

Wales and West of England Junior Chess Jamboree, 2018

Chepstow Leisure Centre, Saturday 13th January 2018

Results

				Glam		Som		Gwent	Total
1	James	Gibbs	B	0	W	0	B	0	0
2	Oliver	Bacon	W	0	B	0	W	0	0
3	Kieran	Raine	B	0.5	W	0	B	0	0.5
4	Zak	Cash	W	0	B	0	W	0	0
5	Evan	McMullan	B	0.5	W	0	B	0	0.5
6	Quillan	Wilson	W	0	B	0	W	0	0
7	Surinder	Virdee	B	1	W	0	B	0	1
8	Nathan	Ng	W	0	B	0	W	1	1
9	Tom	Bracey	B	0	W	1	B	1	2
10	Tom	Lewis	W	1	B	1	W	1	3
				3		1		3	7
11	Niranjana	Narayanan		0		0		0	0
12	Myles	Harrison		1		0		1	2
13	Robin	Sachdeva		0		0		0	0
				3		2		4	9

Not our best result, but there were some good wins, some great fighting losses, and lots of good serious chess played. Well done to the two Toms and to Myles, who scored more than 50%. I hope players who went home with not so many points still enjoyed the day and didn't feel they were too far off the pace – often only a couple of second-best moves were enough to lose, and all of your opponents played second-best moves. If a tennis player swings and missed the ball completely, they get to have another go from a level position straight away; if a chess player makes a bad move, you often have to suffer for hours afterwards, hoping for your opponent to make a mistake... Sometimes they didn't, but sometimes they did!

We rotated the bottom board so that Tom, Niranjana and Myles all got a chance to play a game in the main team event – shown in **tone**.

Wales and West of England Junior Chess Jamboree, 2018.....	1
A. Don't make any silly mistakes	2
B. Play proper Openings.....	3
C. Be careful about swaps!.....	10
D. Chess is a team game.....	12
E. Endgames worth looking at.....	12
F. Resigning.....	12
The Games.....	13
List of Openings.....	74

List of Tips	75
List of Tactics.....	77
Practising against a computer (mostly for Mums and Dads)	78
Playing chess online (mostly for Mums and Dads)	79

Advice from the games

There's some specific advice for each player and advice for everybody!

All the tips are listed at the end of the booklet, and the big themes come first..

A. Don't make any silly mistakes

Easier said than done! But most of the games we see have silly mistakes in them, and they usually decide who wins the game. And you can do a lot to make sure you don't make blunders.

Here are three tips:

A1. Play slowly and carefully – don't reply to a move straight away

There were some games played at amazing speed. You don't get any points for finishing quickly! Even if you win, you can easily miss something by playing quickly, and if you lost – well, you might not have lost if you had played slower!

You should aim to use most of your time in every game. This is hard to judge, but, if you have 50 minutes for the whole game, you will probably have an average of a minute to spend on every move. That's time enough to write down your opponent's move, spot their threats, think of your own move, check it and play it.

If your opponent plays quickly, ignore it!

Who would win in a match if you could play against yourself, where one of you was rushing in every game and the other was being careful? You being careful, right? So be the strongest opponent you can be, and don't rush! If your opponent is playing quickly, rejoice!

A2. Practise spotting tactics

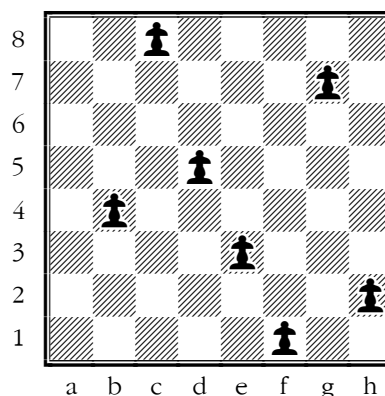
You should know all the basic tactics (mates, forks, pins, skewers, discoveries, nets, undermine/overload) and be able to find them quickly in puzzles and over the board in their one- and two-move versions.

So, solve puzzles in books and on websites: there are new free puzzles every day online!

Once you have finished a book of puzzles, do it again! The point is to make sure you spot things right away while you are playing a game, and can use your thinking time to best effect.

Another idea is to improve how good you are at spotting threats around the board. Do you know the Eight Queens puzzle? Take eight black pawns from a chess set, and, on an otherwise empty board, place as many pawns as you can on the

board, so that no pawn is on the same rank, file or diagonal as any other pawn. Another way of describing the puzzle is, if all the pawns were Queens, no Queen would attack any other Queen.



Not bad – seven 'Queens', none attacking any other. But there is nowhere on the a-file to squeeze on one more. Yet it's possible to get all eight on – have a go!

Now, the point of this is not just to have fun solving a puzzle, you also practice looking over the whole board looking for attacks. The quicker and easier you can do puzzles like this, the better you will be at spotting attacks in a chess game. And we really needed to be better at spotting attacks in some of our chess games...

A3. Get into good habits of thinking

Most importantly...

After your opponent has moved, ask yourself:

i. what threats does my opponent have right now?

ii. what threats do I have right now?

and after you have chosen a move, but before making it, ask yourself:

iii. does my chosen move give my opponent a new threat?

If you were all doing those three things well, we might have come home with a few more points!

Once you do all that...

B. Play proper openings

There were just 5 openings that were played in more than one game:

Opening	No.
Queen's Gambit	6
Colle System	4
Old Stodge	4
Sicilian Defence	3
Ruy Lopez	2
King's Gambit	2

I like most of these. I love the King's Gambit and the Colle System, -- those are great openings for juniors.

Old Stodge, I don't recommend. I will explain why...

The Queen's Gambit, Ruy Lopez and Sicilian Defence are three of the four top opening systems used by Grandmasters (the fourth is the Nimzo-Indian). Now, Grandmasters play these openings because they hope other Grandmasters will make mistakes in them, so they aren't simple systems at all, but they will last you all your chess career.

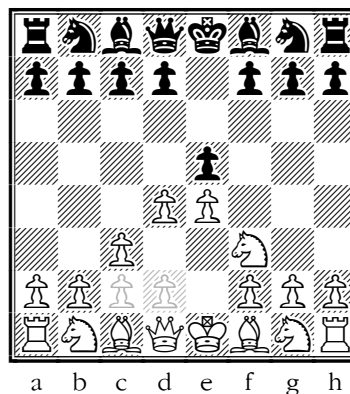
Let's have a few words about each of them. But first, a word just in case you don't play any of them!

If you don't play any of those openings, you should at least play a well-known system

TIP: You should play proper openings with a name.

If you don't play Old Stodge after 1.e4, then what should you play? Well, most other openings that have a name aren't too bad – any that you come across or have heard of are probably OK.

The best openings after 1.e4 are the ones that aim at playing d2-d4 – either right away (Scotch Game) or after c2-c3 (Italian Game, Ruy Lopez).



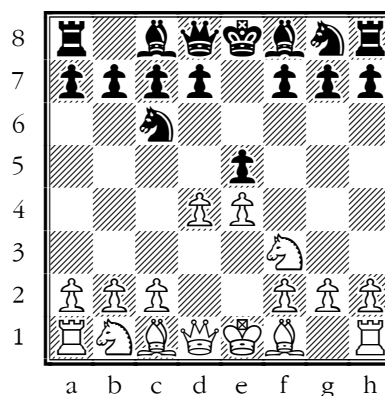
Playing d2-d4 means that:

- you put pressure on your opponent's centre pawn
- you create some problems for your opponent, who might get the answer wrong
- you will get a chance to swap pawns and open a file, so you can develop your Rooks.

You can even play d2-d4 on move 2 – which usually turns into the Centre Game or Danish Gambit.

So, I suggest you play

The Scotch Game or the Open Italian Game as White



This opening aims to break open lines right away, without preparing a big centre by c2-c3 – but at least to start with, White has a nice pawn in the centre and Black does not! Both Bishops can get out without problems, and you can often blow away the Black defences with fast development.

What about playing Black? I suggest:

The Two Knights' Defence or The French Defence as Black after 1.e4

The Tarrasch Defence or The All-Purpose System as Black after 1.d4

You should also have some sort of idea about what to do if Black dodges your main opening.

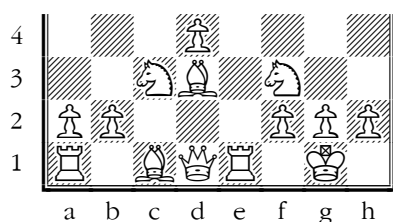
So, if you play the Scotch Game, you should also have a line to play against:

- Petroff's Defence
- Philidor's Defence
- Sicilian Defence
- French Defence
- Caro-Kann Defence
- Pirc/Modern Defence
- Alekhin's Defence
- Scandinavian Defence

Sorry if that all seems a lot, but you are playing County chess now, and what is good enough to be the best in your school, may not be good enough against the best in other counties.

If all these names seem very strange, the names are much less important than knowing what to do.

You can make life simpler by heading for the same sort of position as often as you can – perhaps a position with an Isolated Queen's Pawn. Each position will be a little bit different but the plans should be the same.



Isolated Queen's Pawns give you space and possibilities for attack, so if you have an IQP, try to keep pieces on, and attack the King's-side.

Isolated Queen's Pawns always need defending by a piece, and the more pieces that get swapped, the bigger fraction of your pieces will be defending (1/7 is OK, 1/2 is tough).

So, facing an IQP, swap off pieces, which means you are less likely to be attacked and the weakness of the IQP will be more important than the extra space.

See one of Evan's games for a real example; you should learn how to play these positions for both sides.

All of these openings – and how to play against them – are explained in a free database and book you can download:

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

<http://exeterchessclub.org.uk/x/PGN/juniorep.pgn>

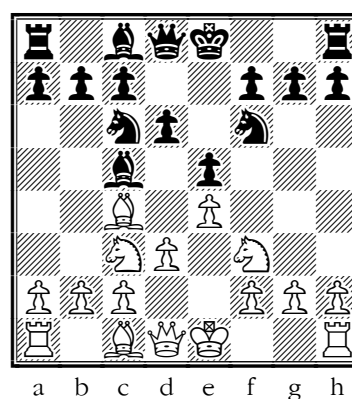
TIP: I've probably got a book and a database on other openings that you play – or ones that you should play!

Old Stodge

Well, I should be used to it by now, but I never enjoy seeing Old Stodge at the chessboard.

Lots of games start a bit like this:

- | | | |
|----|-----|-----|
| 1. | e4 | e5 |
| 2. | Nf3 | Nc6 |
| 3. | Bc4 | Bc5 |
| 4. | Nc3 | Nf6 |
| 5. | d3 | d6 |



This is the opening I call Old Stodge. Ugh.

TIP: Please don't play Old Stodge!

Old Stodge is not really a good opening for you. It is slow and stodgy and difficult and boring. People play it because they know it and often think it's safe, but it can be dangerous if you don't know the ideas.

So, pick something else to play as White and try and avoid it when you are Black.

The big problem with the opening, is that it's very balanced and very blocked. That means that it's hard to do something to your opponent and it's also really hard to get your Rooks out. And together your Rooks are worth more than a Queen!

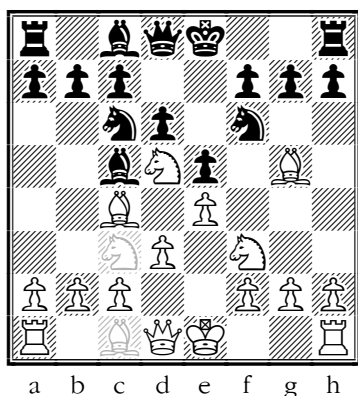
If you want to win games, you have to make your opponent make mistakes, and you aren't going to do that against good players by opening with Old Stodge.

Having said that, I know it's hard to avoid sometimes as Black, and I know some of you will still play it as White... So, it's worth learning how to play it properly.

So, if you get to this rotten position, what can you do?

The two best ideas are:

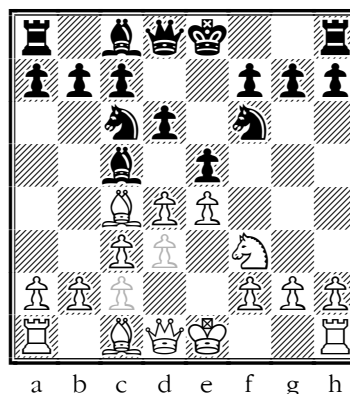
Plan A. Gang up on the Knight on f6



If you can do this, you will be able to make a mess of their King's-side, and if they have castled on that side, you will have good chances to make an attack. You can find this plan working in some of your games – see one of Zak's games, for example.

It's not a very complicated plan, so the good news is, you should be able to stop your opponents doing it to you. But the bad news is, your opponents should be able to spot it and stop you doing it to them!

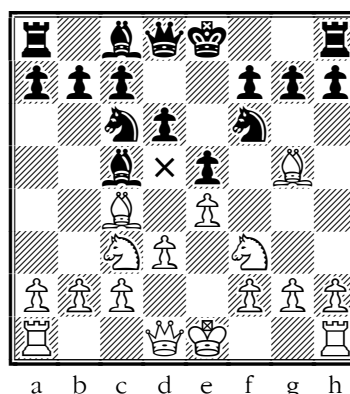
Plan B. Take over the centre with c3 and d4



This gives you more space, and creates the possibility of a pawn swap, when you will have either an open file or a half-open file, and then can get your Rooks into play.

One nice thing is that you can use some of the same moves (like Nc3-d5) for both plans. Let's see how that turns out. So, in that example Old Stodge position, try

6. Bg5



You have a threat of 7.Nd5, which, if Black lets you, will make a mess of their King's-side pawns. Black should do something about that threat straight away, and the easiest thing to do is:

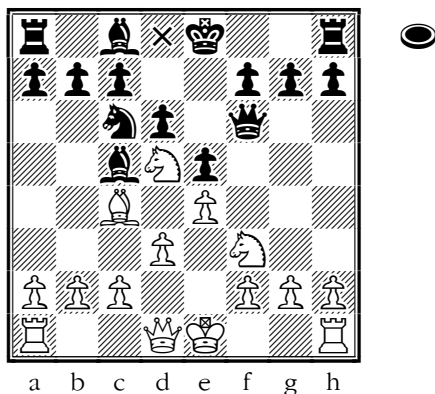
6 ... h6

Take the Knight, and Black should take back with the Queen.

7. Bxf6 Qxf6

Now play

8. Nd5



Black should retreat to d8 to protect c7, when you carry on with the second plan with

9. c3

This doesn't promise White much, but it is the best way to play.

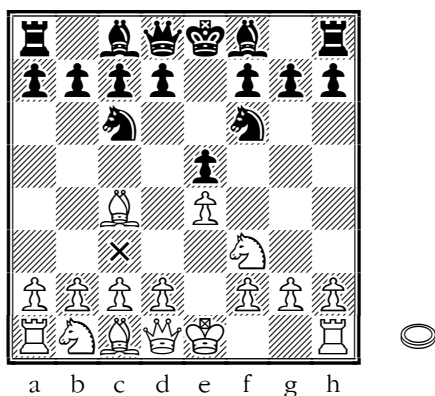
TIP: avoid Old Stodge if you can

As Black, you can try the Two Knights' Defence. If White plays the usual Old Stodge moves:

1. e4 e5
2. Nf3 Nc6
3. Bc4

Try playing here:

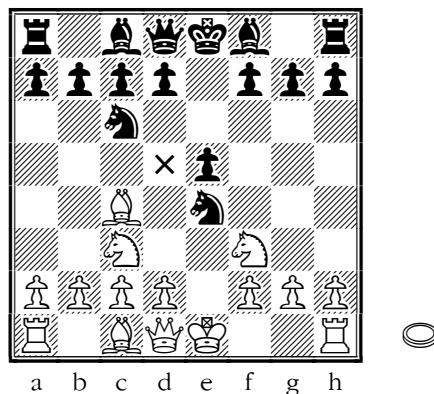
- 3 ... Nf6



This is the Two Knights' Defence.

Now, if White carries on with their plan with 4.Nc3, you can surprise them by taking their pawn on e4!

4. Nc3 Nxe4!



White cannot keep the extra piece if they take your Knight, because then you play ...d7-d5!

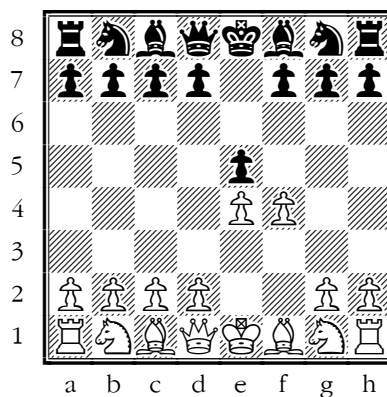
White has better moves than 4.Nc3 – 4.d4 and 4.Ng5 are usual, or even 4.d3 – and if you try the Two Knights' Defence, you must know how to reply to these moves too.

I seem to remember reading a book with some of these variations in...

Other ways of avoiding Old Stodge as Black include Petroff's Defence and the French Defence.

King's Gambit

This opening is the complete opposite to Old Stodge -- White puts pressure on Black right away!



White opens up the f-file against Black's traditional weak spot on f7, as well as undermining the Black centre. But White's own King is exposed, so Black gets chances too!

Quillan was responsible for both the King's Gambits and if you want to see how dangerous it is for Black, see his last-round game!

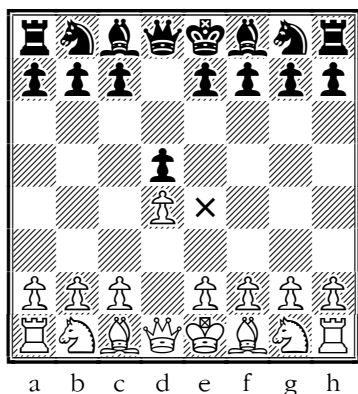
Now let's look at the Queen's Pawn openings with 1.d4. The Colle System aims to follow up with e2-e4 and the Queen's Gambit follows up with c2-c4.

Colle System

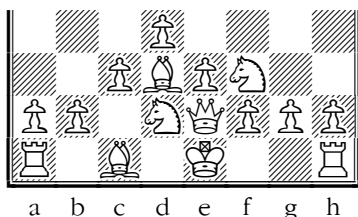
As I described above, after 1.e4, White should aim to play d2-d4 to take over the centre – or at least, have a go at it and hope Black goes wrong in some way. The Colle System rather logically aims at playing 1.d4 first then following up with playing a pawn to e4.

So, first:

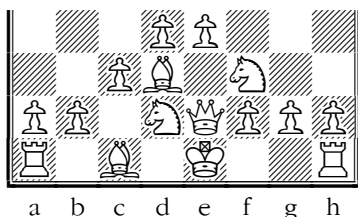
1. d4 d5



Now e2-e4 is just going to lose a pawn, so White prepares it first, like this:



You might be feeling sorry for the Bishop on c1! But now White is ready for e3-e4:



The Bc1 can now see daylight and the White pieces often rush out to attack.

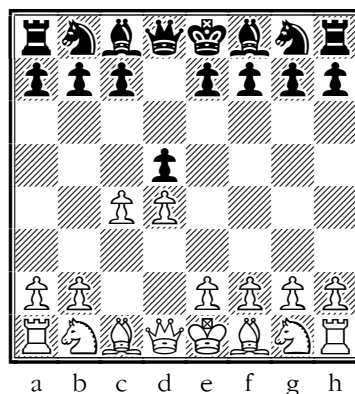
I sometimes describe the Colle as a Jack-in-the-Box opening – once the lid is lifted, White can jump out suddenly and give Black a terrible shock!

If you are faced with the Colle as Black, play 3...Bf5, which upsets White's plan.

Queen's Gambit

1. d4 d5

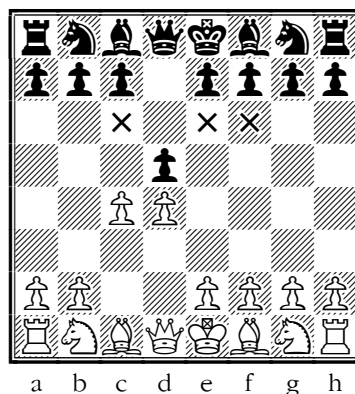
2. c4



White immediately attacks Black's pawn on d5.

It looks like it loses a pawn, doesn't it? But Black cannot take the pawn and expect to keep it, and then material will be equal but White may have taken over the centre.

So, Black should support the centre pawn on d5 in some way, but there is no perfect way to support it:



2...e6 blocks in the Bc8

2...c6 takes away the best square for the Nb8 (and gives up on playing ...c7-c5 for a while)

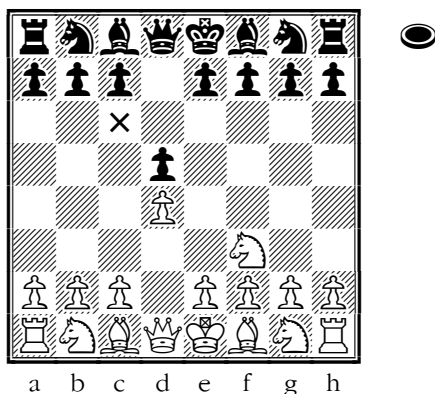
2...Nf6 allows White to get rid of Black's central pawn

Black will find it hard to do all the opening jobs with that pressure on d5 – normally Black has trouble either keeping hold of the centre, or developing smoothly. We can see some of the problems that Black meets in these games:

I think 2...Nf6 is a poor move, so Black should pick one of the other moves and learn how to uncoil from there.

Playing Black in Queen's Pawn openings

There is an odd sort of mistake you can make when playing Black against 1.d4. Let's see.

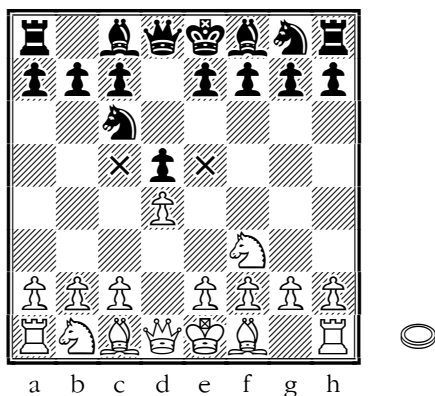


What would you play in this position?

The move young players often go for here is 2...Nc6, which does look very natural. However, have a think about how you are going to get your Rooks out.

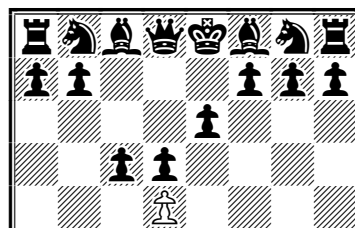
TIP: Everyone should know the three goals of the opening (developing, central control, castling) but there is a fourth: open a file for your Rooks.

To get your Rooks out, you need to have a pawn swap somewhere, so you must play either ...e5 or ...c5.

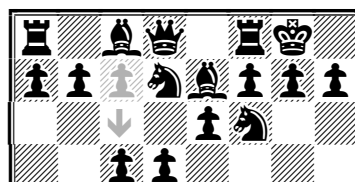


I don't think you are going to be able to play ...e5 very easily – White has good control over the e5 square. So you should aim to play ...c5 – but that's what is wrong about playing ...Nc6: if you put your Knight in front of your pawn, you are not likely to play ...c5 for a while!

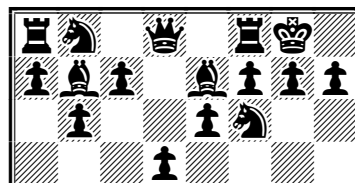
Thinking about playing Black against 1.d4, I often recommend that you play the **Tarrasch Defence**. Black plays ...c5 about as soon as possible, and so makes sure that all their pieces will be able to develop.



If that looks a bit adventurous, you can castle first, and then look to play ...c5.



Purdy used to recommend what he called the All-Purpose System:

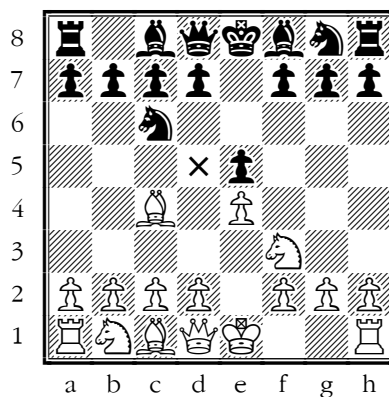


This is a bit trickier to handle – for both sides!

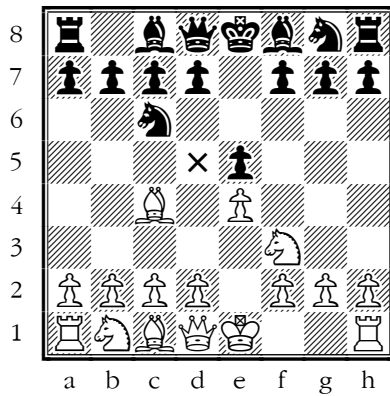
Ruy Lopez

This is one of the great opening systems of chess. It has been played for 500 years and we still haven't got to the bottom of it!

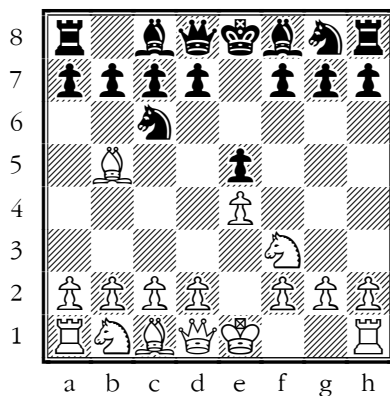
In the Italian Game (and Old Stodge) White places the Bishop on c4, which directly observes the centre, and you would have thought was the strongest and most direct move.



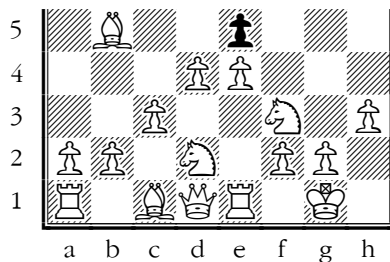
Most direct, yes, but when you work out the give-and-take of the best moves on both sides, you find that the Bishop is actually a bit of a target on c4 when Black hits back with ...d5.



The Lopez move has been shown to be stronger and deeper.

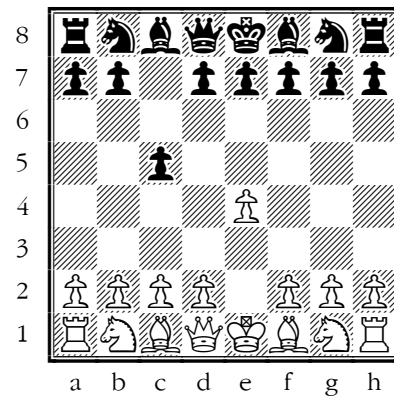


Black often has to suffer for a long while, and White can often slowly set up the 'perfect' centre with c3 and d4 and hang on to it, when in the Italian game, it is quickly countered.

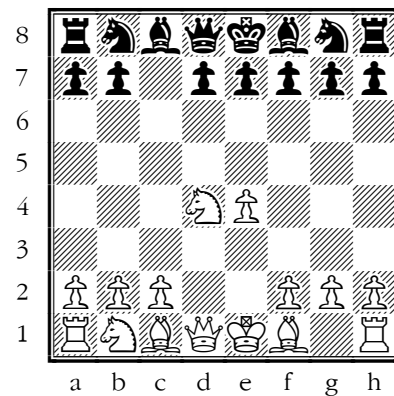


This is the classic Lopez set-up for White, which can be played against lots of different Black defences.

Sicilian Defence

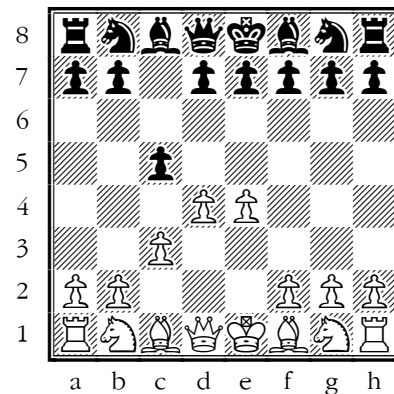


Black's idea after 1.e4 is not to compete directly in the centre with 1...e5, but to anticipate White playing d2-d4, and when White does so, swapping it off!



We then get a very interesting and tense situation: White has more space, but Black has an extra central pawn. The Sicilian is a very complex system, which often gives very unbalanced and exciting games.

If you are faced with the Sicilian Defence as White, I recommend you fight fire with fire, and try to support your d-pawn with c3. You may be able to take control of the centre yourself, but, even if not, you will not be outnumbered in the centre.



C. Be careful about swaps!

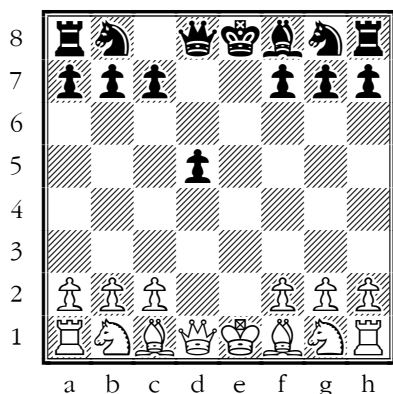
Not all pieces are equal, and not all swaps are equal. I don't mean just that Rooks are worth 5 pawns and Knights are worth 3...

You can make a fair swap of Bishop for Bishop, and it can change the game from being a draw to being completely lost!

You can have two Bishops, each worth three pawns (in theory), but one can be much better than the other!

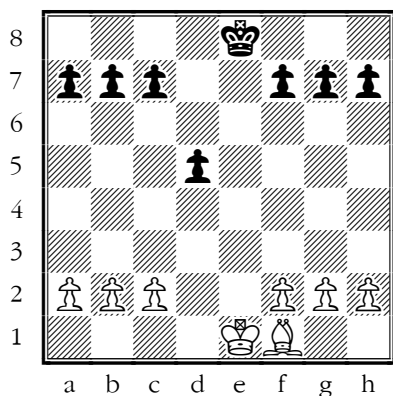
The Golden Rule of Swapping: Swap pieces when you are winning, swap pawns when you are losing.

If you are winning, whether it's by a whole piece or only a pawn, you are going to find it easier to win if you swap off as many pieces as you can.

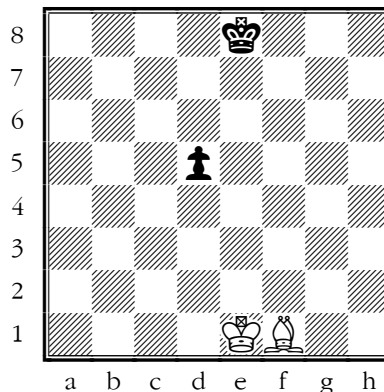


White is winning with an extra piece. But the position could get complicated, Black might get an attack and things could still go wrong for White. See what happened to Tom Lewis in his third game – he was winning but Black fought hard enough to get back into the game.

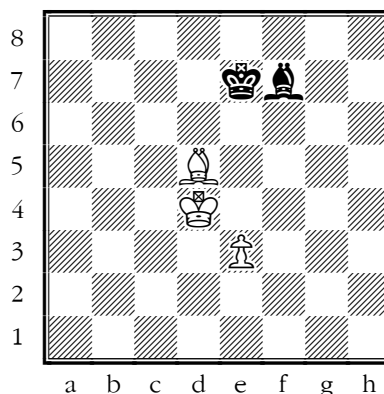
White should swap off all the pieces (fair swaps) leaving a simple position where Black is helpless to defend. Like this:



But if Black swaps off all the pawns, White can no longer win!



So, if you're winning, swap pieces; if you're losing, swap pawns.

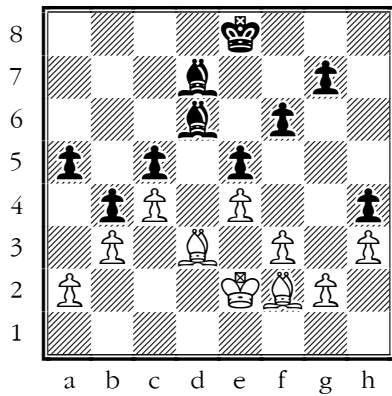


Here's one of those positions where swapping just loses for the defender: if Black allows the Bishop swap, White wins; with the Bishops on the board, Black should never lose.

I think that is easy to understand, but even our top players got that wrong a couple of times.

Swap off your bad pieces

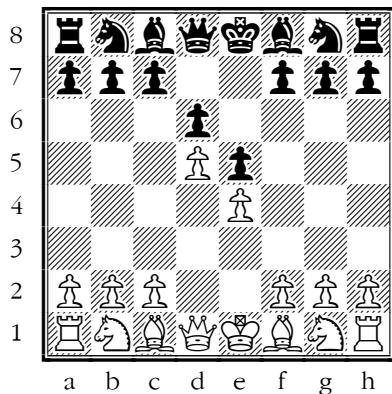
This is quite a subtle thing, but Evan and Kieran had games where it was important.



Each side has two Bishops. White's light-squared Bishop is blocked by its own pawns and can move only backwards. It can never get out and will never attack any Black pawns. The White dark-squared Bishop is a better piece. It is attacking Black Pawns on c5 and h4, and can support White plans like g2-g3. Similarly, Black has one good Bishop and one bad one.

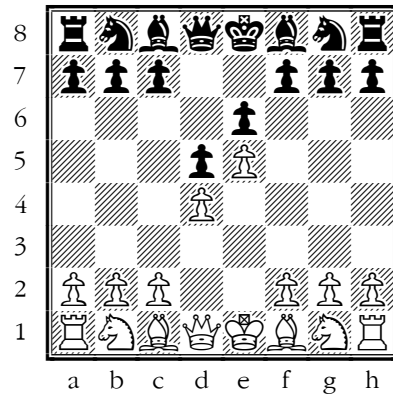
Take the dark-squared Bishops off the board, and Black is better. Take the light-squared Bishops off the board, and White is better.

In a position with blocked pawns in the centre, one of your Bishops is likely to be a bit better than the other. Try and keep your better Bishop and swap your worse one.



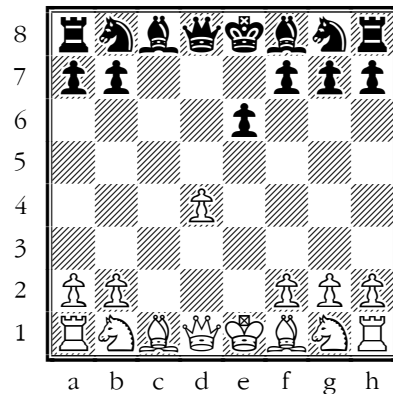
White's dark-squared Bishop is better than the light-squared Bishop (and it's the reverse for Black).

Black would like to swap the dark-squared Bishops with an idea like ...Bf8-e7-g5.



White's light-squared Bishop is better than the dark-squared Bishop (and it's the reverse for Black). Black would like to swap the light-squared Bishops with an idea like ...Bc8-d7-b5.

OK so far? Try this one:



White's light-squared Bishop is just a little better than the dark-squared Bishop.

If you don't think that makes much of a difference, ask Evan! His first game featured a bad Bishop, and he did well to draw when White stood better. There were other things going on in that game, but it would have been a lot easier for him if the Bishops had been on the other colour squares.

D. Chess is a team game

Even if you're playing for yourself in a tournament, chess is a team game!

What I mean is, you have to use all your pieces together.

It's usually not worth sending one piece off by itself to make a nuisance – it can waste time and it could even be trapped. Maybe lots of you do this but if you want to see why not, have a look at Kieran's second game.

If you attack with your whole gang of pieces, then your attack won't fizzle out and your pieces can help each other.

If your pieces are all off in different parts of the board, they can't work together – they can't coordinate – and you can get beaten up by your opponent's gang. That's what happened to Nathan in his second game.

E. Endgames worth looking at

Most of the games were more or less over before the endgame, but there were two very interesting endings to look at, where the result hung on a single move:

Leggett, Neirin - Raine, Kieran

Gilbert, Harri - Bracey, Tom

F. Resigning

Just a last thought: some of you were bravely battling on, until one move away from mate.

Do you have to play on that long? Not always!

- Play on if your opponent might make a mistake, especially if there are lots of pieces on the board, and/or if your opponent is short of time.
- Play on if you don't know if it's a definite loss for you.
- Play on if you think it's lost but you don't know how your opponent is going to win, so you will learn something even if you lose.
- Play on if your opponent doesn't look as though they know what they are trying to do.
- Play on if every last half-point matters to the team result.
 - (I won't mind if you resign in a lost position, but other team captains might!)
- Play on if you think your opponent might allow stalemate even with an extra Queen
 - (if you've stopped doing that, maybe your opponent has too)

But if ...

- you're lost,
- you know you're lost,
- your opponent knows what they are doing,
- you know what your opponent is doing,
- you don't think your opponent is going to make a mistake, and
- you don't have any chance of activity ...

... then you're allowed to miss the last grim moves and resign.

The Games

Chepstow Leisure Centre, Saturday 13th January 2018.....	1
James Gibbs	11
Oliver Bacon	16
Kieran Raine	20
Zak Cash	26
Evan MacMullen	30
Quillan Wilson	36
Surinder Virdee	42
Nathan Ng	45
Tom Bracey	51
Tom Lewis	56
Niranjana Narayanan	62
Myles Harrison	66
Robin Sachdeva	68
Practising against a computer (mostly for Mums and Dads)	71

There are notes on your games here. Do look at other people's games – there is a mini-course on tactics here (list at the end) and some really good lessons for other parts of the game – see Tom B's King and Pawn endgame, for example!

James Gibbs

I thought you played well, as you always do, although your strong opponents showed up some features of your play that could do with strengthening. But mainly, well done.

MacDonald,Duncan - Gibbs,James

A34 Symmetrical English

After an early blunder you were in trouble, but you kept it together through a few narrow passes and missed a drawing chance towards the end. Not bad.

1. c4

Just for the record:

TIP: I don't think juniors should play hypermodern openings like the English Opening.

Playing these systems well requires that you can play Classical and Modern openings well first!

1 ... c5

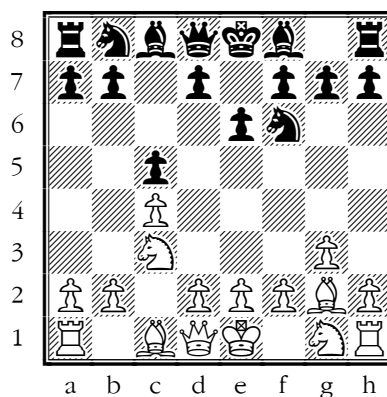
What's your usual response to 1.d4? It can help to

aim for the same thing against all the Queen's-side openings.

2. Nc3 Nf6

3. g3 e6

4. Bg2 d5



5. d3?!

Rather an automatic move -- normally OK, here it is mistimed.

5 ... Bd7?!

That's not much of a better view for the Bishop but the move is more importantly a failure to count to three!

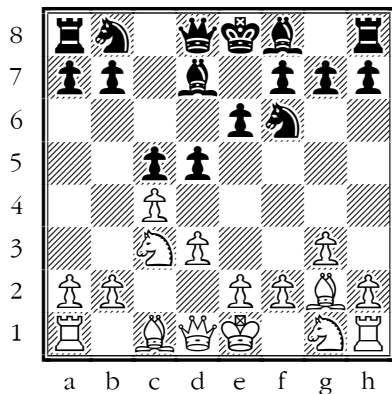
→ **TACTIC: outnumbered**

TIP: check when you move that you are not undefending a piece or pawn, as well as not exposing the moved piece to attack

[5...d4! and White doesn't have a good square to put the Knight;

5...Nc6 is fine of course]

6. Bf4



[6.cxd5 exd5 7.Nxd5 wins a pawn]

6 ... Nc6

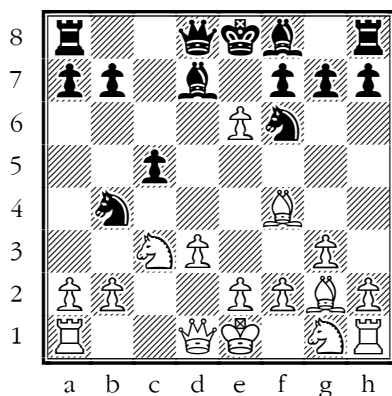
[6...Bc6 saves the pawn;

I thought that was the point of moving the Bishop at all.]

7. cxd5 Nb4

[7...exd5 is better]

8. dxe6 Bxe6



9. Nb5

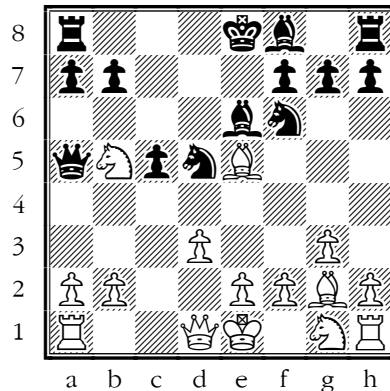
[9.Bxb7! and Black is in dire straits.]

9 ... Nbd5!

The best defence

10. Be5 Qa5+

11. Nc3

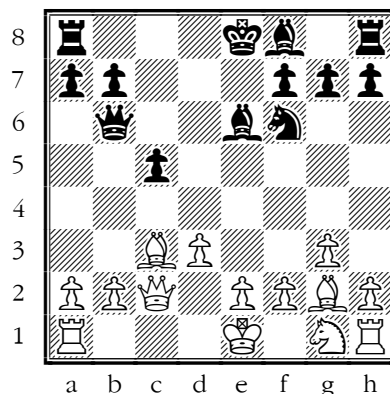


11 ... Nxc3

That gives White a free hit against the Queen.

12. Bxc3 Qb6

13. Qc2



13 ... Nd5

[13...Be7 development is more important right now - get castled then you can make a nuisance of yourself.]

TIP: if your Rooks can't see each other, then you should probably hurry to finish development

14. Nf3 f6

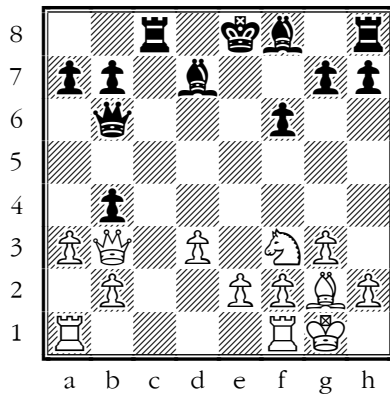
15. 0-0 Nb4

16. Bxb4 cxb4

17. a3 Rc8

18. Qa4+ Bd7

19. Qb3



19 ... Qa5

Loses another pawn.

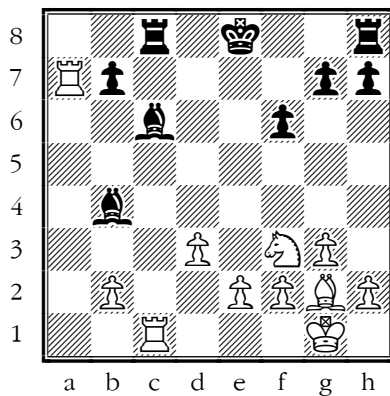
[19...Be6 asks White to come up with a better idea]

20. axb4 Qxb4

21. Qxb4 Bxb4

22. Rxa7 Bc6

23. Rc1



23 ... 0-0

[23...Ke7 would normally better (KUFTE) but here it loses quickly to 24.Rxc6 Rxc6 25.Rxb7+]

TIP: normally hurry to get your King Up For The Ending (KUFTE)

24. Bh3 Rc7

25. Be6+ Kh8

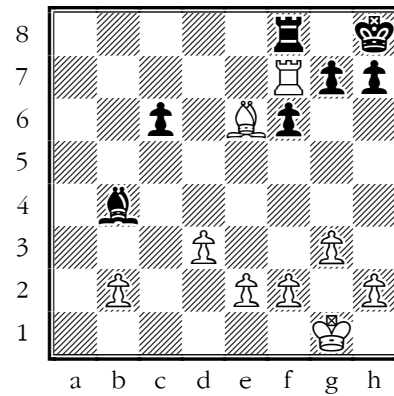
26. Nd4 Bd2

27. Rc2 Bb4

28. Nxc6 Rxc6

29. Rxc6 bxc6

30. Rf7



30 ... Re8

It's usually correct to avoid exchanges, but opposite-coloured Bishops are a strong drawing influence, and you should probably have swapped here.

31. Bc4 h6

32. e4 Bc5

33. Rc7 Bd4

34. Rxc6 Bxb2

And swapping pawns is in your favour.

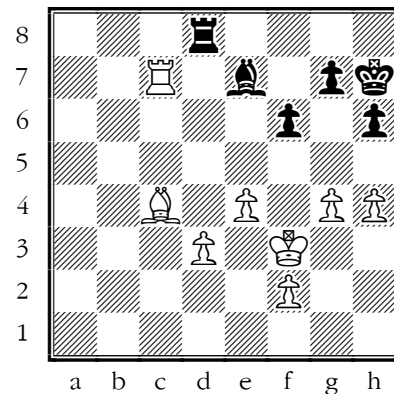
35. Kg2 Rd8

36. Kf3 Kh7

37. h4 Ba3

38. g4 Be7

39. Rc7

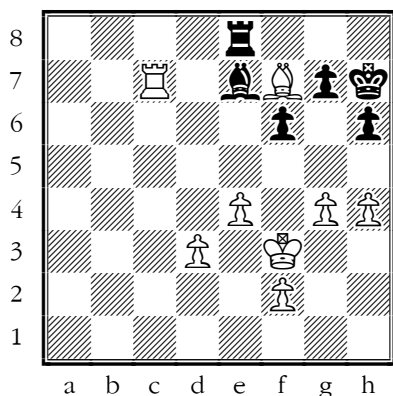


39 ... Re8?!

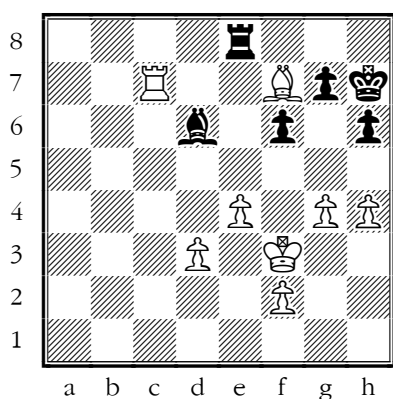
[39...Bd6 is less precarious]

40. Bf7

→ TACTIC: undermining



40 ... **Bd6**



→ TACTIC: counterattack!

41. **Bxe8?!**

[41.Rd7!+- White would do better to keep the Rooks on – normally swapping is good, but the opposite-coloured Bishops give Black drawing chances – see later!]

TIP: the basic rule of swapping is: swap pieces when you are ahead, swap pawns when you are behind

TIP: as you get better, you learn about other rules for swapping – here, it's swap into the endgame that's hardest to win

41 ... **Bxc7**

42. **d4** **Kg8**

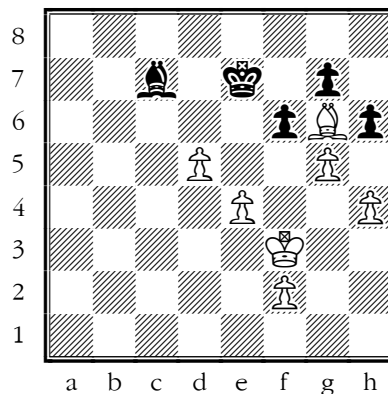
43. **Bg6** **Kf8**

44. **d5**

No rush for that

44 ... **Ke7**

45. **g5**



45 ... **h5?**

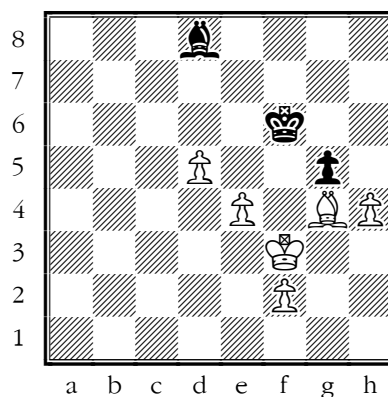
[45...h5! 46.hxg5 fxg5 47.Kg4 Kf6 48.Bf5 Bd6 and I wonder what White's plan is! Keep your Bishop on the b8–h2 diagonal, and if the white King comes to c6, just play Ke7 and you have a blockade on the dark squares.]

White was playing quickly, which I'm sure he thought looked good, but I would be very cross with a player who allowed their opponent to draw against them because they weren't being careful!

46. **gxf6+** **Kxf6**

47. **Bxh5** **g5**

48. **Bg4** **Bd8**



I think you must have missed a move out somewhere, as I couldn't follow the rest -- but White can win without much trouble from here.

1-0

Gibbs, James - Walker, Max

D02 Colle System

I was sorry to see a pawn disappear early on, but the way you followed up allowed Black to establish a monstrous pawn roller in the centre, when there wasn't much more you could do. One to learn from!

1. **d4** **d5**

2. **Nf3** **Nf6**

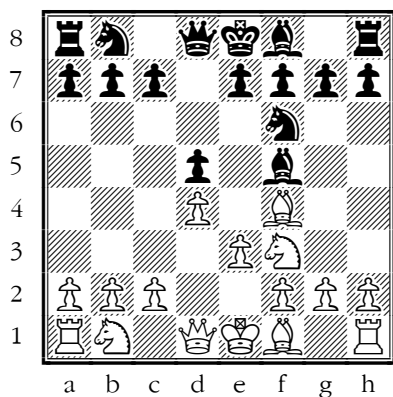
3. **Bf4**

I'm not very excited by this opening system -- it doesn't put much pressure on Black.

3 ... Bf5

[3...c5 is often regarded as the best defence.]

4. e3 Nh5



5. Nc3

Not bad but not best

[5.Nbd2 fits in better;

5.Bg3 Nxg3 6.hxg3 might make Black wonder about where to park the King;

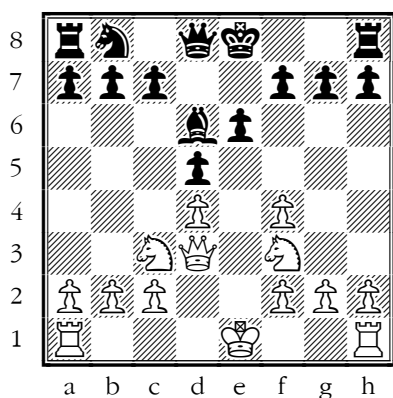
5.Bg5 means Black must make weaknesses if they really want the Bishop, and may show ...Nh5 to be dubious]

5 ... Nxf4

6. exf4 e6

7. Bd3 Bxd3

8. Qxd3 Bd6



9. Ne5?!

blocks the attack but can be driven away immediately – there were better moves here!

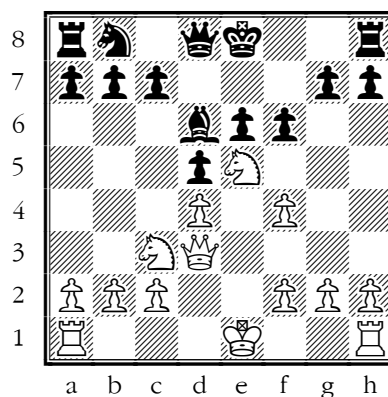
[9.f5;

9.g3;

9.Qe3;

9.Qb5+]

9 ... f6!



→ **TACTIC: undermining and counterattack**

10. Ng4

[10.Qb5+! Nd7 11.Nd3 is a nifty piece of footwork to save the pawn.]

10 ... Bxf4

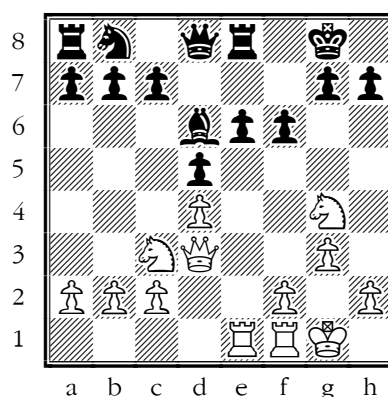
11. g3

'Not much point in that -- the Bishop might want to retreat anyway.'

11 ... Bd6

12. 0-0 0-0

13. Rae1 Re8



You need a plan here: doubling on the half-open e-file is simplest.

14. Nb5

Swap pawns rather than pieces if you can.

TIP: the Golden Rule of Swapping is: swap pieces when you are ahead, swap pawns when you are behind

[14.Re2 Nd7 15.Rfe1 c6]

14 ... a6

15. Nxd6 Qxd6

16. Re2

Ah OK!

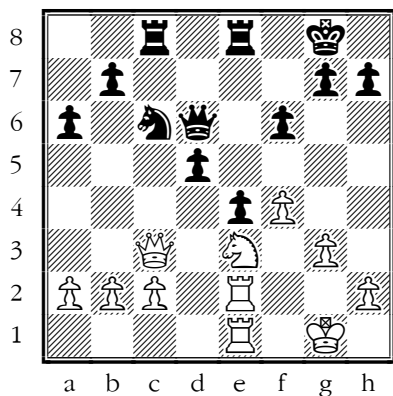
16 ... c5

17. Rfe1

[17.c3 keeps a stake in the centre but 17...cxd4 18.cxd4 e5

is still strong]

17 ... cxd4
18. Qxd4 Nc6
19. Qc3 e5
20. f4 e4
21. Ne3 Rac8

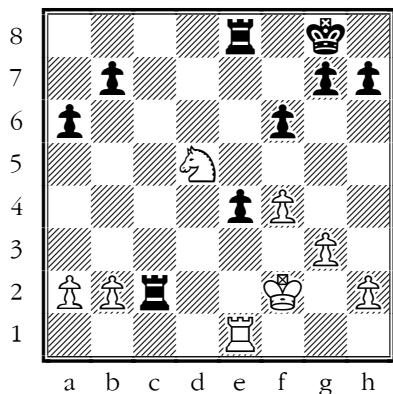


22. Qb3?

→ TACTIC: fork

Careless

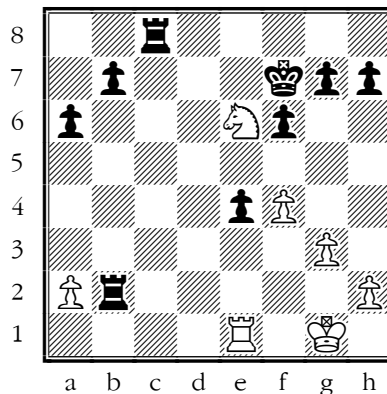
22 ... Nd4
23. Qxd5+ Qxd5
24. Nxd5 Nf3+
25. Kf2 Nxe1
26. Rxe1 Rxc2+



27. Kgl

[27.Ke3 might be better]

27 ... Rxb2
28. Nc7 Rc8
29. Ne6 Kf7



Now, your opponent was playing at blinding speed, but that's no reason for you to try and keep up.

30. Rxe4??

→ TACTIC: decoy

30 ... Rcl+

31. Rel Rxe1 0-1

Smith,Madeleine - Gibbs,James

Sorry I missed this one – let me know if it turns up!

1-0

Oliver Bacon

It's tough at the top! You're playing your new Colle System quite well but perhaps going for the break just one move too soon. You did seem to get discouraged once you were losing and gave away pieces too easily – but many lost games have been drawn, or even won! So, chin up.

Bacon,Oliver - Hamada,Muhieddin

D02 Colle System

1. d4 d5

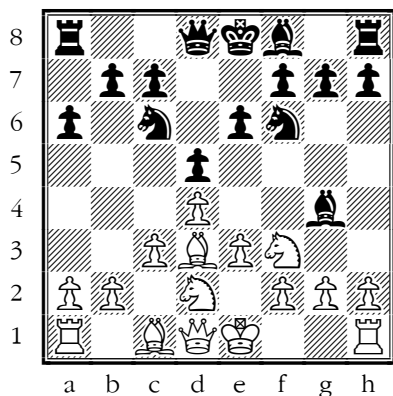
2. Nf3 Nc6

I always think Black is going to struggle to get the Rooks into play after this move.

3. e3

[3.Bf4 makes the point!]

3 ... a6
4. Bd3 Nf6
5. c3 Bg4
6. Nbd2 e6



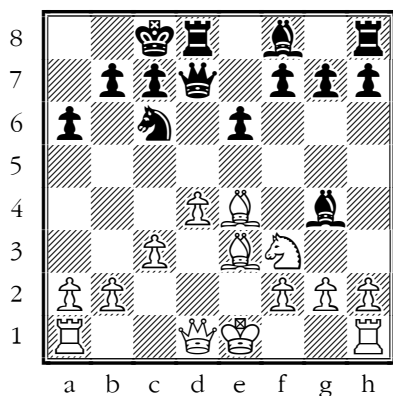
7. e4

That's the right idea but perhaps the wrong time.

[7.Qe2?! is usually played first but here just invites 7...e5!;

7. Qc2 or 7.Qb3 prevents ...e5 for the moment]

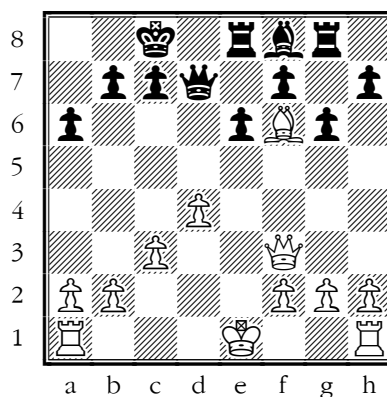
7 ... dxe4
8. Nxe4 Nxe4
9. Bxe4 Qd7
10. Be3 0-0-0



11. Qd3

[11.Qa4 has more point]

11 ... Bxf3
12. Bxf3 Ne5
13. Qe4 Nxf3+
14. Qxf3 g6
15. Bg5 Re8
16. Bf6 Rg8

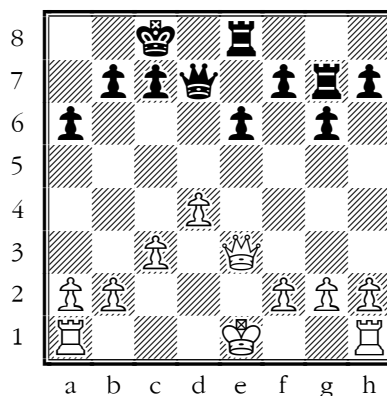


17. Qe3

Just castling was fine. Develop!

[17.0-0]

17 ... Bg7
18. Bxg7 Rxg7



19. 0-0-0?!

→ TACTIC: allows a fork

[19.0-0]

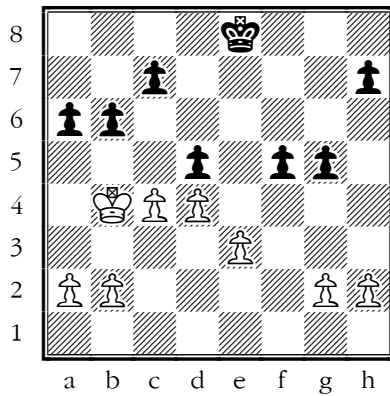
19 ... Qd5!
20. Qe5!

→ TACTIC: A counter-fork!

20 ... Rgg8
21. Qxd5 exd5
22. Rhe1 g5
23. Kc2 Kd7
24. Kb3

[24.Kd3]

24 ... Rg6
25. Rxe8 Kxe8
26. Re1+ Re6
27. Re3 Rxe3
28. fxe3 f5
29. Kb4 b6
30. c4



I think this was all that I saw but this ought to be drawn.

...
0-0

Kan, Toby - Bacon, Oliver

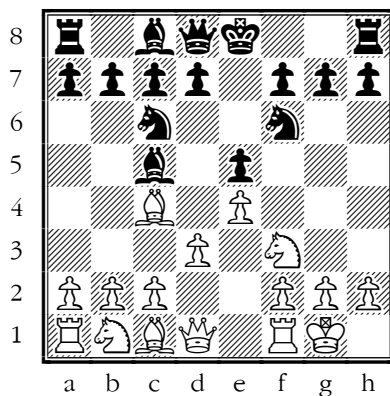
C50 Old Stodge

After overlooking a little tactic, you seemed to lose focus and allowed White to get away with murder!

1. e4 e5
2. Nf3 Nc6
3. Bc4 Bc5
4. d3 Nf6

Oh dear, Old Stodge!

5. 0-0



- 5 ... 0-0

[5...d6 and ...Bg4 might give you more play;

I'd really like to recommend 5...d5 but 6.exd5 Nxd5 7.Re1 is a little awkward.]

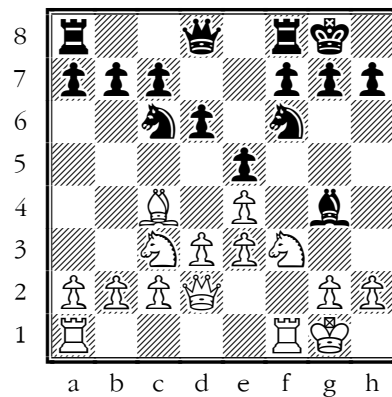
6. Be3 Bxe3

This opens the f-file for White.

[6...Bb6!? invites White to open a file for you.]

7. fxe3 d6
8. Nc3 Bg4

9. Qd2

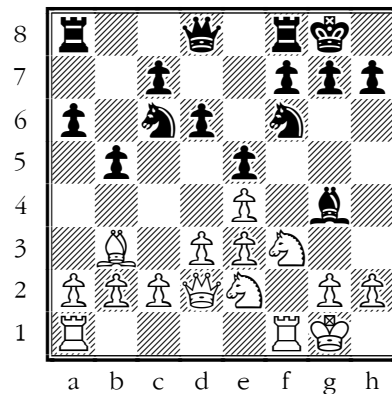


- 9 ... a6

[9...Qd7 Connecting the Rooks is simplest and best.]

10. Ne2 b5

11. Bb3



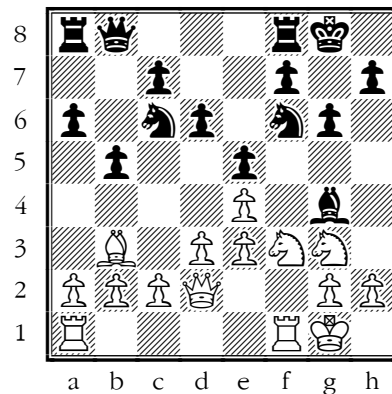
- 11 ... Qb8

A bit mysterious.

12. Ng3

White is just moving things over towards your King.

- 12 ... g6?

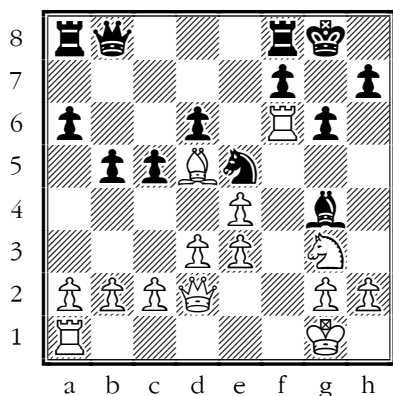


→ **TACTIC: discovery**

Creates a loose piece on f6

13. Nxe5! Nxe5
14. Rxf6 c5

15. Bd5



15 ... c4??

[15...Ra7 has to be tried of course]

16. Bxa8 Qxa8

17. d4 Nc6

18. Rxd6 Rd8

19. Rxd8+ Qxd8

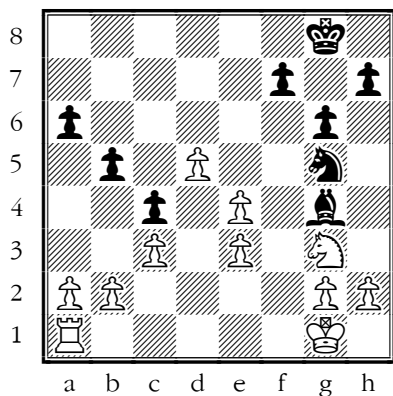
20. c3 Qg5

21. Qf2 Nd8

22. Qf4 Ne6

23. Qxg5 Nxg5

24. d5



Sneaky, cutting off the Knight's only retreat

→ TACTIC: net

24 ... Kg7??

25. h4! Nf3+

26. gxf3 Bxf3

27. d6 Kf8

28. Kf2 Bg4

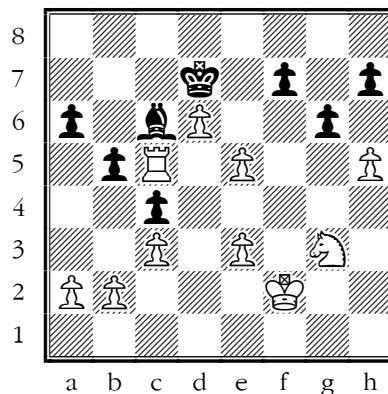
29. e5 Bd7

30. Rd1 Ke8

31. Rd5 Bc6

32. Rc5 Kd7

33. h5



33 ... Ke6??

Just abandons the Bishop

34. Rxc6 Kxe5

35. d7 Kd5

36. d8Q+ Kxc6

37. Ne4 gxh5

38. Qd6+ Kb7

39. Nc5+ Ka7

40. Qc7+

1-0

Bacon, Oliver - McIntosh, David

D05 Colle System

Another painful oversight must have been disappointing to you. I have a couple of tips for playing the opening slightly differently.

1. d4 d5

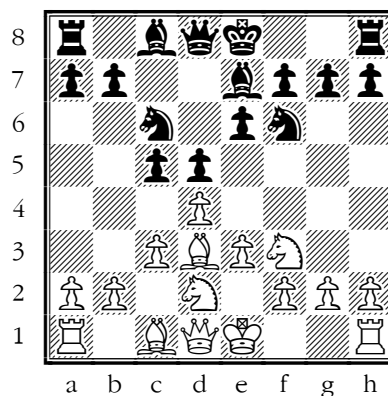
2. Nf3 Nf6

3. e3 e6

4. Bd3 c5

5. c3 Nc6

6. Nbd2 Be7



7. e4

Again, a bit early. Also, you might want to avoid the

IQP (Isolated Queen's Pawn) by playing dxc5 first.
 [7.Qe2 0-0 8.dxc5 (8.e4? dxe4 9.Nxe4 cxd4 10.cxd4)
 8...Bxc5 9.e4 dxe4 (9...Qc7) 10.Nxe4+= and White has a
 little advantage here.]

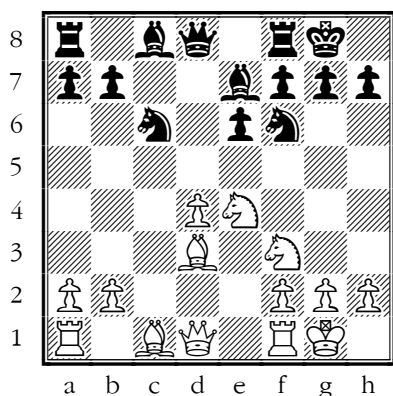
7 ... cxd4

[7...dxe4 8.Nxe4 cxd4 9.cxd4]

8. cxd4 dxe4

9. Nxe4 0-0

10. 0-0



10 ... Nd5?!

[10...Nxd4!]

11. Neg5?!

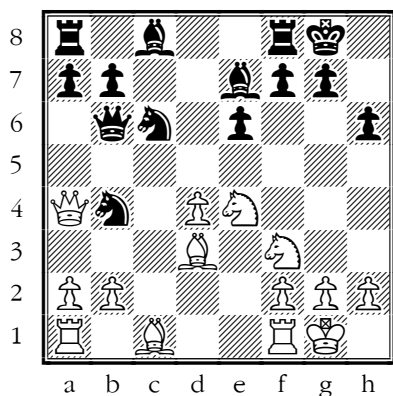
A bit early for this.

[11.Re1!]

11 ... h6

12. Ne4 Qb6

13. Qa4 Ndb4



[13...Bd7!]

14. Be3??

Oops.

14 ... Nxd3

15. d5 Qb4

16. Qd1 Nxb2

17. Qb3 Na5

18. Qxb4 Bxb4

19. Rab1 exd5

20. Ng3 Ba3

21. Rfc1 Nbc4

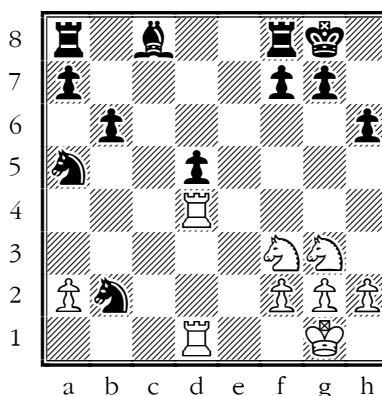
22. Rc3 Nxe3

23. Rxa3 Nec4

24. Ra4 b6

25. Rd1 Nb2

26. Rad4



26 ... Nxd1

27. Rxd1

I think we'd seen enough!

...

1-0

Kieran Raine

If we look past your game with White, your Sicilian is working OK and could be even better. The main thing I want you to go away with is the advanced idea of good and bad bishops – see the introduction.

Leggett, Neirin - Raine, Kieran

B40 Sicilian Defence

You didn't seem sure how to handle the opening, nor which pieces to swap off in the resulting structure, but you played well and carefully, although White missed a huge chance at the very end.

1. e4 c5
2. c4
2 ... Nc6

[2...e5 is the robust move but people never seem to play it - I guess because it's very drawish.]

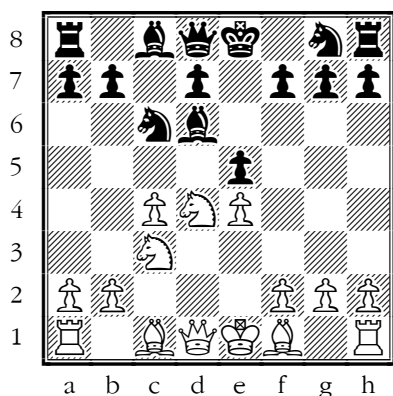
3. Nf3 e6
4. Nc3 Bd6

That creates a traffic jam in your position.

[4...Be7;

4...Nf6 5.Be2 d5]

5. d4 cxd4
6. Nxd4 e5



This is risky -- you already have a 'hole' at d6 and this makes another hole at d5

7. Nxc6

That solves both of Black's problems at once!

[7.Ndb5! Bb8 (7...Be7 8.Nd5) 8.c5!+-]

- 7 ... dxc6
8. Be2 Nf6
9. Bg5

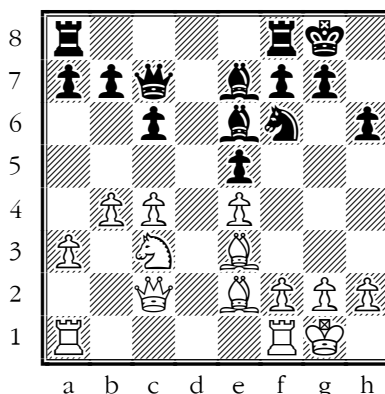
White threatens to swap off the better Bishop!

- 9 ... Be7

[9...h6]

10. a3 0-0
11. b4 Be6
12. 0-0 h6
13. Be3 Qc7

14. Qc2



White's light-squared Bishop is blocked by its own pawns.

- 14 ... Bg4

Now, that's your better Bishop and white's worse one -- keep those two pieces on the board.

TIP: swap off your opponent's best pieces and swap off your pieces which will stand poorly, keep the your pieces that stand well.

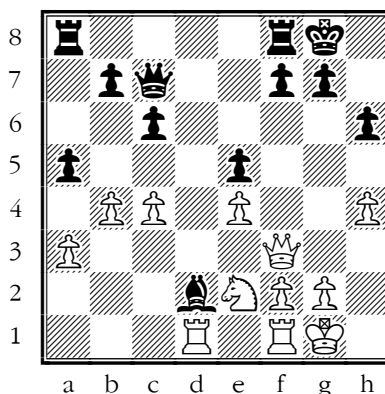
[14...Nh7! with the idea ...Bg5;

14...a5;

14...Ng4;

14...Rfd8 is simplest]

15. Bxg4 Nxg4
16. Qe2 Nxe3
17. Qxe3 Bg5
18. Qf3 Bf4
19. Ne2 Bd2
20. h4 a5
21. Rad1



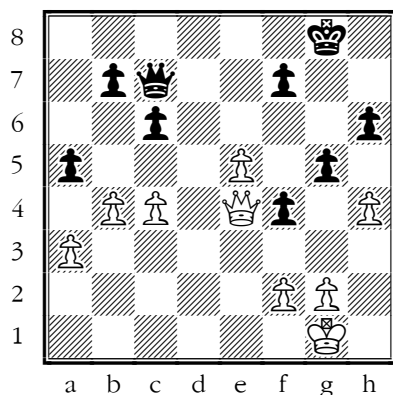
- 21 ... Bf4

[21...Rad8!]

22. Nxf4 exf4
23. Rfe1 Rfd8

That pawn looks a bit lonely.

24. Rxd8+ Rxd8
 25. e5 Rd4
 26. Re4 Rxe4
 27. Qxe4 g5



Ooh, very weakening!

TIP: King safety is always important when there are Queens on the board.

In a Queen ending, you might not get mated, but there are lots of forks.

[27...axb4 28.axb4 Qe7! forks two pawns]

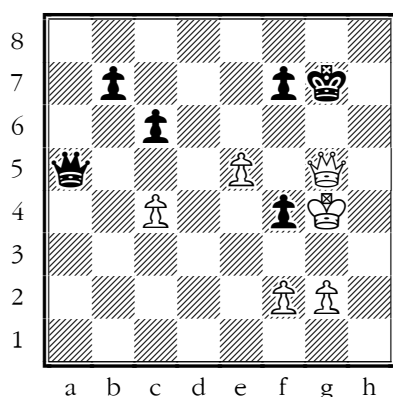
28. hxg5 hxg5
 29. Qf5 Qe7

[29...Qd8]

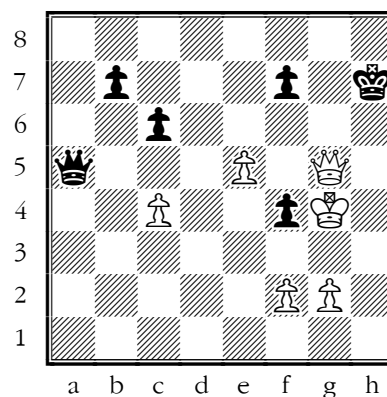
30. bxa5 Kh8
 31. Kh2 Kg7
 32. Kh3 Qxa3+

That's good -- now you're fighting for a win!

33. Kg4 Qxa5
 34. Qxg5+



34 ... Kh7?



That is very dangerous!

[34...Kf8 and it's still a fight]

35. Kxf4??

And suddenly it's a draw! King safety again... Black has perpetual checks and attacks.

[35.e6! wins for White]

→ **TACTIC: discovery**

35...Qxg5+ 36.Kxg5 fxe6 37.c5! and Black is completely lost.]

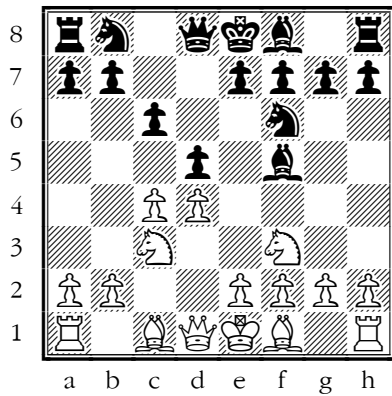
35 ... Qd2+
 36. Kf5 Qxf2+
 37. Qf4 Qxg2
 38. Qh4+ Kg7
 39. Qf6+ Kg8
 40. Qd8+
 1/2-1/2

Raine, Kieran - Tye, Jack

D12 Slav Defence

An early unforced blunder was sadly the forerunner of a couple more. Black's defence is quite popular, and you should learn a system against it.

1. d4 d5
 2. c4 c6
 3. Nf3 Nf6
 4. Nc3 Bf5



That does look sensible, doesn't it? But it's a well-known mis-step.

5. e3

[5.cxd5 cxd5 6.Qb3! asks Black a hard question, to which the best answer might be 6...Bc8 believe it or not!]

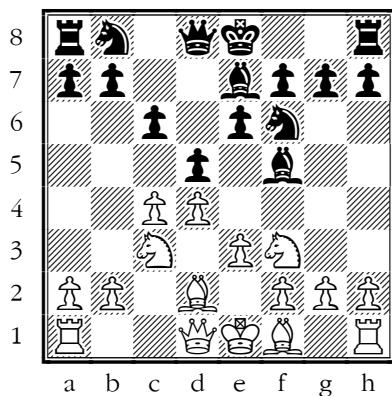
5 ... e6

6. Bd2

That doesn't improve the view for the Bishop at all. Black's Slav Defence is quite popular, and you should learn a system against it.

[6.Nh4]

6 ... Be7



7. Bd3??

Oh dear -- game over!

[7.Qb3!]

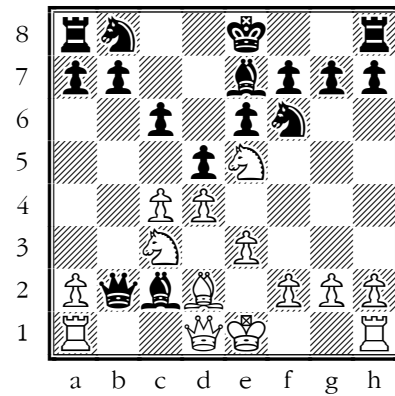
7 ... Bxd3

8. Ne5 Bf5

9. Qb3 Qb6

10. Qa4 Qxb2

11. Qd1 Bc2



→ TACTIC: fork

12. Na4??

The desire to hit back is very understandable, but this loses another piece.

[12.Qc1!]

12 ... Bxa4

13. Qb1 Qxb1+

14. Rxb1 b6

15. 0-0 Nbd7

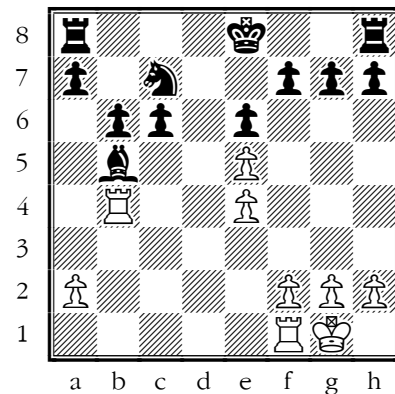
16. cxd5 Nxe5

17. dxe5 Nxd5

18. e4 Nc7

19. Bb4 Bxb4

20. Rxb4 Bb5



21. a4??

[21.Ra1!]

21 ... Bxf1

22. Kxf1 0-0-0

23. Ke2 Na6

24. Rc4 Nc5

25. a5 Rd7

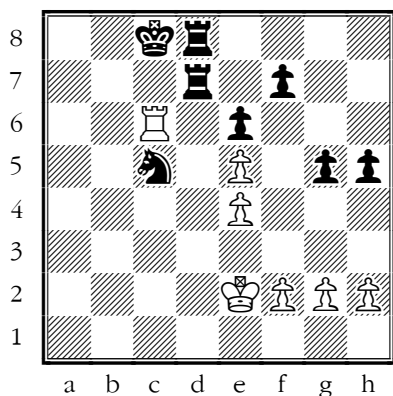
26. axb6 axb6

27. Rc1 Rhd8

28. Rb1 g5

29. Rxb6 h5

30. Rxc6+



→ TACTIC: skewer

30 ... Kb7??

[30...Rc7!]

31. Rxc5

That's one back at least!

31 ... Rd2+

32. Ke1 Rd1+

33. Ke2 R8d2+

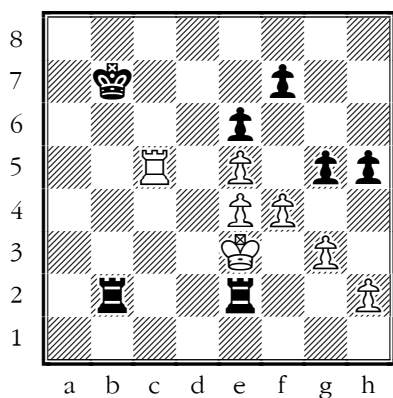
34. Ke3 Rb2

35. g3

[35.Rc3!]

35 ... Rdd2

36. f4 Re2+



37. Kf3??

Anything else looks pretty futile -- maybe you needed a good blunder here!

[37.Kd3!]

37 ... g4

0-1

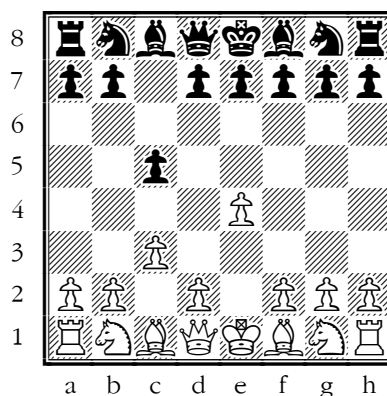
Fowler,Caspian - Raine,Kieran

B22 Sicilian Defence, Alapin System

Again, you seemed to be making it up against a common opening system, but it was White who mishandled it and you had a fine chance to make trouble by bringing your Rooks into the attack. But trying to attack with just your Knight led to its loss.

1. e4 c5

2. c3



This is what I recommend against the Sicilian.

2 ... Nc6

the two most popular responses are 2...Nf6 and; 2...d5

3. d4 cxd4

4. cxd4 e5

[4...d5!]

5. d5 Nd4

6. Be3 Bc5

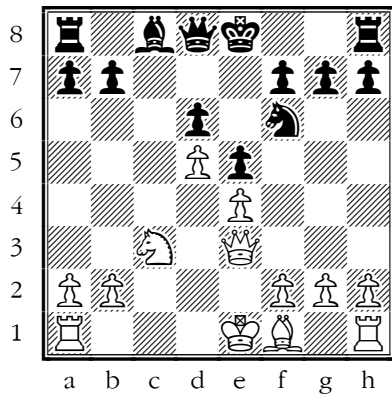
7. Nc3 Nf6

8. Nf3 Nxf3+

9. Qxf3 Bxe3

10. Qxe3 d6

11. f4



11 ... Ng4

A bit of a swipe in the air. Just castle.

[11...0-0;

or 11...exf4!? creates a backward pawn on e4]

12. Qf3 0-0

13. Be2 Qb6

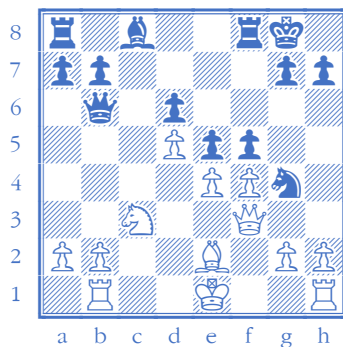
14. Rb1

White has misplayed this and can't castle. Time to open a file!

[14.f5 keeps things closed]

14 ... Qe3

[14...f5!

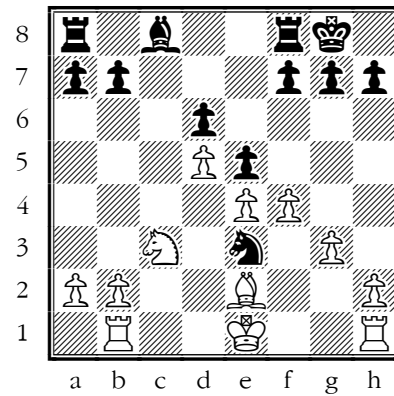


and White is in trouble, with lines opening against the uncastled King.

TIP: open up lines against the enemy King to attack it

15. Qxe3 Nxe3

16. g3

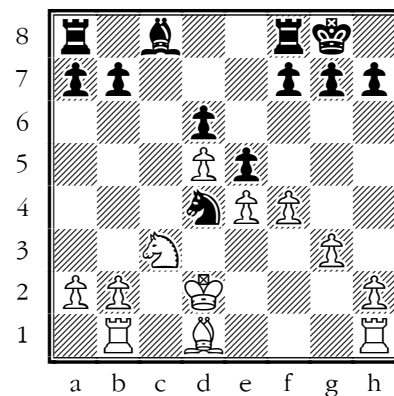


Now you go on a raid which only gets your Knight stranded. You must attack with a team, not a lonely doomed hero.

16 ... Nc2+

17. Kd2 Nd4

18. Bd1

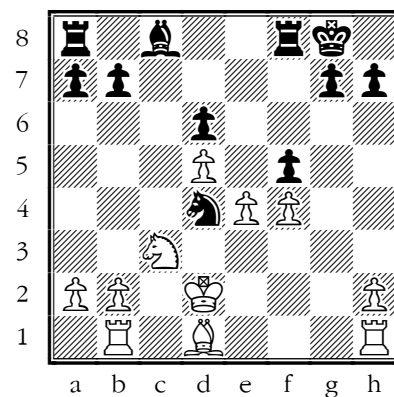


18 ... exf4?

Giving up your stake in the centre makes a monster.

19. gxf4 f5

And that also has a flaw...



20. e5!?

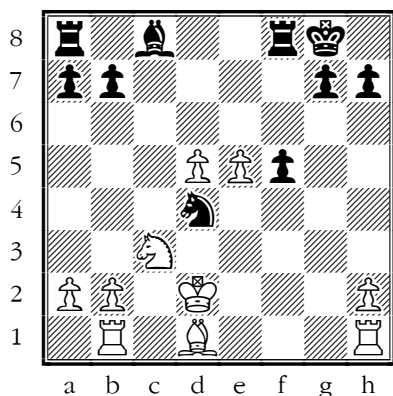
Good, but

[20.Ke3! wins a piece]

→ **TACTIC: net**

20 ... dxe5

21. fxe5



Two connected passed pawns must be good, although

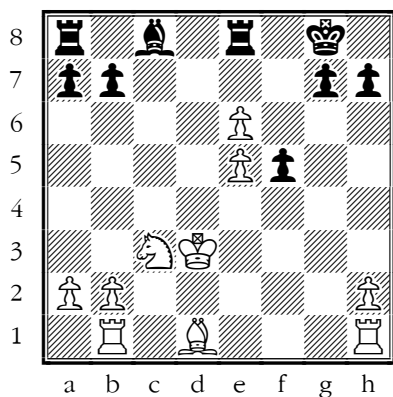
[21.Ke3! grabs the piece]

21 ... Re8

[21...f4! saves the Knight at cost of a pawn]

22. Kd3 Ne6

23. dxe6



23 ... Rxe6??

walks into a pin.

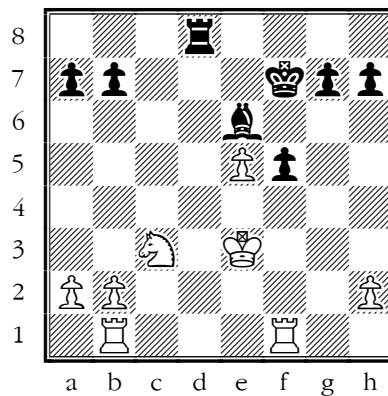
[23...Bxe6]

24. Bb3 Kf7

25. Bxe6+ Bxe6

26. Rhf1 Rd8+

27. Ke3



27 ... g6

Not much point to that? But I wouldn't blame you for resigning.

28. Rbd1 Re8

[28...Rc8]

29. Ne4 Kg7

30. Nd6 Rb8

31. b3 b6

32. Rc1 a5

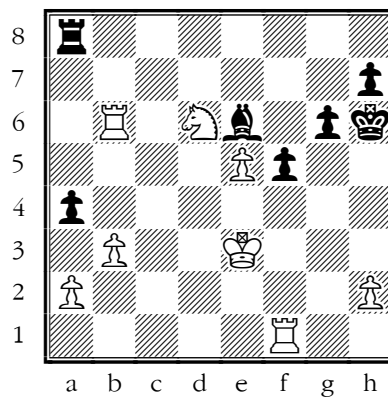
33. Rc7+ Kh6

34. Rb7

[34.Nb7]

34 ... Ra8

35. Rxb6 a4



→ TACTIC: pin, discovery

36. Nxf5+! Bxf5

37. Rxf5 axb3

38. axb3 Kg7

39. Rff6 Re8

40. Rb7+ Kh6

41. Kf4 Rd8

42. e6 Rd4+

43. Ke3 Rd1

44. e7 Rh1

45. Rf8 Re1+
 46. Kd2 Rxe7
 47. Rxe7 g5
 48. Rf6+ Kh5
 49. Rxh7+ Kg4
 50. Rg6 Kf5

51. Rhg7 Kg4
 52. Rxg5+ Kh4
 53. R7g6 Kh3
 54. Rh5
 1-0

Zak Cash

You were taking on some tough opponents but could have hoped for more to go home with. I do think some regular opening systems would help your game – in the first game, you were on the defensive from the start, but, as White, you can and should be putting pressure on Black.

Cash,Zak - Smith,Elison

C00 French Defence

Some awkwardness led to you losing material, after which there wasn't much you could do, although I liked that you kept trying to find something. It's easy to lose a pawn against the French – so do follow one of the main lines.

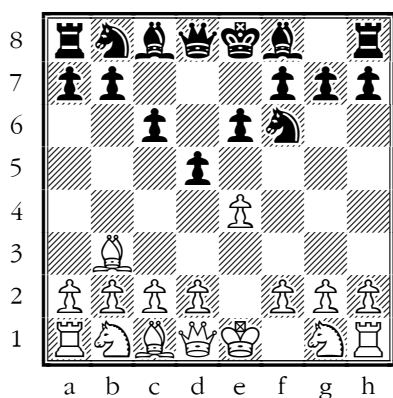
1. e4 e6
 2. Bb5

Well, that's original, but chess has been played for a long while, so if your move isn't the sort of thing that is usually played, it's probably not best! Practice a standard system or two first, then you can experiment.

2 ... c6
 3. Bc4 d5
 4. Bb3

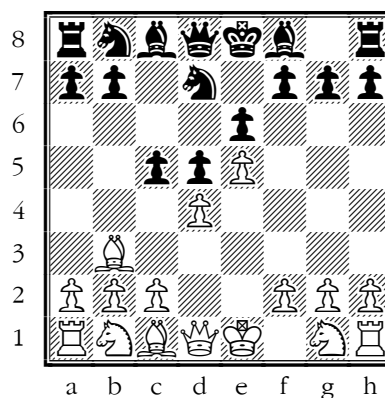
Chasing the Bishop has given Black a nice solid centre with game of time.

4 ... Nf6



5. e5 Nfd7

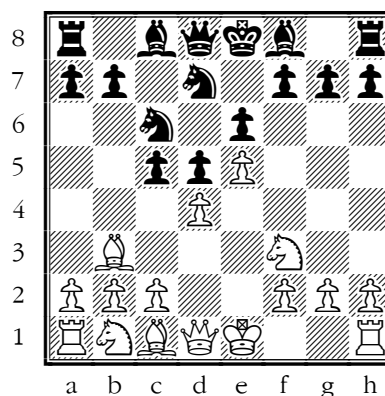
6. d4 c5



7. Nf3?

[7.c3! is best]

7 ... Nc6



[7...cxd4 8.Qxd4 Nc6 9.Qf4 Qc7]

8. Ba4

[8.c3 keeps your centre together]

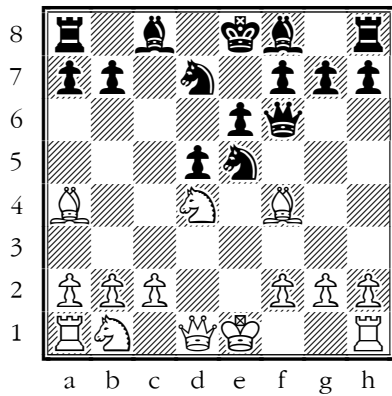
8 ... cxd4

9. Nxd4

[9.0-0]

9 ... Ncxe5

10. Bf4 Qf6



11. Qd2??

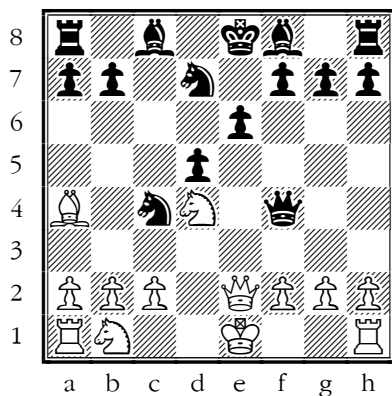
White's Queen is doing a lot of defensive work but can be easily dislodged

[11.Bg3]

11 ... Nc4!

→ **TACTIC: overloading/undermining**

12. Qe2 Qxf4



13. 0-0

loses a second piece but you could hang on to it
[13.c3 Qc1+ 14.Bd1]

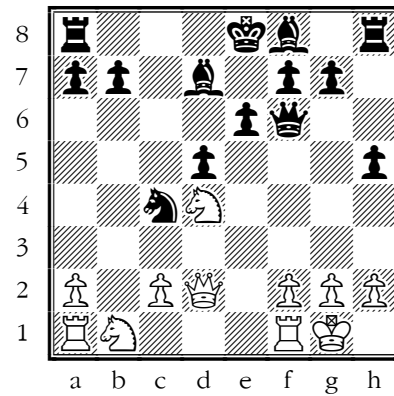
13 ... Qf6

14. Qg4 h5

15. Bxd7+ Bxd7

16. Qd1 Nxb2

17. Qd2 Nc4



18. Qc3

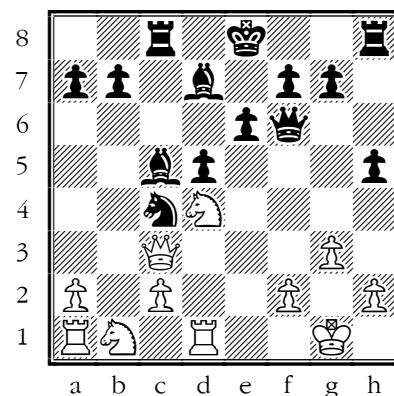
sets up a pin -- that long diagonal is a bit tender!
[18.Qd3]

18 ... Bc5

→ **TACTIC: pin**

19. Rd1 Rc8

20. g3



20 ... b5

[20...h4 and White can resign]

21. a3 a5

22. Rd3 Bxd4

23. Rxd4

[23.Qxd4]

23 ... Nd6

[23...Ne5!]

24. Qd3 Nf5

25. Rf4 Qxa1

26. Qf1 Rxc2

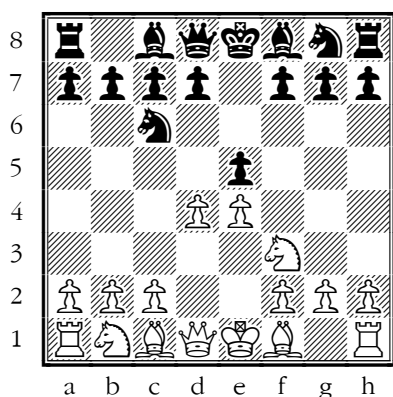
(time) 0-1

Kumar,M - Cash,Zak

C41 Scotch Game

You battled on while a bit worse but missed a couple of tactics -- a pin and a discovery. White missed the first but pounced on the second! You can't spot everything but you can hope to get better at this.

1. e4 e5
2. Nf3 Nc6
3. d4



The Scotch Game, which I quite like for White in junior play.

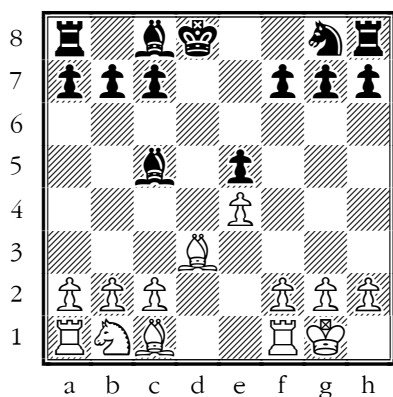
- 3 ... d6

[3...exd4 is the best reply.]

4. dxe5 Nxe5

[4...dxe5]

5. Nxe5 dxe5
6. Qxd8+ Kxd8
7. Bd3 Bc5
8. 0-0

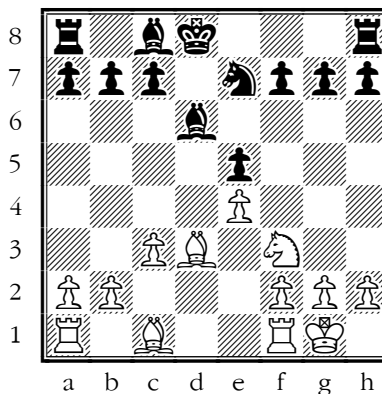


- 8 ... Bd4

[8...Be6 You should just keep developing – even though the Queens are off, you're still in the opening stage.]

9. c3 Bc5

10. Nd2 Ne7
11. Nf3 Bd6
12. Be3



- 12 ... b6

A slow way to develop the Bishop and a bit loosening.

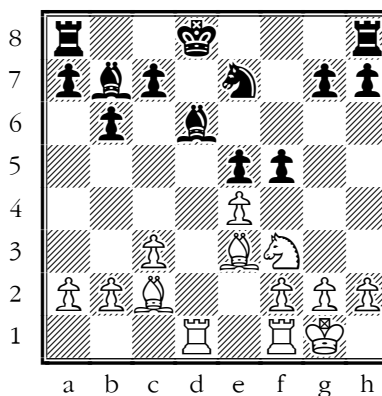
13. Rad1

Setting up a pin or discovery down the d-file.

[13.Ng5! is awkward to meet]

- 13 ... Bb7

14. Bc2 f5??



→ TACTIC: pin

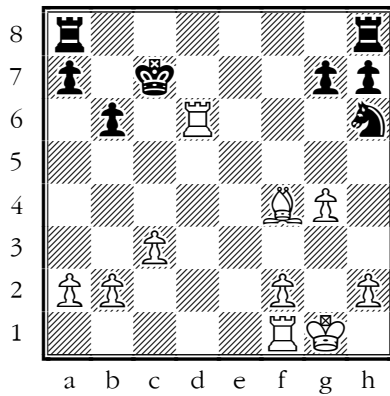
15. exf5

[15.Nxe5! is better]

- 15 ... e4

[15...Bxf3 16.gxf3 Rf8 and White is likely to lose an f-pawn or two.]

16. Ng5 Kc8
17. Bxe4 Bxe4
18. Nxe4 Nxf5
19. Nxd6+ cxd6
20. Bf4 Kc7
21. g4 Nh6
22. Rxd6



→ **TACTIC: discovery**

[22.Bxd6+]

22 ... Nxg4??

Overlooking the discovery

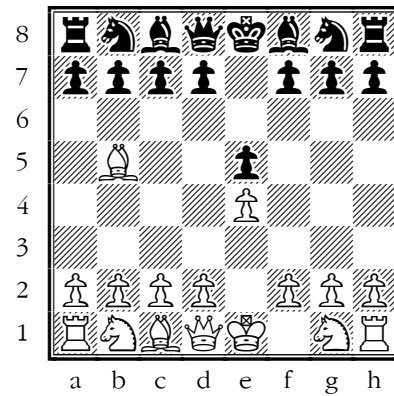
23. Rg6+! Kb7
24. Rxc7+ Ka6
25. Rxc4 Rhg8
26. Rxc8 Rxc8+
27. Bg3 Re8
28. f3 Re2
29. Rf2 Rxf2
30. Kxf2 Ka5
31. f4 b5
32. f5 Ka4
33. f6 a5
34. f7 b4
35. f8Q bxc3
36. Qa3+ Kb5
37. Qxc3 Ka6
38. Qc4+ Kb6
39. Bc7+ Ka7
40. Qc5+ Ka8
41. Qb6 a4
42. Qb8
1-0

Cash,Zak - Postans,Harrison

C77 Four Knights' Game

After you allowed Black to gang up on f3, you faced a brutal attack.

1. e4 e5
2. Bb5



As before -- stick to the main lines until you know better!

[2.Nf3 Nc6 and now 3.d4 (3.Bb5 or 3.Bc4) are all good choices]

2 ... a6

[2...c6 is a bit more helpful in controlling the centre.]

3. Ba4 Nf6

4. Nc3 Nc6

You can take advantage of your unusual opening by playing 5.f4 here. Positions with knights all-square like this feel very stodgy to me!

5. Nf3 b5

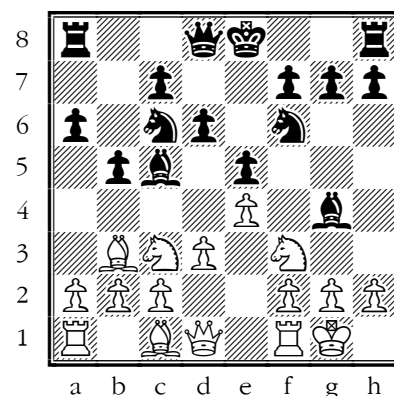
6. Bb3 Bc5

7. 0-0 d6

8. d3

Rather like Old Stodge, in the end! One of the problems with Old Stodge positions is that if you have castled and your opponent has not, a wing attack can be brutal because of the closed centre. That's what happens here.

8 ... Bg4



→ **TACTIC: pin**

Now, you should know that ...Nd4 is a big threat here -- or work it out!

9. Bd5

One of 9.h3! or; 9.Be3! was essential

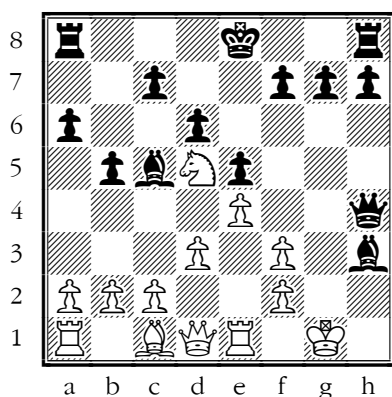
9 ... Nxd5
10. Nxd5 Nd4!

Ganging up on a pinned piece is always a good threat, and worth avoiding if you face it

11. h3 Nxf3+
12. gxf3 Bxh3

White is in huge trouble. You might be better off giving up the exchange... and hope Black takes it! The Bishop is worth more...

13. Re1 Qh4



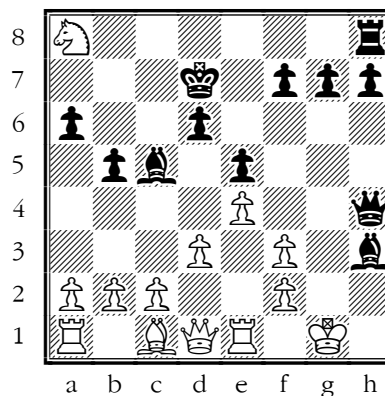
→ **TACTIC: mating attack**

14. Nxc7+

[14.Be3 is a little better but you're still lost after 14...Qh5]

14 ... Kd7

15. Nxa8 Qg3+



0-1

Evan MacMullen

You played the first game well and carefully and deserved your draw; so it was sad that you couldn't find more from your other games. There's not much wrong with how you play chess, but I've offered a couple of tips below.

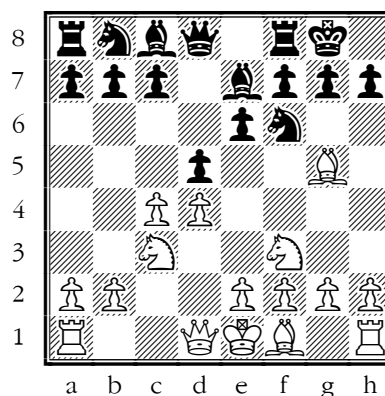
Choudhurri,Rishi - McMullan,Evan

D55 Queen's Gambit, Orthodox

1. d4 Nf6

[1...d5 first is better -- you might want to play the Bc8 out directly.]

2. c4 e6
3. Nc3 d5
4. Bg5 Be7
5. Nf3 0-0
6. e3



6 ... c5

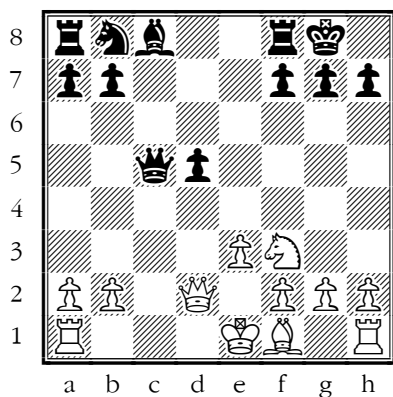
The right idea but a bit too early -- develop a bit more first. White now isolates the Black d-pawn, in a position when the dark-squared bishops come off -- which is a bit better for White.

[6...h6 7.Bh4 b6 is popular, or;

6...Nbd7 7.Rc1 a6 is another nice system (7...c5 8.cxd5 Nxd5 9.Bxe7 Nxe7 10.Bd3 cxd4 11.Nxd4)]

7. cxd5 Nxd5

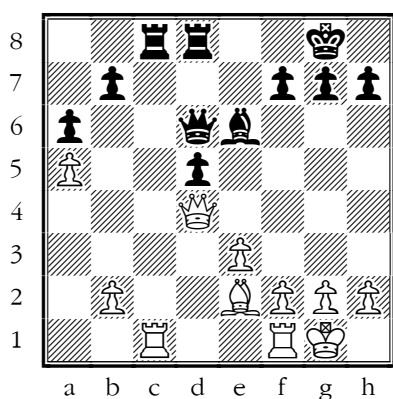
8. Bxe7 Qxe7
 9. Nxd5 exd5
 10. dxc5 Qxc5
 11. Qd2



So, Black has a weak d-pawn without much prospect of attack, and the worse Bishop. Not great, but far from lost.

TIP: Everyone should learn how to play with and against an Isolated Queen's Pawn (IQP).

11 ... Nc6
 12. Rc1 Qd6
 13. Nd4 Nxd4
 14. Qxd4 Rd8
 15. Be2 Be6
 16. 0-0 a6
 17. a4 Rac8
 18. a5



Fixing the weakness on b7.

18 ... Bf5?!

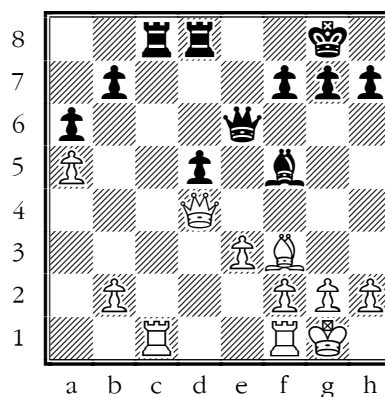
I respect the desire for activity, but this undefends d5

[18...Rc7 with the Rooks off, it will be very hard for White to show an advantage.]

19. Bf3

[19.Rfd1 Be6 20.Bf3]

19 ... Qe6



That's where the Bishop might need to be

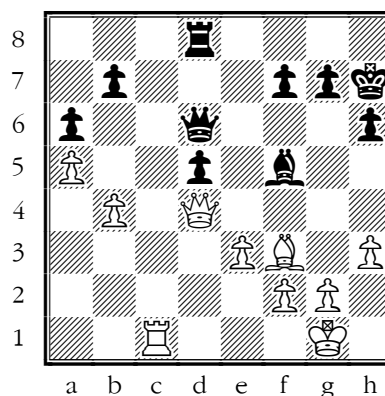
20. Rfd1

[20.Rxc8!

→ **TACTIC: undermining**

distracts the other defender, winning a pawn.]

20 ... Rxc1
 21. Rxc1 Qd6
 22. h3 h6
 23. b4 Kh7



There was probably something better to do than that!

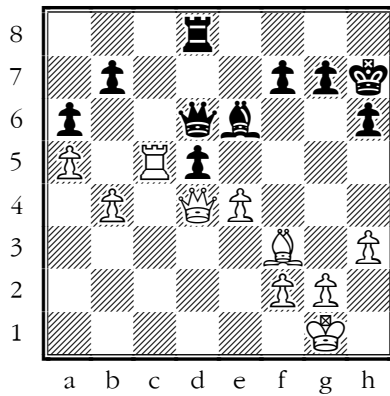
24. Rc5

[24.Rd1 is stronger, in fact – because of the pin down the d-file. 24...Be6

→ **TACTIC: pin**

25.e4! Rc8 26.exd5!]

24 ... Be6
 25. Qd3+ Kg8
 26. Qd4 Kh7
 27. Qd3+ Kg8
 28. Qd4 Kh7
 29. e4



The right idea but White isn't ideally set up for it without a pin down the d-file. Yet White still has a plus after 29.e4± when Black's best is 29...Qf4 30.Rc3 Qg5! threat Bxh3

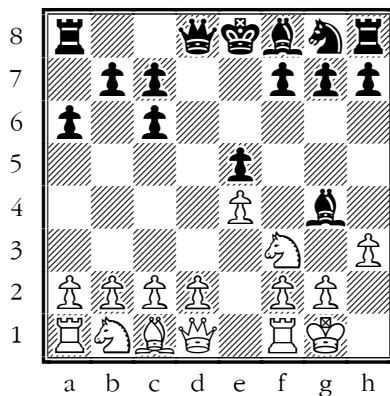
½-½

McMullen, Evan - Turetskiy, Fedor

C68 Ruy Lopez. Exchange Variation

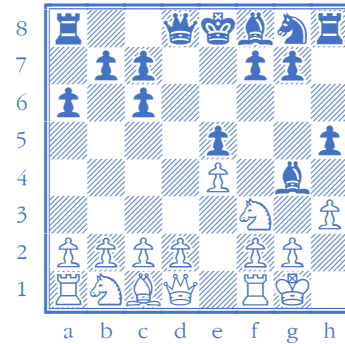
That was a shame -- after an early blunder, you weren't given another chance.

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Bxc6 dxc6
5. O-O Bg4
6. h3



- 6 ... Bh5

[6...h5!]

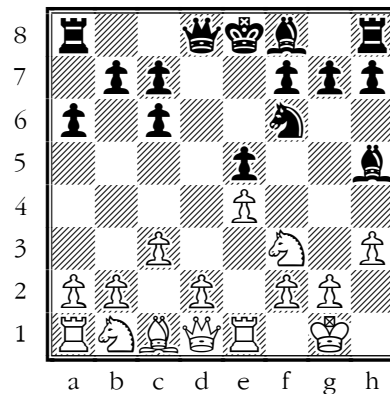


is a razor-sharp line which you have to know if you play 5.O-O!

7. Re1

[7.g4! is best here, squashing the Bishop. 7...Bg6 8.Nxe5 Qh4 9.Qf3 f6 10.Nxg6 hxg6 11.Kg2 g5 12.d3]

- 7 ... Nf6
8. c3 Bc5

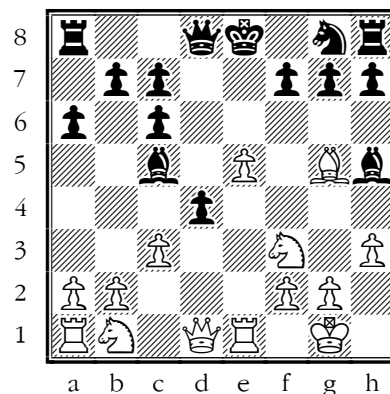


9. d4

This is usually the right idea in the main line Lopez, but Black has lots of piece pressure here.

[9.g4!/?]

- 9 ... exd4
10. e5 Ng8
11. Bg5??

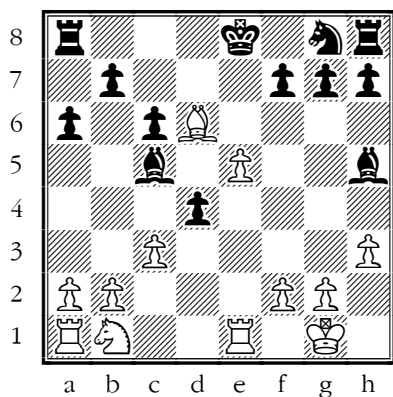


I like the attitude, but

- 11 ... Bxf3!

→ TACTIC: undermining

12. Bxd8 Bxd1
13. Bxc7 Bh5
14. Bd6

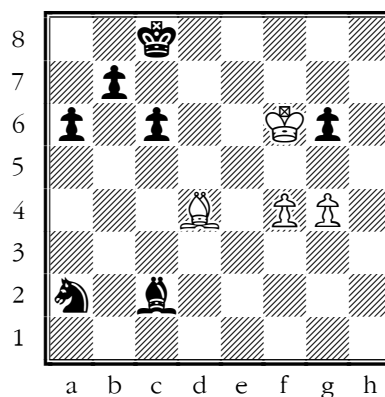


If you're losing, even just a pawn, don't swap pieces, that's what your opponent wants.

- 14 ... Bb6

Black of course should swap. But it's all pretty grim from here.

15. cxd4 Bxd4
16. Nc3 Bxc3
17. bxc3 0-0-0
18. f4 f6
19. exf6 Nxf6
20. Bc5 Rhe8
21. Bb6 Rxe1+
22. Rxe1 Rd1
23. Rxd1 Bxd1
24. Kf2 Ne4+
25. Ke3 Nxc3
26. Kd2 Nd5
27. Bd4 Ba4
28. g3 g6
29. Kd3 Nb4+
30. Ke4 Nxa2
31. Ke5 h5
32. Kf6 Bc2
33. g4 hxg4
34. hxg4 Nb4



35. f5

Great fighting attitude, Evan, which deserves a better fate!

- 35 ... gxf5
36. gxf5 a5
37. Ke6 b5
38. f6 a4
39. f7 Bb3+
40. Kd6 Bxf7
41. Kc5

[41.Bc5]

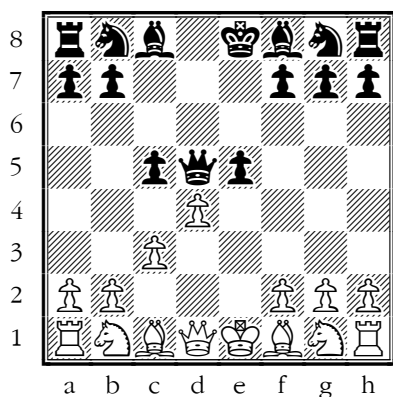
- 41 ... Nc2
42. Bc3 Kb7
43. Bd4 a3
44. Be5 a2
45. Bg7 a1Q
46. Bxa1 Nxa1
47. Kb4 Nc2+
48. Kc3 b4+
49. Kxc2 b3+
50. Kb2 c5
51. Kc3 c4
52. Kb2 Bg6
53. Kc3 0-1

Stevenson, Neal - McMullan, Evan

B22 Sicilian Defence, Alapin Variation

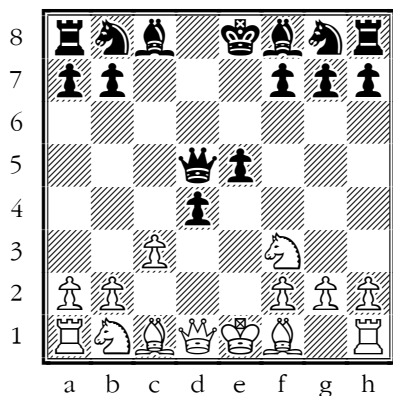
You were just slightly on the back foot in this game and it was enough to lose you a pawn and then the endgame – but really, there wasn't a lot in it.

1. e4 c5
2. c3 d5
3. exd5 Qxd5
4. d4 e5



An interesting line! Not bad at all.

5. Nf3 cxd4
6. cxd4



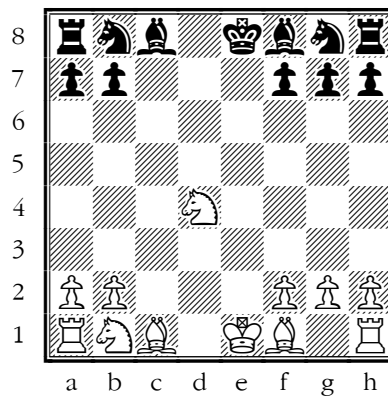
- 6 ... exd4

[6...Nc6 gets into a more common position.]

7. Qxd4

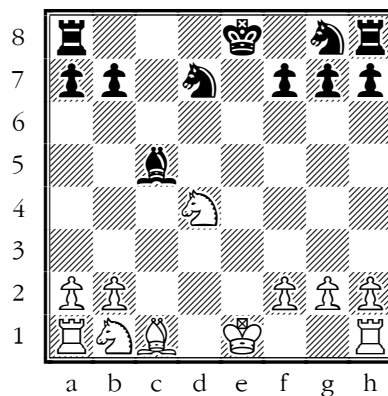
[7.Nxd4]

- 7 ... Qxd4
8. Nxd4



This shouldn't be bad for Black.

- 8 ... Bc5
9. Bb5+ Bd7
10. Bxd7+ Nxd7
11. Nb3



- 11 ... Ngf6

[11...Bb6 I like to keep my bishops in open positions,]

12. 0-0 0-0

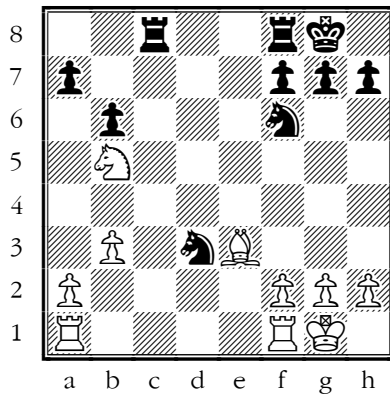
[12...0-0-0]

13. Nxc5 Nxc5

14. Be3 Nd3

I thought for a long while about why you lost this game. This raid with a lone piece might have been the start of your troubles.

15. b3 b6
16. Nc3 Rac8
17. Nb5



White is trying to make trouble.

17 ... Nd5

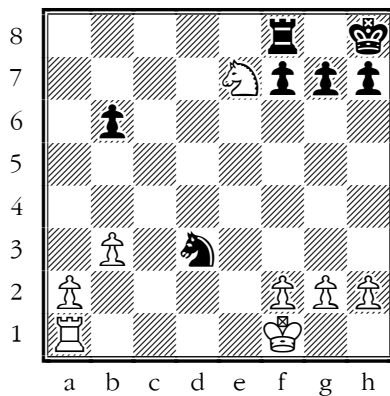
[17...a6 is OK]

18. Nxa7 Nxe3

19. Nxc8 Nxf1

20. Ne7+ Kh8

21. Kxf1



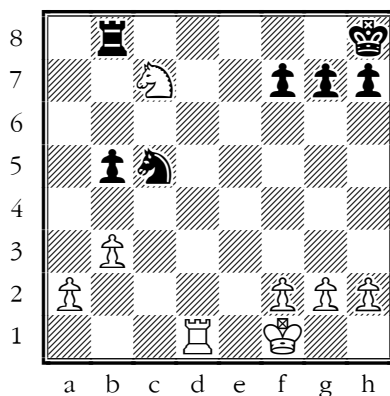
It's a shame about the lost pawn, but the back rank is tender too. White is just a bit better developed, and that turns out to matter.

21 ... Re8

22. Nd5 b5

23. Rd1 Nc5

24. Nc7 Rb8



→ **TACTIC: undermining**

25. Nxb5!

Now it's very tough.

25 ... h6

26. Nd6 Kg8

27. Rc1 Nd3

28. Rc8+ Rxc8

29. Nxc8 Kf8

30. Nd6 Ke7

31. Nf5+ Kf6

32. Nd4 Ke5

33. Nf3+ Kd5

34. a3 Kc5

35. Nd2 Kb5

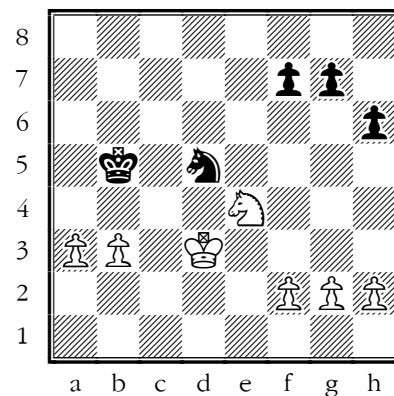
36. Ke2 Nf4+

37. Kf3 Nd5

38. Ke4 Nc3+

39. Kd3 Nd5

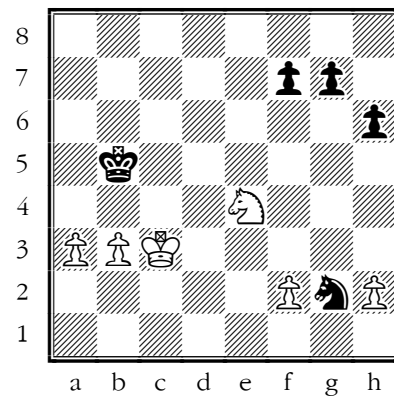
40. Ne4



→ **TACTIC: fork**

40 ... Nf4+

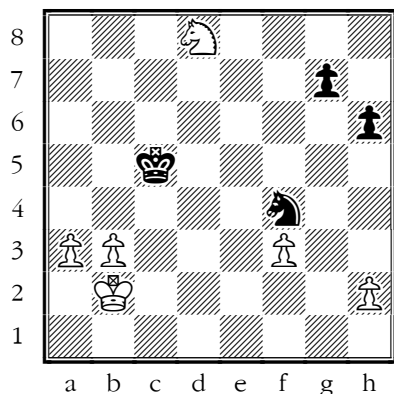
41. Kc3 Nxc2



Same again!

42. Nd6+ Kc5
 43. Nxf7 Nf4
 44. Nd8 Nd5+
 45. Kb2 Nf4
 46. f3

46 ... Nd5
 → TACTIC: fork
 47. Ne6+ Kb5
 48. Nxf7 Ka5
 49. Nf5
 1-0



Quillan Wilson

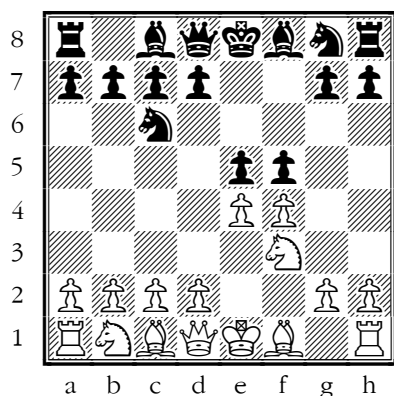
I like the way you approach your games and you can feel unlucky not to go home with at least a 50% score – you were holding the first game and were winning nearly all the way through the third.

Wilson, Quillan - Chung, Joel

C30 King's Gambit Declined

That was a shame -- you did enough for at least a draw.

1. e4 e5
 2. f4 Nc6
 3. Nf3 f5



Looks bizarre, but this relatively recent idea might be OK for Black.

4. d3

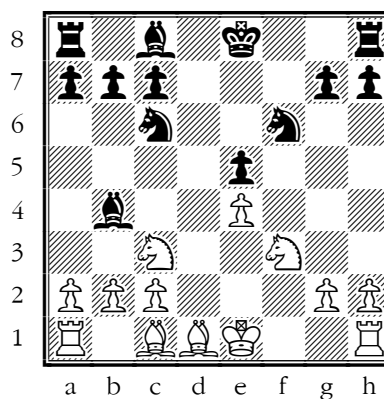
[4.exf5 is most testing 4...e4 5.Ne5 Nf6 6.Nc3]

4 ... d6

5. fxe5?!

I thought your set-up was too passive but then I found a top-level game 5.Nc3 Nf6 6.g3 g6 7.Bg2 Bg7 Ivanchuk,V-Nakamura,H/Cap d'Agde FRA 2010

5 ... dxe5
 6. Be2 fxe4
 7. dxe4 Qxd1+
 8. Bxd1 Nf6
 9. Nc3 Bb4

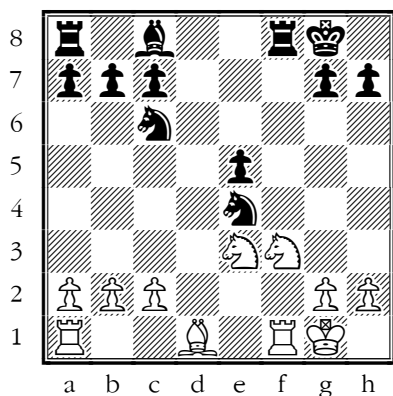


10. 0-0

[10.Bd2 and Black can gain nothing by 10...Bxc3 11.Bxc3 Nxe4 12.Bxe5]

10 ... 0-0

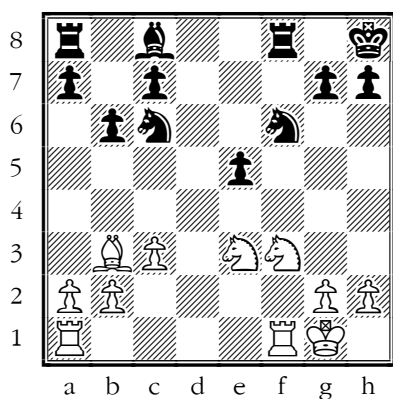
- 11. Nd5 Bc5+**
12. Be3! Bxe3+
13. Nxe3 Nxe4



14. c3!

White is a pawn down but with good activity -- that's the King's Gambit!

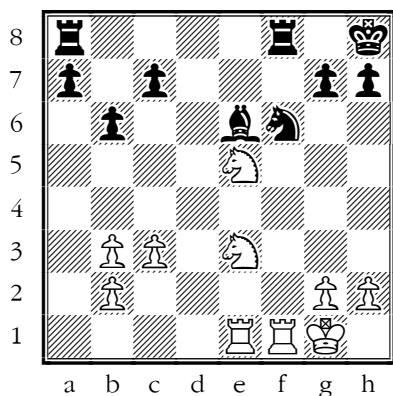
- 14 ... b6**
15. Bc2 Nf6
16. Bb3+ Kh8



17. Rae1

[17.Nd5! is a nice idea here]

- 17 ... Na5**
18. Nxe5 Nxb3
19. axb3 Be6

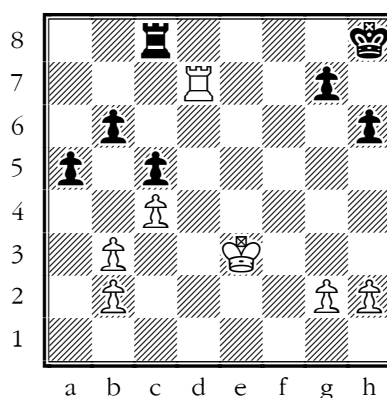


With equal material.

20. c4

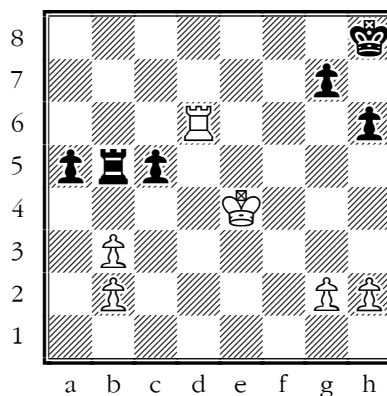
[20.b4 is an easier formation to defend.]

- 20 ... Nd7**
21. Nd5 Rxf1+
22. Kxf1 Rf8+
23. Kg1 Nxe5
24. Rxe5 Bxd5
25. Rxd5 h6
26. Rd7 Rc8
27. Kf2 a5
28. Ke3 c5?!



Loosening

- 29. Rd6 Rb8**
30. Ke4 b5
31. cxb5 Rxb5



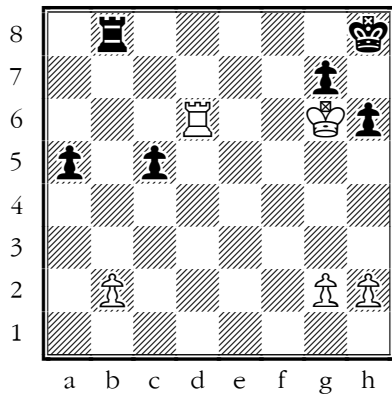
32. Kf5!?

Bold but a bit too risky here.

- 32 ... Rxb3**

[32...c4+!]

- 33. Kg6 Rb8**

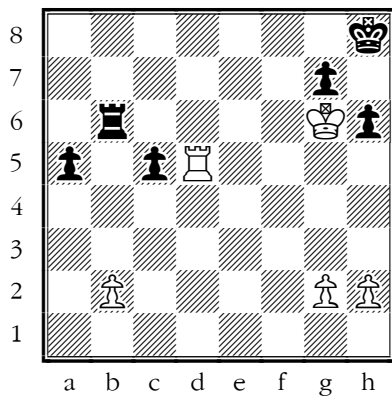


You're active enough here to hold the ending, but with your pieces in their best positions, you need to be careful.

34. Rd5?

[34.Ra6 Kg8 35.g4 c4 36.h4 Kf8 37.Rxa5 Rxb2 38.Ra8+ Ke7 39.Kxg7; 34.b3]

34 ... Rb6+



And with check not announced, you naturally enough picked up your Rook.

35. Rd6

[35.Kh5 Rxb2 36.Rxc5 Rxc2 37.Rxa5 Rxh2+ and Black should win]

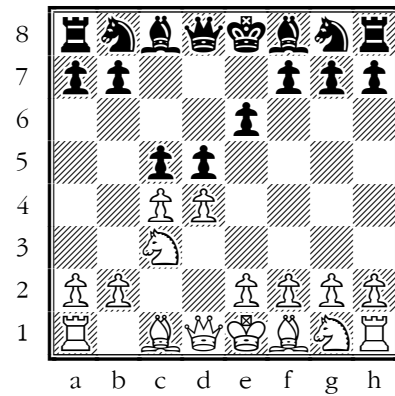
35 ... Rxd6+ 0-1

Fields, Lawrence - Wilson, Quillan

D55 Queen's Gambit, Orthodox

Some interesting opening play was cut short when you missed a discovery.

1. d4 d5
2. c4 e6
3. Nc3 c5
4. Nf3



4 ... Nf6

If White isn't going to support the centre, then 4...cxd4 makes sense

5. Bg5 Be7

[5...cxd4 again.]

6. e3 0-0

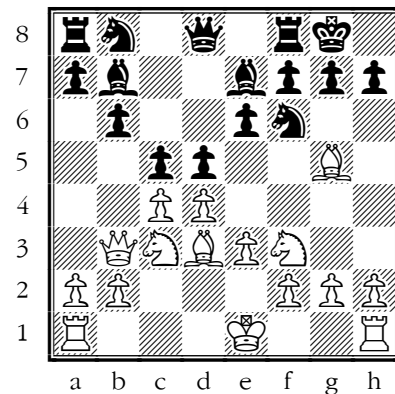
You're sliding into an Orthodox Queen's Gambit when you might have played ...c5 too early -- see Evan's game.

7. Bd3 b6

8. Qb3 Bb7

[8...Nc6]

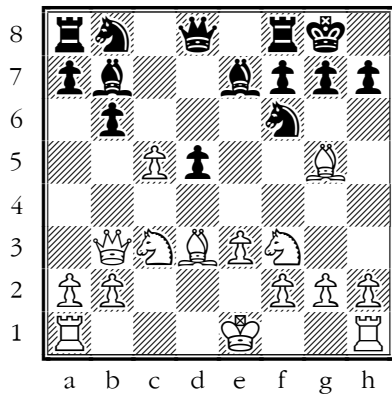
9. cxd5



9 ... exd5

[9...Nxd5 10.Bxe7 Qxe7 11.Nxd5 Bxd5=+ and Black probably stands a little better]

10. dxc5



10 ... Bxc5

Now you have an IQP position when your pieces are on the wrong squares.

[10...Nbd7! 11.cxb6 Nc5 12.Qc2 Nxd3+ 13.Qxd3 Qxb6 14.Nd4 Ba6 when your activity fully compensates for the missing pawn.]

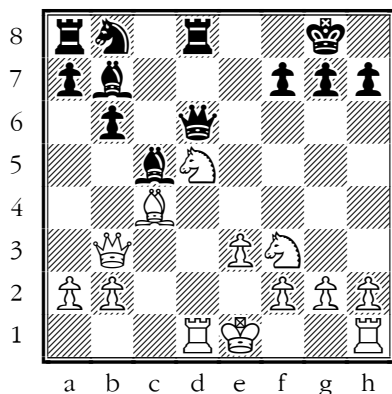
11. Bxf6 Qxf6

12. Nxd5 Qd6

13. Bc4 Rd8

[13...Nc6 14.Qd3 Na5 15.Nc3 Nxc4 16.Qxc4 Qg6]

14. Rd1

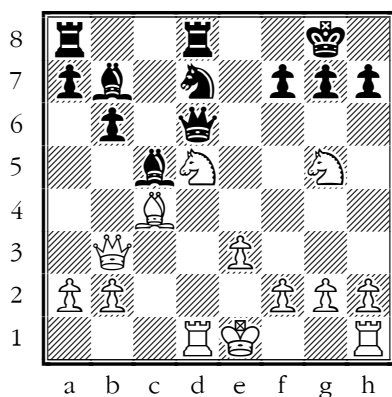


There is some tension down the d-file..

14 ... Nd7

[14...Nc6 idea ...Na5]

15. Ng5



→ **TACTIC: discovery**

15 ... Bc6??

[15...Ne5 and you're fine]

16. Nxb6!

winning

[16.Nxf7!! Kxf7 17.Nxb6+ is even stronger]

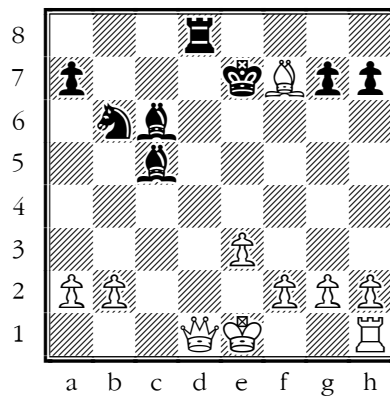
16 ... Qxd1+

17. Qxd1 Nxb6

18. Bxf7+ Kf8

19. Ne6+ Ke7

20. Nxd8 Rxd8



21. Qb3

Now you are losing, you should try and keep pieces on.

21 ... Bd5

[21...Bxg2 22.Rg1 Bf3 might make White worry a bit!]

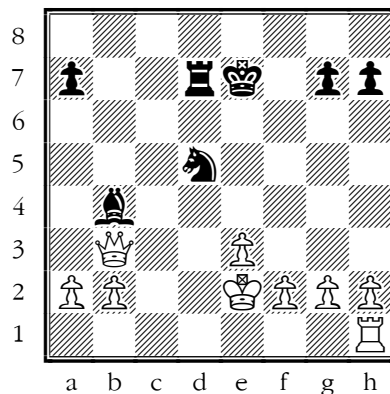
22. Bxd5 Nxd5

23. Qb7+ Rd7

24. Qb3 Bb4+

[24...Rd8 asks White to come up with a better idea]

25. Ke2

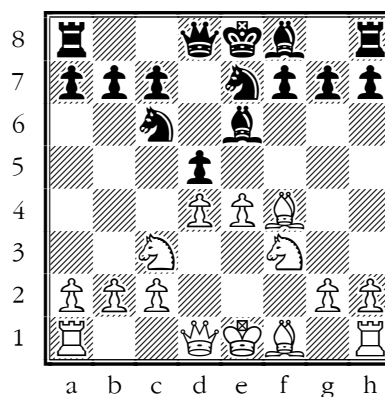


25 ... Ke6??

walking into a pin

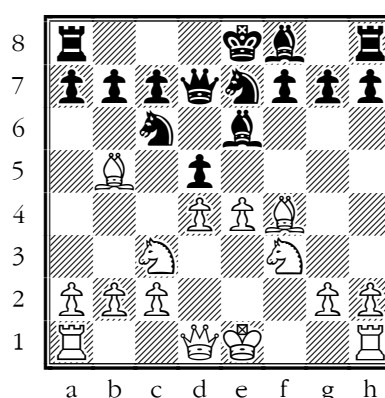
26. Rd1 Bc5

27. e4 Bb6
 28. exd5+ Ke5
 29. Qc3+ Kd6
 30. Qc6+ Ke7
 31. d6+ Ke6
 32. Qd5+ Kf6
 33. Rd3 Rd8
 34. Rf3+ Kg6
 35. Qf5+ Kh6
 36. Rh3 1-0



White already looks a lot better here.

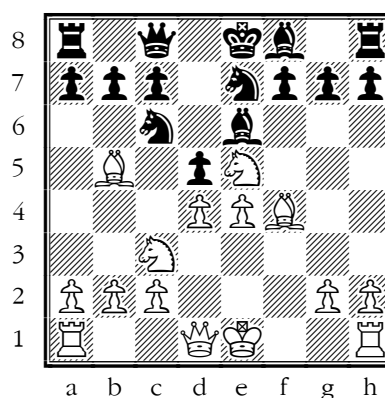
7. Bb5 Qd7?



8. 0-0?!

Not bad but you had something better.

[8.Ne5! Qc8



→ TACTIC: undermining, attacking a pinned piece

9.exd5+— and White is winning!]

8 ... Ng6

9. Ne5

One move too late to be crushing!

9 ... Ngxe5

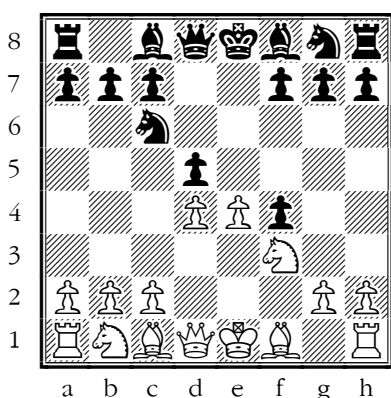
10. Bxe5 a6

Wilson,Quillan - Goodfellow,Dan

C34 Kings' Gambit Accepted

You really deserved to win this one! It shows how dangerous the King's Gambit can be in junior play. Although you sadly let a couple of chances pass by, you were still winning until your final move.

1. e4 e5
 2. f4 exf4
 3. Nf3 Nc6
 4. d4 d5



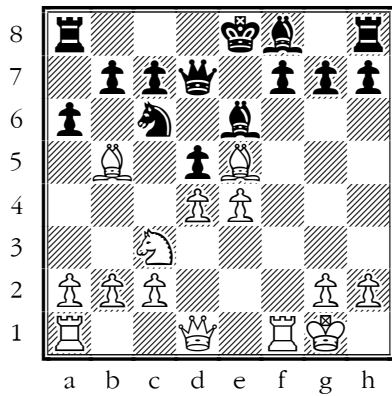
5. Nc3

[5.e5 looks best – Black's development feels awkward now;

5.exd5 is also fine]

5 ... Be6

6. Bxf4 Ng7



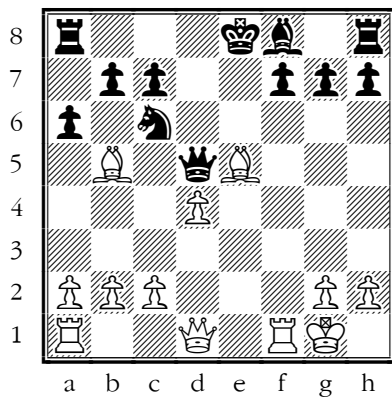
It's all a bit tense and Black is only just hanging on.

11. exd5

[11.Nxd5! was best of all 11...axb5 (11...Bxd5 12.exd5 axb5 13.dxc6 bxc6 14.Qh5!) 12.Nxc7+ Kd8 13.Nxa8]

11 ... Bxd5

12. Nxd5 Qxd5



13. Ba4

A little bit meek for you!

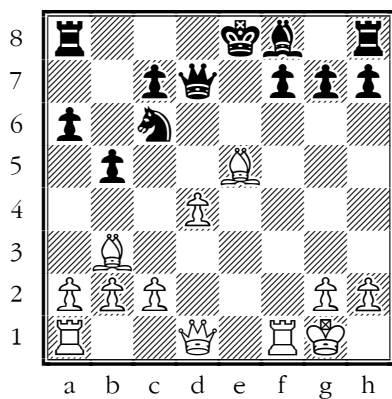
[13.c4;

13.Qe2 axb5 14.Bxg7+]

13 ... b5

Ooh, Black doesn't want to be doing that!

14. Bb3 Qd7



15. Re1

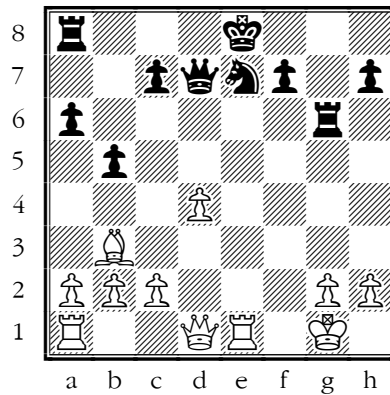
[15.Rxf7 just wins 15...Qd8 16.Bxc7 Qg5 17.Qf3]

15 ... Be7?!

16. Bxg7 Rg8

17. Bf6 Rg6

18. Bxe7 Nxe7



Black has a loose Rook on a8 and the traditional weak spot on f7 -- can you join the dots?

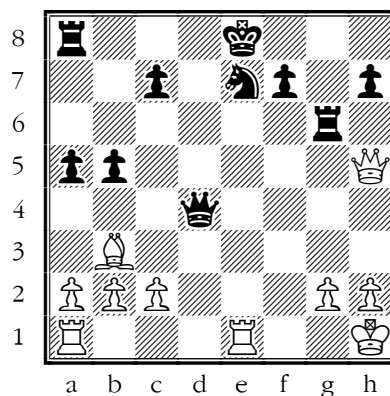
19. Qh5

[19.Qf3! and Black is busted.]

→ **TACTIC: fork**

19 ... Qxd4+

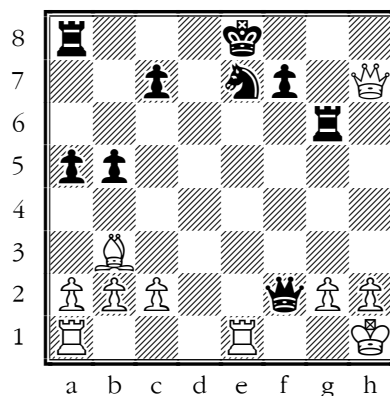
20. Kh1 a5



21. Qxh7

[21.Qf3 still works!]

21 ... Qf2



with an obvious threat, but you have a round-the-cushions shot to win

22. Rf1??

Oh dear!

[22.Qh8+! Kd7 23.Qxa8! protects g2!]

22 ... Qxg2 0-1

Surinder Virdee

Not bad Surinder – just two discovered attack tactics let you down, but they cost you two points. I liked your fighting attitude in the second-round game, where you were very close to holding it.

Virdee, Surinder

Round 1 – no opponent!

0-1

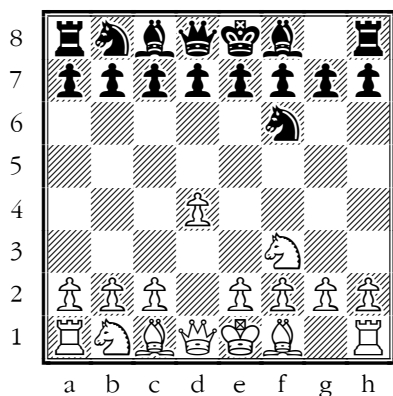
Virdee, Surinder - Saunders, Aaron

D02 Queen's Pawn Opening

After an awkward start, you lost a piece to a simple idea, but you kept going long enough to get rough equality. But you missed another idea to hold your last Queen's-side pawn, after which there wasn't much you could do.

1. d4 Nf6

2. Nf3 g6



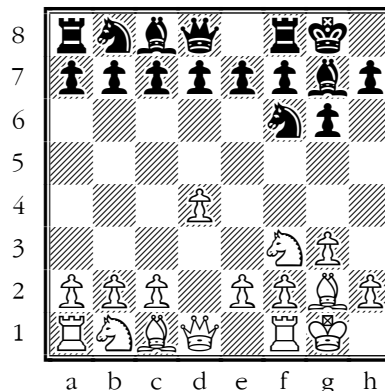
3. g3

That's not a bad move but it's not an easy system to play. I suggest you learn something more straightforward using c2-c4.

3 ... Bg7

4. Bg2 0-0

5. 0-0 d5



6. Nbd2

[6.c4 is the only way I know to put any pressure on Black.]

6 ... c5

7. e3 Nc6

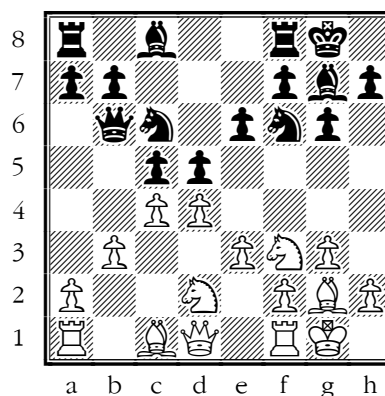
This is just equal but your position is a bit awkward.

8. c4

risks being left with an IQP under poor circumstances

8 ... e6

9. b3 Qb6



10. Bb2

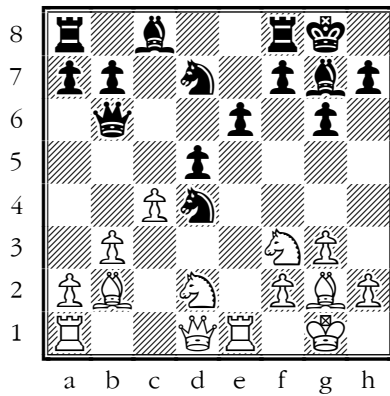
[10.Ba3! looks very useful!]

→ **TACTIC: pin**

10 ... Nd7

11. Re1 cxd4

12. exd4 Nxd4



Now Black has set up a big discovered attack on the long diagonal

13. cxd5??

Asleep at the wheel

[13.Bxd4! Bxd4 14.Nxd4 Qxd4 15.cxd5 exd5 16.Nf1 and you will get the pawn back]

13 ... Nxf3+!

→ **TACTIC: discovery**

14. Bxf3 Bxb2

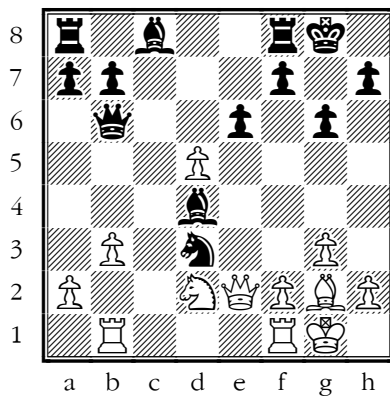
And now you can only hope for a bit of luck.

15. Rb1 Bd4

16. Rf1 Ne5

17. Bg2 Nd3

18. Qe2



18 ... Bxf2+

19. Rxf2 Qxf2+

20. Qxf2 Nxf2

21. Kxf2

At least now you have the same number of pieces.

21 ... Rb8

22. Kg1 Rd8

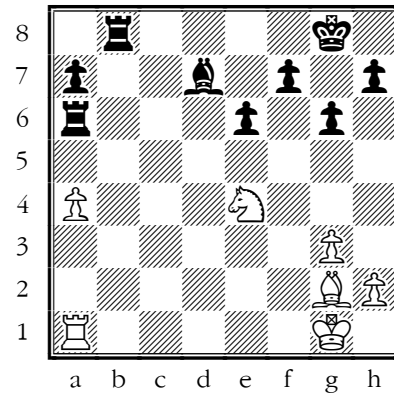
23. d6 Rxd6

24. Ne4 Ra6

25. a4 b5

26. Ra1 bxa4

27. bxa4 Bd7??



→ **TACTIC: fork**

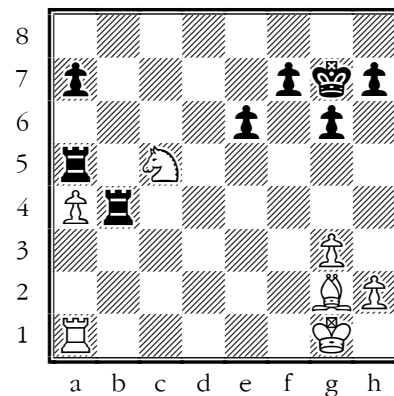
28. Nf6+!

There's that bit of luck!

28 ... Kg7

29. Nxd7 Rb4

30. Nc5 Ra5



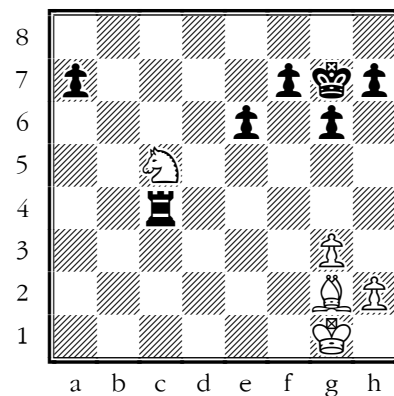
31. Nd3?

[31.Rc1! and Black will have to win the game all over again!]

31 ... Rbxa4

32. Rxa4 Rxa4

33. Nc5 Rc4



Now this is very hard for you, with passed pawns

on both sides of the board.

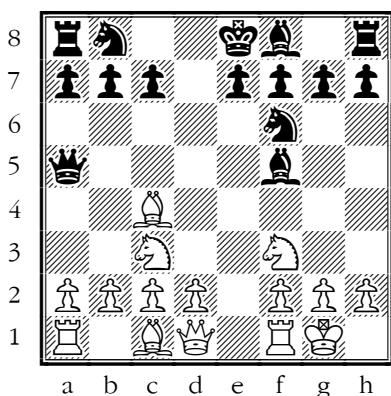
34. Nb3 Rc8
35. Bb7 Rb8
36. Nc5 a5
37. Be4 f5
38. Bf3 e5
39. Bd1 Rb1
40. Ne6+ Kf6
41. Kf2 Rxd1
42. Nc5 e4
43. Nb3 a4
44. Nc5 a3
45. Nb3 a2
46. Ke2 a1Q
47. Nxa1 Rxa1
- 0-1

Griffiths,Stephan - Virdee,Surinder

B01 Scandinavian Defence

You missed another discovered attack -- they are the hardest tactics to spot, so do practise!

1. e4 d5
2. exd5 Qxd5
3. Nc3 Qa5
4. Nf3 Nf6
5. Bc4 Bf5
6. 0-0



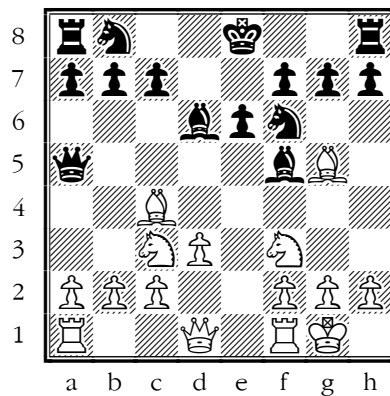
6 ... e6

[6...c6 Black usually opens up a retreat for the Queen here. We will see the point of this soon!]

7. d3 Bd6

[7...c6]

8. Bg5



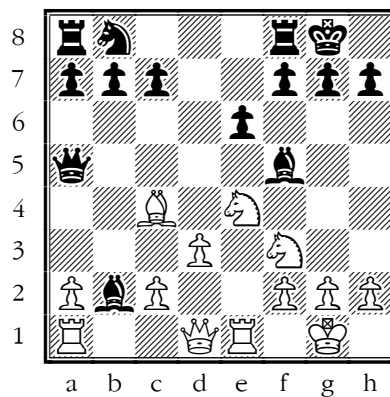
8 ... Be7

[8...Nbd7 keeps up development]

9. Bxf6 Bxf6

10. Re1 0-0

11. Ne4 Bxb2



12. Rb1

Now you have to be quite careful.

12 ... Ba3??

[12...Bxe4! 13.Rxe4 Bf6! 14.Rxb7 Nd7]

13. Rb5!+- Qa4

14. Nc3 Qa6

15. Rxf5 Qc6

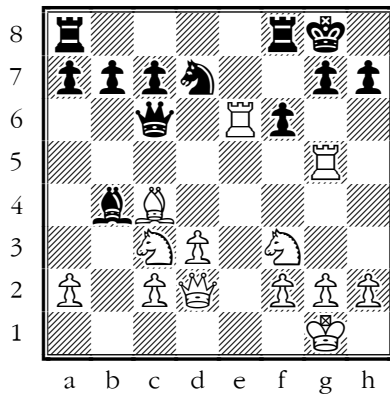
16. Rfe5 Bb4

17. Qd2 Nd7

18. Rg5 f6?

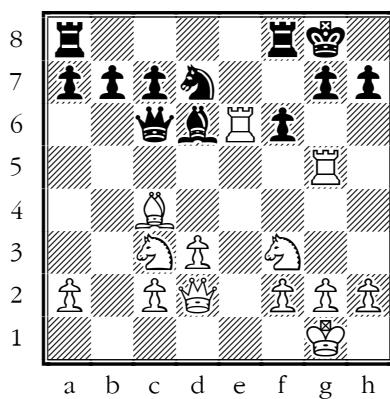
Weakening

19. Rxe6!



Sets up a discovered attack.

19 ... Bd6



Sadly, this doesn't help!

[19...Qxc4! gets as much for the Queen as you can, White's best reply is 20.Rxg7+!]

20. Rxg7+

Good enough!

→ **TACTIC: discovery**

But 20.Re7+! Kh8 21.Rgxg7 will checkmate soon

20 ... Kh8
21. Rxc6 bxc6
22. Rg3 Rab8
23. Qf4 Rfc8
24. Qg4 g6
25. Qxd7 Rd8
26. Qe7 Rf8
27. Nh4 Rbe8
28. Nxg6+ 1-0

Nathan Ng

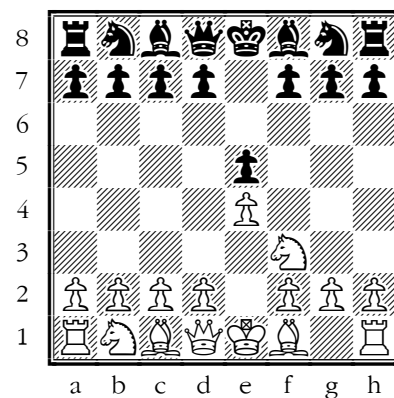
I really would like to see you drop Old Stodge for a more grown-up opening – you're a fine player but you won't always get the chance to show it with this beginner's system.

Ng,Nathan - Twohig,Tycho

C50 Old Stodge

You had a nearly good idea which lost a piece, then a genuinely good idea to win it back, but sadly Black could grab it back straight away, leaving you without much hope. You must try to keep on pieces once you are losing -- just so you have some threats that your opponent might miss!

1. e4 e5
2. Nf3 Nc6



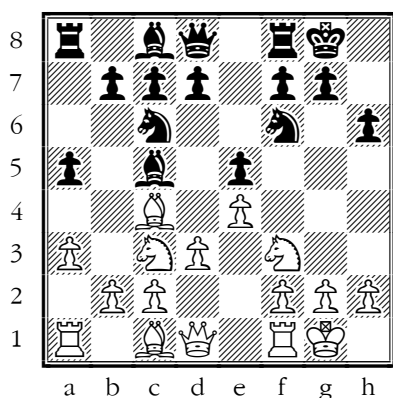
3. Nc3

That's a bit dull! There are better moves, I think.

[3.Bc4 Bc5 4.c3 (4.b4) ; 3.Bb5; 3.d4]

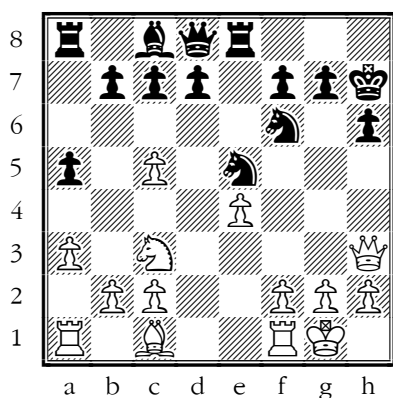
3 ... Bc5
4. Bc4 h6
5. d3 Nf6
6. a3 a5

7. 0-0 0-0



So far, so safe! You now remember an idea which is often good for Black, but doesn't work here for White, sad to say.

8. Nxe5? Nxe5
9. d4 Nxc4
10. dxc5 Re8
11. Qd3 Ne5
12. Qg3 Kh7
13. Qh3

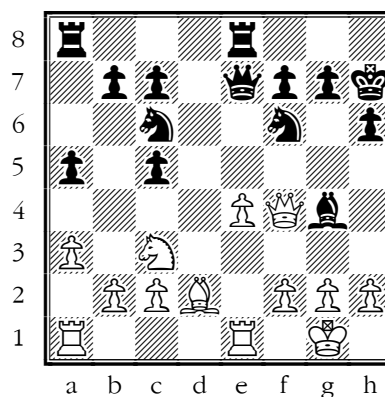


13 ... d6

[13...d5 wins a pawn]

→ TACTIC: discovery

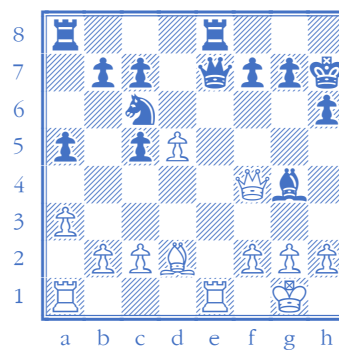
14. Qe3 Neg4
15. Qf3 dxc5
16. Rd1 Qe7
17. Re1 Ne5
18. Qf4 Nc6
19. Bd2 Bg4



20. f3

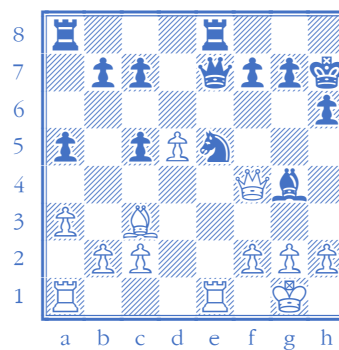
ooh, missed a trick!

[20.Nd5! is likely to win back the piece, although the best line goes 20...Nxd5 21.exd5



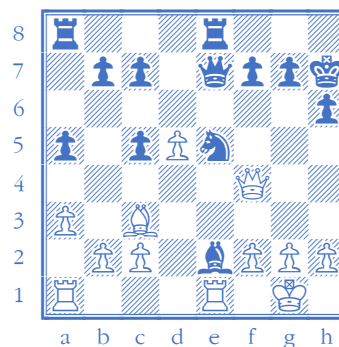
→ TACTIC: discovery

21...Ne5 22.Bc3



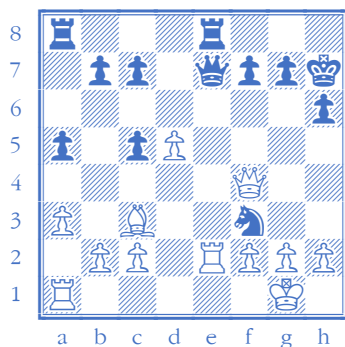
→ TACTIC: pin

22...Be2



→ TACTIC: decoy

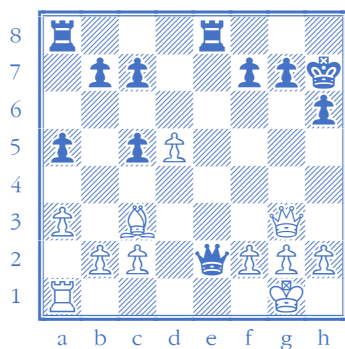
23. Rxe2 Nf3+



→ TACTIC: discovery

24. Qxf3 Qxe2

25. Qg3



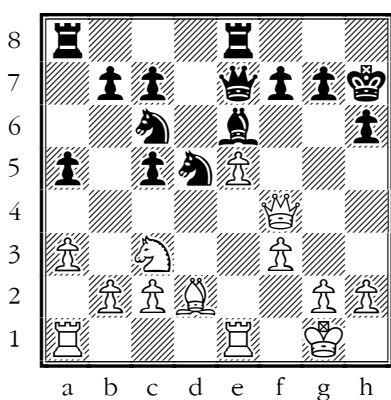
→ TACTIC: fork

25...f6 26. Qxc7

Amazing – that's a whole lesson in tactics in a few moves!]

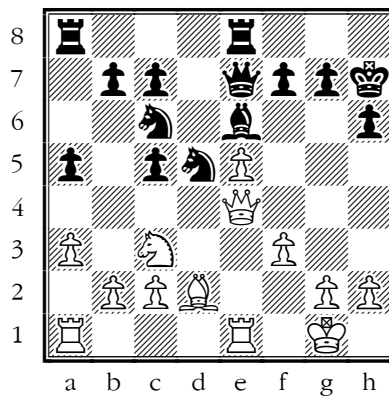
20 ... Be6

21. e5 Nd5?!



could lead to trouble!

22. Qe4+!



→ TACTIC: fork

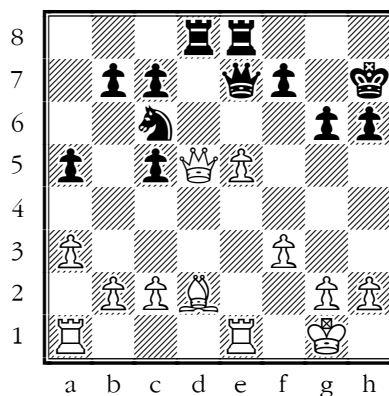
22 ... g6

23. Nxd5 Bxd5

24. Qxd5

and White is very unlucky to have to face

24 ... Rad8



→ TACTIC: skewer

25. Qe4 Rxd2

Boo...

26. Rad1 Rxd1

27. Rxd1 Qxe5

28. Qxe5

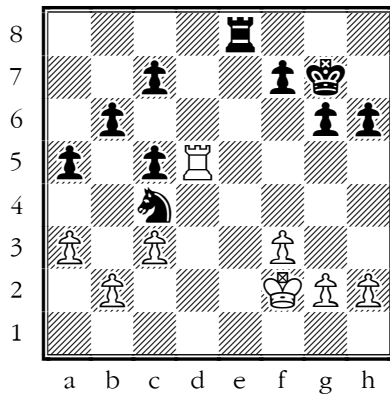
[28.Qc4 you must try to keep pieces on when you are losing]

28 ... Nxe5

29. Rd5 b6

30. Kf2 Kg7

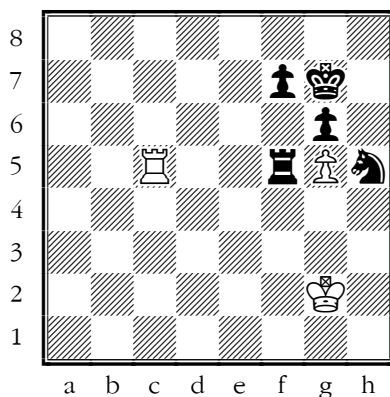
31. c3 Nc4



32. b4

swapping pawns is good

- | | |
|----------|------|
| 32. ... | axb4 |
| 33. axb4 | cxb4 |
| 34. cxb4 | Re5 |
| 35. Rd7 | c5 |
| 36. bxc5 | bxc5 |
| 37. Rc7 | Nb6 |
| 38. f4 | Rd5 |
| 39. Rc6 | Nd7 |
| 40. Ke3 | Rd1 |
| 41. h4 | Rc1 |
| 42. g4 | Rh1 |
| 43. Rc7 | Nf6 |
| 44. Rxc5 | Rxh4 |
| 45. g5 | hxg5 |
| 46. fxg5 | Nh5 |
| 47. Kf3 | Rf4+ |
| 48. Kg2 | Rf5 |



49. Rxf5?

[49.Rc7;

49.Rc4 is a forlorn hope but swapping Rooks is like resigning.]

TIP: Don't swap pieces when you are losing

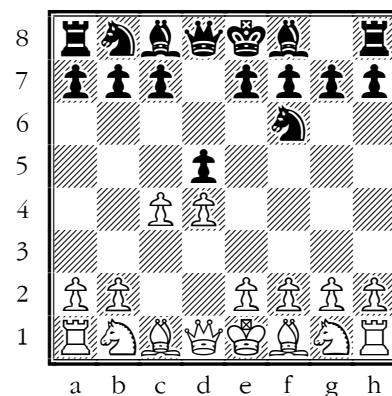
- | | |
|---------|------|
| 49. ... | gxf5 |
| 50. Kh3 | Kg6 |
| 51. Kh4 | Ng7 |
| 52. Kg3 | Kxg5 |
| 53. Kf3 | Ne6 |
| 54. Kg3 | Nd4 |
| 55. Kh3 | Kf4 |
| 56. Kg2 | Ke3 |
| 57. Kf1 | Kf3 |
| 58. Kg1 | Ke2 |
| 59. Kg2 | f4 |
| 60. Kg1 | f3 |
| 61. Kh1 | f2 |
| 62. Kh2 | f1 Q |
| 63. Kg3 | Qf3+ |
| 64. Kh4 | Qg2 |
| 65. Kh5 | Qg6+ |
| 66. Kh4 | Kf3 |
| 67. Kh3 | Qh5 |
| 0-1 | |

Manorvel, Gaetan - Ng, Nathan

D06 Queen's Gambit

You got away with making up the opening, but do learn a proper system for next time. You did well to win a piece but handed it back when your pieces were scattered and uncoordinated. White had plenty of threats and in the end managed to make one stick.

- | | |
|-------|-----|
| 1. d4 | d5 |
| 2. c4 | Nf6 |



sensible enough but you should support your centre if you aren't going to take the pawn.

[2...e6 is simple and good]

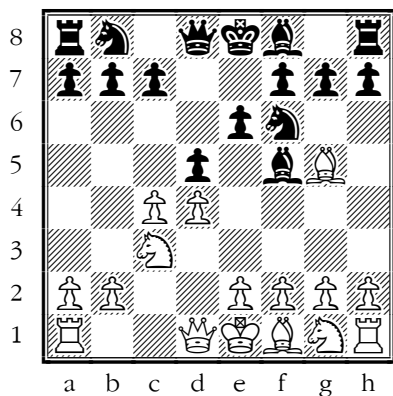
3. Nc3 Bf5

[3...e6]

4. Bg5

[4.Qb3]

4 ... e6

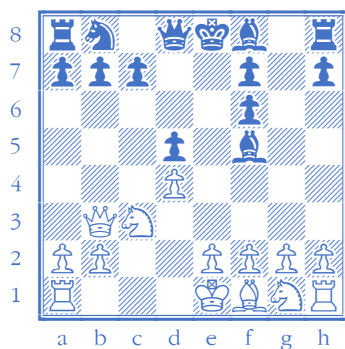


It looks like Black is getting sorted out easily, but the Queen's Gambit is too strong an opening to try that against!

5. e3

Missing a chance.

[5.cxd5 exd5 6.Bxf6 gxf6 7.Qb3]



and Black is in all sorts of trouble.

→ TACTIC: fork

5 ... Bb4

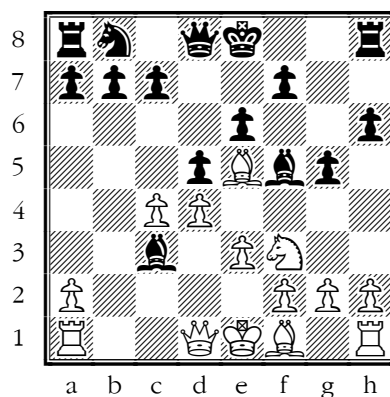
6. Nf3 h6

7. Bh4 g5

8. Bg3 Ne4

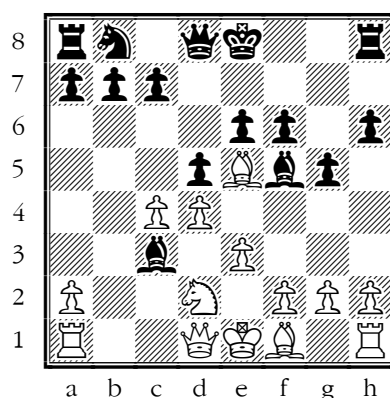
9. Be5?? Nxc3

10. bxc3 Bxc3+



→ TACTIC: fork

11. Nd2 f6



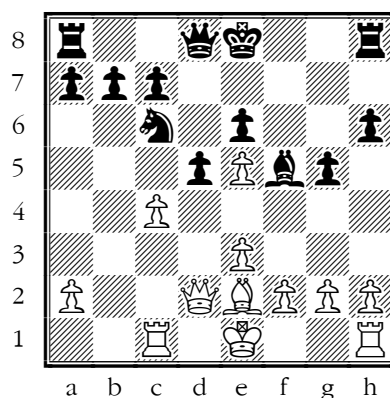
Winning material -- well done!

12. Rc1? Bxd2+

13. Qxd2 fxe5

14. dxe5 Nc6

15. Be2



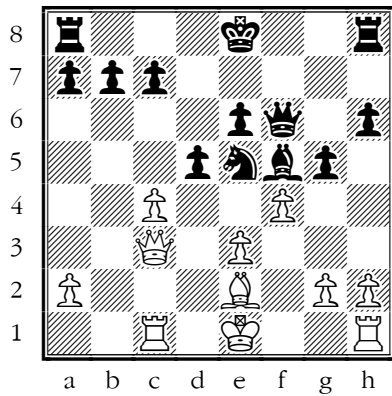
Now you should just finish developing then swap off all the pieces. Grabbing more material now is not necessary, and allows White to make some threats.

15 ... Nxe5

[15...dxc4; 15...Qd7]

16. Qc3 Qf6

17. f4



17 ... Nd7

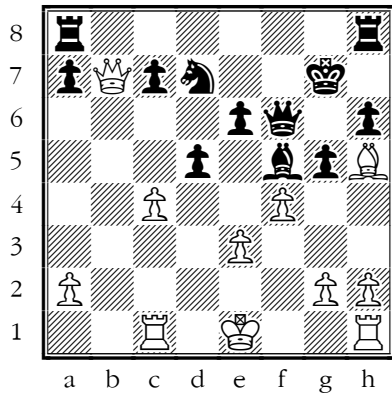
[17...gxf4 18.exf4 Ng4! should hold things easily enough]

18. Bh5+ Kf8

19. Qb4+ Kg7

[19...Qe7]

20. Qxb7



Now, you're still winning, but it's more awkward than it need have been.

20 ... Rac8

21. cxd5

21 ... Nc5??

Chess blindness!

22. Rxc5 Qa1+

23. Bd1 Bg4

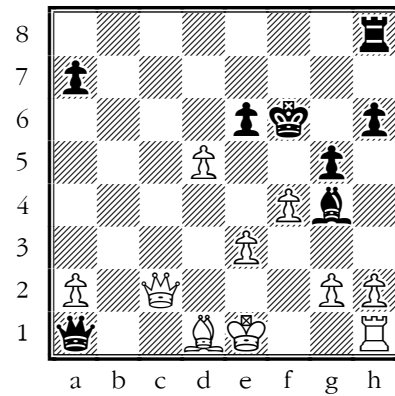
24. Rxc7+

It's level on pieces but Black's army isn't working together at all, while White can create unstoppable threats.

24 ... Rxc7

25. Qxc7+ Kg6

26. Qc2+ Kf6



27. Kf2

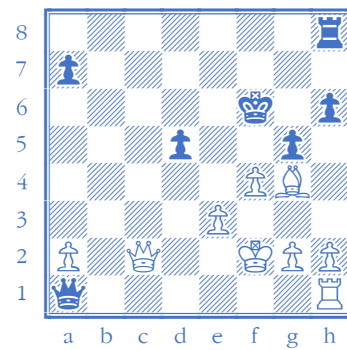
[27.fxg5+ opens up the f-file against the black King]

27 ... exd5??

The position is far too dangerous for this casual move!

28. Rf1

[28.Bxg4!]



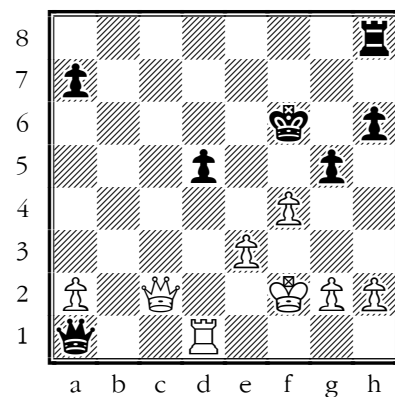
and White has a mating attack

→ TACTIC: mate!

28...Qxh1 29.Qc6+ Kg7 30.Qc7+ Kg6 31.Qd6+ Kf7 32.Qd7+ Kf6 33.Qe6+ Kg7 34.Qe7+ Kg6 35.f5

28 ... Bxd1

29. Rxd1



and your Queen has nowhere to go!

→ TACTIC: net

29 ... Qxd1??

[29...Rc8 saves the Queen!]

→ **TACTIC: counterattack**

30.Qxc8 Qxd1 31.Qf8+ Ke6]

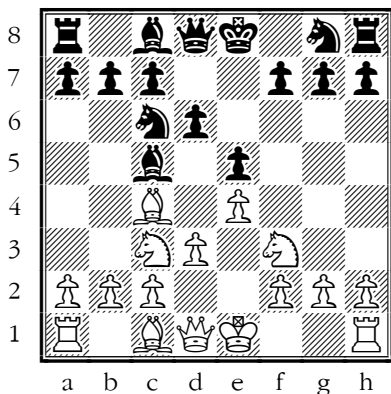
30. Qxd1 gxf4
 31. Qd4+ Kg5
 32. Qxh8 fxe3+
 33. Kxe3 a5
 34. Qg7+ Kh5
 35. Kf4 a4
 36. Qg4
 1-0

Ng,Nathan - Bridel,Nathan

C50 Old Stodge

I don't think your choice of opening is doing you any good but you played a fine attack once you had the black King in your sights.

1. e4 e5
 2. Nf3 Nc6
 3. Nc3 Bc5
 4. Bc4 d6
 5. d3

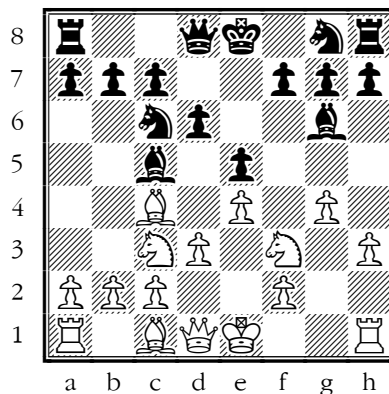


I have spent a lot of my life trying to banish this rotten opening system from junior play.

- 5 ... Bg4
 6. h3 Bh5

[6...Bxf3]

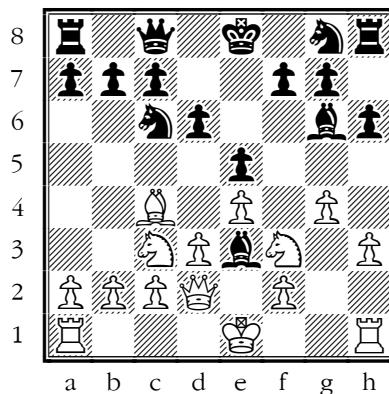
7. g4 Bg6



8. Bg5

[8.Be3 is interesting here, as you have nice pressure down the f-file if Black swaps.]

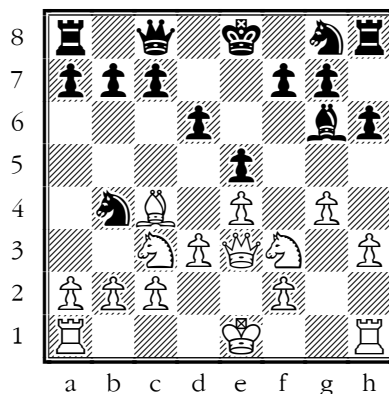
- 8 ... Qc8
 9. Qd2 h6
 10. Be3 Bxe3



11. Qxe3

[11.fxe3 returns to the idea of attacking down the f-file.]

- 11 ... Nb4



12. Qd2

Going backwards? Sometimes you have to, but not here!

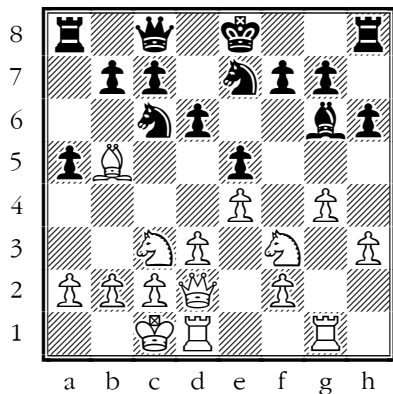
[12.0-0-0 keeps up with development]

- 12 ... a5
 13. Bb5+

This doesn't have much punch

[13.0-0-0]

13 ... Nc6
14. 0-0-0 Nge7
15. Rhg1



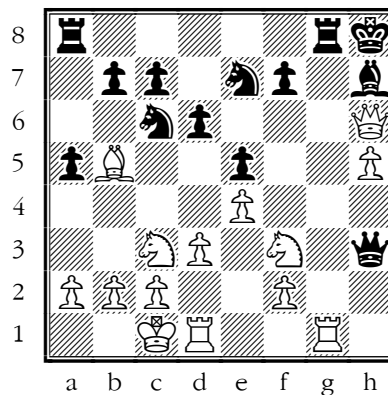
15 ... 0-0

Castling into an attack! You play the rest very well.

Where the Kings are castled on opposite sides, you can and must attack fiercely with pieces and pawns.

16. h4 Kh8

17. h5 Bh7
18. g5 Qh3
19. gxh6 gxh6
20. Qxh6 Rg8



21. Qf6+ Rg7
22. Qxg7
1-0

Tom Bracey

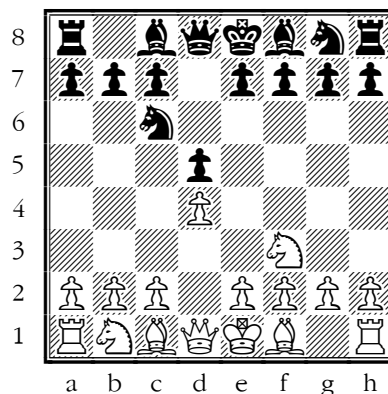
A cheerful score from you, Tom, and some good long games which we don't always see on the lower boards – so I hope to see you on a higher board soon! There was plenty going on in the games, so I hope you get something out of the notes – and hope you see the point of writing down your moves!

Newton, Calum - Bracey, Tom

D02 Colle System

Do learn a proper defence to White's opening -- you'll find life a lot easier! You started OK but then let White get ahead in development, which is dangerous -- as you saw.

1. d4 d5
2. Nf3 Nc6

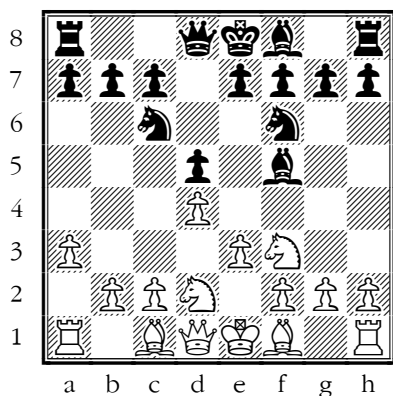


Oddly enough, I think this natural-looking move may be a mistake -- it's certainly hard to handle, because it's not easy to open a file for your Rooks. You aren't going to play ...c5 now, and ...e5 can be hard after Bf4!

3. a3

Very weedy.

- 3 ... Nf6
4. Nbd2 Bf5
5. e3

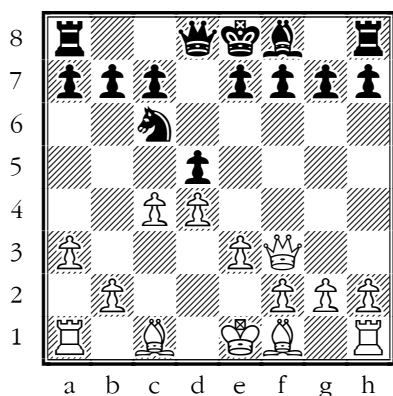


So, here you have three pieces in play to White's two.

- 5 ... Ne4

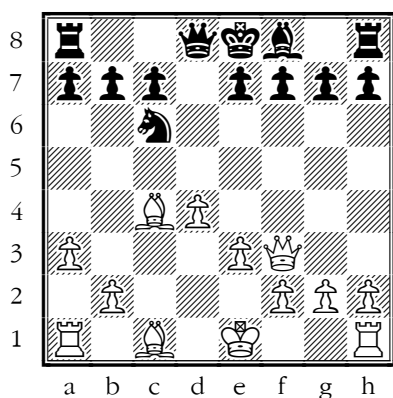
Waste of time, I think!

6. Nxe4 Bxe4
7. c4 Bxf3?!
8. Qxf3



Now it's one piece in play each! So you have lost time without anything to show for it.

- 8 ... dxc4
9. Bxc4



Now it's two White pieces to your one, and the two White pieces are ganging up on f7.

- 9 ... e5

→ TACTIC: mate

[9...e6 and you can hang on.]

10. Qxf7

Oops

1-0

Bracey, Tom - Keil, Jamie

Scoresheet missing

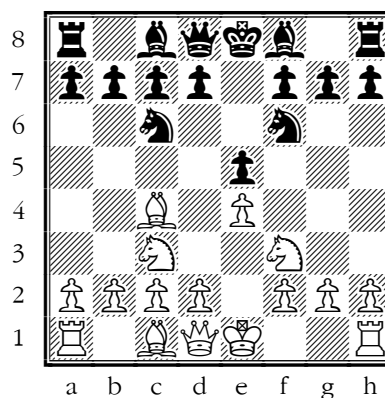
1-0

Gilbert, Harri - Bracey, Tom

C50 Old Stodge

The pawn ending was much more exciting than it need have been to watch! Do have a look at it again -- there's lots to learn there.

1. e4 e5
2. Nf3 Nc6
3. Bc4 Nf6
4. Nc3



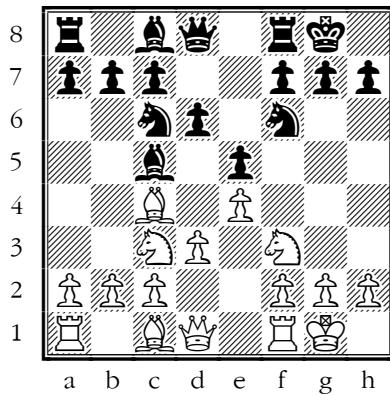
- 4 ... Bc5

I always think 4...Nxe4! should be played, with the idea 5.Nxe4 d5! when Black has an easier time of it (5.0-0 is bolder 5...Nxc3 6.dxc3 Be7 and White may struggle to show the lost pawn is worth the attack)

5. 0-0 0-0

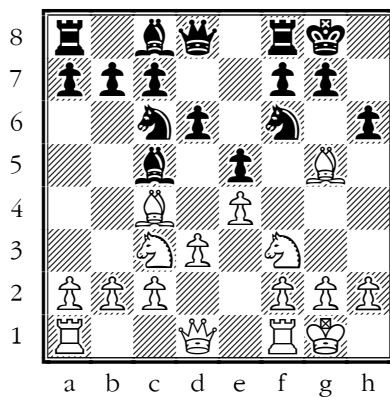
[5...d6]

6. d3 d6



Sigh. Old Stodge is never a welcome guest at the chessboard.

7. Bg5 h6



8. Bxf6

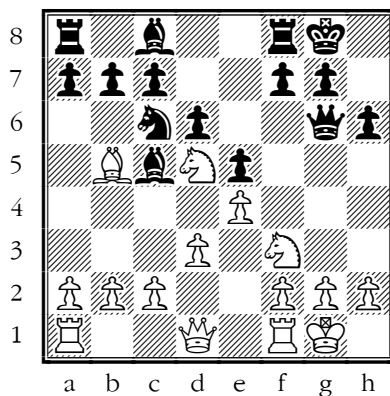
[8.Bh4 g5 and now 9.Nxg5!? hxg5 10.Bxg5 might give Black some anxious moments 10...Be6 11.Qf3 Kg7 12.Qg3 Rg8 13.Kh1 with the idea of f4]

8 ... Qxf6

9. Nd5 Qg6!?

Bold!

10. Bb5

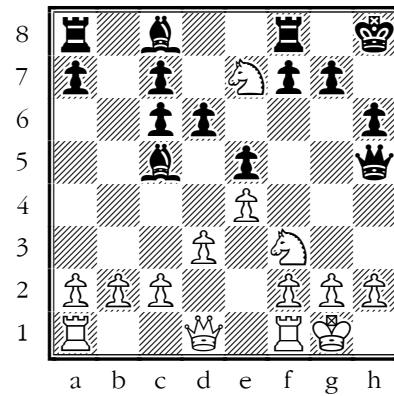


10 ... Qh5

I thought your idea was 10...Bh3

11. Bxc6 bxc6

12. Ne7+ Kh8



13. Nxc6

[13.Nxc6 makes more sense but White is playing with just one piece!]

13 ... Rfxc6

14. d4 exd4

15. Nxd4 Qxd1

16. Raxd1 Re8

17. Rfe1 Rab8

18. b3

18 ... Rb4

[18...Rb6 ties up the Rook defending a measly pawn;

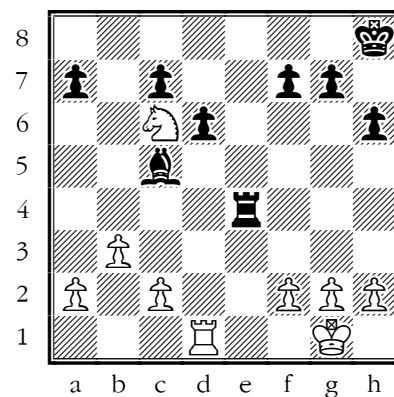
18...Bxd4 19.Rxd4 a5 20.e5+ =]

19. Nxc6

finally White grabs the c-pawn

19 ... Rbxe4

20. Rxe4 Rxe4



21. a4

[21.Kf1 keeps out the black Rook]

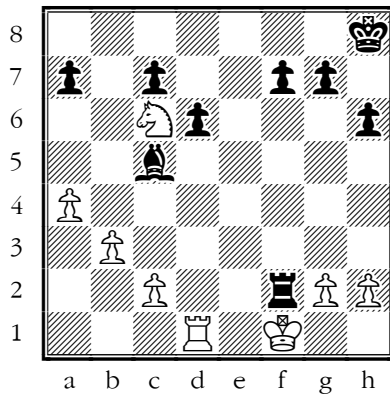
21 ... Re2!

The advantage is now with Black.

22. Kf1?

makes things worse!

22 ... Rxf2+

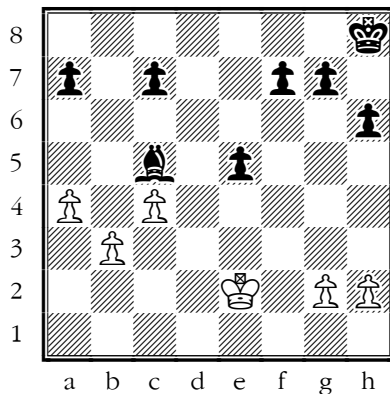


23. Kg1??

walks into a tactic

→ **TACTIC: discovery**

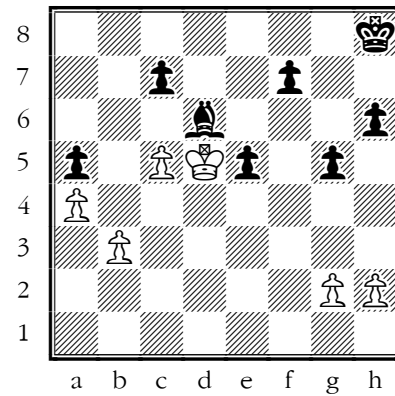
23 ... Rd2+
24. Kf1 Rxd1+
25. Ke2 Rd5
26. c4 Re5+
27. Nxe5 dxe5



28. Kd3

Now you must race your own King to the middle -
 - otherwise it's king versus bishop, and the king is
 the stronger piece.

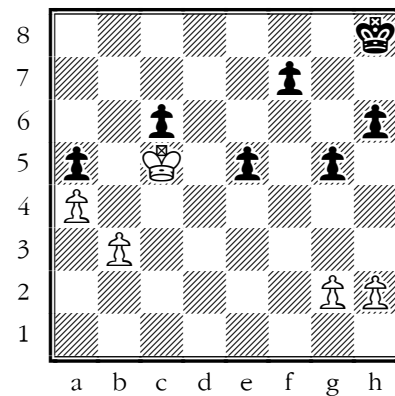
28 ... g5
29. Ke4 Bd6
30. Kd5 a5
31. c5



31 ... Bxc5

Not necessary but you're still winning -- just!

32. Kxc5 c6??



[32...e4! 33.Kd4 f5-- and you have time to bring up your King]

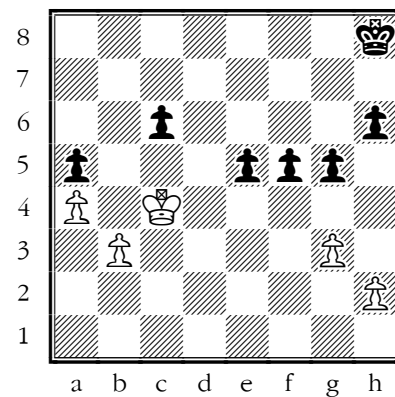
33. Kc4

[33.b4!+- wins for White!]

→ **TACTIC: undermining**

33 ... f5

34. g3

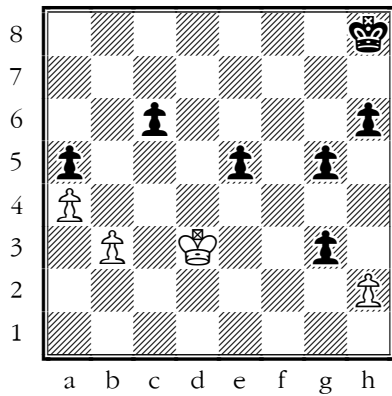


34 ... f4!

now you're OK

[34...e4!]

35. Kd3 fxg3



This puts the win at risk again! There's no need to swap off this fine passed pawn.

[35...Kg7 this is your priority here!]

36. hxg3 Kg7?

Oh, isn't chess a hard game -- you've done just what I've been telling you to do, but now, without a distant passed pawn, this lets the win slip again!

37. Ke4

[37.b4!= gets a passed pawn for White, when you don't have a clear runner of your own.]

37 ... Kf6

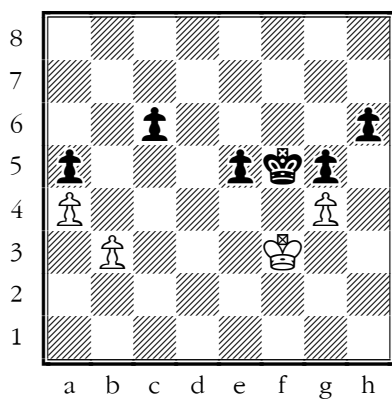
[37...c5! puts an end to White's hopes]

38. Kf3

[38.b4! is still White's best hope.]

38 ... Kf5

39. g4+



39 ... Ke6

Now Black is back with everything under control.

40. Ke4 Kd6

[40...c5!]

41. Kd3 Kc5

42. Kc3 e4

43. Kd2 Kb4

44. Ke3 Kxb3

45. Kxe4 c5

46. Kf5 c4

47. Kg6 c3

48. Kxh6 c2

49. Kxg5 c1Q+

50. Kf5 Kxa4

51. g5 Kb4

52. g6 Qg1

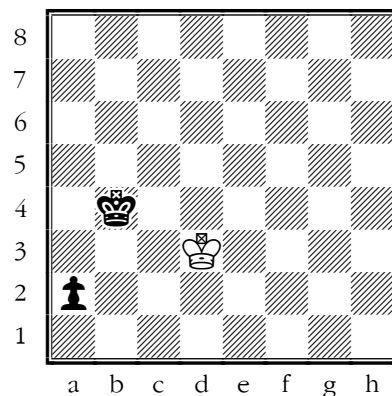
53. Kf6 Qxg6+

54. Kxg6 a4

55. Kf5 a3

56. Ke4 a2

57. Kd3



57 ... a1R

58. Kc2 Ra3

and mates. Your score sheet suggests you promoted to a Rook -- don't get fancy, just get another Queen!

0-1

Tom Lewis

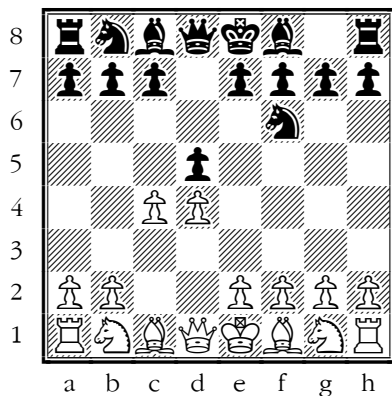
Great score, Tom, and not much to complain about from me! You do need to squash your opponent's counterplay once you are winning -- life may be more boring but you won't have the agony of losing a won game!

Lewis, Tom - Fernando, Dilusha

D94 Grunfeld Defence, Closed System

Not much wrong with that! You can learn a line against Black's unusual opening.

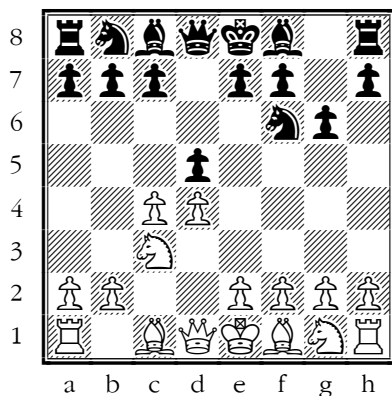
1. **d4 d5**
2. **c4 Nf6**



3. Nc3

[3.cxd5! takes advantage of Black's inaccuracy 3...Nxd5 4.Nf3!+= (4.e4 is too early 4...Nf6 5.Nc3 e5! (Marshall) 6.dxe5 Qxd1+ 7.Kxd1 Ng4=) 4...g6 (4...Bf5 5.Qb3 5.e4+=)]

- 3 ... **g6**

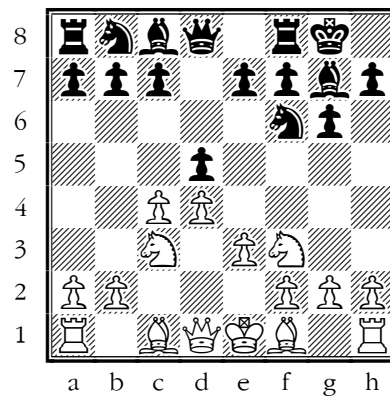


By an unusual route, we have a thing called the Grunfeld Defence.

4. **Nf3 Bg7**
5. **e3**

That's OK if unexciting.

- 5 ... **0-0**



6. Bd2

That doesn't really help the Bishop.

White usually plays 6.b4 or;

6.Be2

- 6 ... **b6**

[6...c6 7.Bd3 Be6 8.Qb3]

7. **Bd3 Ba6**

8. **Qb3 Nc6**

9. **Qa4**

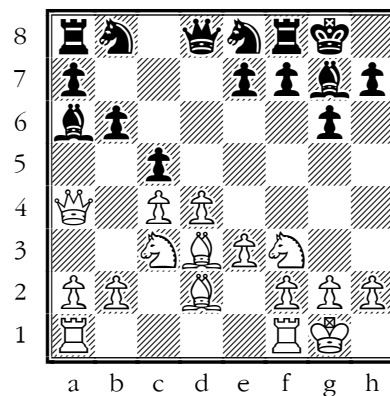
[9.Nxd5!?]

- 9 ... **Nb8**

10. **0-0 Ne8?!**

11. **Nxd5! c6**

12. **Nc3 c5**



→ **TACTIC: net**

13. Rfe1

[13.Be4! Seize the carp!]

- 13 ... **cxd4**

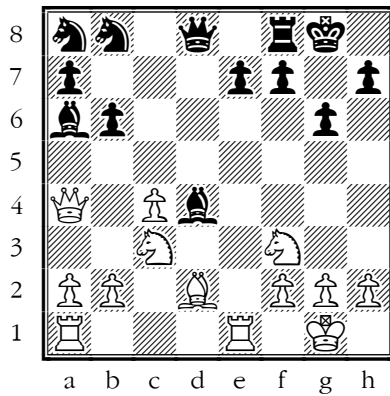
14. **exd4 Bxd4**

15. **Be4**

Aha!

- 15 ... **Nc7**

16. **Bxa8 Nxa8**



Now, White need just to:

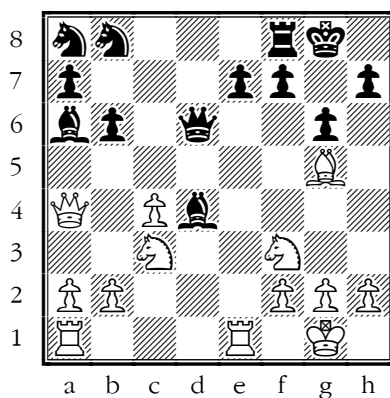
swap off and win!

...Which is what you do.

17. Bg5

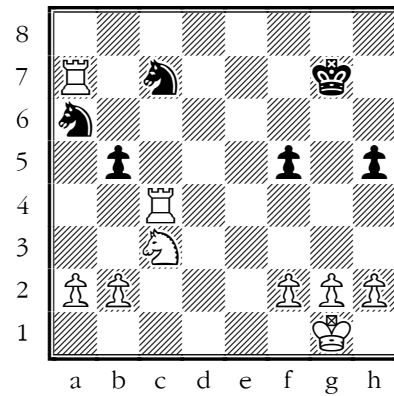
[17.Nxd4! is straightforward: 17...Qxd4 18.Bh6! Qd8 (18...Rc8 19.Rxe7) 19.Rad1]

17 ... Qd6??



→ **TACTIC: fork**

18. Bxe7! Qf4
19. Bxf8 Kxf8
20. Qe8+ Kg7
21. Qe4 Qd6
22. Qxd4+ Qxd4
23. Nxd4 Bxc4
24. Re7 Na6
25. Rxa7 N8c7
26. Re1 h5
27. Re4 f5
28. Nxf5+ gxf5
29. Rxc4 b5



30. Rc5

[30.Rxc7+ keeps it simple 30...Nxc7 31.Rxc7+]

30 ... Nxc5

→ **TACTIC: fork**

31. Rxc7+ Kg6

32. Rxc5 b4

33. Nd5 Kg5

34. Nxb4

[34.Ne3]

34 ... Kg4

35. Nd3 h4

36. h3+ Kg5

37. g4 Kg6

38. gxf5+ Kg5

39. a4 Kf6

40. a5 Ke7

41. a6 Kd6

42. Ra5 Kc7

43. a7 Kb6

44. a8Q Kc7

45. Qa6 Kd7

46. Rb5 Ke7

47. Rb7+ Kf8

48. Qa8

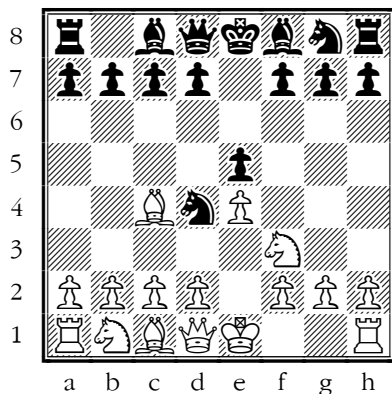
1-0

NN, Thomas - Lewis, Tom

C61 Italian Game

After winning a piece on move 4(!) you were always winning and I liked the mate at the end. You need a third move that is always good and do not to lose your extra piece!

1. **e4 e5**
2. **Nf3 Nc6**
3. **Bc4 Nd4**



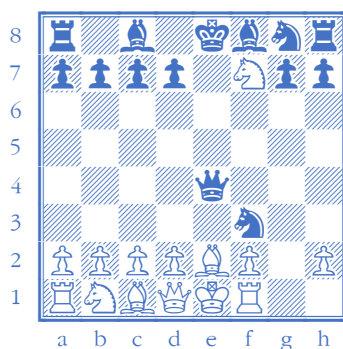
This move can lead to an amusing trap, but it really isn't very good.

4. Ng5??

Not very observant!

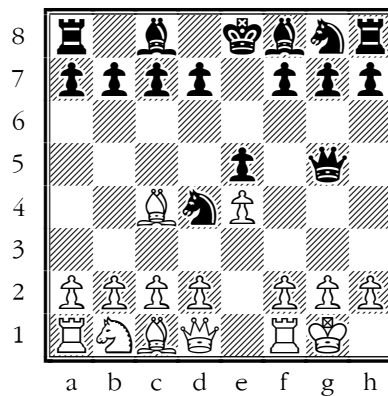
[4.c3 Nxf3+ 5.Qxf3 and White stands very well!;

4.Nxe5 Qg5 5.Nxf7 Qxg2 6.Rf1 Qxe4+ 7.Be2 Nf3



This line is called Blackburne's Shilling Gambit, because he used to win games quickly with it, having bet a shilling!]

- 4 ... **Qxg5**
5. **0-0**



5 ... Nf6

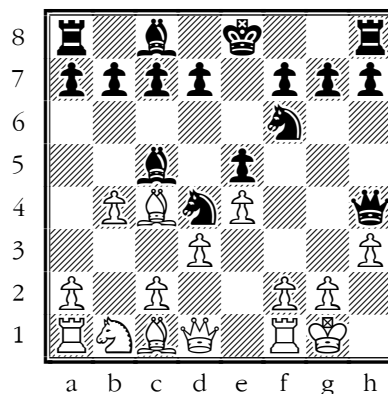
[5...d5! goes for the kill 6.d3 Qxc1 7.Qxc1 Ne2+ 8.Kh1 Nxc1 9.exd5 Ne2 with two extra pieces]

6. d3 Qh4

[6...Qxc1!]

7. h3 Bc5

8. b4



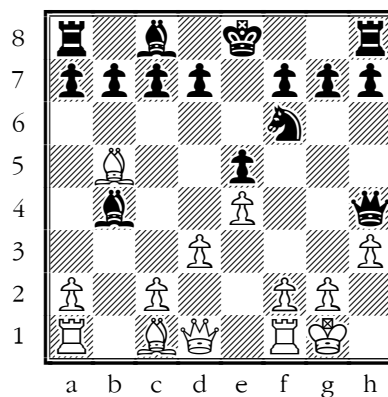
8 ... Be7

[8...d5 keeps up the pressure]

9. Nc3 Bxb4

10. Nb5 Nxb5

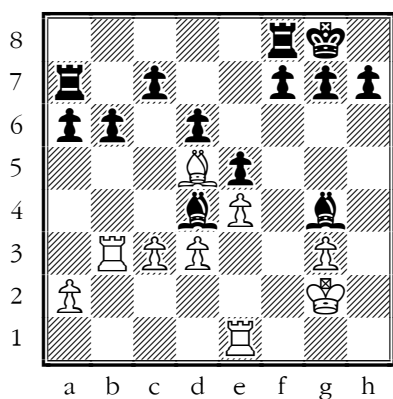
11. Bxb5



11 ... a6

[11...c6 supports ...d5]

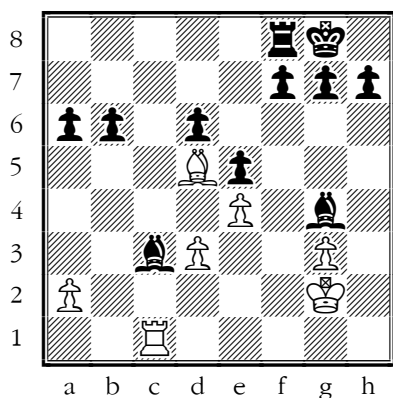
12. Bc4 0-0
 13. Be3 Bc3
 14. Rb1 d6
 15. Qf3 b6
 16. g3 Qxh3
 17. Rb3 Ng4
 18. Qg2 Qxg2+
 19. Kxg2 Nxe3+
 20. fxe3 Bd2
 21. Rf2 Bxe3
 22. Re2 Bd4
 23. Bd5 Ra7
 24. c3 Bg4
 25. Re1



25 ... c6

[25...Bc5 is fine]

26. Bxc6 Rc7
 27. Bd5 Rxc3
 28. Rxc3 Bxc3
 29. Rc1



29 ... Bd2

[29...Bd4 30.Rc6 Bc5]

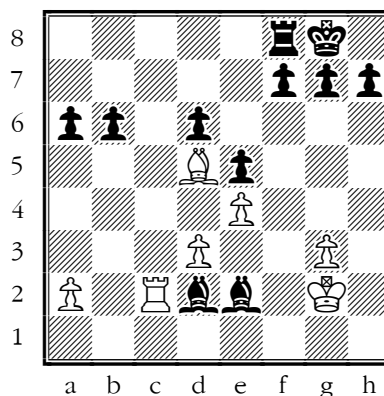
30. Rc6

Develop and swap is the golden rule!

30 ... Be2??

Again., I'm happy that you're so much ahead that this doesn't matter!

31. Rc2



→ TACTIC: skewer

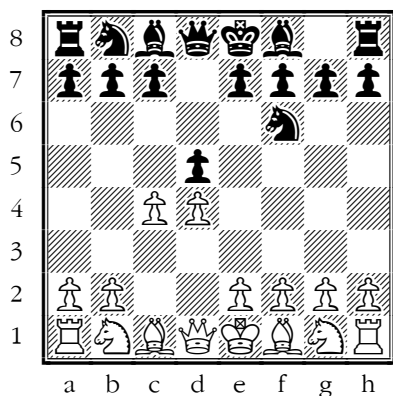
31 ... Bxd3
 32. Rxd2 Bb5
 33. Rb2 Rc8
 34. Bb7 Rc4
 35. Bd5 Rd4
 36. Rc2 h6
 37. Rc7 Rd2+
 38. Kh3 Rf2!
 39. Rb7 Bf1+
 40. Kg4 Be2+
 41. Kh3 g5
 42. Rb8+ Kg7
 43. Rxb6?? g4+
 44. Kh4 Rh2
 0-1

Lewis, Tom - NN

D38 Queen's Gambit, Ragozin

The theme of this game, after you won a piece, was Black's tireless efforts to make trouble for your King. And a couple of times, Black's play was worth at least a draw, sometimes a win! So you did well do hang on for the win, but do look to cut out counterplay by exchanges.

1. d4 d5
2. c4 Nf6

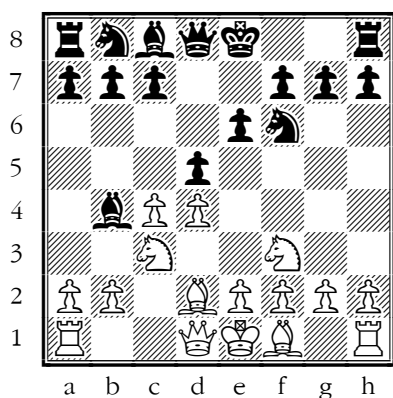


'Lots of comment on this above!'

3. Nf3

[3.cxd5 '!' 'should be played']

- 3 ... e6
4. Nc3 Bb4
5. Bd2

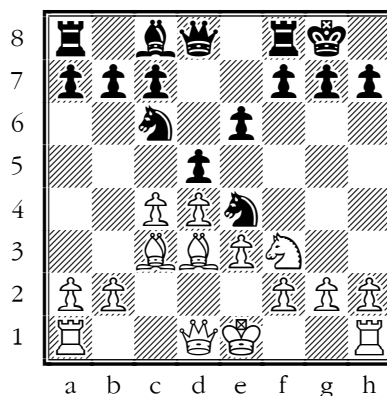


Not a very ambitious square for the Bishop!

[5.Bg5;
5.cxd5;
5.e3]

- 5 ... Bxc3
6. Bxc3 0-0
7. e3 Nc6

8. Bd3 Ne4



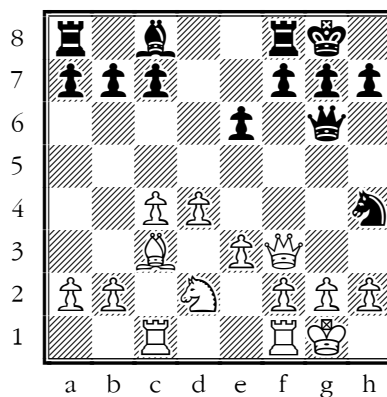
9. Bxe4

[9.Qc2 gives up your worse Bishop without losing time
9...Nxc3 10.Qxc3]

- 9 ... dxe4
10. Nd2 Ne7

[10...f5]

11. Nxe4 Nf5
12. 0-0 Qh4
13. Qf3 Qh6
14. Rac1 Qg6
15. Nd2 Nh4

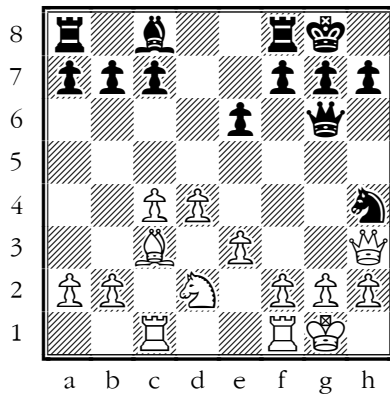


Black is trying to attack with just two pieces, which shouldn't succeed against the whole White army!

16. Qh3

[16.Qg3!?!]

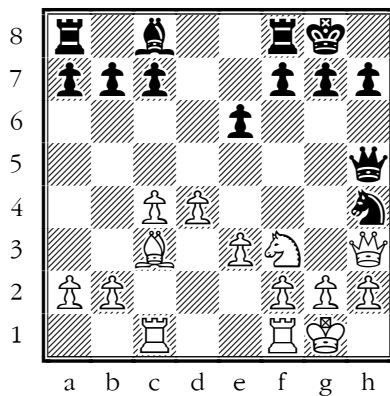
- 16 ... Qg5



17. Nf3

→ TACTIC: fork

17 ... Qh5??



18. Nxh4

[18.Qxh4 'is clearer, offering the Queen exchange.']

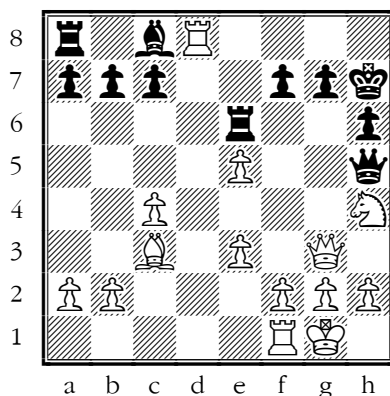
18 ... e5

19. Qg3 Re8

20. dxe5 Re6

21. Rcd1 h6

22. Rd8+ Kh7

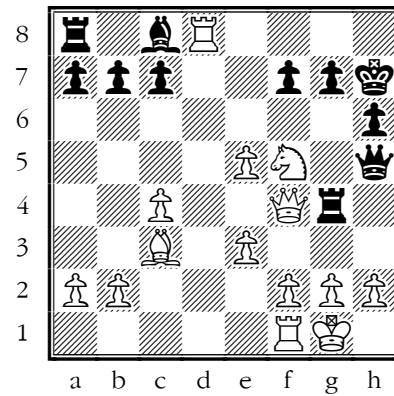


23. Nf5

[23.f4 keeps the strongest grip]

23 ... Rg6

24. Qf4 Rg4



25. Qf3

[25.Nxg7! is a cute idea that my computer found

→ TACTIC: counterattack

25...Rxg7 (25...Kxg7 26.Qf6+ Kh7 27.Rh8) 26.e6! fxe6 27.Rh8+!]

25 ... Qg5

Black is persistent, and has created some threats.

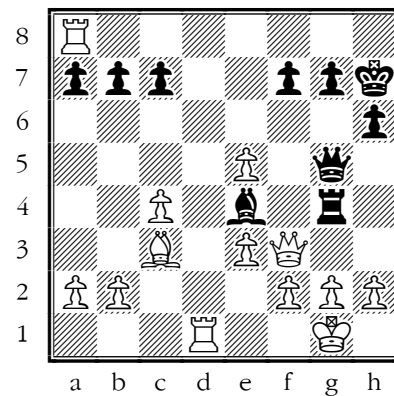
26. Rfd1?!

26 ... Bxf5

27. Rxa8

[27.R8d4]

27 ... Be4



→ TACTIC: mate

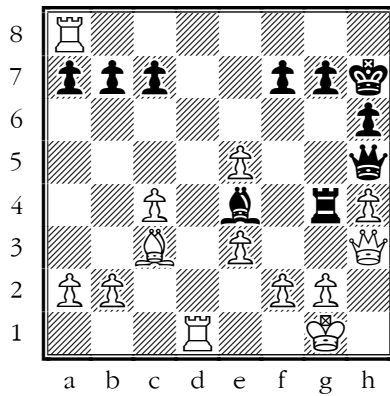
Black has done well and now White needs to put a stop to this! Happily, you're so far ahead you can do this and hold on for the win.

28. h4

[28.Qg3 '!' with similar play to the game.' 28...Rxg3 29.hxg3 Qf5 30.f3 Bc6 31.Kf2 a6 32.Rd2 h5 33.Rd4]

28 ... Qh5

29. Qh3?



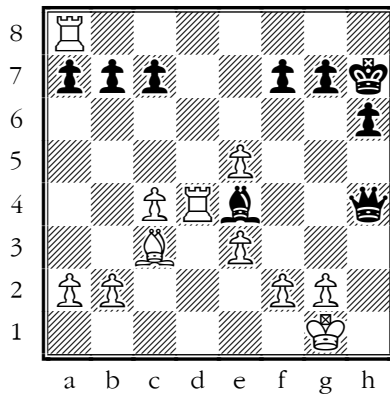
→ **TACTIC: discovery**

29 ... Rxh4?

[29...Rxb7 30.Qxg2 Qxd1+ 31.Kh2 Bxg2 and you have let Black get away with too much]

30. Qxh4 Qxh4

31. Rd4



31 ... f5??

[31...c5! 32.Rdd8 b5 33.Rab8 Qg5 34.f3 Bxf3—+ winning]

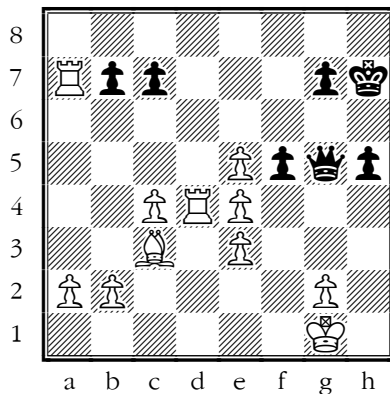
32. Rxa7

[32.exf6]

32 ... Qg4

33. f3! Qg5

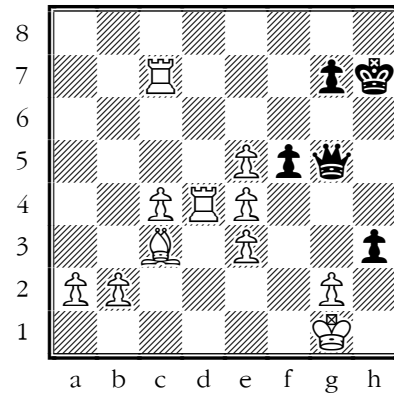
34. fxe4 h5



And the White pieces are worth more than the Queen.

35. Rxb7 h4

36. Rxc7 h3



I like Black's attitude!

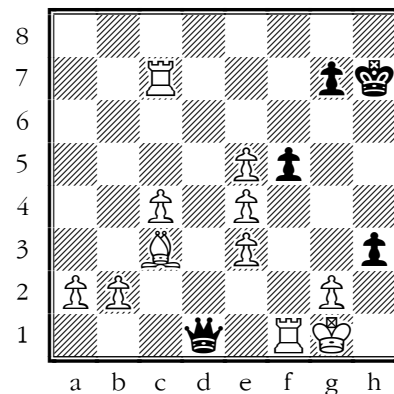
37. Rd2 Qg3

38. Re2 Qg4

39. Rf2 Qd1+

[39...Qg3! is strongest, creating as much trouble as possible,]

40. Rf1



40 ... Qxf1+!?

An amusing idea!

→ **TACTIC: undermining**

[40...Qg4! and White still has work to do]

41. Kxf1 h2!

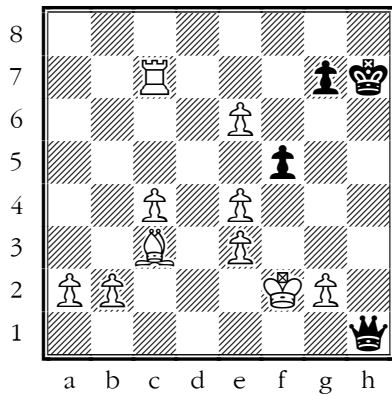
42. e6

[42.exf5;

42.Kf2]

42 ... h1Q+

43. Kf2



43 ... Qh6

[43...Qh4+! 44.Kg1 Qxe4 45.Rxg7+ Kh6 46.e7 and White is winning]

44. Rxg7+! Kh8??

45. Rg6+

1-0

Niranjana Narayanan

I thought you played with a lot of thought and a lot of heart, and I was sorry that you didn't go home with more to show for it. Your second game showed you making a couple of good chances for yourself, but you let them slip – make sure you seize them next time!

Thet,Fiona - Narayanan,Niranjana

Scoresheet missing

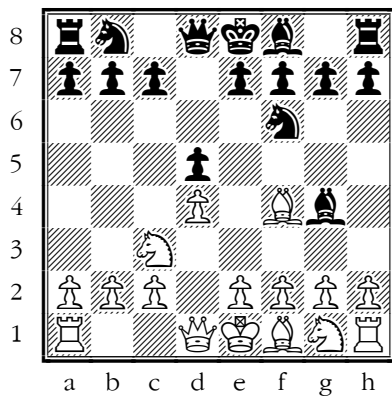
1-0

Jimmy - Narayanan,Niranjana

D00 Queen's Pawn

That was a shame -- you were doing your best to get sorted out in an unfamiliar opening, but dropped a piece at a bad moment!

1. **d4 d5**
2. **Nc3 Nf6**
3. **Bf4 Bg4**



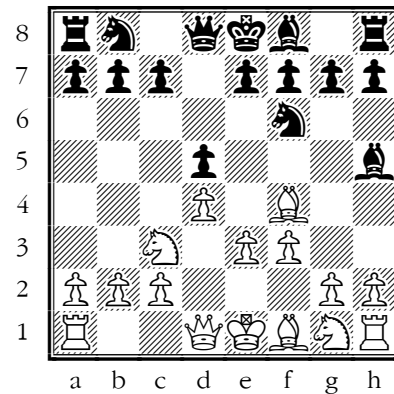
Rather invites White's next move.

[3...Bf5;

3...c5]

4. **f3 Bh5**

5. e3

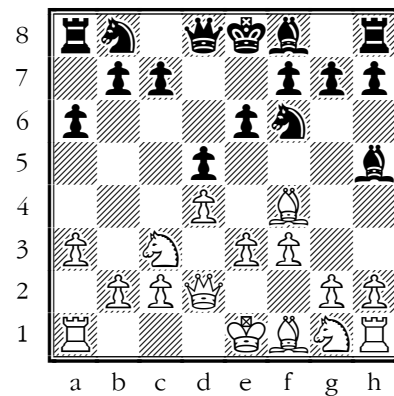


5 ... a6

[5...e6 and castling is best. 6.Nb5 Na6 is a waste of time for White]

6. Qd2 e6

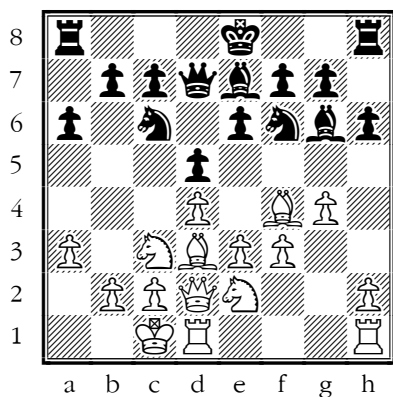
7. a3



7 ... Nc6

[7...Nbd7 is better, leaving the c-pawn free 8.0-0-0 c5]

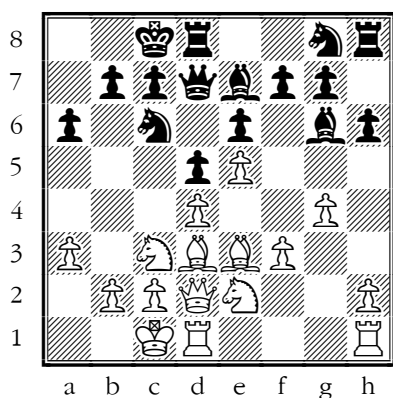
8. 0-0-0 Be7
 9. Bd3 Qd7
 10. Nge2 h6
 11. g4 Bg6



12. e4

You're a bit squashed here, as White is taking over the middle. If you had managed to play ...c5, White's centre would just crumble.

- 12 ... 0-0-0
 13. e5 Ng8
 14. Be3



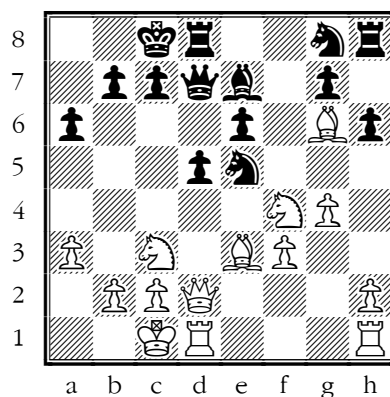
14 ... f6

That's totally the right idea but very sadly the wrong moment!

→ TACTIC: undefending

[14...Bxd3 first was important!]

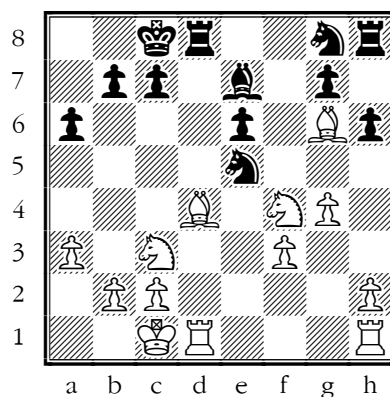
15. Bxg6 fxe5
 16. dxe5 Nxe5
 17. Nf4



17 ... d4

Good effort but regrettably it doesn't work -- just count!

18. Qxd4 Qxd4
 19. Bxd4



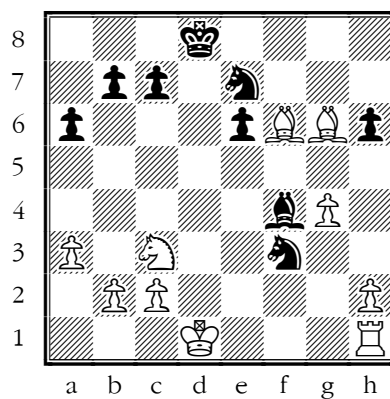
19 ... Nxf3?

Now your Rook gets trapped.

20. Bxg7

→ TACTIC: net

- 20 ... Bg5
 21. Rxd8+ Kxd8
 22. Bxh8 Bxf4+
 23. Kd1 Ne7
 24. Bf6



24 ... Be5

The rest is very tough on you!

[24...Kd7 might keep more pieces on.]

25. Bxe5 Nxe5
26. Bd3 Nxg4
27. Re1 Nxb2
28. Rxe6 Ng4
29. Re2 Nc6
30. Rd2 h5
31. Bf5+ Ke7
32. Bxg4 hxg4
33. Nd5+ Kd8
34. Nb4+ Kc8
35. Nxc6 bxc6
36. Rg2 Kb7
37. Rxb4+ Kc5
38. Kd2 a5
39. Rb7 Kd6
40. Kc3 Kd7
41. b4 Kc8
42. Ra7 Kb8
43. Rxa5 Kb7
44. Rc5 Kb6
45. a4 Kb7
46. b5 cxb5
47. Rxb5+ Kc6
48. Kb4 Kd6
49. a5 c6
50. Rb6 Kc7
51. Kc5 Kd7
52. Rxc6 Kd8
53. a6 Ke7
54. a7 Kf7
55. a8Q Ke7
56. Qb7+ Kf8
57. Rc8
1-0

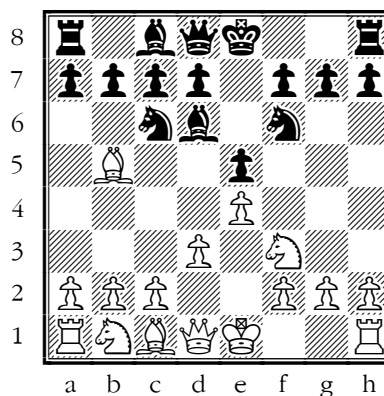
Narayanan,Niranjana - NN,Fiona

C65 Ruy Lopez

You played with a nice balance of activity and common sense in this game and can you think

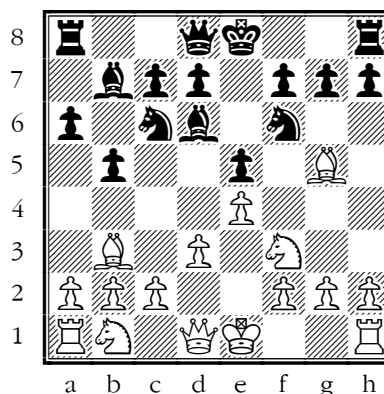
yourself unlucky that you couldn't quite grab the chances as they came by.

1. e4 e5
2. Nf3 Nc6
3. Bb5 Nf6
4. d3 Bd6



Makes a bit of a traffic jam in Black's position.

5. Bg5 a6
6. Ba4 b5
7. Bb3 Bb7

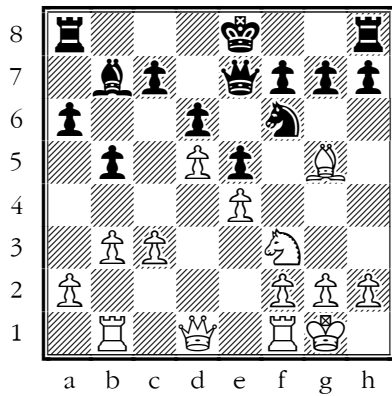


8. Nc3

It's a bit more in the style of the Ruy Lopez to play 8.Nbd2 or;

8.c3

8 ... Bb4
9. 0-0 Bxc3
10. bxc3 Qe7
11. d4 d6
12. d5 Na5
13. Rb1 Nxb3
14. cxb3



Good, but it makes me wonder why you played your previous move!

14 ... c6

15. c4 h6

Now your Bishop gets squashed

16. Bh4

[16.Be3;

16.Bxf6 Qxf6 17.Qd3]

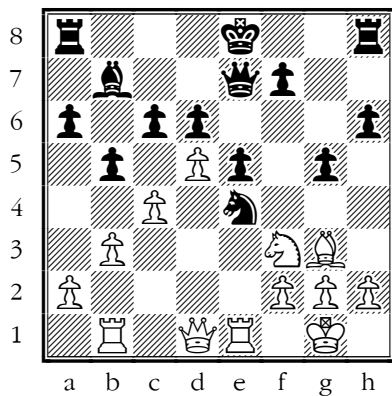
16 ... g5

17. Bg3

[17.Nxg5 hxg5 18.Bxg5 Rg8 19.h4 isn't really good for you: Black hasn't castled]

17 ... Nxe4

18. Re1



18 ... Nc3

→ **TACTIC: fork**

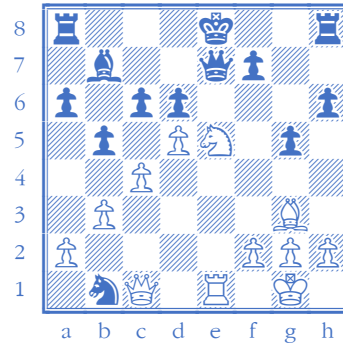
oops! But because Black hasn't castled, you have a chance to hit back!

19. Qd2

Sensible, but you had something better! This position smells of tactics, don't you think? The way the pieces are lined up on the e-file...

TIP: Positions give you clues about tactics

[19.Qc1! Nxb1 20.Nxe5!]



→ **TACTIC: pin**

20...0-0-0 21.Nxc6

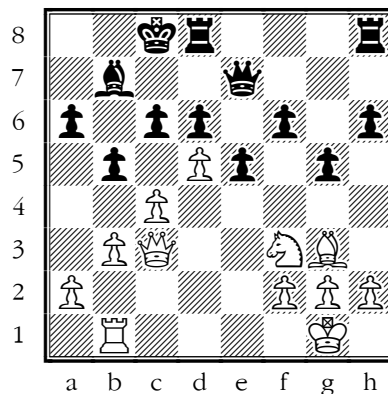
→ **TACTIC: discovery**

21...Qc7 22.Nxd8 and White is doing very well]

19 ... Nxb1

20. Rxb1 0-0-0

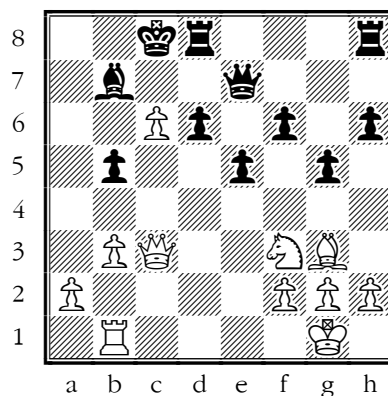
21. Qc3 f6



Black is being 'safe' but has allowed you a quick chance on the other side

22. cxb5 axb5

23. dxc6 Ba8



24. Qa5

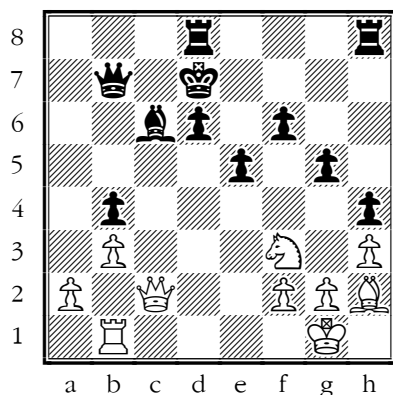
[24.a4!± keeps your initiative going]

24 ... Bxc6

25. Qa6+ Qb7

26. Qa3 b4

27. Qc1 h5
 28. h3 h4
 29. Bh2 Kd7
 30. Qc2



→ TACTIC: skewer

30 ... Be4
 oh dear
 31. Qc1 Bxb1
 32. Qxb1 Rc8
 33. Qf5+ Ke7
 34. Qb1 Qc7
 35. g3 Qb7
 36. Qg6 Qxf3
 37. gxh4 Rcl
 0-1

Myles Harrison

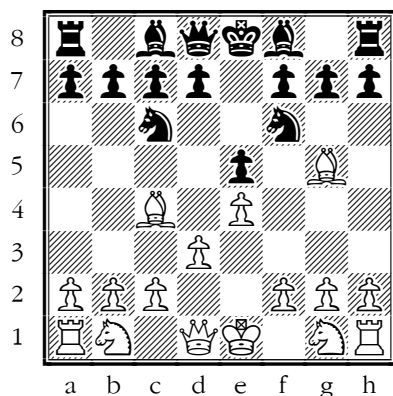
Nice to see you go home with a plus score, although it would have been nice to play over your last-round win too! The game below suggests you play well once you are out of the opening, but that you could do with playing something off the shelf, like the Scotch Game.

Harrison, Myles - NN

C24 Bishop's Opening

You wasted a lot of time in the opening and could have lost quickly, but happily your opponent handed you a Queen, and you finished off well.

1. e4 e5
 2. Bc4 Nf6
 3. d3 Nc6
 4. Bg5



Lasker always used to say, develop your Knights before the Bishops! Knights usually want to go to the same squares in most games, but Bishops have much more choice.

[4.Nc3 Bc5 5.f4]

4 ... Nd4?!

Pointless.

5. Bxf6?!

Also pointless, you're just developing Black's Queen.

TIP: the opening is, in part, a race to get out your pieces

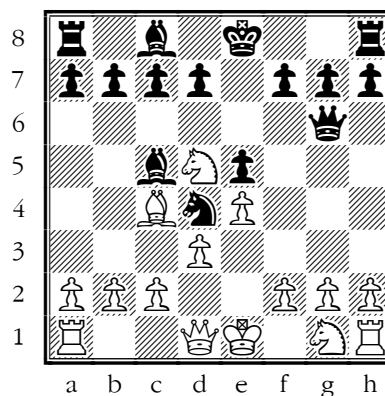
[5.c3;

5.Nc3]

5 ... Qxf6

6. Nc3 Bc5

7. Nd5 Qg6

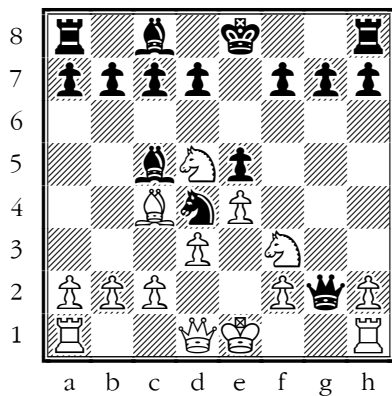


8. Nf3??

[8.g3;

8.Kf1]

8 ... Qxg2



Bringing out Black's Queen has led to all sorts of trouble!

9. Kd2??

Makes things even worse

9 ... Nxf3+

10. Kc1 0-0

11. c3 c6

12. Nc7 Rb8

13. d4 exd4

14. Be2 Ng5

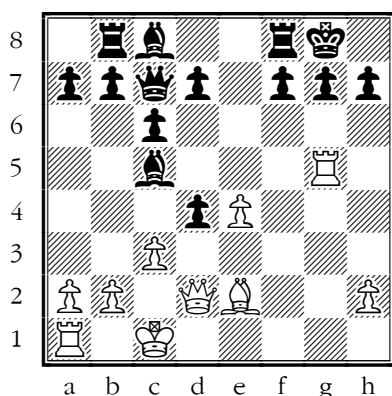
15. Rg1 Qxf2

16. Rxc7

Some hope maybe?

16 ... Qf4+

17. Qd2 Qxc7



Now, there was a chance here to force a draw, which, seeing how many pawns you are behind, you should have taken!

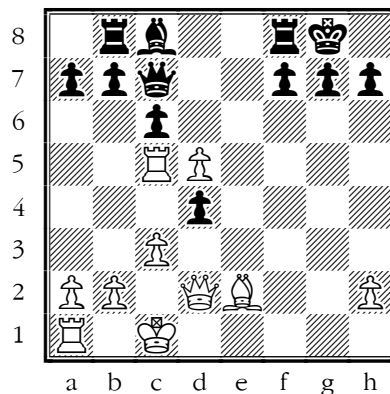
18. Rxc5

→ TACTIC: perpetual check

[18.Rxc7+ Kxg7 19.Qg5+ Kh8 20.Qf6+ Kg8 21.Qg5+=]

18 ... d5

19. exd5

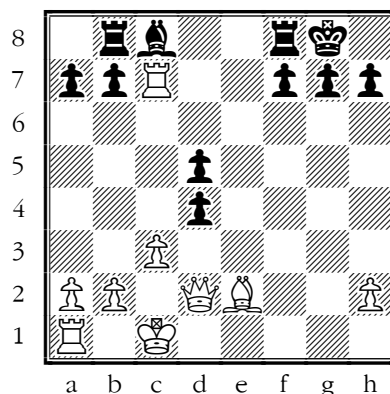


→ TACTIC: pin

19 ... cxd5??

[19...dxc3 20.Rxc3 Qxh2 with three connected passed pawns, which should win without too much trouble! It's hard for you to get your Rook into play.]

20. Rxc7



Now White should win easily, and does so.

20 ... Bf5

21. Bd3 Bh3

22. Qf4 h6

23. cxd4 Rfe8

24. Qxf7+ Kh8

25. Qxg7

1-0

Harrison,Myles - Goldman,Findlay

Scoresheet missing

1-0

Robin Sachdeva

I hope you enjoyed your day with the team, and you get something out of reading through the games and notes. If you have a few games of your own for me to look at, I surely will.

List of Openings

A34 Symmetrical English	12
D02 Colle System	15
D02 Colle System	18
C50 Old Stodge.....	19
D05 Colle System	21
B40 Sicilian Defence	22
D12 Slav Defence.....	24
B22 Sicilian Defence, Alapin System.....	26
C00 French Defence	28
C41 Scotch Game.....	30
C77 Four Knights' Game.....	31
D55 Queen's Gambit, Orthodox.....	32
C68 Ruy Lopez. Exchange Variation	34
B22 Sicilian Defence, Alapin Variation	36
C30 King's Gambit Declined	38
D55 Queen's Gambit, Orthodox.....	40
C34 Kings' Gambit Accepted	42
D02 Queen's Pawn Opening	44
B01 Scandinavian Defence.....	46
C50 Old Stodge.....	47
D06 Queen's Gambit	50
C50 Old Stodge.....	53
D02 Colle System	55
C50 Old Stodge.....	56
D94 Grunfeld Defence, Closed System	59
C61 Italian Game	61
D38 Queen's Gambit, Ragozin	63
D00 Queen's Pawn	66
C65 Ruy Lopez	68
C24 Bishop's Opening.....	70

The code numbers are from the Encyclopedia of Chess Openings

List of Tips

A1. Play slowly and carefully – don't reply to a move straight away	2
If your opponent plays quickly, ignore it!	2
A2. Practise spotting tactics	2
A3. Get into good habits of thinking	2
TIP: You should play proper openings with a name.....	3
The best openings after 1.e4 are the ones that aim at playing d2-d4 – either right away (Scotch Game) or after c2-c3 (Italian Game, Ruy Lopez).	3
Isolated Queen's Pawns give you space and possibilities for attack, so if you have an IQP, try to keep pieces on, and attack the King's-side.	4
So, facing an IQP, swap off pieces, which means you are less likely to be attacked and the weakness of the IQP will be more important than the extra space.....	4
TIP: I've probably got a book and a database on other openings that you play – or ones that you should play!	4
TIP: Please don't play Old Stodge!	4
If you want to win games, you have to make your opponent make mistakes, and you aren't going to do that against good players by opening with Old Stodge.	5
TIP: avoid Old Stodge if you can.....	6
White has better moves than 4.Nc3 – 4.d4 and 4.Ng5 are usual, or even 4.d3 – and if you try the Two Knights' Defence, you must know how to reply to these moves too.	6
TIP: Everyone should know the three goals of the opening (developing, central control, castling) but there is a fourth: open a file for your Rooks.	8
The Golden Rule of Swapping: Swap pieces when you are winning, swap pawns when you are losing.....	10
Swap off your bad pieces	10
Even if you're playing for yourself in a tournament, chess is a team game!	12
TIP: I don't think juniors should play hypermodern openings like the English Opening.	13
TIP: check when you move that you are not undefending a piece or pawn, as well as not exposing the moved piece to attack.....	14
TIP: if your Rooks can't see each other, then you should probably hurry to finish development	14
TIP: normally hurry to get your King Up For The Ending (KUFTE)	15
TIP: the basic rule of swapping is: swap pieces when you are ahead, swap pawns when you are behind.....	16
TIP: as you get better, you learn about other rules for swapping – here, it's swap into the endgame that's hardest to win	16
TIP: the Golden Rule of Swapping is: swap pieces when you are ahead, swap pawns when you are behind.....	17
TIP: swap off your opponent's best pieces and swap off your pieces which will stand poorly, keep the your pieces that stand well.....	23
TIP: King safety is always important when there are Queens on the board.	24
TIP: open up lines against the enemy King to attack it.....	27

Ganging up on a pinned piece is always a good threat, and worth avoiding if you face it	33
TIP: Everyone should learn how to play with and against an Isolated Queen's Pawn (IQP).....	34
TIP: Don't swap pieces when you are losing	51
Where the Kings are castled on opposite sides, you can and must attack fiercely with pieces and pawns.....	55
swap off and win!	61
TIP: Positions give you clues about tactics	70
TIP: the opening is, in part, a race to get out your pieces	71

List of Tactics

→ TACTIC: outnumbered	14	→ TACTIC: discovery	46
→ TACTIC: undermining.....	16	→ TACTIC: fork]	46
→ TACTIC: counterattack!]	16	→ TACTIC: discovery	48
→ TACTIC: undermining and counterattack]		→ TACTIC: discovery	49
.....	17	→ TACTIC: discovery	49
→ TACTIC: fork.....	18	→ TACTIC: pin.....	49
→ TACTIC: decoy.....	18	→ TACTIC: decoy	50
→ TACTIC: allows a fork.....	19	→ TACTIC: discovery	50
→ TACTIC:A counter-fork!	19	→ TACTIC: fork.....	50
→ TACTIC: discovery	20	→ TACTIC: fork]	50
→ TACTIC: net]	21	→ TACTIC: skewer].....	50
→ TACTIC: discovery	24	→ TACTIC: fork]	52
→ TACTIC: fork]	25	→ TACTIC: fork]	52
→ TACTIC: skewer	26	→ TACTIC: mate!	53
→ TACTIC: net]	27	→ TACTIC: net]	53
→ TACTIC: pin, discovery]	28	→ TACTIC: counterattack.....	54
→ TACTIC: overloading/undermining	30	→ TACTIC: mate	56
→ TACTIC: pin	30	→ TACTIC: discovery	58
→ TACTIC: pin]	31	→ TACTIC: undermining]	58
→ TACTIC: discovery]	32	→ TACTIC: net]	60
→ TACTIC: pin	32	→ TACTIC: fork.....	61
→ TACTIC: mating attack]	33	→ TACTIC: fork.....	61
→ TACTIC: undermining.....	34	→ TACTIC: skewer].....	63
→ TACTIC: pin	34	→ TACTIC: fork.....	65
→ TACTIC: undermining.....	36	→ TACTIC: counterattack.....	65
→ TACTIC: undermining]	38	→ TACTIC: mate	65
→ TACTIC: fork]	38	→ TACTIC: discovery	66
→ TACTIC: fork.....	39	→ TACTIC: undermining.....	66
→ TACTIC: discovery]	42	→ TACTIC: undefending	68
→ TACTIC: undermining, attacking a pinned		→ TACTIC: net	68
piece	43	→ TACTIC: fork.....	70
→ TACTIC: fork]	44	→ TACTIC: pin.....	70
→ TACTIC: pin	45	→ TACTIC: discovery	70
		→ TACTIC: skewer	71
		→ TACTIC: perpetual check	72
		→ TACTIC: pin]	72

Practising against a computer (mostly for Mums and Dads)

There are hundreds of chess programmes and apps for every sort of device. Nearly all of them are fine for young players, so find one you like, and get playing!

If you want our advice, look first for:

- you can set the programme to play so weakly that you beat it at least some of the time
- you can set the programme to play so strongly so that it will beat you most of the time

If you're a bit more serious, look for these features:

- you can set up a position to practise against the machine
- you can play for both sides
- you can start and stop the computer opponent
- you can save your games in PGN format

Here's some free software I can recommend, which do all of these things:

Smallfish and Droidfish (iPhone and Android phone/tablet)

ChessX (Linux)

Penguin (Windows)

Xboard and WinBoard (Linux and Windows)

Even if you're very serious about your chess, you probably don't need more than these, but if you do, please ask for advice.

Playing chess online (mostly for Mums and Dads)

We have several promising chess players who don't get a lot of good practise – maybe there isn't a chess club at your school, or maybe the other players aren't very good.

There are plenty of places to play chess online, but they aren't all very comfortable for young players. Most sites for grown-ups allow you to send messages to other players during a game (chatting). That can be fun, but some adult players can be very rude and swear, and we would hate for anyone to be upset or even put off playing chess because of other people's silly behaviour.

There are some child-friendly chess-playing sites that we know about. If you know or find another, please tell us!

Foolish King

A free chess-playing app for young players. Chat is not possible with this app, but you can send stock messages like 'Well played!' and 'Oops'.

Chess.com

A free chess site for adults and children. Chat is possible on this site, but you can change your settings to turn 'chat off' during play.

Freechess.org

Another free chess site for adults and children. Chat is possible on this site, but you can change your settings to turn 'chat off' during play.

Free chess puzzles online

www.shredder.com

www.chess.com

chess.emerald.net