

# Wales and West of England Junior Chess Jamboree 2017

Chepstow Leisure Centre, Saturday 15<sup>th</sup> January 2017

## Results

			Rnd 1	Rnd 2	Rnd 3	Total
1	Toby	O'Donoghue	0	0	0	0
2	Evan	McMullen	0	0	½	½
3	Oliver	Mortimer	0	0	0	0
4	Oliver	Bacon	1	0	0	1
5	Catriona	Mason	0	0	0	0
6	Kieran	Raine	0	0	0	0
7	Surinder	Virdee	1	0	0	1
8	Zak	Cash	0	0 (r1)	1 (r1)	1
9	Harry	Brewer	1	0 (r2)	0 (8)	1
10	Jack	Baxter	0	1 (r3)	0 (r2)	1
11	Myles	Harrison	0 (r1)	0 (8)	1 (r3)	1
12	Oliver	Zaffiro	1(r2)	½ (9)	0 (9)	1½
13	Zak	Zaffiro	0 (r3)	1 (10)	1 (10)	2

Not our best result, but there were lots of good wins, some great fighting losses, and lots of good serious chess played. 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. If a tennis player swings and missed the ball completely, they get to have another go from a level position straight away; if a chess player makes a bad move, you often have to suffer for hours afterwards, hoping for your opponent to make a mistake... sometimes they didn't, but sometimes they did!

## Advice from the games

Three important things to think about from your games:

- A. don't make any silly mistakes
- B. play proper openings
- C. write down all your moves

### A. Don't make any silly mistakes

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

Here are three tips:

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

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

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

If your opponent plays quickly, ignore it!

#### → A2. Practise spotting tactics

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

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

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

You can start this practice right now: before lots of the tactics below, I've put a little hint and a diagram:

#### → **TACTIC:** *fork*

See if you can spot what the players might not have spotted!

#### ***A3. Get into good habits of thinking – most importantly...***

After your opponent has moved, ask yourself:

**i. what threats does my opponent have right now?**

**ii. what threats do I have right now?**

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

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

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

Once you do all that...

## B. Play proper openings

The openings you played were:

### ECO code and name

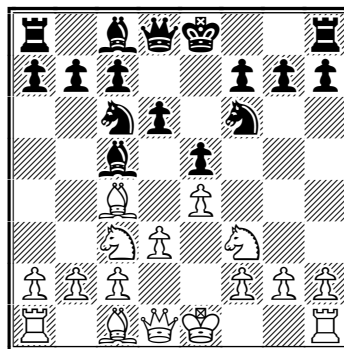
A22 King's English	10
B34 Sicilian Defence, Alapin Variation	16
B56 Sicilian Defence, Dragon Variation	15
B94 Sicilian Defence, Najdorf Variation	12
C00 Irregular King's Pawn Opening	38
C40 Irregular King Pawn Opening	19
C42 Petroff Defence	31
C44 Danish Gambit Declined	8
C46 Scotch Game	17
C48 Ruy Lopez	25
C50 Old Stodge	24
C50 Old Stodge	27
C50 Old Stodge	32
C50 Old Stodge	33
C50 Old Stodge	36
C55 Old Stodge	28
C55 Old Stodge	40
C67 Ruy Lopez, Berlin Defence	9
C68 Ruy Lopez, Exchange Variation	13
D00 Irregular Queen's Pawn	19
D00 Irregular Queen's Pawn Opening	21
D02 London System	22
D02 London System	29

Love the Sicilians, the Scotches, and the Ruy Lopez, but...

### *B1. Please don't play Old Stodge.*

Lots of games start a bit like this:

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



This is the opening I call Old Stodge. Ugh.

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

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

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

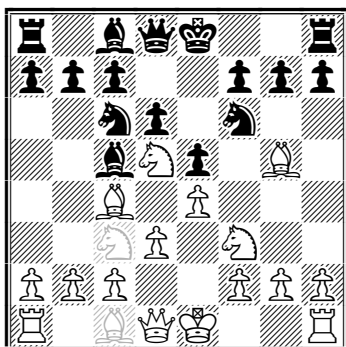
If you want to win games, you have to make your opponent make mistakes, and you aren't going to do that against good players by opening with Old Stodge.

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

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

The two best ideas are:

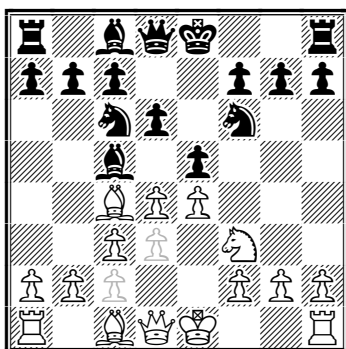
Plan A. Gang up on the Knight on f6



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

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

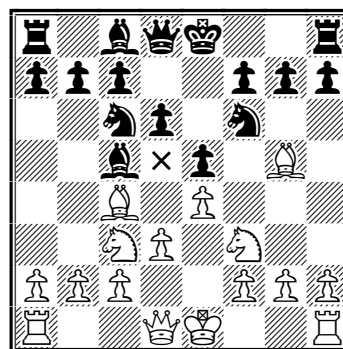
Plan B. Take over the centre with c3 and d4



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

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

**6. Bg5**



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

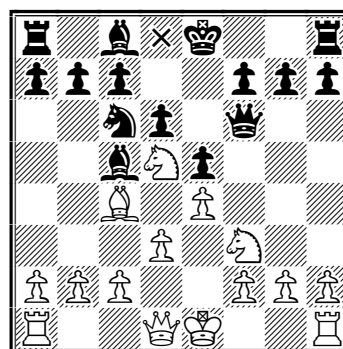
**6 ... h6**

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

**7. Bxf6 Qxf6**

Now play

**8. Nd5**



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

**9. c3**

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

## B2. A trick to avoid Old Stodge

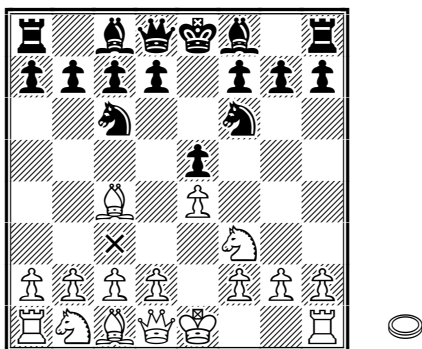
As Black, you can try the **Two Knights' Defence**.

If White plays the usual Old Stodge moves:

1. e4 e5
2. Nf3 Nc6
3. Bc4

Try playing here:

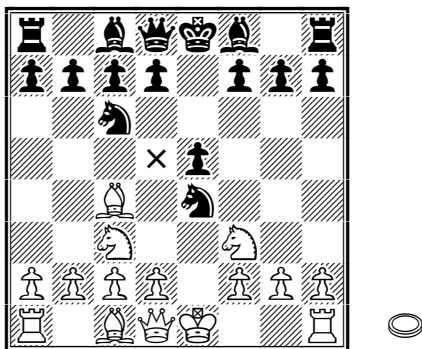
- 3 ... Nf6



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!

Several games got to the position after White's fourth move, but no-one took on e4!

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.

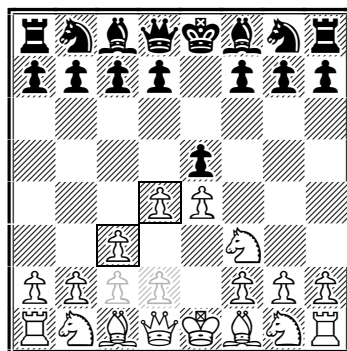
I seem to remember reading a book with some of the variations in...

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

## B3. You should play proper openings with a name.

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

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



Playing d2-d4 means that:

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

You can even play d2-d4 on move 2 – which usually turns into the Centre Game or Danish Gambit. Toby likes to play this way!

So, I suggest you play

- The **Scotch Game** or the Open **Italian Game** as White

What about Black? I suggest:

- The **Two Knights' Defence** or The **French Defence** as Black after 1.e4
- The **Tarrasch Defence** as Black after 1.d4

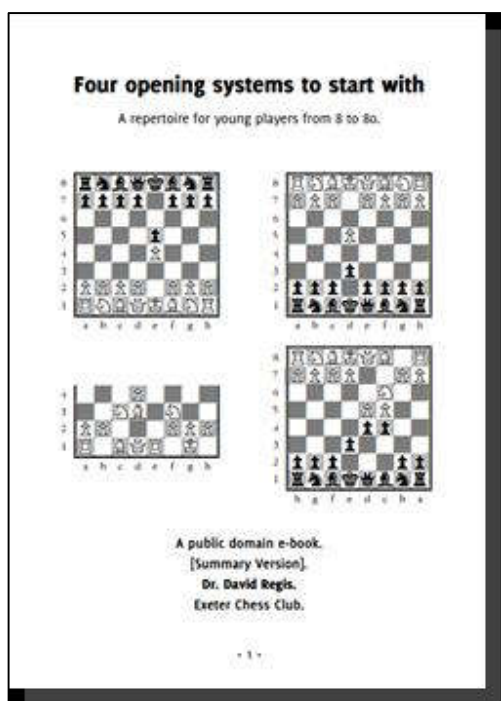
You should also have some sort of idea about what to do if Black dodges your main opening.

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

There is a free booklet and database with all of these openings described on a website:

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

<http://exeterchessclub.org.uk/sites/exeterchessclub.org.uk/files/juniorep.pgn>



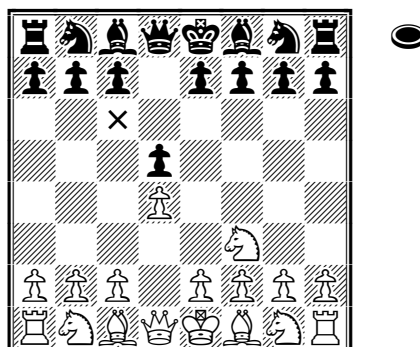
So, if you play the Scotch Game, you should also have a line to play against:

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

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

### B4. Playing Black against 1.d4

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

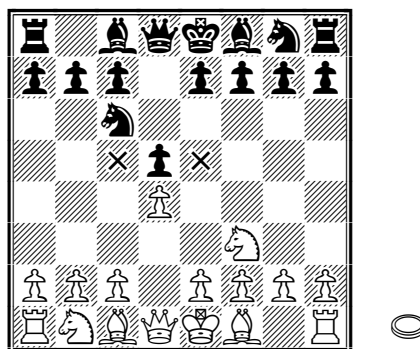


What would you play in this position?

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

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

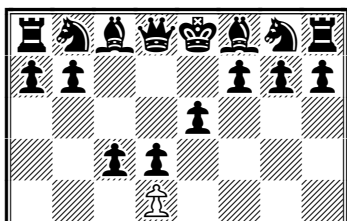
To get your Rooks out, you need to have a pawn swap somewhere, so you must play either ...e5 or ...c5.



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

Thinking about playing Black against 1.d4, I often recommend that you play the **Tarrasch Defence**. Black plays ...c5 about as soon as possible, and so

makes sure that all their pieces will be able to develop.



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

And if you have all that under control...

### C. Keeping a score

You do not have to write down your moves in most junior tournaments. However, the time limit is quite slow and you should be able to keep a good scoresheet for most of the game.

## The Games

### 1. Toby O'Donoghue

It's tough at the top! I quite agree with you, you were never that far behind, and you had plenty of good ideas and attitude, so it was a shame you didn't come away with more to show for it. Anyhow, good effort, and there's a bit to learn from.

#### O'Donoghue, Toby - Hosdurga, Chiraj

##### C44 Danish Gambit Declined

Great attitude Toby, and deserved a better fate!

**1.e4 e5 2.d4 exd4 3.c3 d3**

Black is too nervous to take on c3, but this gives you a great game.

**4.Bxd3 Bc5 5.Nf3 Nc6 6.Bg5**

The computer likes 6.b4 Bb6 7.a4 a6 8.0-0

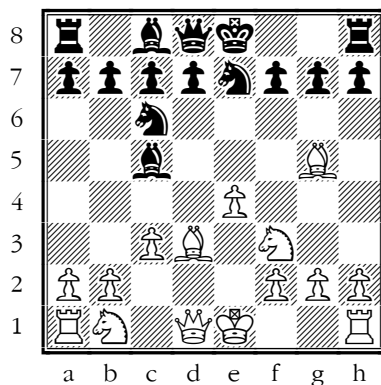
**6...Nge7**

Remember, writing down your moves is one of the rules of chess.

The benefits of writing down your moves are:

- you are forced to pay attention to your opponent's last move
- you might play more slowly and more carefully
- you will be able to make a valid claim for 3-times repetition or the 50-move-rule
- you can check your moves afterwards and find improvements or tips for next time

I did wonder if some scoresheets showing your losses were quietly binned before I collected them! But you will learn a lot more from thinking about your losses than about your wins.



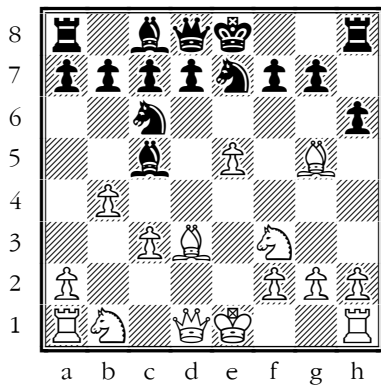
**7.e5**

A bit of a waste of time here.

7.Nbd2

**7...h6 8.b4**

I like the attitude but this puts you behind.



**8...Nxb4**

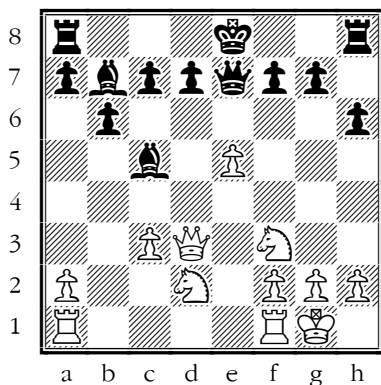
Hitting back, but should drop a piece.

8...Bxf2+ 9.Kxf2 hxg5 and Black has an extra pawn and the better position. I think you can get the pawn back but not the position. 10.b5 g4 11.bxc6 gxh3 12.cxd7+ Qxd7 13.Qxf3 Qe6 and Black is better.

**9.Bxe7**

9.cxb4 Bxb4+ 10.Bd2 and you come out with an extra piece, and until the late endgame, that will be more important than the missing pawns.

**9...Nxd3+ 10.Qxd3 Qxe7 11.0-0 b6 12.Nbd2 Bb7**



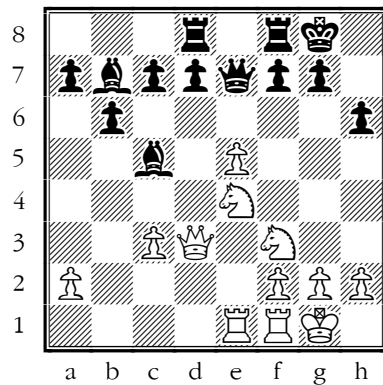
**13.Rae1**

Squashes the Rf1.

13.Rfe1 0-0 14.Rad1 offers better chances to your team of Rooks.

**13...0-0 14.Ne4 Rad8**

14...Rae8



**15.Nxc5**

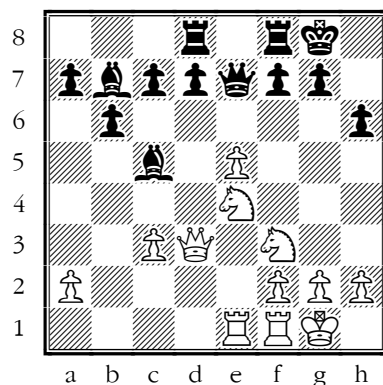
If you want to attack, you need to keep pieces on.

**15...Qxc5 16.Qd4**

A pawn down, you really don't want an endgame. But worse than that, your Rf1 is trapped.

**16.Nd4**

**16...Qxd4 17.Nxd4 Ba6 18.h3 Bxf1 19.Kxf1 Rfe8 20.f4 g6 21.Kf2 a6 22.Kg3 c5 23.Nf3 d6**



Now you need to keep active and look for some luck.

**24.Kg4 h5+ 25.Kg5 dxe5 26.fxe5 Kg7 27.Nh4 a5 28.Nf3 Rd5 29.Kf4**

**0-1**

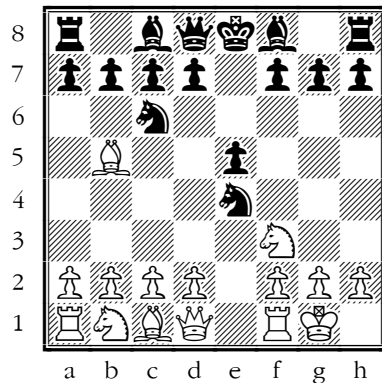


## Fowler,Caspian - O'Donoghue,Toby

### C67 Ruy Lopez, Berlin Defence

You didn't do much wrong, but getting behind in development in an 'open' e4 game is often quickly fatal.

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6 4.0-0 Nxe4



5.Re1

5.d4 is the book move 5...Nd6 6.Bxc6 (6.dxe5 Nxb5 7.a4 is an amusing idea) 6...dxc6 7.dxe5 Nf5 8.Qxd8+ Kxd8 Now, by most chess logic, this position ought to be better for White, with the nice King's-side majority, but after e5 White's Bishop is bad and Black's position is very hard to break down -- so much, that Kramnik used it to draw as Black on his way to winning the World Championship match against Kasparov in 2000.

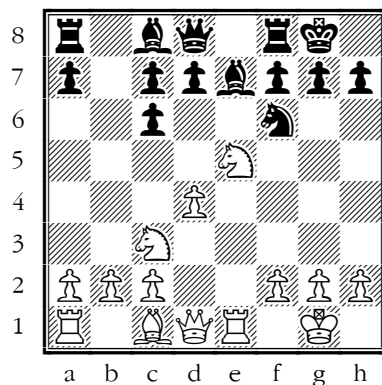
5...Nf6

5...Nd6 is better

6.Bxc6

6.Nxe5 Be7 7.d4 0-0 is OK

6...bxc6 7.Nxe5 Be7 8.d4 0-0 9.Nc3



It's a little bit awkward for Black.

9...Bb4

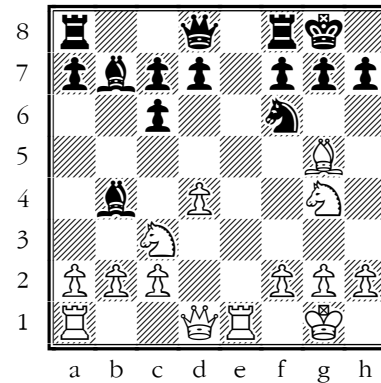
Wastes time, which always leads to trouble.

9...Rb8 10.Rb1 Bb7 +=; 9...Bb7

10.Bg5 Bb7

10...h6 looks right -- giving Black the chance to break the pin.; 10...Be7 admits your mistake!

11.Ng4



Suddenly it's very awkward!

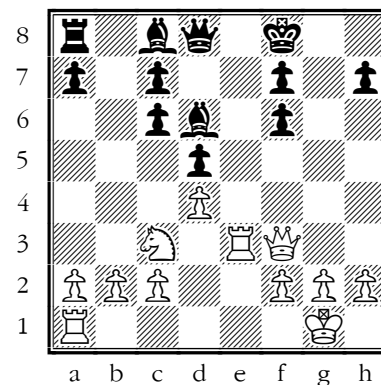
11...d5

11...Be7 has to be tried, but 12.Rxe7 Qxe7 13.Bxf6 gxf6 14.Ne4 is good for White

12.Nxf6+ gxf6 13.Bh6

Threatening mate after Qg4+

13...Bc8 14.Qf3 Bd6 15.Bxf8 Kxf8 16.Re3



Black's Bishops are working hard to hold the position.

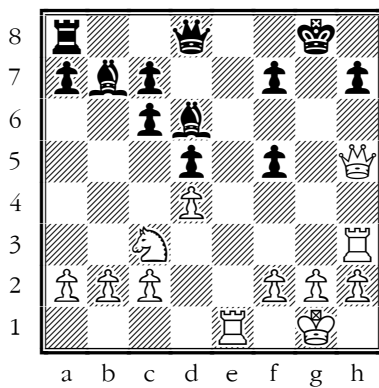
16...f5 17.Rae1 Bb7

17...Be6 and Black fights on.

18.Qh5

18.Qxf5 and Black is in big trouble.

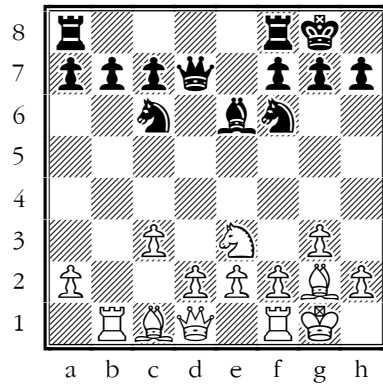
18...Kg8 19.Rh3



19...Kf8

19...Qf6 had to be tried

20.Qh6+ Kg8 21.Qxh7+ Kf8 22.Qh8#



11...b6

11...Rab8 avoids weaknesses.

12.Qa4

Quite right. This position can be assessed as "+-", which I have seen translated as, "Black is in great need of a good idea".

12...b5!?

That's a good idea!

12...Ne7 is technically the least painful way to give up material.

13.Qa6

I expect you were hoping for 13.Qxb5 Rab8 14.Qxc6 Qxc6 15.Rxb8 Qa6 which is about equal

13...Bd5 14.Nxd5 Nxd5 15.Rxb5 Nde7 16.Ba3 Rab8 17.Bxc6 Qxc6 18.Qxc6 Nxc6 19.Rfb1 Rxb5 20.Rxb5

**Duncan - O'Donoghue, Toby**

**A22 King's English**

Once White was a pawn or so ahead, you shouldn't swap off pieces -- that's what White wants to do!

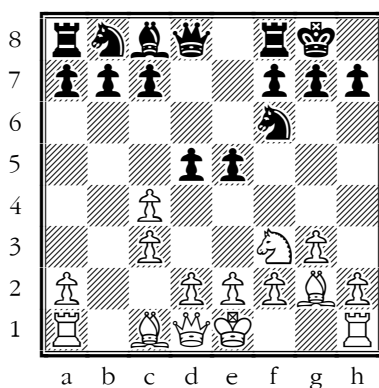
1.c4 e5 2.Nc3 Nf6 3.g3 Bb4

That's probably the best set-up – 3...d5 is also good

4.Bg2 Bxc3

No rush

5.bxc3 0-0 6.Nf3 d5

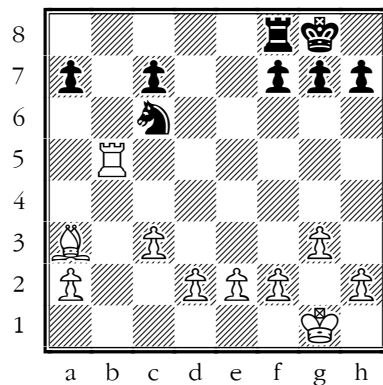


I like the attitude, but...

7.Nxe5 dxc4 8.Nxc4

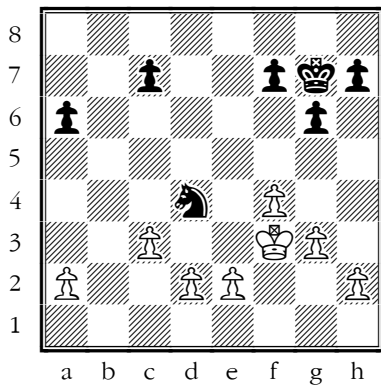
...and White is a pawn up for nothing.

8...Nc6 9.0-0 Be6 10.Ne3 Qd7 11.Rb1



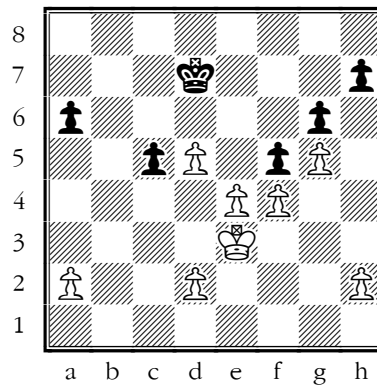
Now you are obviously losing, so you should try to keep pieces on. Once it's down to King and Pawns, you have no way of making threats.

20...Rb8 21.Rxb8+ Nxb8 22.Bc5 Nc6 23.Kg2 g6 24.f4 a6 25.Kf3 Kg7 26.Bd4+ Nxd4+



And again. The endgame is very bad for you, but it's worse if you have only pawns to fight with.

**27.cxd4 Kf6 28.e4 Ke7 29.g4 Ke6 30.g5 c5 31.d5+ Kd7 32.Kc3 f5**



**33.gxf6**

en passant, of course, and winning, but there was no defence to White's plan of moving the K to c4 and pushing forward with e5

**1-0**

## 2. Evan McMullen

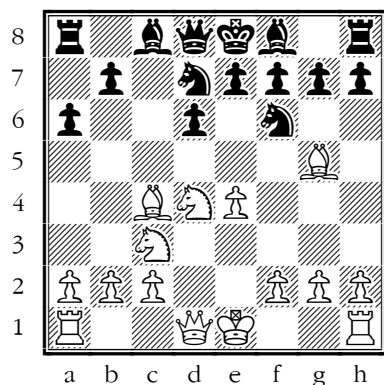
I like the open positions you aim for – and once you understand a bit more about the plans for each side in the Sicilian, the wins will come. I think you were happy with a draw in your last game, but you did enough to win it!

**Turestski, Feadior - McMullen, Evan**

**B94 Sicilian Defence, Najdorf Variation**

You were just a move or two off the pace here – you know all the right ideas but just a bit more experience will get you over some of the bumps that tripped you in this game

**1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 Nbd7 7.Bc4**



**7...g6**

7...Qb6 is the most common move here. Your move has been tried a few times but doesn't score well. If you like the Dragon set-up, you're better off playing ...g6 on move 5.

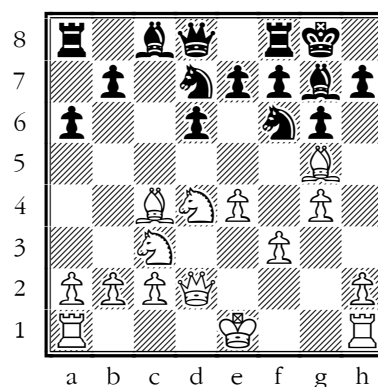
**8.Qd2**

8.Qe2 is more usual

**8...Bg7 9.f3 0-0**

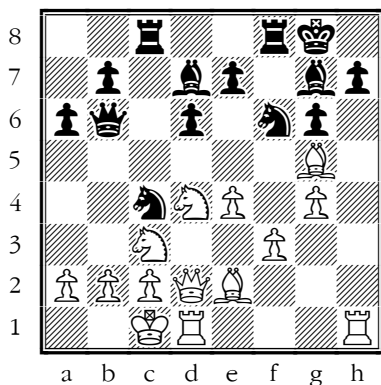
9...h6 10.Be3 b5 11.Bb3 Bb7 doesn't give White such an easy plan to play.

**10.g4**



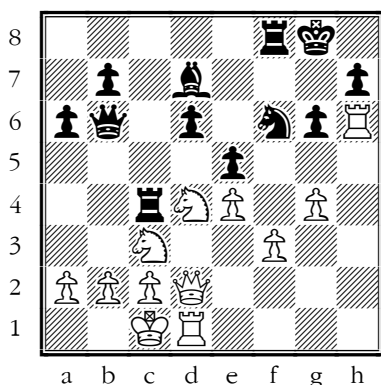
Now White plays a familiar sort of attack. I like this way of playing for White.

**10...Ne5 11.Be2 Bd7 12.h4 Rc8 13.h5 Qb6 14.hxg6 fxg6 15.0-0-0 Nc4**



Meanwhile, Black is doing all the right things, trying to get an attack going on the other side.

**16.Bxc4+ Rxc4 17.Bh6 Bxh6 18.Rxh6 e5**



I don't like this move: it makes some big weaknesses that might be a problem later.

18...Rfc8 is better. 19.Rdh1 loses because of (19.g5 Nh5 20.Nd5 Qd8 21.b3 is good for White) 19...Qxd4

**19.Nb3**

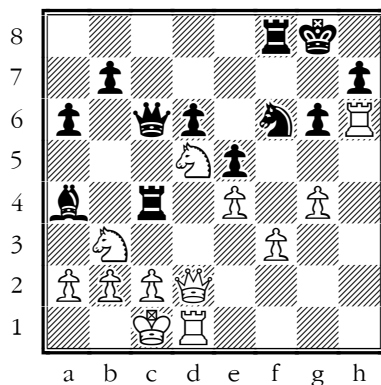
Now d6 is threatened.

**19...Ba4**

19...Rfc8 looks more to the point; 19...Be6 20.g5 Nh5 21.Rh1

**20.Nd5 Qc6**

→ **TACTIC: fork**

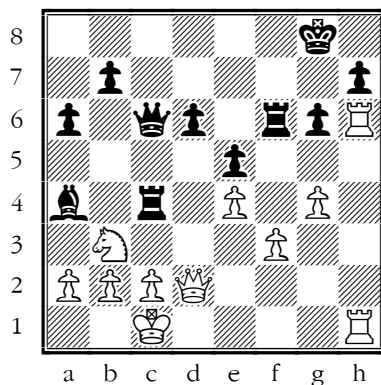


**21.Nxf6+**

If this position is right, then 21.Ne7+ should have been played!

**21...Rxf6 22.Rdh1**

White is going through all the right movements but Black's pieces are all nicely active.



**22...Qb6**

gives up control of d5, and suddenly it's mate in four.

22...Rxf3 is at least equal, e.g. 23.Rxh7 Qxe4 24.Kb1 Rf1+ 25.Rxf1 Kxh7

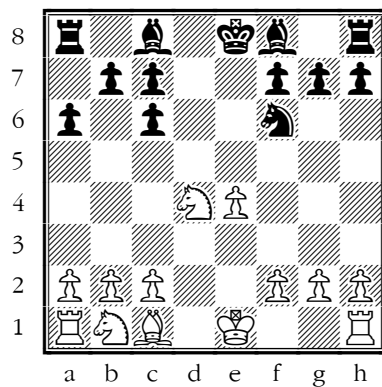
**23.Qd5+ Kg7 24.Rxh7+ Kf8 25.Rh8+ Ke7 26.R1h7+ 1-0**

## McMullen, Evan - Aishwarya

### C68 Ruy Lopez, Exchange Variation

I thought you played pretty well here and deserved at least a draw -- your Rooks on the seventh came to your rescue in the end, but if you had played that plan earlier, it would be your opponent in need of rescue!

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.d4 exd4 6.Qxd4 Qxd4 7.Nxd4 Nf6



8.Nc3

Natural, but Black's next move is awkward.

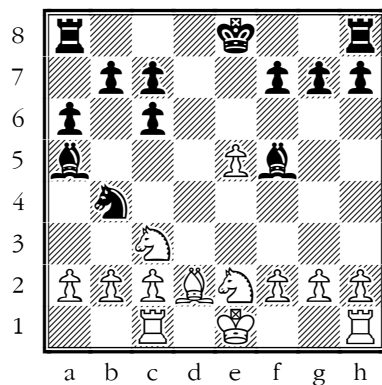
Try instead 8.f3 when White scores well enough from here. Finish development then push your majority.

8...Bb4 9.e5

The pawn becomes a bit exposed, your Bishop becomes a bit worse.

9.f3 is better, waiting to complete development before advancing.

9...Nd5 10.Bd2 Ba5 11.Nde2 Nb4 12.Rc1 Bf5



13.0-0?

Giving up a pawn without a fight.

13.Nd4!

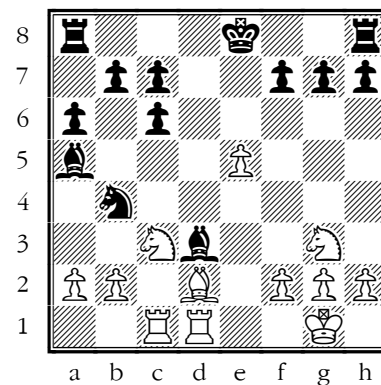
13...Nxc2

13...Nxa2 is even better

14.Ng3 Bd3

This one-move-deep attack leads to trouble -- Black's pieces are starting to come under attack.

15.Rfd1 Nb4



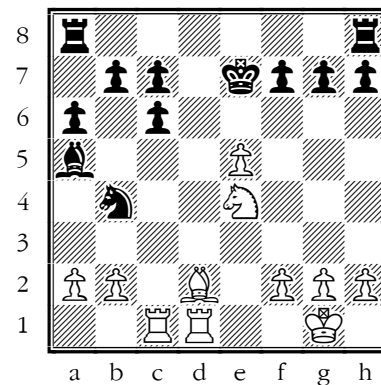
→ TACTIC: undermining

15...Bb4 16.Nge4 Bxe4 17.Nxe4

16.Nge4

16.a3! still wins material

16...Bxe4 17.Nxe4 Ke7



→ TACTIC: pin

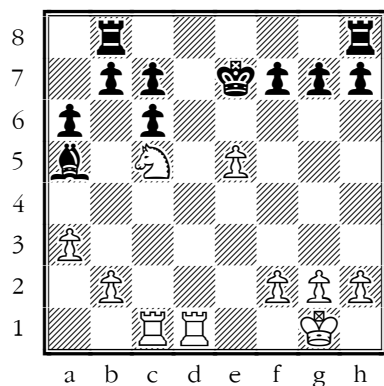
18.Bxb4+

18.a3 again wins material

18...Bxb4 19.a3 Ba5

Black has avoided losing material, but White's pieces are very active -- That means, strike now!

**20.Nc5! Rab8?**



**21.b4**

21.Rd7+ is the key move here 21...Ke8 22.e6 fxe6 23.Rxg7

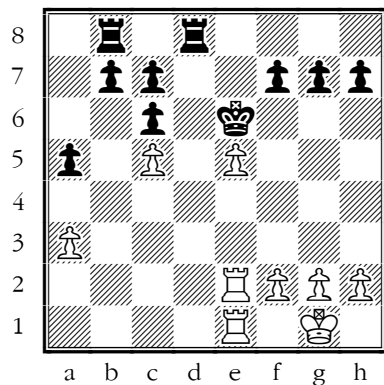
**21...Bb6 22.Re1**

22.Rd7+ last chance!

**22...Bxc5 23.bxc5 a5 24.Re2**

24.Re3

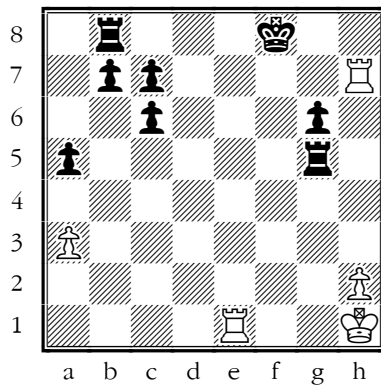
**24...Rhd8 25.Rce1 Ke6**



**26.g4**

Allowing Black's next forking move: 26.f4 is better.

**26...Rd5 27.f4 Rxc5 28.f5+ Ke7 29.g5 g6 30.e6 Rxf5 31.exf7+ Kxf7 32.Re7+ Kf8 33.Rxh7 Rxg5+ 34.Kh1**



Black is now several pawns up, but is fighting with just one Rook.

**34...Kg8**

Allowing White to force a draw.

**35.Rxc7?!**

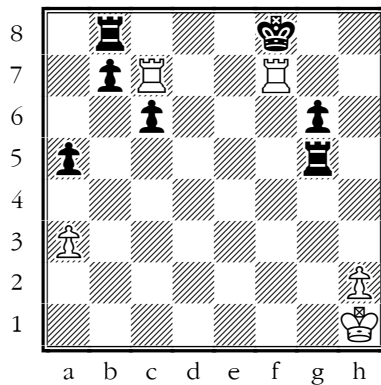
Risky!

35.Ree7! with an easy draw

**35...Rf5 36.Ree7 Rg5?**

Allowing the draw again. White is right to take the chance this time.

**37.Rg7+ Kh8 38.Rh7+ Kg8 39.Rhg7+ Kf8 40.Rgf7+ Ke8 41.Rfe7+ Kf8 42.Rf7+ Ke8 43.Rfe7+ Kf8 44.Rf7+**



1/2-1/2

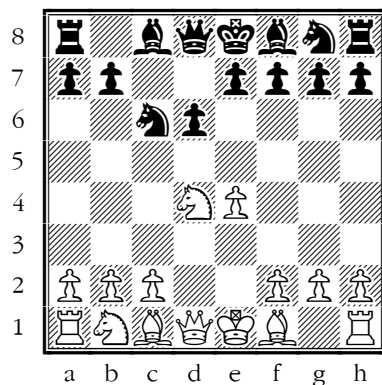
→ **TACTIC: pin**

**McMullen - Howlett, Danny**

**B56 Sicilian Defence, Dragon Variation**

Lack of a clear plan led you into trouble once you lost your dark-squared Bishop. Mr. Cross gave you a good drill on one plan to follow (Yugoslav Attack, much like you faced as Black in Round 1) and actually you can play that against most Sicilian set-ups.

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nc6



5.Bb5

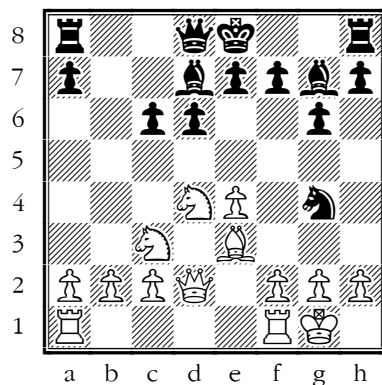
The Bishop usually points itself towards the King's-side with Bc4 or Bd3. If you want a quieter game, Be2 is fine. I know Mr. Cross spent a while explaining the Yugoslav Attack to you (which is what you faced in Round 1) and that is a fine way to play.

5.c4

5...Bd7 6.0-0 Nf6 7.Nc3 g6 8.Be3 Bg7 9.Qd2

9.f3

9...Ng4 10.Bxc6 bxc6



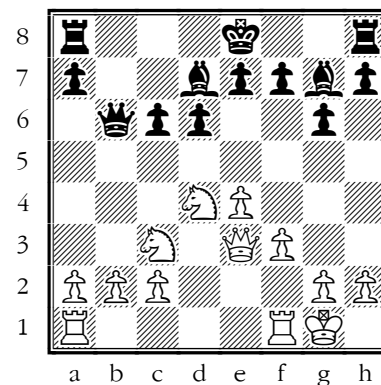
11.f3??

It's not obvious, but you're losing a piece, because you have lost control of the dark squares. In any event, NN vs BB usually favours the Bishops, as the Knights have to get close to threaten anything, and there are no squares that they can use to get close.

11...Nxe3 12.Qxe3

Meanwhile, the Bg7 is making pressure down the long diagonal. In fact, Black can win a piece here:

12...Qb6



Attacking the Knight, which is now pinned.

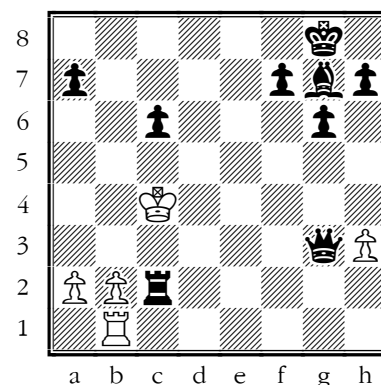
13.Nce2

13.Rfd1 e5 attacking the pinned piece again

13...e5 14.c3 exd4 15.cxd4

Now you have to be active and hope for a mistake. You're active enough but the mistake never comes.

15...0-0 16.Rab1 Rfe8 17.g4 d5 18.Rfd1 dxe4 19.fxe4 Bxg4 20.h3 Bh5 21.Qd3 Rad8 22.Rd2 Bxe2 23.Qxe2 Rxd4 24.Rxd4 Qxd4+ 25.Kf1 Rxe4 26.Qc2 Rf4+ 27.Ke1 Qg1+ 28.Kd2 Rf2+ 29.Kd3 Qg3+ 30.Kc4 Rxc2+



...0-1

### 3. Oliver Mortimer

As I said in the introduction, you don't have to do much wrong in a chess game to be suffering for a long time, and that's very much the story of your games – a couple of second-best moves and it was hard for you to get back into it. But you gave it 100% and I can't ask for more than that.

#### Mortimer, Oliver - Smith, George

#### B34 Sicilian Defence, Alapin Variation

Mostly a game about pins! You know what you are doing on the chessboard but you must see these punches coming.

1.e4 c5 2.Nf3 Nc6 3.c3

I like this plan for White

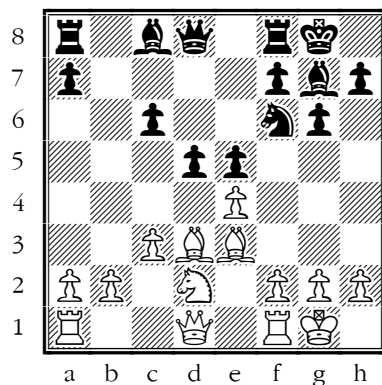
3...g6 4.d4 cxd4 5.Nxd4

5...cxd4 is more consistent

5...e5

5...Bg7

6.Nxc6 bxc6 7.Bd3 Bg7 8.0-0 Nf6 9.Be3 0-0 10.Nd2 d5



11.Nb3

Giving up a pawn, if Black notices!

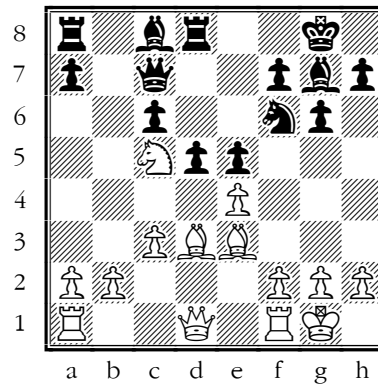
11.Qa4

11...Qc7

11...dxe4

12.Nc5 Rd8

12...Rb8

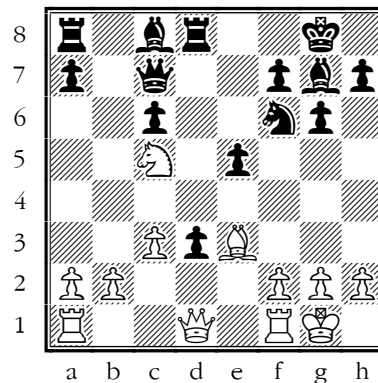


13.Nb3??

→ **Bad timing. TACTIC: pin**

13.f3 is at least equal, maybe better for White.

13...dxe4 14.Nc5 exd3



15.Nxd3??

→ **TACTIC: pin**

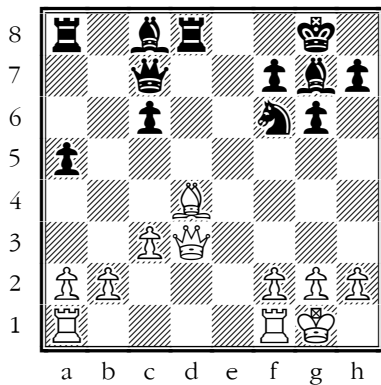
15.f3

15...e4

→ **Ouch – the same tactic twice!**

16.Bd4 exd3 17.Qxd3 a5





18.b3??

→ **TACTIC: skewer, pin**

18...Ba6

It goes from bad to worse for White. 18...c5 is also good for Black

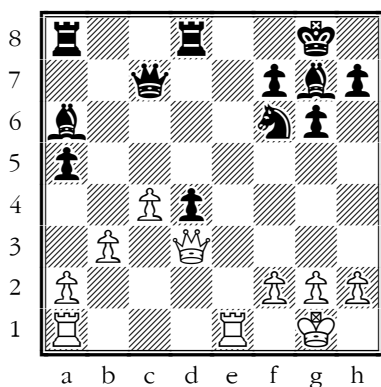
19.c4??

→ **TACTIC: pin**

You haven't had the best of luck down the d-file in this game!

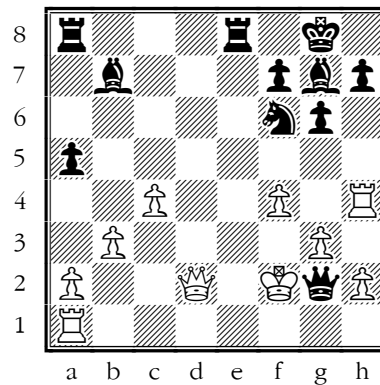
19.Qf3

19...c5 20.Rfe1 cxd4



You can't do much from here except hope for a mistake.

21.Qc2 Re8 22.Red1 Qf4 23.g3 Qh6 24.Rxd4 Qh3  
25.Rh4 Qe6 26.Kf1 Bb7 27.Qd2 Qc6 28.f4 Qh1+ 29.Kf2  
Qg2#

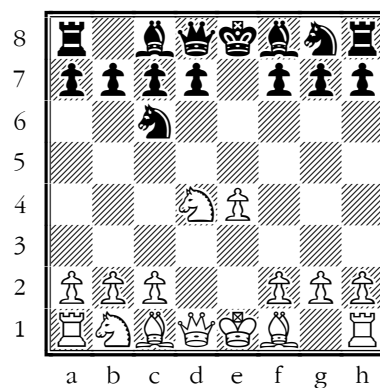


## NN-Mortimer Oliver

### C46 Scotch Game

You didn't do much wrong here, but little mistakes along the way added up to a loss. I've made some suggestions for next time -- the opening is very easy to fix.

1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4



4...d6

Not bad, but not best.

4...Bc5 is a nice active line for Black, and ; 4...Nf6 is also fine for you.

5.Nc3 g6

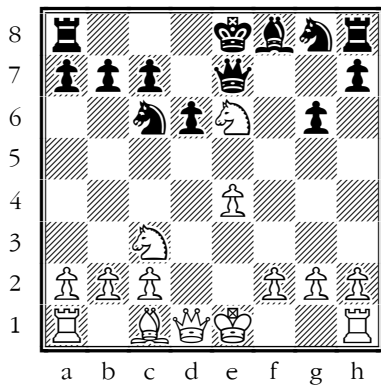
of course, having squashed in the Bishop with d6, where are you going to develop it now?

6.Bc4 Be6?

Outnumbered!

6...Bg7

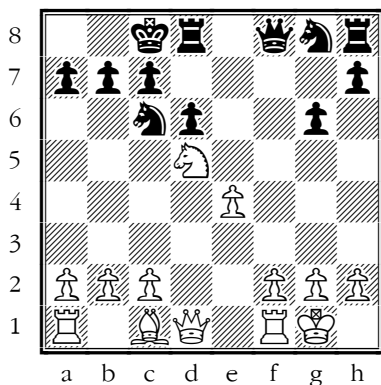
7.Bxe6 fxe6 8.Nxe6 Qe7



9.Nxf8

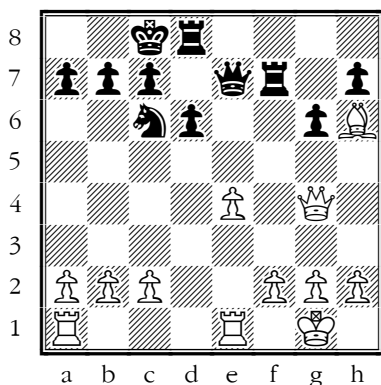
→ 9.Nd5! is very strong! TACTIC: fork 9...Qxe6 10.Nxc7+

9...Qxf8 10.Nd5 0-0-0 11.0-0



So in the end, Black is only a pawn down, and has chances to attack the enemy King

11...Nge7 12.Nxe7+ Qxe7 13.Re1 Rhf8 14.Bh6 Rf7 15.Qg4+



15...0.Kb8?!

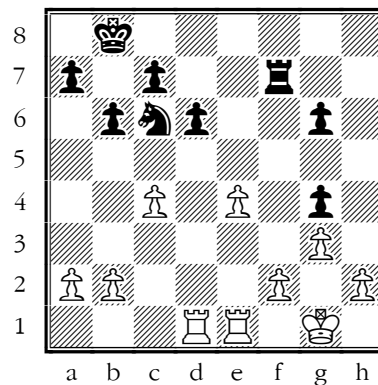
15...Rd7! avoids the problems of White's next move

16.Bg5 h5?

That just loses more material.

16...Qd7! escapes, although Black would prefer to keep the Queens on the board.

17.Bxe7 hxg4 18.Bxd8 Nxd8 19.Rad1 Nc6 20.c4 b6 21.g3



Making holes.

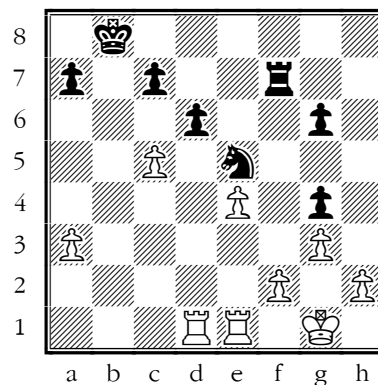
21...Nb4 22.a3 Nc6 23.b4 Ne5

Good, looking at those new holes.

24.c5 bxc5 25.bxc5

→ TACTIC: fork.

25...dxc5



25...Nf3+ really must be played.

26.Rd8+ Kb7 27.Rb1+ Kc6 28.Re8 Nf3+ 29.Kg2 Nd2 30.Rd1 Nc4 31.Re6+ Kb5 32.Rxg6 Nxa3 33.Rxg4 Rf8 34.Rg5

1-0

## 4. Oliver Bacon

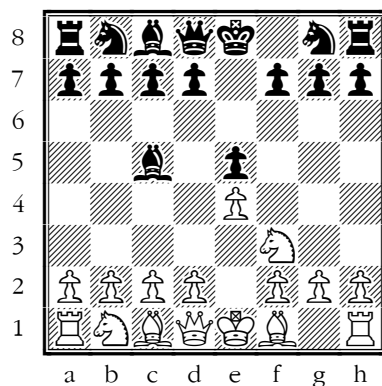
A great win to start with, but that seemed to tire you out! I think we're going to have to disagree about the Bacon Opening, but otherwise I think your chess is in good shape.

### McIntosh,Rachel - Bacon,Oliver

#### C40 Irregular King Pawn Opening

I'm sorry to say I couldn't follow the moves from your score sheet, Ollie.

**1.e4 e5 2.Nf3 Bc5**



2...Nc6 is perfectly normal; 2...Nf6 is one way of mixing things up

**3.d4 Bb6**

3...exd4 4.Nxd4 looks better and fits in with some other moves on your score sheet 4...Bb6 5.Nc3 Nf6 6.Bc4 0-0 7.0-0 Nc6 8.Nxc6 dxc6

**4.Nc3 Nf6 5.Bc4 0-0**

And that's as far as I got.

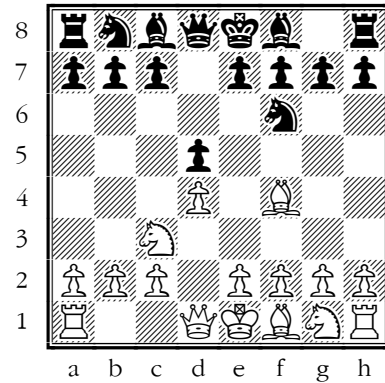
...1-0

### Bacon,Oliver - Headlong,Georgia

#### D00 Irregular Queen's Pawn

You won a pawn, swapped off and won the endgame -- all very smooth, well done!

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

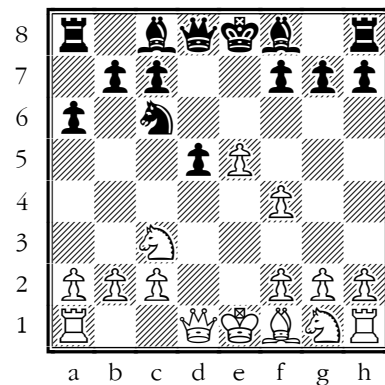


I think if Black spots your threat, your position isn't easy to play. It's like playing 1.e4 e5 2.Qh5: great when it works!

**3...Nc6 4.Nb5 e5**

The best reply.

**5.dxe5 Nh5 6.e3 Nxf4 7.exf4 a6 8.Nc3**



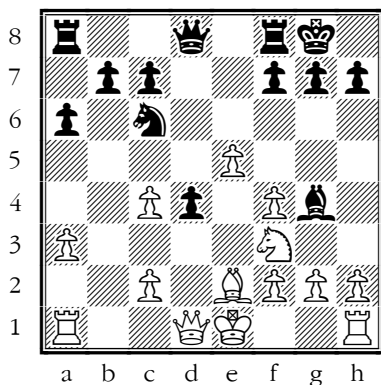
**Bb4**

8...d4 9.Nce2 My computer says this position is equal: White has an extra pawn, but Black has space and easy development. 9...Bg4 10.h3 Bb4+ 11.c3 dxc3 12.Qxd8+ Rxd8 13.Nxc3 Be6=

**9.a3 Bxc3+ 10.bxc3 0-0 11.c4 d4**

11...dxc4 is easier for Black 12.Bxc4 (12.Qxd8 Rxd8 13.Bxc4 Rd4) 12...Qh4

**12.Nf3 Bg4 13.Be2**



Now White is getting developed, the pawn starts to become more important.

**13...Re8 14.0-0 Na5 15.Re1 Nc6 16.h3 Bxf3 17.Bxf3 Na5**

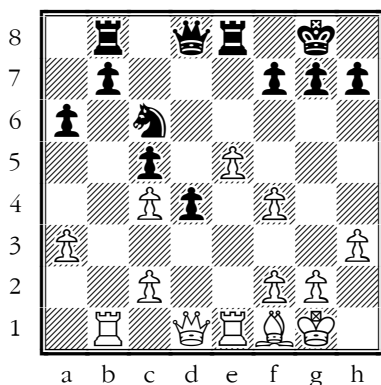
Black can't settle on a plan.

**18.Be2 c5 19.Bf1**

That doesn't help the Bishop!

19.Rb1

**19...Nc6 20.Rb1 Rb8**



**21.Bd3**

Better!

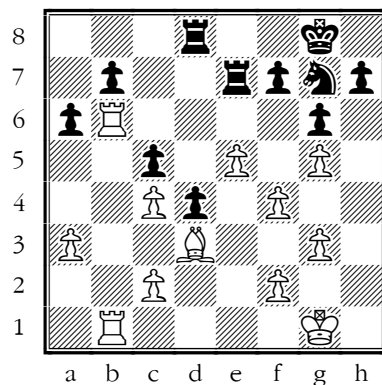
**21...Qh4 22.Qg4 Qxg4 23.hxg4**

Now White is a pawn up with the better position.

**23...g6 24.g5 Re7 25.Rb6 Nd8 26.Rd6**

26.Reb1

**26...Ne6 27.g3 Rd8 28.Rb6 Ng7 29.Reb1**



White has ganged up on the weak b2 pawn.

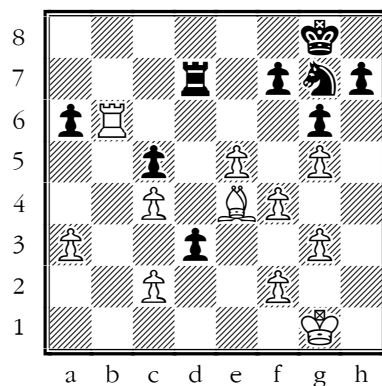
**29...Rb8 30.Be4 Rd7 31.Bxb7**

31.Rxa6 is also good

**31...d3 32.Be4**

32.cxd3 Rxd3 33.a4

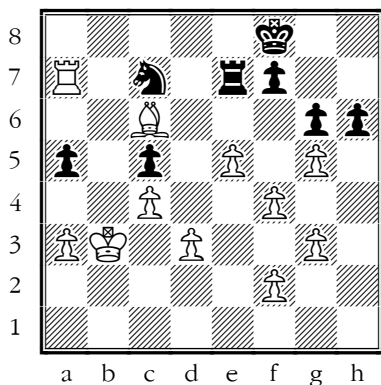
**32...Rxb6 33.Rxb6**



**33...Ne8**

If I have this position correct, then I think 33...d2 34.Rb8+ Ne8 35.Rxe8+ Kg7 36.Bf3 d1Q+ 37.Bxd1 Rxd1+ is a more fighting option for Black.

**34.cxd3 Nc7 35.Rb7 Kf8 36.Bc6 Re7 37.Kf1 Ne6 38.Rb8+ Kg7 39.Ra8 Nc7 40.Ra7 Kf8 41.Ke2 Kg7 42.Kd2 h6 43.Kc3 a5 44.Kb3 Kf8**



I'm struggling with the score sheet again

**45.Ka4**

45.gxh6 Kg8 46.Ka4 is quicker

**45...Ne6 46.Rxe7 Kxe7 47.Kxa5 hxg5 48.fxg5**

I lost track of things here, but White won tidily from here.

...1-0

### Bacon, Oliver - Leggett, Kevin

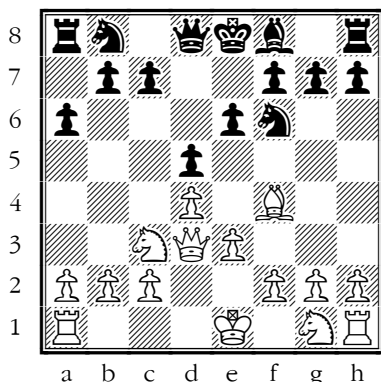
#### D00 Irregular Queen's Pawn Opening

You looked a bit tired here, Ollie, after your great game in the previous round -- you missed a few simple threats.

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

This time Black spots the threat.

**4.e3 Bf5 5.Bd3 Bxd3 6.Qxd3 e6**



White is ahead in development, but has no easy way to make use of it. Normally you say 'break open lines' but Black can cope.

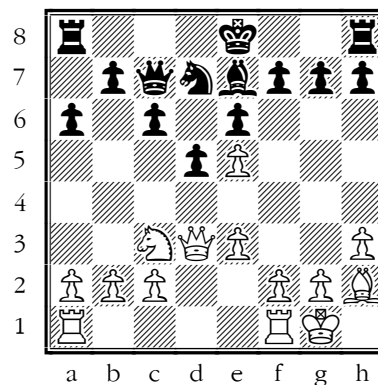
**7.Nf3**

7.e4 Nc6= or (7...dxe4 8.Nxe4 Nc6=)

**7...Nbd7 8.0-0 Be7 9.h3 c6**

9...0-0

**10.Ne5 Nxe5 11.dxe5 Nd7 12.Bh2 Qc7**



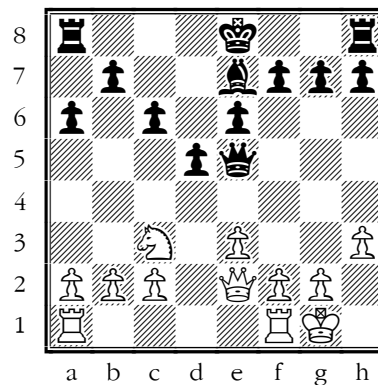
Black targets the loose e-pawn.

**13.Qe2**

Giving up without a fight.

13.f4 Qb6 14.Rab1 Bc5 15.Rfe1 0-0 and White is worse but holding on.

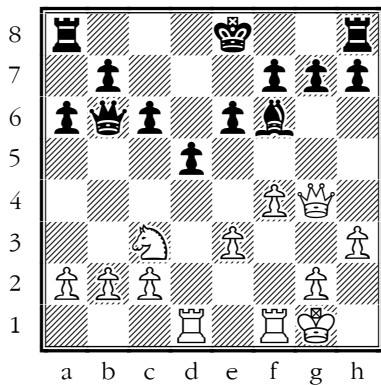
**13...Nxe5 14.Bxe5 Qxe5**



**15.f4**

I like the attitude -- you must make problems or lose the endgame, just like your opponent in the previous round -- but this move also creates weaknesses.

**15...Qc7 16.Qg4 Bf6 17.Rad1 Qb6**



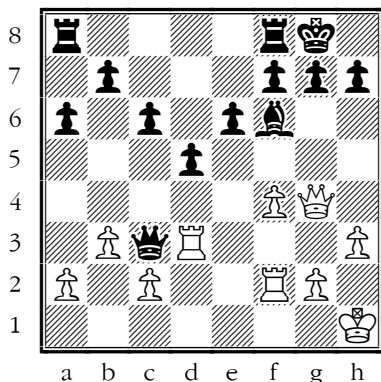
Forking e3 and b3

**18.b3**

Undefending c3.

18.Rb1

**18...Qxe3+ 19.Kh1 Qxc3 20.Rf2 0-0 21.Rd3**



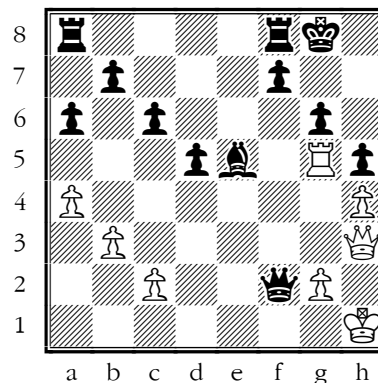
**21...Qc5**

21...Qe1+ 22.Kh2 Qxf2 and I wouldn't scold you for resigning here.

**22.a4**

Missing the point of Black's last move.

**22...Qxf2 23.Rg3 g6 24.h4 h5 25.Qh3 e5 26.fxe5 Bxe5 27.Rg5**



One last oversight.

**27...Qf1#**

## 5. Catriona Mason

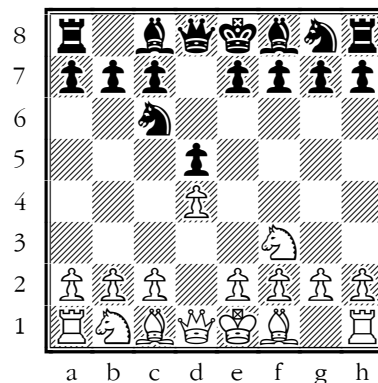
You played your heart out, Catriona, and I'm sad that you didn't come away with at least a point. You were often one of the last to leave the room, which tells me you were fighting and thinking hard for as long as you could. You're playing sensible chess so I think just a re-tune of your openings will get you into the game with a better chance of getting those points.

### Narayanan,Sidvenbaar - Mason,Catriona

#### D02 London System

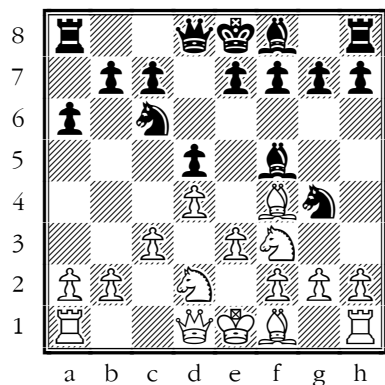
Although you lost a piece, you fought hard and nearly pulled it back, but a moment's hesitation gave White too many chances. So, have a look at that critical point at move 28, and another look at the opening, too.

**1.d4 d5 2.Nf3 Nc6**



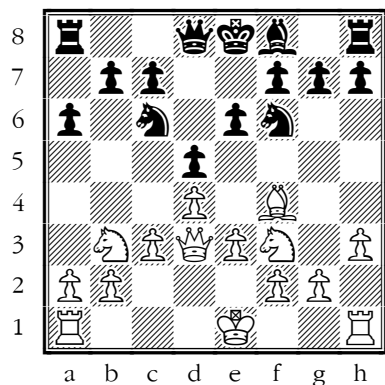
That does look like a natural, balancing move, but unless you have a special idea in mind, you should develop your King's-side first. The trouble with these closed, Queen's-side positions is that it's hard to develop the Rooks -- how are you going to open a file? It's not easy to aim for e7-e5 for Black, so you should aim for c7-c5 -- which is why you should delay ...Nc6 until after you have played c5.

**3.Bf4 Nf6 4.e3 Bf5 5.Nbd2 a6 6.c3 Ng4**



Looks like it will be a waste of time, as you can't follow it up.

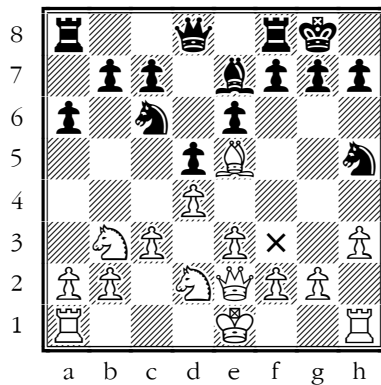
**7.h3 Nf6 8.Nb3 e6 9.Bd3 Bxd3 10.Qxd3**



**10...Nh5**

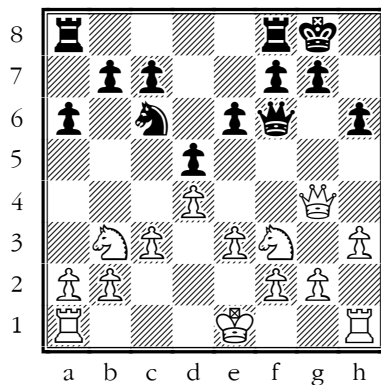
10...Be7 Well, whatever White was trying to do, my computer dismisses this position as merely equal.

**11.Be5 Be7 12.Qe2 0-0 13.Nfd2**



Uncovering the line between e2 and h5 -- which you overlook.

**13...Bh4 14.Qxh5 h6 15.Nf3 Be7 16.Qg4 Bf6 17.Bxf6 Qxf6**

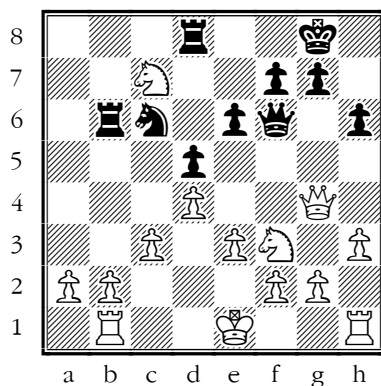


Now you're just a piece down, and need a big piece of luck.

**18.Nc5 Rad8 19.Nxb7 Rb8 20.Nc5 Rfd8**

**20...Rxb2 21.Nd7**

**21.Rb1 Rb5 22.Nxa6 Rb6 23.Nxc7**

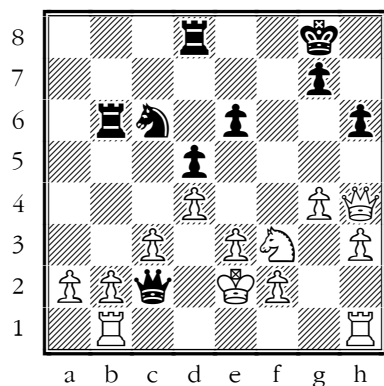


A pawn too many! The Knight is stuck -- so there's your piece of luck!

**23...Qe7 24.Nxe6**

Selling itself for a pawn -- so now you have equal pieces, but are four pawns behind.

24...fxe6 25.Qh4 Qe8 26.g4 Qg6 27.Ke2 Qc2+



That's a big move -- now you have some chances.

28.Nd2

This is critical.

28...Rf8

28...e5 tries to open up lines against the King; 28...Rxb2 is best

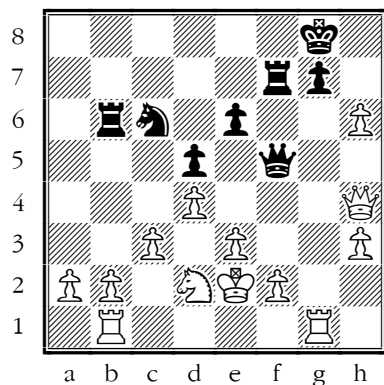
29.g5

Black has been a bit slow, and White works up an attack.

29...Qf5

29...hxg5 30.Qxg5 Rf5 31.Qg2 Rxb2

30.gxh6 Rf7 31.Rhg1



31...Kf8

31...g6 was essential.

32.h7

Now it's pretty hopeless.

32...Ke8 33.h8Q+ Kd7 34.Rxg7 Re7 35.Rxe7+ Nxe7  
36.Qg7 Rb7 37.Qhx7+ Kc6 38.Qxb7+ Kd6 39.Qbc7#

A shame after your great fightback.

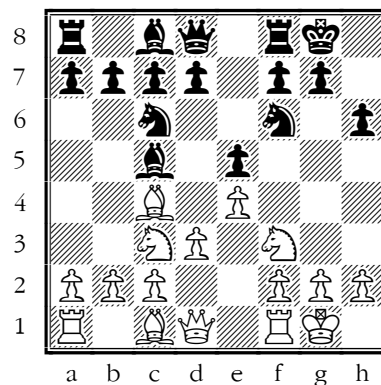
1-0

### Mason, Catriona - Tye, Jack

#### C50 Old Stodge

You fell behind in development and although you tried to hit back, Black got on top with their more active army.

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.0-0 Nf6 5.Nc3 0-0 6.d3 h6

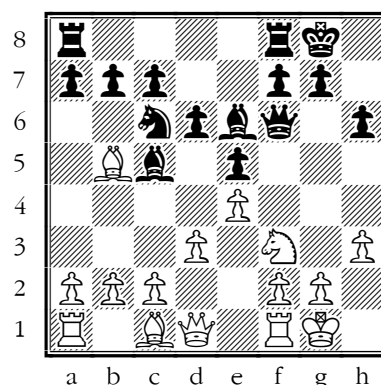


Oh dear, Old Stodge. I think you need something better than this to start your games.

7.Nd5 d6 8.h3 Be6 9.Nxf6+

9.Be3 or; 9.c3 are better ideas, but the best idea is to play something other than Old Stodge.

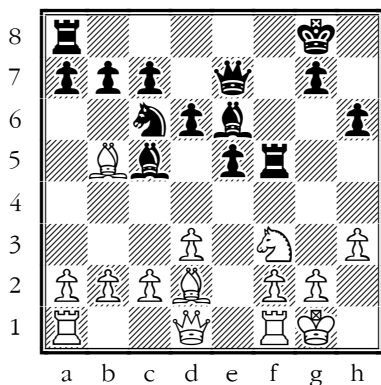
9...Qxf6 10.Bb5



Black has four pieces out, White just two! So something wasn't right about your earlier moves. You moved your Nb1 three times and it has disappeared, taking all those precious turns with it, and this last move adjusts a Bishop that was happy where it was.

10...Qg6 11.Nh4 Qf6 12.Nf3 Qe7 13.Bd2 f5 14.exf5 Rxf5





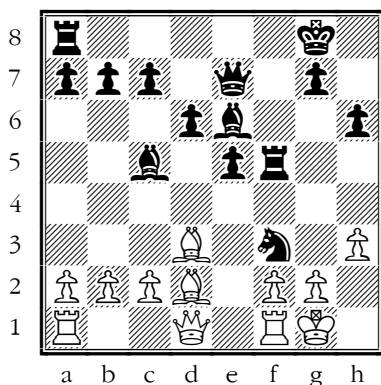
15.d4

The right sort of idea, but this pawn is badly outnumbered.

15...Nxd4 16.Bd3

16.Nxd4 Bxd4 17.c3 Bb6 18.Bd3 and White is still in the game.

16...Nxf3+ 17.Kh1



## 6. Kieran Raine

I thought you were writing your moves down, but I managed to get home without any of your score sheets. If they turn up, please send them along for comment, and I hope you get something out of reading the notes for the other players.

## 7. Surinder Virdee

You have a lot of potential to be a good player – you know what you are supposed to be doing and most of the time you were doing it. Otherwise, it's the same advice as above: dodge Old Stodge, make sure your Rooks get into the game and spot threats before you get stabbed!

**NN - Virdee,Surinder**

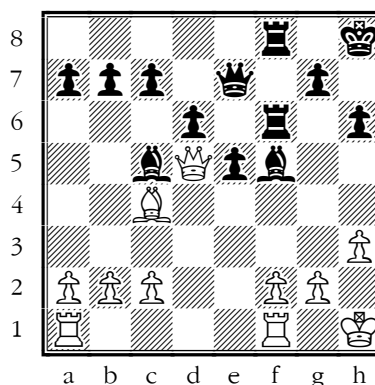
C48 Ruy Lopez

Actually, that is the right move.

17.gxf3 Rh5 and Black's attack is too strong.

17...Nxd2 18.Qxd2 Rf6 19.Qe2 Raf8 20.Qe4 Bf5  
21.Qd5+ Kh8 22.Bc4

→ **TACTIC: skewer.** Again, the right attitude, but not the right move.



22...Be6 23.Qe4 Rf4 24.Qg6 Bxc4 25.Rfe1 Rxf2 26.Qe4  
Qe6 27.b3

27.Rad1 was better, but you are in a lot of trouble here.

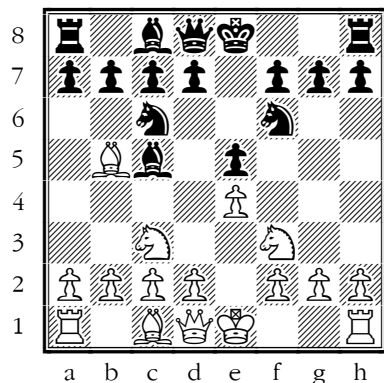
27...Bd5 28.Qh4 Bxg2+ 29.Kh2 Bf1+ 30.Kh1 Qd5+  
0-1

Both sides missed a few little tactics but White suddenly lashed out, dropping a piece and exposing his King, after which you finished nicely.

1.e4 e5 2.Nf3 Nc6 3.Bb5

This is probably the strongest opening for White after 1.e4 e5

3...Nf6 4.Nc3 Bc5



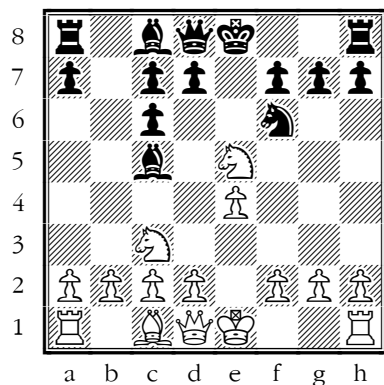
→ **TACTIC: undermining**

5.Bxc6 bxc6?!

5...dxc6 is more active: for example, you can meet 6.Nxe5 Bxf2+ 7.Kxf2 Qd4+ 8.Ke1 Qxe5

6.Nxe5

White has grabbed a pawn, but you can wrestle it back.

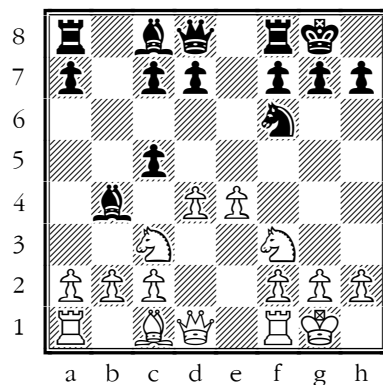


→ **TACTIC: undermining**

6...0-0

6...Bd4! 7.Nf3 7...Bxc3 8.dxc3 Nxe4 9.Qe2 0-0!

7.d4 Bb4 8.0-0 c5 9.Nf3



→ **TACTIC: undermining**

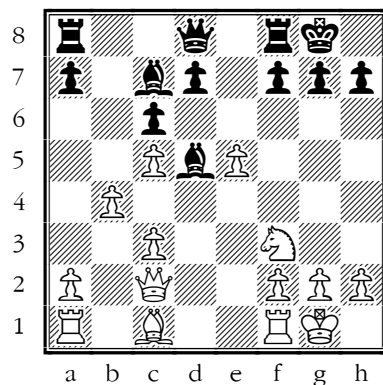
9...Bb7?

9...Bxc3 10.bxc3 Nxe4 gets your pawn back.

10.e5 Nd5 11.Nxd5 Bxd5 12.c3 Ba5 13.dxc5 c6

Otherwise b4 would trap the Bishop

14.b4 Bc7 15.Qc2?



→ **TACTIC: undermining. It's been a theme of this game!**

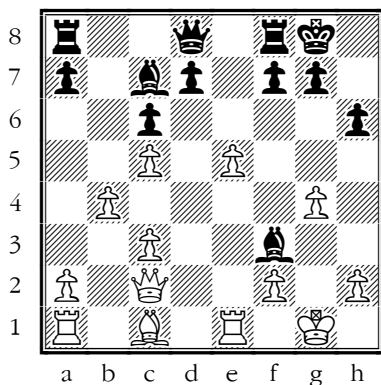
15...h6?

15...Bxf3 16.gxf3 Bxe5

16.g4??

A huge miss. Self-undermining!

16...Bxf3 17.Re1

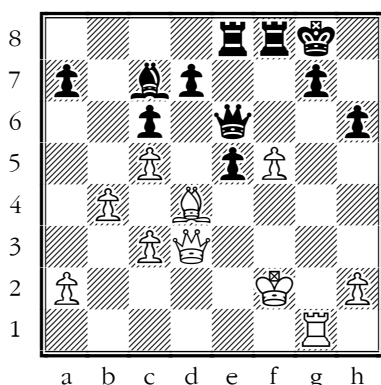


→ **TACTIC: mate**

**17...Bxg4**

17...Qh4 and White must give up lots of material to avoid checkmate

**18.Re4 Bf5 19.f4 Bxe4 20.Qxe4 Qh4 21.Be3 Qg4+ 22.Kf2 Rae8 23.Qd3 f6 24.Rg1 Qe6 25.Bd4 fxe5 26.f5**



**Rxf5+**

26...exd4 is better, as the f-pawn is pinned against the King. The computer tells me it's mate in six more moves!

**27.Ke3 exd4+ 28.Kd2 Rf2+ 29.Kd1 Qe2+**

29...Qxa2 leads quickly to mate, but any move that makes your opponent resign can't be too bad.

**0-1**

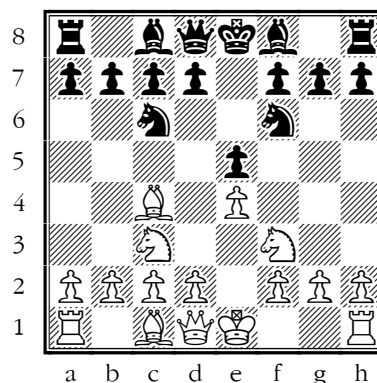
**NN - Virdee, Surinder**

**C50 Old Stodge**

The game swung back and forth, a bit careless from both sides!

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

→ **TACTIC: fork**



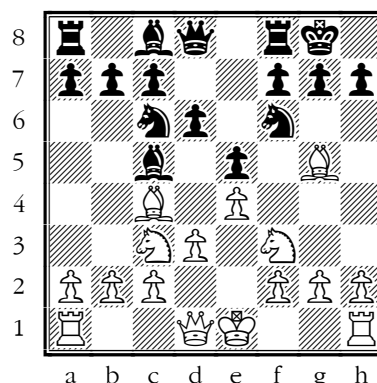
**4...Bc5**

4...Nxe4! No Black player who had the chance played this -- but it's a great trick to play!

**5.d3 d6**

Oh dear, Old Stodge.

**6.Bg5 0-0**



You should avoid Old Stodge if you can, but there is usually only one plan that White can follow, and you shouldn't let them do it!

6...h6 was essential, or ; 6...Be6 to avoid the worst effects of White's next move.

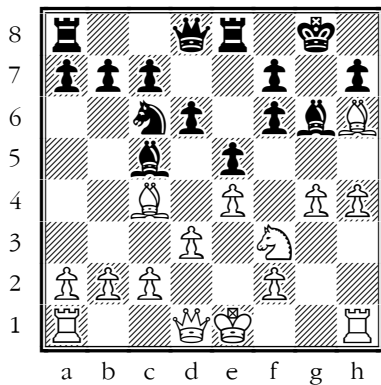
**7.Nd5! Bg4 8.Nxf6+ gxf6 9.Bh6 Re8 10.h3 Bh5**

10...Be6 11.Nh4 Kh8 and Black is worse but holding on.

**11.g4 Bg6**

→ **TACTIC: net**

**12.h4**



So, now you're losing a piece.

### 12...Bxe4

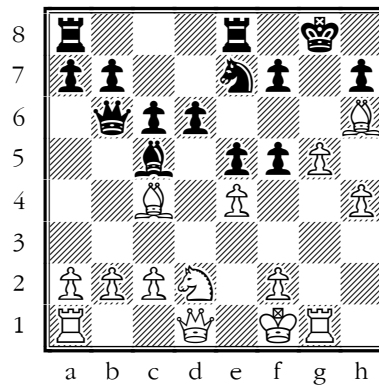
You can use your turn better than this,

12...Na5; 12...Nd4

13.dxe4 Ne7 14.Rg1 c6 15.g5 f5 16.Nd2

Going backwards

16...Qb6 17.Kf1



Lets Black right back into the game!

### 17...Bxf2

17...d5

### 18.Rg2 Bxh4

This invites White's next move

18...Be3 19.Bxf7+ Kxf7 20.Nc4 Qb5

### 19.Qh5

White is back on top.

19...Qxb2 20.Qxf7+

... 1-0

## 8. Zak Cash

I think you, like lots of our players, know just what you are supposed to be doing, but you don't always do it! There wasn't a way back in the first game after blundering your Queen, but your win was a great recovery after losing a piece early on.

### NN-Cash,Zak

#### C55 Old Stodge

That was a shame: you were doing OK when you blundered.

1.e4 Nf6

A very modern defence!

2.Nc3 e5

Returning to normal lines.

2...d5 or; 2...d6 might keep things original.

3.Nf3 Nc6 4.Bc4

Going for Old Stodge...

4...Bb4

Not bad, but 4...Nxe4 is crisper.

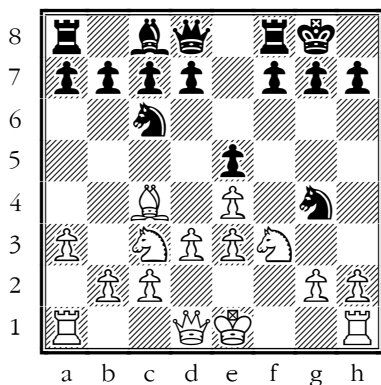
5.d3 0-0 6.a3 Bc5

6...Bxc3+ 7.bxc3 d5 equalises easily enough

7.Be3 Bxe3

7...Bb6

8.fxe3 Ng4

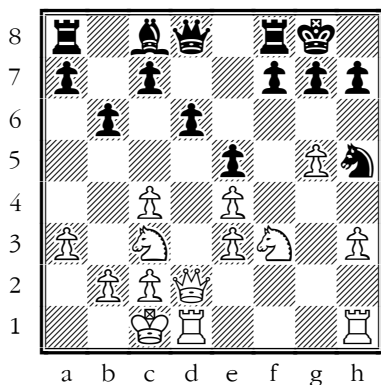


This attack can't be followed up, so is likely to lose time.

**9.Qd2 d6 10.0-0-0**

With opposite-side castling, both sides should rush to attack.

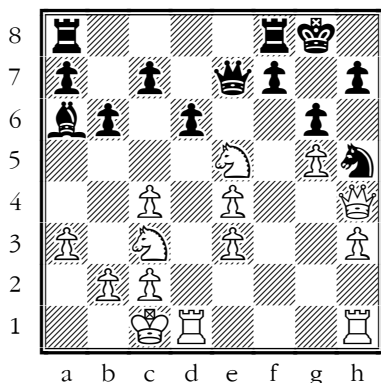
**10...Na5 11.h3 Nxc4 12.dxc4 Nf6 13.g4 b6 14.g5 Nh5**



The Knight looks lonely out here.

14...Nd7 is probably better

**15.Qf2 Ba6 16.Qh4 g6 17.Nxe5 Qe7**

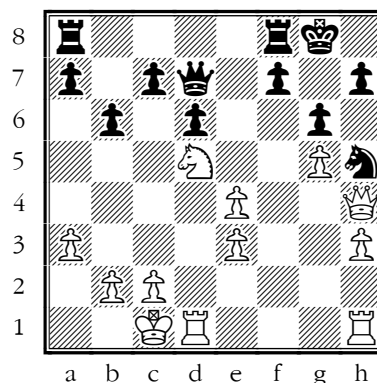


**18.Nc6**

18.Ng4 targets the holes in Black's defences

**18...Qd7 19.Nb4 Bxc4 20.Nbd5 Bxd5 21.Nxd5 Qc6**

→ **TACTIC: fork**



21...c6 and there's not much wrong with Black's game.

**22.Ne7+ Kh8 23.Nxc6 Rfe8 24.Rhf1 a5 25.Rd5 Re6 26.e5 dxe5 27.Nxe5 c6 28.Nxf7+**

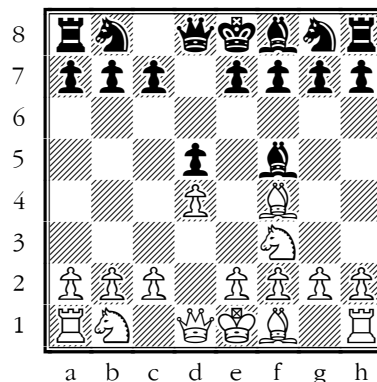
...1-0

**Cash,Zak - Keil,Jamie**

**D02 London System**

A little bit of thud and blunder turned out suddenly better for White.

**1.d4 d5 2.Nf3 Bf5 3.Bf4**



This is a nice easy system to learn and play as White, although I also think it's easy enough to play for Black, and doesn't really set enough problems for your opponent.

**3...Nf6 4.Nh4**

Knights are rarely good on the edge, although

4.e3 e6 5.Bd3 Bxd3 6.Qxd3 c6 7.Nbd2 Bd6 8.Bxd6 Qxd6 is just equal

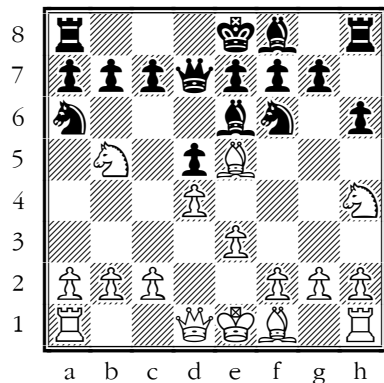
**4...Be6**

4...Bg6 5.Nxg6 hxg6 gives Black an open file down to where your King might want to stay.

5.Nc3

5.e3

5...Qd7 6.e3 h6 7.Nb5 Na6 8.Be5



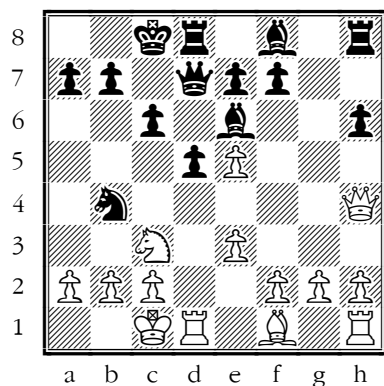
Dodging the fork with ...g5.

8.Nf3

8...Ng4 9.Bf4

Back in the firing line...

9...g5 10.Be5 Nxe5 11.dxe5 gxh4 12.Qh5 c6 13.Nc3 Nb4 14.0-0-0 0-0-0 15.Qxh4

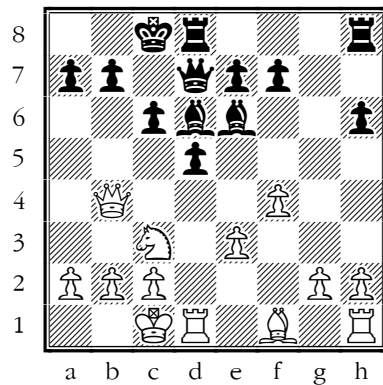


With a long-range threat against b4, which Black misses.

15...Bg7 16.Qxb4 Bxe5

Now chances are more even.

17.f4 Bd6



18.Qb3??

Stepping into the line of the Be6.

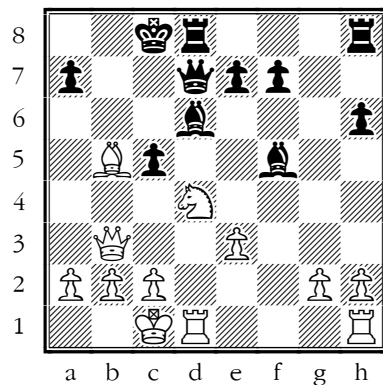
18...b5

18...d4 wins a piece

19.f5

This is actually the best way of dealing with the threat of ...d4

19...Bxf5 20.Ne2 d4 21.Nxd4 c5?? 22.Bxb5



Now White has great chances.

22...Bxc2 23.Bxd7+

23.Ba6+! Kc7 24.Qb7# is fastest

23...Rxd7 24.Qxc2

1-0

## 9. Harry Brewer

I'm sorry I don't have any games of yours to look at – and I hope you get something out of reading the notes for the other players.

## 10. Jack Baxter

I'm sorry I don't have any games of yours to look at – and I hope you get something out of reading the notes for the other players.

## 11. Myles Harrison

The general advice at the start of this booklet definitely applies to you – do drop the Old Stodge, and do make sure you notice what your opponent is threatening! I was happy to see you finally triumph in the last game.

### Fairfax,Ranger - Harrison,Myles

#### C42 Petroff Defence

A game rather dominated by blunders!

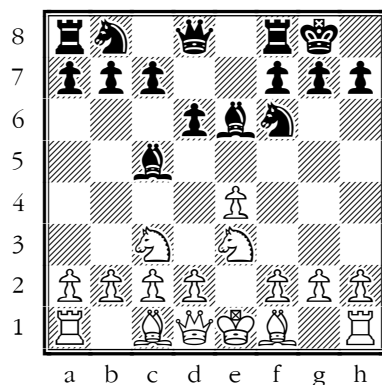
1.e4 e5 2.Nf3 Nf6

2...Nc6 3.Nc3

3.Nc3 Bc5?

3...Bb4 will win back the e-pawn.

4.Nxe5 d6 5.Nc4 Be6 6.Ne3 0-0



7.Bc4?

A blunder.

7...d5??

Oh dear, this pawn is badly outnumbered!

7...Bxe3 8.Bxe6 Bxf2+ 9.Kxf2 fxe6 and Black has won back his pawn with a better position

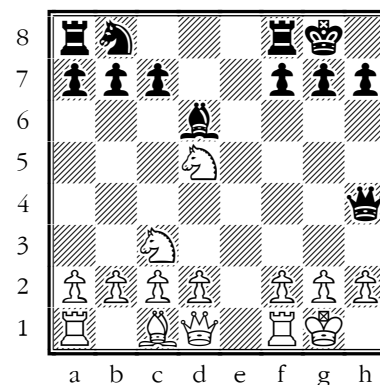
8.exd5 Bxd5??

From bad to worse -- Black throws in a piece.

9.Bxd5 Nxd5 10.Nexd5

10.Ncxd5 Qh4 11.0-0 Bd6 12.f4 c6 13.Nc3

10...Qh4 11.0-0 Bd6



12.f3??

Should have lost on the spot!

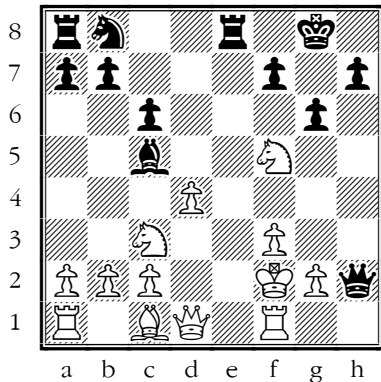
12...c6

12...Bxh2+! checkmates by force 13.Kh1 Bg3+ 14.Kg1 Qh2#

**13.Ne3 Re8**

13...Bxh2+ mates as above

**14.Nf5 Qxh2+ 15.Kf2 Bc5+ 16.d4 g6**



**17.dxc5**

17.Nh6+! first is better, hanging on to the piece

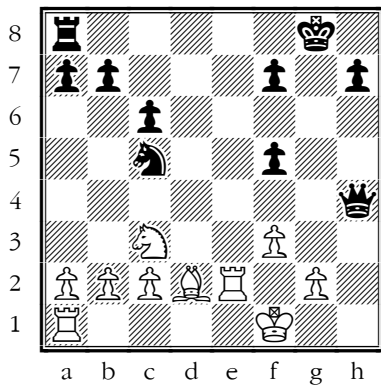
**17...gxf5**

A piece behind, you can only be active and hope for a mistake to appear.

**18.Qe2??**

Very obliging!

**18...Rxe2+ 19.Nxe2 Qe5 20.Nc3 Nd7 21.Re1 Qd4+ 22.Kf1 Qh4 23.Bd2 Nxc5 24.Re2**



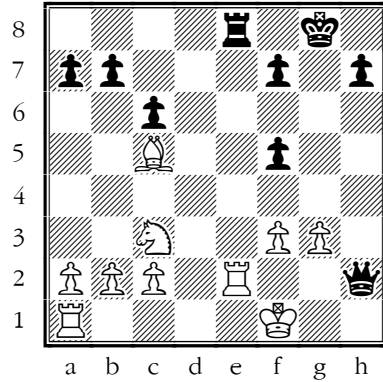
**24...Rd8?**

24...Qh1+! 25.Kf2 Qxa1 makes it easier

**25.Be3 Re8 26.Bxc5 Qh1+ 27.Kf2 Qh4+?**

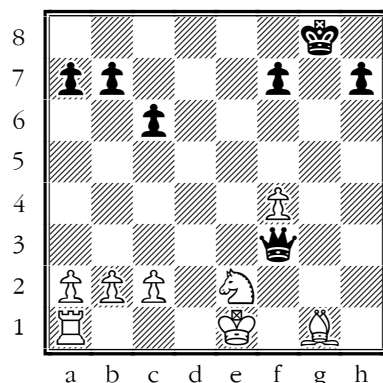
27...Rxe2+! 28.Kxe2 Qxa1

**28.g3 Qh2+ 29.Kf1**



This could turn out better for White -- if the three pieces work as a team.

**29...Rxe2 30.Nxe2 Qh1+ 31.Bg1 Qxf3+ 32.Bf2 f4 33.gxf4 Qh3+ 34.Ke1 Qh1+ 35.Bg1 Qf3**



and Black did well to win from here: my computer slightly prefers White.

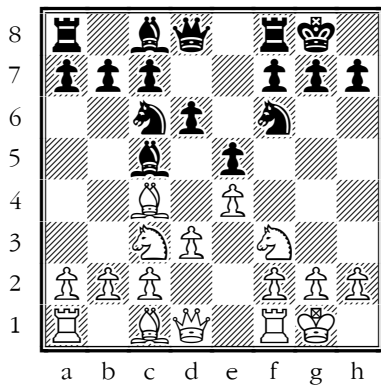
**0-1**

**Harrison, Myles - Horrilan, William**  
**C50 Old Stodge**  
 You seemed a bit more interested in what you were doing than what your opponent could do to you!

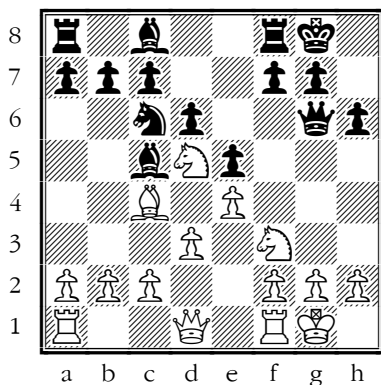
**1.e4 e5 2.Bc4 Nf6 3.d3 Bc5 4.Nf3 Nc6 5.0-0 0-0 6.Nc3 d6**

Oh dear, Old Stodge. See my rant above.



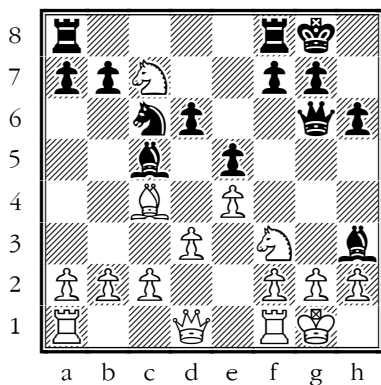


7.Bg5 h6 8.Bxf6 Qxf6 9.Nd5 Qg6



10.Nxc7 Bh3

With a threat that White misses.



→ **TACTIC: mate!**

11.Nxa8

11.Nh4 Qg5 12.Nxa8 Qxh4 13.gxh3 and White stands well

11...Qxg2#

## Harrison, Myles - Keil, Jamie

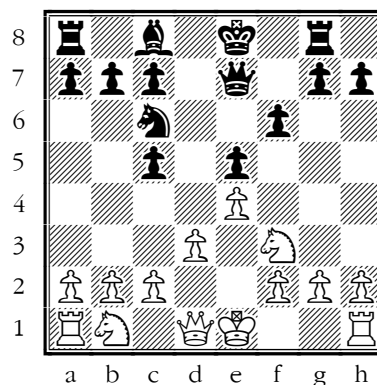
### C50 Old Stodge

You made a bit of a slow start and then blundered a piece. Black missed several chances to win quickly, but although you tried making trouble against their King, your King was always more vulnerable.

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.d3 d6 5.Bg5

5.c3 keeps the position fluid

5...f6 6.Be3 Qe7 7.Bxc5 dxc5 8.Bxg8 Rxg8



Black is ahead in development -- so I suggest White hasn't played the best moves.

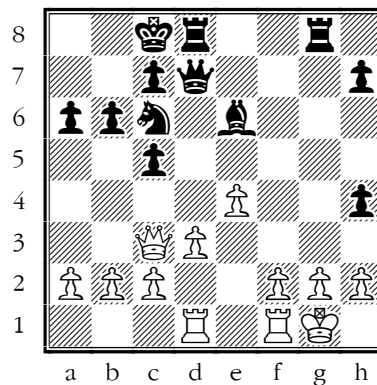
9.Nc3 Be6 10.0-0 0-0-0 11.Nb5 a6 12.Na7+

This can just be taken for nothing with a backwards move

12...Nxa7 13.Nh4 Qd7 14.Qh5 g6

14...Bg4 15.Qxh7 Rh8 16.Qg6 Rh6 would have been embarrassing.

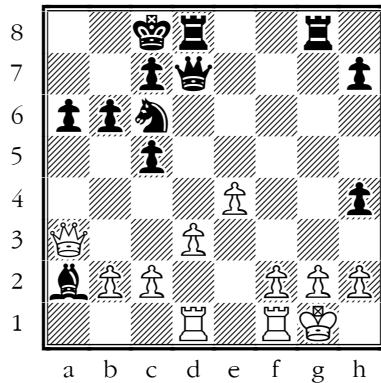
15.Qh6 g5 16.Qxf6 gxh4 17.Qxe5 b6 18.Rad1 Nc6 19.Qc3



19...Bxa2

19...Bh3 is more consistent, and coordinates with the other pieces.

20.Qa3



This could even lead to trouble for Black, but in fact

20...Qh3

20...Rxc2+ 21.Kxc2 (21.Kh1 Qh3 doesn't help) 21...Qg4+ 22.Kh1 Qf3+ 23.Kg1 Rg8# is mate!

21.g3

21.Qxa6+

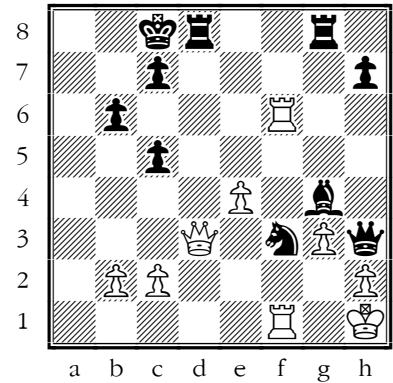
21...hxc3 22.fxc3 Be6

22...Rxc3+ 23.hxc3 Qxc3+ 24.Kh1 Qh3+ 25.Kg1 Rg8+ 26.Kf2 Rg2+ 27.Ke1 Qe3# is an epaulette mate

23.Qxa6+ Kd7 24.d4 Nxd4

as before 24...Rxc3+ mates by force

25.Qd3 Kc8 26.Rf6 Bg4 27.Rdf1 Nf3+ 28.Kh1



29...Rxd3

28...Qxh2# is better, but...

0-1

## 12. Oliver Zaffiro

Well done Oliver, you were one of only two players who picked up points in more than one game (I think you know the other one!).

## 13. Zak Zaffiro

Well done Zak, you were our top scorer! The few moves I have of yours were OK

### Zeffiro,Zak - Barisith,Manaharar

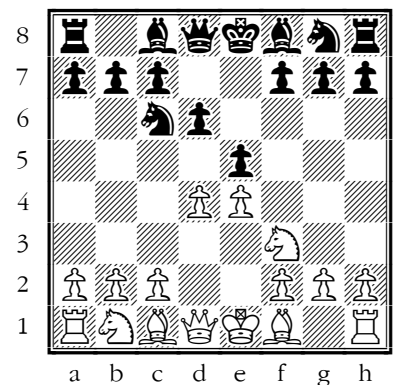
WWE (1), 14.01.2017

What I saw of this was fine!

1.e4 e5 2.Nf3 Nc6 3.d4

All good stuff.

3...d6

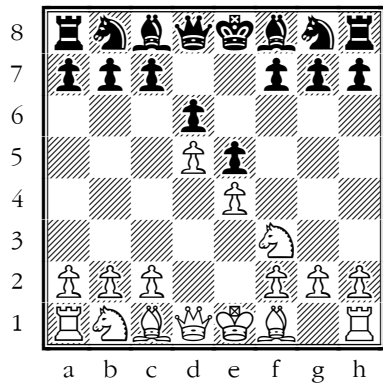


4.d5

4.Nc3; 4.Bc4

#### 4...Nb8

With a blocked centre, the Bishops are going to find it hard to get a square with a view.



#### 5.Bc4

doesn't really improve the Bishop's prospects, although you can now castle.

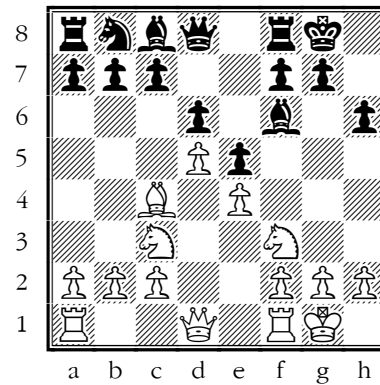
5.Nc3; 5.Be2; 5.c4

#### 5...Nf6 6.Nc3 Be7 7.0-0 0-0 8.Bg5

That's your better bishop and should be retained.

8.h3 Nbd7 9.Be3

#### 8...h6 9.Bxf6 Bxf6



#### 10.a3

Looks a bit planless.

#### 10...Bg4 11.h3 Bxf3 12.Qxf3 c6

These were all the moves I had. Now

#### 13.dxc6

gives your Bishop a better view

...1-0

## 14. Under-11 games

A bit of a bonus! A game each from Nathan, Amelia and Caleb.

### Nathan Ng

A nicely tidy game, Nathan, where your opponent allowed you to play the basic Old Stodge plan, and you soon found a way of winning an exchange. If you can find some ways of avoiding these Old Stodge positions I think you will enjoy your chess more and win even more games!

### Kan, Toby - Ng, Nathan

#### C50 Old Stodge

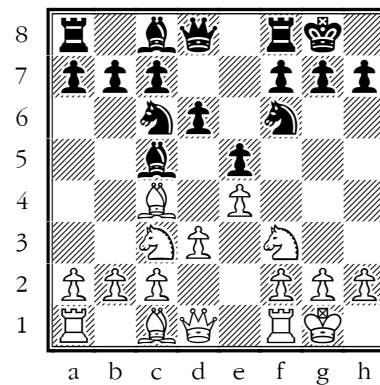
That was all good sound chess, Nathan, well done. I have made some suggestions for next time.

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

4...Nxe4 is a little trick which gives Black an easier game.

5.Nxe4 TACTIC: fork 5...d5

5.d3 0-0 6.0-0 d6

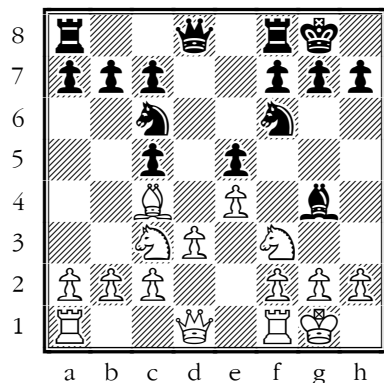


Oh dear, Old Stodge. Do try and avoid this!

7.Be3 Bg4 8.Bxc5

8.h3

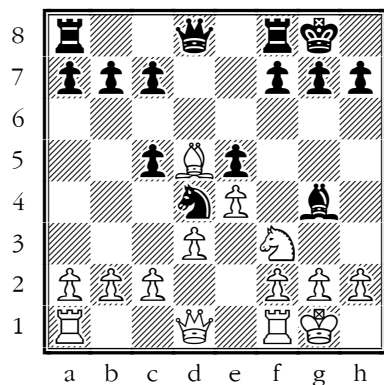
8...dxc5



9.Nd5

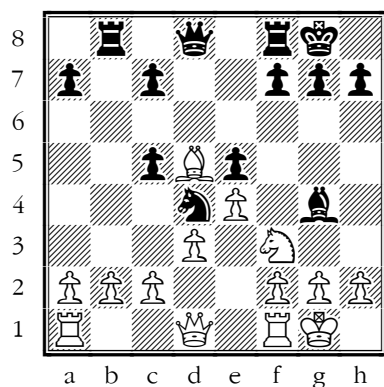
9.h3 was necessary

9...Nxd5 10.Bxd5 Nd4



Now White is in trouble.

11.Bxb7 Rb8 12.Bd5



12...Bxf3

12...Nxf3+ 13.gxf3 Bh3 is the better way to do things: White cannot save the Rook, because if 14.Re1 Qg5+ then 15.Kh1 Qg2#

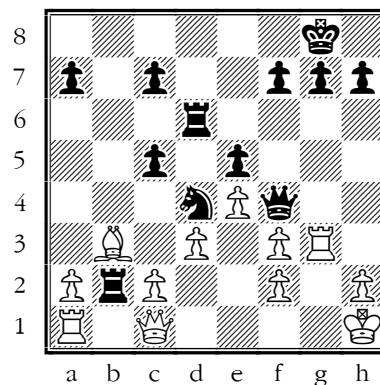
13.gxf3 Qg5+ 14.Kh1 Rxb2 15.Bb3

Trapping the Rook, but it's hard to attack it.

15...Rd8

15...Qf4

16.Rg1 Qf4 17.Rg3 Rd6 18.Qc1

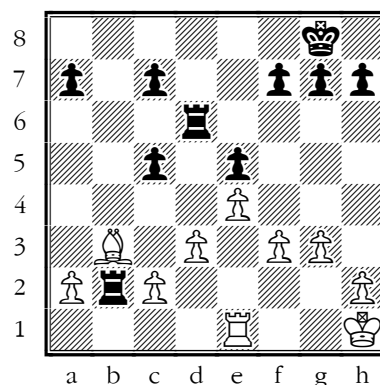


→ TACTIC: fork.

Setting up a fork for Black

18...Qxc1+ 19.Rxc1 Ne2 20.Re1 Nxc3+ 21.fxc3

Now Black just needs a way to coordinate the three pieces.



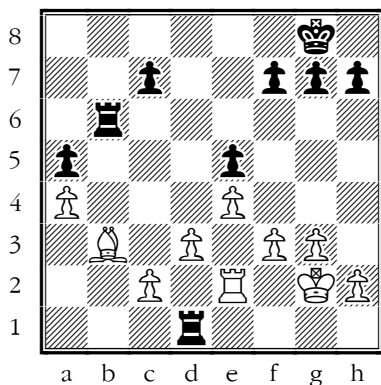
21...Rf6 22.Kg2 a5 23.a4 Rd6 24.Re3 Rb6

24...Kf8

25.Kh3 Rh6+ 26.Kg2 Rd6 27.Kh3 Rb1 28.Kg2 Rd1 29.Re2 c4 30.Bxc4 Rb6 31.Bb3 Rb1

**Mitchell,Amelia - Piguet,Audrey**

**C00 Irregular King's Pawn Opening**

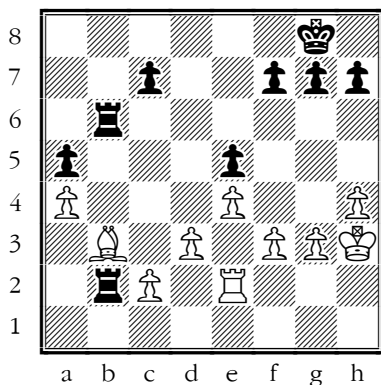


31...Kf8 brings the King into play

32.h4 Rb2

At last, Black has set up a threat... which White misses.

33.Kh3



→ **TACTIC: pin**

33...R6xb3

...0-1

**Amelia Mitchell**

That was a very clear and neat scoresheet, Amelia, which speaks well of your care and attention, both of which are great strengths in a chessplayer. The game perhaps was not so great: you missed a chance to win a piece, and soon lost your Queen. But a bit more opening science (know the rules!) and a bit of practice spotting tactics should have you in fighting form. Modesty forbids me from making any book recommendations.

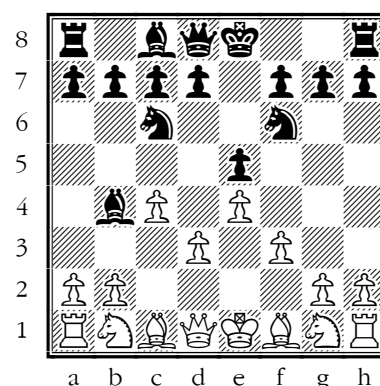
1.e4 e5 2.d3

That helps your Bishop on c1 but not the one on f1. You can go Bc4 then d3, but the best square to aim at with your d-pawn is d4. That helps the Bc1, but also your Rooks.

2...Nf6 3.f3

That doesn't get on with any of your jobs in the opening. They are: get your pieces out get at least a stake in the centre castle King's-side open a file for your Rooks.

3...Nc6 4.c4 Bb4+



You can see here that Black has three pieces developed (job 1) and has a stake in the centre (job 2) and is ready to castle (job 3).

5.Bd2 Bxd2+ 6.Nxd2 d5

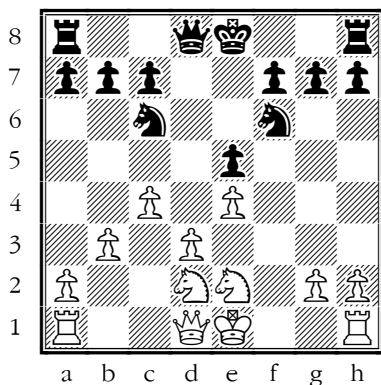
That pawn is outnumbered and you can just take it.

7.b3

You have just one Bishop, and it travels on light squares, so you shouldn't put more pawns on light squares, which just get in its way.

7.cxd5

7...dxe4 8.fxe4 Bg4 9.Be2 Bxe2 10.Nxe2



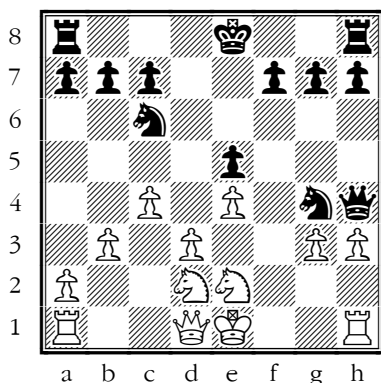
Well, having had three pieces developed to your zero, Black has helped you get your pieces out! The big problem with your position now is that it's got lots of dark-square holes.

10.Qxe2 Nb4 protects d3, but

**10...Ng4**

10...Qxd3 takes a free pawn, gets another piece out, and stops you castling.

**11.h3 Qh4+ 12.g3**



**12...Ne3**

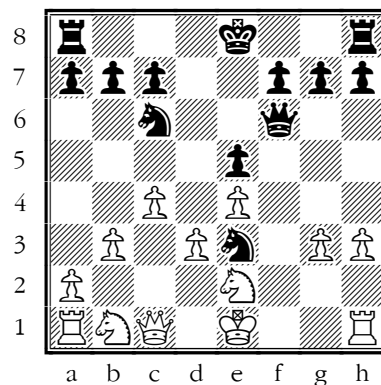
Black insists on going forward, but this loses a piece.

12...Qh6 is big trouble, hitting d2 and c2.

**13.Qc1**

13.gxh4 Nxd1 14.Rxd1 and you are a piece ahead.

**13...Qf6 14.Nb1**



**14...Qh6**

Now this is interesting: where is the Ne3 going next?

14...Nb4 is great for Black

**15.h4**

15.Kf2 traps the Knight! 15...Nb4 Black can fight back with 16.Qxe3 Qxe3+ 17.Kxe3 Nc2+ 18.Kd2 but after 18...Nxa1 19.Nbc3 Nxb3+ 20.axb3

**15...0-0 16.g4 Ng2+ 17.Kf1 Nf4 18.Ng3**

18.Nbc3 and White has good chances.

**18...Qf6**

Setting up a discovered check.

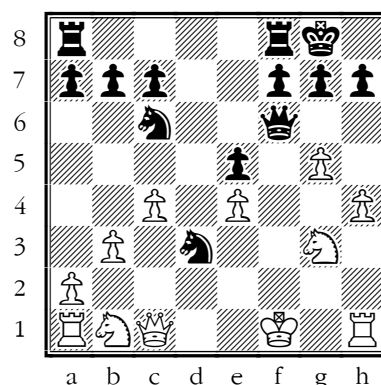
**19.g5**

Not bad.

19.Nf5

**19...Nxd3+**

Now, this is an important moment!



**20.Ke2**

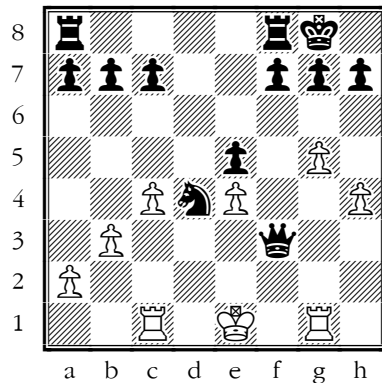
Oh dear, the worst square to pick!

20.gxf6 Nxc1 is best 21.fxg7 Kxg7 22.Nf5+ Kh8 23.Nc3 Nd3 and White has fair chances of holding on. Black's extra pawn on f7 looks a long way from promoting.

**20...Nxc1+**

With check, of course, so you lose a whole Queen. Now you can only hope for a lucky break, but that doesn't happen.

**21.Rxc1 Qf4 22.Nc3 Qxg3 23.Rg1 Qxc3 24.Rac1 Nd4+ 25.Kf2 Qf3+ 26.Ke1**



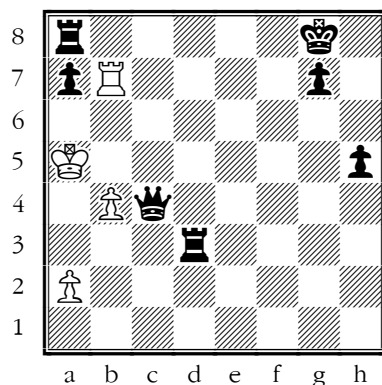
**26...Ne2**

26...Qe2# is better!

**27.Rf1 Qg3+ 28.Kxe2 Qxh4 29.Rg1 Qxe4+ 30.Kd2**

**30.Kd1**

**30...Rad8+ 31.Kc3 Rd3+ 32.Kb4 Rfd8 33.Rge1 Qg4 34.Rxe5 f6 35.Rce1 fxe5 36.Rxe5 h5 37.Re7 Qxg5 38.Rxc7 Qe5 39.Rxb7 Qc3+ 40.Ka4 Ra8 41.b4 Qxc4 42.Ka5**



**42...Rd5+**

42...Ra3# is better!

**43.Ka4 Qxa2#**

**Caleb Caleshu**

As with many players, I will invite you to think about how to avoid Old Stodge positions. The game found you doing a couple of things we advise against doing in any opening: attacking too soon, and making holes with pawn moves that you don't need to make. Have a peek inside the Openings book I wrote with Tim Onions to see how to play the opening like an expert!

**Caleshu, Caleb - William**

**C55 Old Stodge**

After wasting a bit of time and making some holes in your defences, Black could win the exchange, but it could have been checkmate! There are some easy improvements to use in your opening moves.

**1.e4**

Great move! Helps with all the jobs in the opening.

**1...e5 2.Nf3**

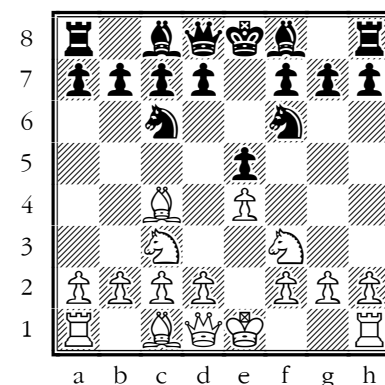
Another great move! Also helps with three or four of your opening jobs.

**2...Nc6 3.Nc3**

That's a good move, but not a great one. It helps with only two jobs.

3.Bc4 is one of the great moves here.; 3.d4; 3.Bb5

**3...Nf6 4.Bc4**



This looks like it ought to be a great move, but there's a trick that Black can play in reply.

4.d4 is what I think you should play here.

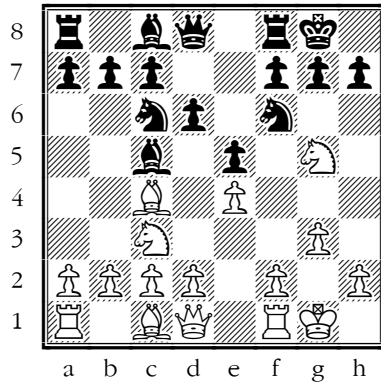
**4...Bc5**

4...Nxe4 is the trick, but very few players seem to know it.

### 5.Ng5

This is too early: Black can defend f2 with a developing move, and you can't really follow it up.

5...0-0 6.0-0 d6 7.g3

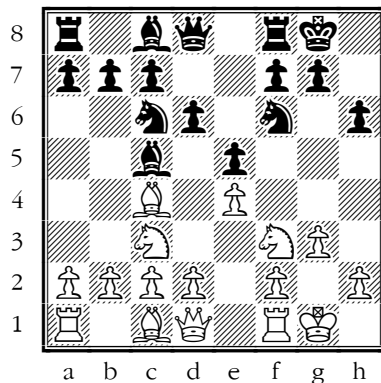


What was your idea here, playing f2-f4? That's a good idea, but this move makes big holes in your King's defences, and that's more important.

7.d3 gets you developing.

7...h6 8.Nf3

→ **TACTIC: pin**



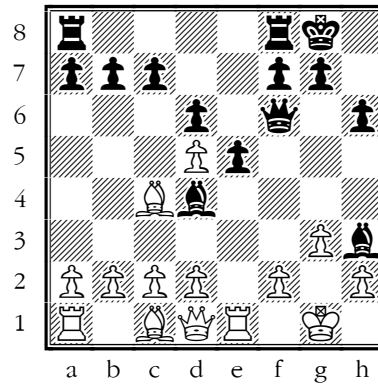
8...Nd4

8...Bg4 gives Black a great position 9.Be2 (9.d3 Nd4 gangs up on the pinned piece, winning it) 9...Bh3 10.Re1 Ng4 and you cannot defend everything.

9.Nxd4 Bxd4 10.Nd5

10.d3 Bh3 11.Re1 Bg4 and White's position is awkward.

10...Nxd5 11.exd5 Bh3 12.Re1 Qf6



13.Re2

→ **TACTIC: pin and TACTIC: mate**

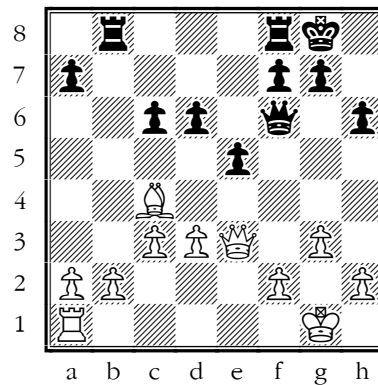
13.Qe2 Bg4 14.Qf1 and White's position is bad but you can hang on.

13...Bg4?

When you see a good move, wait, sit on your hands, because there might be a better one.

13...Qf3! forces checkmate 14.Qf1 Bxf1 15.Kxf1 Qh1#

14.c3 Bxe2 15.Qxe2 Bc5 16.d3 c6 17.dxc6 bxc6 18.Be3 Bxe3 19.Qxe3 Rab8



20.Re1

20.Bb3; 20.b4

20...Rxb2 21.Ra1

You still have some fighting chances.

0-1