

Wales and West of England Junior Chess Jamboree, 2019

Chepstow Leisure Centre, Saturday 12th January 2019

Results

			Round 1	Round 2	Round 3	Total
1	Kieran	Raine	0	0	0	0
2	Benny	Bacon	½	0	0	½
3	Tom	Lewis	0	0	1	1
4	Aritra	Paul	0	0	0	0
5	Niranjana	Narayanan	0	0	0	0
6	Bradley	Holland	0	1	1	2
7	Nathan	Ng	1	0	½	1½
8	Aarv	Paul	1	1	½	2½
9	Charlie	Hill	0	0	0	0
10	Suhayl	Abdalla	0	0	1	1
11	Tom	Bracey	0	0	0	0
12	Alfie	Sequiera	?	?	0	?

1	Vignesh	Ramesh	1	0	½	1.5
2	Nicky	Bacon	½	0	1	1.5
3	Isaac	Kennedy-Bruyneels	0	0	1	1
4	Evan	McMullan	½	1	1	2.5
5	Ben	Sturt	0	0	½	0.5
6	Oliver	Bacon	BYE	0	1	2

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

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 Nicky's King and Pawn endgame, for example!

Symbol	Meaning	Symbol	Meaning	Symbol	Meaning
!	Good move	—+	winning for Black	∞	unclear
?	Bad move	⊖	good for Black	⊖	with compensation
!?	Interesting move	⊖	better for Black	→	with an attack
?!	Dodgy move	=	equal	↑	with the initiative
!!	Brilliant move	±	better for White	↔	with counterplay
??	Blunder	±	good for White		
		+—	winning for White		

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Not our best result, but there were some good wins, some great fighting losses, and lots of good serious chess played. Well done to Evan in the UI8s and to Aarv and Bradley in the UI4s, who all 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.

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.

Opening booklets

There's an opening booklet or two for everyone enclosed. I've got lots more on different openings, and if you like looking at things on a screen, I have PDF (e-book) and PGN (play-through) versions which I can send you by email.

A. Steinitz' Law & Dr.Dave's advice

Wilhelm Steinitz was champion of the World for 27 years, so he knew a thing or two...

He started out as a fierce attacking player, but settled down when he did some thinking about why some attacks worked well and some fizzled out – or even backfired.

His key ideas were:

In chess, only the attacker wins!

An attack should succeed if you have an advantage.

If you have the advantage, you must attack before your opponent gets sorted out.

If you don't have the advantage, your attack will not succeed, so you should not attack.

Instead, you must manoeuvre until you get an advantage.

So, my advice to go with this is:

You cannot force your way to an advantage from an equal position, your opponent must make a mistake.

You can pick positions and moves that make it more likely that your opponent will make a mistake.

In particular, you should play openings that put pressure on your opponent.

If your opponent makes a mistake, you need to spot it! So keep sharp by practising tactics.

If you are losing, you have to try to make your opponent make a mistake, or you will simply lose.

You must keep pieces on if you are losing, or you can't create any (or as many) threats.

Playing safe when you are losing is hopeless!

Playing safe at other times is also dangerous: your opponent will work out a way to make life difficult for you and tempt a mistake.

B. Practise your disco moves

There are some general thinking tips that apply to everyone who plays chess:

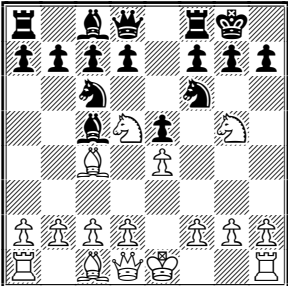
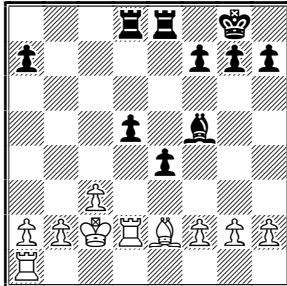
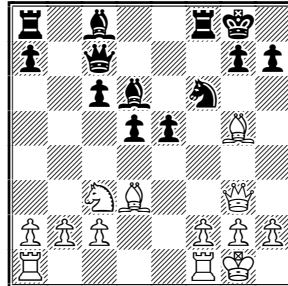
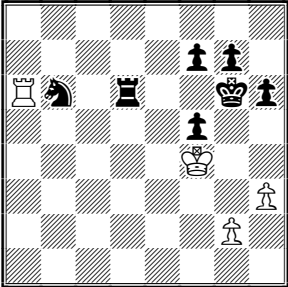
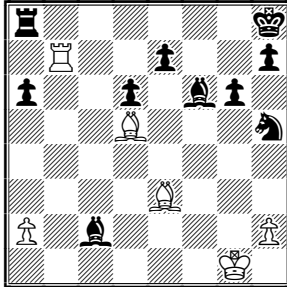
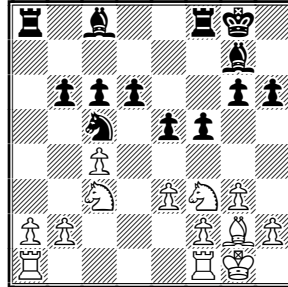
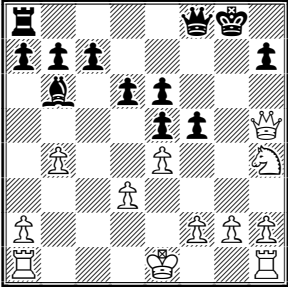
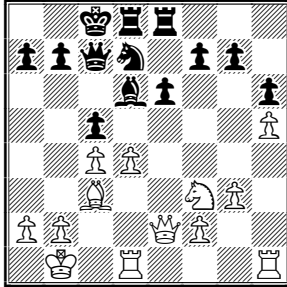
A1. Get into good habits of thinking

A2. Play slowly and carefully – don't reply to a move straight away

A3. Practise spotting tactics

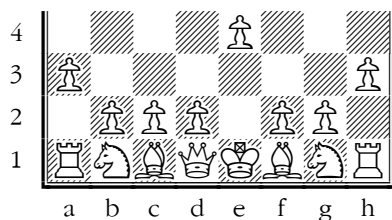
I wrote a bit more about each of these last year, and won't repeat myself. But if you are going to practice tactics, the one we had the most trouble with was Discovered Attack – also known as Ambush or Unmasking. Here are a few to practise with from the games I saw; ●● shows the side to move.

Some we spotted, some we missed, some our opponents missed!

 <p>a b c d e f g h</p>	 <p>a b c d e f g h</p>	 <p>a b c d e f g h</p>
 <p>a b c d e f g h</p>	 <p>a b c d e f g h</p>	 <p>a b c d e f g h</p>
 <p>a b c d e f g h</p>	 <p>a b c d e f g h</p>	<div style="border: 1px solid black; padding: 5px;"> Answers </div> <p>...Nxd5! ...e3+! ...e4!</p> <p>...Nd5+! Rc7! Nh4!</p> <p>...fxe4! dxc5!</p>

C. Country moves

Each move is a precious gift, to be used as well as you can. It's not always the best idea to play slow, 'safe' moves with your Rook's pawns:



These used to be called 'country' moves, played mainly by simple folk from the country, who don't know how to play chess properly... Well, we might be from Devon, but there is no need to play like this!

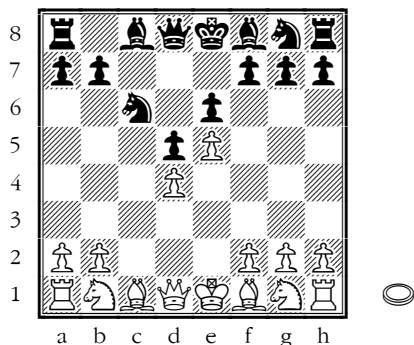
Why do players make moves like ...h7-h6? People who make the moves often tell me that:

- it stops a Knight from coming to g5
- it stops a Bishop from coming to g5, which might pin your Knight
- it gives your King a place to run, in case of a back rank mate
- you can follow up with g2-g4

But I sometimes see this move played when:

- there is no Knight that can come to g5, or it would be no problem if it did
- there is no Bishop that can come to g5
- we are still in the opening, and there is no danger of a back rank mate
- they don't follow up with g2-g4

Here's one played against one of our team: White's next move was h2-h3!



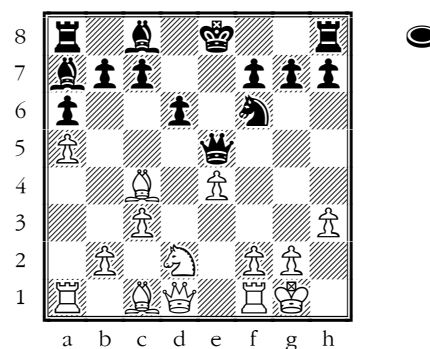
So I think that the real reason is :

e) They can't think of anything else to do!

There is usually something better to do, so sit there until you think of it! You will only have the same problem next move, if your opponent does nothing. But you noticed I said 'safe' – I don't really think these moves are safe. There are two risks:

- you are wasting time that you need, either to get on with your own plan, or to stop your opponent's real plan, which has nothing to do with g5
- It gives your opponent a point of attack, perhaps right in front of your king,

For example, look at this position:



White has played h3, which gives Black a target to aim at.

...Bxh3!

Black won shortly.

You can see that Black also played a country move with ...a6. But I think Black wasn't doing it because they didn't know what to do: their Bishop needed a place to hide in case of b4 and a5.

If you don't know what to do, sit there until you do! If your opponent isn't threatening anything, get on with something yourself – pick a target to attack, or improve your position in some way.

D. Endgames to watch

Most of the games were more or less over before the endgame, or you stopped recording before getting that far, but there were very interesting endings to look at, and in both the result hung on a single move:

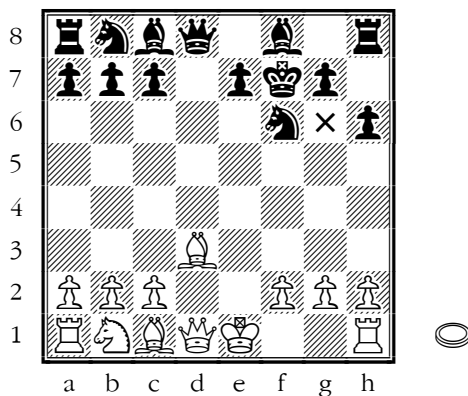
Bacon-NN

NN-Sequiera

Davies,Milo - Paul,Aritra

E. Good and bad traps

Caleb Caleshu in the U11 section played an amazing discovered attack on one round:



7. Bxg6+!!

How about that! White uncovers an attack on the Queen, but Black can't do anything about it because it's check, and going back to e8 leaves the King in check!

So, that's a brilliant move, but it's what I call a Bad Trap.

With an extra Queen, bought for two pieces. Is this line a good idea? Well, the idea is great, but it's not a good line to play. It's what I call a Bad Trap -- not because it doesn't work, but because **both sides have to play bad moves for it to work**. I don't mind your opponents playing bad moves, but if you play bad moves and your opponent finds good ones, you will be sorry!

Let's have a look at the whole thing.

1.Nf3 d5 2.e4

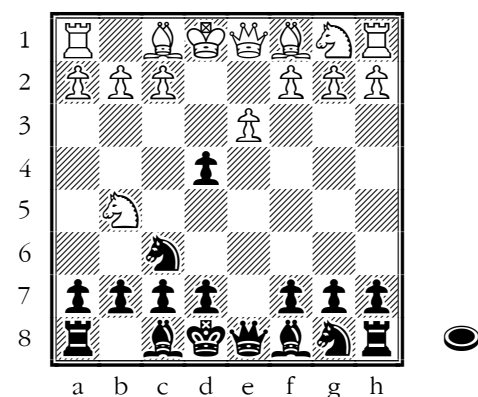
Offering a pawn

2...dxe4 3.Ng5 Nf6

Black defends the pawn.

[3...e5 ≠ Ignoring the pawn gives Black a small plus.]

4.d3



Attacking the pawn.]

[4.Bc4= e6 5.Nc3]

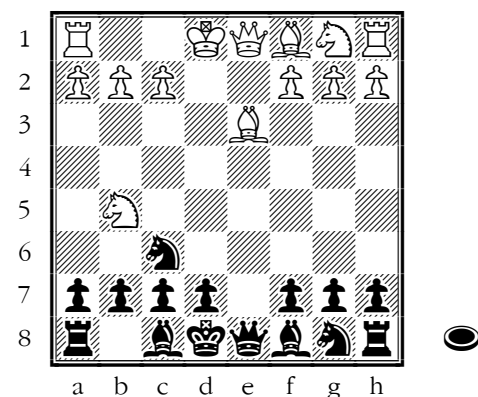
4...exd3

Black swaps, making sure to stay a pawn ahead, but helping White develop a Bishop.

[4...h6 is good timing, getting an easy equal game. 5.Nxe4 Nxe4 6.dxe4 Qxd1+ 7.Kxd1 e5= White can't be thrilled to reach this position;

4...Bg4 ≠ is awkward to meet, and White stands worse. If Black can get the advantage on move 4, then White should avoid this line!]

5.Bxd3



Black's turn to develop...

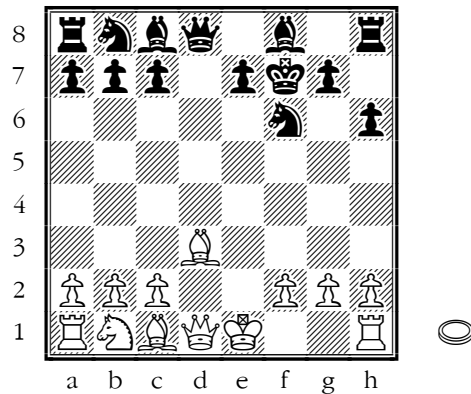
5...h6??

I expect Black thought this was playing safe, but it falls into White's trap!

[5...Nc6 6.0-0 h6 7.Ne4 Nxe4 8.Bxe4 Qxd1 9.Rxd1 Bd7 ≠]

6.Nxf7! Kxf7

Now there is a discovered attack, which White can make with check, but White must pick the right square.



7.Bg6+!

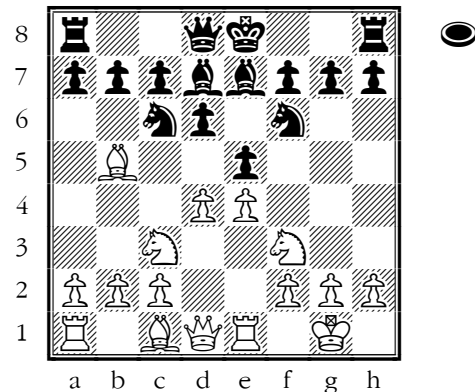
[7.Bc4+ Ke8 Has White ruined everything? 8.Bf7+ repairs the mistake!]

7...Kxg6 8.Qxd8

So, if you get to play the brilliant Bg6+, you're golden, but you have to cross your fingers and hope that Black chooses all the right moves to let it happen, and some of Black's moves are not the best ones. In fact, if Black chooses the best moves, White could end up worse! So that is a big clue that White's moves are not the best ones either.

What I like, is traps that happen when you choose good moves all the way through, and you don't risk being worse.

Here's a very famous example:



Now, if Black plays the very natural 7...O-O here, they lose at least a pawn. (Exactly why isn't obvious, but trust me on this... Or if you don't trust me, see the Appendix!)

The point I want to make is that the trap appeared by White playing only good moves, and at no point could Black turn the tables and get the advantage.

So, unless you are already losing, don't set a trap with a bad move – that's a bad trap, and it might be you who falls down.

Set good traps by playing good moves

...Unless you are losing – when you can try whatever you like!

F. An exchange is probably better for somebody

You must know the rule:

swap pieces if you are ahead on material.

There are some related rules:

Don't swap pawns if you are winning

Swap pawns if you are losing, but avoid piece swaps

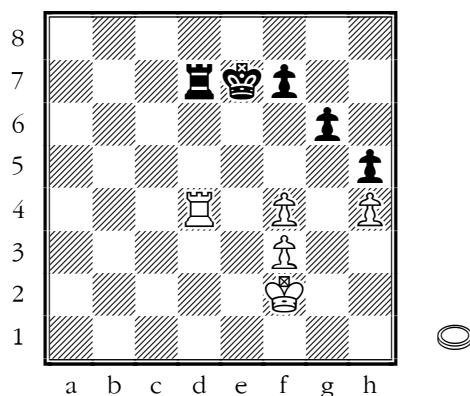
Swap pieces if you have less space

Swap off your opponent's dangerous attacking pieces

Don't swap if you are trying to attack!

Don't swap off all your good pieces, leaving you with (say) a bad bishop.

Here's a choice for White:



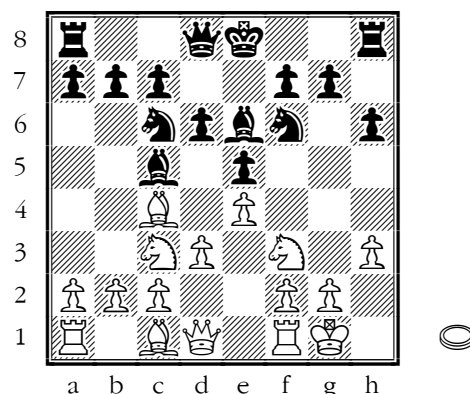
Do you swap Rooks or not?

Well, first thing to notice is that White stands a little worse, because of the doubled pawns.

Swapping into a King and Pawn endgame is likely to be better for White – possibly still drawn, but easier to play for Black who can expect a draw at worst.

So it proved: White swapped and lost. Later analysis showed that White could have played an unusual move and drawn, but that's not the point – White would have had better chances by keeping Rooks on.

There was an interesting pair of positions in Isaac's games.



Should White swap Bishops or not?

The first thing to notice is that this is a choice! A lot of you just swap without thinking about it.

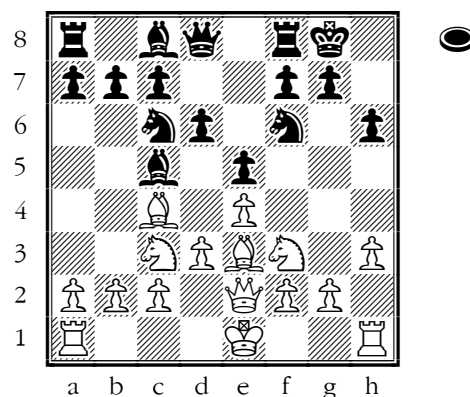
The second thing to note is that it might be an important choice. Most exchanges are better for one side or the other. It might not be obvious, but have a think. What about this one?

Well, If White swaps, White gets the dreaded 'doubled pawns'. How dreaded are these?

- Black gets pawn control of d5
- Black gets a half-open f-file, in a position where it is hard to open a file for the Rook.
- White gets a target on e6.

So, Black gets one advantage and White gets two, but actually I don't think Black has much chance of attacking e3 any time soon. The two White advantages are likely to be relevant sooner, and so Black shouldn't swap. (But he did!)

In the next game, and after a little word from Mr. Cross, Isaac was faced with the same decision in this position as Black:



This time, Isaac correctly retreated the Bishop, to b6. Later, White actually made the swap on e6, and Black had the advantage of a half-open f-file.

G. Play proper openings (not Old Stodge)

There were just 8 openings that were played in more than one game.

I've written about all of these openings previously, in other editions of this booklet. The year I wrote about them is in the third column above and you can find all the booklets here:

<http://exeterchessclub.org.uk/content/devon-u14-chess-team>

So, here I will just give some light notes, and if you want to know more, you can find some more detail in these other booklets.

Here are the eight:

Opening	No.	Year
Sicilian Defence	10	2004, 2009, 2019
Old Stodge	7	Every lousy year...
French Defence	5	2004/05/06, 2008
Queen's Gambit	4	2009, 2010
Scotch Game	4	2004, 2005
Caro-Kann Defence	3	2012
Scandinavian Defence	2	2013
QP games inc. Colle	2	2004, 2013

I like most of these.

Old Stodge

Old Stodge, I don't recommend. It's blocked and difficult to put any pressure on your opponent. Without pressure, you won't get so many mistakes, and if your opponent isn't making any mistakes, you are not going to win.

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 (Centre Game, Scotch Game) or after c2-c3 (Italian Game, Ruy Lopez).

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>

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

TIP: You should play proper openings with a name.

French Defence

Queen's Gambit

Scotch Game

Caro-Kann Defence

Scandinavian Defence

Nice to see the return of the Scotch Game, and the French and Scandinavian Defences, those are all great openings for juniors, and there's nothing wrong with the Queen's Gambit or Caro-Kann.

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

QP games inc. Colle

These can be played well or badly. You must play them with a plan, and preferably a plan to open a file. But often, I wasn't seeing them played that way!

Sicilian Defence

The Queen's Gambit and Sicilian Defence are two of the four top opening systems used by Grandmasters (the other two are the Ruy Lopez and Nimzo-Indian Defence). Grandmasters play these openings because they hope other Grandmasters will make mistakes in them, so they aren't simple systems at all, and you might find them hard to understand. But, they will last you all your chess career. So, although I think we were struggling to get the hang of the Sicilian, it might be worth sticking with. I think the Queen's Gambit is a fine opening, but you may not find it easy to deal with all the 'Indian' defences that you will meet as you play well-prepared opponents.

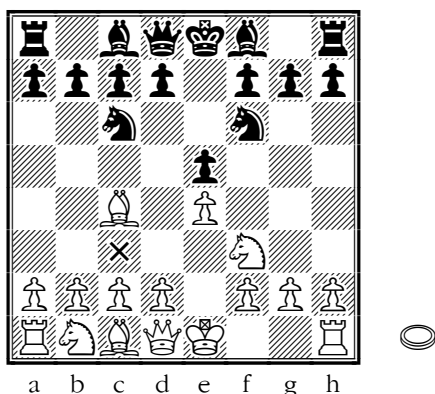
TIP: avoid Old Stodge if you can

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:

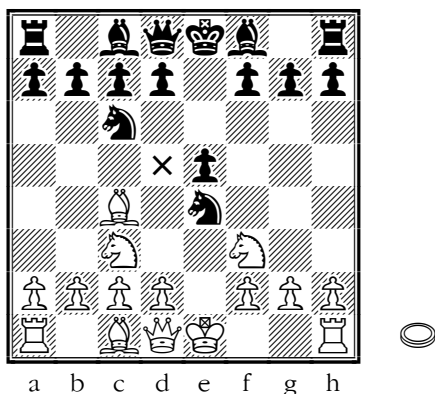
- 3 ... Nf6



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!



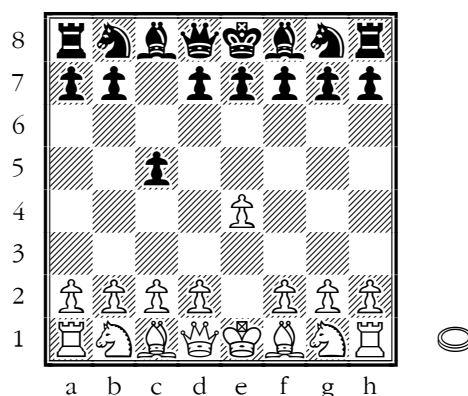
White cannot keep the extra piece if they take your Knight, because then you play ...d7-d5!

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.

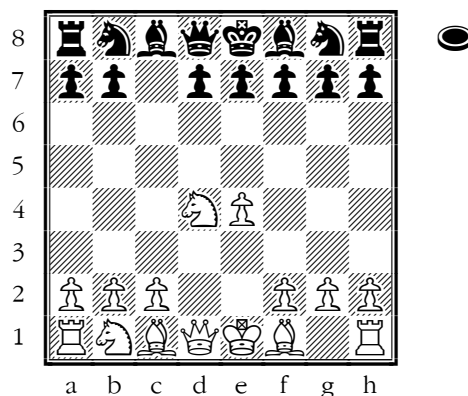
I seem to remember reading a book with some of these variations in...

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

Meeting the Sicilian Defence

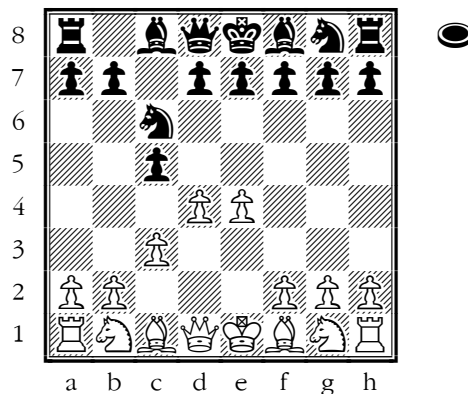


Black's idea after 1.e4 is not to compete directly in the centre with 1...e5, but to anticipate White playing d2-d4, and when White does so, swapping it off!



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 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.



The Games

Symbol	Meaning	Symbol	Meaning	Symbol	Meaning
!	Good move	−+	winning for Black	∞	unclear
?	Bad move		good for Black	∞	with compensation
!?	Interesting move	≡	better for Black	→	with an attack
?!	Dodgy move	=	equal	↑	with the initiative
!!	Brilliant move	±	better for White	↔	with counterplay
??	Blunder	±	good for White		
		+−	winning for White		

U14 section

Kieran Raine

You took on the best and played lots of good moves, but in the end were unlucky not to come away with a win, particularly in your well-judged last game. You need a bit more depth and power in your White opening choices – see the booklet enclosed. I like the Lowenthal Sicilian, it's nicely awkward and not well-known, but you walked into a couple of king's-side attacks – if that keeps happening, I think you have to ask yourself if the Sicilian really suits you, since White can always pick that plan in the Open Sicilian, and maybe always should.

Kan, Toby - Raine, Kieran

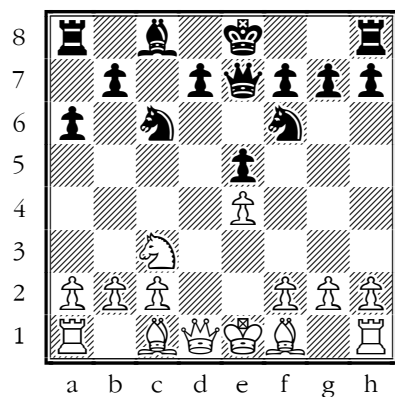
B32 Sicilian Lowenthal

You didn't really get going in this game and White had a simple attack down the King's-side

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4
4.Nxd4 e5 5.Nb5 a6 6.Nd6+ Bxd6
7.Qxd6 Qe7

[7...Qf6 8.Qd1 Qg6 9.Nc3 Nge7]

8.Qd1 Nf6 9.Nc3



9...Qb4

The Black Queen proves as much a target for White as a nuisance. Black should just develop. Black has three pieces developed by move 9,

but doesn't move out another until move 34!

[9...d6; 9...h6]

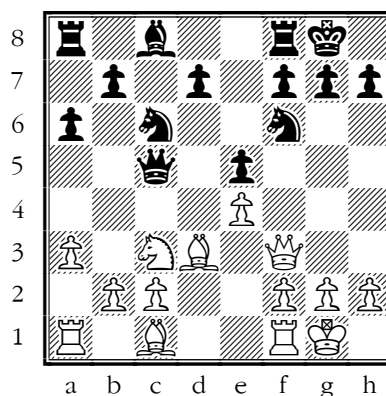
10.a3 Qd4

[10...Qa5]

11.Qf3

[11.Be3]

11...Qc5 12.Bd3 0-0 13.0-0



13...Nd4

Again, development was more important.

[Better is 13...d5 ±]

14.Qg3 Nh5

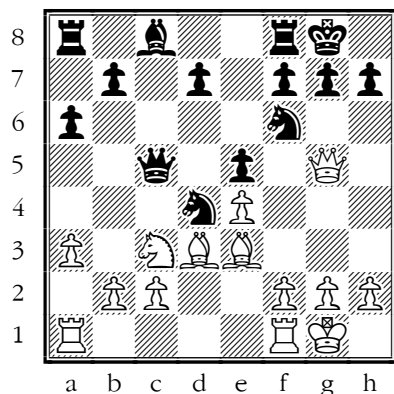
I like the attitude, but just once more, you have to get developed!

[Better is 14...Ne6]

15.Qg5

[Better is 15.Qh4]

15...Nf6 16.Be3



Connecting the Rooks. White had only one piece out on move 9, but now has overtaken Black and can launch an attack when Black will be outnumbered.

16...Qd6

[Better is 16...d6]

17.f4!

Opening lines.

17...Nc6 18.Be2

[18.Rad1 Bringing the last piece into position was best]

18...h6 19.Qg3 Qe6

[Better is 19...Re8!]

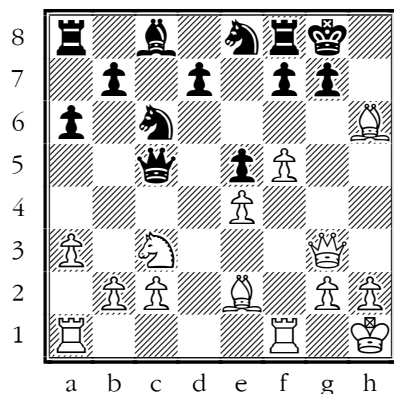
20.f5 Qe7

[Better is 20...Qd6]

21.Bxh6! Qc5+

[Better is 21...Nh5]

22.Kh1 Ne8



→ **TACTIC: mating attack**

23.Be3

[Better is 23.Bxg7! Nxg7 24.f6 mates]

23...Nd4 24.Qf2

[Better is 24.Nd5]

24...Qd6 25.Rad1 b5

[Better is 25...b6]

26.Bxd4 exd4 27.Qxd4

[27.Rxd4]

27...Qh6

[Better is 27...Qxd4]

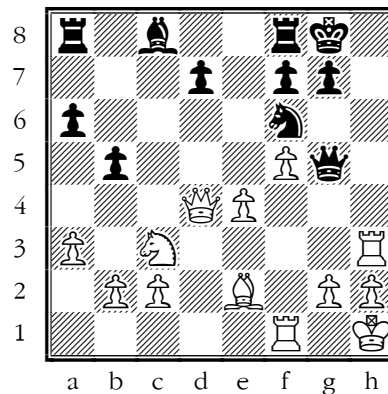
28.Rf3 Nf6

[Better is 28...Bb7]

29.Rh3 Qf4 30.Rf1 Qg5 31.Rg3 Qh4

[Better is 31...Qh6]

32.Rh3 Qg5



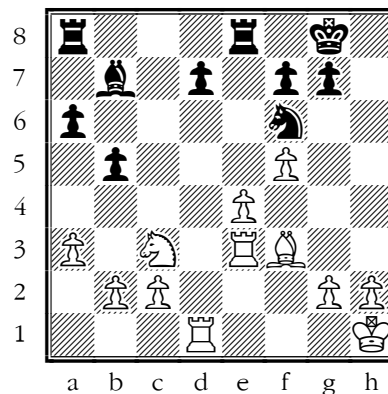
→ **TACTIC: mating attack**

33.Qe3

Two pawns up, White swaps Queens, but the attack would have been quicker.

[Better is 33.e5! which is crushing; if the Knight moves, 33...Ne8 34.Ne4 Qd8 35.Nf6+!! mates 35...Nxf6 (35...gxf6 36.Qh4) 36.exf6 Qxf6 37.Qxf6 gxf6 38.Rg3+ Kh8 39.Rf4]

33...Qxe3 34.Rxe3 Re8 35.Bf3 Bb7 36.Rd1



Well, you're not getting mated, but the endgame is pretty grim.

36...Rad8

[Better is 36...Re5]

37.Ree1 Re5 38.Kg1 d5

[Better is 38...Rde8]

39.exd5 Rxe1+ 40.Rxe1 Nxd5

[Better is 40...Nd7 41.Kf3]

41.Nxd5 Bxd5 42.Rd1 Bxf3

[Better is 42...Rc8]

43.Rxd8+

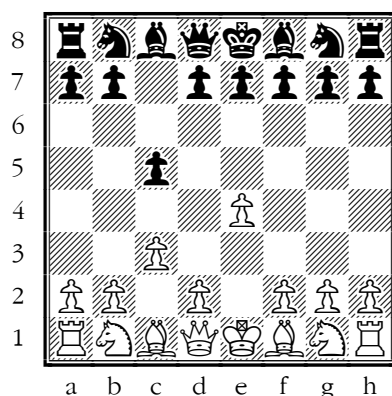
1-0

Smith, Ellison - Raine, Kieran

B22 Alapin Sicilian

I'm sorry to say this was a similar story!

1.e4 c5 2.c3



I often recommend this for White: it's easy to play.

2...Nc6

This doesn't fight for the centre.

[2...Nf6 or;

2...d5 were better plans]

3.d4 cxd4 4.cxd4

last book move

4...Nf6

With c3 cleared, this is not effective.

[Better is 4...e6;

It's not too late for 4...d5 5.exd5 Qxd5 6.Nf3 Bg4 (6...e5!?)
7.Be2 e6 8.Nc3 Qa5]

5.Nc3

[5.d5! first is even better]

5...e5

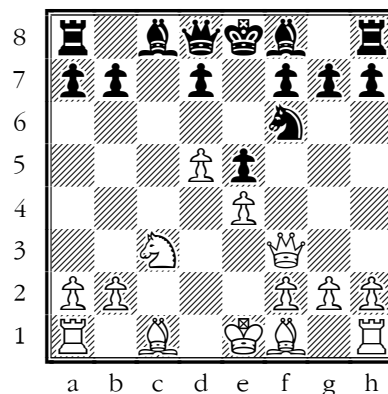
You're right to want to hit back, but this isn't the right move or the right time.

[Better is 5...d5!]

6.d5

[6.dxe5!±]

6...Nd4 7.Nf3 Nxf3+ 8.Qxf3



Black isn't too badly off at all, now.

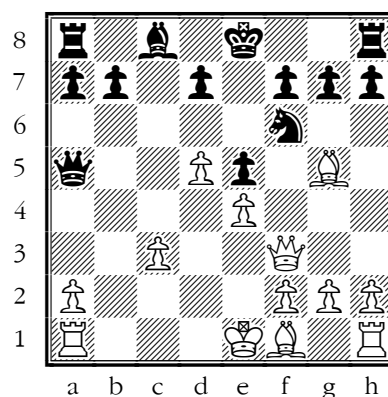
8...Bb4

[8...Bc5]

9.Bg5 Bxc3+

[9...h6]

10.bxc3 Qa5



You're keen to be a nuisance again, but without castling and completing development, you risk being outgunned.

11.Bxf6 gxf6 12.Be2 Qb6

[12...d6]

13.0-0

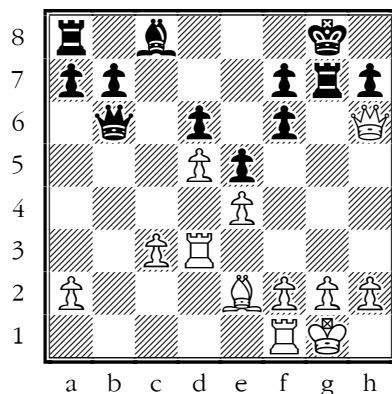
Connecting Rooks: Black is at least three moves from doing the same. The Sicilian often tempts Black to risk falling behind in development, and White often benefits!

13...Rg8 14.Qh5 Rg7 15.Qh6 Kf8

16.Rad1 d6

[Better is 16...Kg8]

17.Rd3 Kg8



The Queen's-side pieces can do nothing to stop Black losing material.

18.Qxf6 Bd7 19.Bh5

[Better is 19.Rg3]

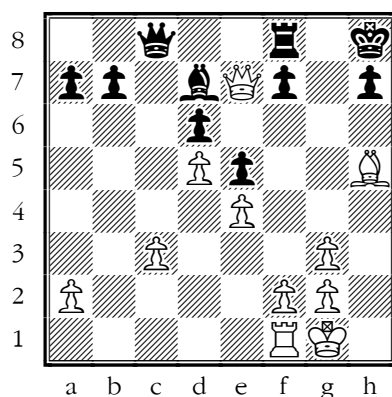
19...Rf8

[Better is 19...Qd8]

20.Rg3 Rxc3 21.hxc3 Qc5

[Better is 21...Ba4]

22.Qg5+ Kh8 23.Qe7 Qc8



24.Bxf7

[Better is 24.Qxd6! is even better]

24...b5??

Overlooking something important.

Better is 24...Qd8 avoids being mated, but the endgame looks pretty hopeless.

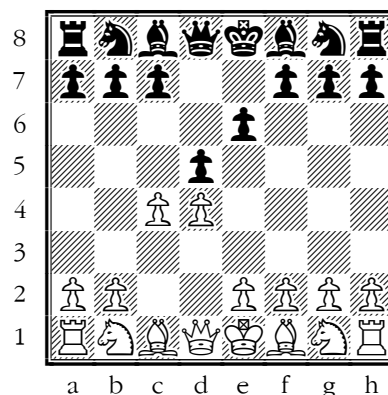
25.Qf6#

Raine,Kieran - Smith,Madeleine

D40 Queen's Gambit,Tarrasch Defence

I thought this was a great game and you deserved a better result.

1.d4 d5 2.c4 e6

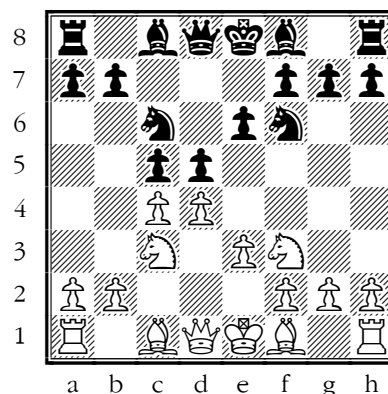


3.e3

That's a bit slow, blocking your Bc1

[3.Nc3! puts more pressure on Black.]

3...Nf6 4.Nc3 c5 5.Nf3 Nc6



This quiet position is well-known, but most players prefer a different 6th move to you!

6.Bd2

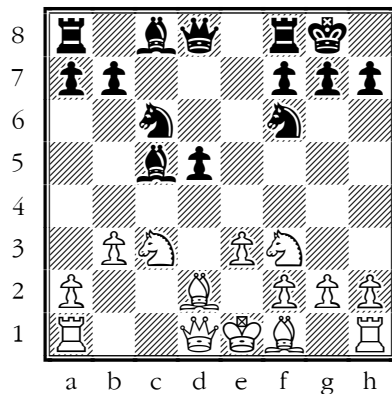
[6.a3; 6.cxd5; 6.Be2; 6.Bd3 are all played]

6...Be7 7.b3

Not sure what your idea was: getting on with development or changing the pawn structure was better.

[Better is 7.dxc5]

7...0-0 8.dxc5 Bxc5 9.cxd5 exd5



Against an IQP, you generally leave the d-file open, but here you can't hold it back

10.Bd3

[10.Na4; 10.Be2; 10.Bb5]

10...Bg4

[10...d4!]

11.0-0 Ne5 12.Be2 Bxf3 13.Bxf3 d4 14.exd4 Bxd4 15.Bxb7 Rb8 16.Ba6

[Better is 16.Bf3=]

16...Qd6

[Better is 16...Neg4 ≠]

17.Be2 a6

[Better is 17...Rfd8=]

18.Rc1

[Better is 18.Be3±]

18...Rfd8 19.Bg5 Qe6 20.Qc2

[Better is 20.Qe1=]

20...Rbc8 21.Bxf6 Rxc3?!

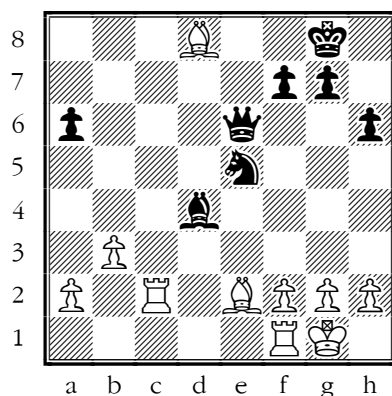
[Better is 21...gxf6 ≠]

22.Bxd8!+-

I'd generally back a pair of Rooks over the Queen. The key is coordination.

22...Rxc2 23.Rxc2 h6

[Better is 23...Qf5]



24.Bc4?

It's far from obvious, but Black can join the dots

and make a little tactic work because of the loose pieces on d8 and c2.

[24.Bh4+-]

24...Qg6?

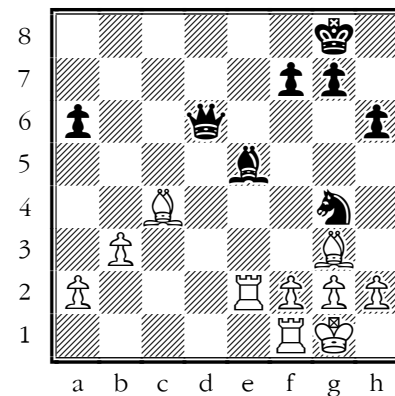
[24...Qd6! 25.Bh4 Qg6! hitting c2 and pinning g2 26.Re2 Nf3+ 27.Kh1 Nxh4]

25.Re2 Qd6 26.Bh4 Ng4?

[Better is 26...Nxc4 ± with rough equality]

27.Bg3 Be5

[Better is 27...Qd7 28.Rd2 Qa7 29.Rfd1 Be5 30.Rd8+ Kh7 31.R1d7 and Black should give up the Queen to avoid a mating attack. 31...Qb6? 32.Bd3+ g6 33.Rxf7+ Bg7 34.Rdd7]



→ TACTIC: pin

28.Bxe5

[Better is 28.Rxe5! picks up two pieces for the Rook, increasing your advantage 28...Nxe5 29.Re1+-]

28...Nxe5 29.h3 Ng6

[Better is 29...Nxc4±]

30.Re8+ Kh7 31.Bxf7 Nf4 32.Rc1

[32.Rfe1! keeping the Rooks coordinated]

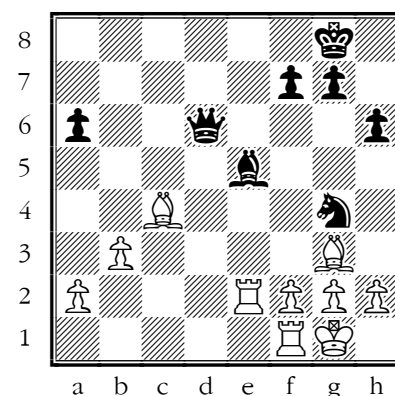
32...Qd7 33.Bg8+ Kg6 34.Rce1 h5 35.Kh2

[Better is 35.h4]

35...h4

[Better is 35...Qd2]

36.R1e4 Qc7



37.g3?

No need for that

[37.Bc4 Qd6 38.Kg1 Kf5]

37...hxg3+ 38.Kxg3 Nh5+ 39.Kh4??

[39.Kg2!+- and you're still winning 39...Nf4+ 40.Kh2 Nh5+ 41.R4e5]

39...Nf6!

This fork doesn't win material but it should spell the end for White's hopes

40.R8e6

[Better is 40.R8e5]

40...Qc5

[Better is 40...Qh2! and White can't hold on]

41.Rg4+ Kh6

→ **TACTIC: mating attack**

42.Bf7??

allows mate in two!

[Better is 42.Kg3= and my computer says Black should go for a perpetual]

42...Qxf2+ 43.Rg3 Kh7

Black missed it!

[Better is 43...g5#Better is 1127]

44.Bg6+

[44.Bg6+ Kh6 45.a3 Qf4+ 46.Rg4 Nxg4]

0-1

Benny Bacon

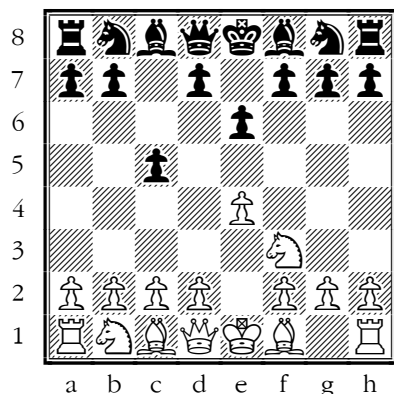
Your play looks very sensible and solid, but I'd say it could do with a bit more spice. I don't know if you are deliberately playing safe, but I think you can press much harder as White, with more common opening systems, and mix it up a bit more as Black. If you take the game to your opponents, you give them more problems, and can expect them to make more mistakes. But you came away with some precious points – well done!

Bacon,Benny - Chung,Daniel

A34 Sicilian/English

A game without mistakes, but without many chances to win. A closed opening and gradual exchanges led to a draw.

1.e4 c5 2.Nf3 e6



3.c4

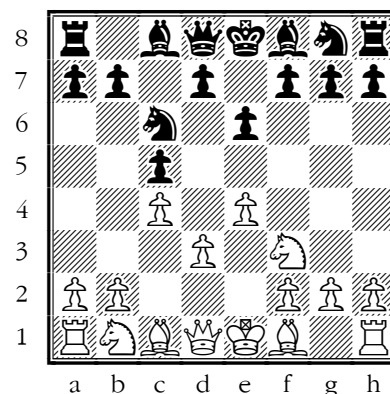
A rare try here.

[3.d4 is the main line Open Sicilian.;

I like to recommend 3.c3 – it's simple and safe for White and tricky for Black!;

3.g3 is a better line to choose if you don't want to play an open game.]

3...Nc6 4.d3



That keeps it safe, but maybe safe from winning too!

4...Nf6 5.Nc3 Be7

last book move

[5...d5! ≠ and White is, if anything, slightly worse because of the backward pawn on d3]

6.Be2 h6

One of those wretched country moves

7.Be3 d6 8.a3

A similar move with perhaps a similar reason! This move makes sense only if you continue with Rb1 and b4.

8...Bd7 9.0-0

[9.d4]

9...e5 10.Qc2

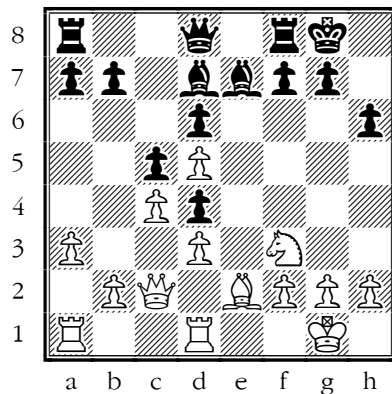
[10.b4! ± is a fair idea here 10...cxb4? 11.axb4 Nxb4 12.Bxa7]

10...0-0 11.Rfd1 Nd4!

12.Bxd4 exd4

[12...cxd4 ≠ 13.Nd5 Nxd5 14.exd5 (14.cxd5 Rc8 15.Qb3 Qc7) 14...f5]

13.Nd5 Nxd5 14.exd5



'White's Bishop is very bad.

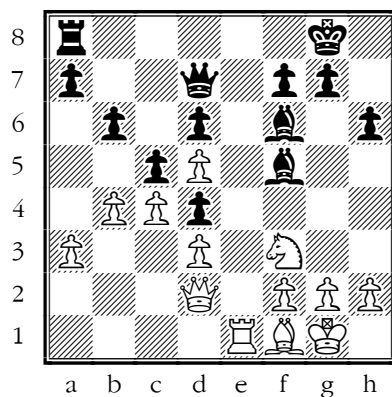
14...Re8

[14...a5]

15.Re1 Bf6 16.Bf1 Bf5 17.Rxe8+ Qxe8 18.Re1 Qd7 19.b4 !

Late but still a good idea!

19...b6 20.Qd2



20...Bg4

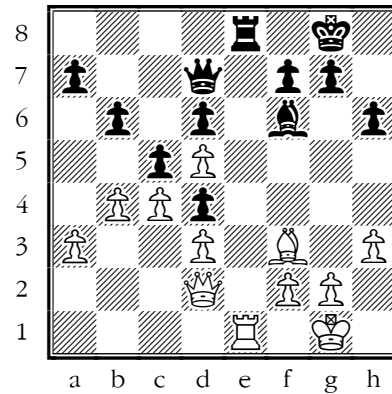
Black should hang on to that Bishop.

[20...g5 ≠ and Black dominates the King's-side.]

21.Be2 Re8 22.h3 Bxf3

[22...Bf5]

23.Bxf3



'Now both sides have a fairly duff Bishop.

23...Rxe1+ 24.Qxe1 Qe7 25.Qxe7 Bxe7

The pawns are mostly locked and with only opposite coloured Bishops left on the board it's almost certain to be a draw.

26.b5 f5 27.Kf1 Kf7 28.Ke2 g6

29.g4 Kf6

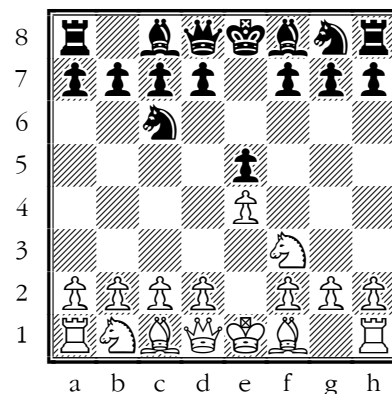
1/2-1/2

Bacon,Benny - Kamotsky,Sasha

C50 Old Stodge

Another closed position with a bad Bishop! Here Black had a safe King and a good Knight, and you couldn't do much to open lines for your attack, and your Rooks died while still in bed.

1.e4 e5 2.Nf3 Nc6



3.Nc3

You need something sharper and more interesting to play here! There are lots of nice plans using d2-d4 which can cause panic in the Black position.

[For example, 3.Bc4 Nf6 (3...Bc5 4.c3 Nf6 5.d4 exd4 6.cxd4 (6.0-0; 6.e5)) 4.d4; 3.d4 exd4 4.Bc4 (4.Nxd4; 4.c3)]

3...Nf6 4.Bc4

Black can equalise easily after this move.

[4.d4! is a reasonable try to get an advantage.]

4...Bc5

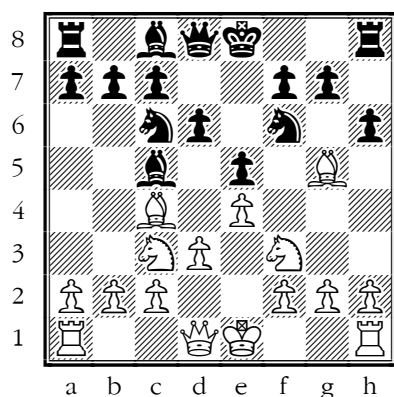
[4...Nxe4! and now

5.Nxe4d5= or

5.Bxf7+ Kxf7 6.Nxe4 d5=;

Mr Bacon suggests 5.0-0 when Black can get an easy equal game with 5...Be7 (5...Nxc3 6.dxc3 is a gambit where White has attacking ideas: 6...Be7! (6...d6 7.Ng5±; 6...h6 7.Qd5 Qf6 ♯) 7.Qd5 0-0! is equal after 8.Nxe5 Nxe5 9.Qxe5 Bf6 10.Qe4 Re8 11.Qf3 d6=) 6.Re1 Nxc3 7.dxc3 d6;

5.d3 d6 6.Bg5 h6



7.Bh4

last book move

The best plan in this position is still to aim for d2-d4!

7.Bxf6 Qxf6 8.Nd5 Qd8 9.c3!

7...Bb4

[7...g5 8.Nxg5 is a fair idea but here, before Black has castled, it doesn't work (8.Bg3 and the Bishop is getting squashed) 8...hxg5 9.Bxg5 Rg8 10.h4 Be6 11.Qf3? Nd4]

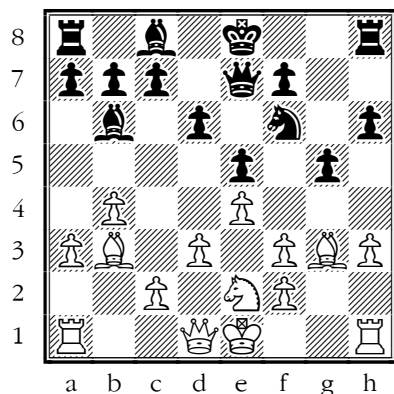
8.a3 Ba5 9.b4 Bb6 10.h3 Nd4

11.Ne2

[Better is 11.Nd5]

11...Nxf3+ 12.gxf3 Qe7 13.Bb3 g5

14.Bg3



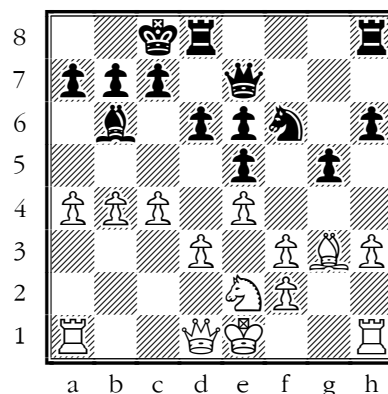
This is even worse for your poor Bishop -- it

has no hope of getting out.

14...Be6 15.Bxe6 fxe6

[15...Qxe6]

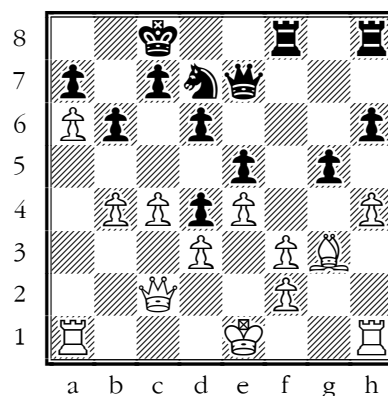
16.c4 0-0-0 17.a4



This is the right idea -- you need some active play.

17...Bd4 18.Nxd4 exd4 19.a5 e5

20.a6 b6 21.Qc2 Nd7 22.h4 Rdf8



23.c5

The right idea again, but the timing isn't right.

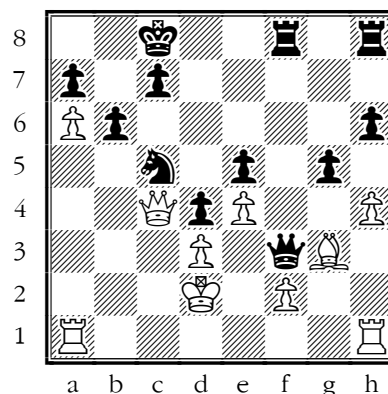
[Better is 23.Qa4]

23...dxc5 24.bxc5

[Better is 24.b5]

24...Nxc5 25.Ke2 Qf6 26.Qc4

Qxf3+ 27.Kd2



27...gxh4

This gives your Bishop some hope, but Black can use the open lines better than you.

28.Bxh4 Qf4+ 29.Ke2

[Better is 29.Kc2]

29...Qg4+ 30.Kd2 Qe6

[Better is 30...Rf3]

31.Qc2

[Better is 31.Qxe6+]

31...Nb3+

You didn't get to use your Rooks at all...

0-1

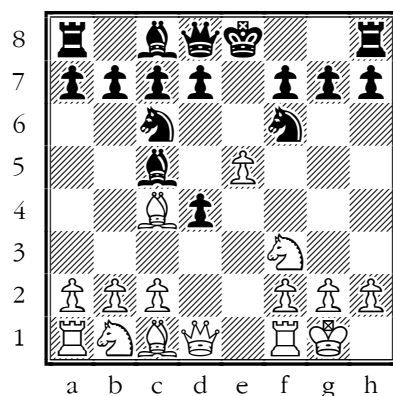
Stevenson, Neil - Bacon, Benny

C56 Italian Game

A really instructive game -- not much consolation for losing, I know, but exciting and well-played by both sides.

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d4 exd4 5.0-0 Bc5 6.e5

Fine lively opening play from both sides! I'm sorry you don't play like this as White.



6...Ng8?

That's a bit too meek.

[6...d5 7.exf6 (7.Bb5 is a line I recommend for White. 7...Ne4 8.Nxd4 0-0 9.Bxc6 bxc6 10.Be3 Qe8 (10...Bd7 11.f3 Ng5 12.f4 Ne4 13.Nd2) 11.Nd2 Nxd2 12.Qxd2 Qxe5 13.Nxc6 Bxe3) 7...dxc4 8.Re1 + Be6 9.Ng5 is the famous Max Lange Attack]

7.c3

[Better is 7.Ng5! e.g. 7...Nh6 8.Re1 Be7 9.Qh5 0-0 10.Nxh7! Kxh7 11.Bd3+ Kh8 12.Bxh6 g6 13.Qf3+--]

7...dxc3

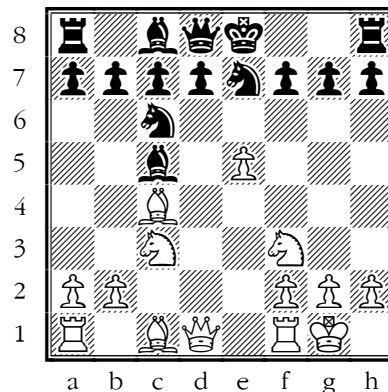
[Better is 7...h6]

8.Nxc3!?

Natural, but

[8.Qd5! first is better 8...Qe7 9.Nxc3 h6 10.Re1 Nd8 11.Qd3 Ne6 12.b4!+--]

8...Nge7



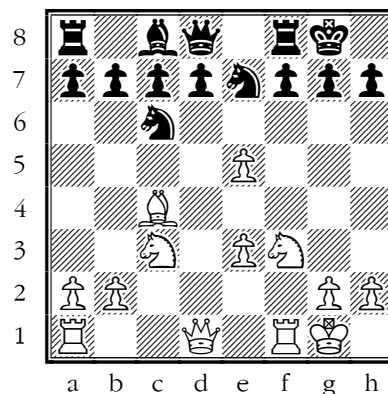
9.Be3

A bit meek in turn. White has gambited a pawn, and can't play naturally and normally -- White has to get on with an attack before Black gets sorted out!

[9.Ne4!±]

9...Bxe3 10.fxe3 0-0

[Better is 10...Nf5! ± and you're still fighting]



→ **TACTIC: outnumbered**

11.Bb3?

Going backwards! But going forwards could have won at once.

[Better is 11.Ng5! Nxe5 12.Qh5 h6 13.Nxf7!+--]

TIP: gang up on weak points

11...Ng6 12.Ne4

A bit late for this.

[Better is 12.Qd5!? ±]

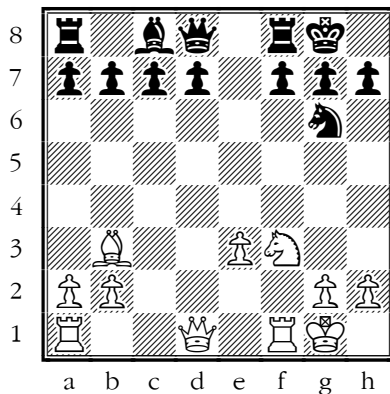
12...Ncxe5±

[Better is 12...h6! ±]

13.Neg5

[Better is 13.Nxe5 Nxe5 14.Qh5! ±]

13...Nxf3+ 14.Nxf3



Black has indeed got sorted out and has a comfortable two pawn lead.

14...c6

[14...Qe7; 14...d6]

15.e4 d6 16.e5

[Better is 16.Kh1-+]

16...d5 17.Bc2 Qb6+ 18.Rf2 Be6

[18...Bg4]

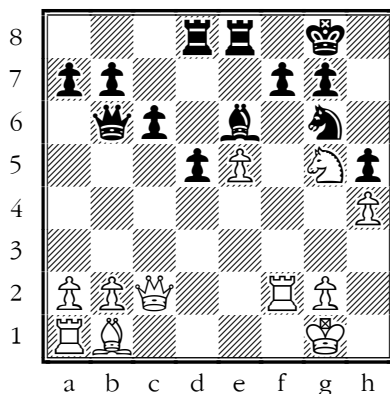
19.Bb1

[Better is 19.Qd2]

19...Rad8 20.h4 h5 21.Qc2 Rfe8

22.Ng5

White is doing their best to get an attack organised, but it's all too late.



22...d4

[22...Qd4!]

23.Nxe6

[Better is 23.Qe2]

23...Rxe6 24.Qd3 Nf8

[Better is 24...Qc7! is the best way to cover White's threats.]

25.Qf5

[Better is 25.Qf3]

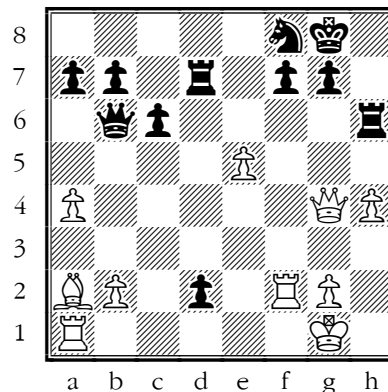
25...Rd7

[Better is 25...Qc7]

26.Qxh5 Rh6 27.Qg4

[Better is 27.Qf3]

27...d3 28.a4 d2 29.Ba2



Black is very much better here, but a bit uncoordinated.

[Better is 29.Bf5]

29...d1 Q+??

The game turns on a sixpence!

[Better is 29...Qxb2]

30.Rxd1 Rxd1+ 31.Qxd1+-

I guess this backwards move was what Black missed. Now White is better: Black has given up the strong d-pawn and the vital defender of the second rank, so f7 must fall.

31...Rhx4

[Better is 31...Kh8]

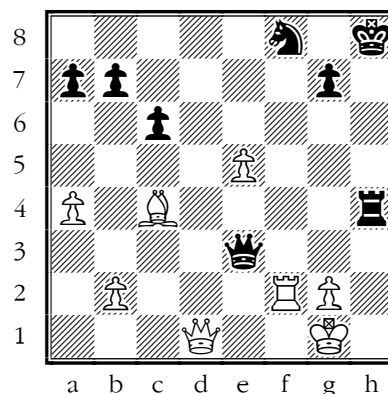
32.Bxf7+

[Better is 32.Qf3]

32...Kh8 33.Bc4

[Better is 33.Qd6+- wins]

33...Qe3=



These are all the moves we have; after all the adventures, this position is equal! But White won in the end.

...1-0

Tom Lewis

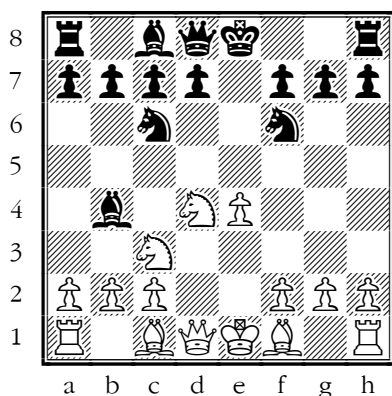
The win was very nice, but the two losses suggest you need to get more of a grip on your opening lines. You know what you're doing on the chessboard so with a bit of care you can improve quickly I expect.

Lewis, Tom - NN

C47 Scotch Game

An early blunder was a shame. Keep pieces on when you're losing, you don't stand a chance with just a King!

**1.e4 e5 2.Nf3 Nc6 3.d4 exd4
4.Nxd4 Nf6 5.Nc3 Bb4**



6.f3

You've spotted the problem but this isn't the best solution. This is quite a common position so you need to get into your chosen openings a bit more.

[6.Nxc6 bxc6 7.Bd3]

6...d6

[6...0-0]

→ **TACTIC: interference**

7.Bd2??

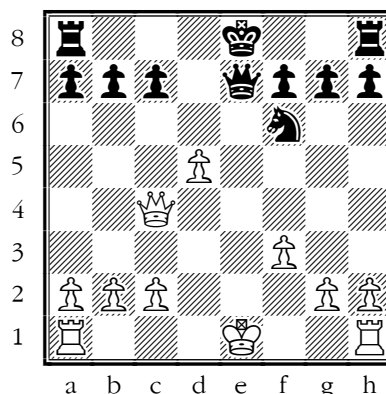
Oh dear! I remember Ed Kelly making an exactly parallel mistake a few years ago...

[Better is 7.a3]

7...Nxd4

Well, there's not much to do here but keep going and hope!

**8.Bc4 Be6 9.Nd5 Bxd2+ 10.Qxd2
Bxd5 11.Qxd4 Bxc4 12.Qxc4 d5
13.exd5 Qe7+**



14.Qe2?

Ah, no. You need to Queen to make mischief.

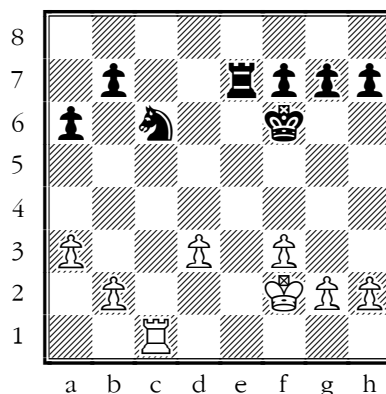
[14.Kf2!? 0-0-0 15.Rhe1 Qd6 16.Rad1 and you can try to get something organised.]

TIP: Keep pieces on when you are losing

**14...Qxe2+ 15.Kxe2 Nxd5 16.Rad1
Nf6 17.Rhe1 0-0 18.Kf2 Rad8
19.Rd3 Rxd3 20.cxd3 Re8 21.Rc1
c6 22.Rc3 Nd5 23.Ra3 a6 24.Rb3
Re7 25.Ra3 Kf8 26.Ra4 c5 27.Ra5**

[Better is 27.Rc4]

**27...Nb4 28.Ra3 Re6 29.Rc3 Ke7
30.a3 Nc6 31.Rxc5 Rd6 32.Ke3 Kf6
33.Rc1 Re6+ 34.Kf2 Re7**

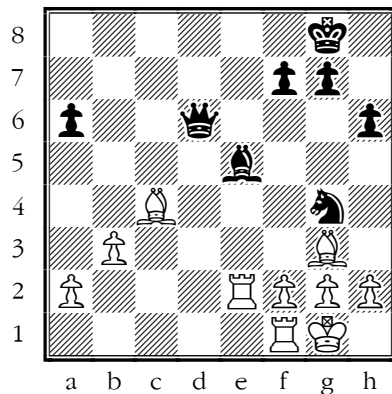


35.Rd1

It makes sense to get behind your passed pawn, but your Rook loses activity.

[Better is 35.Rc4]

35...Nd4 36.Rd2 Rc7 37.Ke3 Rc2



38.Rxc2

[38.Rd1 looks like a way to keep the Rooks on but it leads to disaster 38...Nf5+ 39.Ke4 Re2+ 40.Kd5 Ne3+]

38...Nxc2+ 39.Kd2 Nd4 40.Ke3 Nc6 41.d4

[Better is 41.Ke4]

41...Ke6 42.Ke4 f5+ 43.Ke3 Kd5 44.Kf4 Nxd4 45.g4

[Better is 45.h3 b5 Better is /23]

45...fxg4 46.fxg4 Kc4

(I think a move was missed out on the score sheet but I couldn't guess what it was!)

...0-1

NN - Lewis, Tom

C00 King's Indian Attack vs French

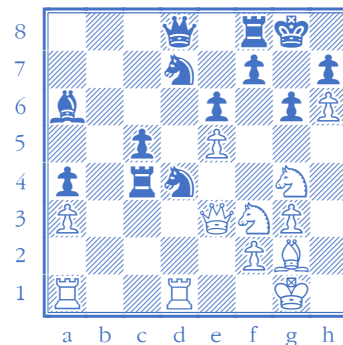
An up and down game where both sides missed chances. In the Bishop endgame, White was allowed to make a decisive invasion.

1.e4 e6 2.d3 d5 3.Nd2 Nf6 4.Ngf3 c5

[You might prefer either 4...Bc5; or 4...b5]

5.g3 Nc6 6.Bg2 Be7 7.0-0 Qc7

[7...0-0 8.Re1 b5 is the big main line, where each side tries for a touchdown on opposite sides of the board. Black has a bigger target but White is going for the King! 9.e5 Nd7 10.Nf1 a5 11.h4 b4 12.N1h2 Ba6 13.Bf4 a4 14.a3 bxa3 15.bxa3 Rb8 16.h5 Rb2 17.h6 g6 18.Ng4 Nd4 19.Bc1 Rb8 20.Be3 Nf5 21.Bf4 Rb2 22.Qc1 Qb6 23.c4 dxc4 24.dxc4 Nd4 25.Bg5 Rc2 26.Qe3 Bxg5 27.Qxg5 Qd8 28.Qe3 Rxc4 29.Red1



White's has let the Queen's-side fall apart without getting very far on the other wing. Black now has a smart idea... 29...Rc3 30.Qxc3 Ne2+ 31.Kh2 Nxc3 But now it's White's turn! 32.Rxd7! Qb8 33.Nf6+ Kh8 34.Ng5 Nd5 35.Bxd5 1-0 Black can't prevent checkmate for long. Aguero Jimenez, L (2473)-Perez Mitjans, O (2399) Barbera del Valles 2018]

8.c3

[8.Re1 0-0 9.e5 Nd7 10.Qe2]

8...0-0

last book move

9.Qc2 b6 10.a3 Bb7 11.c4

[Better is 11.Re1=]

11...Rfd8

[Better is 11...d4]

12.b3

[Better is 12.cxd5 exd5 13.Re1 ≠]

12...Rac8

[12...dxe4 13.dxe4 Nd4 ≠ 14.Qd3 e5 15.Re1]

13.Bb2 d4 14.Rae1 Ne5

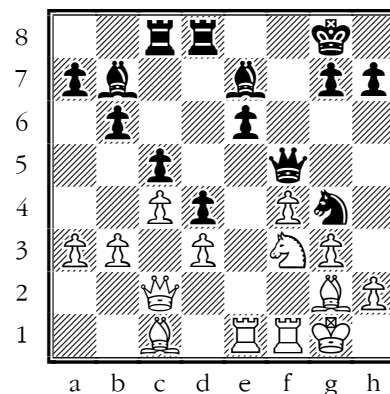
[Better is 14...Nd7]

15.Nxe5 Qxe5 16.f4 Qh5 17.Nf3 Ng4 18.Bc1 f5

[Better is 18...f6 ≠]

19.exf5 Qxf5?

[19...Bxf3 20.Bxf3 Qxf5 21.h3 Ne3 22.Bxe3 dxe3 23.Bg4 Qf6 24.Rxe3 is also very good for White]



→ **TACTIC: discovery**

20.Ne5?±

[Better is 20.Nh4! Bxh4 21.Bxb7+—]

**20...Bxg2 21.Kxg2 Re8 22.Nxg4
Qxg4 23.Qe2**

[Better is 23.Re4±]

23...Qxe2+ 24.Rxe2 Rc6

[24...Kf7 25.f5 exf5 26.Rxf5+ Bf6 27.Ref2 Re1 28.Bg5 Rc6=]

25.f5± Rf8

[Better is 25...exf5]

26.Rxe6

[Better is 26.h4±]

26...Rxe6 27.fxe6 Rxf1 28.Kxf1 Bf6

[28...g5; Better is 28...Bd6]

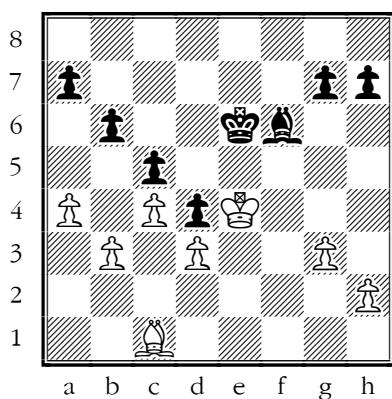
29.Ke2

[29.Bf4!]

29...Kf8 30.Kf3

[Better is 30.Bf4]

30...Ke7 31.Ke4 Kxe6 32.a4=



This is equal, but White has one big threat which must be stopped.

32...g6?

[32...Be5]

33.Bf4!

Step 1...

33...Bg7?

[Better is 33...Bd8=]

34.Bb8±

Step 2, and White is on top.

34...a5?

One last mistake

[34...Kd7 35.Bxa7 Kc6; Better is 34...a6 35.Bc7 h5 36.Bxb6 Bf8 and Black has some hopes of holding the game]

**35.Bc7 Kd7 36.Bxb6 Kc6 37.Bxa5
Bf8 38.Ke5 Kd7 39.Bb6**

[Better is 39.Kd5! is better]

1-0

NN - Lewis, Tom

C10 French Defence

White missed their big chance and you didn't miss many of yours!

1.e4 e6 2.d4 d5 3.exd5 exd5 4.Nc3

Unusual, as the Knight doesn't have anywhere to go next.

[4.Bd3; and 4.Nf3 are better, I often recommend 4.c4]

4...Nf6 5.Nf3 Nc6 6.Bb5

last book move

6...Qd6

This is a bit early to get the Queen out. We see a good example of why you are advised to hold back the Queen in this game!

[Better is 6...Bd6]

7.0-0 Bd7

[Better is 7...a6]

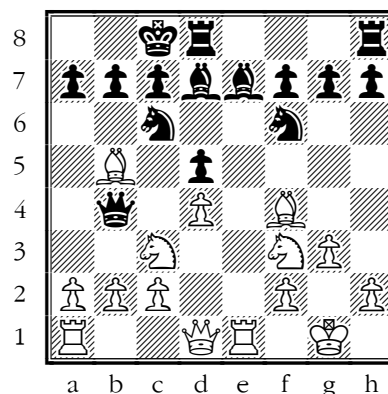
8.Re1+ Be7 9.g3

[Better is 9.Ne5]

9...0-0-0

[Better is 9...Bg4]

10.Bf4 Qb4



The Black Queen is being bothered by the White pieces, and it should give White a win!

→ **TACTIC: net**

11.Ne5

[Better is 11.Bxc6! Bxc6 12.a3! Qxb2 13.Rxe7! Qxc3? 14.Rxc7+ Kb8 15.Rxc6+]

11...Nxe5 12.dxe5 Ne4

[Better is 12...Bxb5=]

13.Nxd5 Qxb5

[Better is 13...Nxf2]

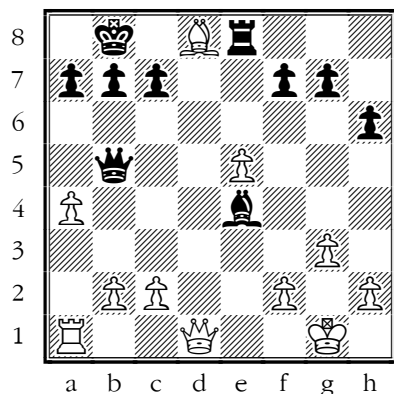
14.Nxe7+ Kb8 15.Rxe4 Rhe8

16.Bg5 h6 17.Nc6+

[Better is 17.c4!+-]

17...Bxc6 18.Bxd8 Bxe4 19.a4?

[Better is 19.Be7]



19...Qxb2

[19...Qxe5 is a better capture, dominating the centre.]

20.Ra2??

[Better is 20.Rb1]

20...Qxa2 21.f3

[Better is 21.f4]

21...Qxc2 22.Qxc2 Bxc2 23.Bh4 g5 24.Bxg5

[Better is 24.f4]

24...hxg5 25.f4 gxf4 26.gxf4 Rg8+ 27.Kf2 Bxa4 28.f5 Rg5

0-1

Aritra Paul

You had winning positions in two games which I hope you are at least as encouraged by as disappointed about! Doing enough to win is a good goal. So, you know how to play chess well, but you are not really getting launched in the opening. I recommend you start playing the main lines after 1.d4, or a proper 'system' like the Colle.

Paul,Aritra - Austin,Bakhary

D00 Queen's Pawn Game

You had some good chances in this game but in the end missed too many and went down in the endgame. I'd like to see you play the opening with lot more system and aggression -- easily achieved by playing a proper opening with a name. The Colle or Colle-Zukertort Systems are closest to the one you chose.

1.d4 d5 2.Nc3

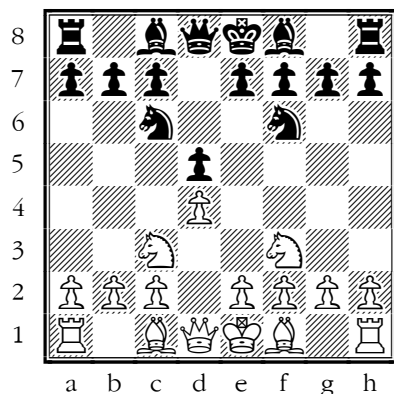
[2.c4]

2...Nf6 3.Nf3

[3.Bg5 is the best way to continue, after starting with 2.Nc3]

3...Nc6

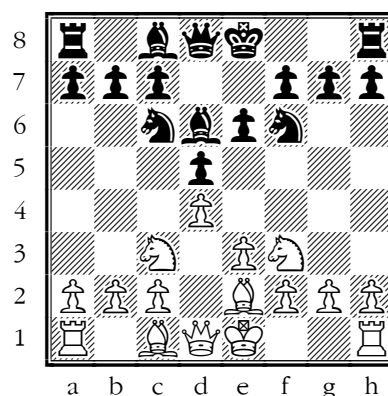
A Queen's-side version of Old Stodge, with most of the same problems. Both sides now block in the Queen's-side Bishops.



4.e3

[4.e4]

4...e6 5.Be2 Bd6



6.h3

Pointless here. In the game, it's only significance is that it becomes a target for attack!

TIP: if you find yourself tempted to play a little Rook's pawn move, try and find something better!

6...0-0 7.0-0 Qe7 8.a3

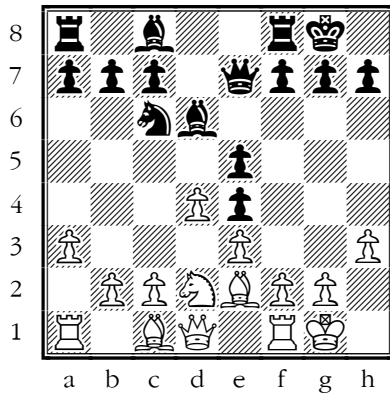
Oh dear...

[8.Nb5! ±]

8...Ne4 ?

9.Nxe4 dxe4 10.Nd2 e5 ?

TIP: make better use of your moves than nudging your rook's pawns.



Black is playing actively but is being careless with their pawns.

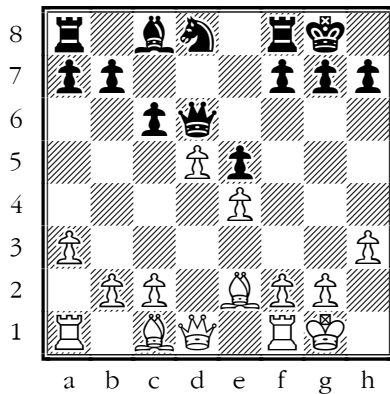
[Better is 10...f5]

11.d5 !

11...Nd8 12.Nxe4 c6 13.Nxd6

Qxd6 14.e4?!

A loose pawn, which Black makes use of.



[Better is 14.c4!]

14...Qg6 !

Creating threats against e4 and h3.

15.Bg4!?

[15.Re1 Bxh3 16.Bf3 needs steady nerves but is ②]

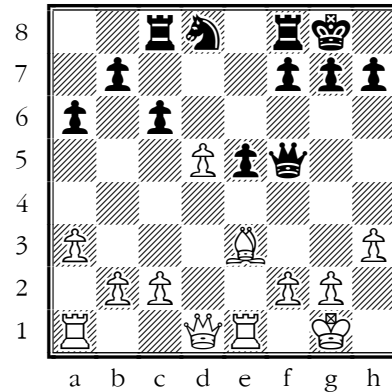
15...Qxe4 16.Bxc8 Rxc8 17.Re1

Qf5

[Better is 17...Qxd5]

18.Be3 a6 ?

Just ...h6 is missing from this sad collection of pointless pawn moves.



[Better is 18...cxd5]

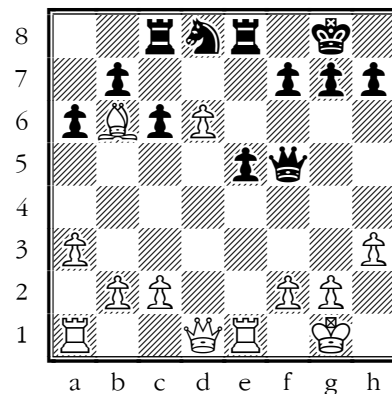
19.Bb6

[Better is 19.d6! looks awkward for Black]

19...Re8

[Better is 19...cxd5 '=']

20.d6!±



20...Rf8??

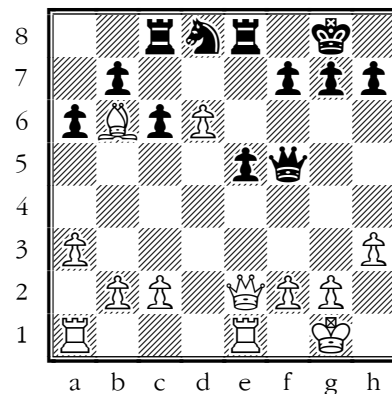
[Better is 20...Qd7]

21.Qe2

[21.d7!+-]

21...Re8

[Better is 21...f6]



22.Rad1

[Better is 22.Qg4! +- takes out the defender of d7]

22...Re6 23.Qd2 Qf6 24.Qa5

[24.d7!]

24...Rxd6 25.Rxd6 Qxd6

White's advantage has vanished, and with your next move, you fall behind.

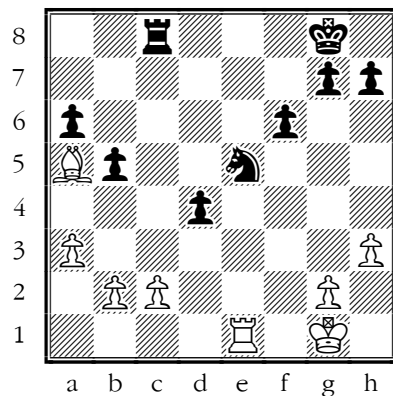
26.f3!

[26.Qxe5=]

26...f6 27.f4 Nf7 28.fxe5 Nxe5

29.Qa4 c5 30.Ba5 b5 31.Qe4

Qd4+ 32.Qxd4 cxd4



33.c3?–+

Allowing the d-pawn to slip past

[Better is 33.Bb6]

33...d3

[33...Nc4]

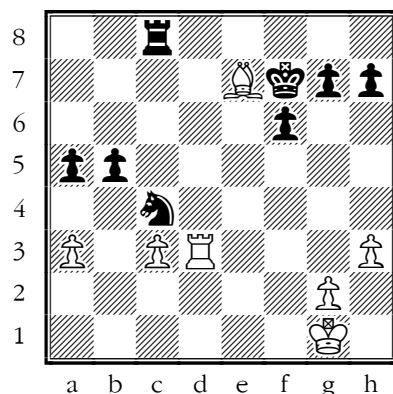
34.Rd1

[Better is 34.b3]

34...Nc4 35.Bb4 Nxb2 36.Rd2 Nc4

[36...Rd8 37.Rxb2? d2]

37.Rxd3 a5 38.Be7 Kf7



39.Rd8 ?

TIP: When you're losing, keep pieces on.

[Better is 39.Rd7]

39...Rxd8 40.Bxd8 Ke8

[40...a4!]

41.Bc7 Kd7 42.Bh2 Nxa3 43.g4

[Better is 43.Kf2]

43...Nc4

0–1

Paul, Aritra - Sapsford, Oliver

D05 Queen's Pawn Game

You never really got going in this game. You will do better if you press for an advantage from the start, instead of waiting for mistakes.

1.d4 e6 2.Nf3 d5

I like 2...c5 but you may have to play a Sicilian after 3.e4 cxd4 4.Nxd4.

3.c3 c5 4.e3 Nc6 5.Nbd2 Nf6

last book move

6.Be2

[6.Bd3 Bd6 7.Qe2 is Colle's more active plan, aiming at e3–e4]

6...b6 7.h3

Again, a pointless pawn move.

[7.0–0]

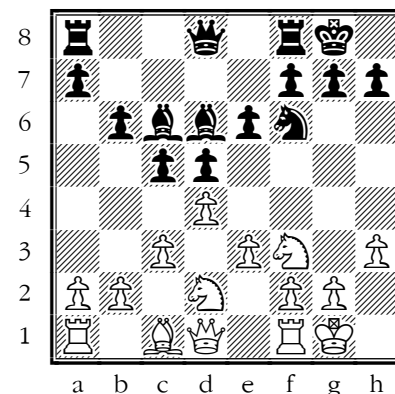
TIP: make better use of your moves than nudging your rook's pawns.

7...Bb7 8.Bb5

Wastes a bit of time.

[8.0–0; 8.b3]

8...Bd6 9.Bxc6+ Bxc6 10.0–0 0–0



Black has the Bishop pair and no problems.

11.Ne5

[Better is 11.b3]

11...Qc7

Black should play 11...Bb7 and hold on to the two valuable Bishops

12.Nxc6 Qxc6 13.Nf3 Qc7

[13...Rfe8 and Black is better, ahead in development and looking to open a file.]

14.Re1 Ne4 15.Rf1 Qe7

Black keeps fidgeting with pieces that are already on good squares – it was time to post

the Rooks and open a file.

[15...Rac8]

16.Nd2 Qh4

Ah, now I see Black's idea, but Black is attacking with too few pieces.

TIP: This is Steinitz' point: your attack will fail unless you have an advantage, in this case in activity.

17.Nf3 Qh6 18.Nd2 Qg6 19.f3

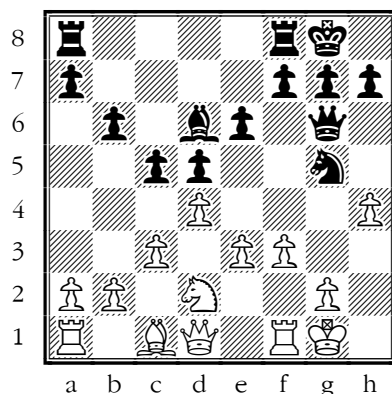
Forcing Black to make a threat!

[Better is 19.Nxe4 dxe4 20.b3=]

19...Ng5

[19...Ng3 ≠ is also good]

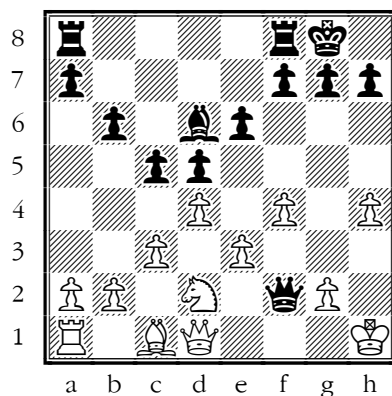
20.h4?



Ignoring the threat!

[20.Kh1 was necessary]

20...Nh3+ 21.Kh1 Qg3 22.f4 Nf2+ 23.Rxf2 Qxf2



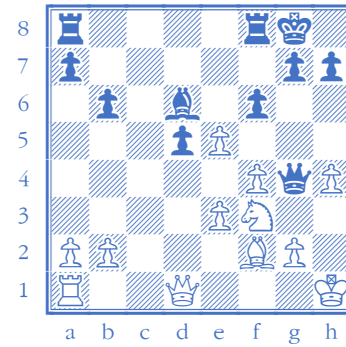
White's pieces on the Queen's-side have been snoring loudly all game so far!

24.Nf3 cxd4 25.cxd4 Qg3 26.Bd2 f6 27.Be1 Qg4 28.Bf2 e5?

[28...Rac8!; Better is 28...Rfc8!]

29.Nh2

[Better is 29.dxe5!]



puts White right back in the game. 29...Be7 30.Qxd5+!]

29...Qxd1+ 30.Rxd1 Rfe8

[Better is 30...exf4 keeps control]

31.b3

I don't see the point of this move.

[31.dxe5 fxe5 32.Rxd5 isn't great for White but is better than the game!]

31...exd4

[Better is 31...exf4]

32.exd4

[Better is 32.Rxd4! which gets your Rook into play.]

TIP: You need some activity to make a threat that Black might miss -- 'playing safe' when you are losing on material is nearly always hopeless.

32...Re2 33.Bg1 Bxf4 34.Nf3 Bg3 35.Bh2 Bxh2 36.Nxh2 Re4 37.Nf3 b5

... and Black won.

0-1

Davies, Milo - Paul, Aritra

B22 Sicilian Alapin

An early mistake lost you a piece, but you kept your head up, fighting hard until the end, and at some points you were even better. Deserved a better fate!

1.e4 c5 2.c3

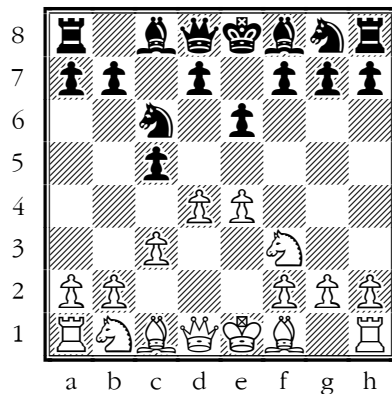
White announces that they want to set up a perfect pawn centre with pawns on d4 and e4. You should do something against this plan!

2...Nc6

[2...d5; and

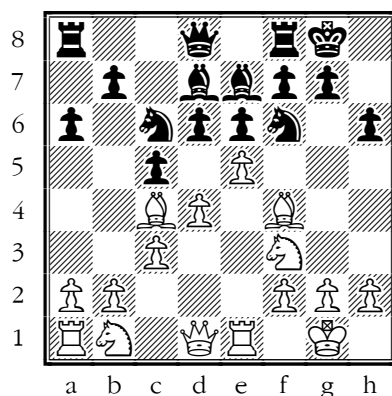
2...Nf6 are the big main lines]

3.d4 e6 4.Nf3



White has what they wanted.

4...d6 5.Bb5 Bd7 6.0-0 a6 7.Bc4 Nf6 8.Bg5 Be7 9.Re1 h6 10.Bf4 0-0 11.e5



11...d5?

Counterattacking is the trickiest way to defend.

[Better is 11...dxe5! 12.dxe5 Nd5 13.Bxd5 exd5 14.Qxd5 Bf5 and Black has some compensation for the lost pawn.]

12.exf6

White is now attacking your Bishop, so you lose a piece.

12...Bxf6 13.Bd3

[Better is 13.Bb3!]

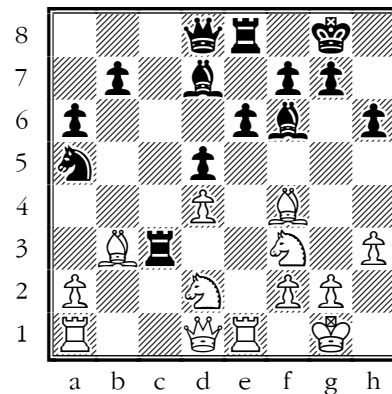
13...c4

[Better is 13...cx d4]

14.Bc2 Re8 15.b3 cxb3 16.Bxb3 Na5 17.h3 Rc8 18.Nbd2

[Better is 18.Bc2]

18...Rxc3



Black has a second pawn to make up for the missing piece, but White should still win.

19.Rc1

[Better is 19.Bc2]

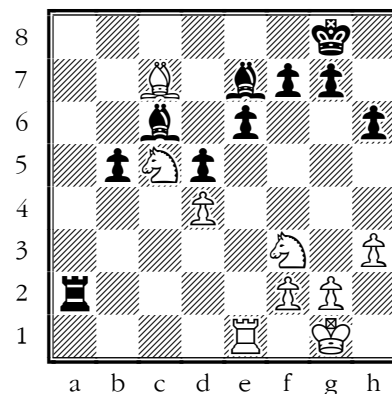
19...Rxc1 20.Qxc1 b5

[Better is 20...Qb6]

21.Bc7 Nxb3 22.Nxb3 Qa8 23.Nc5 Bc6 24.Qa3

[Better is 24.Qf4]

24...Be7 25.Qxa6 Qxa6 26.Nxa6 Ra8 27.Nc5 Rxa2±



White has swapped off into an endgame where the Black pawns are more important.

28.Ne5

[Better is 28.Nxe6]

28...Be8 29.Rd1 Rb2

[Better is 29...Bxc5]

30.Kh2

[Better is 30.Ra1]

30...b4 31.f4

[Better is 31.Ra1]

31...Bxc5 32.dxc5 b3 33.Rd3

[Better is 33.Ra1]

33...Rb1

That looks right, of course, but

[33...Bb5!= is better, activating the other Black piece. 34.Rd1 (34.Rd4 Bf1! 35.Rb4 Rxg2+) 34...f6 35.Nd3 Rc2 36.Ne1 Rxc5]

34.c6

[Better is 34.Bd6!±]

34...f6 35.Nd7?!

[Better is 35.Nf3]

35...Bg6?!

[Better is 35...Rc1! ♯ and finally Black is better.]

36.Rd2?!

[Better is 36.Rc3!+–]

36...Rc1!

Now Black is off the ropes.

37.Nb8 Be8

[Better is 37...Rc2! ♯]

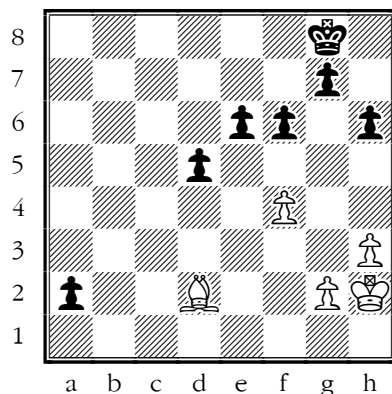
38.Rb2 Bxc6 39.Nxc6 Rxc6

Black picks up another pawn, and White is no longer winning.

40.Ba5 Ra6 41.Bd2 Ra2! 42.Rxa2?

[Better is 42.Bc3=]

42...bxa2



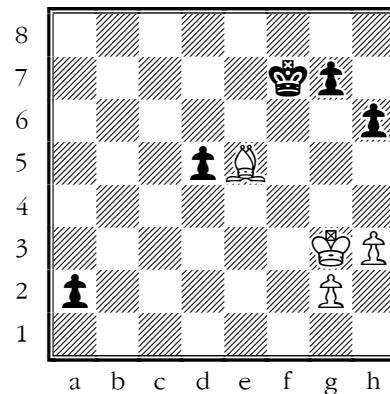
Black has three pawns against a piece, and in the endgame, back the pawns! The important thing is the centre pawns can work together.

43.Bc3 Kf7! 44.Kg3 e5??

dropping an important pawn

[Better is 44...g5!–+ and Black is winning! Now the e-pawn can start moving.]

45.fxe5 fxe5 46.Bxe5

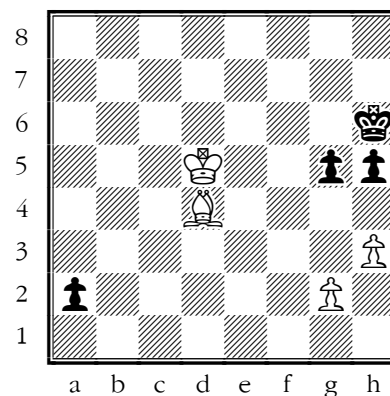


Now White is winning again.

46...g6 47.Kg4 Kf8 48.Kf4 g5+

[Better is 48...Ke7! is better]

49.Kf5 Kg8 50.Bd4 Kh7 51.Ke5 h5 52.Kxd5 Kh6



White is at a crossroads.

53.h4??

[Better is 53.g4!+– is the only way to be sure of winning for White]

53...g4

[Better is 53...gxh4! and White is too stretched to do anything on the King's-side, for example 54.Ke4 Kg5 55.Kf3 Kf5 56.Ba1 Kg5 57.Ke4 Kg4 58.Be5 h3 59.gxh3+–]

54.g3 Kg6 55.Ke5 Kg7 56.Kf5+

Kh6 57.Ke6 Kh7 58.Kf6 Kg8

59.Kg6 Kf8 60.Kg5 Kg8 61.Kxh5

That's such a shame!

1–0

Bradley Holland

You have some good opening selections and you play positively – all good stuff! You should now work on trying to reduce the number of times you make mistakes – it won't go to nothing overnight, but get it down to once every two games, then once in five, and so on. Be careful during the games and practise tactics between them.

Holland,Bradley - Choudhury,Anish

D35 Queen's Gambit, Blackburne

That was a shame: after a decent opening and some positive early middlegame play, you walked into a deadly pin and a deadlier back rank mate.

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bf4

[4.Nf3 Bb4 5.Bg5]

4...Bb4

last book move

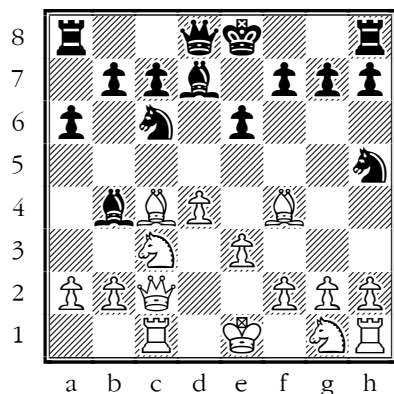
5.Qa4+

[5.e3]

5...Nc6 6.Rc1 dxc4 7.e3 a6

[Better is 7...Nd5 =]

8.Bxc4 Bd7 9.Qc2 Nh5



10.Nge2

[Better is to drop back with 10.Bg3 as 10...Nxg3 11.hxg3 opens up a line of attack against the Black King's-side]

10...Nxf4 11.Nxf4 0-0 12.0-0 e5

13.dxe5 Nxe5 14.Ncd5

[14.Be2]

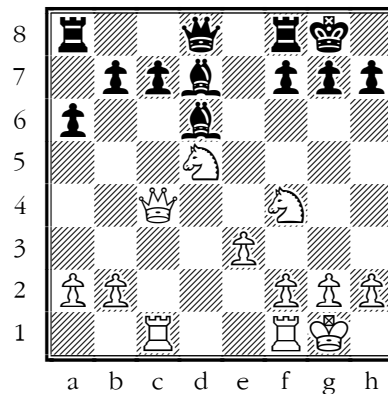
14...Nxc4

[Better is 14...Bd6=]

15.Qxc4

[Better is 15.Nxb4±]

15...Bd6



16.Nxc7??

[Better is 16.Rfd1]

→ **TACTIC: pin**

16...Rc8!-+ 17.Nfd5

[Better is 17.Qd4 Bxc7]

17...Bb5 18.Qc3 Bxf1 19.Kxf1 f5

[Better is 19...Bxc7]

20.h3

[Better is 20.Qb3]

20...Bxc7 21.Nxc7 Rf7 22.Qe5

[Better is 22.Qb3]

22...Rfxc7 23.Rxc7

[Better is 23.Re1]

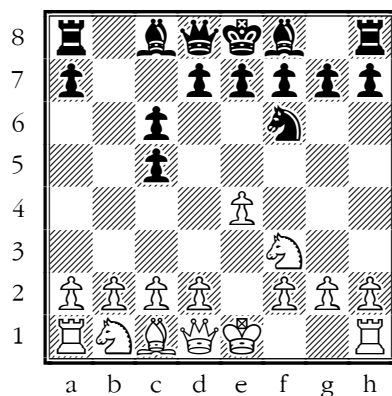
23...Qd1#

Eze,Maria - Holland,Bradley

B30 Sicilian Rossolimo

An attractive attack! White's vague opening play left you free to develop quickly and dominate the centre. Under these conditions, opening up the King to attack was quickly fatal.

**1.e4 c5 2.Nf3 Nc6 3.Bb5 Nf6
4.Bxc6 bxc6**



5.Nc3

This move is natural but not accurate; it contributes to no plan that I can see.

[Better are 5.d3 and 5.e5]

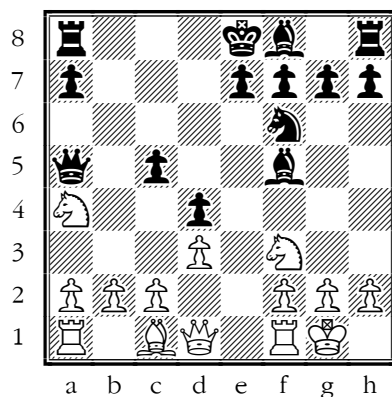
5...d5 6.exd5

Undoubles the pawns and allows Black to dominate the centre.

[6.e5; 6.d3]

6...cxd5 7.d3 Bf5 8.0-0 d4 9.Na4

With the c-pawns still doubled, it's not a bad square at all, but in this position, the Knight gets lost out here.



9...Qa5

[9...e6]

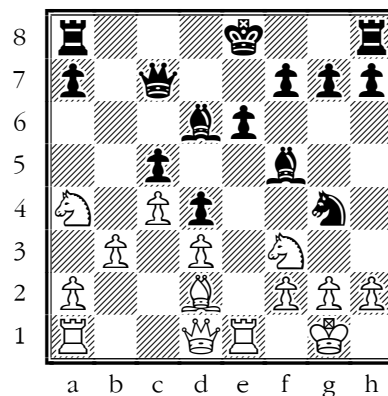
**10.b3 e6 11.Bd2 Qc7 12.Re1 Bd6
13.c4?**

[13.h3; Better is 13.c3]

13...Ng4!?

[Best is 13...0-0 ♣;

Nothing is wrong with 13...Bxd3 14.Bh6 ♣]



14.h3??

[14.g3 h5 15.Nh4 Bh7 16.Qe2 and White is far from dead.]

14...Bh2+ 15.Nxh2??

[15.Kf1 Bxd3+ 16.Re2 and White is losing, but the game choice is worse.]

**15...Qxh2+ 16.Kf1 Bxd3+ 17.Re2
Qh1#**

Ashworth,Jaime - Holland,Bradley

B32 Sicilian ...Nc6

White missed a discovered check which netted you the exchange and the game.

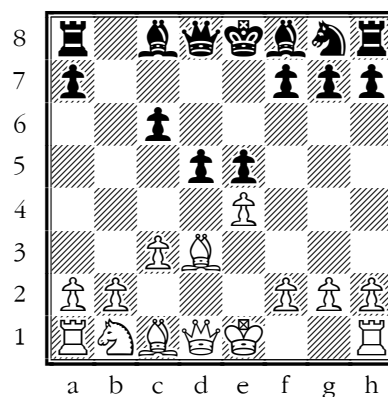
**1.e4 c5 2.Nf3 Nc6 3.d4 cxd4
4.Nxd4 e5 5.Nxc6 bxc6**

last book move

6.c3

Not very constructive.

6...d5 7.Bd3 ♣



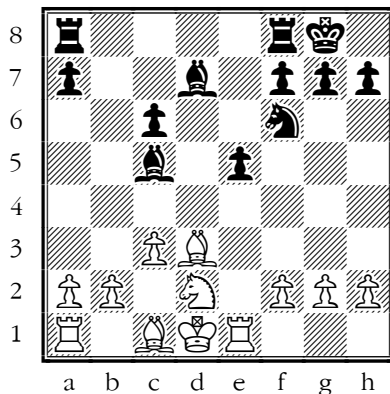
7...dxe4?!=

That helps White more than Black, by exposing the weak c-pawn to attack.

[Better is 7...Nf6]

8.Bxe4 Qxd1+ 9.Kxd1 Bd7 10.Nd2 Nf6 11.Bd3 Bc5 12.Re1 0-0

→ **TACTIC: discovered attack**



13.Nc4±

[Better is 13.f3=]

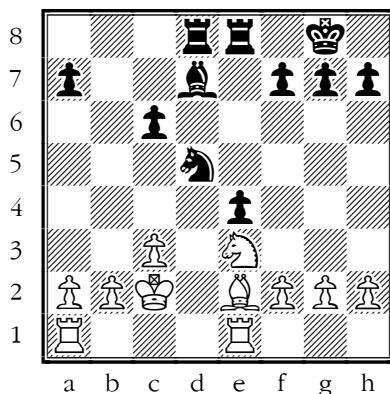
13...Rfe8?±

[Better is 13...e4! which keeps White off-balance. 14.Be2 (14.Bxe4 Bxf2 15.Re2 Nxe4 16.Rxe4 Rfe8±) 14...Bxf2 15.Rf1 Bb6 ±]

14.Be3 Bxe3 15.Nxe3 e4 16.Be2

[16.Bc4]

16...Rad8 17.Kc2 Nd5



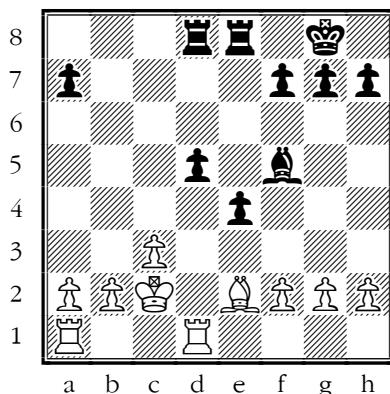
18.Nxd5

This improves the Black pawn structure.

[18.Rad1 ± is a whisker better for White]

18...cxd5 19.Red1 Bf5

Sets up a discovered check.



20.Rd2??

Makes the tactic a deadly one.

[Better is 20.g4=]

20...e3+ 21.Bd3

[21.Rd3 exf2 22.Kd2]

21...exd2 22.Bxf5 Re2 23.Rd1 Rxf2 24.Bh3 g6

[24...Re8]

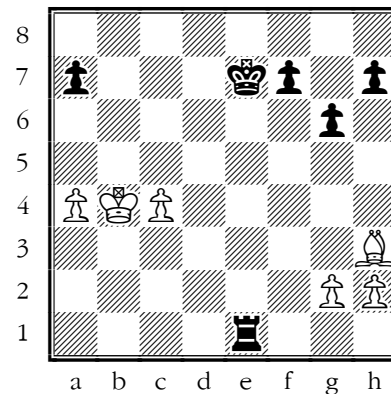
25.Kd3 Re8 26.b3

[Better is 26.Rxd2]

26...Re1 27.Rxd2 Rxd2+ 28.Kxd2 Ra1 29.a4 Rb1 30.Kc2 Re1 31.c4

[Better is 31.Bg4]

31...dxc4 32.bxc4 Kf8 33.Kc3 Ke7 34.Kb4



I worried a little that White could make mischief with the c-pawn, but Black has it all under control

34...Rb1+ 35.Kc5-- a5 36.Kc6

[Better is 36.Bg4]

36...Rb4 37.c5

[Better is 37.Bd7]

37...Rxa4 38.Kb6

[Better is 38.Kb5]

38...f5 39.c6 Kd8 40.g4

[Better is 40.g3; 40.Kb7 Rb4+ 41.Ka6 a4]

40...fxg4 41.Bf1

[Better is 41.c7+]

41...Rb4+ 42.Kxa5

[Better is 8 42.Kc5]

42...Rb2 43.Ba6 Kc7 44.Bf1 Rxh2 0-1

Niranjana Narayanan

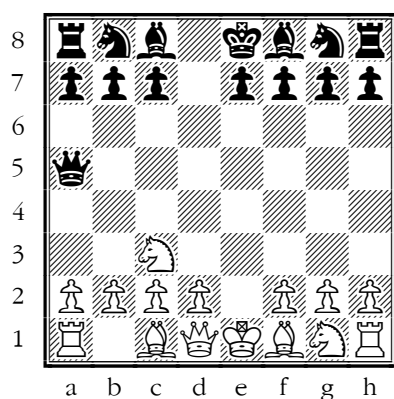
I like your opening choices, which are a lot better-suited to an improving player than some of the rest of the team, so I was sorry you didn't come away with more points. You certainly had the advantage as White, but somehow got distracted into defending. If you can set your sights a bit higher, you will start getting the results you deserve.

Ashraf,Zoha - Narayanan, Niranjana

B01 Scandinavian Defence

The big story of the game was that you sadly got your Queen stuck, but there were some other things to note along the way.

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5



This solid opening is quite a good one and stops White clogging everything up with Old Stodge. Beginners' books often say that moving the Queen out early loses time, but White lost time on move 2. White might gain time later with Bd2 or something but that's a very different point.

4.d4 c6

[4...Nf6]

5.Nf3 Bf5

[5...Nf6]

6.Bc4

[6.b4]

6...e6 7.0-0

[7.Bd2 may be more accurate.]

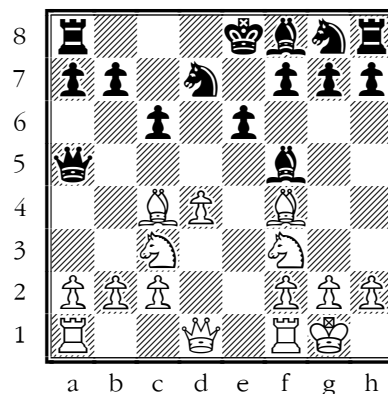
7...Nd7

[7...Nf6]

8.Bf4

That didn't look right to me but it's often been played.

[8.Bd2]



8...0-0-0

That gives White a bit of a target, especially with your Queen in the same war zone.

[8...Ngf6 9.Re1 Bb4 10.Bd2 0-0; Better is 8...Be7]

9.a3!

Black's Queen is already perilously short of squares.

9...Qb6?

That doesn't help! You need to be able to run away with the Queen to f5 or h5,

[Better is 9...Bg4 10.b4 Qf5]

10.b4! Ngf6?!

[Better is 10...a6! and the Queen can still hide.]

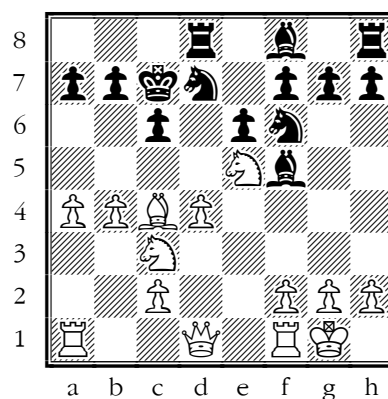
11.a4?

[Better is 11.Na4! nets the Queen]

11...Qc7??

[Better is 11...Qxb4! ≠ grabbing the pawn allows the Queen to retreat to e7]

12.Bxc7 Kxc7 13.Ne5??



Having played well so far, this is a big mistake...

[Better is 13.b5]

13...h6??

...which Black ignores!

[Better is 13...Nxe5! gets a second piece for the Queen]

14.h3

[Better is 14.Nxf7]

14...Bd6

[Better is 14...Nxe5!]

15.Nf3

[Better is 15.Nxf7]

15...c5

[Better is 15...Bxb4]

16.Qb1 b6

[Better is 16...Be7 17.bxc5 Better is 120]

17.dxc5 bxc5 18.bxc5 Nxc5

[Better is 18...Bxc5]

19.Rd1 Rb8

I couldn't follow the rest of the game.

...1-0

Narayanan,Niranjana - Chung,Joel

B07 Pirc Defence

You played very well in the opening but didn't hit on the right idea in the early middlegame. A mistake after that was hard to put right.

1.e4 d6 2.d4 Nf6 3.Nc3 Nbd7

4.Nf3

last book move

[4.f4 is the sharpest line.]

4...c5 5.d5

[5.Bc4 cxd4 6.Nxd4 is a sort of mainstream Open Sicilian.]

5...e6 6.Bg5 h6

[Better is 6...exd5]

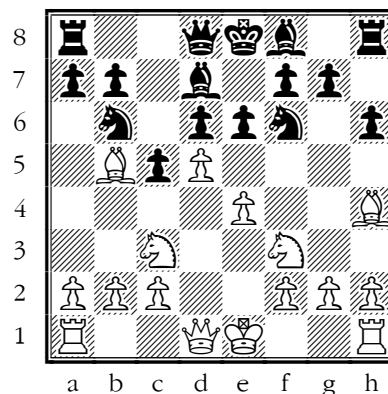
7.Bh4

[Better is 7.Bxf6 Nxf6 8.Bb5+ Bd7 9.dxe6 fxe6 10.Qd3±]

7...Nb6

[Better is 7...exd5]

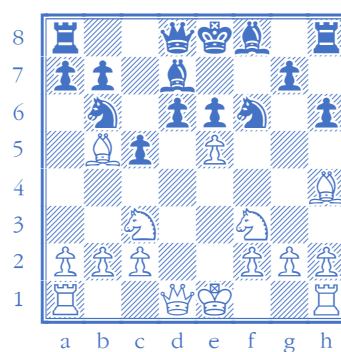
8.Bb5+ Bd7



White is ahead in development and better organised, so opening lines is the right plan.

9.Bxd7+

[9.dxe6!± fxe6 10.e5!+–]



and Black is in all sorts of trouble.]

9...Nbx d7 10.0-0 Nb6

[Better is 10...e5 must be played to stop White's dxe6]

11.a4

[Better is 11.dxe6! fxe6 12.e5 and Black is full of holes.]

11...a5

[Better is 11...e5!]

12.Qe2

[Better is 12.dxe6!]

12...Qd7

[Better is 12...e5!]

13.Rfd1

At risk of being repetitive, 13.dxe6! is best 13...fxe6 14.Rfd1 and White is winning: e.g. 14...g5 15.Bg3 Rd8 16.Nb5 Qc6 17.e5

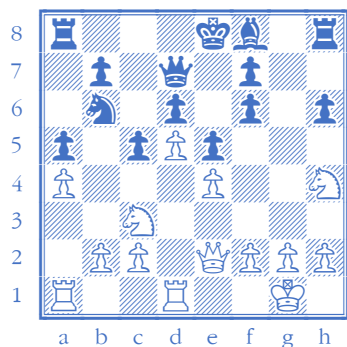
13...e5

Finally!

14.Bg3?!

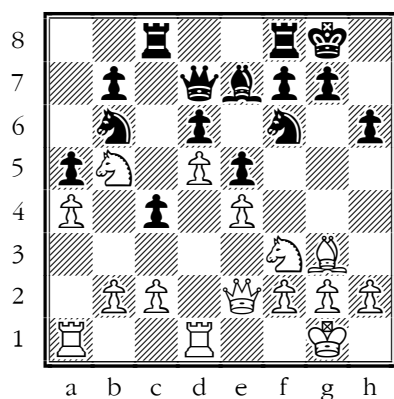
After this, you drift a bit and Black gets sorted out.

[14.Bxf6 gxf6 15.Nh4+–]



Here Black has a rotten structure and a bad Bishop – just the sort of position Knights love. 15...h5 16.Nf5!]

14...Be7 15.Qf1?! 0-0 16.Qe2 Rac8 17.Nb5 c4

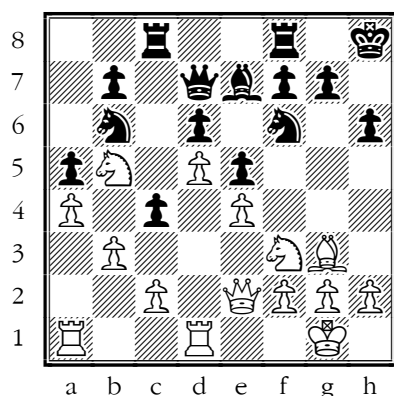


This is about equal.

18.b3?!

Weakening the side where Black is attacking.

18...Kh8



[Better is 18...Qg4]

19.Nc3??

[Better is 19.Nh4!; 19.Nd2!]

19...cxb3

Discovering an attack on the Knight.

20.Rd3 bxc2 21.Qxc2

Natural enough, but should lead to worse for White.

[Better is 21.Qe3]

21...Qc7?

Missed a chance!

[Better is 21...Nxe4!-+]

22.Qd2 Nfd7 23.Rb1 Nf6

[Better is 23...f5]

24.Qb2

[Better is 24.Ra1]

24...Qc4 25.Re3 Ng4 26.Nd2 Qd4 27.Rf3

White is not lost but stands rather worse and is a pawn behind.

0-1

Narayanan, Niranjana - Taretsky, Fedor

C68 Ruy Lopez Exchange Variation

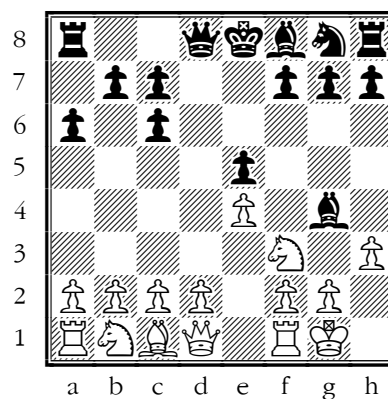
A solid build-up led to a position where you had nice activity. Black left you an open goal, but you tripped instead of scoring!

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6

4.Bxc6 dxc6

[4...bxc6]

5.0-0 Bg4 6.h3



6...Bh5

[6...h5 is an interesting try: 7.hxg4? hxg4 8.Nxe5? Qh4 9.f3 g3 10.Ng4 Qh1#]

7.g4 Bg6

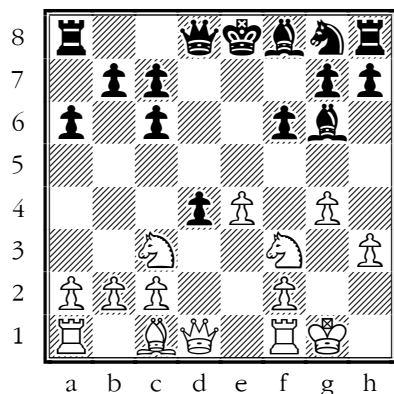
last book move

8.Nc3

Not sure where that Knight is hoping to go next!

No reason to avoid 8.Nxe5; 8.d3

8...f6 9.d4 exd4



10.Nxd4

[10.Qxd4 is OK too: White has a pawn majority on the King's-side which is useful in an endgame, while Black's four Queen's-side pawns are crippled.]

10...Bc5 11.Be3

[11.Ne6!]

11...Ne7

[Better is 11...Qe7 12.Nf3 Better is 123]

12.Qd3

[Better is 12.Ne6 is still good!]

12...Qd7 13.Qc4 Bxd4

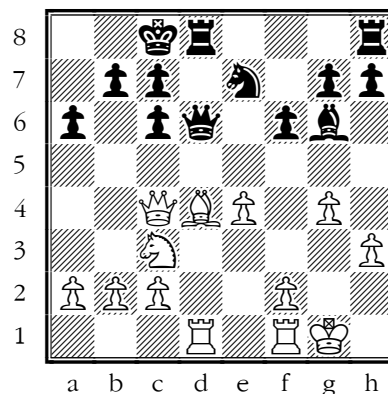
[Better is 13...Bd6]

14.Bxd4 0-0-0

[Better is 14...Bf7 15.Qd3 h5 16.g5 fxg5 17.Qe3 Ng6 18.Bxg7 Rg8 19.Bf6 Nh4 20.Rad1 Qe6 21.e5 Qf5 22.Qc5 Nf3+ 23.Kg2 Nh4+ 24.Kg1 Better is 121]

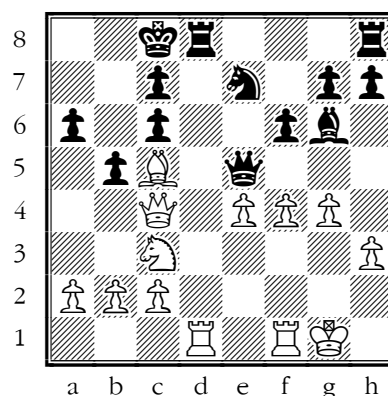
15.Rad1 Qd6?

[Better is 15...Qe8]



White has a big advantage in position.

16.Bc5 Qe5 17.f4 b5?



[Better is 17...Bf7 18.Qb4 Qe6 19.Bxe7 Rde8 20.Qd4 b6 21.Ba3 h5 22.f5 Qe5 23.Qxe5 Rxe5 24.gxh5 Bxh5 25.Rd2 c5 26.b3 b5 27.Bb2 Re7 28.Kh2 Rhe8 29.Kg3 Rd7 30.Rxd7 Kxd7 31.Rg1 Better is 122]

18.Qb3?

Oh, no!

[18.Rxd8+ Rxd8 19.fxe5 bxc4 20.Bxe7; Also Better is 18.fxe5]

18...Qxc5+ 19.Kh1

0-1

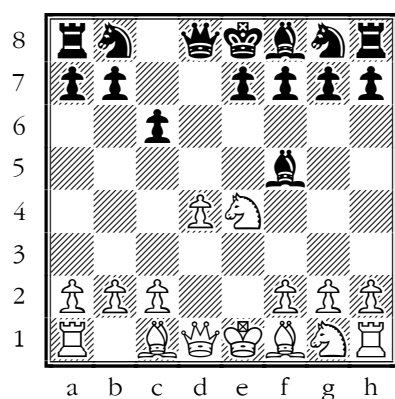
Some nice play and some precious points – well done! I'd drop Old Stodge as a bad habit, but most of what you are doing is fine. The blunders will disappear with more practice.

Ng,Nathan - NN

B18 Caro-Kann Defence

The game gradually slipped out of your control -- not because of any huge mistakes, just a few smaller ones.

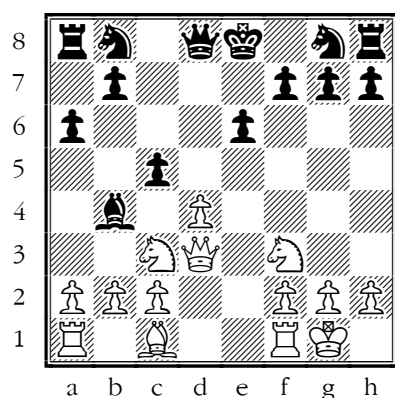
**1.e4 c6 2.d4 d5 3.Nc3 dxe4
4.Nxe4 Bf5**



5.Nc3

[5.Ng3 doesn't lose time because of the attack on the Bishop
5...Bg6 6.h4 (6.Nh3) 6...h6 7.h5 Bh7 8.Bd3 Bxd3 9.Qxd3]

**5...e6 6.Nf3 a6 7.Bd3 Bxd3 8.Qxd3
Bb4 9.0-0 c5**



[Better is 9...Nf6]

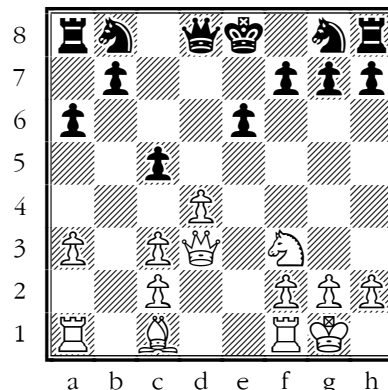
10.a3

if Black wants to take on c3, fine, but don't waste time asking!

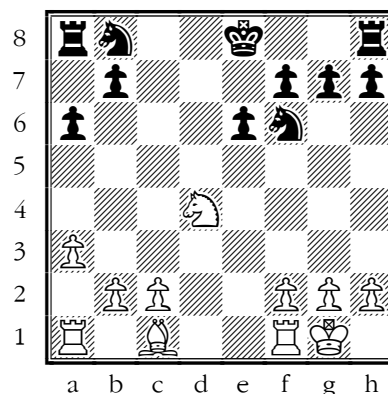
[10.d5; 10.Bg5]

10...Bxc3 11.Qxc3=

[11.bxc3± the doubled pawns support your centre]



**11...cxd4 12.Qxd4 Qxd4 13.Nxd4
Nf6**

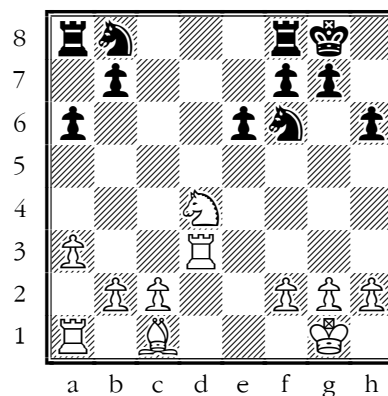


There's not a lot in it! White has a Queen's-side majority which can yield a passed pawn, so that's the plan to get on with.

14.Rd1

[You can make a start with 14.c4!]

14...0-0 15.Rd3 h6



16.Rg3

This one-move threat is easy to deal with and tempts you to play on the wrong side. Without a Queen you are unlikely to mate.

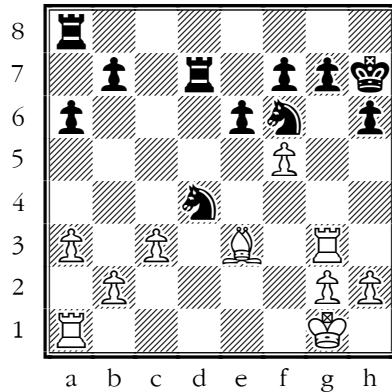
16...Kh7 17.f4

[17.Rb3]

**17...Rd8 18.c3 Nc6 19.Be3 Rd7
20.f5**

[20.Nxc6 bxc6 21.Bd4]

20...Nxd4



21.cxd4

[21.Bxd4! exf5 22.Bxf6 gxf6 23.Rf1 and while it's still equal, this is better than the game continuation.]

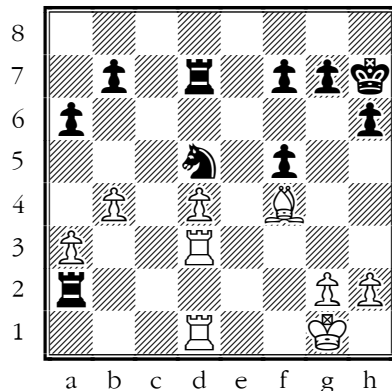
21...exf5

This is much better for Black.

22.Rd1 Rc8 23.Bf4

[Better is 23.Rf3]

23...Rc2 24.b4 Ra2 25.Rgd3 Nd5



26.h3??

missing something!

[Better is 26.Rf3]

**26...Nxf4 27.Rf3 Nd5 28.Kh2 Re2
29.Ra1 Rd2 30.Rb3 Rxd4 31.b5
axb5 32.Rxb5 Rc4**

[Better is 32...Rd2]

33.a4

[Better is 33.Rd1]

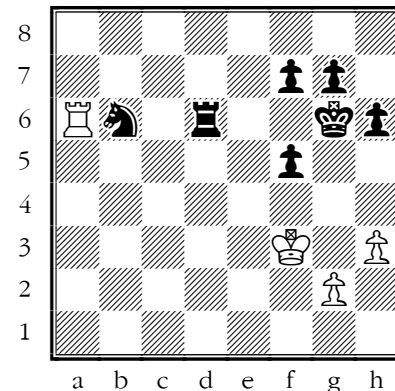
**33...Rc6 34.a5 Ra6 35.Kg3 Kg6
36.Kf3 b6 37.axb6**

[Better is 37.Kf2]

37...Rxb6

[37...Rxa1 38.b7 Ra3+ 39.Kf2 Ra2+ 40.Kg3 f4+ 41.Kf3 Nf6 with a mating net that allows Black to get the Knight to d7 if need be 42.b8Q Rd3+ 43.Kxf4 Rf2+ 44.Ke5 Rf5#]

38.Rxb6+ Nxb6 39.Ra6 Rd6



White walks into a discovered attack, but Black ignores the chance.

40.Kf4??

[Better is 40.Ra5]

40...Re6??

[Better is 40...Nd5+ 41.Ke5 Rxa6]

41.h4

[Better is 5 41.Ra2]

41...Kh5

[41...Nd5+ 42.Kf3 Rxa6]

42.Kg3 Nd5 43.Rxe6?

[43.Ra4 It might not make a difference, but swapping Rooks gives up any chance of getting back into it.]

43...fxe6 44.Kf3 f4 45.Ke4 Kg6

46.Kf3

[Better is 6 46.Ke5]

**46...Kf5 47.g3 fxg3 48.Kxg3 e5
49.Kf3 e4+ 50.Kg3 e3 51.Kg2 Kg4
52.Kf1 Kxh4 53.Ke2 Kg3 54.Kf1
Kf3 55.Ke1 e2 56.Kd2 Kf2 57.Kd3
e1Q 58.Kd4 Qd1+ 59.Ke5 Ne7
60.Ke6 Kf3 61.Kxe7 h5 62.Kf7 h4
63.Kxg7 h3 64.Kg6 h2 65.Kg5 h1Q
66.Kg6 Qg2+ 67.Kh5 Qdh1#**

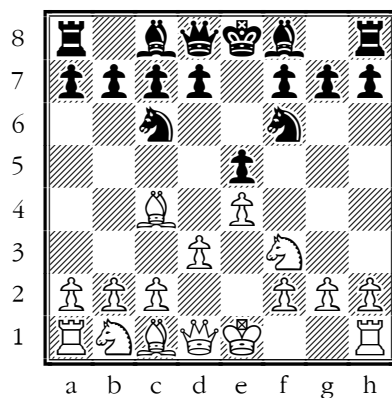
0-1

NN - Ng,Nathan

C50 Old Stodge

You made steady progress on the King's side and finished off without fuss.

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

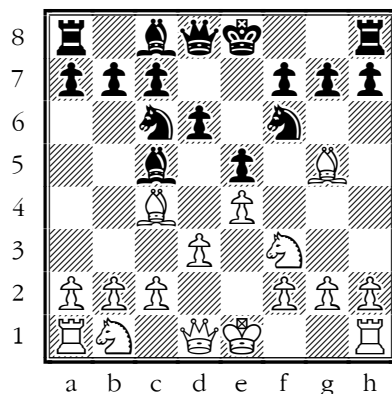


Oh dear, not very exciting.

4...Bc5

[4...d5 is the move I would like to recommend, but it's probably a little better for White because of the pressure on the Black centre. 5.exd5 Nxd5 6.0-0 Bc5 7.Re1 f6 8.d4! ±]

5.Bg5 d6



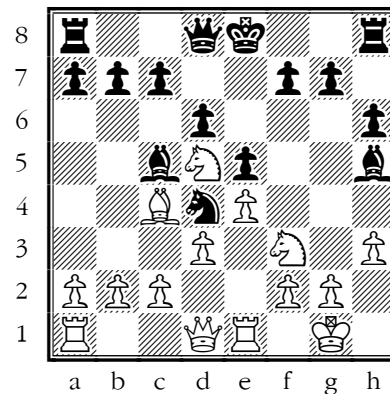
6.Nc3

[6.c3 keeps the idea of playing d3-d4 on the table.]

6...h6 7.Bxf6 Qxf6 8.Nd5 Qd8

last book move

9.0-0 Bg4 10.h3 Bh5 11.Re1 Nd4



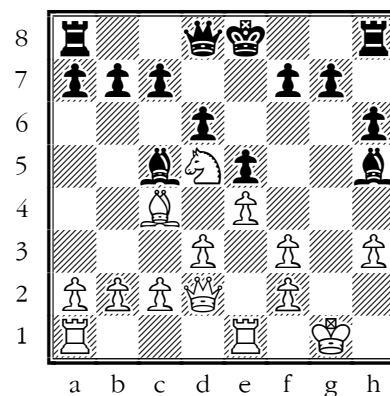
12.Qd2?

[Better is 12.g4]

12...Nxf3+

[12...Bxf3 looks good but White has an intermezzo 13.c3! Ne6 14.gxf3 Qh4]

13.gxf3 -+



This is terrific for Black.

13...Qh4

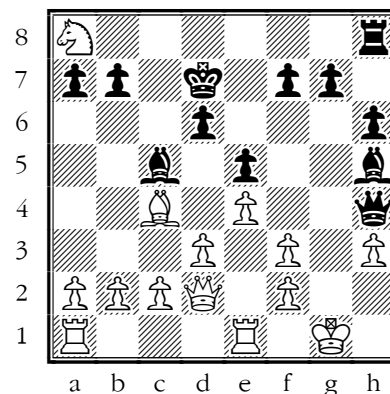
[Better is 13...a5]

14.Nxc7+

Greedy! White doesn't have time for this...

[Better is 14.Kg2]

14...Kd7 15.Nxa8



It was not too late for 15.Kg2.

15...Qxh3

[Better is 15...Qg3+ which forces mate]

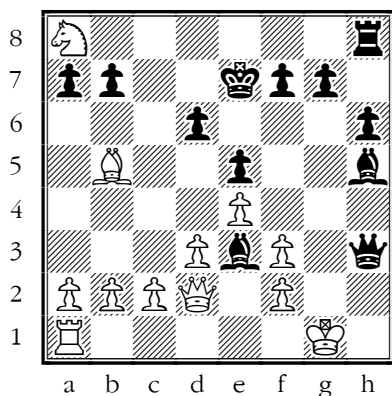
16.Bb5+?

Doesn't help! Or rather, doesn't help white...

[Better is 16.Re3! which staves off the worst]

16...Ke7 17.Re3!

Still best, but now Black is attacking the Knight on a8.

17...Bxe3**18.Qxe3??**

[18.fxe3! covers some key squares around the King]

18...Rxa8 19.f4 Qg4+

[19...Bf3-+]

20.Kf1

[Better is 20.Qg3!]

20...exf4 21.Qd2?

[Better is 21.Qd4]

21...Qh3+ 22.Ke1

[22.Kg1 Bf3 still mates]

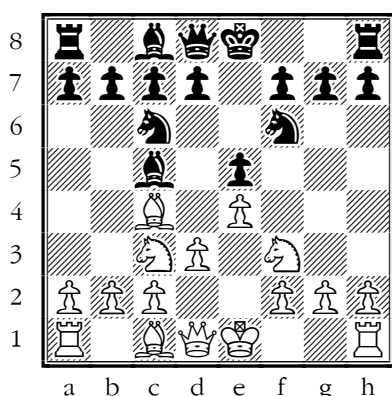
22...Qh1#

Ng,Nathan - Wygett,Sophie

C50 Old Stodge

I don't know if White was lucky or unlucky! A draw may be a fair result, therefore...

**1.e4 e5 2.Nf3 Nc6 3.Nc3 Bc5
4.Bc4 Nf6 5.d3**



I would like you to play something punchier as

White! There's not much chance of making Black go wrong here.

5...0-0 6.Bg5

last book move

6...d6?

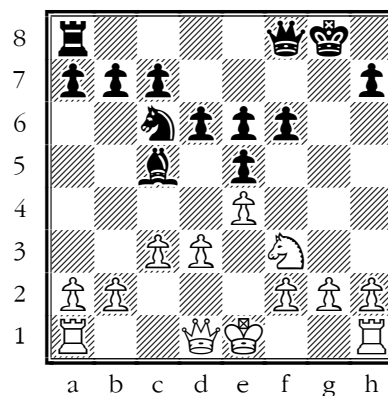
But there's a mistake!

[6...h6]

7.Nd5 Nb4

[Better is 7...Be6 ±]

**8.Nxf6+ gxf6 9.Bh6 Be6 10.Bxe6
fxe6 11.Bxf8 Qxf8 12.c3 Nc6**



White is well ahead on material, but needs to get the Rooks into play.

13.Nh4

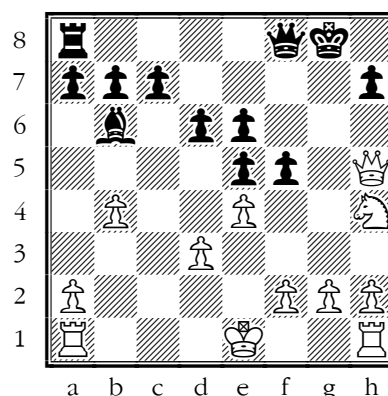
This is the right idea only if you follow it up by opening a file.

13...f5 14.b4 Nxb4?

[Better is 14...Bb6]

15.cxb4 Bb6

[15...Bxb4+ Black might as well.]

16.Qh5**16...fxe4**

Discovering an attack on f2.

17.dxe4

[Better is 17.0-0+]

**17...Qxf2+ 18.Kd1 Qd4+ 19.Kc2
Qxe4+ 20.Kb3 Qd5+**

Black draws by perpetual check; White's Rooks, still on their start squares, watch uselessly.

[Better is 20...Qd3+ which wins in short order 21.Kb2 (21.Ka4 Qc2+ 22.Ka3 a5) 21...Bd4+ 22.Kc1 Qc3+ 23.Kd1 Qxa1+ 24.Kd2]

21.Ka4 Qc6+ 22.Kb3 Qd5+ 23.Ka4 Qc6+ 24.Kb3 Qd5+

½–½

Aarv Paul

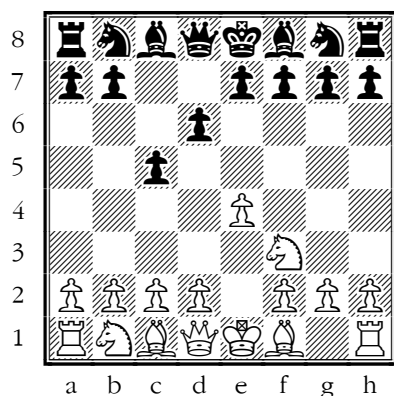
That was our best score and you played with a lot of skill and confidence – as suits someone who just beat a Grandmaster! There's not much wrong with what you did in Wales, I can only suggest you make sure your tactics are sharp, as that was the source of a mistake.

Gilbert, Harri - Paul, Aarv

B30 Sicilian Rossolimo

Black won a piece, lost a piece, won a piece... Showing, I guess, how important tactics are!

1.e4 c5 2.Nf3 d6



3.Nc3

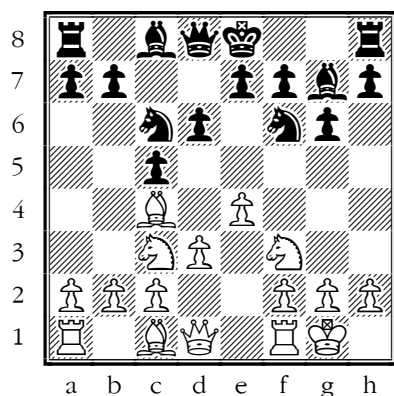
White has lots of choice here: this move is uncommon.

[3.d4 is the main line; 3.c3; 3.Bb5+]

3...Nc6 4.Bc4 Nf6

last book move

5.d3 g6 6.0-0 Bg7



7.Be3

White is getting pieces out in Old Stodge style, which is not very effective in any position! It

just leaves Black alone too much.

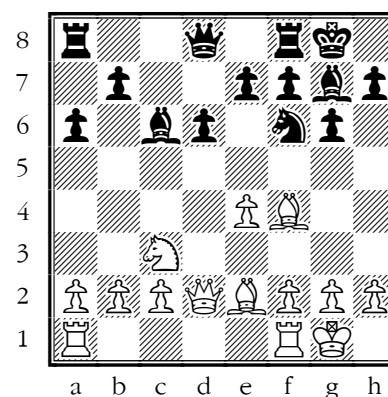
7...0-0 8.Qd2 a6 9.d4

A move that could have been played earlier!

9...cxd4 10.Nxd4 Ne5 11.Be2 Bd7 12.Bf4 Nc6

Carrying on with development by 12...Rc8 is a little better

13.Nxc6 Bxc6



14.f3?

exposes the King

14...Qb6+ 15.Kh1 Nh5 16.Be3 Qxb2 17.Rab1??

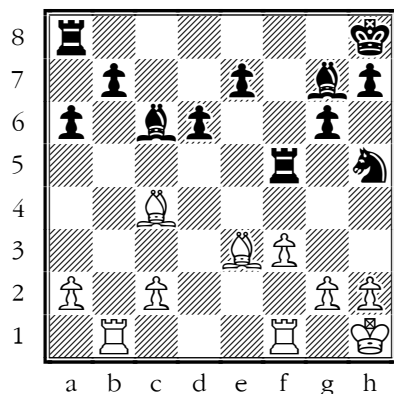
losing a piece

[Better is 17.Bd4]

17...Qxc3 18.Qxc3 Bxc3 19.Bh6 Bg7 20.Be3 f5

[20...Rac8]

21.Bc4+ Kh8 22.exf5 Rxf5



Is this a mistake?

23.g4

Looks like a shot...

23...Bxf3+

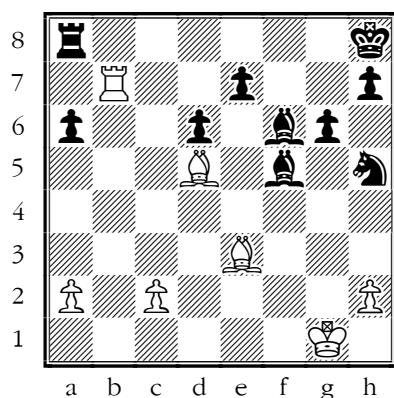
[23...Rxf3]

24.Kg1 Bxg4

...but Black scoops up two pawns.

25.Rxf5 Bxf5 26.Rxb7 Bf6 27.Bd5

White lines up a discovered attack...



27...Bxc2

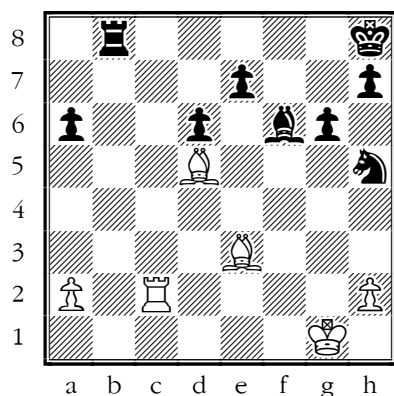
...which Black helps!

[Better is 27...Rc8]

28.Rc7!

Attacking a8 and c2

28...Rb8 29.Rxc2



So, White wins back a piece, but Black's extra

pawns should win.

29...Rb1+ 30.Bc1??

Stepping into a pin: ...Bg5 wins a piece.

[Better is 30.Kg2]

30...Bd4+ 31.Kh1 Nf6 32.Rc8+

[Better is 32.Bc4]

32...Kg7 33.Be6 Be3

Finally pouncing on c1.

34.Kg2 Rxc1

Black is a piece ahead again.

35.Rb8

[Better is 35.Rxc1]

35...Rc2+ 36.Kf3

[Better is 36.Kh1]

36...Bc5 37.Rb7 d5 38.Rc7

[Better is 38.Rd7]

38...Rf2+ 39.Kg3 Rc2

And Black won. Better moves were

[Better is 39...Ne4+; 39...Bd6+]

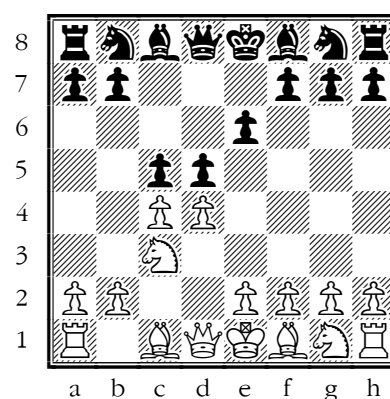
0-1

Paul, Aarv - Davies, Jonathan

D32 Queen's Gambit

A quiet start, but there was nothing wrong with where you were putting your pieces. Black handed over a pawn, but had enough activity to be enough of a nuisance to get a draw.

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



The Tarrasch Defence, which I often recommend.

4.Nf3

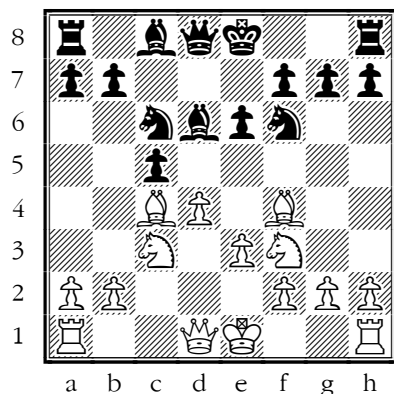
A tame reply.

4...Nc6 5.Bf4 dxc4 6.e3

last book move

6...Nf6 7.Bxc4 Bd6

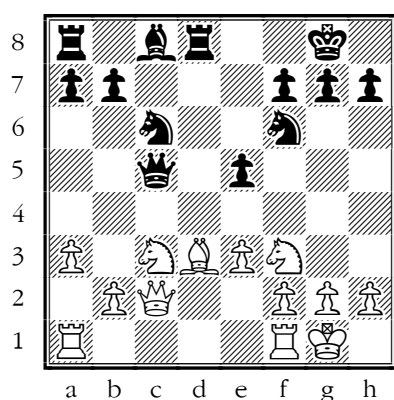
[Better is 7...cxd4 first is better]



8.Bxd6

[Better is 8.dxc5! which is awkward]

**8...Qxd6 9.dxc5 Qxc5 10.Bd3 0-0
11.a3 Rd8 12.Qc2 e5 13.0-0**

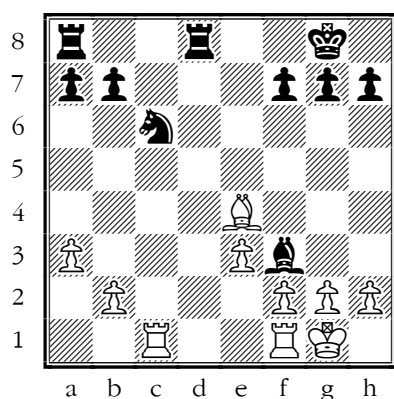


Black is comfortably equal, but now throws a pawn away. It looks like a fork, but the pawn is outnumbered.

13...e4?

[Better is 13...h6]

**14.Nxe4 Qxc2 15.Bxc2 Nxe4
16.Bxe4 Bg4 17.Rac1 Bxf3**



18.Bxf3

Actually, the odd-looking 18.gxf3 is a little better here

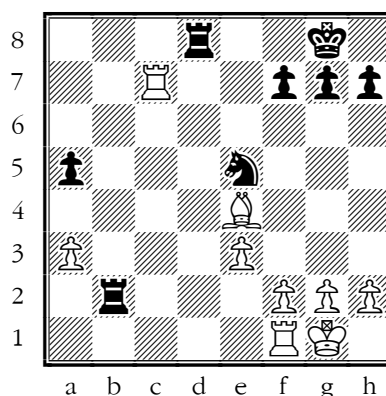
18...Ne5

[Better is 18...Rab8]

19.Bxb7 Rab8 20.Be4

[20.Rc7! keeps control]

20...Rxb2 21.Rc7 a5

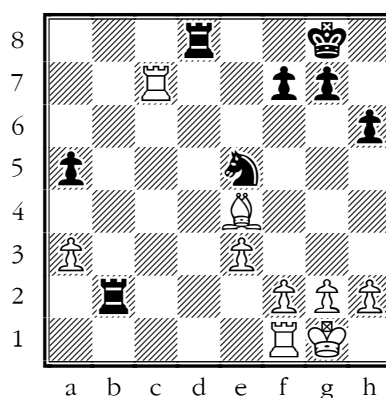


22.Bd5

A one-move idea which doesn't really help White.

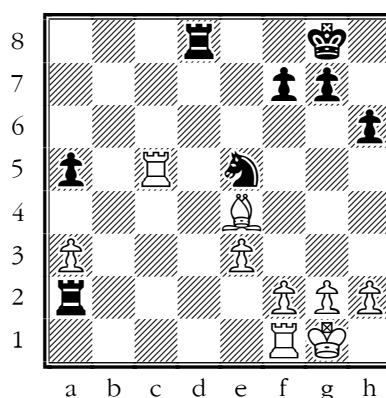
[Better is 22.Rc5]

22...h6 23.Be4



So the only change is that Black has been able to play the helpful ...h6.

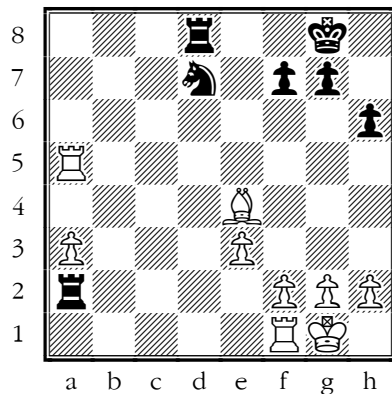
23...Ra2 24.Rc5!



24...Nd7

[Better is 24...Re8!]

25.Rxa5



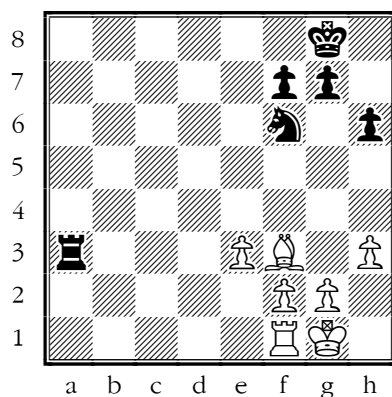
White is two pawns up, but until the Rf1 joins in, White isn't really winning. As it goes, Black's active pieces make a nuisance.

So, best of all for White is to ignore the pawn and hold down Black's pieces with: 25.Rd5!

25...Nf6 26.Bf3

[Better is 26.Bb1]

26...Rd3 27.h3 Rdx3 28.Rxa3 Rxa3



White has a pawn, but with all the play on only one side of the board, the chances of winning have gone down a lot.

TIP: endgames with an extra pawn are probably drawn if all the pawns are on one side of the board.

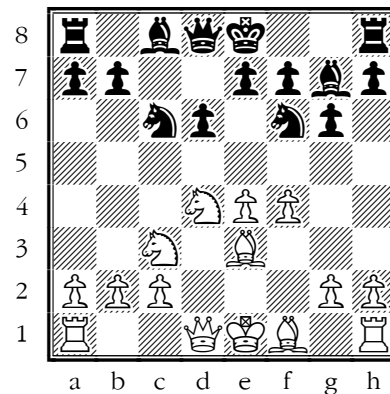
½–½

Sikara,Om - Paul,Aarv

B71 Sicilian Dragon

Black developed well, and was happy to pick up a pawn and then a piece after mistakes by White. Just as important, Black converted without fuss, swapping Queens and keeping control.

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.f4 Nc6 7.Be3 Bg7



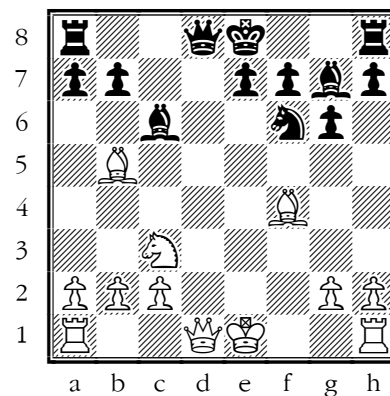
All well-chosen or well-learned moves!

8.e5?

Good attitude but a bad move.

[Better is 8.Be2]

8...dxe5 9.fxe5 Nxe5 10.Bb5+ Bd7 11.Bf4 Nc6 12.Nxc6 Bxc6



13.0-0?

Walking into a fork.

→ **TACTIC: fork**

[Better is 13.Qe2]

13...Bxb5

[Better is 13...Qb6+]

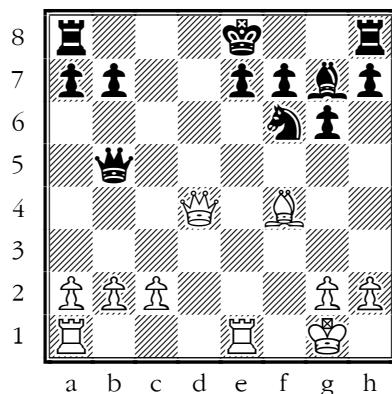
14.Nxb5

[Better is 14.Qxd8+]

14...Qb6+ 15.Qd4

[Better is 15.Nd4 is more stubborn but still loses: 15...Nd5 16.c3 Nxf4 17.Rxf4 e5]

15...Qxb5 16.Rfe1



16...Qb6

Taking the opportunity to swap Queens, reducing the chances of an accident.

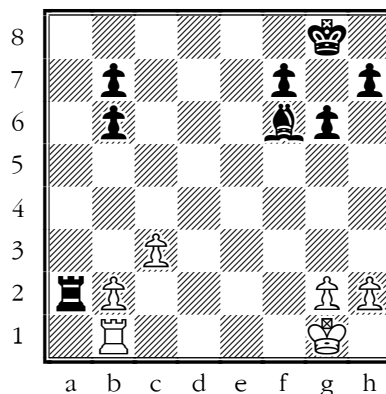
17.Qxb6 axb6 18.Bd6 0-0 19.Bxe7 Rfe8 20.Bxf6

[Better is 20.c3]

20...Rxe1+

[20...Bxf6]

21.Rxe1 Bxf6 22.Rb1 Rxa2 23.c3



Black is very much in control and the rest of the game does not require comment.

23...Ra5 24.Re1 Rb5 25.Rb1

[Better is 25.Re2]

25...Bxc3! 26.b3 Bd4+ 27.Kf1 Rf5+ 28.Ke2 Rf2+ 29.Kd3 Bc5 30.b4 Bf8 31.Ke3 Rxg2 32.b5 Bc5+ 33.Ke4 f5+ 34.Kf3 Rxh2 35.Re1 Rf2+ 36.Kg3 Rb2 37.Rf1 Rxb5 38.Kg2 Rb2+ 39.Kh1 Rf2 40.Rxf2 Bxf2 41.Kg2 Bc5 42.Kh1 b5 43.Kg2 b4 44.Kh1 b3 45.Kg2 b2 46.Kh1 b1Q+ 47.Kg2 Qg1+ 48.Kf3 Qf2# 0-1

Charlie Hill

I'm sorry to have only one game from you – I know you had one long game that went down to the last pawns, so you clearly weren't being outclassed. The one game below is an argument for being alert tactically, but also for knowing your openings in a bit of depth – if you stick with chess, that's the next thing to do.

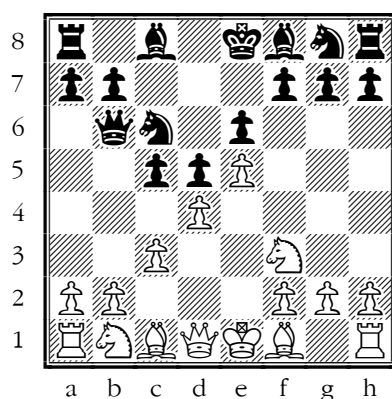
Hill,Charlie - Soonphannick,Oscar C02 French Defence

White missed a few tactics and it all fell apart.

1.e4 e6 2.d4 d5 3.e5

[3.exd5 exd5 4.c4]

3...c5 4.c3 Qb6 5.Nf3 Nc6



All book so far.

6.Be3?

This is one reason the French is a good defence: it can be hard for White to keep hold of all the pawns!

[6.a3 or ; 6.Be2 are the book moves]

6...Qxb2 7.Nbd2 Qxc3 8.dxc5 Nxe5

[Better is 8...Nge7]

9.Bd4??

Trying to fight back, but losing at least a piece.

[Better is 9.Nxe5]

9...Nxf3+ 10.Ke2?

Doesn't help, sad to say.

[Better is 10.Qxf3]

10...Nxd4+ 11.Ke1 Bxc5

[Better is 11...Nc2+ is more accurate]

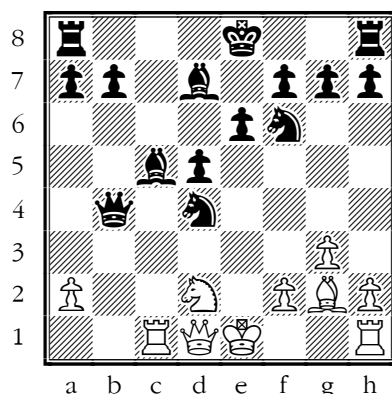
12.g3

[Better is 12.Rc1]

12...Nf6

[Better is 12...Nc2+ is still good]

13.Rc1 Qb4 14.Bg2 Bd7



15.f4

A last insult: Black nets the Queen.

[Better is 15.h3]

15...Ba4

...0-1

Alfie Sequiera

The one game I have from your Wales trip was a good one, even if it didn't have a good result. The lessons from that game are spelled out below, but the one I would take to heart is that **playing safe can be dangerous**.

Searle, Isaac - Sequiera, Alfie

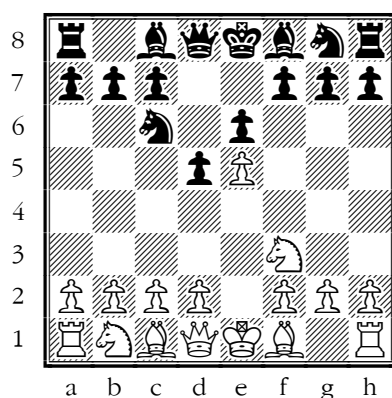
C00 French Defence

A good game from both players. In the long Rook endgame, you struggled to get your pieces to work together.

1.e4 e6 2.Nf3 d5 3.e5

last book move

3...Nc6



TIP: It's a golden rule of the French to follow White's e4-e5 with ...c7-c5!

But even if this is an exception, you shouldn't block the c-pawn altogether.

One idea for White here is to meet 3...c5 'with a gambit:' 4.b4 b6; 3...Bd7

4.Bb5 Nge7 5.Nc3 a6

Maybe White will take your Knight, but asking

wastes time.

[5...d4]

6.Ba4 g6

[Better is 6...b5 7.Bb3 d4;

6...d4 is still good;

6...Ng6 is OK]

7.0-0

[7.h4! might make life awkward for Black.]

7...Bg7 8.d4 Bd7 9.Bxc6 Bxc6

10.Bg5 Bb5

[10...h6]

11.Nxb5 axb5 12.Qe2 c6 13.b3 h6

14.Bf6

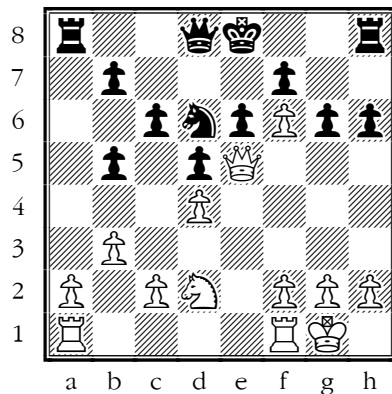
[Better is 14.Bd2]

14...Bxf6 15.exf6 Nf5

[15...Ng8 wins the pawn on f6]

16.Qe5 Nd6 17.Nd2

[Better is 17.a4]



17...Ne4?

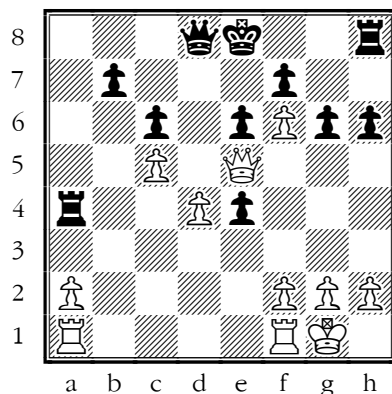
[Better is 17...b4! which locks down two White pawns and prepares ...Nb5! to invade on the holes.]

18.Nxe4 dxe4 19.c4

invites Black to undouble the pawns

[Better are 19.Rfe1; and 19.a4]

19...bxc4 20.bxc4 Ra4 21.c5 ?



21...Ra6 ?

TIP: Playing safe is often dangerous!

[21...Rxd4 'and Black stands very well';]

22.Rfd1 Qd5

[Better is 22...0-0]

23.Qb8+ Qd8 24.Qxd8+

[Better is 24.Qxb7]

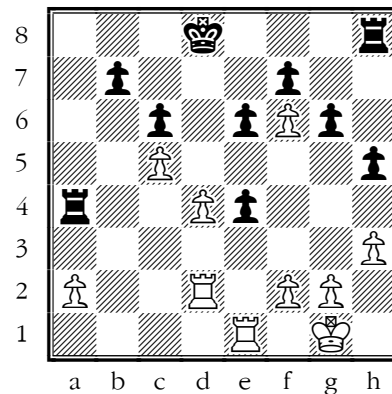
24...Kxd8 25.Rd2

This endgame might be quite good for Black.

25...h5

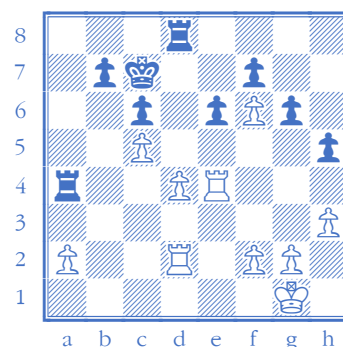
[25...Kc7 26.Kf1 Ra3 27.Rb1 e3 28.Rdb2 Rb8 =]

26.Re1 Ra4 27.h3



27...g5

[27...Kc7 28.Rxe4 Rd8



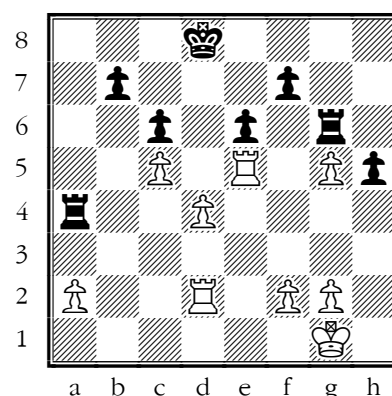
Your Rooks are now both active and working together. The d- and a-pawns are weak. The odd extra pawn for White is hard to make use of: where can White make a passed pawn?

29.Kf1 Rd5 30.f3 (30.g4 hxg4 31.hxg4 Rxc5) 30...Rf5 and you win the f-pawn after all!]

28.Rxe4 Rh6 29.h4 Rxf6

[29...gxh4 30.Rxh4 Rxf6 31.Rxh5 Rf4]

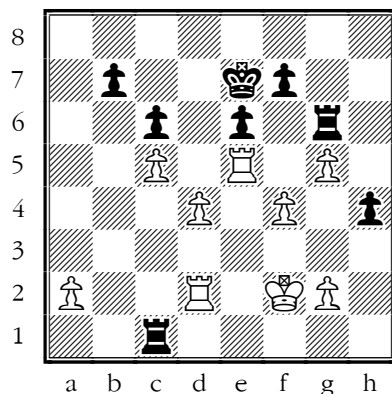
30.hxg5 Rg6 31.Re5



Black missed the chance to win a pawn and now looks a bit disorganised and short of space. You need the two Rooks to be making trouble, but they aren't really talking to each other!

31...h4 32.f3 Rc4 33.f4 Rc1+ 34.Kf2 Ke7

[Better is 34...Rg8]



35.d5 ?

Clever but not constructive.

[Better is 35.Rb2]

35...cxd5 36.Rdxd5 Rc2+

[36...Rc4!=]

37.Kf3 Rxa2 38.g4 hxg3 39.Kxg3 Kf8

[Better is 39...Ra3+]

40.Rd6

[Better is 40.Rd8+]

40...Ra3+ 41.Kg4 Ra4

[Better is 41...Rg7]

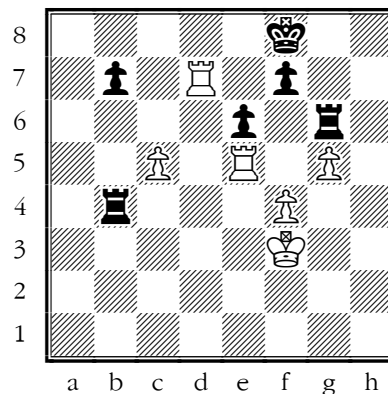
42.Rd7

[Better is 42.Rd8+]

42...Rb4

[42...f6 is fairly equal]

43.Kf3



43...f5

This makes a weakness on e6.

[Better is 43...Rb5]

44.Rd6 Ke7 45.Rdd5

White is barely better here but went on to win.

[Better is 45.Rxf5]

...1-0

Tom Bracey

In the Board 10 game, you were also very keen to attack but were doing this before getting out all your pieces, and by the time you were interested in getting out the rest of them, you were already losing.

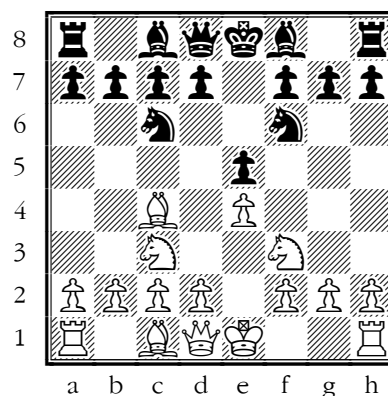
Because I was watching you in that game I can say with certainty that you play too quickly! With a bit more thought, you might not have risked losing a piece on move 7... That might also be why your game against Suhayl went wrong when you were clearly winning at one point.

Bracey, Tom - NN

C55 Old Stodge

You were keen to attack but tried a bit too hard a bit too early. If you're not ahead in development, you have to build up your attacks more slowly.

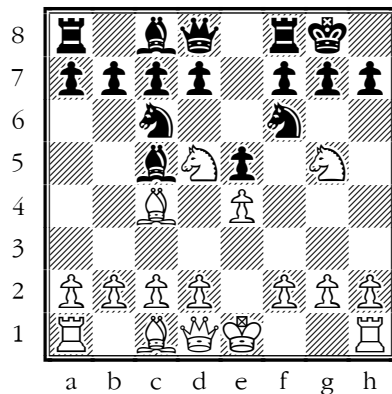
1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bc4



4...Bc5

Black should take the chance to play 4...Nxe4!

5.Ng5 0-0 6.Nd5??



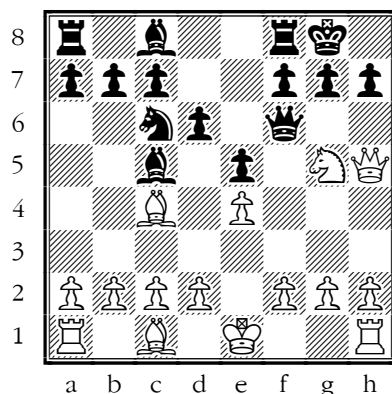
→ **TACTIC: discovery**

[Better is 6.d3]

6...d6??

[6...Nxd5! and the Queen attacks g5 7.Bxd5 (7.exd5 Na5 (Even better is 7...Qxg5! ignores the piece and goes for the King! 8.dxc6 Qxg2 9.Rf1 dxc6 10.Qe2 Bh3 11.f3 Qxf1+ 12.Qxf1 Bxf1 13.Kxf1) 8.Nf3 Nxc4) 7...Qxg5]

7.Nxf6+ Qxf6 8.Qh5



Defends g5, but f2 is in trouble.

TIP: Steinitz' Law says that your attack will succeed if you have an advantage, but if you don't have an advantage, you shouldn't attack yet.

[Better is 8.0-0 as 8...Qxg5 can be met with 9.d4!, although Black is still better]

8...h6?

[8...Qxf2+! and Black should win. 9.Kd1 h6 10.Rf1 Qxg2]

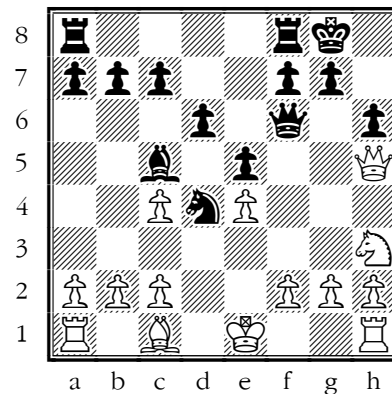
9.Nh3 Be6

[Better is 9...Nd4]

10.d3

[Better is 10.Bxe6]

10...Bxc4 11.dxc4 Nd4



12.Rb1

[Better is 12.Kd1 is better although White stands worse]

12...Nxc2+ 13.Kf1 Nd4 14.f3

[Better is 14.b3]

14...Qe6 15.Be3?

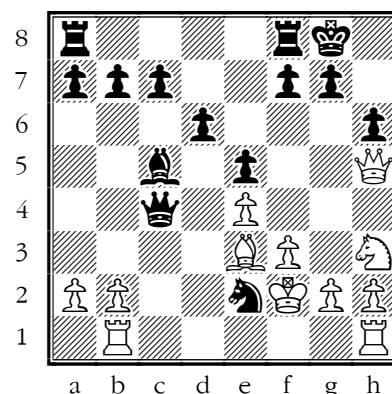
Looks right but Black gets behind your defences through c4.

[Better is 15.b3]

15...Qxc4+ 16.Kg1

[16.Kf2]

16...Ne2+ 17.Kf2



17...Bxe3+

[17...Qc2! is killing]

18.Kxe3 d5

Opening lines shows good judgement. Two pieces probably won't mate, so Black tries to get the Rooks involved.

19.Qxe5

[Better is 19.Rhe1]

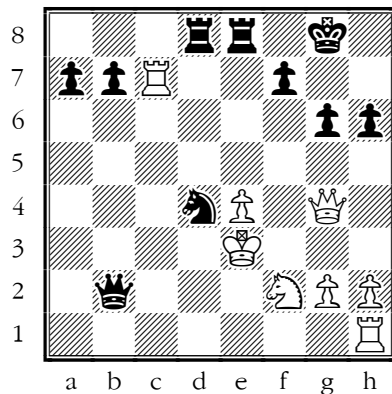
19...Rfe8 20.Qf5 Rad8 21.Nf2 dxe4 22.fxe4 g6 23.Qg4 Nd4 24.Rbc1 Qxa2

[24...Nf5+! is better, but White is in huge trouble either way]

25.Rxc7

[Better is 25.Nd3]

25...Qxb2



White has not yet lost a piece, but the King is a helpless target.

26.Qf4

[Better is 26.Rhcl Nf5+ 27.Kf3 Rd2]

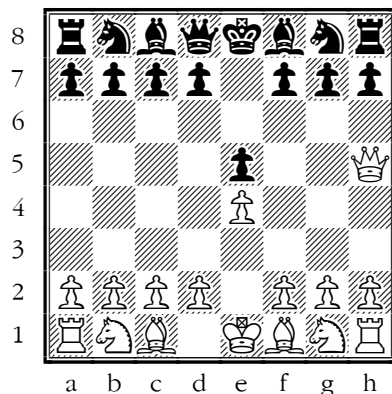
26...Qe2#

Abdalla,Suhayl - Bracey,Tom

C20 Irregular

A fluctuating struggle! Lots to learn from the tactics and opening play.

1.e4 e5 2.Qh5

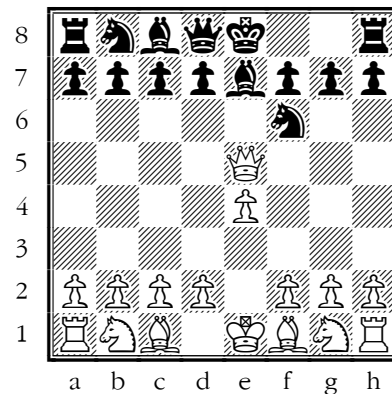


This isn't really a serious attempt to get the advantage for White. You're really hoping Black hasn't seen it before!

2...Nf6

Maybe this is one of the replies White was hoping for, but it's not bad.

3.Qxe5+ Be7



This is how Mr Bacon likes to play for Black -- don't worry about the pawn, development and activity are better ideas for young players!

4.d4?

Looks sensible but a bit too ambitious here.

[Better is 4.Qf4]

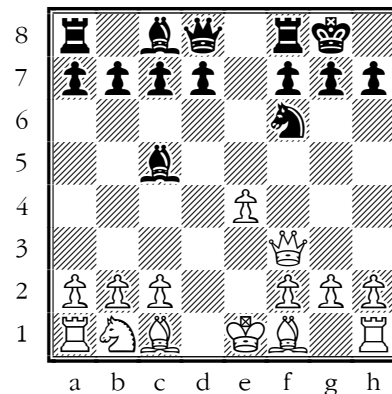
4...Nc6!

and Black gets back the pawn.

5.Qb5 Nxd4 6.Qd3 Bc5 7.Nf3

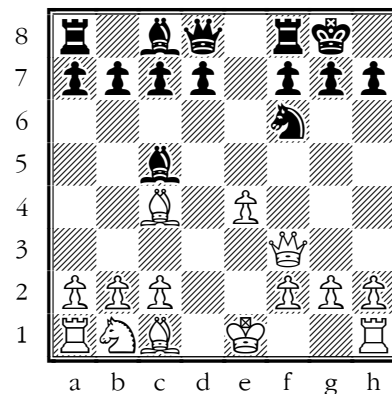
[7.Be3]

7...Nxf3+ 8.Qxf3 0-0



[8...Qe7! 9.Nc3 d5]

9.Bc4 ?



Puts the Bishop in harm's way. White is behind in development and can't afford to have lines opened.

[Better is 9.Bg5]

9...Re8

[9...d5! Opening lines against the uncastled King. 10.Bxd5 (10.exd5 Re8+ 11.Be3 Bg4 12.Qg3 Bd6→) 10...Bg4 11.Qd3 c6 12.Bc4 Nxe4! 13.Qxe4 Qd1#]

10.Nc3

[Better is 10.0-0!]

10...Re7

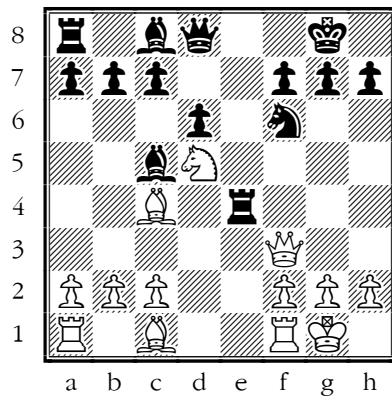
[Better is 10...d5!]

11.0-0

[Better is 11.Bg5!]

11...d6 12.Nd5

12...Rxe4??



→ TACTIC: undermining]

[Better is 12...Nxd5]

13.Nxf6+ Qxf6 14.Qxe4 Bf5

15.Qxb7 Re8 16.Qxc7 d5 17.Bxd5

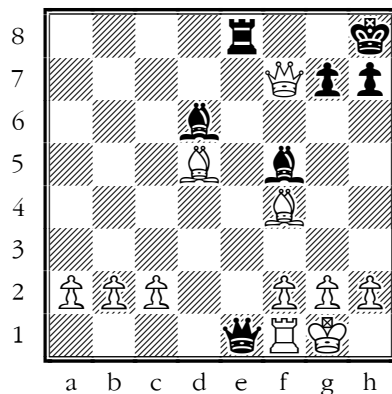
Bd6 18.Qxa7 Qe5

[Better is 18...Bxc2]

19.Qxf7+ Kh8 20.Bf4 Qe7 21.Rae1

[Better is 21.Bxd6!]

21...Qxe1



→ TACTIC: interference]

22.Qxe8+??

[Better is 22.Be3!]

22...Qxe8 23.Bxd6 Bxc2

[Better is 23...Qd8]

24.f4→

[Better is 24.Rc1]

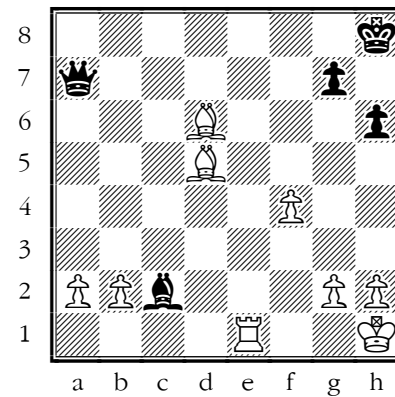
24...Qd7

[Better is 24...Qe3+]

25.Re1! Qa7+

[Better is 25...h6=]

26.Kh1 h6



[Better is 26...Qd7]

27.Rc1??

[Better is 27.Re8+! Kh7 28.Be5]

27...Qa6

[Better is 27...Qd4!]

28.Bc5

[Better is 28.Be5]

....0-1

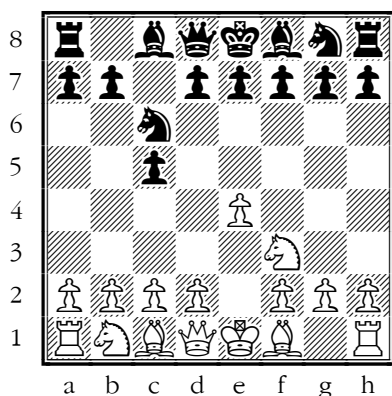
Rather a scrappy win against Tom and other games went wrong really only because of some errors in calculation. Chess is a hard and unforgiving game! It does suggest you could spend some useful time with a book of tactics – or a website of them.

Abdalla, Suhayl - VP

B30 Sicilian Defence

The discovered attack claimed several victims in Chepstow. Have another look at the earlier part of the game though: you lost control of the centre.

1.e4 c5 2.Nf3 Nc6



3.Bc4

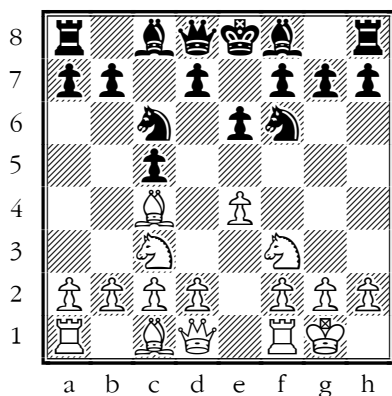
This isn't ever so good here, as Black can often organise a poke at the piece or at least block its view.

[3.Bb5; 3.d4; 3.c3]

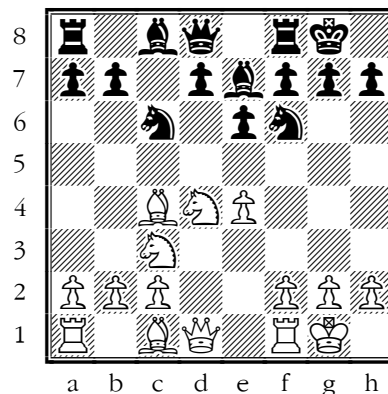
3...e6!

Blocking the view.

4.0-0 Nf6 5.Nc3

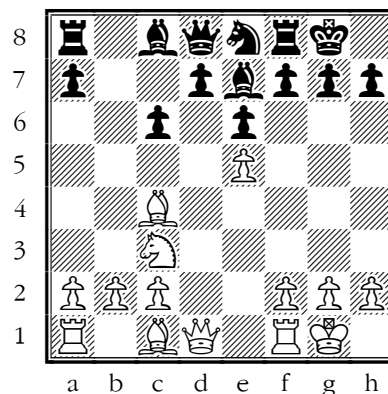


5...Be7 6.d4 cxd4 7.Nxd4 0-0



Black is poised for ...d5

8.Nxc6 bxc6 9.e5 Ne8



[9...Nd5 covering d6 is better]

10.Qg4

That's a bit optimistic. Attacks work best when you have more attackers, more space or more development (or all three!).

TIP: Steinitz' Law says that your attack will succeed if you have an advantage, but if you don't have an advantage, you shouldn't attack yet.

[Better are 10.Bf4; 10.Qh5]

10...d5

[Better is 10...f6!]

11.Bd3

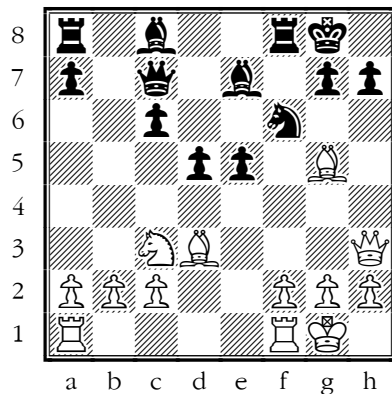
That's consistent but it was best to isolate the c-pawn.

[Better is 11.exd6! ≠]

11...Qc7 12.Qh3 f5 13.exf6

[Better is 13.Qg3; 13.Re1 =]

13...Nxf6 14.Bg5 e5 ≠



→ **TACTIC: discovery.**

Black has taken over the centre and White has no real hopes of attack. But Black's move also discovers an attack on the Queen...

15.Bxf6??

[Better is 15.Bf5]

15...Bxh3 16.Bxe7 Qxe7 17.Rae1

[Better is 17.gxh3]

17...Qg5 18.g3 Bxf1 19.Bxf1 Qf5 20.Bd3

[Better is 20.Re2]

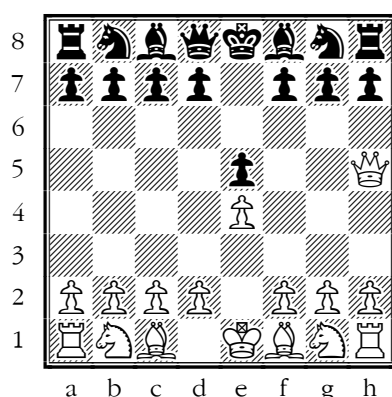
20...Qxf2+ 21.Kh1 Qxe1+ 22.Kg2 e4 23.Be2 Rf2+ 24.Kh3 Rxe2 25.Nxe2 Qxe2 26.Kh4 h6 27.g4 Qxh2#

Abdalla, Suhayl - Bracey, Tom

C20 Irregular

A fluctuating struggle! Lots to learn from the tactics and opening play.

1.e4 e5 2.Qh5

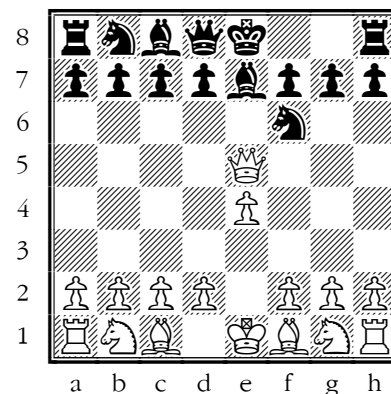


This isn't really a serious attempt to get the advantage for White. You're really hoping Black hasn't seen it before!

2...Nf6

Maybe this is one of the replies White was hoping for, but it's not bad.

3.Qxe5+ Be7



This is how Mr Bacon likes to play for Black -- don't worry about the pawn, development and activity are better ideas for young players!

4.d4?

Looks sensible but a bit too ambitious here.

[Better is 4.Qf4]

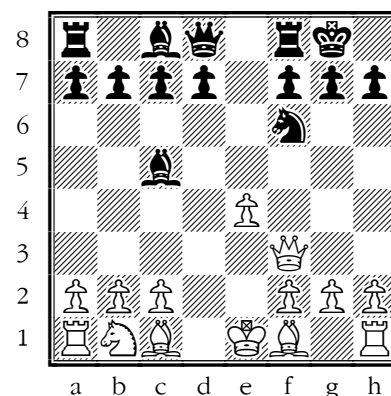
4...Nc6!

and Black gets back the pawn.

5.Qb5 Nxd4 6.Qd3 Bc5 7.Nf3

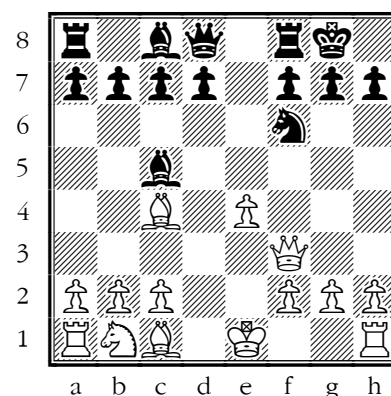
[Better is 7.Be3]

7...Nxf3+ 8.Qxf3 0-0



[Better is 8...Qe7! 9.Nc3 d5]

9.Bc4 ?



Puts the Bishop in harm's way. White is behind in development and can't afford to have lines

opened.

[Better is 9.Bg5]

9...Re8

[9...d5! Opening lines against the uncastled King. 10.Bxd5 (10.exd5 Re8+ 11.Be3 Bg4 12.Qg3 Bd6+) 10...Bg4 11.Qd3 c6 12.Bc4 Nxe4! 13.Qxe4 Qd1#]

10.Nc3

[Better is 10.0-0!]

10...Re7

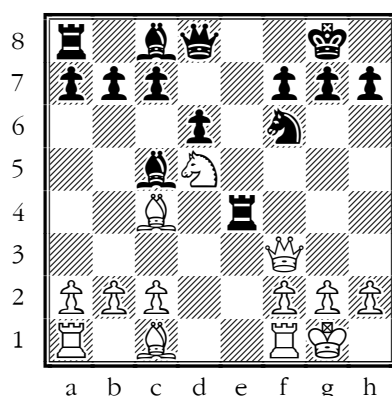
[Better is 10...d5!]

11.0-0

[Better is 11.Bg5!]

11...d6 12.Nd5

12...Rxe4??



→ **TACTIC: undermining**

[Better is 12...Nxd5]

13.Nxf6+ Qxf6 14.Qxe4 Bf5

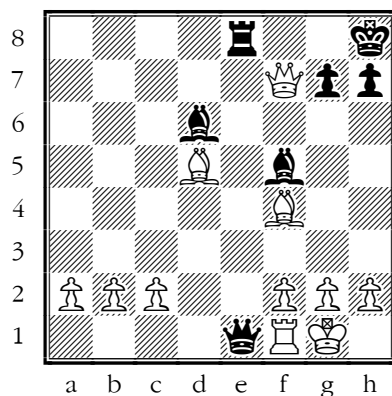
15.Qxb7 Re8 16.Qxc7 d5 17.Bxd5 Bd6 18.Qxa7 Qe5

[Better is 18...Bxc2 19.gBetter is/22]

19.Qxf7+ Kh8 20.Bf4 Qe7 21.Rae1

[Better is 21.Bxd6!]

21...Qxe1



→ **TACTIC: interference**

22.Qxe8+??

[Better is 22.Be3!]

22...Qxe8 23.Bxd6 Bxc2?

[Better is 23...Qd8]

24.f4+

[Better is 24.Rc1]

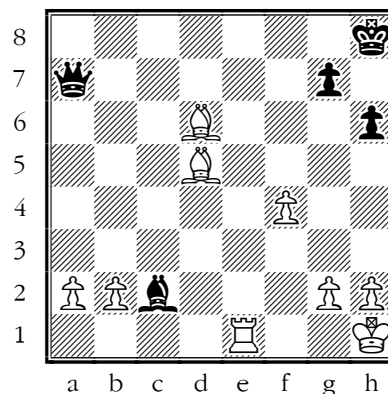
24...Qd7

[Better is 24...Qe3+]

25.Re1! Qa7+

[Better is 25...h6=]

26.Kh1 h6



[Better is 26...Qd7]

27.Rc1??

[Better is 27.Re8+! Kh7 28.Be5]

27...Qa6

[Better is 27...Qd4!]

28.Bc5

[Better is 28.Be5]

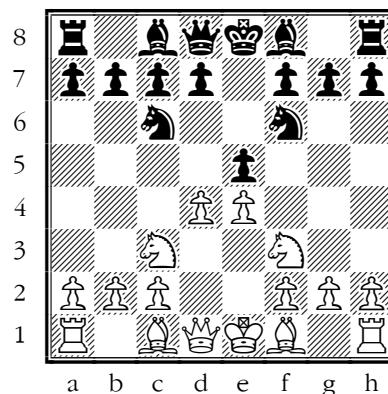
....0-1

NH - Abdalla,Suhayl

C47 Scotch Game

Some interesting tactics, but you picked the wrong move a couple of times.

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.d4



4...d6?

Looks solid but you get cramped

[4...exd4 5.Nxd4 Bb4 is safe and sound for Black]

5.dxe5 dxe5

Uncramped!

6.Qxd8+ Nxd8?

Abandons e5

[Better is 6...Kxd8]

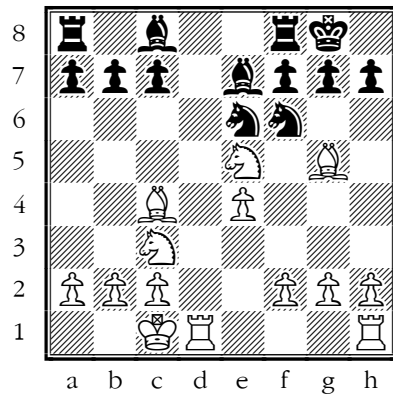
7.Bg5?

Nothing wrong with 7.Nxe5!

7...Bc5

[Better is 7...Ne6]

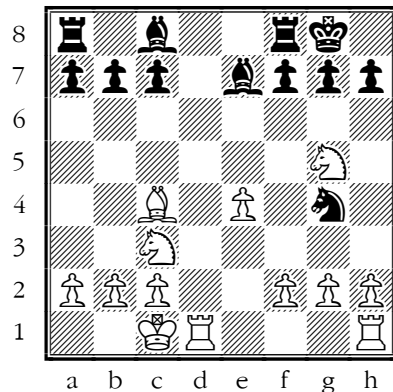
**8.Nxe5 Be7 9.0-0-0 0-0 10.Bc4
Ne6**



11.Nf3

I would prefer to keep the Bishop with 11.Bd2

11...Nxc5 12.Nxc5 Ng4



A swap of two pieces for rook and pawn usually works out badly, but here White has chances to get the Rooks into play, so it's about equal.

13.Bxf7+

[Better is 13.Nh3]

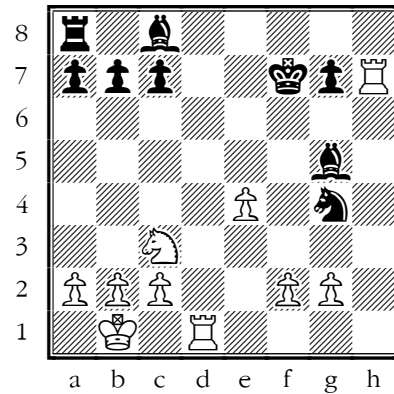
13...Rxf7?

Actually 13...Kh8! is even better: White is threatened with Nxf2 and h6

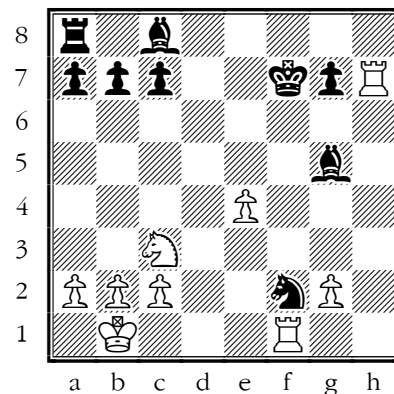
14.Nxf7 Kxf7 15.Rhf1

[Better is 15.h3]

**15...Bg5+ 16.Kb1 Nxc2 17.Rh1
Ng4 18.Rxc2**



18...Nxf2 19.Rf1



→ **TACTIC: counterattack**

19...Kg6??

[Better is 19...Kg8=]

20.Rh8!

Now Black faces two threats, and can stop only one.

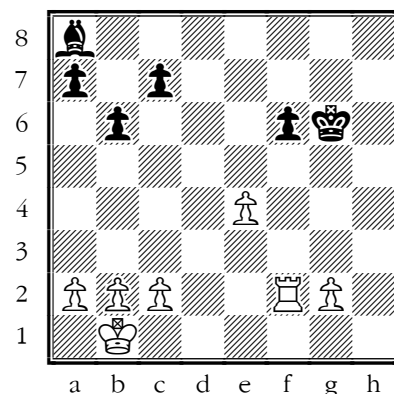
20...b6

[Better is 20...Be3]

21.Rxf2 Bf6

[Better is 21...Bb7]

**22.Nd5 Bb7 23.Rxa8 Bxa8 24.Nxf6
gxf6**

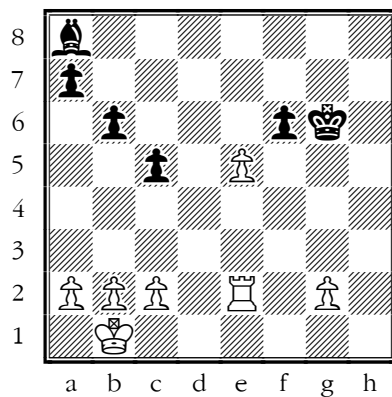


White should win without trouble.

25.Re2 c5

[Better is 25...Kf7]

26.e5



Black should get rid of some pawns with

26...Bd5

[26...fxe5 27.Rxe5 Bxg2]

27.e6! Bc4

[Better is 27...Bc6]

28.e7 Bxe2

[Better is 28...Bf7]

29.e8Q+ Kf5 30.Qxe2 a5 31.Qb5 Kf4 32.Qxb6 Kg3 33.Qxf6 Kxg2 34.Qg5+

[34.Kc1]

34...Kf3 35.Qxc5 a4 36.c4 a3 37.Qxa3+ Ke4 38.c5 Kd5 39.Qc3 Kc6 40.a4 Kc7 41.Qe5+ Kb7 42.c6+ Kxc6 43.a5 Kb7 44.Qb5+ Kc7 45.Qb6+ Kd7 46.a6 Kc8 47.Qb7+ Kd8 48.a7 Ke8 49.a8Q# 1-0

Vignesh Ramesh

You showed a lot of resource in the first game after missing a discovered attack, but your next game with White was a disaster! I can only imagine you got confused about move orders and mixed up ideas from different variations. With your buttons done up, you could be unstoppable, but that was all too loose... The last round was a more steady draw, but the opening had some interesting wrinkles. Overall, half-marks against the best the other teams could offer – a fine performance.

MacDonald,Duncan - Ramesh,Vignesh

E67 King's Indian Defence

A scrappy game, where in a confused middlegame, the advantage went from one side to the other several times.

1.c4 Nf6 2.Nc3 g6 3.g3 d6 4.Bg2 Bg7 5.Nf3 0-0 6.d4 Nbd7

Rather an old-fashioned approach to this position.

[6...Nc6; 6...Na6; 6...c6]

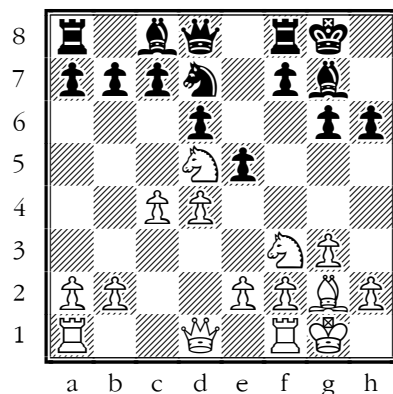
7.0-0 e5 8.Bg5

[8.e4!]

8...h6 9.Bxf6 Bxf6

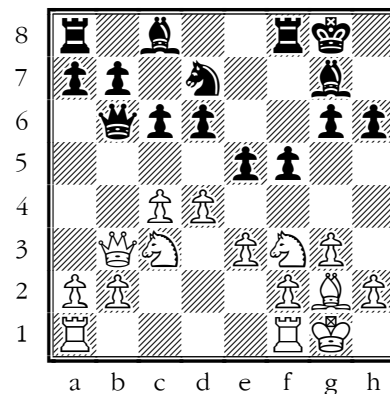
last book move

10.Nd5 Bg7



White has pitched in the Bishop pair for no good return.

11.e3 f5 12.Qb3 c6 13.Nc3 Qb6



Better were 13...e4 and; 13...Rf7 or; Better is 13...Kh7

14.d5?

[The amusing 14.Nb5 gives White a plus 14...cxb5 (14...d5 15.Nd6) 15.c5+]

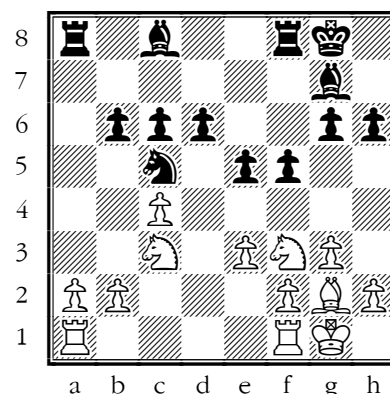
14...Nc5?

[Better is 14...Kh7!]

15.Qxb6

[16.Nh4= e4 (16...g5 17.Ng6 Rf7 18.dxc6 Kh7 19.Bd5 Kxg6 20.Bxf7+ Kxf7) 17.Nxg6 Kf7 18.Nf4 (18.Nxf8)]

16...bxc6



17.Nh4!

Attacking two pawns at once.

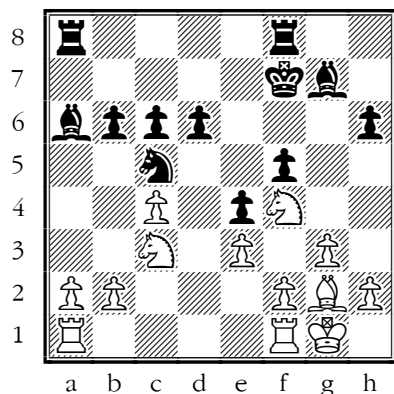
17...e4 18.Nxg6 Kf7?

[Better is 18...Rf7 19.Nf4 Better is 121]

19.Nf4

There was no reason to avoid 19.Nxf8!

19...Ba6±

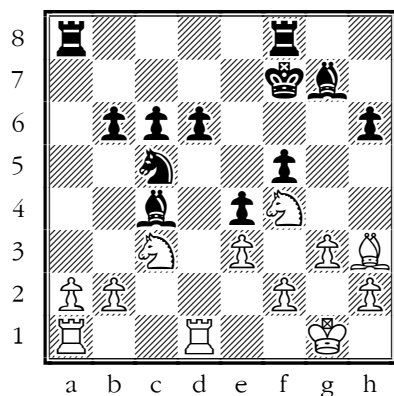


White has a clear plus, but the next move throws it away.

20.Bh3?±

[20.Rfd1!]

20...Bxc4 21.Rfd1



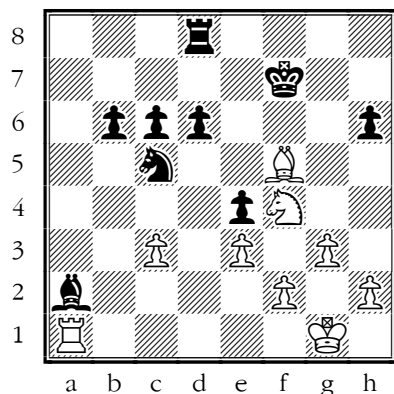
21...Rfd8?!

Even better was 21...Bxc3! 22.bxc3 d5 23.Bxf5 Ra3 ±

22.Bxf5 Bxc3 23.bxc3 Rxa2

[Better is 23...Ra3]

24.Rxa2 Bxa2 25.Ra1=



The advantage changes hands again.

25...Bc4?±

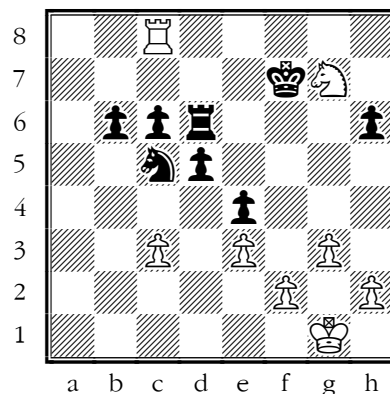
[25...Ra8=]

26.Nh5 Be6 27.Ra7+ Rd7

28.Bxe6+ Kxe6 29.Nf4+ Ke5

30.Ra8 d5 31.Re8+ Kf6 32.Rc8 Rd6

33.Nh5+ Ke7 34.Ng7 Kf7



This is all I have of the game: White still has a plus here, but Black won!

[34...Kf7 35.Nf5±]

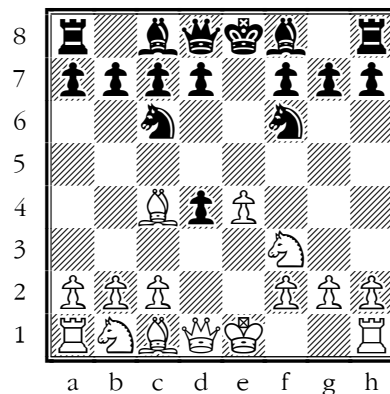
...0-1

Ramesh,Vignesh - Fowler,Hugo

C56 Scotch Gambit

White's enterprising but rather home-made opening went badly wrong.

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4 Nf6



5.e5!?

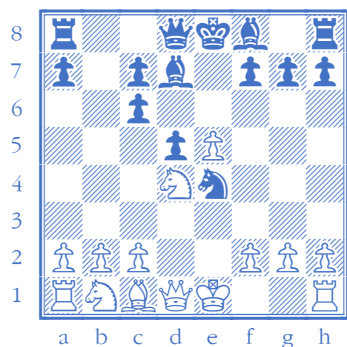
An old variation with some modern followers!

[There's a trappy line with 5.0-0 that Black can navigate but only with care: 5...Nxe4 6.Re1 d5 7.Bxd5 Qxd5 8.Nc3 Qa5 9.Nxe4 Be6 10.Neg5 0-0-0 11.Nxe6 fxe6 12.Rxe6...

Black can play 5...Bc5, which might lead to the Max Lange Attack, which may be what you thought you were playing!]

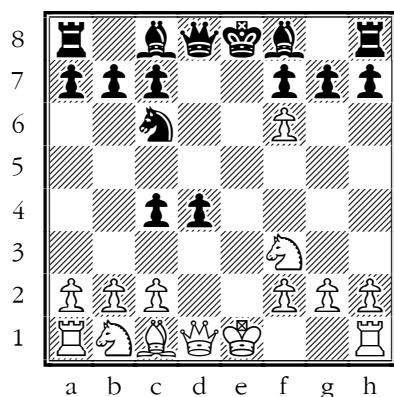
5...d5 6.exf6?

[6.Bb5 Ne4 7.Nxd4 Bd7 8.Bxc6 bxc6



is a reasonable system, aiming at control of the dark squares.]

6...dxc4



In the Max Lange Attack, with a Bishop on c5, White can take on g7 with good effect. This position is a poor version of that for White.

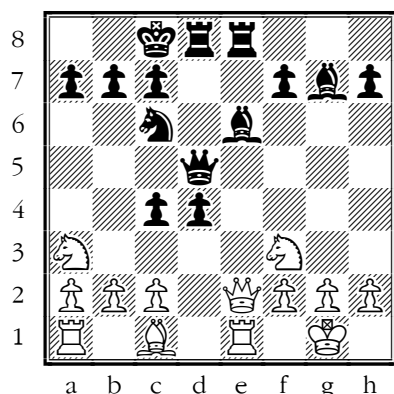
7.Qe2+

[7.0-0]

7...Be6 8.fxc7 Bxc7 9.0-0 Qd5 10.Na3

[Better is 10.Bg5]

10...0-0 11.Re1 Rhe8



Black has a huge advantage -- ahead in space, development and material!

[Better is 11...d3]

12.Qe4 Qxe4 13.Rxe4 Bd5 14.Rxe8 Rxe8 15.Bf4 d3 16.c3 Re4

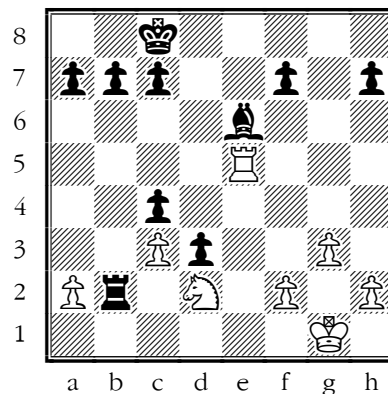
17.Be3 Ne5 18.Nxe5 Bxe5 19.Re1 Bf4 20.Nb1 Re6 21.g3

[Better is 21.Nd2]

21...Bxe3 22.Rxe3

[Better is 22.fxe3]

22...Rb6 23.Re5 Be6 24.Nd2 Rxb2-+



...0-1

Ramesh,Vignesh - Walker,Max

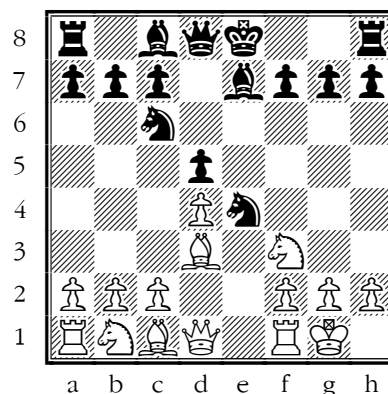
C42 Petroff's Defence

A careful draw in a drawish line, but once the position had become unbalanced both sides should have been more alert to new plans.

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4

[5.Nc3 is a fair attacking system]

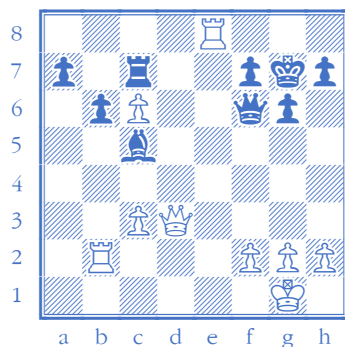
5...d5 6.Bd3 Nc6 7.0-0 Be7



This is the start of some very heavy Grandmaster theory.

8.Re1

The heavy stuff starts 8.c4 with one long trodden path going 8...Nb4 9.Be2 0-0 10.Nc3 Bf5 11.a3 Nxc3 12.bxc3 Nc6 13.Re1 Re8 14.cxd5 Qxd5 15.Bf4 Rac8 16.Bd3 Qd7 17.Rb1 b6 18.d5 Bxd3 (18...Qxd5 19.Bb5 Qc5) 19.Qxd3 Bxa3 20.Ng5 g6 21.Ne4 Qf5 22.Bxc7 Rxc7 23.Nf6+ Qxf6 24.Rxe8+ Kg7 25.dxc6 Bc5 26.Rb2+=



8...Bf5?!

The best move here is 8...Bg4!

9.c3

[9.c4! Nb4 The usual approach, but White can hide the B on f1 and keep pressure down the e-file. 10.Bf1 0-0 11.a3 Nc6 12.Nc3 Nxc3 13.bxc3]

9...0-0 10.Bf4

[10.Qc2]

10...Re8 11.Qc2

last book move

11...Bg6 12.Nbd2 Nxd2 13.Qxd2

White has a small plus, based on more active pieces. The Nc6 is particularly poor.

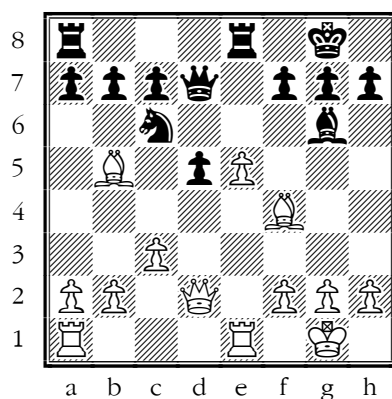
13...Qd7

[One precedent is 13...Bxd3 14.Qxd3 Qd7 15.Qb5 b6 16.Re3 Bf6 17.Rael Rxe3 18.Rxe3 h6 19.h3 a6 20.Qe2 Ne7 21.g4 Ng6 22.Bg3 Bg5 23.Nxg5 hxc5 24.Qf3 c5 25.dxc5 bxc5 26.c4 Rd8 27.cxd5 Qxd5 28.Qxd5 Rxd5 29.Ra3 c4 30.Rxa6 Rb5 31.Ra8+ Kh7 32.Rb8 Ra5 33.a3 c3 34.bxc3 Rxa3 35.Rc8 f6 36.Kg2 Ral 37.c4 Rcl 38.Kf3 Rel 39.c5 Ne5+ 40.Kg2 Rcl 41.Bxe5 fxe5 42.Kf3 Rh1 43.Ke4 Rxh3 44.f3 Rh1 45.Rf8 Rel+ 46.Kd5 g6 47.c6 Rcl 48.Rb8 Rc3 49.Rb5 Rd3+ 50.Kxe5 Rxf3 51.c7 Re3+ 52.Kd6 Rd3+ 53.Rd5 Rc3 54.Rc5 Rd3+ 55.Kc6 1-0 Zelcic,R (2539)-Ivanov,S (2205) Zadar 2010]

14.Bb5

[14.Bxg6 hxg6]

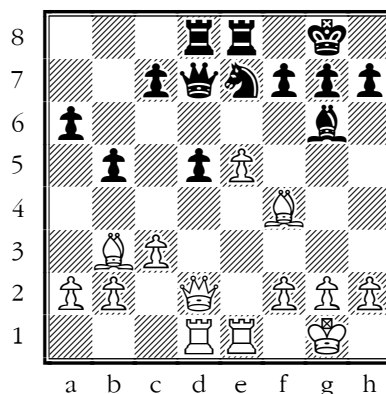
14...Bd6 15.Ne5 Bxe5 16.dxe5



A change in structure and material balance: BB vs BN

16...a6 17.Ba4 b5 18.Bb3 Rad8

19.Rad1 Ne7±



This move is part of the right plan: Black has a Queen'-side majority to get going, although White can hold it up. But White didn't try to stop it, and Black didn't try to start it!

20.Qe2=

[20.Qd4!± Nf5 21.Qxd5]

20...c6?!

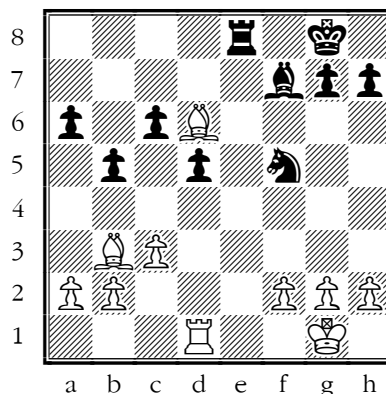
[20...c5!±]

21.e6?!

[21.Be3±]

21...fxe6 22.Qxe6+ Qxe6 23.Rxe6

Bf7 24.Rd6 Rxd6 25.Bxd6 Nf5



26.Ba3

White's pieces are not really working.

26...Bh5 27.f3 Ne3 28.Re1 Nc4

[28...Nf5 29.Rxe8+ Bxe8± (29...Bxe8)]

29.Rxe8+ Bxe8 30.Bxc4=

½-½

Half-marks against a strong field was a fine result. An important endgame lesson was learned, I hope, and the rest was all very sensible and good.

McInstosh, Rachel - Bacon, Nicky

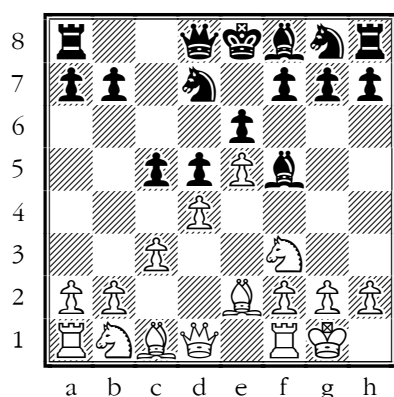
B12 Caro-Kann

With a closed centre, play moved to the wings, with both sides making mistakes in their choice of where to pick a fight.

**1.e4 c6 2.d4 d5 3.e5 Bf5 4.Nf3
Nd7 5.Be2 e6 6.0-0 c5**

[6...h6; 6...Ne7; 6...Bg6]

7.c3



7...cxd4

[7...Ne7 is more common. Settling the centre lets White develop more freely and actively.]

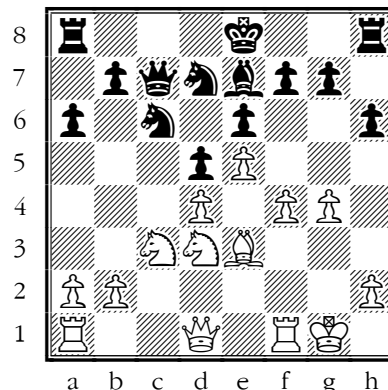
8.cxd4 Ne7 9.Nc3

Not previously a free square, and a reason to delay the swap on d4.

9...Nc6 10.Be3 Be7 11.Ne1

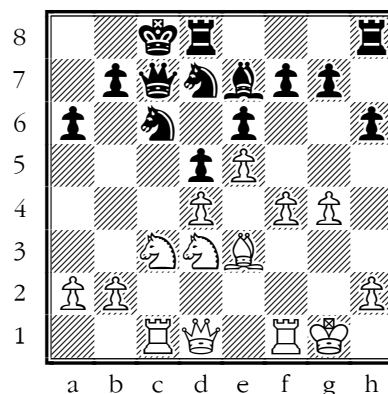
[11.Nd2 Nb4 12.Nb3 0-0 13.Rc1 Nb6 14.Na5 Rb8 15.f4 Bg6 16.g4 f5 17.exf6 Bxf6 18.f5 exf5 19.gxf5 Bg5 20.Qd2 Bxe3+ 21.Qxe3 Bxf5 22.Rf2 Nc2 23.Qd2 Nxd4 24.Bf1 Qh4 25.Rd1 Ne6 26.Bg2 Bg4 27.Rdf1 d4 28.Rxf8+ Rxf8 29.Rxf8+ Kxf8 30.Nb5 Bh3 31.Nxd4 Nxd4 32.Bxb7 Qg4+ 33.Kh1 Kg8 34.Nb3 Nxb3 35.axb3 Qd7 0-1 Korovin, V-Timofeev, V (2275) Briansk 1995]

**11...a6 12.f4 h6 13.g4 Bh7 14.Bd3
Bxd3 15.Nxd3 Qc7**



The computer recommends 15...0-0= but I couldn't do that without some nervousness! The example game above may show a better time to castle.

16.Rc1! 0-0-0±



Sadly, this side of the board is no safer!

There is a strategy of leaving the King in the middle and hurrying to make some play on the Queen's wing.

17.f5

White should switch aim with 17.b4!±

17...Nb6 18.Nf4 Nc4 19.Qe2 Bg5

Black is doing their best to be a nuisance.

20.b3

[Better is 20.h4!]

20...Bxf4

[Better is 20...Nxe3! 21.Qxe3 h5!= and Black is at least equal.]

21.Bxf4 Nb6 22.Qe3

[22.Qd3!]

22...Kb8 23.f6?!

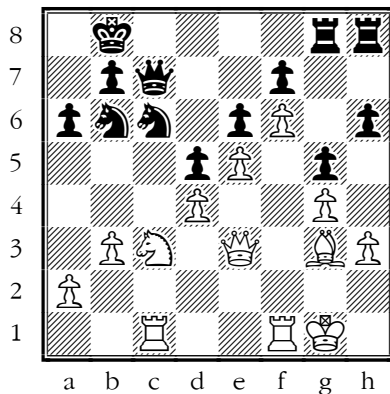
Opening lines on the wrong side!

[23.h4; Better is 23.Ne2]

23...g5! 24.Bg3 Rdg8

[24...h5!]

25.h3=



I can see why White wants a draw! This may be roughly equal but Black looks better-placed to attack.

$\frac{1}{2}$ – $\frac{1}{2}$

Bacon,Nicky - Stubbs,Oliver

C00 French Two Knights'

Well done for trying to win this, but while the double-rook ending was worth teasing Black about, the pure pawn endgame could only be better for Black.

1.e4 e6 2.Nf3 d5 3.Nc3 dxe4

[3...Nf6 is more likely to give a French centre.]

4.Nxe4 Nd7 5.Bc4

[5.d4]

5...Ngf6 6.d3

Too tame: sitting back lets Black get sorted out.

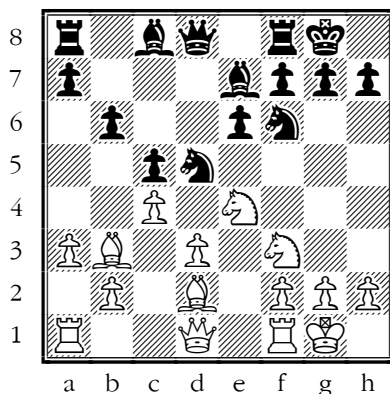
[6.Nxf6+ Nxf6 7.d4 Be7 8.Qe2 0-0 9.Bg5 b6 10.0-0-0 Bb7 11.Kb1 +=]

6...Be7 7.0-0

last book move

7...0-0 8.Bf4 Nb6 9.Bb3 Nbd5

10.Bd2 b6 11.a3 c5 12.c4



That's not kind to your Bb3

12...Nc7 13.Bc3 Bb7 14.Nxf6+

[Better is 14.Qe2 is better. Now Black takes over the initiative.]

14...Bxf6 15.Bc2= Bxc3! 16.bxc3

Qf6 17.d4 Bxf3 18.Qxf3 Qxf3

19.gxf3 Rfd8=

Black has made a mess of White's pawns and can look forward to a better endgame.

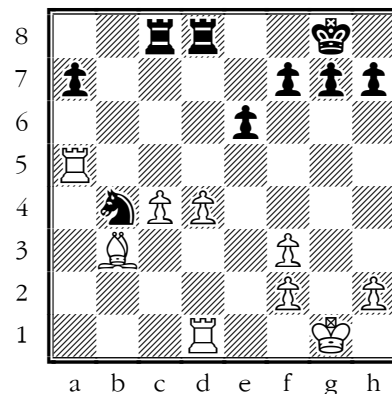
20.Rfd1 cxd4 21.cxd4 Rac8 22.a4

Na6?!

Decentralising.

[22...Ne8!; 22...Nd5!?!]

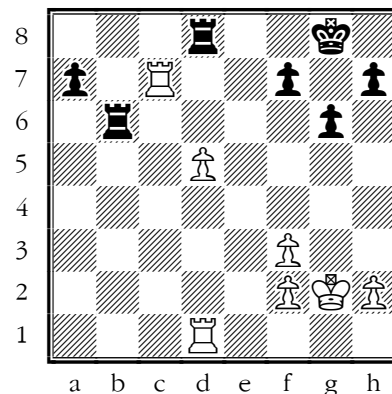
23.Bb3 Nb4 24.a5 bxa5 25.Rxa5=



25...Nc6 26.Rc5 Rb8 27.Rxc6 Rxb3

28.Kg2 g6 29.d5 exd5 30.cxd5 Rb6

31.Rc7=



Objectively equal, but White's pawn looks better.

31...a6 32.Rc5 Kg7 33.Kg3 Rf6

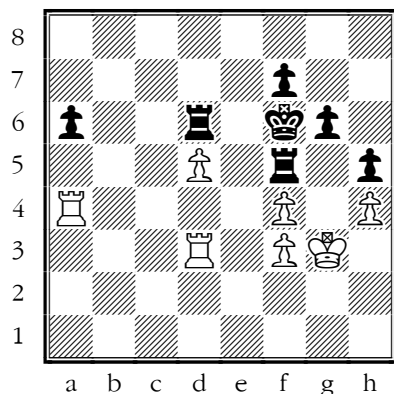
34.Ra5 Rdd6 35.Rd3 Rf5 36.Ra4

[36.f4 I thought this was an idea to get your King into the action, but Kf3 will be met by ...g5]

36...Kf6 37.f4 h6 38.f3 h5 39.h4

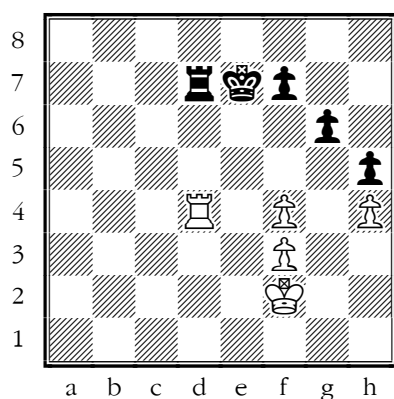
Ke7 40.Re4+ Kf6 41.Ra4 Kg7

42.Ra5 Kf6 43.Ra4



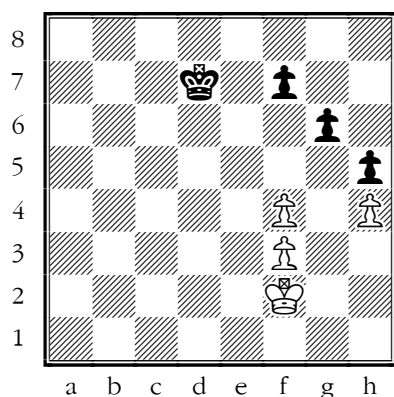
Provoking some exchanges.

43...Rfxd5 44.Rxd5 Rxd5 45.Rxa6+ Kf5 46.Ra4 Rb5 47.Re4 Rc5 48.Rd4 Rc1 49.Rd5+ Ke6 50.Rd4 Rh1 51.Rd3 Rg1+ 52.Kh2 Ra1 53.Rd4 Ra3 54.Kg3 Ra2 55.Rd3 Kf6 56.Rd4 Ra1 57.Rd3 Kf5 58.Rd5+ Ke6 59.Rd4 Ra7 60.Kf2 Rd7



Again, objectively equal, but this time White's pawns are clearly worse, so White should keep the Rooks on.

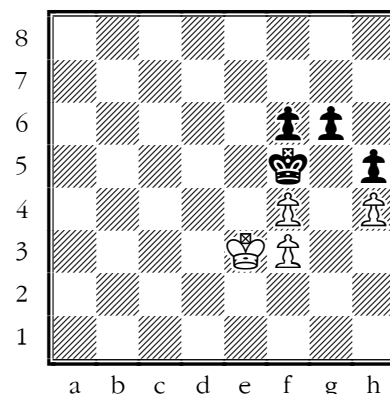
61.Rxd7 Kxd7



62.Ke3?

The paradoxical move 62.f5!= saves the game:
62...gxf5 63.Ke3 Ke6 64.Kd4 (64.Kf4 Kf6-+) 64...Kd6 65.f4 f6 66.Kc4=

62...Ke6 63.Ke4 Kf6 64.Kd4 Kf5 65.Ke3 f6



White is in zugzwang.

...0-1

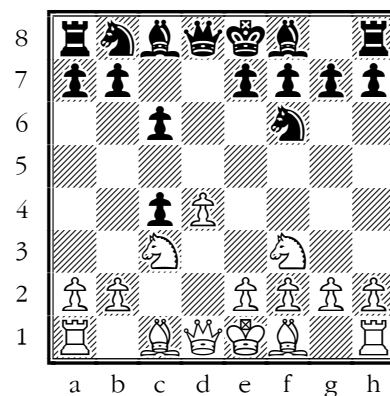
Fields, Lawrence - Bacon, Nicky

D44 Slav Defence

White never got a grip on this game and lost pawn piece and Rook while thrashing about.

1.d4 d5 2.c4 dxc4 3.Nc3 c6 4.Nf3 Nf6

We have slid across from the Queen's Gambit Accepted to a main line Slav Defence.



5.Bg5

White is mixing systems, probably confused by Black's move order.

[5.a4 is the main line, 5.e4 is possible]

5...e6

[5...b5 is a more typical Slav try, asking White how they are planning to win back the pawn.]

6.e3 b5!

last book move

7.Ne5

[7.a4! is book and had to be tried.]

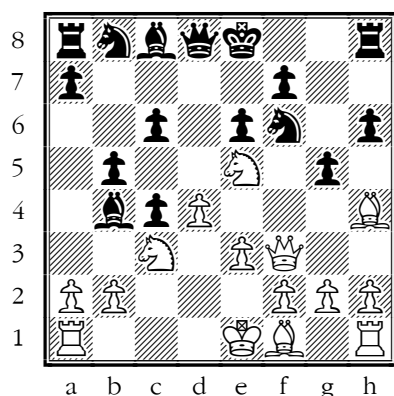
7...h6 8.Bh4 Bb4

[8...Bb7!]

9.Qf3

[Better is 9.Be2]

9...g5



White is not making any impression on Black's position.

10.Nxc6?–+

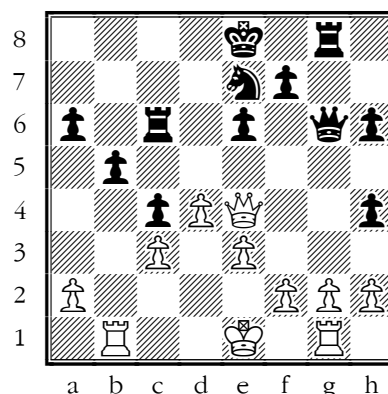
Losing a piece: at the end of this little variation, White must save the Queen and lose the Bishop.

[Better is 10.Bg3 h5!]

**10...Nxc6 11.Qxc6+ Bd7 12.Qf3
gxh4 13.Be2 Nd5**

[Better is 13...Rc8 is better, mobilising.]

**14.Rc1 Qf6 15.Qe4 Bxc3+ 16.bxc3
Rc8 17.Bf3 Bc6 18.Qg4 Ne7
19.Bxc6+ Rxc6 20.Rb1 a6 21.Rg1
Rg8 22.Qe4 Qg6**



Forcing a Queen exchange, because of the skewer?

23.Qxh4??

[Better is 23.Qxg6]

**23...Qxb1+
...0-1**

Isaac Kennedy-Bruyneels

The game you lost was against one of the best players attending, so that's hard to criticise. Otherwise, lashing out with ...c5 in the second game was a big mistake but only one mistake, and the last game was a really good effort, although I lost track of the finish.

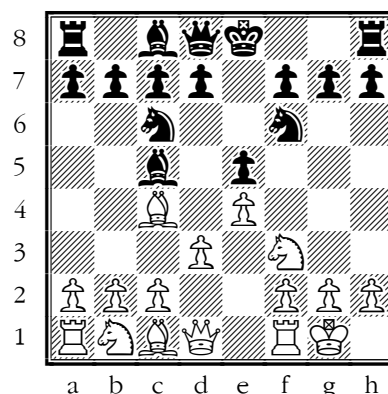
If you really can't bear to give up Old Stodge, there are some tips in the booklet I wrote for the 2018 team, but I can only imagine it's holding you back. You need your opponents to make mistakes, and you aren't putting enough pressure on them with your current opening choices.

**Kennedy-Bruyneels, Isaac -
Ashworth, Robert**

C50 Old Stodge

You didn't seem to have much of a plan for what to do in your chosen opening. You could learn a better plan, but I'd be happier if you chose a better opening!

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.0-0
Nf6 5.d3**

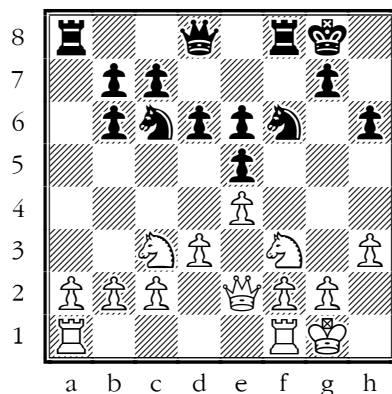


I really want to see something punchier than this at U18 level!

5...h6 6.Nc3 d6 7.h3

last book move

**7...Be6 8.Bxe6 fxe6 9.Qe2 0-0
10.Be3 Bb6 11.Bxb6 axb6**

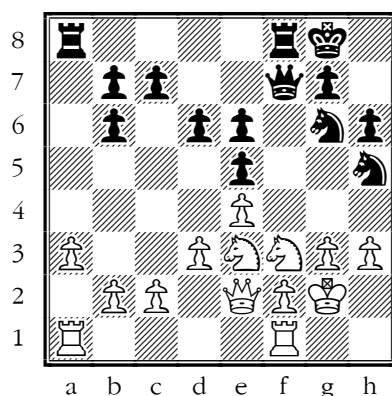


The two sets of doubled pawns aren't really targets, but do give Black useful half-open files, as well as keeping a Knight out of d5.

12.a3 Nh5 13.g3 Qe8 14.Nd1 Qf7

Already making use of the half-open f-file.

15.Kg2 Ne7 16.Ne3 Ng6



Black has a threat.

17.Ng4

White must get the Queen out of the way with 17.Qd1

17...Ngf4+ 18.gxf4 Nxf4+ 19.Kh2 Nxe2 20.Rae1

[Better is 20.Ng1 heads off mate for a little longer]

20...Qxf3

[Better is 20...Qf4+ is faster]

21.Rg1

[Better is 21.Rxe2]

21...Nxb1 22.Rxb1

...0-0

**Smith, Callum - Kennedy-
Bruyneels, Isaac**

C50 Old Stodge

A poke at the centre with ...c5 left you with permanent weaknesses, and an attempt to mend them with ...d5 lost you a vital pawn.

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6
4.Nc3 Bc5**

[4...Nxe4]

5.d3 h6

Well, well. I never thought I'd see Old Stodge twice in the U18s!

6.Be3 Bb6

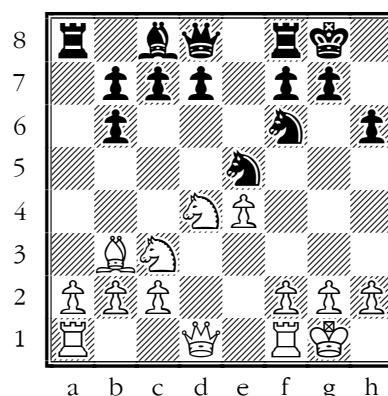
This retreat gives nothing away, while swapping might be a concession, as we saw in the last game.

**7.Bxb6 axb6 8.d4 exd4 9.Nxd4
Ne5**

This one-move threat really just makes the Knight a target for f2-f4.

[9...d6 Just developing is best.]

10.Bb3 0-0± 11.0-0



[11.f4! and White's space advantage is starting to be important.]

11...c5

I guess this hits back in the centre but it makes the d-pawn, and the squares in front of it, very weak.

[Better is 11...d6]

12.Nf3

[Better is 12.Ndb5!]

12...Qc7

[Better is 12...d6]

13.Nd5

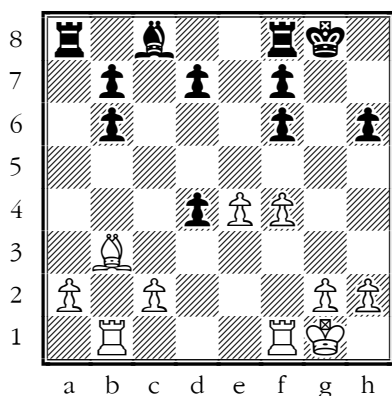
[13.Nxe5; 13.Nb5]

13...Qd6

[Better is 13...Nxd5]

14.Nxf6+

[Better is 14.Nxe5! Qxe5 15.f4 Qxb2 16.Rb1 Qd4+ 17.Qxd4 cxd4 18.Nxf6+ gxf6]



leaves Black's pawns all isolated and mostly doubled. 19.Rfd1

14...Qxf6 15.c3 c4

[15...Ng6!]

16.Bc2 Rd8 17.Nxe5 Qxe5 18.Qe2 b5

[18...d5!? looks like a chance to ditch the weak d-pawn but 19.f4! Qc7 20.e5]

19.f4 Qc5+ 20.Qf2 Qxf2+ 21.Rxf2 d5

Right idea again, but

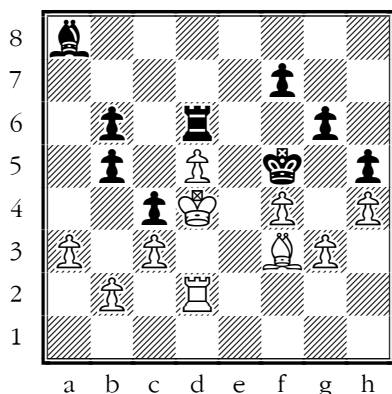
22.Rd2! b6

[Better is 22...b4]

23.exd5 Bb7 24.Be4 Rd6 25.Kf2 g6 26.g3 Kg7 27.h4 h5 28.a3 Re8 29.Bf3 Kf6 30.Re1 Rxe1 31.Kxe1 Kf5

[Better is 31...Rd7]

32.Ke2 Ba8 33.Ke3 Bb7 34.Kd4 Ba8



White is completely dominating, and it's hard to suggest anything constructive for Black. White still needs to show how to break through, though, so Black doesn't have to do anything.

[Better is 34...Kf6]

35.Re2 Rd8 36.Re5+

[36.Re7!+-]

36...Kf6 37.Be4 Bc6 38.Rg5

[Better is 38.f5]

38...Bd7 39.Re5

[Better is 39.f5]

39...Kg7

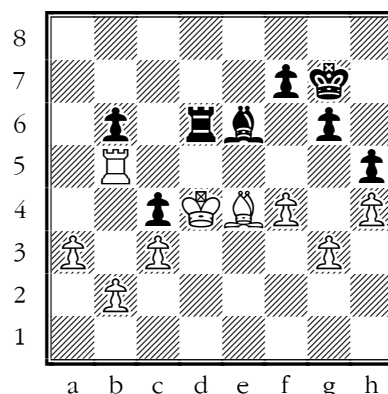
[Better is 39...Bc6]

40.d6 Be6

That looks suspiciously like doing something!

[Better is 40...Kf6]

41.Rxb5 Rxd6+



The noted moves stop here, but White now should have an easy win.

[41...Rxd6+ 42.Ke5 Rd2 43.Rxb6]

...1-0

Wang,Andy - Kennedy-Bruyneels,Isaac

C50 Old Stodge

Mistakes on both sides but you played with vigour and deserved a win.

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

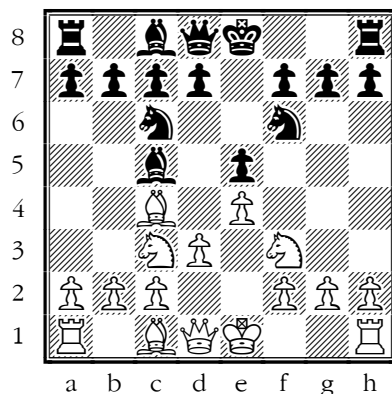
4.Bc4

[4.d4; 4.Bb5]

4...Bc5

[4...Nxe4]

5.d3



5...h6

Amazing -- three Old Stodges!

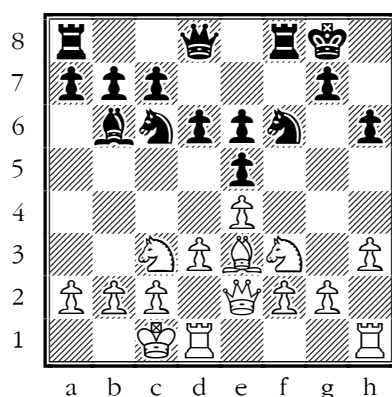
6.Qe2

[6.Be3 Bb6 7.Qd2 d6 8.h3 Be6 9.Bb3 Qd7 10.0-0-0 0-0-0 11.d4 is, apparently, the theory line.]

6...d6 7.h3 0-0 8.Be3 Bb6 9.0-0-0 Be6

[Better is 9...Nd4!=]

10.Bxe6 fxe6



Again this exchange, which gives Black something to chew on.

11.Qd2 Bxe3 12.Qxe3 Ne7?

[12...Nd7= 13.d4 exd4 14.Nxd4 Nxd4 15.Rxd4 a6; 12...Nh5!]

13.d4 exd4 14.Nxd4±

The same structure as the last game, where White has more space.

14...Qd7 15.e5!?=

[15.f4 is right, emphasising space.]

15...Nfd5 16.Nxd5 Nxd5 17.Qe4 Rxf2=

Stealing a pawn, but White should be able to keep the balance.

18.Rdf1?!

[18.exd6 cxd6 19.Qxe6+ Qxe6 20.Nxe6 Re8 21.Rxd5 Rxe6 22.Rd2=]

18...Raf8±

Good stuff from Black.

19.Nf3

[19.Rxf2 Rxf2 20.exd6 ±]

19...Rxf1+ 20.Rxf1 ± Qb5! 21.Re1 Rf4!

Excellent.

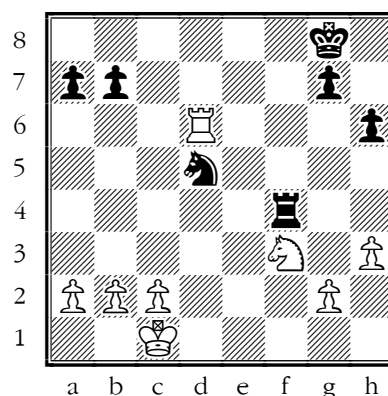
22.Qg6 Qd7 23.exd6 Qf7??

[23...Rf6! keeps Black on top, gaining time to eat the advanced White pawn.]

24.Qxe6±

The awkward 24.Ne5!+- wins for White 24...Qxg6 25.Nxg6 Rf7 26.c4 Nf6 27.Ne7+ Kf8 28.dxc7

24...Qxe6 25.Rxe6 cxd6 26.Rxd6



The game has lurched into a better endgame for White.

[26.c3 ±]

26...Ne3 27.Rd4±

That throws away the game.

[Better is 27.Rd8+]

27...Nxg2! 28.Rxf4 Nxf4

level material, but Black can make a passed pawn very quickly

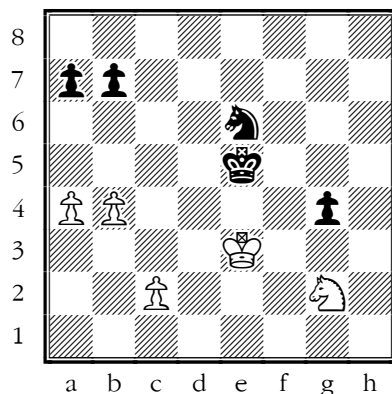
29.h4 Kf7 30.Kd2 Kf6 31.Ke3 Kf5 32.a4

[Better is 32.c4]

32...Ne6

[Better is 32...Nd5+]

33.b4 g5 34.hxg5 hxg5 35.Ne1 g4± 36.Ng2 Ke5



... ½-½

I have this result as a draw, but after almost any 37th move, Black wins if White swaps Knights
[36...Ke5 "A6"]

37.a5

[37.c3 Kd5 38.Nf4+ Nxf4 39.Kxf4 Kc4; 37.c4 can't have been played because I believe Black's next move was Kd5]

37...Kd5 38.Nf4+

[Better is 38.Kd3]

38...Nxf4 39.Kxf4 Kc4-+

Evan McMullan

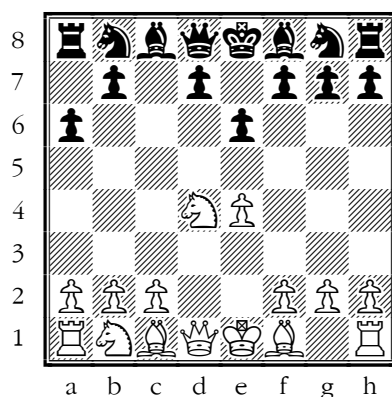
Good games, good results, and one cracking finish! It's been a pleasure to watch you mature into a well-rounded player since I've known you. There isn't much wrong with your chess and no one thing stands out, so I think the way you will get better is to improve a little bit all over, and then improve again.

McMullan,Evan - Smith,George

B43 Sicilian Defence

A well-played game on either side which seemed to fizzle out, but the final position was worth playing on for White.

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 a6



5.Nc3

[5.c4 or ; 5.Bd3 are reckoned to be more promising.]

5...b5 6.a3

[6.Bd3; 6.g3]

6...Bb7 7.Be2

last book move

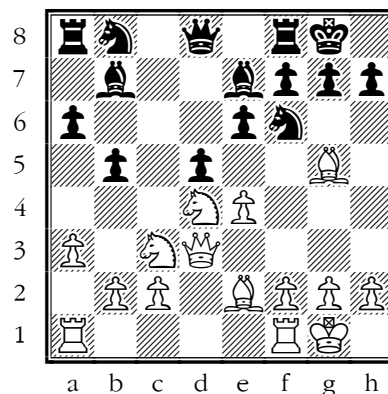
7...Nf6 8.Bg5

[8.Bf3= or; 8.e5 ± give White a small plus]

8...Be7 9.Qd3

[9.e5! is more accurate]

9...0-0 10.0-0 d5

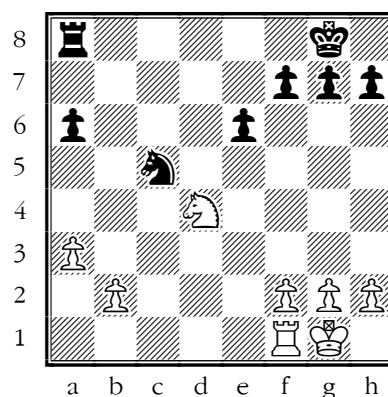


11.exd5

With exchanges, White's chances of an attack disappear.

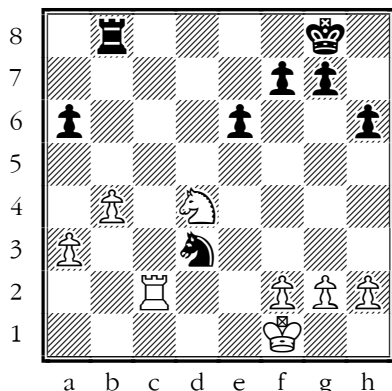
[11.e5 is more promising, but still equal.]

11...Nxd5 12.Bxe7 Qxe7 13.Nxd5 Bxd5 14.Bf3 Rd8 15.Bxd5 Rxd5 16.c4 bxc4 17.Qxc4 Qc5 18.Qxc5 Rxc5 19.Rac1 Nd7 20.Rxc5 Nxc5



There's not a lot in it!

**21.Rc1 Nd3 22.Rc2 h6 23.Kf1 Rb8
24.b4±**



White has hopes of making a passed pawn sooner than Black, which gives White the advantage.

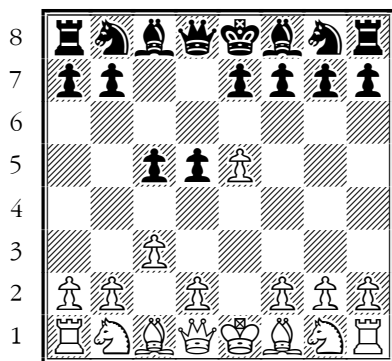
½–½

Leggett, Nevin - McMullan, Evan

C02 French Defence

Both sides were generous with their pieces!

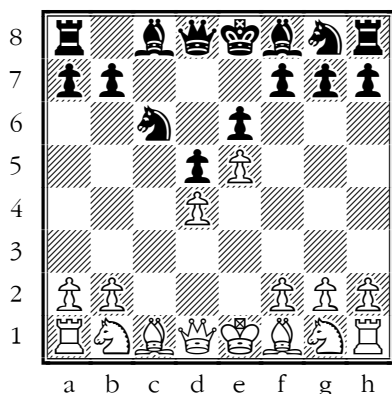
1.e4 c5 2.c3 d5 3.e5



3...Nc6

[3...Bf5!]

4.d4 cxd4 5.cxd4 e6



Now we get a sort of French, in a version easier

for White to play – normally a pawn on c3 stops White developing with Nc3.

[5...Bf5 makes it easier to develop.]

6.h3

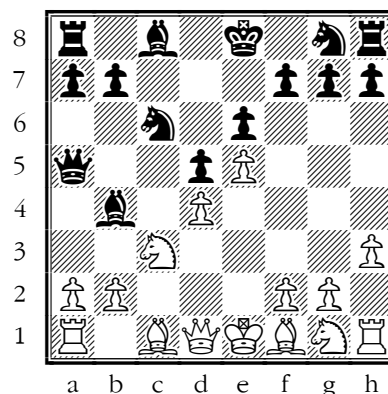
Completely pointless.

6...Qa5+

Black should aim at the pawns, not risk swapping his best pieces.

[6...Qb6; 6...f6; Better is 6...Nge7]

7.Nc3 Bb4



8.Nge2

[8.Bd2!± and a3 gives White a plus.]

8...Nge7

[8...f6! 9.f4 fxe5 10.fxe5 Nge7 11.a3 Nf5!]

9.a3 Bxc3+

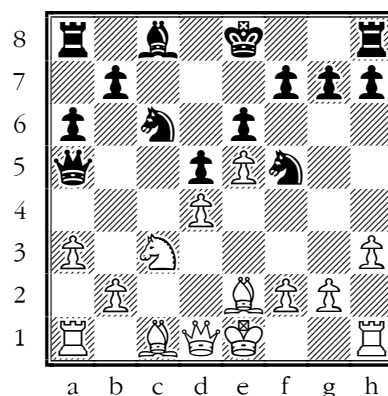
Black might miss this fine Bishop.

[9...0–0]

10.Nxc3 a6

[10...0–0; Better is 10...Nf5]

11.Be2 Nf5



12.Bd2?

[Better is 12.Be3]

12...Qb6!

Forking two pawns.

13.Na4 Qxd4 14.Bc3 Qe4?

The Queen here is exposed and a bit in the way.

[14...Qa7!]

15.0-0 d4!?

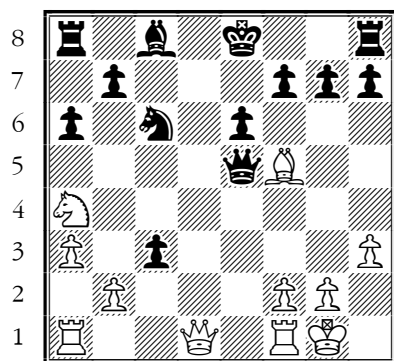
Good attitude, but White can take a swing at your Queen.

[Better is 15...Nh4!]

16.Bd3 Qxe5 17.Bxf5

[17.Re1! is better e.g. 17...Qf6 18.Nb6 Rb8 19.Nd5 Qh4]

17...dxc3!



18.Bxe6??

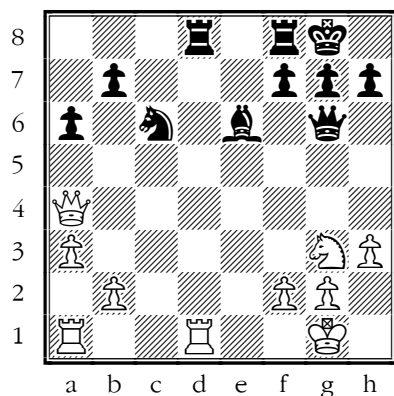
Not sure what White was thinking about here.

[Better is 18.Bd3!]

18...Bxe6 19.Nxc3 Rd8 20.Qa4 0-0 21.Rfd1 Qg5 22.Ne4 Qg6

[22...Qf4]

23.Ng3



23...Nd4??

Giving back the piece!

[Better is 23...h6]

24.Rac1??

[Better is 24.Rxd4! The chance may not come again!]

24...Bb3! 25.Qb4

[Better is 25.Qxd4 is the lesser of evils.]

25...Bxd1 26.Rxd1 Ne2+! 27.Nxe2 Rxd1+ 28.Kh2 Qd6+ 0-1

Tye,Jack - McMullan,Evan

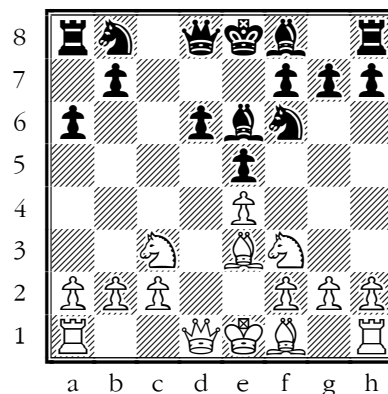
B90 Sicilian Defence

A striking sacrificial finish to a well-worked game.

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Be3 e5 7.Nf3

[7.Nb3 leaves the f-pawn free 7...Be6 8.f3 (8.f4)]

7...Be6



8.Qd2

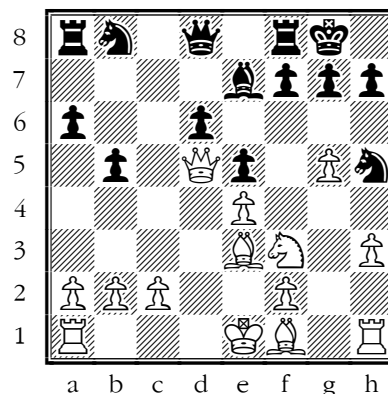
This routine developing move gives an equal game.

[8.Ng5! will give White domination of the light squares. 8...b5 9.Nxe6 fxe6 10.g3! Be7 11.Bh3]

8...Be7 9.h3 0-0 10.g4 b5 11.g5 Nh5

[11...b4! ≠ is best]

12.Nd5± Bxd5 13.Qxd5



So, White can still hope to make mischief on the light squares, but Black is well-developed.

13...Nd7 14.Be2 Nf4

[14...Nc5!]

15.Bxf4 exf4 16.h4± Nb6

[16...Rc8]

17.Qf5 d5 18.0-0-0±

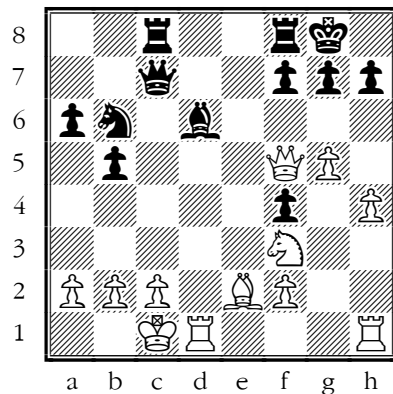
White has a clear plus.

18...Qc7 19.exd5 Rac8 20.d6?!

Simply drops a pawn.

[20.h5!]

20...Bxd6=



Opposite-side castling usually leads to opposite-side attacks.

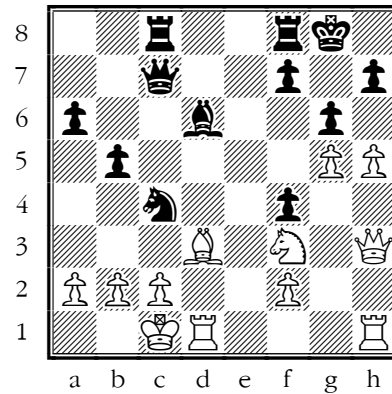
21.Bd3?

[Better is 21.h5]

21...g6 22.Qh3 Nc4

[22...h5 23.gxh6 Na4 ♞]

23.h5



White looks to have dangerous threats, but Black has ideas too.

23...Nxb2! 24.Kxb2?

White can't resist, but it's fatal.

[Better is 24.Nd4]

24...Qc3+

[24...Ba3+!]

25.Kc1 Ba3+

0-1

Ben Sturt

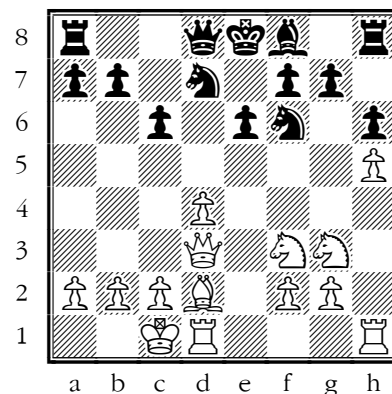
All solid and sensible, and you deserved a better fate in the game where you correctly went for BB vs R. The two Caro Kann games were well-played, but also show how you can dig a bit deeper into the theory of the opening. As White I always enjoyed it when you took the game into your opponent's half a bit more – the Four Knights', even in its Scotch Game version, is no substitute for the King's Gambit!

Gao,Ian - Sturt,Ben

B19 Caro-Kann Defence

That was a shame: you played logically and made only few and small mistakes, but they added up to a loss.

**1.e4 c6 2.d4 d5 3.Nc3 dxe4
4.Nxe4 Bf5 5.Ng3 Bg6 6.h4 h6
7.h5 Bh7 8.Nf3 Nd7 9.Bd3 Bxd3
10.Qxd3 Ngf6 11.Bd2 e6 12.0-0-0**



White plays a well-regarded plan.

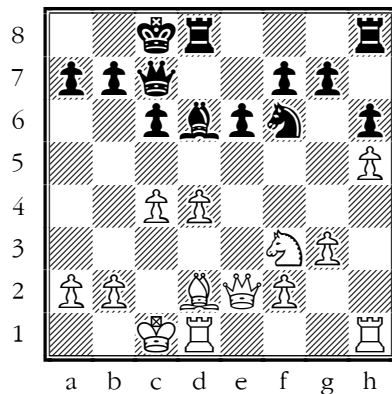
12...Qc7

[12...Be7 'is a bit better']

13.Ne4 Nxe4

[13...Rd8]

**14.Qxe4 Nf6 15.Qe2 0-0-0 16.g3
Bd6 17.c4**



Black is still solid, but White has the better position.

17...Rhe8 18.Bc3 c5

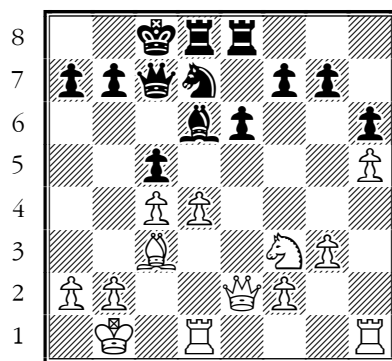
Double-edged: it exposes the King as well as hitting back in the centre.

19.Kb1

last book move

19...Nd7 ?

[Better is 19...cxd4]



20.dxc5!

Discovering an attack on g7.

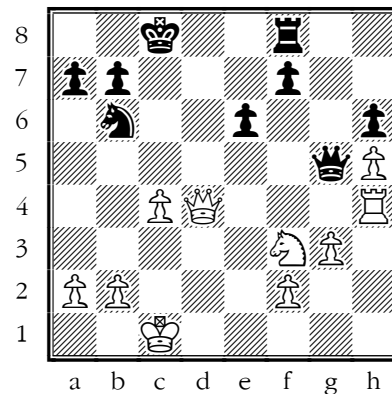
20...Bxc5 21.Bxg7 Bf8 22.Bxf8 Rxf8 23.Rh4 Nb6 24.Kc1 Rxd1+ 25.Qxd1

[Better is 25.Kxd1]

25...Qc5

[Black should take the chance to snatch back the pawn. 25...Nxc4]

26.Qd4 Qg5+



That's what it says on the score sheet, but I expect Nxg5 would have been the reply!

[Better is 26...Qxd4]

27.Qe3

[Better is 27.Nxg5]

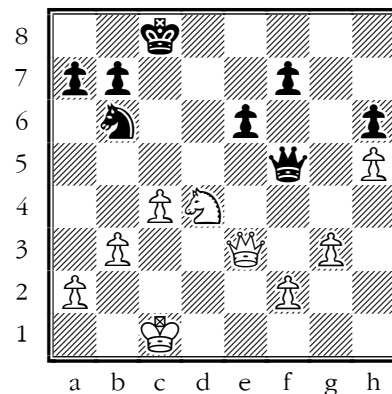
27...Qf5

[Better is 27...Qxe3+]

28.b3

[Better is 28.Qxh6]

28...Rd8 29.Rd4 Rxd4 30.Nxd4 e5



[Better is 30...Qxh5]

31.Ne2

[Better is 31.Nxf5]

31...e4

[Better is 31...Qxh5]

32.Qd4

[Better is 32.Qxh6]

32...Qg5+

[Better is 32...Qxh5]

33.Kc2

[Better is 33.Nf4]

33...f5

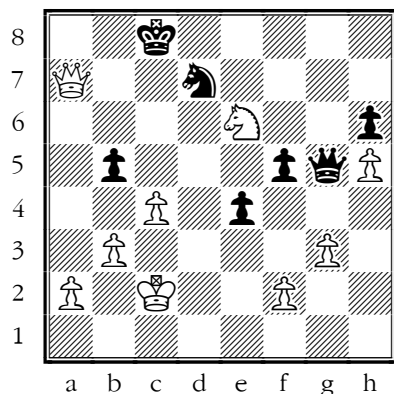
[Better is 33...Qxh5]

34.Nf4 Nd7 35.Qxa7 b5

[Better is 35...Qg7]

36.Ne6

Black is in a mating net.



...1-0

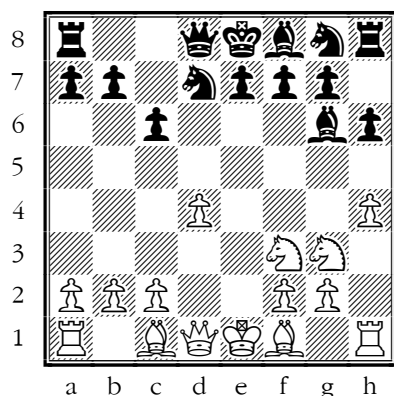
Sturt, Ben - McIntosh, David

B19 Caro-Kann Defence

Against a solid opening, you didn't get anything going, and when trying to create some threats you got in a muddle. Have a look at the opening and compare it with your experience with Black in this line.

**1.e4 c6 2.d4 d5 3.Nc3 dxe4
4.Nxe4 Bf5 5.Ng3 Bg6 6.h4 h6
7.Nf3 Nd7**

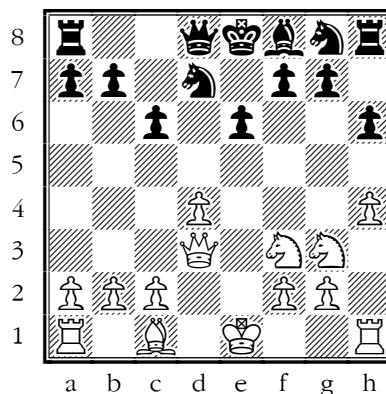
The main line of the Caro-Kann defence; it's solid and lacks tension, so White has to play accurately and sharply to get any winning chances.



8.Bd3

Usually White plays one more pawn poke: 8.h5 Bh7 9.Bd3

8...Bxd3 9.Qxd3 e6



10.Bf4

In these positions, White often chooses 10.Bd2

10...Ngf6

[10...Qa5+ 'is a little bit annoying, which is why Bd2 is preferred']

11.0-0

[11.0-0-0 tries to squeeze a little bit more out of this structure]

11...Nd5

[11...Be7 continues with development]

12.Be5

[12.Bd2 I'm always happy to keep Bishops]

12...Nxe5 13.Nxe5

abandoning h4

13...Bd6

[13...Qxh4]

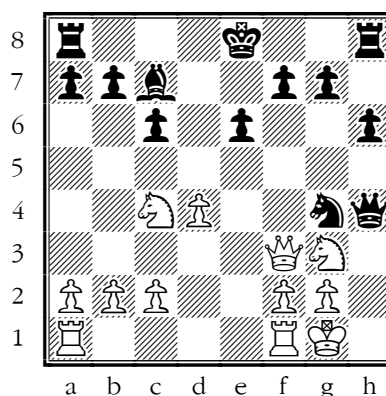
14.Nc4

[14.Ne4 is more active]

14...Bc7 15.Qe4

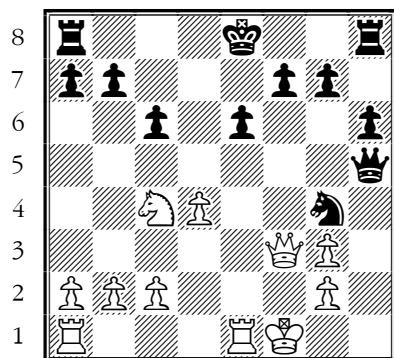
[Better is 15.h5 is better, getting it out of the way of the Queen.]

15...Nf6 16.Qe3 Ng4 17.Qf3 Qxh4



Black has a big advantage here: better pieces and a pawn ahead.

18.Rfe1 Bxg3 19.fxg3 Qh2+ 20.Kf1 Qh5



Black has a big threat on h2. White counterattacks, but in the end is faced with losing the Knight or the Queen.

21.Nd6+

[Better is 21.Kg1]

21...Ke7

[Better is 21...Kd7]

22.Nf5+

[Better is 22.Qa3]

22...Kd8 23.Nd6

[23.Nxg7 'is relatively best']

23...Nh2+

...0-1

Sturt,Ben - Rees,Morgan

C48 Four Knights' Game

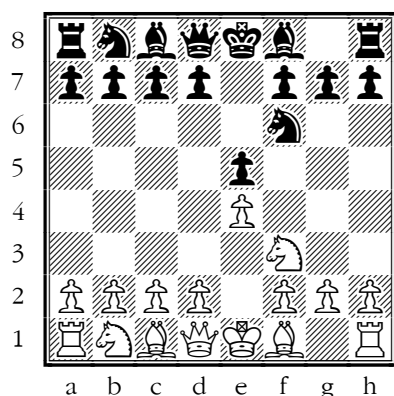
You drifted a bit in the early middlegame but recognised when Black made a mistake and were unlucky not to get the win.

1.e4 e5 2.Nf3

[2.f4!?]

2...Nf6

Petroff's Defence, which I am happy to recommend.



3.Nc3

Safe but dull.

[3.Nxe5 is the main line, as seen in one of Vignesh's games, but an alternative attacking idea is 3...d6 4.Nf3 Nxe4 5.Nc3 Nxc3 6.dxc3 White has free development, and can hope to castle long and attack.; 3.d4; 3.Bc4]

3...Nc6

[3...Bb4 is a way to keep it in Petroff lines]

4.Bb5

[4.d4]

4...Bc5

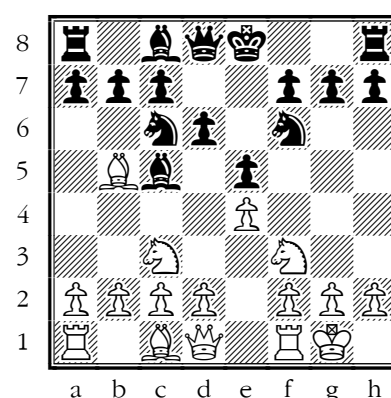
Less reliable but playable.

[4...Bb4 is safe; 4...Nd4 is a good idea, going for an unbalanced game]

5.0-0

[5.Nxe5!?]

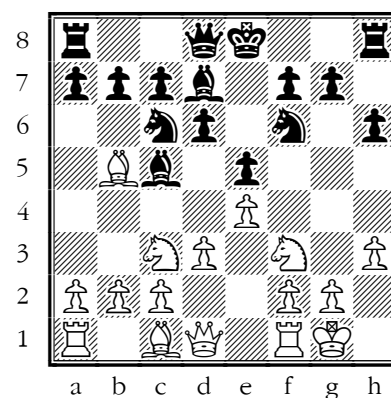
5...d6



6.h3

[6.d4! is good here: 6...exd4 7.Nxd4 Bd7 8.Nf5 ♖ You have to open a file one day, so take your chance early!]

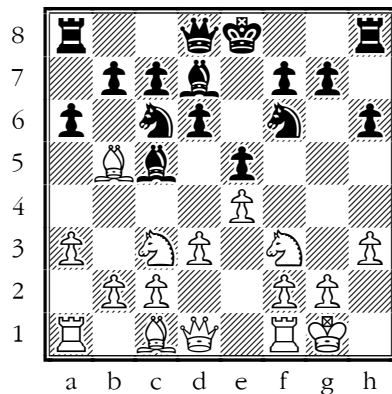
6...Bd7 7.d3 h6



8.a3

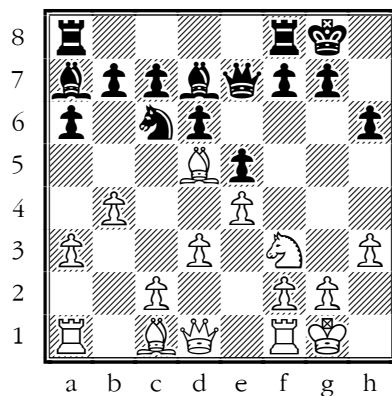
[8.Na4!? aims to secure a BB vs BN or NN advantage]

8...a6



The players have conspired to play all four 'country' moves. I promise, they only look safe! And I guess this last one does have a point.

**9.Ba4 0-0 10.b4 Ba7 11.Bb3 Qe7
12.Nd5 Nxd5 13.Bxd5**



13...Nd4?

Uncovers b7

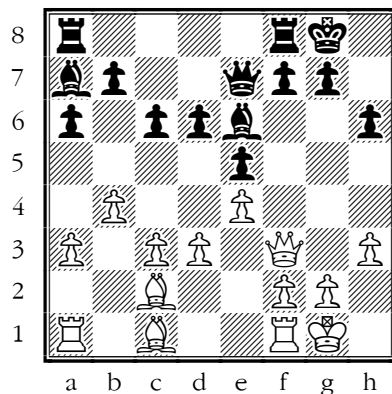
[Better is 13...Be6]

14.c3?

Missing the chance.

[Better is 14.Bxb7]

**14...Nxf3+ 15.Qxf3 c6 16.Bb3 Be6
17.Bc2**



17...d5

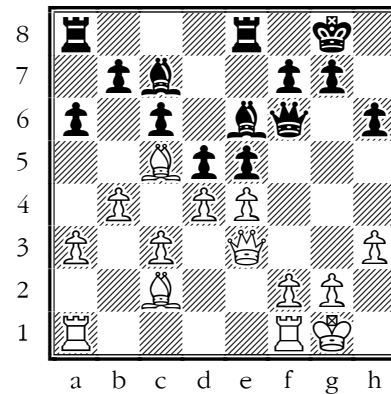
Black is first to advance in the centre, and can claim a whisper of advantage.

[17...f5! is even better, embarrassing the White Queen.]

**18.Qg3 Qf6 19.Be3 Bb8 20.Bc5
Re8 21.Qe3**

[21.Bb6 stops Black's next idea]

21...Bc7 22.d4

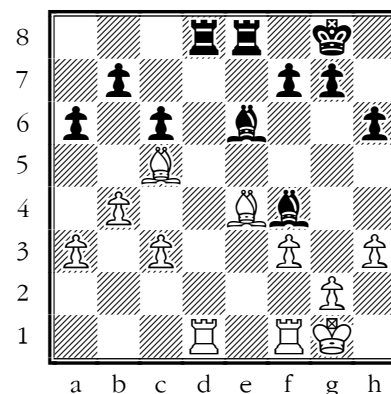


This is the right sort of plan for White, but here you are a bit behind in development, and that means opening lines is going to favour Black.

22...dxe4 23.Bxe4 Qf4

[23...Bc4 24.Rfe1 Re6 ♖]

**24.dxe5 Bxe5 25.Qxf4 Bxf4 26.f3
Rad8 27.Rad1**



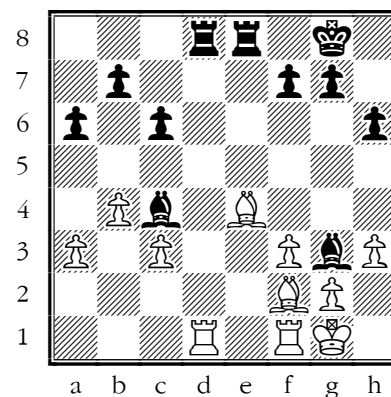
27...Bg3

[27...Be5 is more awkward for White to meet]

28.Bf2

[28.Bb6 is equal]

28...Bc4



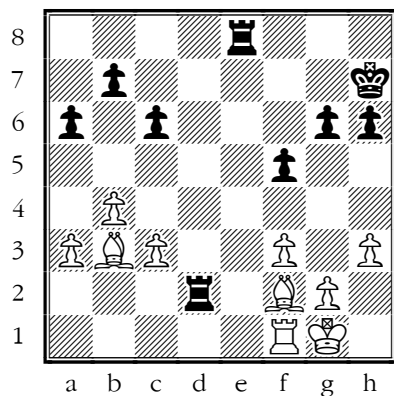
Counterattacking, but Black has miscounted.

[Better is 28...Be5 ≠]

29.Bxg3

Quite right!

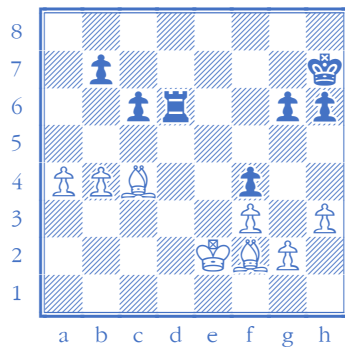
**29...Bxf1 30.Rxf1 g6 31.Bf2 f5
32.Bc2 Rd2 33.Bb3+ Kh7**



White has a clear advantage in material, but it's less clear how to make use of it.

34.a4

[I analysed 34.Rd1 Rxd1+ (34...Ree2 35.Rxd2 Rxd2 36.a4) 35.Bxd1 a5 (35...Kg7 36.Bd4+ Kf8 37.Kf2 f4 38.h4 Ra8 39.Bb6 Kf7 40.Bb3+ Kf6 41.a4 g5 42.h5 Rc8 43.a5 Kg7 44.Bd4+ Kh7 45.Ke2 Rc7 46.Kd2 Re7 47.Bc2+ Kg8 48.Be4 Rd7 49.Kd3 Kf8 50.Kc4 Kf7 51.Kc5 Ke6 52.Bc2 Re7 53.Bg6 Rd7 54.Kb6 Re7 55.Bc5 Rd7 56.Bf8) 36.Kf1 axb4 37.cxb4 Rd8 38.Ke2 f4 39.Bb3 Rd7 40.Bc4 Rd6 41.a4



after which White is winning.]

34...Rb2 35.Bc4

[35.Bd1+- keeps control. In the game, White gets bullied by the black Rooks.;

Also better is 35.Bf7]

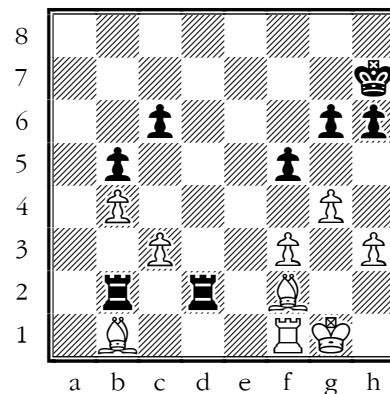
35...b5 36.axb5 axb5 37.Bd3 Rd8

[Better is 37...Rd2]

38.Bb1

[Better is 38.Rd1]

38...Rdd2= 39.g4



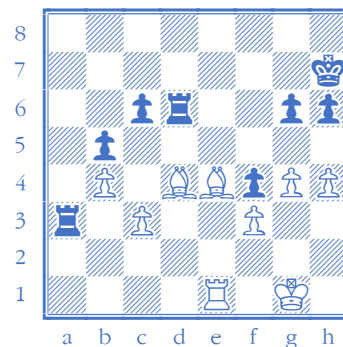
39...f4??

Black should restore material balance with 39...Rxf2 40.Rxf2 Rxb1+

Black ignores the chance to pull level and also takes all the pressure off the White position! I expect White should win this, but a draw is fair enough.

½-½

I also analysed 40.Be4 Rd6 41.Bd4 Ra2 42.Re1 Ra3 43.h4



White dominates the board, and Black can't come up with any threats. 43...Kg8 44.Be5 Re6 45.Bxf4

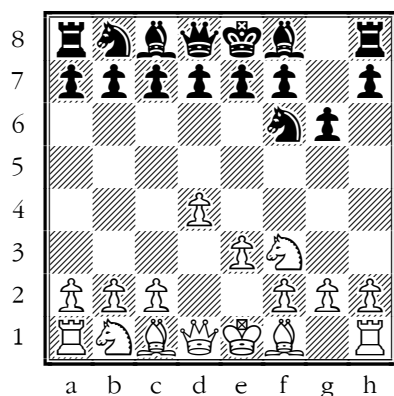
I'm sad to have only your loss! I'd have enjoyed playing over your win. The game I have showed good development and good sense, so I'm sorry a pawn went astray early in the middlegame. You may be getting fed up with me complaining about your openings, but the Grünfeld-style defence is one of the best against your standard Colle approach, and you could look at a different way of playing against it. The two systems mentioned in my booklet, which I think you have seen, are given again below.

Bacon, Oliver - Sockplanich, Golf

D04 Colle System

You got your pieces nicely organised out of the opening but fumbled a pawn soon after.

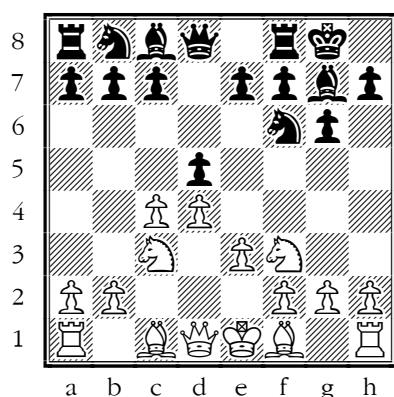
1.d4 Nf6 2.Nf3 g6 3.e3



This system is less effective against the fianchetto.

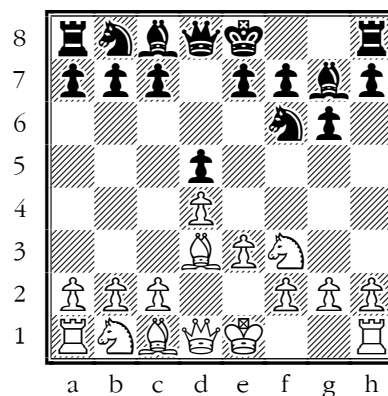
3...d5 4.Bd3

Alternatively, after 4.c4 Bg7 5.Nc3 0-0



6.b4 is a one idea as an alternative system (and another is 6.cxd5 Nxd5 7.Bc4) 6...c6 7.Bb2 Bg4 8.h3 Bxf3 9.Qxf3

4...Bg7

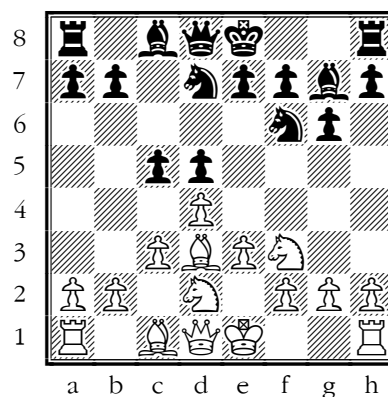


5.c3

You shouldn't play this automatically. In reply to ...c5 or ...Nc6, it makes sense, otherwise it's a waste of time.

[5.c4; 5.Nbd2]

5...Nbd7 6.Nbd2 c5

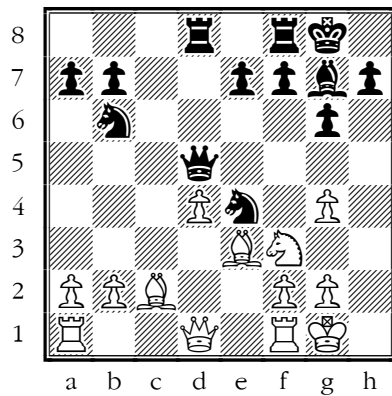


White can sometimes play dxc5 so as not to risk an IQP, but here the recaptureNxc5 is awkward. The fianchetto is one of Black's best defences to the Colle, and Richard Palliser in his book on the opening mostly suggests that you try 4.c4

7.e4 cxd4 8.cxd4 dxe4 9.Nxe4 0-0 10.0-0

[10.Nc3 If you want to attack, keep pieces on the board.]

10...Nb6 11.Bc2 Bg4 12.Be3 Qd5 13.h3 Nxe4?! 14.hxg4! Rad8

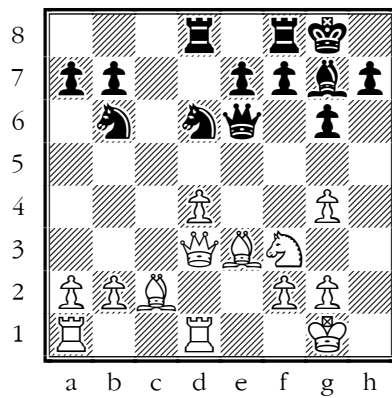


White now has fair chances here with the Bishop pair.

15.Qd3

[15.Re1 puts the Ne4 on notice.]

15...Nd6 16.Rfd1 Qe6

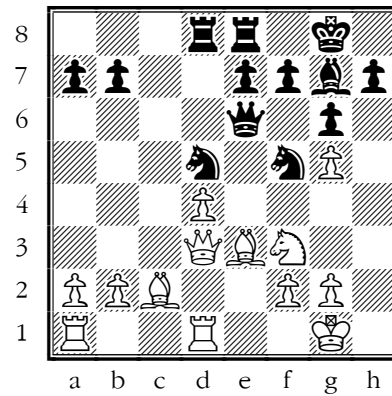


17.Nh2?!

This retreat is unlikely to be best.

[17.g5!=]

17...Rfe8 18.g5 Nf5 19.Nf3 Nd5



Black is taking over the initiative, but there is no need for ...

20.Bb3?

dropping a pawn.

[Better is 20.Bd2]

20...Nfxe3 21.fxe3 Qxe3+ 22.Kf1

Qxd3+ 23.Rxd3 Nb4 24.Rd2 e5

and Black won.

...0-1

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The code numbers are from the Encyclopedia of Chess Openings

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In chess, only the attacker wins!	2
An attack should succeed if you have an advantage.	2
If you have the advantage, you must attack before your opponent gets sorted out.....	2
If you don't have the advantage, your attack will not succeed, so you should not attack.	2
Instead, you must manoeuvre until you get an advantage.	2
You cannot force your way to an advantage from an equal position, your opponent must make a mistake.	2
You can pick positions and moves that make it more likely that your opponent will make a mistake.	2
In particular, you should play openings that put pressure on your opponent.....	2
If your opponent makes a mistake, you need to spot it! So keep sharp by practising tactics.	2
If you are losing, you have to try to make your opponent make a mistake, or you will simply lose.	2
You must keep pieces on if you are losing, or you can't create any (or as many) threats.....	2
Playing safe when you are losing is hopeless!.....	2
Playing safe at other times is also dangerous: your opponent will work out a way to make life difficult for you and tempt a mistake.....	2
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A2. Play slowly and carefully – don't reply to a move straight away	3
A3. Practise spotting tactics.....	3
If you don't know what to do, sit there until you do! If your opponent isn't threatening anything, get on with something yourself – pick a target to attack, or improve your position in some way.....	4
Set good traps by playing good moves.....	6
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Don't swap pawns if you are winning	7
Swap pawns if you are losing, but avoid piece swaps.....	7
Swap pieces if you have less space.....	7
Swap off your opponent's dangerous attacking pieces.....	7
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TIP: I've probably got a book and a database on other openings that you play – or ones that you should play!	8
TIP: avoid Old Stodge if you can	9
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.....	9
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TIP: You need some activity to make a threat that Black might miss -- 'playing safe' when you are losing on material is nearly always hopeless.....	26
TIP: endgames with an extra pawn are probably drawn if all the pawns are on one side of the board.....	43
TIP: It's a golden rule of the French to follow White's e4–e5 with ...c7–c5!	45
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TIP: Steinitz' Law says that your attack will succeed if you have an advantage, but if you don't have an advantage, you shouldn't attack yet. 51	

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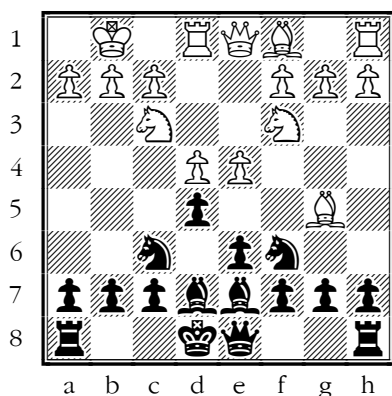
Appendix: Tarrasch's Famous Trap

Just for contrast, here's a Good Trap, discovered by Tarrasch. White plays only good moves, but if Black doesn't choose correctly, White can spring a trap!

1.e4 e5 2.Nf3 Nc6 3.Bb5

The Ruy Lopez. In this line, Black goes for the most solid and safe moves they can find, hoping their strong point in the centre will provide shelter...]

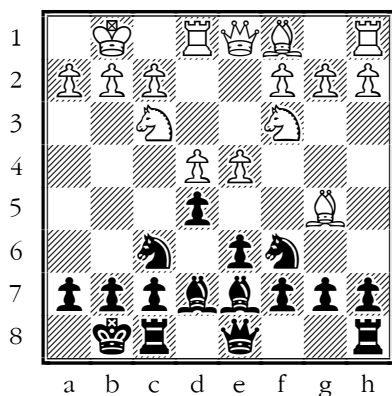
3...d6 4.d4 Bd7 5.Nc3 Nf6 6.0-0 Be7 7.Re1



So far, so good.

7...0-0

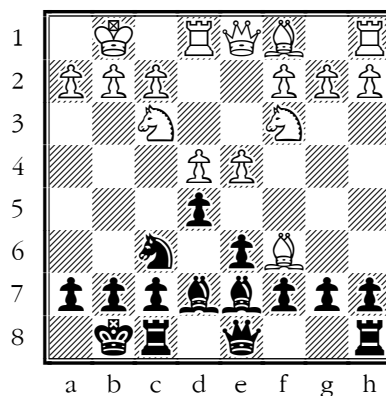
Black plays one 'safe' move too many! White can win a pawn here, for if Black tries to hit back and win a pawn back, White wins at least an Exchange.



[7...exd4!+= is best here, but

because White has been playing good moves on each turn, White can still claim a small advantage.

8.Bxc6

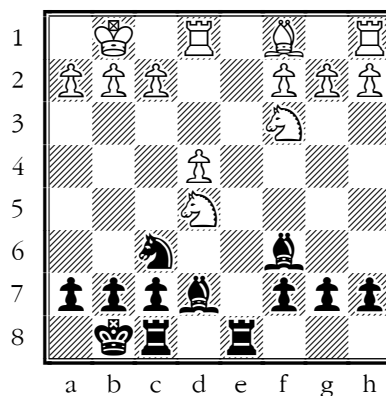


→ **TACTIC: Undermining e5.**

8...Bxc6 9.dxe5 dxe5 10.Qxd8 Raxd8

[If 10...Rfxd8 11.Nxe5 Black can't win back the pawn by 11...Bxe4 12.Nxe4 Nxe4 because of the same idea: 13.Nd3 f5 14.f3 Bc5+ Here White can just step aside and win a piece 15.Kf1]

11.Nxe5

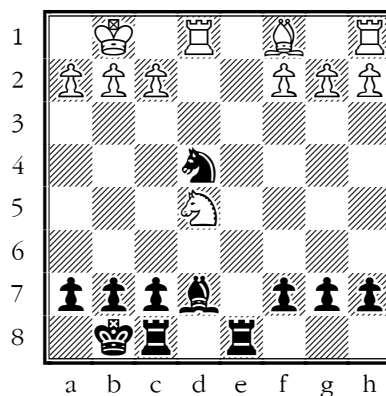


→ **TACTIC: Finally getting around to taking the pawn on e5.**

11...Bxe4

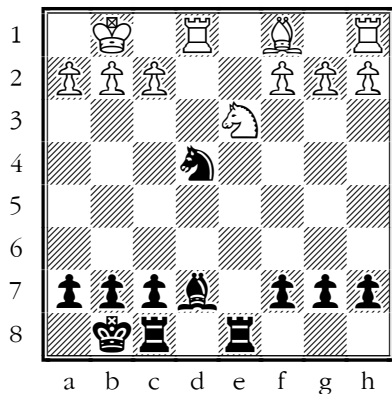
e4 is outnumbered.

12.Nxe4 Nxe4



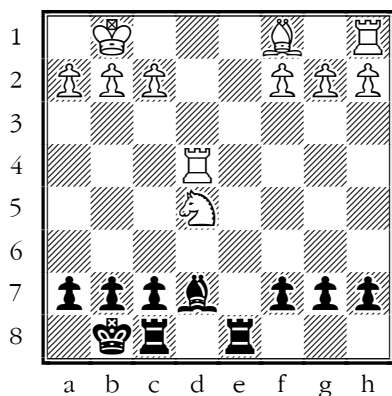
Has Black been clever?]

13.Nd3!



→ **TACTIC: blocking the d-file and discovering an attack down the e-file – a pin or a skewer.**

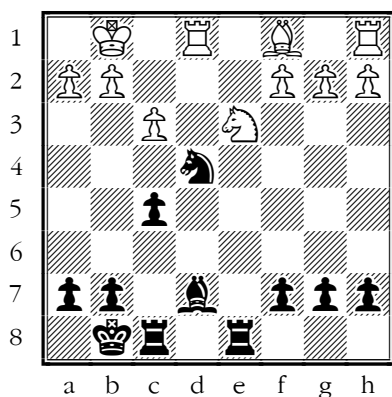
[13.Rxe4??]



→ **TACTIC: back rank mate**

[13...Rd1+ 14.Re1 Rxe1#]

13...f5 14.f3



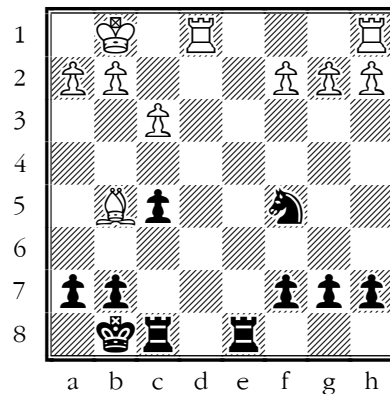
→ **TACTIC: attacking a pinned piece.**

14...Bc5+ 15.Nxc5!

With the Black Rooks on d8 and f8, there is a different way to win:

[Sidestepping here doesn't work so well: 15.Kf1 Bb6 16.fxe4 fxe4+ 17.Nf4 g5 18.Rxe4 gxf4 19.Ke2 Rde8=]

15...Nxc5 16.Bg5



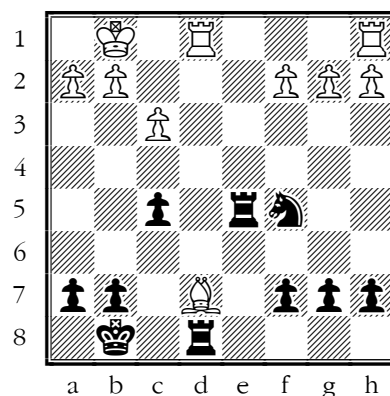
→ **TACTIC: a fork on e7 is threatened.**

16...Rd5 17.Be7

Tarrach played this line in a tournament, and here Black resigned. Can you see why?

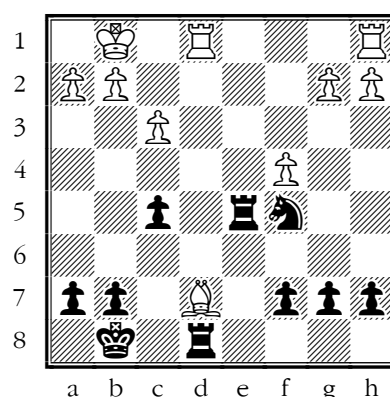
[1-0 Tarrasch,S-Marco,G Dresden 1892 EXT 1998 [Tartakower/du Mont/Tarrasch/Reti]]

17...Re8



Black has fought hard to hang on, but...

18.c4



→ **TACTIC: undermining the defence of c5.**

Tarrasch's clever line is like a little course in tactics, all by itself.

Another thing about it: Tarrasch published this line in a magazine, explaining why Black couldn't safely castle on move 7, before winning this game against Marco!

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!

ChessKid

<https://www.chesskid.com/>

Free and kid-friendly site to play chess. Chat is restricted but you can send stock messages like 'Well played!' and 'Oops'.

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'.

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