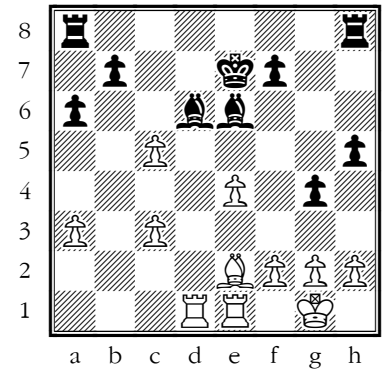
when you are losing, don't swap pieces.

[19.Qh6]

19...Bxc5 20.b4 Bd6 21.a3 c5

[+- Fritz prefers: 21...0-0-0 -+]

22.Rcd1 h5 23.Be2 Ke7 24.bxc5



This splits up your pawns; it's usually a better idea to keep them together and neat.

24...Bxc5 25.Rb1 Rab8 26.a4 h4 27.g3 hxg3 28.hxg3 Rh7 29.Bd3

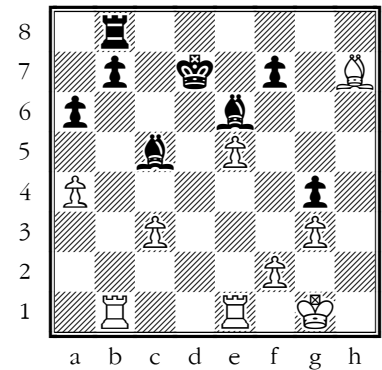
[29.Bxa6 was worth a try]

29...Kd6

Now you have a fine disco move of your own.

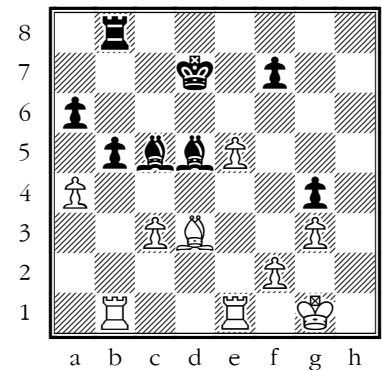
[+- Fritz prefers: 29...a5 -+]

30.e5+ Kd7 31.Bxh7



That's changed things a bit! White is now winning.

31...b5 32.Bd3 Bd5



That's a good move and a good idea. With hindsight, Be4 was a good reply: you want to swap off pieces and you want to rule out the chance of accidents on h1.

33.Bf5+

[33.axb5 Rh8 34.Be4]

☞ **TIP: Swap pieces when you are winning, and avoid trouble at all times.**

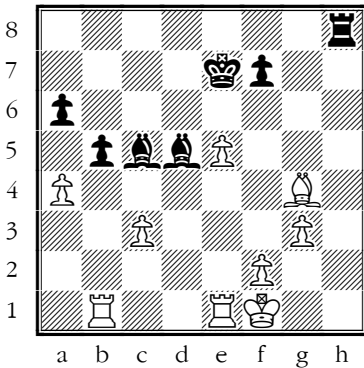
33...Ke7 34.Bxg4

[+- Fritz prefers: 34.axb5 +- Rxb5 35.Be4 (35.Rxb5 axb5 36.Bxg4)]

34...Rh8

[34...Rg8 35.Bh3 Rxb3+ 36.Kh2]

35.Kf1



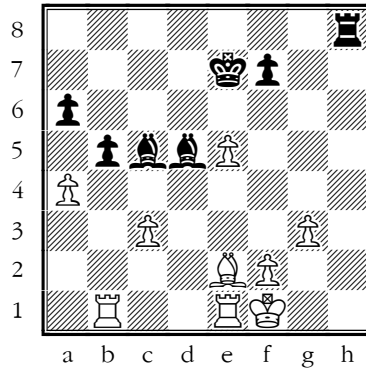
35...Bc4+

[+- Fritz prefers: 35...Rh2 +-]

36.Be2

[+- Fritz prefers: 36.Kg2 is the best defence, when you are still winning. +-]

36...Bd5



➔ **TACTIC: mate**

With a threat...

37.Bd3

Which defends it, but

[#3 Fritz prefers: 37.f3 +-]

37...Bf3

creates a threat that cannot be met.

38.Be4

[+= Fritz prefers: 38.Bh7-#2]

38...Rh1#

0-1

(24) Rachel Fairfax - Oliver Bacon

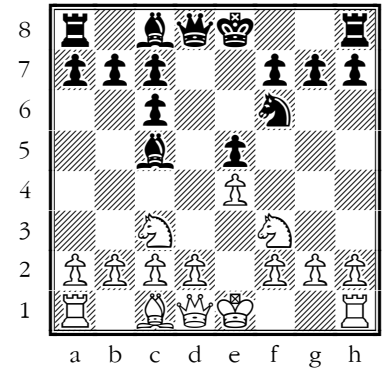
[C48 Four Knights' Game]

“ Round 3: so far, so good...”

1.e4 e5 2.Nf3 Nc6 3.Nc3 Bc5

[3...Nf6]

4.Bb5 Nf6 5.Bxc6 dxc6



... 0-1

We don't have any more of this game, since:

"I couldn't write down the moves because my opponent was playing too quickly."

☞ **TIP: if your opponent is playing quickly, just let them get on with it!**

If you rush, you are just bringing yourself down to their level.

The only excuses for playing quickly is:

if you are short of time

OR

you are losing horribly and want your opponent to keep rushing so they don't notice your trap (but you have to think a bit to come up with a trap)

Ollie playing quickly will surely lose to Ollie playing slowly and sensibly, right? So, don't rush!

Toby

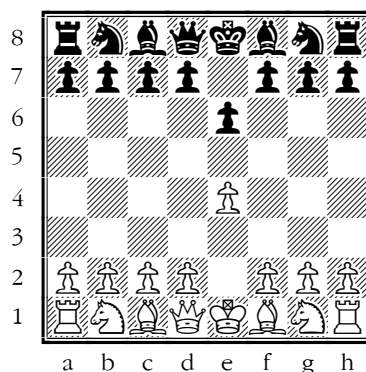
“ Great result! It's hard to improve on 3/3, but I think a better knowledge of your openings and a more accurate thinking process will make you unstoppable!”

(25) Toby O'Donoghue - Onni Macleay

[C00 French Defence]

“ Round 1: You wasted a bit of time in the opening and missed a couple of tricks to go behind later on, But Black let you right back into the game and you won a thrilling endgame.”

1.e4 e6



2.d3

[2.Qe2 is the Chigorin Variation.; There is nothing wrong with 2.d4 and I suggest follow up with 2...d5 3.exd5 exd5 4.c4 leading to an open game,

which is not what your French player is looking for.]

2...d5

[2...c5]

3.Qe2

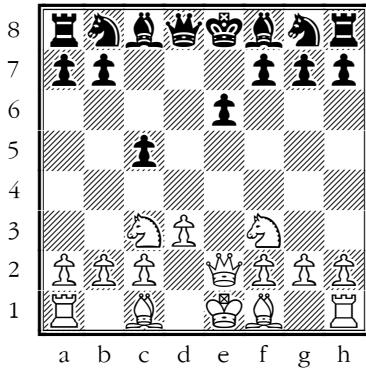
I think this is best played on move 2, if you are going to play it at all, as it discourages 2...d5.

[3.Nd2]

3...c5 4.exd5 Qxd5

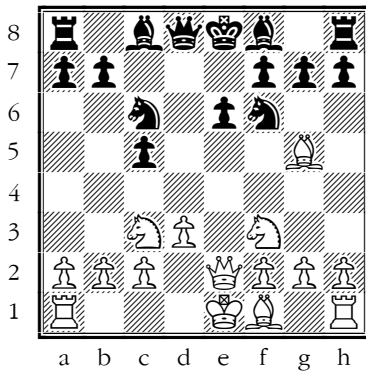
That's the benefit of Qe2. it stops ...exd5.

5.Nc3 Qd8 6.Nf3



Three moves ahead in development! (But one of them is Qe2)

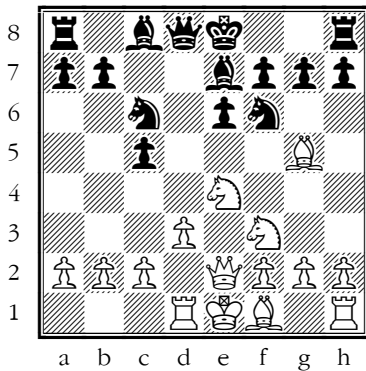
6...Nf6 7.Bg5 Nc6



8.Ne4

Hardly a threat, so probably a waste of time.

8...Be7 9.Rd1



→ **TACTIC: fork**

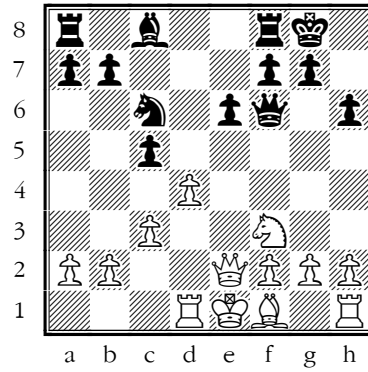
9...h6

[9...Qa5+ picks up the pawn on a2]

10.Bxf6

[10.Nxf6+]

**10...Bxf6 11.Nxf6+ Qxf6
12.c3 0-0 13.d4**



13...b6

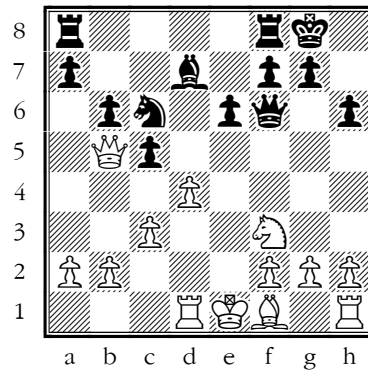
[+= Fritz prefers: 13...cxd4 +=]

14.Qb5

Right idea!

[14.dxc5 is even more accurate
14...bxc5 15.Qe4±]

14...Bd7



The game has reached a crisis, when the question of who gets the advantage is bobbling in the air.

[+= Fritz prefers: 14...Bb7 +=]

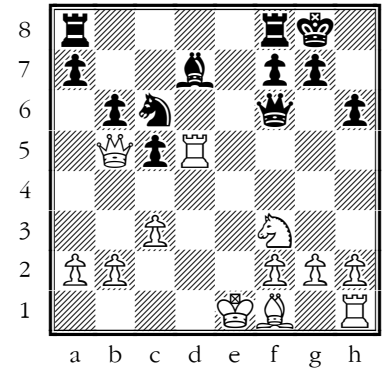
15.d5

[-+ Fritz prefers: 15.dxc5± gets the advantage for White += 15...Ne5
16.Rxd7]

15...exd5

[15...Ne5-/+ also gets the advantage for Black! 16.Qe2 Nxf3+ 17.Qxf3 Qxf3 18.gxf3 exd5 as if 19.Rxd5 Rfe8+ 20.Kd2 Be6 picks up the a-pawn, which has a charmed life.]

16.Rxd5



→ **TACTIC: fork**

White misses something important: a check.

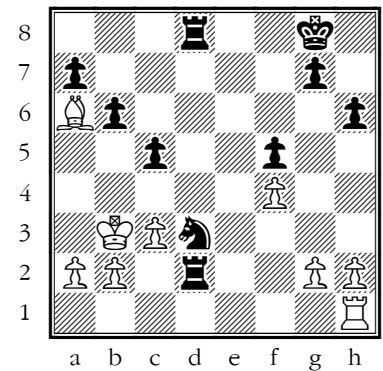
☞ **TIP: look for checks captures and threats at all times.**

[-+ Fritz prefers: 16.Be2 -+]

16...Qe6+

That is also a fork.

**17.Kd1 Qxd5+ 18.Qd3
Qxd3+ 19.Bxd3 Bg4 20.Be2
Bxf3 21.Bxf3 Rad8+ 22.Kc2
Ne5 23.Be4 f5 24.Bb7 Rd7
25.Ba6 Rfd8 26.f4 Rd2+
27.Kb3 Nd3**



28.c4

[-+ Fritz prefers: 28.Bc4+ -+]

**28...Rxb2+ 29.Kc3 Rxa2
30.Bb7 Ra3+ 31.Kc2**

[#8 Fritz prefers: 31.Kd2 -+]

31...Nxf4

[-+ Fritz prefers: 31...Nb4+ #8]

32.g3 Ra2+ 33.Kb3

[-+ Fritz prefers: 33.Kb1 -+]

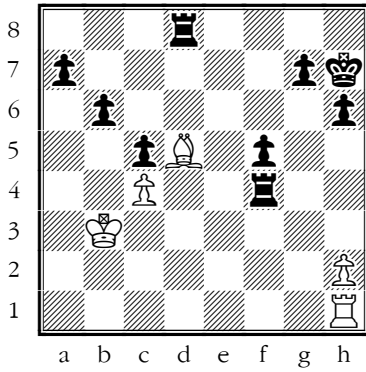
33...Rf2 34.gxf4

[#5 Fritz prefers: 34.Ka4 -+]

34...Rxf4

[-+ Fritz prefers: 34...Rd3+ is mate in #5]

35.Bd5+ Kh7



36.Rd1

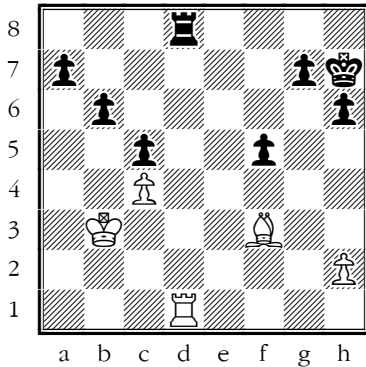
I was beginning to worry, I admit...

36...Rf3+

☞ **TIP: You should look at every check, but not play every check you see!**

[-+ Fritz prefers: 36...a5 -+]

37.Bxf3



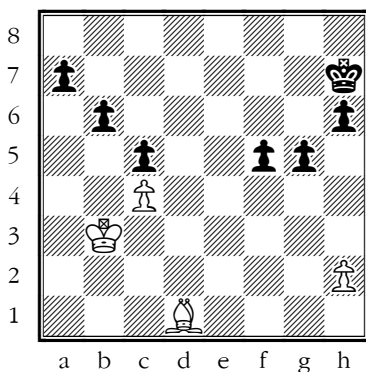
37...Rxd1

The computer likes this move, but I would not swap my last piece.

38.Bxd1

Now White has to hold back a host of pawns, and neither side can afford to waste a single move. Black stands better, but White won!

38...g5



[+= Fritz prefers: 38...Kg6 -+]

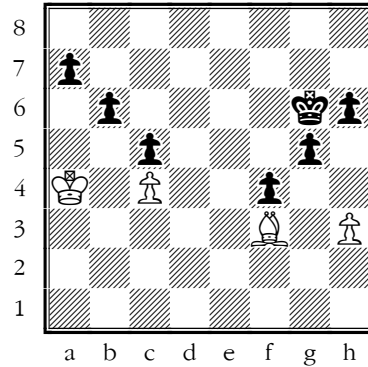
39.h3

[-+ Fritz prefers: White must hurry with 39.Ka4 but even that might not be enough =+]

39...f4

[39...Kg7 40.Ka4 Kg6 41.Kb5 h5 42.Ka6 (42.Bxh5+)]

40.Bf3 Kg6 41.Ka4



41...h5

[+= Fritz prefers: 41...a6 should hold it for Black: -+]

42.Kb5 Kf6

[42...Kf5 43.Bxh5 Ke4 is Black's best now]

43.Ka6 Kf5 44.Kxa7

[-+ Fritz prefers: 44.Bxh5 +=]

44...b5

I see the idea, but it's not good enough.

[+= Fritz prefers: 44...g4 wins for Black -+]

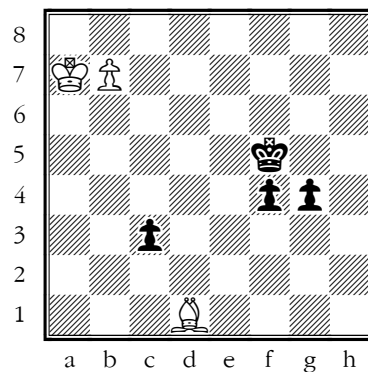
45.cxb5

The b-pawn wins it for White.

45...c4

[+- Fritz prefers: 45...g4 +-]

46.b6 c3 47.Bd1 g4 48.hxg4+ hxg4 49.b7



Such drama!

49...f3 50.b8Q Kg5 51.Qe5+ Kh4 52.Qe1+

I couldn't follow the last few moves.

52...Kh3 53.Qf1+ Kg3

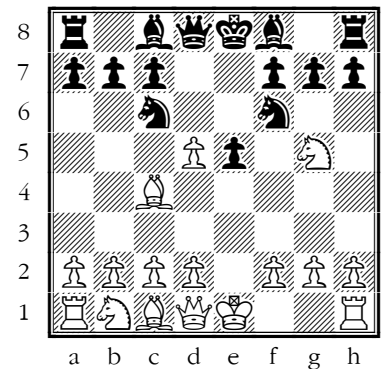
1-0

(26) Duncan MacDonald - Toby O'Donoghue

[C57 Two Knights' Defence]

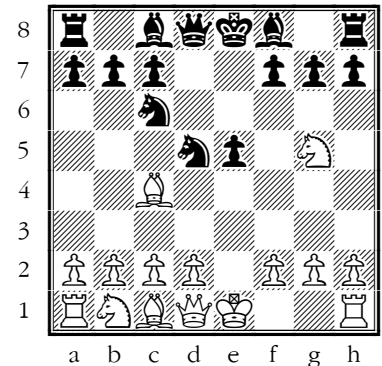
“ Round 2: , Both sides attacked their opponent's weak spots with great energy if not great accuracy, and you came out of it with a winning material advantage. ”

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5



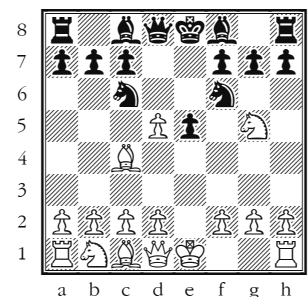
A big decision for Black!

5...Nxd5



Risky!

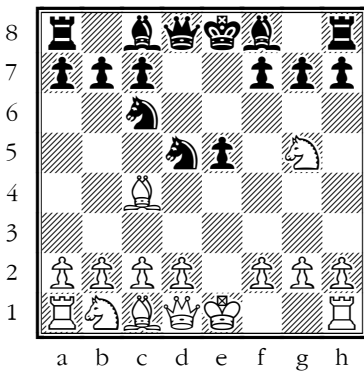
☞ **TIP: Know your openings, especially any traps.**



5...b5 is what I recommend with the idea 6.Bxb5 Qxd5 when White has problems on b5 and g2; 5...Na5 is the one the masters play 6.Bb5+ c6

7.dxc6 bxc6 8.Be2 h6 9.Nf3 e4
10.Ne5 Bd6 11.d4

6.Bxd5

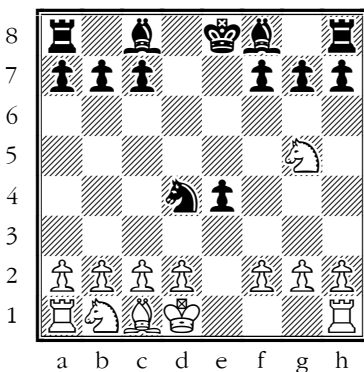


6.Nxf7 plunges you into the famous Fried Liver Attack 6...Kxf7 7.Qf3+ Ke6 8.Nc3 Ncb4 9.d4; 6.d4 first may be even stronger!

6...Qxd5 7.Qf3

[-+ Fritz prefers: 7.0-0 =+]

7...Qxf3 8.Nxf3 e4 9.Ng5 Nd4 10.Kd1



10...Bf5

[=+ Fritz prefers: 10...Bg4+ gives White all sorts of problems -+ 11.f3 exf3 12.gxf3 Nxf3]

11.c3

[-+ Fritz prefers: 11.Re1 =+]

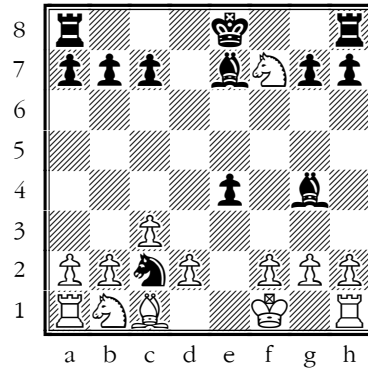
11...Be7 12.Nxf7

[-+ Fritz prefers: 12.cxd4 =+]

12...Bg4+

[12...Kxf7]

13.Ke1 Nc2+ 14.Kf1



→ **TACTIC: net**

14...Nxa1

It's hard to criticise taking a free Rook but I'm going to!

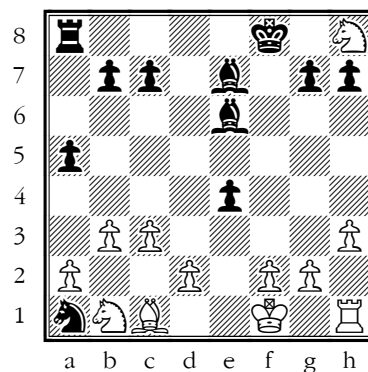
[-+ Fritz prefers: 14...Kxf7 wins a whole Knight, and the Rook in the corner cannot run away]

☞ **TIP: Sit on your hands! If you see a good move, look to see if you have an even better one! -+**

15.Nxh8 Kf8

[=+ Fritz prefers: 15...Kd7 -+]

16.h3 Be6 17.b3 a5



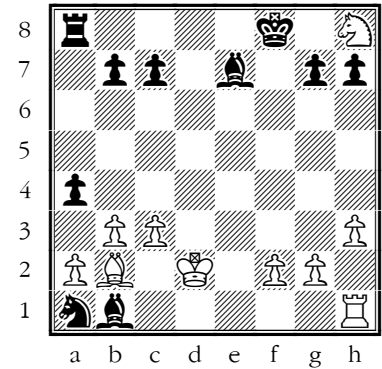
18.Ke2

[-+ Fritz prefers: 18.Bb2 makes more of a fight of it =+]

18...a4

Black works to rescue the Knight

19.d3 exd3+ 20.Kxd3 Bf5+ 21.Kd2 Bxb1 22.Bb2



22...Nxb3+

Getting one pawn for the Knight, but you could have had two.

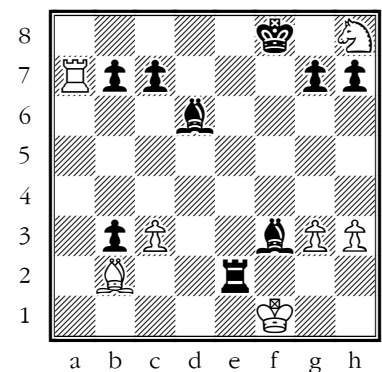
☞ **TIP: Again, sit on your hands.**

[-+ Fritz prefers: 22...Bxa2 -+ 23.Rxa1 Bxb3 24.Kd3 Kg8 leaves Black well ahead]

23.axb3 Bf5 24.Ra1

[-+ Fritz prefers: 24.g4 -+]

24...Rd8+ 25.Ke1 axb3 26.Ra7 Re8 27.Kf1 Bd3+ 28.Kg1 Bd6 29.g3 Re1+ 30.Kg2 Be4+ 31.f3 Re2+ 32.Kf1 Bxf3



33.Ba3

-! =+ Fritz prefers: 33.Ra8+ finally saves the Knight! -+]

33...Bxa3

[-+ Fritz prefers: 33...b2 decides the game -! =+]

34.Rxa3 b2 35.Rb3 Rc2 36.Ke1 Rcl+

[-+ Fritz prefers: 36...Be4 -+]

37.Kd2

[-+ Fritz prefers: 37.Kf2 -+]

37...b1Q 38.Rxb1 Rxb1 39.Ke3 Kg8 40.Ng6 hxg6 41.Kxf3

and Black finished off without any more fuss.

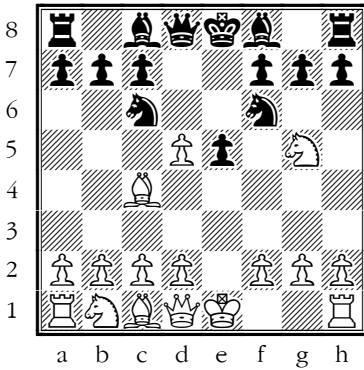
0-1

(27) Aaron Roberts - Toby O'Donoghue

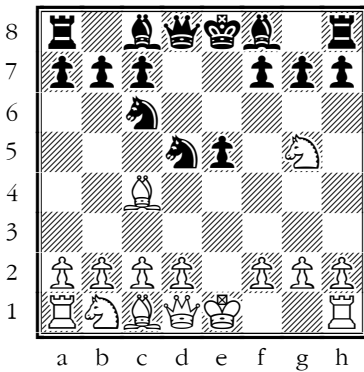
[C57 Two Knights' Defence]

“ Round 3: After a bumpy start you spot a fork which wins you a whole Rook. ”

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5



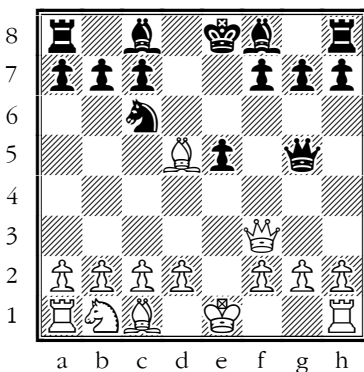
5...Nxd5



Same comments as last round!

➤ TIP: know your onions! There is a lot known about the openings, and you should learn the basics of the openings you play.

6.Qf3 Qxg5 7.Bxd5



7...Qf6

[7...Qg6; += Fritz prefers: 7...Nd4 when White has problems on c2, but

it's a hard move to make because you have to put up with += 8.Qxf7+ Kd8]

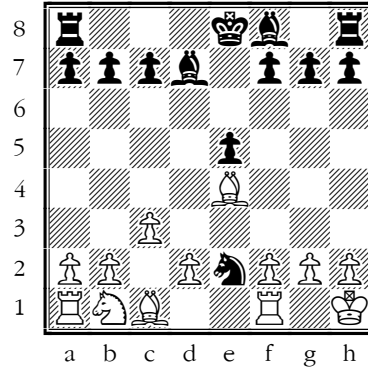
8.0-0

[+= Fritz prefers: 8.Qxf6 +=]

8...Qxf3 9.Bxf3 Nd4 10.Be4 Bd7

[10...f5 11.Bd3 e4 12.c3]

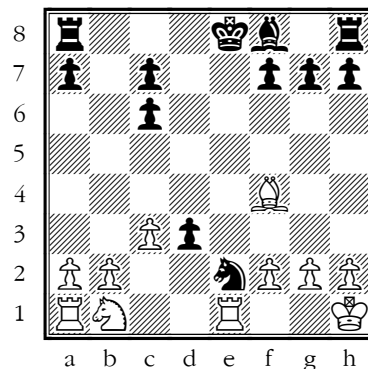
11.c3 Ne2+ 12.Kh1



12...Bc6

[+= Fritz prefers: 12...0-0-0 protects b7 and gets your Rook into play +=]

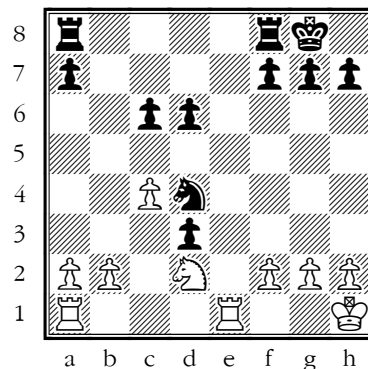
13.Bxc6+ bxc6 14.d4 exd4 15.Re1 d3 16.Bf4



16...Bd6

[+= Fritz prefers: 16...Rb8 is nice and active -+ 17.b3 Bc5; 16...0-0-0 is still a good idea 17.Be3 -+]

17.Bxd6 cxd6 18.c4 0-0 19.Nd2 Nd4



➔ TACTIC: fork

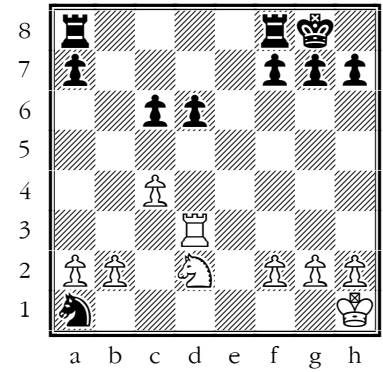
20.Re3

[-+ Fritz prefers: 20.Rad1 +=]

20...Nc2 21.Rxd3

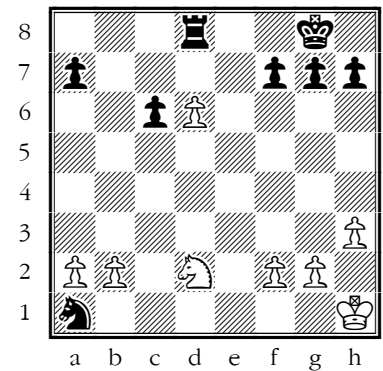
[-+ Fritz prefers: 21.Rd1 gets a Knight for a Rook -+]

21...Nxa1



White is now a whole Rook down and needs to trap the Knight in the corner, but doesn't even try.

22.Rxd6 Rad8 23.c5 Rxd6 24.cxd6 Re8 25.h3 Rd8



26.Ne4

[26.Nc4 at least avoids being pushed off by a pawn]

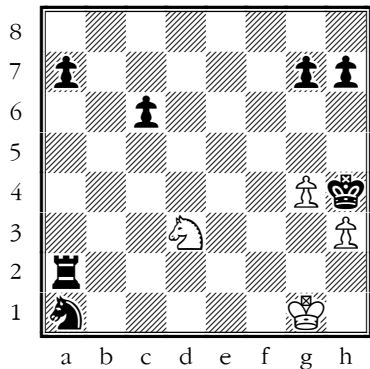
26...f5 27.Ng3 Rxd6

[27...g6]

28.Nxf5 Rd2 29.Ne7+ Kf7 30.Nf5

[-+ Fritz prefers: 30.Nxc6 and it is better, but should make no difference to the result. -+]

30...Rxf2 31.Nd6+ Ke6 32.Ne4 Rxb2 33.Nc5+ Kf5 34.Nd3 Rxa2 35.g4+ Kg5 36.Kg1 Kh4



→ TACTIC: net

37.Nc1

[-+ Fritz prefers: 37.Kf1 -+]

37...Ra3

[37...Rd2 casts the net]

38.Kf2 Rxb3 39.Ne2 Rh2+
40.Kf3 Rxe2 41.Kxe2 Kxg4

[-+ Fritz prefers: 41...a5 -+]

42.Kd2 h5 43.Ke2 h4 44.Kf2
c5 45.Ke3 h3 46.Kd3

[-+ Fritz prefers: 46.Kf2-#9]

46...h2 47.Kc4 h1Q 48.Kxc5
Nb3+ 49.Kc4 Qc6+ 50.Kxb3
a5 51.Ka3 Qc3+ 52.Ka4

[+= Fritz prefers: 52.Ka2-#3]

52...Qb4#

0-1

Daisy

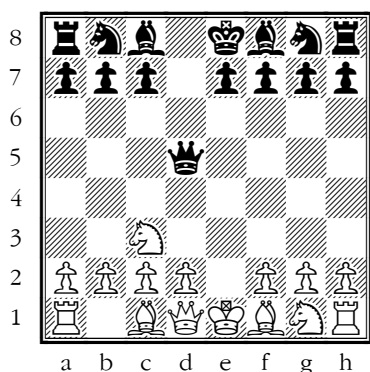
“ A fine score and great attitude – plenty to build on there! ”

(28) Daisy Grundy - Jamie
Titcombe

[B01 Scandinavian Defence]

“ Round 1: There were one or two second-best moves, but the overall impression was of nicely controlled aggression and a determination to get the point you deserved. ”

1.e4 d5 2.exd5 Qxd5 3.Nc3



3...Qd6

The modern move, keeping the Queen in the centre.

[3...Qa5 is how they used to play it.]

4.d4 Nc6

[+= Fritz prefers: 4...Nf6 ; 4...c6;
4...a6]

5.Nf3

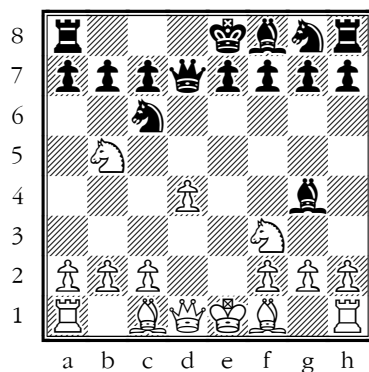
Not bad, but White could get an advantage -- by playing the same move that I told off Ollie for making! (See his Round 1 game.)

☞ TIP: if you make a threat, can the threat be easily met? Can you follow it up, or is it only one move deep? If it's only one move deep, do you

improve your position by making the threat?

[+= Fritz prefers: 5.Nb5 += Qd7
6.Bf4 and Black has to give up a pawn to avoid losing the exchange. 6...e5
7.dxe5 Bb4+ 8.c3 Ba5]

5...Bg4 6.Nb5 Qd7



7.Bf4

Right idea, wrong timing!

7...0-0-0

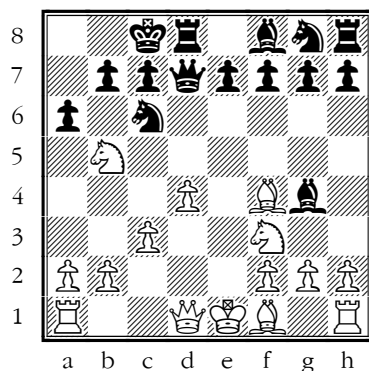
Not the right defence: c7 is defended twice, but by pieces that are too valuable.

[+= Fritz prefers: 7...Rc8 +=]

8.c3

[+= Fritz prefers: 8.Bxc7 +=]

8...a6



9.Na3

[+= Fritz prefers: 9.Bxc7 looks safe enough, +=]

9...Qd5

[+= Fritz prefers: 9...e5 += which looks very good for Black, with the idea of 10.dxe5 Qf5 discovering an attack on the Queen.]

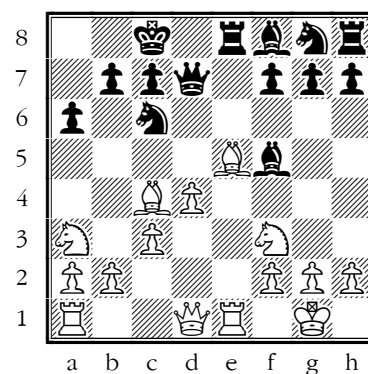
10.Be2 e5 11.Bxe5 Bf5

[+ - Fritz prefers: 11...Bxa3 +=]

12.0-0 Re8

[12...Bd6 13.Bxg7 f6 (13...Nf6)
14.Bxh8 Nge7 (14...Nce7 15.Bxf6)
15.Bxf6 Rf8]

13.Bc4 Qd7 14.Re1



14...Bd6

Oops - abandons g7

[+ - Fritz prefers: 14...f6 +=]

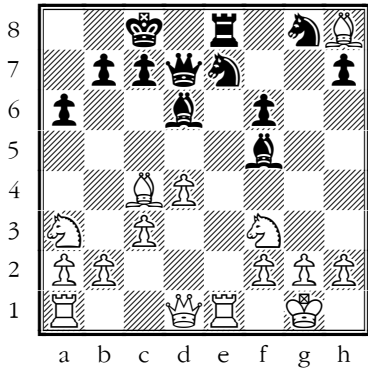
15.Bxg7

Even worse, the Rook is trapped.

15...f6

[+ - Fritz prefers: 15...Nge7 +-]

16.Bxh8 Nce7



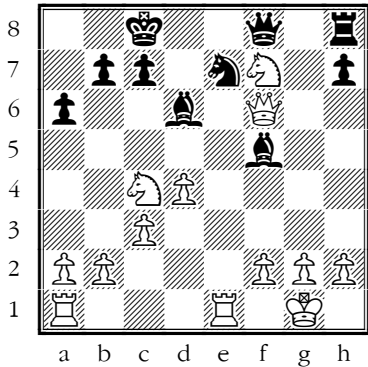
17.Bf7

To get the Bishop back out, I expect the right idea is 17.Bg7 and Qd2

**17...Rxf8 18.Bxg8 Nxc8
19.Qd2 Qd8 20.Nc4 Ne7
21.Qh6 Rxc8 22.Qxf6 Kd7**

[+- Fritz prefers: 22...Re8 +-]

23.Nfe5+ Kc8 24.Nf7 Qf8

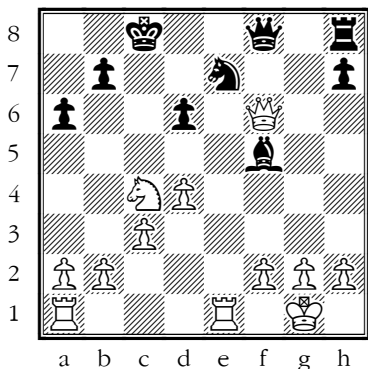


25.Nfxd6+

Actually, the other Knight capture is a little better

[25.Ncxd6+ cxd6 26.Nxd6+ Kd8 (26...Kc7) 27.Qxf8+ Rxf8 with an Exchange and pawns]

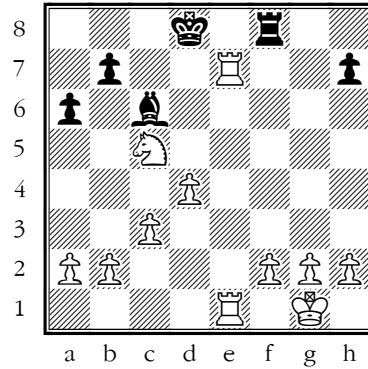
25...cxd6



26.Qxf8+

Having got this far, 26.Qxd6 is best, with the idea of Nb6#

**26...Rxf8 27.Rxe7 Kd8
28.Rae1 Bd7 29.Nxd6 Kc7
30.Ne4 Kd8 31.Nc5 Bc6**



→ **TACTIC: net**

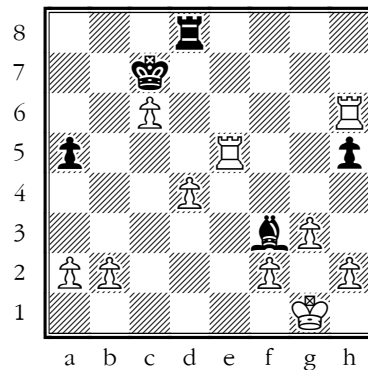
32.Nxb7+

[32.d5 wins the bishop: 32...Bxd5 (32...Bb5 33.a4) 33.Rd7+! +-]

32...Kc8 33.R1e6

Oops.

**33...Bxb7 34.c4 Rf4 35.Rd6
h5 36.g3 Rf8 37.Rh6 Bf3
38.c5 Kd8 39.Re5 a5
40.Rd6+ Kc8 41.c6 Kc7
42.Rh6 Rd8**



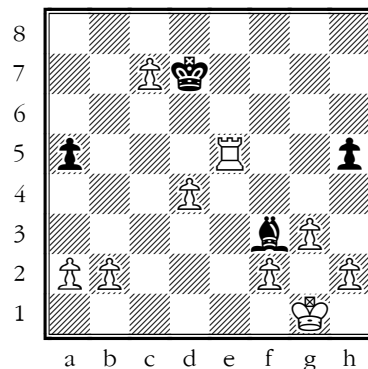
43.Rh7+

[+- Fritz prefers: 43.Re7+ is the better check, keeping the c-pawn. +-]

43...Kc8

[+- Fritz prefers: 43...Kxc6 +-]

44.c7 Rd7 45.Rxd7 Kxd7



Many more moves were played at speed, and you delivered mate with less than a minute left. Nerves of steel!

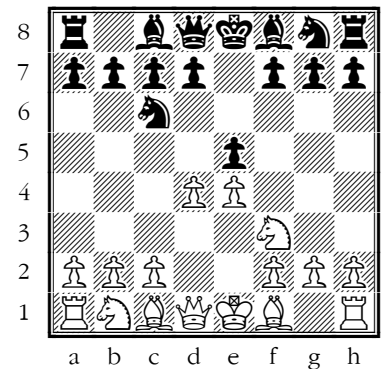
1-0

(29) Daisy Grundy - NN R2

[C44 Scotch Game]

“ Round (3) Again, not completely accurate but all active and you made good use of your whole army.”

1.e4 e5 2.Nf3 Nc6 3.d4



3...d6

A common move but a poor defence.

[+= Fritz prefers: 3...exd4 +=]

**4.d5 Nce7 5.Nc3 Ng6
6.Bb5+ Bd7 7.Bxd7+ Qxd7**

That gets rid of your bad Bishop but Black catches up a bit in development.

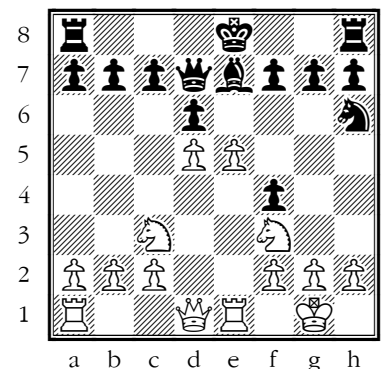
8.0-0 Nf4

[+- Fritz prefers: 8...Nf6 +=]

9.Bxf4 exf4

Black has little to show for their 4 Knight moves.

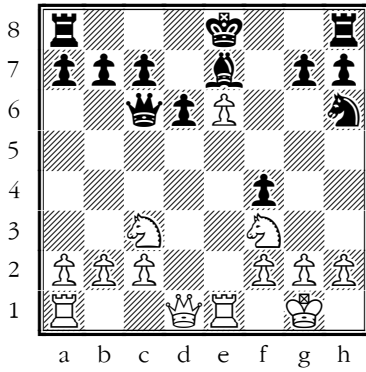
10.Re1 Be7 11.e5 Nh6



12.e6

Great attitude!

12...fxe6 13.dxe6 Qc6



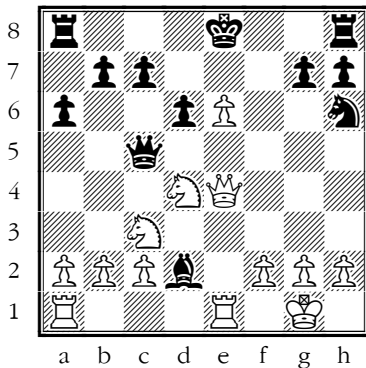
14.Nd4

[14.Nd5 may be even better.]

14...Qc5 15.Qd2 a6

[15...0-0 keeps the f-pawn]

16.Qxf4 Bg5 17.Qe4 Bd2



→ **TACTIC: fork**

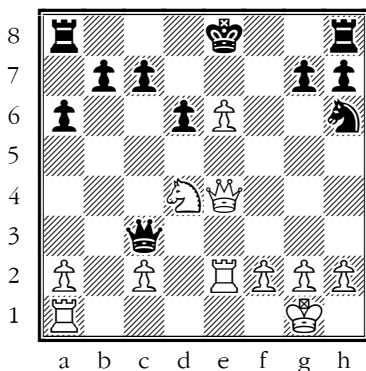
Aggressive, but the Bishop is going into the lion's den!

[+- Fritz prefers: 17...c6 +-]

18.Re2

[+- Fritz prefers: 18.Nb3 is a simple fork, winning a piece. +-]

18...Bxc3 19.bxc3 Qxc3



20.Rae1

[20.Rb1 looks good too]

20...g6

[+- Fritz prefers: 20...0-0 +=]

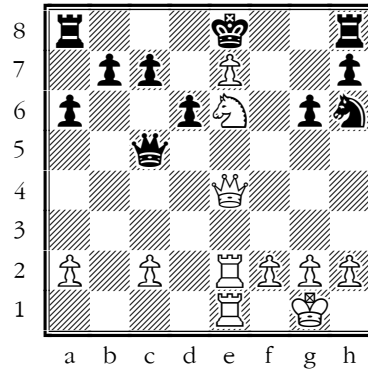
21.e7

[+- Fritz prefers: 21.Qxb7 gives Black all sorts of problems. +- 21...0-0 22.Nc6]

21...Qc5

[+- Fritz prefers: 21...Ra7 +-]

22.Ne6

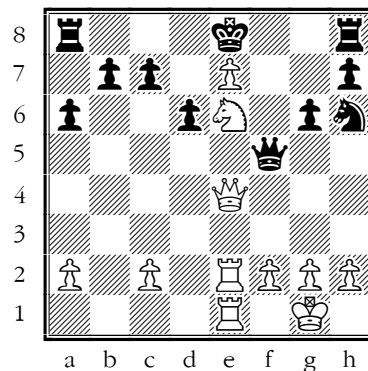


White's formation looks and is powerful!

[22.Qxb7 Kf7 23.Qb3+ Ke8 24.Ne6]

22...Qf5

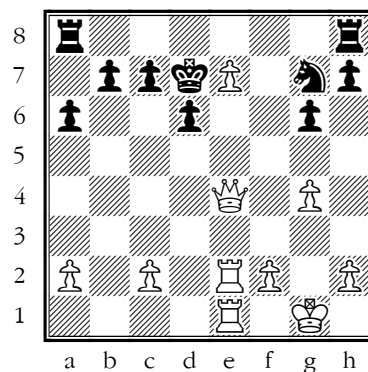
Oh dear!



→ **TACTIC: fork**

[+- Fritz prefers: 22...Qc6 +-]

23.Ng7+ Kd7 24.Nxf5 Nxf5 25.g4 Ng7

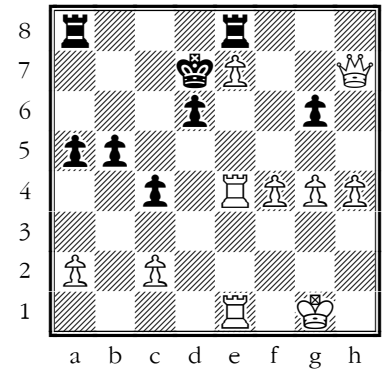


26.Qd4

[26.Qxb7 is still on]

26...Rhe8 27.Qxg7 c5

28.Qxh7 b5 29.h4 a5 30.Re4 c4 31.f4

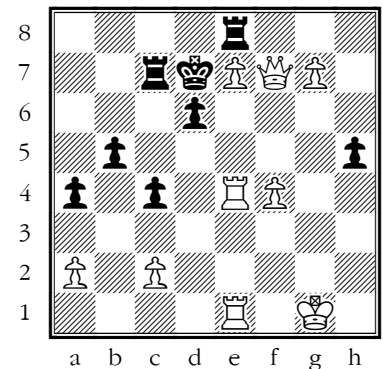


White has a crushing position.

31...Rac8 32.h5 gxh5 33.g5 Rc7 34.g6 Kc8 35.Qf7

[#8 Fritz prefers: 35.g7 +-]

35...Kd7 36.g7 a4



37.g8Q

[37.Qxe8+ is mate in three, as if it matters... 37...Kxe8 38.g8Q+ Kd7 39.e8Q#]

37...Rxc8+ 38.Qxc8 b4

39.Qd8+ Kc6 40.Rxc4+ Kb6

41.Qxc7+ Ka6 42.e8Q d5

43.Re6#

1-0

“ A terrific score and well done! I've only got one game to comment on, so I think all I can advise is: don't be so keen to swap off pieces. Sometimes a swap is good, and sometimes it's bad, and so you should look at each one carefully and sometimes avoid them.

“ It's worth keeping a score sheet for all your serious slow games, so practise writing down the moves when you can.”

(30) Alex Webber – Fletcher Henderson

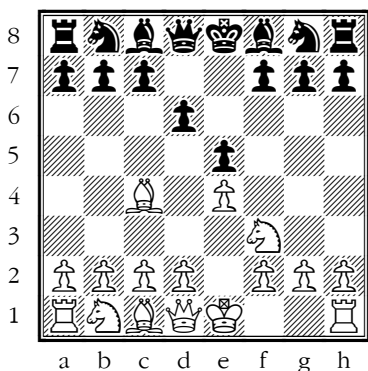
[C41 Philidor's Defence]

“ Round 2: Black's policy of swapping everything off and winning the endgame worked well enough in the end, but there were some anxious moments! Swap from a position of good centralised development.”

1.e4 e5 2.Nf3 d6

Philidor's Defence

3.Bc4

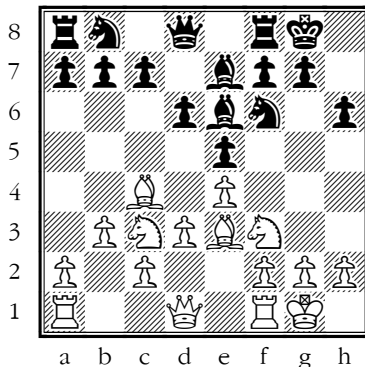


3...h6

Too slow, too nervous! Imagine it was White's turn right now -- is Ng5 a threat? No, of course not (. ..Qxg5). If you couldn't play Qxg5, would Ng5 be a threat? No, because you could play ...Nh6. So why not develop a piece, with a move like ...Be7 or ... Nc6?

[3...Nf6]

4.d3 Nf6 5.Nc3 Be7 6.0-0 0-0 7.Be3 Be6 8.b3



8...Bxc4

You spend a lot of the next bit of the game swapping off.

➔ **TIP: Sometimes the swaps are good for you, sometimes the swaps are not so good. Make sure you know which are which!**

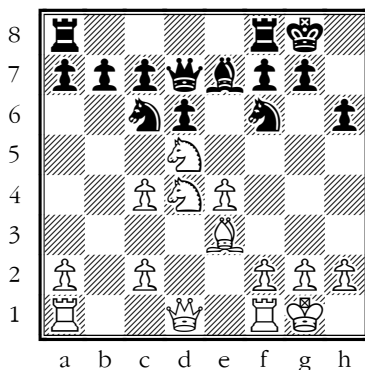
For example, you have two Bishops, one of which can't move at all. If you are going to swap one of them off, it shouldn't be the one on e6!

[8...Nc6 just developing is your priority; 8...Nh7 idea Bg5]

9.bxc4 Nc6 10.Nd5 Qd7 11.d4

[+= Fritz prefers: 11.Rb1 +=]

11...exd4 12.Nxd4



➔ **TACTIC: take for nothing!**

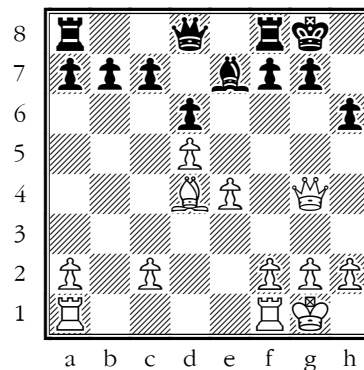
12...Nxd4

[+= Fritz prefers: 12...Nxe4 +=]

13.Bxd4

[13.Qxd4 Nxd5]

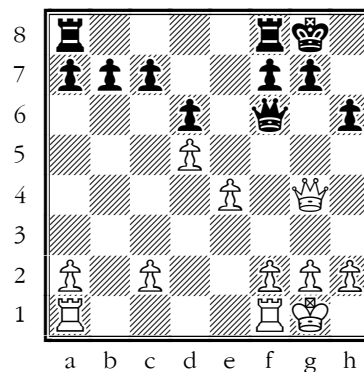
13...Nxd5 14.cxd5 Qd8 15.Qg4



15...Bf6

I do think you should swap this Bishop!

16.Bxf6 Qxf6



17.Rae1

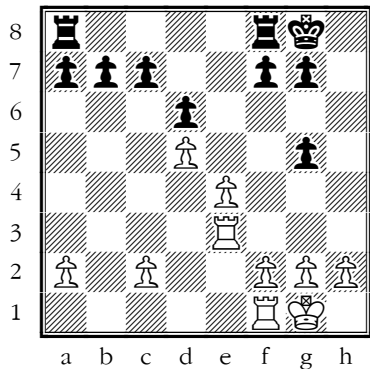
[17.Rab1 makes use of White's only half-open file.]

17...Qg5

[17...Rfe8 Your two Rooks are 2 of your army, you must get them working for you!; += Fritz prefers: 17...Qc3 +=]

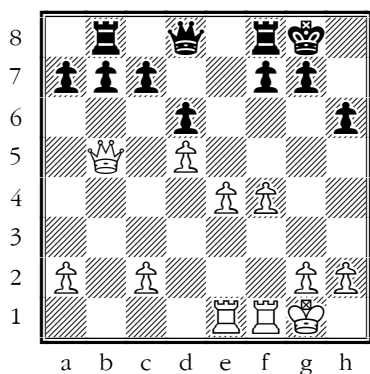
18.Qd7

[18.Qxg5 hxg5 19.Re3]



and although there are only two Rooks left on each side, White is ahead in development!

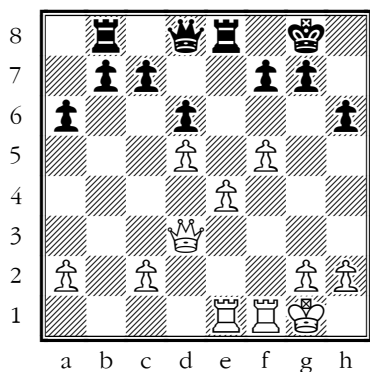
18...Rac8 19.f4 Qd8 20.Qb5 Rb8



21.f5

[21.e5 is consistent, trying to show that the space means something, even after all the swaps.]

21...a6 22.Qd3 Re8



White has a big hole on e5.

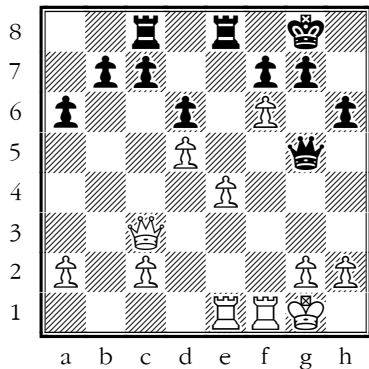
23.Qg3

[+= Fritz prefers: 23.f6+=]

23...Qg5

[+= Fritz prefers: 23...Qf6 =+]

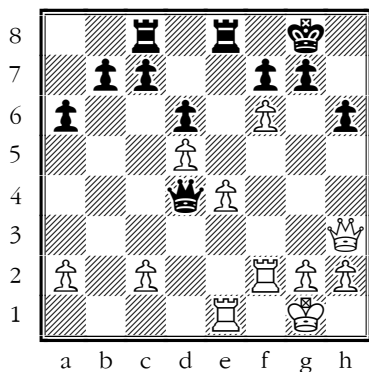
24.Qc3 Rbc8 25.f6



25...Qe5

[25...Re5 gets your pieces into the battle.; += Fritz prefers: 25...c6 =+]

26.Qh3 Qd4+ 27.Rf2



Because your Rooks are still at home, you have problems. White is trying hard to get something going on the King's-side.

27...gxf6

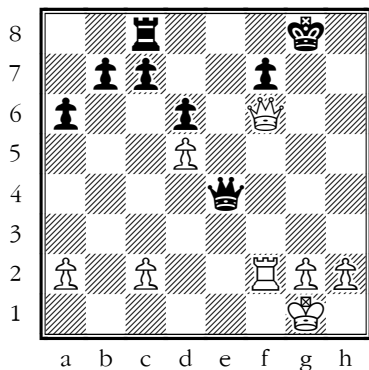
[+- Fritz prefers: 27...Rf8 +/-]

28.Qxh6

Too eager.

[+= Fritz prefers: 28.c3 +- Qb6 (28...Qe5 29.Rf5 Qe7 30.Qxh6 and White has a winning attack.) 29.Qg4+ Kf8 30.Qf4 and White gets their Pawn back while making more threats.]

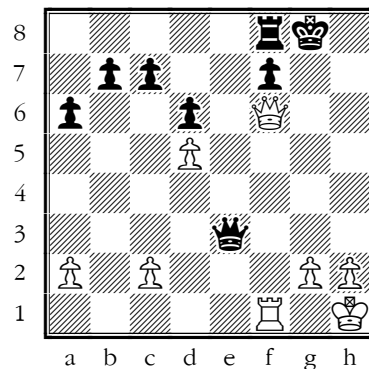
28...Rxe4 29.Rxe4 Qxe4 30.Qxf6



30...Qe1+

[+= Fritz prefers: 30...Qxd5 is quite safe; you have an extra pawn and can handle all the threats. =+]

31.Rf1 Qe3+ 32.Kh1 Rf8

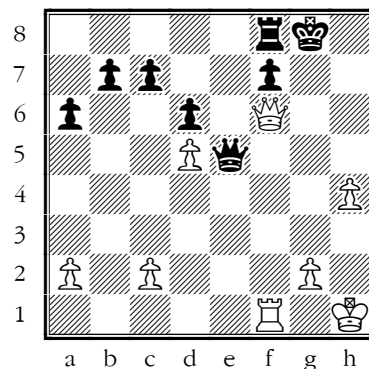


We get a similar position, but you don't have the extra pawn.

33.h4

[33.Qh4]

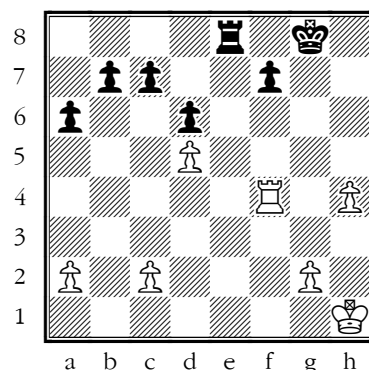
33...Qe5



34.Qf4

White should really avoid swapping Queens; with an exposed Black King, there are attacking chances.

34...Qxf4 35.Rxf4 Re8



The thing that matters now is White's scattered pawns, which are hard to defend.

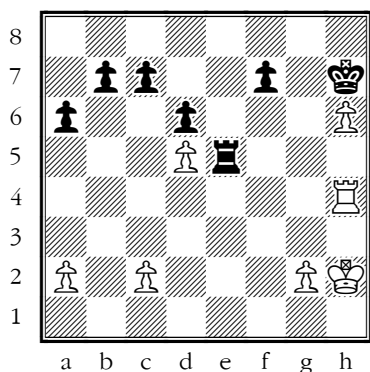
36.h5

[+= Fritz prefers: 36.Rc4+=]

36...Re1+ 37.Kh2 Re5 38.Rh4 Kh7

[+= Fritz prefers: 38...Rxd5 -+]

39.h6



[-+ Fritz prefers: 39.Rc4 +=]

39...c6

[+= Fritz prefers: 39...Rxd5 That's the second time you have refused that pawn, which makes me wonder if the move c4 was played. -+]

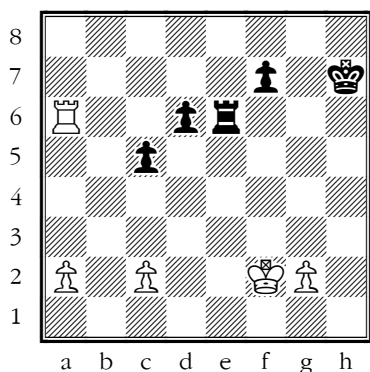
40.dxc6 bxc6 41.Kh3 Re6

[+= Fritz prefers: 41...Re3+ +=]

42.Kg3

[42.g3]

**42...Rxb6 43.Ra4 Rg6+
44.Kf2 Re6 45.Rxa6 c5**



46.c4

Maybe not!

46...d5

Offering one last swap, which could have been instantly fatal!

[+- Fritz prefers: 46...Kg6 +=]

47.Ra7

[+= Fritz prefers: 47.Rxe6 +- fxe6
48.a4+- and your King cannot run fast enough.]

☞ **TIP: Pawn endgames are often clearly won or lost, with few chances of fighting back. So be very careful before going into one!**

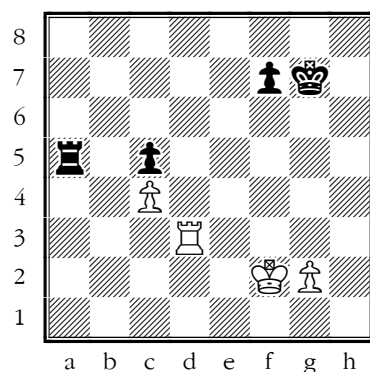
47...Kg7 48.a4

[+= Fritz prefers: 48.cxd5 +=]

48...d4 49.a5 d3

[49...Rd6]

50.Rd7 Ra6 51.Rxd3 Rxa5



Now this is drawish.

52.g4

[+= Fritz prefers: 52.Rd5 +=]

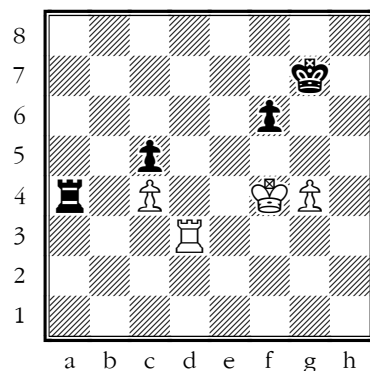
52...Ra2+ 53.Kf3 f6

[+= Fritz prefers: 53...Rc2 +=]

54.Kf4

[+= Fritz prefers: 54.Rd5 +=]

54...Ra4



55.Rd7+

This chases the King to where it wants to go!

[-+ Fritz prefers: 55.Kf5 keeps the draw in hand +=]

**55...Kg6 56.Rd8 Rxc4+
57.Kg3 Kg5**

You asked me to write down the moves from here on – and I did try, but someone started talking to me! You had 10 minutes left, though, and could have carried on a little longer. [The rules say you can give up when you have only 5 minutes left.]

58.Rg8+ Kh6 59.Kh4

Natural, but willingly enters a pin

59...f5 60.Rh8+

[-+ Fritz prefers: 60.Kg3 -+]

60...Kg6 61.Rg8+ Kh6

[+= Fritz prefers: 61...Kf7 -+]

62.Rg5

[62.Rh8+ Kg7]

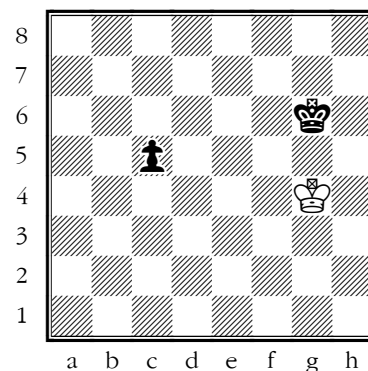
62...fxg4

[62...Rxb6+ is just a draw; -+ Fritz prefers: 62...Rf4 turns the screw on White -+]

63.Rxb6 Rxb6+

[+= Fritz prefers: 63...Rc1 -+]

64.Kxb6 Kg6



Now, this is a book draw, but perhaps White has not read the book!

0-1

Evan

“ Nearly a perfect score! You dropped a half-point from a silly move that you might have played too quickly, so take your time to make sure of your moves. You should move your Rooks either to open files or files that you can get at least half-open yourself. ”

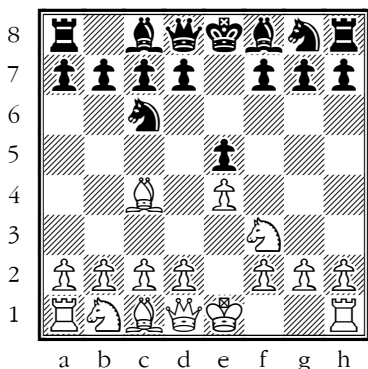
(31) Zayach R2 - Evan McMullen

[C50 Old Stodge]

U14 Jamboree (1)

“ You have a nice attacking attitude but you missed some serious threats. I also think you need a better scheme of development in the opening.”

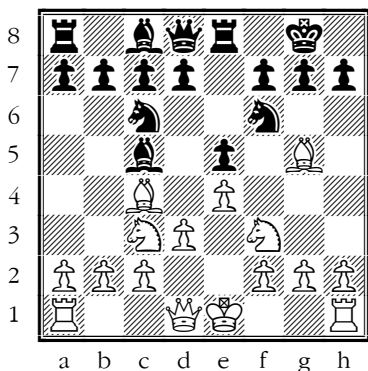
1.e4 e5 2.Nf3 Nc6 3.Bc4



3...Bc5

[3...Nf6 might avoid the ghastly prospect of Old Stodge]

4.Nc3 Nf6 5.d3 0-0 6.Bg5 Re8

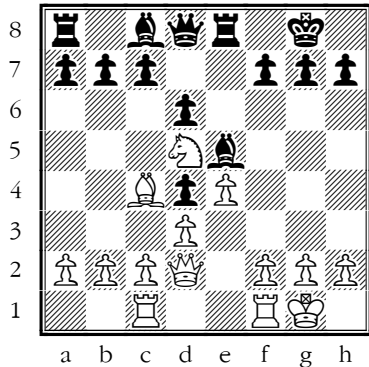


The e-file doesn't look like it is going to be open.

7.Nd5 Be7 8.Bxf6 Bxf6 9.0-0 d6 10.Qd2 Nd4 11.Nxd4 exd4 12.Rac1

[+= Fritz prefers: 12.Nxf6 +=+]

12...Be5



[+= Fritz prefers: 12...Bh4 might keep the Bishop, but is an odd move to make. =+]

13.Rfe1

White has better tries here.

[13.Rce1; 13.f4; += Fritz prefers: 13.Qa5 +=]

13...Qh4

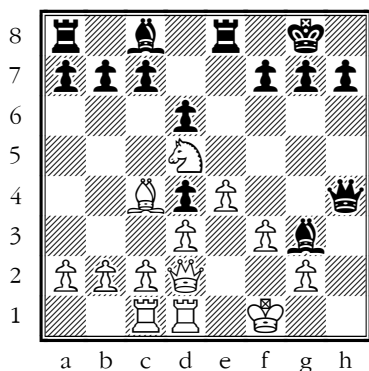
[+= Fritz prefers: 13...c6 looks best, kicking out the nosy Knight. =+]

14.f3

White misses the point of Black's last move.

[-+ Fritz prefers: 14.g3 +=]

14...Qxh2+ 15.Kf1 Qh1+ 16.Kf2 Qh4+ 17.Kf1 Bg3 18.Red1



➔ **TACTIC: mate**

[-+ Fritz prefers: 18.Ke2 -+]

18...Rd8

That's an odd choice of move! Players are usually too interested in their own threats, and not enough in their opponent's, but this was the opposite problem!

[18...Qh1+ forces mate 19.Ke2 Qxg2#]

19.Qe2

[+= Fritz prefers: 19.Ke2 -+]

19...Qh1#

Well spotted!

0-1

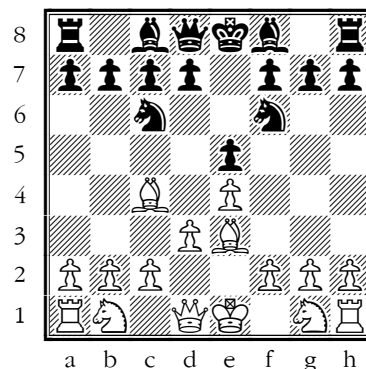
(32) Edward Baker – Evan McMullen

[C24 Bishop's Opening]

“ Round 3: The game took a while to warm up, but there was soon a wing attack from White met by proper central counterplay from Black, which was brought to a bumpy finish when Black was allowed to take a piece for nothing.”

The score says that White could have taken a piece for nothing on move 5, but surely that's not right?!

1.e4 e5 2.Bc4 Nf6 3.d3 Nc6 4.Be3



Now, I couldn't make a lot of sense of this opening, but it looks like Black put a Bishop where it could be taken for nothing, and White didn't notice!

4...Bc3

A normal square for the Bishop, of course, but...

[+- Fritz prefers: 4...d5 is nice here, opening some lines. In similar positions, Re1 can embarrass your e=pawn, but that won't be a problem here. =+]

5.Nc3

[+= Fritz prefers: 5.Bxc5 +-]

5...0-0

[+- Fritz prefers: 5...Bxe3 =+]

6.Bxc5

Ah, White noticed!

6...Re8 7.Nf3 d6 8.Be3 Bg4 9.Qd2

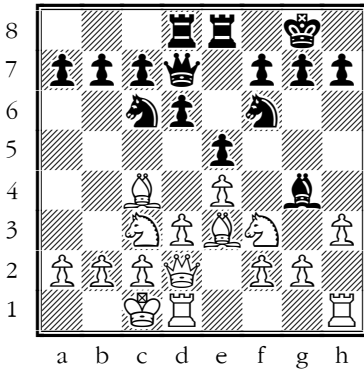
[9.Bd2]

9...Qd7 10.0-0-0 Rad8

Black's Rooks look like they are on the right squares, but how are you going to open a file?

➤ **TIP:** your two Rooks combined are worth more than a Queen, so you must make a plan to get them working by opening a file.

11.h3



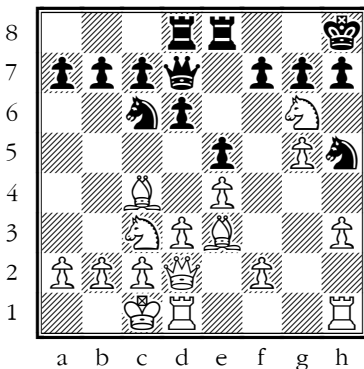
11...Bh5

[11...Be6 looked better]

12.g4 Bg6 13.g5

[13.Bg5]

**13...Nh5 14.Nh4 Kh8
15.Nxg6+**



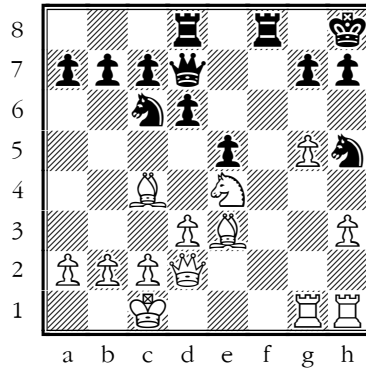
15...fxg6

[15...hxg6 taking towards the centre is usually better.]

**16.f4 Rf8 17.f5 gxf5 18.Rdg1
fxe4**

[+- Fritz prefers: 18...f4 +-]

19.Nxe4



➔ **TACTIC:** fork

19...d5

But White can rescue things

20.Bb3

[+= Fritz prefers: 20.Nc5 keeps the extra piece +-]

20...dxe4 21.Rg4

Threatening the e-pawn, but Black can do something about that.

[+- Fritz prefers: 21.dxe4 =+]

21...Qd6

[+= Fritz prefers: 21...exd3 -+]

22.Rh4

[+- Fritz prefers: 22.dxe4 =+]

22...g6 23.Qe2

[+- Fritz prefers: 23.dxe4 -+]

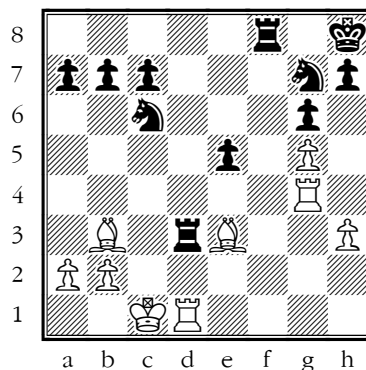
23...Ng7

[+= Fritz prefers: 23...exd3 -+]

24.Rg4

[+- Fritz prefers: 24.Rxe4 =+]

**24...exd3 25.cxd3 Qxd3
26.Qxd3 Rxd3 27.Rd1**



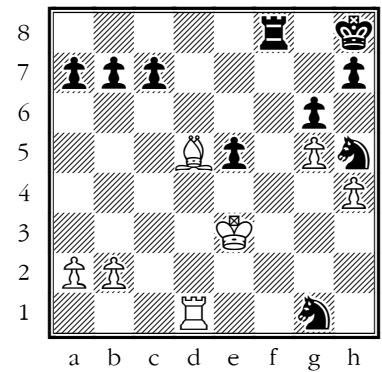
White has missed something important.

[+- Fritz prefers: 27.Bc5 -+]

**27...Rxe3 28.h4 Nh5 29.Rgg1
Nd4 30.Bd5 Ne2+**

[30...Re2]

31.Kd2 Nxg1 32.Kxe3



➔ **TACTIC:** net

32...c6

[-+ Fritz prefers: 32...Rd8 -+]

33.Be6

[-+ Fritz prefers: 33.Bg2 traps the Knight -+]

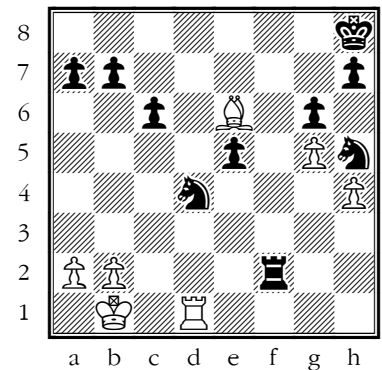
33...Rf3+

[-+ Fritz prefers: 33...Nf4 -+]

34.Kd2

[-+ Fritz prefers: 34.Ke4 keeps the attack on two pieces -+]

**34...Rf2+ 35.Kc1 Ne2+
36.Kb1 Nd4**



Again, a simple threat is missed.

➔ **TACTIC:** take for nothing

37.a3

[-+ Fritz prefers: 37.Bc8 -+]

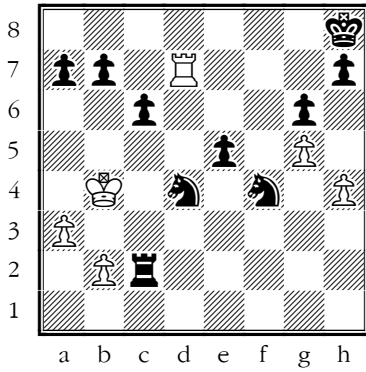
**37...Nxe6 38.Kc1 Nhf4
39.Rd7 Ne2+ 40.Kc2**

[+= Fritz prefers: 40.Kd1 -+]

40...N6d4+ 41.Kd3

[#6 Fritz prefers: 41.Kd1 -+]

**41...Nf4+ 42.Kc4 Rc2+
43.Kb4**



→ **TACTIC: mate**

43...c5+

[43...Nd3+ leads to checkmate

44.Ka4 Rc4+ 45.b4 (45.Ka5 Nb3#)

45...Nc5+ 46.Ka5 b6#; -+ Fritz

prefers: 43...Nd3+#4]

44.Ka4 b6 45.Rd8+ Kg7

46.Rd7+ Kf8 47.Rxh7

[#4 Fritz prefers: 47.Rd8+ -+]

47...Rc4+

[47...c4; -+ Fritz prefers: 47...Nd3 mates -#4]

48.b4 a5

[-+ Fritz prefers: 48...Nd3-#4]

49.Rh8+ Kg7 50.Rb8 cxb4

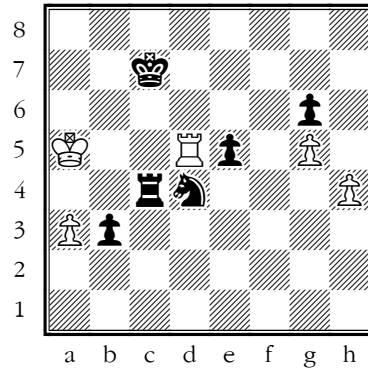
51.Rb7+ Kf8 52.Rb8+ Ke7

53.Rb7+ Kd8 54.Rxb6 b3+

[#8 Fritz prefers: 54...Kc7 -+]

55.Kxa5 Nd5 56.Rd6+ Kc7

57.Rxd5



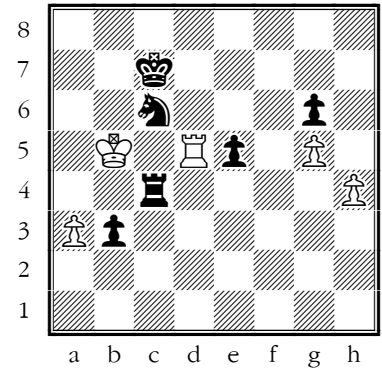
57...Nc6+

A pointless check that actually leads to the win slipping away.

⇒ **TIP: I often say, notice every check, but don't play every check you see!**

[-+ Fritz prefers: 57...b2 wins quickly -#5]

58.Kb5



58...Rb4+

(the score ends here but I think we also had)

[-+ Fritz prefers: 58...Rd4 -+]

59.axb4

and a draw was agreed. White might hope to catch the b-pawn but it's Black's move!

59...Nd4+

and Black queens the pawn.

60.Kc4 b2

A comedy of errors!

½-½

All the tips:

- ☞ When you are winning, swap pieces but not pawns. 5
- ☞ When you are losing, swap pawns but not pieces..... 5
- ☞ When it's equal, swap your bad pieces for your opponent's good pieces 5
- ☞ Especially, I think hang on your Bishops in an open game..... 5
- ☞ Don't rush to play a good move – really, don't rush over any move! 5
- ☞ Also, don't play a move which allows a cheap tactic by your opponent. 5
- ☞ You can avoid silly mistakes if you notice all the checks, captures and threats in a position..... 5
- ☞ You must play slowly enough to give yourself a chance to spot all the problems 5
- ☞ You must practise playing slowly and accurately, so when you have to hurry up, you are very accurate! . 5
- ☞ Don't attack just because you want to 6
- ☞ Don't play a one-move threat which can be met by a move that improves your opponent's position 6
- ☞ Don't play a check which chases your opponent's King to where it wants to go..... 7
- ☞ Don't go on a 'lone hero' raid with just one piece.... 7
- ☞ Attack only when you have an advantage. 7
- ☞ If you don't have an advantage, your attack should fail and your opponent should get an advantage..... 7
- ☞ On the other hand, when you have an advantage, you must attack!..... 7
- ☞ TIP: this opening demands that you play with energy, not trying to be solid..... 9
- ☞ TIP: don't help your opponent by making weaknesses or opening lines where they are attacking..... 11
- ☞ TIP: beware of wasting time in the opening 12
- ☞ TIP: Full development and teamwork are important at every stage of the game. 16
- ☞ TIP: look twice at the move you really would like to play 19
- ☞ TIP: There have been lots of openings worked out before. Why not pick a nice system off the shelf, and use that? 20
- ☞ TIP: go for more open positions if you can. 21
- ☞ TIP: Winners don't rush!..... 22
- ☞ TIP: Attack when and only if you have an advantage 22
- ☞ TIP: you should have an advantage before you attack, and if you have an advantage, you should attack..... 23
- ☞ TIP: the place for a Rook is behind the pawn..... 24
- ☞ TIP: With all the pawns on one side, it's a lot harder to win an endgame. 28
- ☞ TIP: if you are winning, or even if you aren't, plan for disasters.....28
- ☞ TIP: in the opening, development is always your priority.....29
- ☞ TIP: The results of King and Pawn endgames are often easy to call 30
- ☞ TIP: pick a system to play against each opening you meet. If you don't know one, then ask!..... 30
- ☞ TIP: Just developing is always a good idea!..... 32
- ☞ TIP: use all your pieces. 32
- ☞ TIP: Can you follow up your threat with another threat? If you are not sure you can keep this sort of attack going, then just improve your position..... 33
- ☞ TIP: exchanges in equal positions are rarely equal.... 34
- ☞ TIP: plan your openings to make good use of your Rooks. They are together worth more than a Queen! 35
- ☞ TIP: Swap pieces when you are winning, and avoid trouble at all times..... 36
- ☞ TIP: if your opponent is playing quickly, just let them get on with it!..... 36
- ☞ TIP: look for checks captures and threats at all times. 37
- ☞ TIP: You should look at every check, but not play every check you see! 38
- ☞ TIP: Know your openings, especially any traps. 38
- ☞ TIP: Sit on your hands! If you see a good move, look to see if you have an even better one! -+ 39
- ☞ TIP: Again, sit on your hands. 39
- ☞ TIP: know your onions! There is a lot known about the openings, and you should learn the basics of the openings you play..... 40
- ☞ TIP: if you make a threat, can the threat be easily met? Can you follow it up, or is it only one move deep? If it's 41
- ☞ only one move deep, do you improve your position by making the threat? 41
- ☞ TIP: Sometimes the swaps are good for you, sometimes the swaps are not so good. Make sure you know which are which!..... 44
- ☞ TIP: Pawn endgames are often clearly won or lost, with few chances of fighting back. So be very careful before going into one! 46
- ☞ TIP: your two Rooks combined are worth more than a Queen, so you must make a plan to get them working by opening a file..... 48
- ☞ TIP: I often say, notice every check, but don't play every check you see!..... 49

Openings List:

[B22 Sicilian Defence].....	9
[C02 French Defence]	10
[D53 Queen's Gambit Declined].....	11
[B14 Caro-Kann Defence].....	12
[E61 King's Indian Defence].....	14
[E61 Grünfeld Defence].....	15
[C41 Philidor's Defence]	17
[C44 Philidor's Defence/Scotch Game].....	18
[B20 Sicilian Defence].....	19
[C50 Old Stodge]	21
[C50 Old Stodge]	22
[C47 Scotch Four Knights'].....	23
[C65 Ruy Lopez].....	25
[C60 Ruy Lopez].....	26
[B01 Scandinavian Defence]	27
[C24 Bishop's Opening].....	28
[D07 Queen's Gambit Declined].....	30
[B30 Sicilian Defence].....	32
[A45 Queen's Pawn Opening]	33
[D00 Queen's Pawn Opening]	35
[C48 Four Knights' Game].....	36
[C00 French Defence]	36
[C57 Two Knights' Defence].....	38
[C57 Two Knights' Defence].....	40
[B01 Scandinavian Defence]	41
[C44 Scotch Game]	42
[C41 Philidor's Defence]	44
[C50 Old Stodge]	47
[C24 Bishop's Opening].....	47