

West Of England & South Wales Team Tournament

Chepstow, S. Wales Saturday 31st January 2004

Devon Under 14 Team Results

Board Number	Player's Name		School	Club	Colour	Round 1	Opponent	Colour	Round 2	Opponent	Colour	Round 3	Opponent	TOTAL
1	Callum	Picken	Torquay Boys GS	Cockington JCC	b	0.5	C	b	0.5	C	w	0	B	1
2	Harry	Tinknell		Exmouth JCC	w	1	B	w	0.5	B	b	0	C	1.5
3	Michael	Fisher	Torquay Boys GS		b	0	B	b	0	B	w	0.5	C	0.5
4	David	Peacock	KEVICS, Totnes	Churston JCC	w	1	C	w	0	C	b	1	B	2
5	Bobby	Treweck	Torquay Boys GS		w	0	B	b	0.5	C	b	0	B	0.5
6	Ben	Kingsley-Smith	Torquay Boys GS		b	0.5	C	w	0	B	w	0	B	0.5
7	Richard	Thynne	Torquay Boys GS		w	0.5	C	b	0	B	b	0	B	0.5
8	Sophie	Nofal	Torquay Girls GS	Cockington JCC	b	0	B	w	1	C	w	0	C	1
9	Karl	Beasant	Paignton CC	Cockington JCC	b	0	C	w	1	B	b	0	C	1
10	Alex	Gilliam	Combeshead CC	Cockington JCC	w	0	B	b	0	C	w	1	B	1
11	Joseph	Bailey	Torquay Boys GS	Cockington JCC	b	0	B	w	1	C	b	1	C	2
12	Ryan	Chung	Torquay Boys GS		w	1	C	b	1	B	w	0	C	2
Round score						4.5			5.5			3.5		
Out of						12			12			12		
Overall score						4.5			10			13.5		
Position						3			3			3		
Team scores			A Devon			4.5	3		10.0	3		13.5	3	
			B Somerset			8.0	1		13.0	1		20.0	2	
			C Glamorgan			5.5	2		13.0	1		20.5	1	

- I've given each of the games a quick run-through, and made some overall comments
- 3 games is not a lot to go on, so if you think I have got things wrong, you may know better than me.
- Do read the comments on other player's games
- If you want to know what books or other materials might help you, I can suggest a few things, but I'd hate it to feel like homework!
- If you want me to explain any more about what I've said, please feel free to ring on 01392 431 785 or e-mail me at chessnut@blueyonder.co.uk
- If you don't have access to the Internet and want to read some the material on the website, I can put it in the post on paper or CD

Dave Regis, 6th February 2004

Openings

This is what you played:

	Round 1		Round 2		Round 3	
Callum	Black	Draw	Black	Draw	White	Loss
	French Defence (Exchange)		French Defence Advance		Queen' Gambit Declined	
HARRY	White	Win	White	Draw	Black	Loss
	Double QP game		Queen' Gambit Declined		Queen' Gambit Declined	
Michael	Black	Loss	Black	Loss	White	Draw
	Double QP game		Scotch Game		Sicilian Defence (closed)	
David	White	Win	White	Loss	Black	Win
	Irregular QP/King's Indian		Nimzo Indian (T)		Philidor's Defence	
Bobby	White	Loss	Black	Draw	Black	Loss
	Sicilian Defence (closed)		Stonewall Attack (T)		King's Gambit Declined (T)	
Ben	Black	Draw	White	Loss	White	Loss
	French Defence (Exchange)		Trompovsky		Sicilian Defence (closed)	
Richard	White	Draw	Black	Win	Black	Loss
	Sicilian Defence (closed)		King's Gambit Declined (T)		Old Stodge	
Sophie	Black	Loss	White	Win	White	Loss
	Old Stodge		Old Stodge		Sicilian Defence (closed)	
Karl	Black	Loss	White	Win	Black	Loss
	?		King's Gambit Accepted		?	
Alex	White	Loss	Black	Loss	White	Win
	Caro-Kann Defence, Advance		Stonewall Attack (T)		Petroff's Defence	
Joseph	Black	Loss	White	Win	Black	Win
	QP London System		French Defence (Advance)		Old Stodge	
Ryan	White	Win	Black	White	White	Loss
	Old Stodge		Old Stodge		Old Stodge	

(T) In effect - we transposed to the opening by a non-standard series of moves.

Last time I came to an U14 jamboree, I sent around some notes, which said:

"You could all do with knowing a defence to 1.d4 and a line for White against the French Defence, and I don't want to see any more Old Stodges."

This year I would say exactly the same!

...except that you also need a line against the Sicilian.

The most common openings were:

Old Stodge [Giuoco Pianissimo] (7 games)

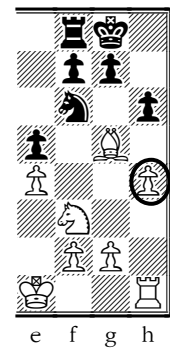
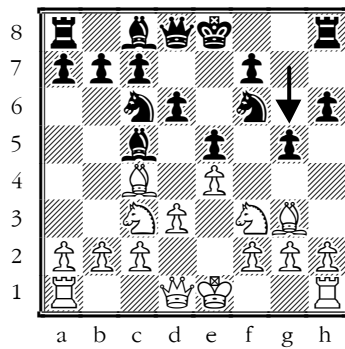
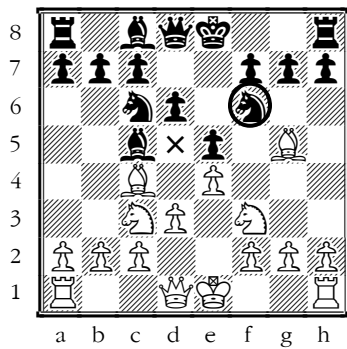
If you are still winning with this wretched opening, it's despite it not because of it. It's horrid, blocked and stodgy and difficult, and I don't think I saw it played properly once by anybody.

That might surprise you, given how often this opening is used by players of all ages. But the more I see of it, the less I like it.

I think you all understand how to play the first 5 moves or so but once the first few pieces are out then the sixth and seventh moves are usually do-nothing moves or are actually mistakes. Ryan (R3) came up with 7.Qe1, which is not part of the normal plans, and Sophie (R2) came up with a3 b3 and h3, all do-nothing moves.

By that stage of the opening you should have a plan and be sticking to it, and I don't think you know, or think up, very good plans in that system.

Also, castling King's-side can be a real mistake! Do you know why?



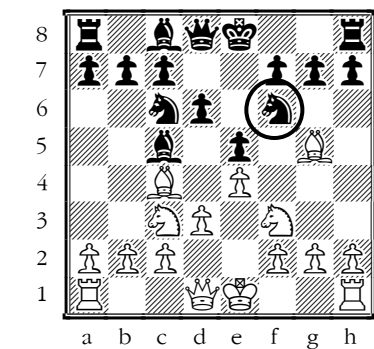
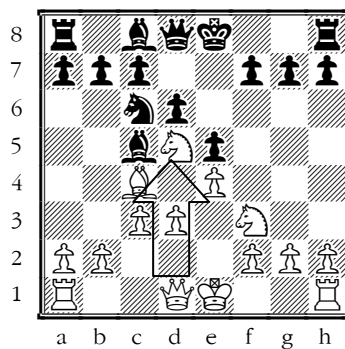
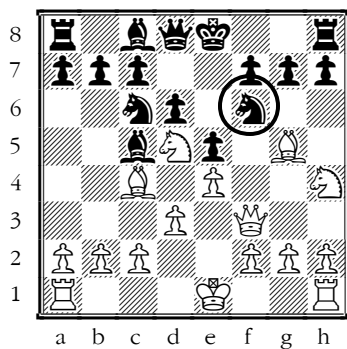
If your King's Knight gets pinned (Bg5), your opponent threatens to make it hurt after Nd5...

...you want to be able to chase the Bishop away straight away (...h6/...g5)

But if you do that in front of a castled King, you might walk into a deadly Knight sacrifice (Nxg5) or an even more deadly Bishop sacrifice (h4)!

Try these on a board, and find the ideas that can make these sacrifices work. It's part of why I don't like this system, that such a natural move as castling can be a mistake.

There are two basic plans for White that are any good at all:

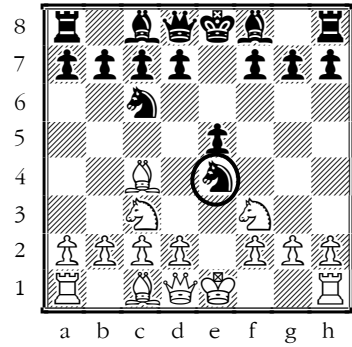
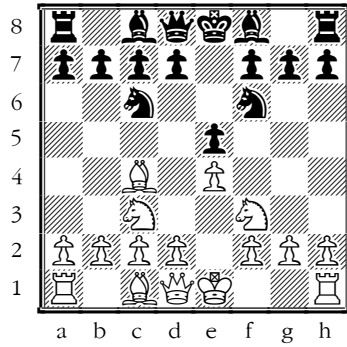
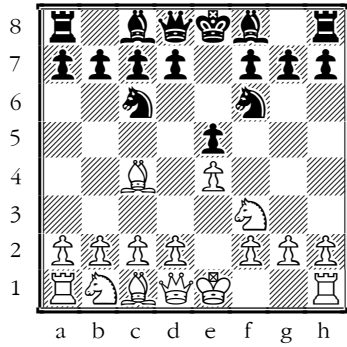


1. Pin the King's Knight and put pressure on it, and the squares around it.

2. Roll up the centre with c3 and d3-d4

The first move of the Canal Variation [6.Bg5] is a way of starting both plans at once, and is the best move.

Two points mainly for Black

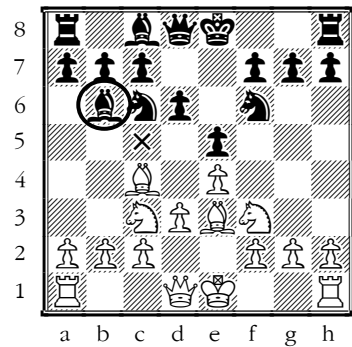
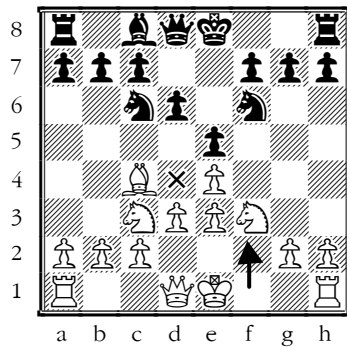
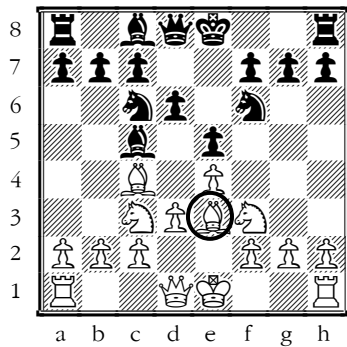


❶ With the Two Knights' move order, Black can stop White playing Old Stodge in the usual way

If White replies 4. Nc3...

...Black can play the surprise temporary sacrifice 4...Nxe4 and gets an easy open game no matter how White responds.

Lots of you missed this trick. It works in lots of similar positions, but not when you have a Bishop on c5 – can you see why?



❷ White sometimes plays Be3 to oppose your best minor piece.

If you swap off, you give White extra control of the centre and a half-open f-file aiming at your King.

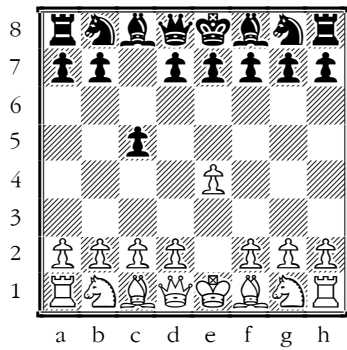
Just drop the Bishop back to b6, and all remains safe.

I suppose I give all this detail because I know it will still get played no matter what...

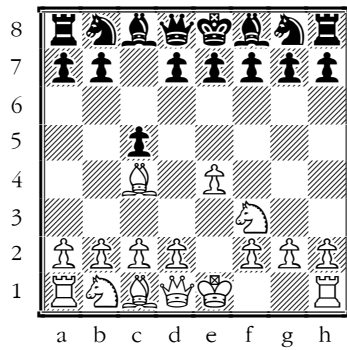
(for more details see: <http://www.ex.ac.uk/sheu/DR/Openings/nomoregp.html>)

<http://www.ex.ac.uk/sheu/DR/Openings/italian.html#RTFToC63>

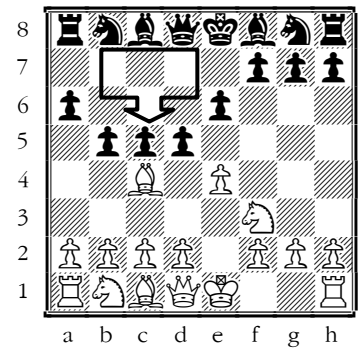
Sicilian Defence (4)



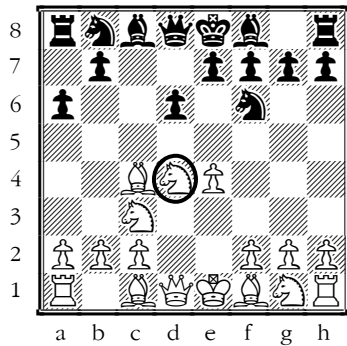
1. Only our opponents played this, so I guess you want to know how to play this for White.



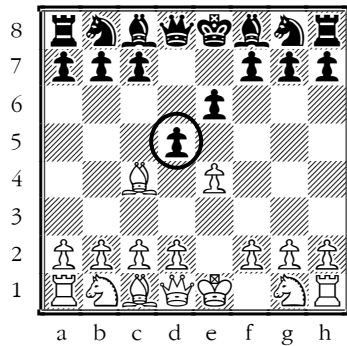
2. DON'T play normal Old Stodge moves against unusual openings without thinking about it first



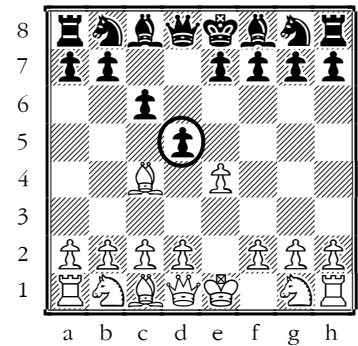
3. You can get your Bishop chased, blocked or even caught by the Black Pawns



4. The Bishop doesn't belong on c4 against the Sicilian Defence unless you have opened up the centre with d4



5. The Bishop doesn't belong on c4 against the French Defence either, it just walks into ...d7-d5



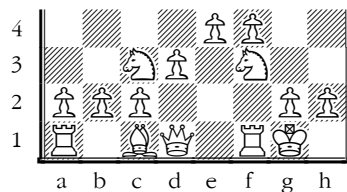
6. And the Bishop doesn't belong on c4 against the Caro-Kann Defence for the same reasons

So what do you play?

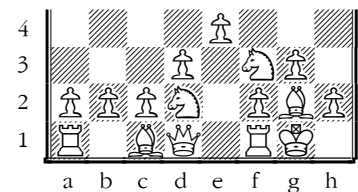
There are three basic attacking formations for White against the half-open defences like the French and Sicilian.



❶ Fast attacking game with d4 and open centre. [In the Sicilian, Black will swap off your d-Pawn, or should do!]



❷ Slower attack with f4 and a closed centre, maybe pushing forward with e5 to gain space.



❸ King's Indian Attack with a closed or flexible centre.

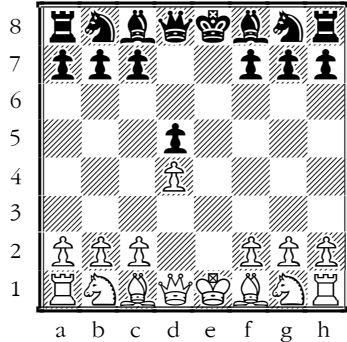
Decide on one of these plans and learn enough about it to play it.

Full marks to Alex, who, when faced with the Caro-Kann looked at the position properly, had a think about what he could see, and tried to set his opponent some problems. That attitude will get you a long way in chess, more so than just playing the same old moves that you normally play.

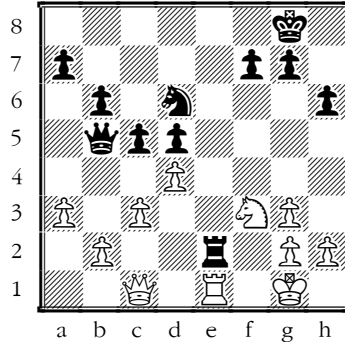
(for more details see: http://www.ex.ac.uk/sheu/DR/Opening/wh_v_odd.htm)

French Defence (4)

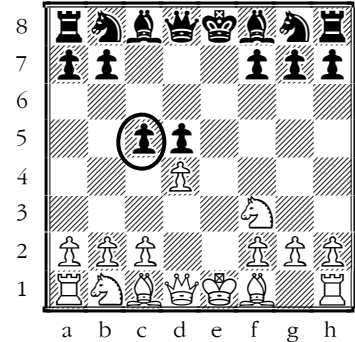
Devon players played this defence as White and Black: I think it's quite a good choice for juniors, but you do need to have grit and patience if you are going to win with it as Black.



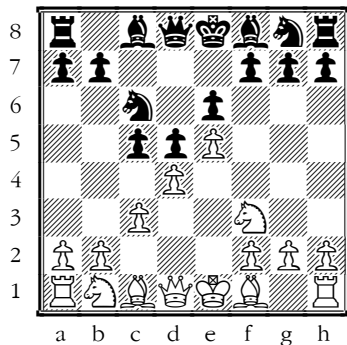
White players who haven't seen or thought about it before tend to play the Exchange Variation, which can be very drawish.



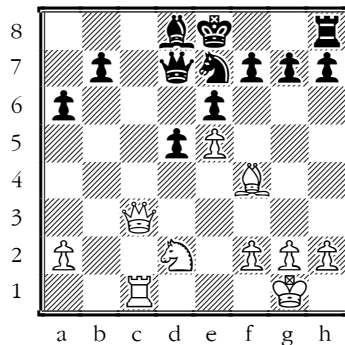
If you want to win for either side, try and keep pieces on and keep looking for weaknesses. Every exchange is a little better for either White or Black, so think carefully. Here Black is nearly good enough to be winning.



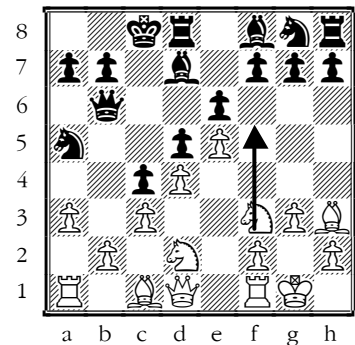
Or, if you don't mind playing an IQP¹ game, play an early c2-c4 or ...c7-c5 as Korchnoi often did.



The easiest variation to understand is the Advance Variation, but I think it's a bit easier to play for Black than for White, Black seems to hold the initiative.



Black often gets an endgame advantage, and needs to know how to dig deep and win these positions.



For White, the plan is to take over or block on the Queen's-side, then you can try and break through with your Pawn f2-f4-f5.

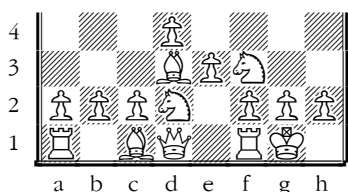
(for more details see: http://www.ex.ac.uk/sheu/DR/Openings/french_d.html)

(for more details see: <http://www.ex.ac.uk/sheu/DR/Openings/frencheg.html>)

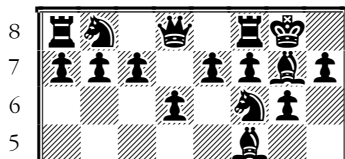
¹ Isolated Queen's Pawn

Queen's Pawn games without c2-c4 (4)

These common systems, which include the Colle, London and Stonewall systems, usually don't set Black enough problems. Black can develop as they please and usually see any threats coming.



Mostly they are played as a Queen's-side Old Stodge: just a way of playing the first five moves without paying attention to what is happening. The key attacking piece is the Bd3



As Black, you can usually see this coming, and play your own Bishop to the Italian Diagonal b1-h7 and/or block the diagonal by a King's-side fianchetto



As Black, don't be in too much of a hurry to castle, and open up a line for your Rooks with ...c7-c5 (which also means: don't put your Queen's Knight in front of your c-Pawn, as Harry in R1)

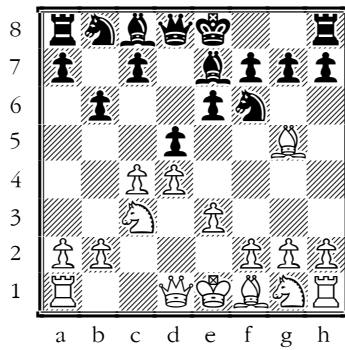
There are some "clockwork attacks" in these openings. I talk about this at several times below. A 'clockwork attack' is where you learn a fairly set series of moves that lead to a winning attack. It's a bit like the "Four Move Mate" that we all learn as beginners (Scholar's Mate), which are fairly easy to avoid, but if you don't know what's about to happen, you can get caught in a horrible mangle.

See the Stonewall below.

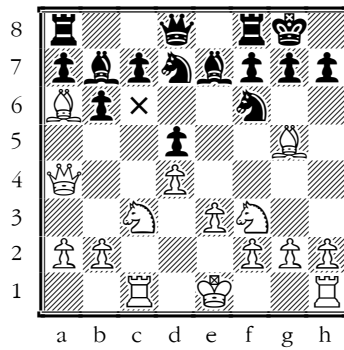
(for White see: <http://www.ex.ac.uk/sheu/DR/Opening/custers.html>)

(for Black see: http://www.ex.ac.uk/sheu/DR/Opening/B_d4_ToC.html#RTFToC96)

Queen's Gambit (3)

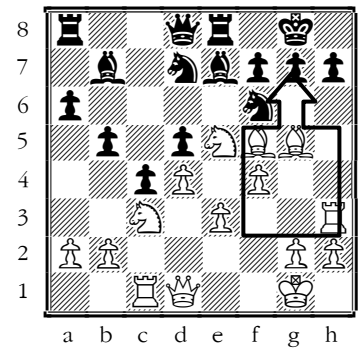


In the Gambit Declined, the main problem for Black is how to get out the Bc8. Fianchettoing (Callum R3) is good if you can get away with it, but if you're going to play the Queen's Gambit as White, you need to know how to set Black problems.



Either White dances all over the weak light squares on the Queen's-side...

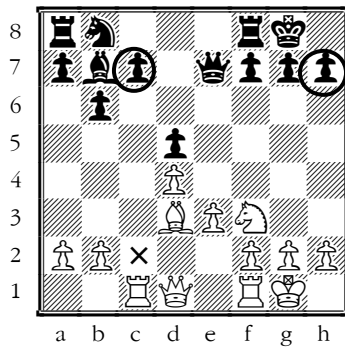
Marshall - Kline 1913



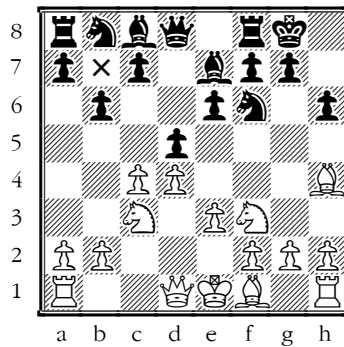
...or waits until Black has arranged all their pieces pointing at the Queen's-side then attacks on the other wing.

Pillsbury, H - Wolf, H 1903

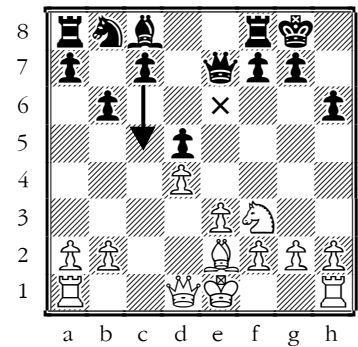
Black can play a good Fianchetto line which is the main line for Black these days, if you are careful with the move order. This is the Tartakover Variation.



First, Black plays ...h6, to avoid a fork from c2 by the Queen hitting c7 and h7.



Then if White swaps off in the centre, hoping to make the fianchetto pointless...

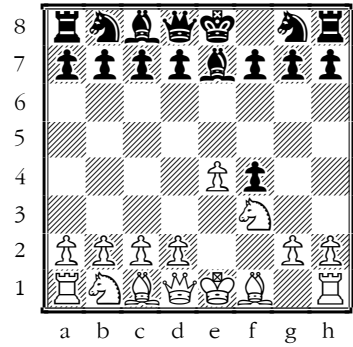
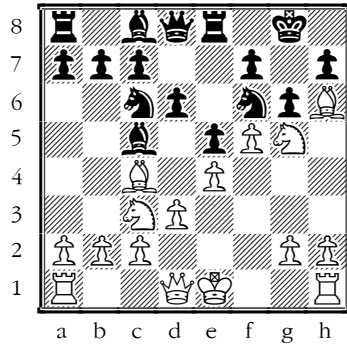
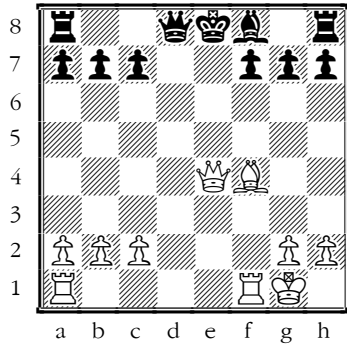


...Black then can change plans and move the Bishop to e6 instead of having it shut in on b7. Black then makes use of the ...b6 move by playing ...c5

Bertok - Fischer [D59] 1962

Fischer-Spassky [D59] 1972

King's Gambit (3)



I think this is a fine opening for young players. Accepted or Declined, the attack is easy to understand. Karl (R2) has no trouble finding an attack right out of the opening.

When declining, Black must be careful not to castle into a clockwork attack (Bobby R3).

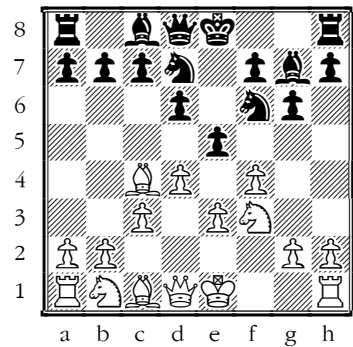
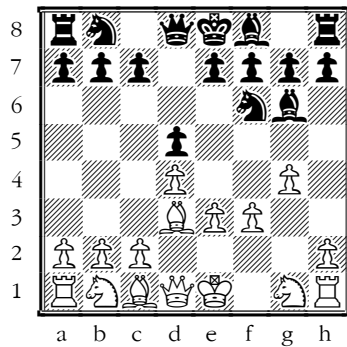
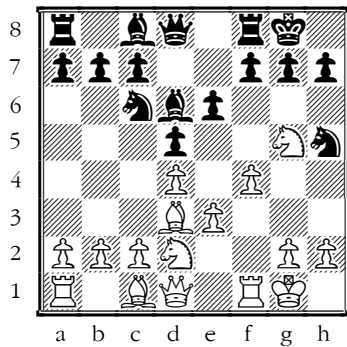
What should Black do? I quite like the Cunningham Variation, there are several traps for White to fall into.

1.e4 e5 2.f4 exf4 3.Nf3 Be7 4.Bc4 [4.Nc3 Bh4+] 4...Nf6 5.e5 [5.Nc3 Nxe4] 5...Ng4 6.h3 Bh4+ ...

(for more details see: http://www.ex.ac.uk/sheu/DR/Opening/kg_ideas.html)

(for more details see: http://www.ex.ac.uk/sheu/DR/Opening/kg_vars.html)

Stonewall Attack (2)



This is another one of those clockwork attacks that you should avoid falling into. Alex was very lucky not to get mated quickly in his R2 game. If you play over the opening you can see how easily White got an attack, even with Black playing sensibly.

As Black, don't be in a hurry to castle into the attack. Play your own Bishop to the Italian Diagonal if you can (see Bobby's R2 game).

Open a file for yourself, and/or blow up the centre with d6 and e5.

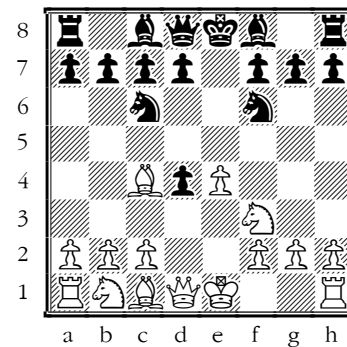
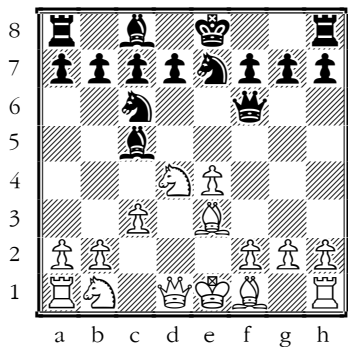
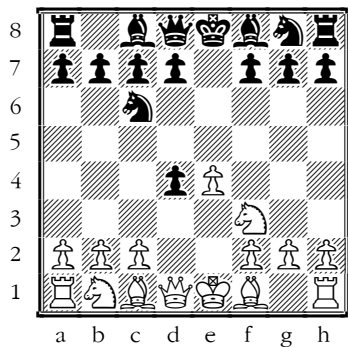
(for White see: <http://www.ex.ac.uk/sheu/DR/Opening/custers.html>)

and <http://www.ex.ac.uk/sheu/DR/Praxis/disaster.htm>

(for Black see: http://www.ex.ac.uk/sheu/DR/Opening/B_d4_ToC.html)

(for Black see: <http://www.ex.ac.uk/sheu/DR/Opening/antiindn.html>)

Scotch Game and gambit (2)



I think these are ideal openings for young players, although you do need to know your way around them more than some stodgy openings. Here White can play **4. Nxd4**, **4. c3** or **4.Bc4**, as mood and taste demand.

As Black, you can get ahead in development, which has to be good news (Michael R3).

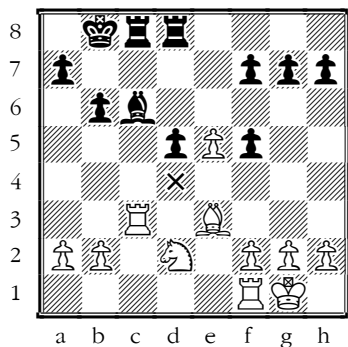
As White, the Gambit line demands a bit of accuracy: here, castling gets you into the main line of the Two Knights' Defence with d4 (Ben R2)

There are some good opening repertoire books that include the Scotch, including a cheapie by Mike Basman (The Centre Game).

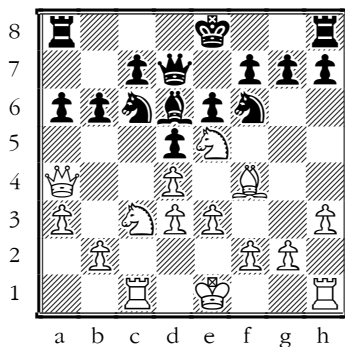
(for Black see: http://www.ex.ac.uk/sheu/DR/Openings/black_e4.htm)

Middlegame points

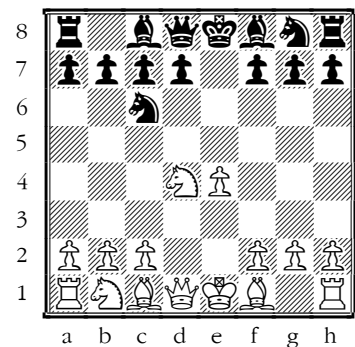
1. Generally I think people were far too ready to swap off. Every exchange makes either your position better or your opponent's position better, so one of you at least should be hesitating!
2. There were many examples of White playing a clockwork attack with a closed centre. When the centre is closed, and White has more space on the King's side, the Black King can find himself not in a fortress but a prison. I mentioned this several times above. It's a bit like the "Four Move Mate" that we all learn as beginners (Scholar's Mate), that is, a trick series of moves that, if you don't know what's about to happen, you can get caught in a horrible trap. If you aren't going to be crushed by these openings you need either to:
 1. delay castling to avoid giving White a target
 2. open up the centre and/or Queen's-side for counterplay
 3. avoid them completely if you know how – or all three!
4. Sometimes you seemed content to sit back and do nothing and wait for your opponent to make a mistake. This is really dangerous! If your opponent finds something good you might find out that you have been waiting to be trampled... and why should they make a mistake if you are not putting them under any pressure? Think up ideas, try and do things to your opponent, set your opponent problems, and then you will find they make mistakes.
5. A lot of the other advice I expect you have heard before: think about what your opponent is trying to do to you, And as usual, when you find a good move, look for a better one (Karl's R2
6. The things you all mostly did right, which was all good to see, were:
 - never giving up
 - trying to set your opponent problems
 - using all your pieces
 - playing slowly and carefully
7. Probably the three most common oversights were:



Missing Pawn forks



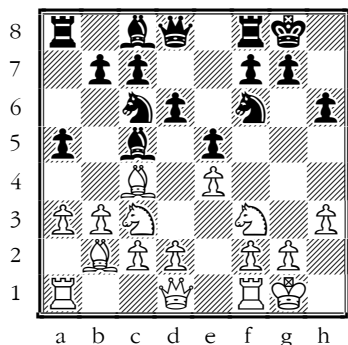
Forcing your opponent to play a good move (...Nxe5)



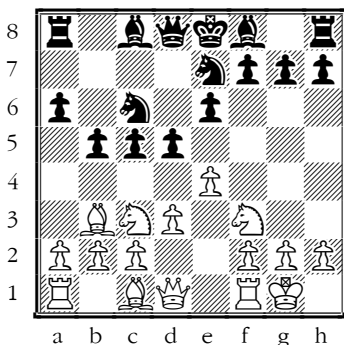
Swapping when there are better alternatives (...Bc5 instead of ...Nxd4).

Most exchanges either make **your** position better or **your opponent's** position better, they are **not** neutral.

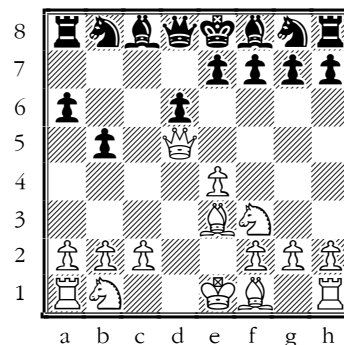
8. A bit about Pawns.



Most of the Pawn moves you made were pretty useless, so I'd suggest leaving them alone: none of those Rook's Pawn moves were very impressive.



Some of you did fall foul of the Sicilian, when you might have found that Pawns in a wave can be very powerful.



But the Sicilian can tempt you to make too many Pawn moves, and you can die horribly.

Be careful out there.

Korchnoi - Szabo [A22], 1963

1.c4 e5 2.Nc3 Nf6 3.g3 Bc5 4.Bg2 0-0
5.e3 Re8 6.Nge2 Nc6 7.0-0 d6 8.d4 Bb6
9.h3 Bf5?

Following classical opening principles, but this is not a classical opening - rather, White is perfectly placed to harass the Black minor pieces which are strutting about without adequate cover.

10.d5 Nb8 11.g4 Bd7 12.Ng3 h6 13.Kh2
a5 14.f4 exf4 15.exf4 Nh7

White seems to have a pawn majority on both sides! 16.g5 Na6 17.gxh6 Qh4
18.hxg7 Nf6 19.f5 Be3 20.Nce4 !
20...Nxe4 21.Nxe4 Bxc1 22.Rxc1 Nc5
23.Qg4 Rxe4 24.Bxe4 Qxg4 25.hxg4
Nxe4 26.Rce1 Nc5 27.f6 Re8 28.Rxe8+
Bxe8 29.Re1 Ba4 30.Re3 1-0 (threat Rh3)
korchnoi-szabo 1963) 1-0

Veroci,Z (2295) - Kondou,E (2045) [B53]

Thessaloniki olw (10), 1984

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Qxd4 a6
5.Be3 b5 6.Qd5

DIAGRAM

6... Qc7 7.Qxa8 Nc6 8.Nc3 e6 9.Nxb5 1-0

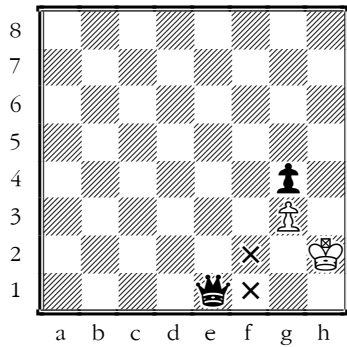
Endgame points

I haven't got many examples of endgames where technique mattered, and most of you were either winning easily or had stopped keeping the score by then.

Remember to try and swap off Pawns, and keep pieces on, if you are losing.

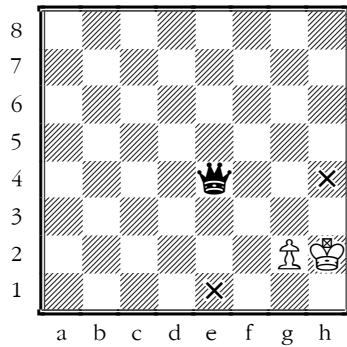
Swapping off pieces when you are losing is just helping your opponent.

There were some interesting points in Joseph's first round game:



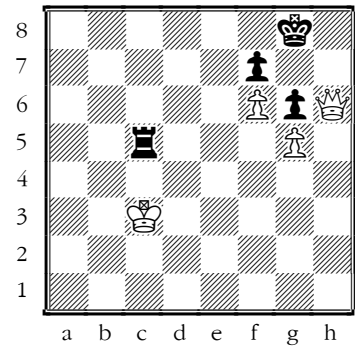
Perpetual check #2

Here is a perpetual check, which I'm sure you have seen before. Because the position gets repeated three times, it is a draw.



Perpetual check #1

Here is another, which you may not have seen before.



Perpetual check #3: White can only escape the Black Rook by taking it, when it will be stalemate! This is unusual, but look for this sort of chance as well when you are losing.

The Games

Well, I was quite impressed, overall, there was a lot of concentration, a lot of fighting spirit, and some of you were up against top English and Welsh squad players.

Obviously, read what I say about your games, but look at the rest as well if you get time, there's probably something in there you could think about.

1. Callum

I didn't get to see a lot of your chess, to be honest: what I saw was fine of course, and you were playing very good opposition, but each round you seemed to vanish quickly from the hall. If you played a bit slower, and dug a bit deeper for moves, you might be beating these people, and not going away just with draws.

(10) Glamorgan,C - Devon [C01]

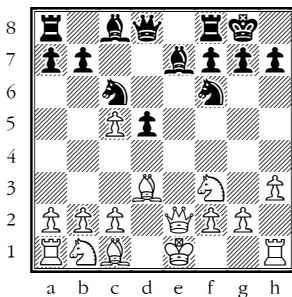
[These little codes are ECO codes, the *Encyclopedia of Chess Openings* index]

U14 callum Chepstow (1.1), 31.01.2004

White played with little ambition: do you know how to play these positions for a win?

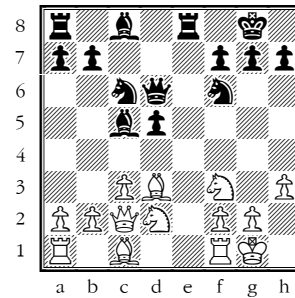
1.e4 e6 2.Nf3

[2.d4 d5 3.exd5 exd5 4.Bd3 c5 This move makes even more sense when the Bd3 covers the d5 Pawn from attack. 5.Nf3 Nc6 6.Qe2+ Be7 7.dxc5 Nf6 8.h3 0-0



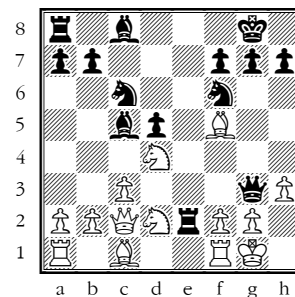
VARIATION

White must have thought his position perfectly safe. 9.0-0 Bxc5 10.c3 Re8 11.Qc2 Qd6 12.Nbd2



VARIATION

Black's next is a reinforcement to the principle that the pawns in front of the castled king should only be moved when necessary. 12...Qg3 13.Bf5 Re2 14.Nd4



VARIATION

Black has a forced win. 14...Nxd4 15.cxd4 1-0 Tatai-Korchnoi 1995 (15.cxd4 Bxd4 16.Bxc8 Rxf2)

2...d5 3.exd5 exd5 4.d4 Nf6

[4...c5 is a nice way of playing for a win, like in the Korchnoi game]

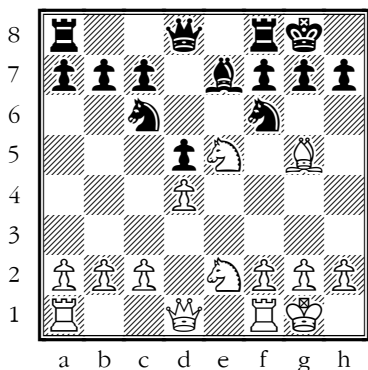
5.Bg5 Bg4

[5...Be7 castle quickly and play Re8]

6.Nc3 Be7 7.Be2 0-0 8.0-0 Nc6

[8...h6 doesn't lose much time]

9.Ne5 Bxe2 10.Nxe2



10...Nxe5 Young players always seem too keen to swap, when there are sometimes better things to do.

[10...Re8]

11.dxe5 Ng4 12.Bxe7 Qxe7 13.Qxd5 Qxe5 14.Qxe5 Nxe5

Well, that's pretty dead.

15.Rad1 Rad8 16.Nc3 a6 17.Rfe1 Ng6 18.Nd5 c6

1/2-1/2

(11) Glamorgan,C - Devon [C02] U14 callum Chepstow (2.1), 31.01.2004

You got an advantage very quickly but seemed to get lost on the way to the win.

1.d4 e6 2.e4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bg5

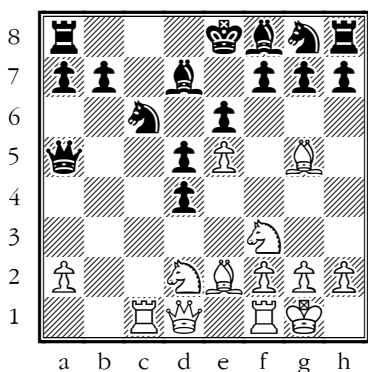
Pointless

[6.a3;

6.Be2;

6.Bd3!?)

6...Qxb2 7.Nbd2 Qxc3 8.Rc1 Qa5 9.Be2 Bd7 10.0-0 cxd4



Really, the opening couldn't have gone better.

11.Qb3 Qc7

[11...Bb4 12.Nb1 h6 13.Bh4 b6;

11...Ba3 12.Rb1 b6]

12.Bb5

Right, now you have spent time grabbing those Pawns, and White is ahead in development. You need to dig deep and find the most accurate moves to finish your development, then you can win the endgame.

12...Be7

The Bishop and the Knight both want to move to e7.

[12...Nge7]

13.Bf4 a6

[13...f6 looks ideal but 14.exf6 Qxf4 15.fxg7;

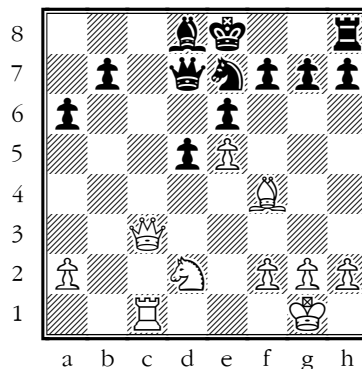
13...f5 14.exf6;

13...Nh6 14.Nxd4 0-0 15.Bxh6 gxh6 16.Qg3+ Kh8]

14.Bxc6 Bxc6 15.Nxd4 Qd7

wastes time

16.Qb6 Rc8 17.Rb1 Rc7 18.Rfc1 Bd8 19.Nxc6 Rxc6 20.Qb4 Rxc1+ 21.Rxc1 Ne7 22.Qc3



Thanks to White pushing things a bit, you have got your position sorted and you should have an easy win. Do you have any more of this game written down? I imagine you could learn a lot from trying to find better moves later.

1/2-1/2

(12) Devon - Somerset,B [D53] U14
 callum Chepstow (3.1), 31.01.2004

If this is your main opening you need to learn how to set your opponent problems with it: after all, this is what you hope you will get to play!

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

[3...Be7 4.Nf3 Nf6 5.Bg5 0-0 6.e3 h6 7.Bh4 b6 8.cxd5 Nxd5 9.Bxe7 Qxe7 10.Nxd5 exd5 11.Be2 Be6 12.0-0 c5 13.dxc5 bxc5 14.Qa4 Qb7 15.Qa3 Nd7 16.Ne1 a5 17.Nd3 c4 18.Nf4 Rfb8 19.Rab1 Bf5 20.Rbd1 Nf6 21.Rd2 g5 22.Nxd5 Nxd5 23.Bxc4 Be6 24.Rfd1 Nxe3 25.Qxe3 Bxc4 26.h4 Re8 27.Qg3 Qe7 28.b3 Be6 29.f4 g4 30.h5 Qc5+ 31.Rf2 Bf5 0-1 Bertok-Fischer 1962]

4.Bg5 Be7 5.e3

[5.Nf3 Nbd7 6.e3 0-0 7.Rc1 b6 8.cxd5 exd5 9.Qa4 (9.Ne5 Bb7 10.f4 a6 11.Bd3 c5 12.0-0 c4 13.Bf5 b5 14.Rf3 Re8 15.Rh3 g6 16.Bb1 Nxe5 17.fxe5 Nd7 18.Bxe7 Rxe7 19.Qf3 Nf8 20.Rf1 Qd7 21.Qf6 b4 22.Na4 Qc7 23.Nc5 Bc8 24.Rb6 a5 25.Rf4 Rb8 26.Bxg6 Rb6 27.Qxb6 Nxb6 28.Qf6 Re8 29.Rf1 Be6 30.Qg5 Kh8 31.Qb5 Nf8 32.Nxe6 Rxe6 33.Rxe6 Pillsbury-Wolf 1903) 9...Bb7 10.Ba6 Bxa6 11.Qxa6 c6 12.0-0 Ne4 13.Bxe7 Qxe7 14.Qb7 Rfc8 15.Nxd5 Qd6 16.Rxc6 1-0 Marshall-Kline 1913]

5...b6

This looks very early but it is hard to prove it is a mistake. Do you know what sort of plans White has tried against this formation? It is important that you do, if you are going to play this opening. I've included a couple of lines above.

6.Nf3

[6.cxd5 exd5 7.Bd3 0-0

(7...b6; 7...Bb7)

8.Bxf6 Bxf6 9.Qh5 wins a Pawn]

6...Bb7 7.Qb3 Nbd7 8.cxd5 exd5

[8...Nxd5 makes life easier for Black]

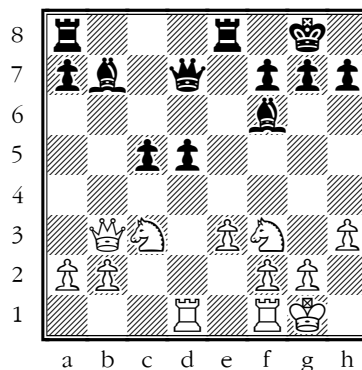
9.Bb5 0-0 10.Bxd7 Qxd7 11.Bxf6 Bxf6

You've made a couple of exchanges here which give up the two Bishops for... well, what was your idea?

12.0-0 Rfe8 13.h3

As usual, I think a Pawn move at the side is usually a waste of time.

13...c5 14.dxc5 bxc5 15.Rad1



Black has more space, thanks to the 'hanging Pawns', and the two Bishops;

White looks vulnerable.

15...d4 16.exd4 Bxf3 17.gxf3 Qxh3 18.dxc5 Be5 19.Ne4 Bh2+ 20.Kh1 Rxe4

[20...Bf4+ 21.Kg1 Qh2# mates more quickly]

[...Some moves unrecorded...]

0-1

There is another classic game which show how to play against the hanging Pawns:

Fischer,R (2785) - Spassky,B (2660) [D59]

Wch28-Reykjavik (6), 1972

1.c4 e6 2.Nf3 d5 3.d4 Nf6 4.Nc3 Be7 5.Bg5 0-0 6.e3 h6 7.Bh4 b6

[7...Nbd7 8.Rc1 b6 9.cxd5 exd5 Tartakover (9...Nxd5? 10.Bxe7 Qxe7 11.Nxd5 exd5 12.Rxc7) 10.Bb5!± Capablanca]

8.cxd5

[8.Be2 Bb7 9.Bxf6 Bxf6 10.cxd5 exd5 11.0-0 Korchnoi-Geller/Suchumi/1971]

8...Nxd5 9.Bxe7 Qxe7 10.Nxd5 exd5 11.Rc1 Be6 12.Qa4 c5 13.Qa3 Rc8 14.Bb5! a6 15.dxc5 bxc5 16.0-0 Ra7 17.Be2 Nd7 18.Nd4! (ideas 19.Nb3, 19.Ne6) 18...Qf8? 19.Nxe6! fxe6 20.e4! d4? 21.f4 Qe7 22.e5 Rb8 23.Bc4 Kh8 24.Qh3 Nf8 25.b3 a5 26.f5 exf5 27.Rxf5 Nh7 28.Rcf1 [28.Rf?? Ng5] 28...Qd8 29.Qg3 Re7 30.h4 Rbb7 31.e6! Rbc7 32.Qe5 Qe8 33.a4 Qd8 34.R1f2 Qe8 35.R2f3 Qd8 36.Bd3 Qe8 37.Qe4 Nf6 38.Rxf6 gxf6 39.Rxf6 Kg8 40.Bc4 (idea 41Rf7) 40...Kh8 41.Qf4 1-0

2. Harry

I thought you played well with mixed results: if you look at these games and the ideas in your Queen's Gambit book, you will learn to avoid some of the problems you had in these games.

(16) Devon - Somerset,B [A40] U14
 Harry Chepstow (1.2), 31.01.2004

You found something good to do after a peculiar opening

1.d4 e6 2.Nc3 Nf6

[2...d5 3.e4 is a French Defence]

3.Bf4

Nc3 belongs one system, and Bf4 belongs to another... what system did you have in mind when you sat down at the game.

3...Nc6 4.Nf3 Bb4

Black has defended in an unusual way;

normally you say, don't put your Queen's Knight in front of your c-Pawn in d-Pawn openings, but this has more the characteristics of an e-Pawn opening.

5.a3 Bd6

If he didn't intend to take the Knight, he could have moved it to d6 directly;

I think the a3 move might be useful to White.

6.Bxd6 cxd6 7.e3

[If White is going to claim anything from this quiet opening, I think he has to play 7.e4]

7...0-0 8.Bd3 e5 9.0-0

[9.dxe5 exposes the weak d-Pawns after either 9...Nxe5 (9...dxe5 10.Bc4) 10.Be2, but the opportunity will not go away.]

9...e4

Black can't count.

10.Bxe4 Nxe4 11.Nxe4 b5 12.Nxd6

Another free Pawn

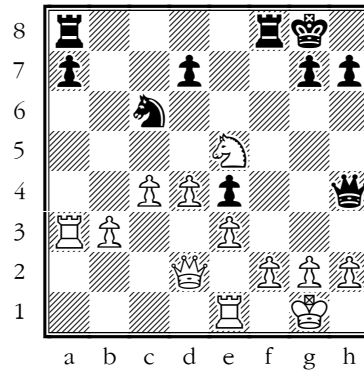
12...Ba6 13.Ne4

[During the game I was more interested in 13.b4 making the Bishop look foolish.]

13...b4 14.Re1 Bc4 15.b3 Bd5 16.Qd3 bxa3 17.Neg5 f5 18.Rxa3

Black's excursion with the b-Pawn has created a further weakness on a7.

18...Nb4 19.Qd2 Nc6 20.c4 Be4 21.Nxe4 fxe4 22.Ne5 Qh4

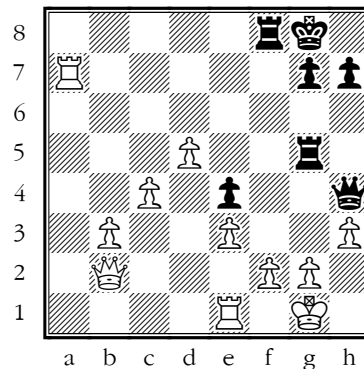


Black has some hopes because the e-Pawns shut out the White pieces from the King's-side.

23.Nxd7 Rf5 24.Ra6 Rh5 25.h3 Rc8

Black shouldn't tie his pieces down to defence.

26.d5 Ne5 27.Nxe5 Rxe5 28.Rxa7 Rf8 29.Qb2 Rg5

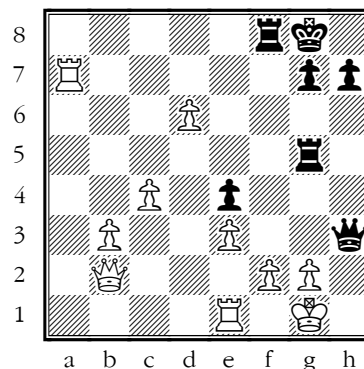


I began to get worried here, Black has created real chances and I could see no way to keep hold of the h-Pawn.

30.d6

[30.Rea1 activates the Rook.]

30...Qxh3



31.f4

[31.Rxg7+ is necessary immediately.]

31...Rg3

[31...exf3 en passant and suddenly White may be in trouble 32.Qxg7+ Rxg7 33.Rxg7+ Kxg7 34.gxh3 f2+ when White has chances with his Pawns]

32.Qxg7+

Excellent!

32...Rxg7 33.Rxg7+ Kxg7 34.gxh3 1-0

(17) Devon - Somerset,B [D06] U14
 harry Chepstow (2.2), 31.01.2004

Your good development and active play allowed you to get back into the game, and you even missed a couple of chances to win it.

1.d4 d5 2.c4 Nf6 3.Nf3 Bf5 4.Bf4

[4.Qb3 looks more to the point]

4...e6 5.e3 Ne4 6.Nc3

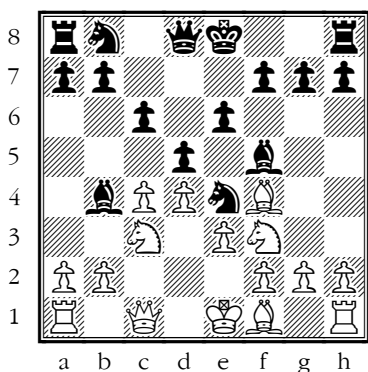
[6.Qb3]

6...Bb4 7.Qc1 unnatural

[7.Qb3;

7.Rc1 c6 8.Qb3]

7...c6



8.Be2

Complacent: did you see Black's threat?

8...Qa5

Suddenly White is losing: this has all the advantages of the Cambridge Springs for Black with none of the disadvantages.

9.0-0 Bxc3 10.bxc3 Nxc3 11.Qb2 Nxe2+ 12.Qxe2 Qc3 13.Rac1

[13.Rfc1 is a little better]

13...Bd3 Black is pushing his luck I think: if there is no forced win here he is better off completing development. **14.Qd1**

[14.Rxc3! Bxe2 15.Rb1 b6 16.cxd5 exd5 17.Bxb8 Rxb8 18.Rxc6 And White is right back into it, if still slightly worse.]

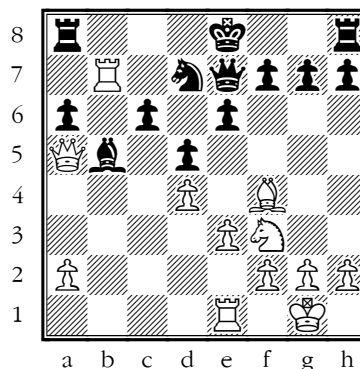
14...Qa3 15.Re1

[15.Bd6 saves the second Pawn]

15...Bxc4 16.Rb1 Qe7 17.Qa4 Nd7

[17...0-0 is calmer]

18.Rxb7 Again, White is right back into the game. **18...Bb5 19.Qa5 a6**



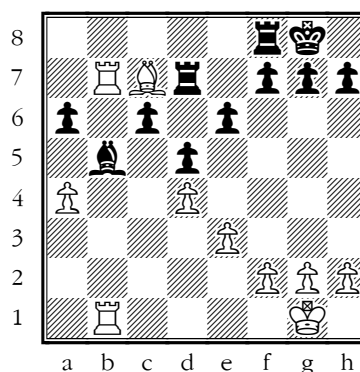
20.Ne5 even if you see a good move look for a better one

[20.a4 Bc4 21.Ne5 Qd8 22.Nxc4 dxc4 23.Qb4 is winning for White, although not quickly.]

20...Qd8 21.Qxd8+

[21.Qa3 takes some courage to play, but I don't think Black can round up the Rook.]

21...Rxd8 22.Rb1 Nxe5 23.Bxe5 0-0 24.Bc7 Rd7 25.a4



Were there many more moves? It looks like White can try and put together a blockade, but Black should have played on until that actually happened.

[25.Ra7 Rc8 26.Bb6 is probably a blockade]

1/2-1/2

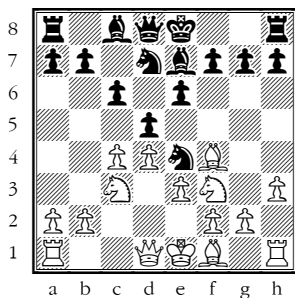
(18) Glamorgan,C - Devon [D30] U14
 harry Chepstow (3.2), 31.01.2004

Once you had lost the Pawn, I think most of the mistakes were White's! A shame, you had all the ideas early on, but White's position was too solid.

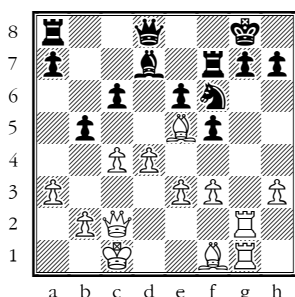
1.d4 d5 2.c4 e6 3.a3

Presumably fearing the same fate as befell you the game before.

[3.Nc3 Nf6 4.Nf3 Be7 5.Bf4 c6 6.e3 Nbd7 7.h3 Ne4?



Tarrasch says: White will now pull the d-pawn to e4, attack it with f3, recapture with gxf3, attack down the g-file, and win (my phrasing not his!). 8.Nxe4 dxe4 9.Nd2 Bb4 10.a3 Bxd2+ 11.Qxd2 0-0 12.Qc2 f5 13.Bd6 Re8 14.0-0-0 Nf6 15.Be5 Bd7 16.f3 exf3 17.gxf3 b5 18.Rg1 Rf8 19.Rd2 Rf7 20.Rdg2



VARIATION

All predictions fulfilled! 20...a5 21.Qf2 Ne8 22.Rg5 Qe7 23.Qh4 Nf6 24.Qh6 Ra7 25.Bd6 Qxd6 26.Rxg7+ Kf8 27.Rxh7+ Ke7 28.Rxf7+ Kxf7 29.Rg7+ Kf8 30.Qxf6+ 1-0 Tarrasch-von Scheve 1894]

3...Nf6 4.Nc3 Nc6 5.Nf3 Be7 6.Bf4 Ne4 7.Nxe4 dxe4

I know in your first round game, a Pawn like this gave Black chances of a King's-side attack, but usually it's a weakness. Tarrasch's game shows the problems for Black.

8.Ne5 Nxe5 9.Bxe5 Bf6 10.Bxf6 Qxf6 11.e3 0-0 12.Be2 c6

You really don't want Pawns on light

squares.

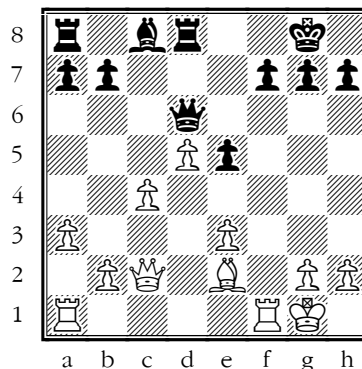
13.0-0 Rd8 14.Qc2 Qf5 15.f3 e5

I guess you thought, White gets the e-Pawn, I get the d-Pawn, but White's move comes with tempo.

16.fxe4 Qe6

[16...Qg6 17.d5! (17.Rad1) 17...cxd5 18.cxd5 Rxd5]

17.d5 cxd5 18.exd5 Qd6



19.Bd3

[White missed one here: 19.c5! Qxd5?? 20.Rad1]

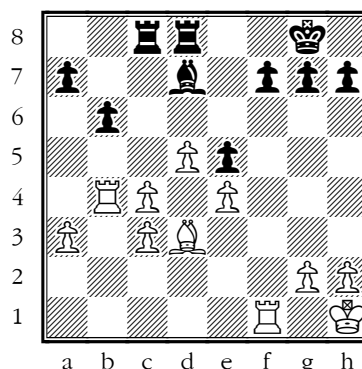
19...Qh6 20.e4

[20.Rf3 leaving the Bishop's line open, looked better to me.]

20...Qe3+ 21.Kh1

[21.Qf2 heading straight for the ending is better]

21...Bd7 22.Rae1 Qd4 23.Qc3 Qxc3 24.bxc3 Rac8 25.Rb1 b6 26.Rb4



White has arranged all his Pawns in quite the worst way possible to try and win this.

26...a5

Oops.

27.Rxb6 Ba4 28.Rb7 Rd7 29.Rxd7 Bxd7 30.Rb1 h6 31.Rb7 1-0

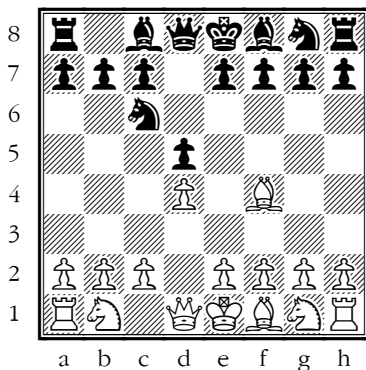
3. Michael

You didn't really get a chance to show us what you can do in these games because you went astray in the opening. I do think young players often spend too much time worrying about what to play in the opening, but in these games this was what was holding you back.

(25) Somerset,B - Devon [D00] U14
 michael Chepstow (1.3), 31.01.2004

You didn't really hit on a plan here... and then dragged a White Pawn into a place where you got forked.

1.d4 d5 2.Bf4 Nc6



As ever, the Knight should go behind the c-Pawn in d-Pawn opening.

3.Nc3 a6

Oh, you don't need to make Pawn moves, you need to get your pieces going.

4.Nf3 Nf6 5.h3

This is a modest waste of time which is often played in this opening, not to stop ...Bg4 so much as to give the Bf4 a retreat in case of ...Nh5

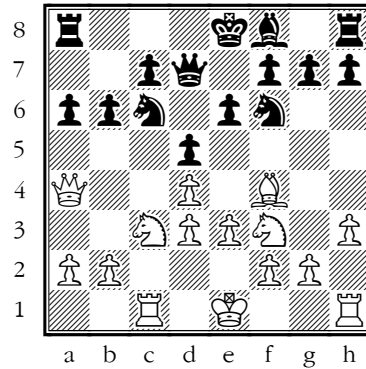
5...Bf5 6.e3 Nb4 7.Bd3 Bxd3 8.cxd3 Nc6

[8...c5 would have allowed you to repair your omission, but this is risky when you are behind in development.]

9.Qb3 b6

[9...Na5]

10.Rc1 Qd7 11.Qa4 e6



I thought there was a chance for White here, but it doesn't quite work as I thought... I don't know if White missed it entirely or couldn't calculate it.

12.a3

[12.Nxd5

unmasks an attack from the Rc1 to the Nc6

12...b5 13.Nxc7+ Qxc7 14.Bxc7 bxa4 15.Rxc6 with an extra couple of Pawns]

12...Bd6

[12...Nb8

A) 13.Qxd7+ Nbx d7 (13...Kxd7 14.Ne5+) 14.Bxc7;

B)

C) 13.Qa5]

13.Ne5 Nxe5

[13...Bxe5 still might lose a Pawn 14.dxe5 Nh5 15.Nxd5 b5 16.Qc2]

14.dxe5 Qxa4 15.Nxa4 Bxa3 16.bxa3 Nh5 17.Bg5 h6 18.Bh4 g5 19.Bg3 Nxe3

Don't swap pieces when you are losing.

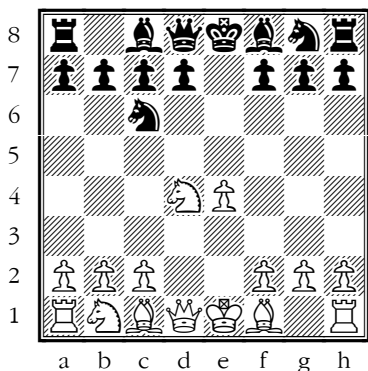
20.fxg3 b5 21.Nb2 Rc8 22.0-0 0-0 23.d4 Kg7 24.Nd3 Rfd8 25.h4 a5 26.Nc5 Ra8 27.Rf6 b4 28.Rcf1 Kg8 29.Rxf7 bxa3

1-0

(26) Somerset,B - Devon [C45] U14
 michael Chepstow (2.3), 31.01.2004

You were behind from the opening, mostly because you were so behind in development.

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



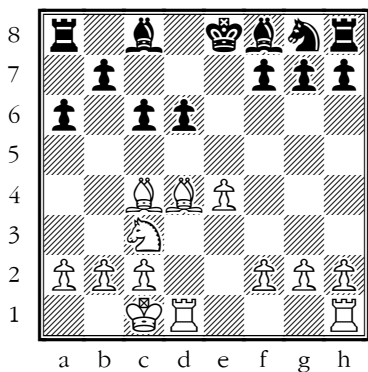
4...Nxd4

[4...Bc5! 5.Be3 Qf6 6.c3 Nge7]

5.Qxd4 Qe7

Not sure what your idea was, but this just blocks in the Bishop.

6.Nc3 Qc5 7.Be3 Qxd4 8.Bxd4 c6 9.0-0-0 d6 10.Bc4 a6



Black has swapped off all his active pieces, and spent the rest of the time moving Pawns. It's no surprise that Black is on the point of losing.

11.Bb6 Nf6 12.f4 Be7 13.Bc7 b5 14.Bb3 Bb7

[14...b4 is the right time for this one.]

15.Bxd6 Bxd6 16.Rxd6 b4 17.e5 bxc3 18.exf6 cxb2+ 19.Kxb2 0-0 20.fxg7 Kxg7 21.Rg1

Rooks are rotten defenders, but this is an attacking idea. I was impressed by her attitude, I assumed White was just going to swap off everything and win the endgame.

21...c5 22.g4 Rfe8 23.h4 Re4 24.f5 h6

[24...c4 helps a bit]

25.g5 h5 26.g6 fxg6

this is the losing move, inviting the Rooks inside

27.Rgxg6+ Kf8 28.Rd7 Ke8 29.Rgg7

winning

1-0

(27) Devon - Glamorgan,C [B20] U14
 michael Chepstow (3.3), 31.01.2004

I wish I'd seen more of this, you did well to hold it together after getting in a mess in the opening, and losing a Pawn.

1.e4 c5 2.Bc4 e6 3.Nc3 a6

...b5 is already a threat.

4.Nf3 Nc6

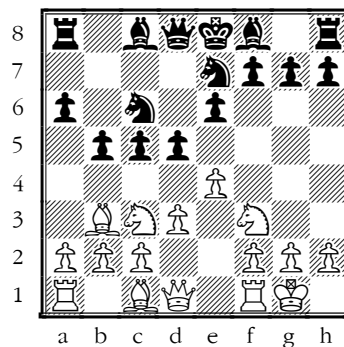
[4...b5]

5.d3

[5.d4;

5.a4]

5...b5 6.Bb3 Nge7 7.0-0 d5



White already has the worse game: his 'nicely developed' pieces are just targets for the Black Pawn wave.

[...Some moves unrecorded...]

You did well to hold this game after going a Pawn behind, at the end your pieces had become active again, and that was the key to it.

1/2-1/2

4. David

I thought you played well in all the games, win or lose. You have a good attacking attitude that will always give your opponent problems and you will learn when not to push your luck.

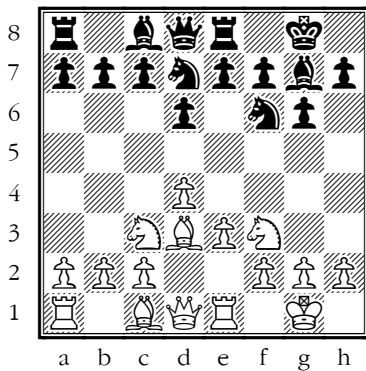
(13) Devon - Glamorgan,C [A45] U14
 david Chepstow (1.4), 31.01.2004

After a do-nothing opening, you suddenly jumped all over your opponent and held it all together for a good win.

1.d4 Nf6 2.e3

Not the sharpest.

**2...g6 3.Nc3 Bg7 4.Nf3 d6 5.Bd3 0-0
 6.0-0 Nbd7 7.Re1 Re8**



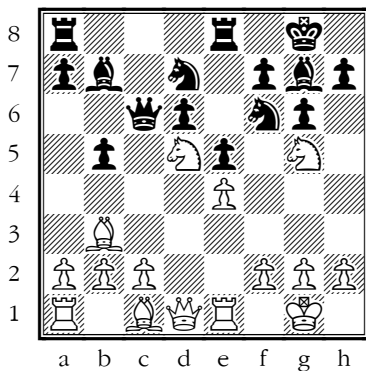
White's formation lacks a focus.

8.Bc4 c6 9.e4 b5 10.Bb3 e5 11.d5 Qb6
 [11...b4]

12.dxc6 Qxc6 13.Nd5 Bb7

The most natural move in the world, but a mistake.

14.Ng5



Terrific! I thought you should have completed development before doing anything like this, but you saw something I

didn't.

**14...Qc5 15.Be3 Qc8 16.Nxf7 Bxd5
 17.Bxd5**

[17.Nxd6 is more accurate]

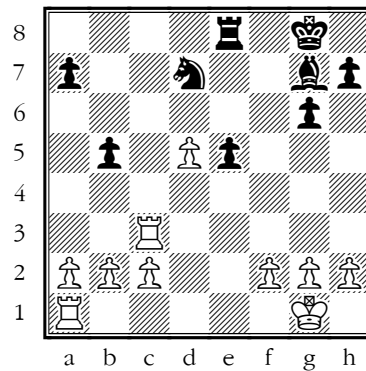
17...Nxd5 18.Nxd6

[18.Qxd5 again, is a slight improvement, but you find these sort of things all the time after a game]

**18...Nxe3 19.Rxe3 Qc6 20.Nxe8 Rxe8
 21.Rc3 Qb7**

[21...Qe6]

22.Qd5+ Qxd5 23.exd5



White still has a game to win.

**23...e4 24.Rc7 Nb6 25.Rxa7 Nxd5 26.c3
 Bh6 27.Ra5 e3 28.fxe3 Bxe3+ 29.Kh1**

unnatural but Black has the initiative

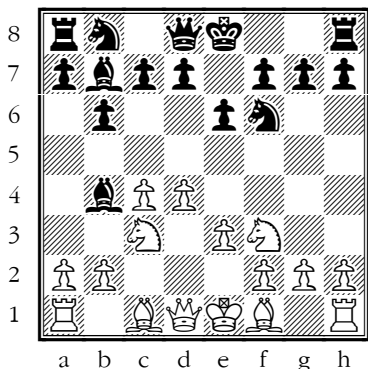
[29.Kf1 Rf8+ 30.Ke2 Rf2+ 31.Kd3 Rxb2
 32.Ke4 Nb6]

**29...Rf8 30.Rxb5 Nf4 31.Rf1 Rd8 32.g3
 g5 33.Rxg5+ Kh8 1-0**

(14) Devon - Glamorgan,C [E43] U14
 david Chepstow (2.4), 31.01.2004

You played with some good ideas but Black kept it together until he could come back at you on the Queen's-side.

1.d4 Nf6 2.e3 b6 3.Nf3 Bb7 4.c4 e6
 5.Nc3 Bb4



This has crept into known territory, a Rubinstein Variation of the Nimzo-Indian.

6.Bd2

[6.Bd3]

6...d6

Loose.

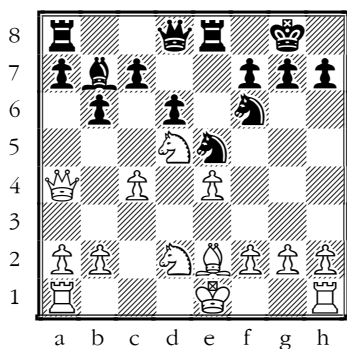
7.Qa4+ Nc6 8.d5! exd5 9.Nxd5

I see your thinking but the other way was better.

[9.cxd5 Bxc3 10.Bxc3 Nxd5 11.Bxg7 Rg8
 12.Qe4+ Nce7 13.Qxh7]

9...Bxd2+ 10.Nxd2 0-0 11.Be2 Ne5
 12.e4 Re8

Now White's position looks the looser. I was torn between applauding your attacking attitude and knowing that your were over-doing it a bit.

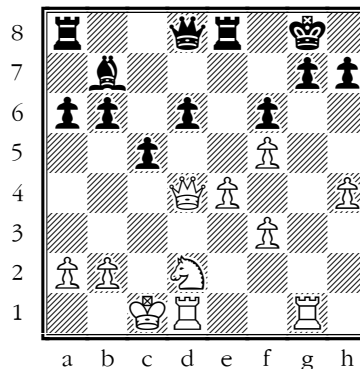


13.f4

Good attitude but didn't help...

13...Ng6 14.Bf3 Nxd5 15.f5 Nh4 16.cxd5
 Bxd5 17.0-0-0 Nxf3 18.gxf3 Bb7

19.Rhg1 a6 20.Qd4 f6 21.h4 c5



22.Qc4+

Just a check... the other way was better.

[22.Qe3 d5 23.h5 and the odd Pawn probably won't matter for a while... a shame White can't get the Knight into the attack, if so, I think he would be winning.]

22...Kh8 23.Qf7 Re7 24.Qh5 b5 25.Nb3
 Qc7 26.Qg4 c4 27.Nd4 c3 28.Qf4

[28.Ne6 is better but still losing after 28...Qa5]

28...Rc8 29.Ne6

[29.b3 c2 30.Rd3 (30.Rd2 Qc3 31.Nxc2 Qa1#) 30...Qc5 31.Kb2 Rxe4 wins, but none of these moves are easy to find for either side]

29...cxb2+ 30.Kxb2 Qc3+ 31.Kb1 Qb4+
 32.Ka1 Rc2 33.Qc1

enough...

[33.Rb1 Qc3+]

0-1

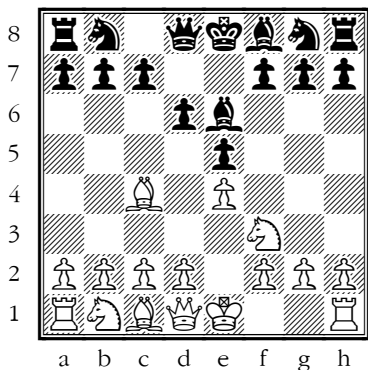
(15) Somerset,B - Devon [C41] U14
 david Chepstow (3.4), 31.01.2004

You had lots of nice ideas in this game:
 missed a couple too, but your opponent
 couldn't cope with any of them

1.e4 e5 2.Nf3 d6

Not a bad choice, and will make a few
 players lose their confidence because they
 haven't seen it before.

3.Bc4 Be6



4.Bb5+

Just a check: actually forces Black to play a
 move he would like to play anyway...

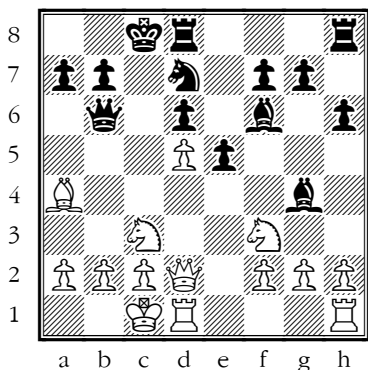
**4...c6 5.Ba4 Nf6 6.Nc3 Nbd7 7.d4 Qc7
 8.Bg5 Be7 9.Qd2 h6 10.Bh4 0-0-0**

That looks a little risky

11.0-0-0

[11.d5]

**11...Qb6 12.Bxf6 Bxf6 13.d5 cxd5
 14.exd5 Bg4**



Good idea: White is on the verge of
 becoming worse.

15.Nb5 a6 16.Na3 e4

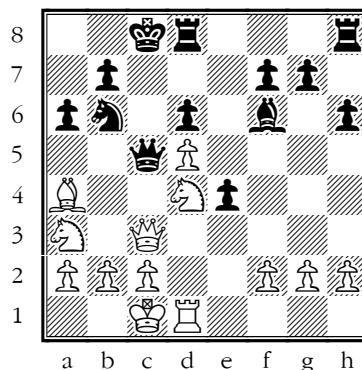
Great!

17.Nd4 Bxd1

Tempting, but there was a better move...

[17...Bg5 18.f4 exf3 en passant: did you
 miss this?]

18.Qc3+ Qc5 19.Rxd1 Nb6



20.Qh3+

Just taking away a vital defender

[20.Bb3]

**20...Kb8 21.Qf5 Nxa4 22.Qxe4 Rhe8
 23.Qf4 Qxd5**

[23...Bg5 Again!]

24.Nf5

Missing something much more important

24...Bxb2+ 0-1

5. Bobby

It's a shame I don't have more of the game that was your best result! You didn't really get a chance to show us what you can do in these games because you went astray in the opening. In all three games your opponents played unusual openings, and I guess as you know more about them you will avoid trouble.

(7) Devon - Somerset,B [B30] U14
bobby Chepstow (1.5), 31.01.2004

Well, this might have felt as though you were never in it, but you could have won a piece...

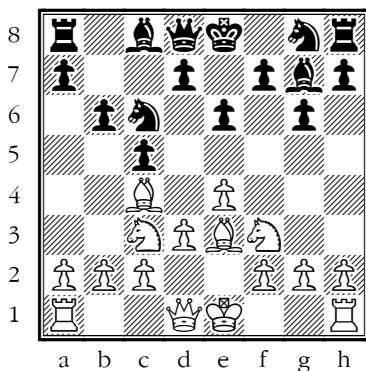
You need to decide on a way of playing against the Sicilian, and the other half-open defences.

1.e4 c5 2.Nf3 Nc6 3.Bc4 g6 4.Nc3 Bg7 5.d3 e6 6.Be3

[6.a4 Nge7;

6.0-0 Nge7 7.Re1 0-0 8.e5]

6...b6

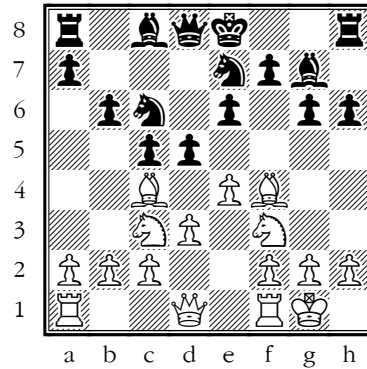


White has developed rapidly, but needs a plan. Black is winding up for ...d7-d5, so getting a Rook to e1 looks like a priority... and so the Bishop on e3 probably isn't accurate.

7.Bg5

This Bishop never found a home. It was like you were thinking only one move at a time, not thinking of an idea that would last you two or three moves.

7...Nge7 8.0-0 h6 9.Bf4 d5

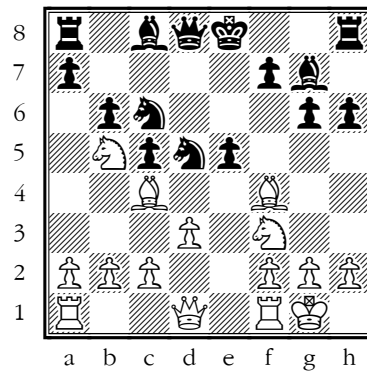


White's 'nicely developed' pieces are also targets for the Black Pawns.

10.Nb5

Nice idea. Black should castle before trying to mix it up.

10...e5 11.exd5 Nxd5



12.Bg3?

[12.Bxd5! wins a piece! 12...exf4 (12...Qxd5 13.Nc7+) 13.Bxc6+]

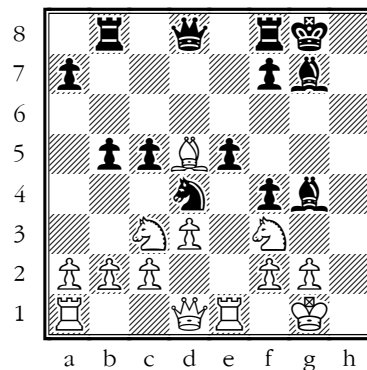
12...0-0 13.Bh4

[13.Bxd5 still wins]

13...g5 14.Bg3 Nf4 15.h4 Bg4

This pin proves very troublesome.

16.hxg5 hxg5 17.Nc3 Nd4 18.Bxf4 gxf4 19.Bd5 Rb8 20.Re1 b5



White is close to losing;

Black has made good use of his Pawns.

21.Be4 f5 22.Bd5+ Kh7 23.Bb3 Rh8

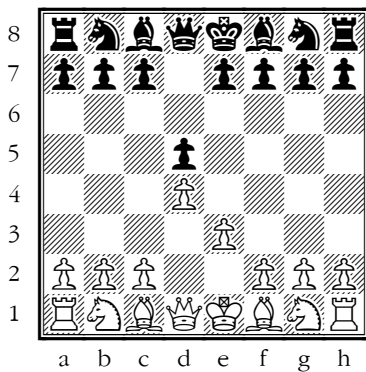
Winning: all White's minor pieces are locked out on the Queen's-side.

24.Bf7 Qe7 25.Bd5 Kg6 26.Ne2 Nxf3+ 27.gxf3 Bh3 28.Kh2 Qg5 29.Rg1 Bg2 # 0-1

(8) Glamorgan,C - Devon [D00] U14
bobby Chepstow (2.5), 31.01.2004

A nice sensible opening... I don't know how much more there was of this game.

1.d4 d5 2.e3



Most of these systems rely on White getting a Bishop pointing to the Black King from d3. So, either don't have your King in the way, or get your Bishop to f5 or g6 quickly.

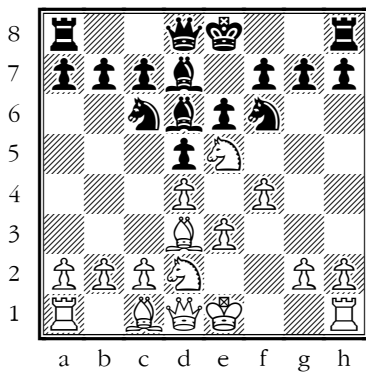
2...Nf6

[2...Bf5 gets it to f5. 3.c4]

3.Bd3 Bg4 4.f3 Bd7

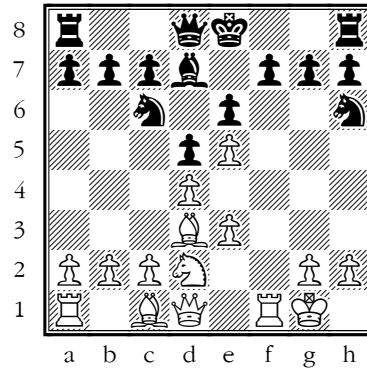
[4...Bh5 5.g4 Bg6 gets it to g6.]

5.Nd2 Nc6 6.f4 e6 7.Ngf3 Bd6 8.Ne5



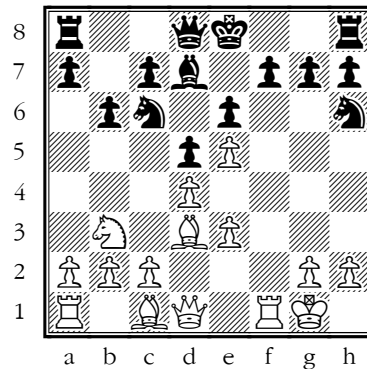
Of course Black would like to play ...Nxe5 but can't.

8...Bxe5 9.fxe5 Ng8 10.0-0 Nh6



I expected White to keep playing by clockwork, playing his pieces to the King's side.

11.Nb3 b6



Now the Nb3 looks out of place.

12.e4 Qh4

Good, else I guess a White Queen would arrive on h5.

13.Bxh6 Qxh6 14.exd5 exd5 15.Qf3 Qe6 16.c3 0-0 17.Nd2 f6 18.exf6 Rxf6

Black looks at least equal here;

White's position makes no sense.

[...Some moves unrecorded...]

1/2-1/2

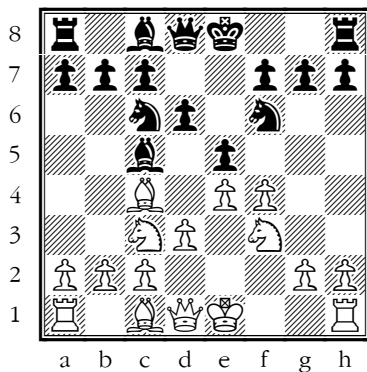
(9) Glamorgan,C - Devon [C30] U14
bobby Chepstow (3.5), 31.01.2004

A shame... you never really got going, but I hope you will know better for next time.

1.e4 e5 2.Bc4 Nc6 3.d3 Bc5

[3...Nf6 4.Nc3 Bb4 is the recommended line for Black.]

4.Nc3 Nf6 5.f4 d6 6.Nf3



I like this move order for White, getting into a reasonable line of the King's Gambit Declined.

6...0-0

Castling is good, except when you are climbing into the lion's den. Black's fortress quickly becomes a prison.

7.f5 g6

Making weaknesses just where White wants them.

8.Bh6 Re8 9.Ng5 Nd4

[9...Re7 10.fxg6 hxg6 11.Qf3 Rd7 is also gruesome.]

10.Bxf7+ Kh8 11.Bxe8 Nxe8 12.g4

[12.Nf7+ looked useful...]

12...Qf6 13.Nd5 Qd8 14.Nf7+ Kg8
15.Nxd8 b6 16.Ne7+ Kh8 17.Nf7# 1-0

6. Ben

You had some good ideas in the games and I like your choice of openings. With more experience you will avoid some of the problems you had in the games you lost.

(4) Glamorgan,C - Devon [C00] U14
ben Chepstow (1.6), 31.01.2004

This was hard to play for a win for black, and the draw came easily enough.

1.e4 e6 2.Nf3 d5 3.Nc3 Bb4

[3...Nf6 is more likely to give you standard French-style positions.]

4.exd5 exd5 5.a3

Waste of time. In this position there is no pin and it's not obvious the Bishop wants to be on b4;

in the Winawer, Black surrenders the Bishop pair only when the centre is closed.

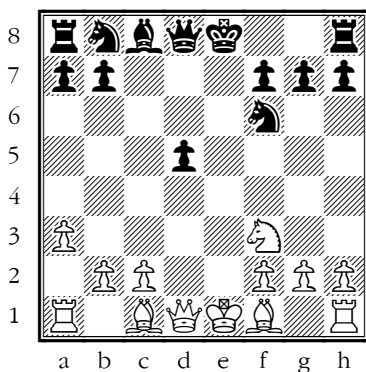
5...Bxc3 6.dxc3 Nf6 7.c4 c6

No need for another Pawn move.

[7...0-0;

7...Nc6]

8.cxd5 cxd5



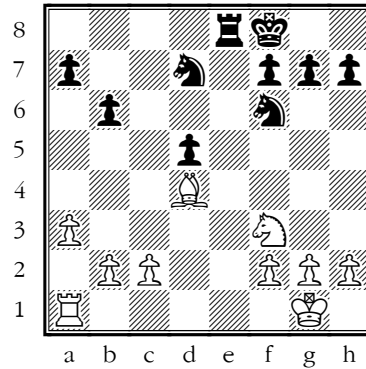
Black has an isolated Queen's Pawn and a potentially crummy Bishop. White should trade off the Black Knights and go for an endgame.

9.Bb5+ Bd7 10.Qe2+ Qe7 11.Qxe7+ Kxe7 12.Bxd7

Black's worst piece disappears.

[12.Bd3]

12...Nbx d7 13.0-0 Rhe8 14.Re1+ Kf8 15.Rxe8+ Rxe8 16.Be3 b6 17.Bd4

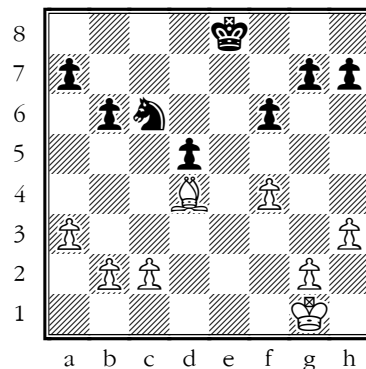


The Knight would benefit most from being here.

17...Ng4 18.h3 Nge5 19.Nxe5

[19.Bxe5 Nxe5 20.Nd4 is a better plan for White, although with Knights and Rooks, Black can surely hold this.]

19...Nxe5 20.Re1 f6 21.f4 Nc6 22.Rxe8+ Kxe8



White could still play for a win with Pawns on both sides of the board.

23.c3 Nxd4 24.cxd4

Dead equal.

24...h6 25.g4 g5 26.f5 a5 27.b4 axb4 28.axb4 b5

Even more equal.

1/2-1/2

(5) Devon - Somerset,B [A45] U14 ben Chepstow (2.6), 31.01.2004

It looked like you understood the position better but sadly fell foul of a Pawn push.

1.d4 Nf6 2.Bg5 d6

[2...g6 3.Bxf6 exf6 4.e3 Bg7 5.Ne2 b6 6.Nf4 d5 7.h4 h5 8.c4 dxc4 9.Bxc4 Bb7 10.Nc3 Bh6 11.Bxf7+ Kxf7 12.Qb3+ Ke8 13.Nxg6 Qd7 14.Nxh8 Qg7 15.Qe6+ Kf8 16.Nd5 Nd7 17.Ne7 1-0 Vaganian,R-Botterill,G/Hastings 1974]

3.Bxf6 gxf6 4.Nf3

The way I learned to play this opening was to hide the White pieces behind the Pawns. I can find some more information about this opening if you like.

[e.g. 4.e3 5.Ne2 6.h4 7.Nf4]

4...e5

This looks natural but encourages White to think about those weak f-Pawns.

5.e3 Bg4 6.Be2 Bg7

[6...Bh6]

7.h3 No need for that one.

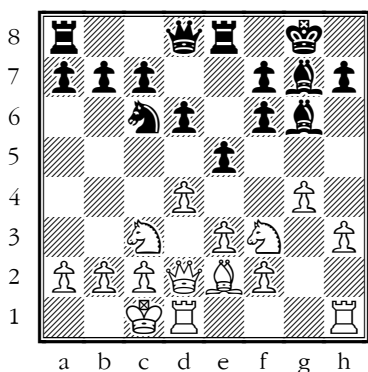
[7.Nbd2;

7.0-0]

7...Bh5 8.Nc3 Nc6 9.Qd2

[9.d5 Ne7 10.Nh4 Bg6 11.Bd3]

9...0-0 10.0-0-0 Re8 11.g4 Bg6



12.Bd3??

[12.Nh4 is strategically perfect, exploiting the damaged Pawns, but fails to the discovered attack on the Knight after ...f5.]

12...e4 Oops. **13.Nxe4 Bxe4 14.Bxe4 Rxe4 15.Qd3 d5 16.c4 Re8 17.c5 b6 18.cxb6 cxb6 19.Rdg1** Great attitude. **19...Rc8 20.Kd1**

[20.Kb1 looks safer.]

20...Qd6 21.g5 Ne7 22.gxf6

[22.Nh4 looks a little easier.]

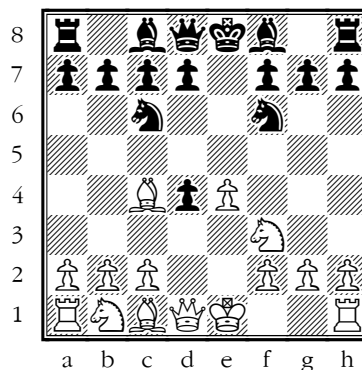
22...Qxf6 23.Ng5 Qf5

Once the Queens come off, White is doomed.

24.Qxf5 Nxf5 25.Nf3 Kf8 26.Rf1 0-1

(6) Devon - Somerset,B [C55] U14 ben
Chepstow (3.6), 31.01.2004

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



5.c3 Too slow.

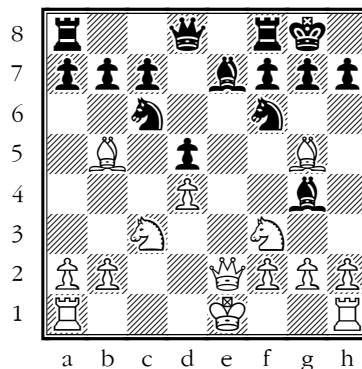
[5.0-0 Nxe4;

5.e5]

5...Nxe4 6.cxd4

[6.0-0 still looks best]

6...Nf6 7.Nc3 d5 8.Bb5 Bg4 9.Bg5 Be7 10.Qe2 0-0



11.h3

Ah, yet another Pawn move... not the way to play this opening. White more or less forces Black to win a Pawn.

11...Bxf3 12.Qxf3 Nxd4 13.Qd3 Nxb5 14.Qxb5 Rb8 15.0-0 h6 16.Bh4 c6 17.Qd3 Qd6 18.Rfe1 Rfe8 19.Rad1 Qb4 20.Bxf6 Bxf6 21.Rc1 Qc4

After this I couldn't follow the score... 0-1

[...Some moves unrecorded...] **0-1**

7. Richard

I thought your attitude and ideas at the board were great. Of course, experience will keep you out of trouble, but I thought your basic chess sense was pretty good, and I was very pleased with your fight back in the first game.

(28) Devon - Glamorgan,C [B51] U14
richard Chepstow (1.7), 31.01.2004

You drifted into trouble, I suspect because you weren't sure what you should be doing in the opening, but once you were in trouble you fought back very well and were on the verge of winning at one point.

1.e4 c5 2.Nf3 d6 3.Nc3 Nc6 4.Bb5

Not a bad system for White.

4...Bd7

[4...Nf6 5.e5 dxe5 6.Nxe5 Bd7 7.Nxc6;

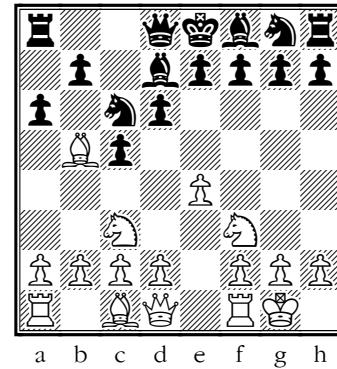
4...g6 5.d4 cxd4 6.Qxd4 Nf6 7.e5 dxe5 8.Qxd8+ Kxd8 9.Bxc6 bxc6 10.Nxe5;

4...e5]

5.0-0 A little too straightforward.

[5.Bxc6 5...Bxc6 6.d4 cxd4 7.Qxd4 Nf6 8.Bg5 e6 9.0-0-0 Be7 10.Qd3 ideas Nd4, f4 (Movsesian) 10...Qa5 11.Kb1 0-0 12.h4 Rac8 (12...Rfd8 13.Nd4 Rab8 14.f4 b6 15.g4 Qc7 16.Bxf6 Bxf6 17.g5 Bxd4 18.Qxd4 b5 19.Rhg1 e5 20.Qf2 exf4 21.g6 fxg6 22.Qxf4 Voloshin,L-Kjartansson,G/Valoz Cup 2000/The Week in Chess 301/1-0 (55)) 13.Nd4 Rfd8 14.f4 a6 15.f5 e5 16.Bxf6 Bxf6 17.Nde2 17...b5 18.g4 b4 19.Nd5 Bxd5 20.Qxd5 Rc5 21.Qb3 Qb5 22.Nc1 a5 23.g5 a4 24.Qf3 Be7 25.f6 Bf8 26.h5 Qc4 27.Rh2 Qe6 28.Rf2 Rd7 29.Qg3 g6 30.Nd3 Movsesian,S-Banas,J/Nat. Ch. Open 1995/1-0 (51)]

5...a6



6.Bc4

Now White's Bishop gets chased by the Black Pawns.

[6.Bxc6! Bxc6 7.d4 is the previous line with White having castled.]

6...b5 7.Bd5 e6 8.Qe2

A good idea with a flaw.

[8.Bxc6 Bxc6 9.d4 b4 10.d5]

8...exd5 9.exd5+ Nce7 10.d4 b4 11.Ne4 Qc7 12.dxc5 Bb5 13.c4 bxc3 14.cxd6

[14.Qe3 is better, but it's all rather hairy]

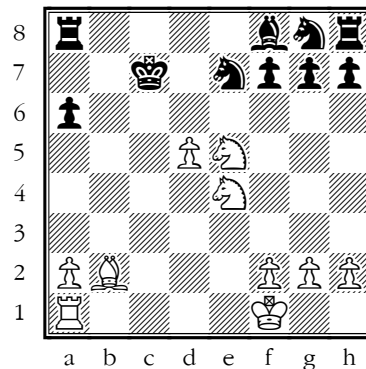
14...Bxe2 15.dxc7 Bxf1 16.Kxf1 cxb2 17.Bxb2 Kd7

[17...Nxd5]

18.Ne5+

Suddenly White is right back in it.

18...Kxc7



19.d6+ Irresistibly natural.

[19.Rc1+ is even better, as it happens, because something like 19...Kb6 is mate in five! 20.Nd7+ Ka5 21.Rc5+ Kb4 22.Bc3+ Ka4 23.Ra5# But I don't expect you to see this sort of thing over the board.]

19...Kd8 20.Nxf7+ Ke8 21.dxe7

[21.Nxh8 again is a better option, but you need a lot of vision and courage to see this 21...Nf5 22.Rd1]

21...Kxf7 22.exf8Q+ Kxf8 23.Nc5

[...Some moves unrecorded...]

and I thought Black might start to unravel and win, but it seems you drew pretty soon after this: I guess you'd settle for that after losing a piece so early.

1/2-1/2

(29) Somerset,B - Devon [C30] U14
richard Chepstow (2.7), 31.01.2004

Not an easy opening to defend against, because Black's formation seems so defensive. It's always nice to have something positive to do in the opening.

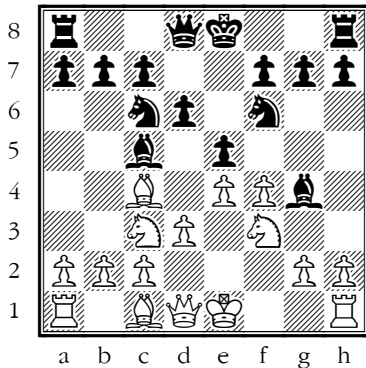
1.e4 e5 2.Bc4 Nf6 3.Nc3 Nc6

[3...Nxe4 4.Qh5 is more complicated than the usual Two Knights' trick. The main line leads to a strong attack for Black, at the cost of the Exchange.]

4.f4

[Next time, try 4...Nxe4! e.g. 5. Nf3 Nxc3 6. dxc3 Qe7! idea d6/Be6 and if 7. O-O?? Qc5+!]

4...Bc5 5.Nf3 d6 6.d3 Bg4

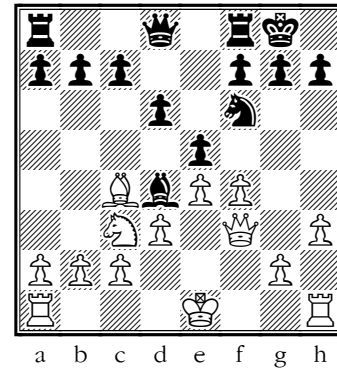


I quite like this position for White.

7.Qe2? 0-0

[7...Nd4! makes White's last move pointless]

8.Be3 Nd4 9.Bxd4 Bxd4 10.h3 Bxf3 11.Qxf3

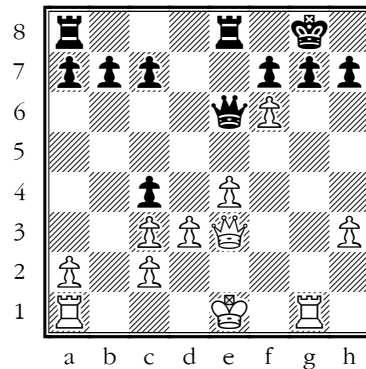


11...Qd7

White has an obvious plan and Black doesn't, so

[11...Bxc3+ 12.bxc3 exf4 13.0-0 c6 14.Qxf4 d5 was a better try for equality]

12.g4 exf4 13.Qxf4 Be5 14.Qe3 Bxc3+ 15.bxc3 Rfe8 16.g5 d5 17.gxf6 dxc4 18.Rg1 Qe6



That's all I have of this one, so I assume White didn't find

19.Qh6 Qxf6 20.Qxf6 g6

Anyhow, happily ...

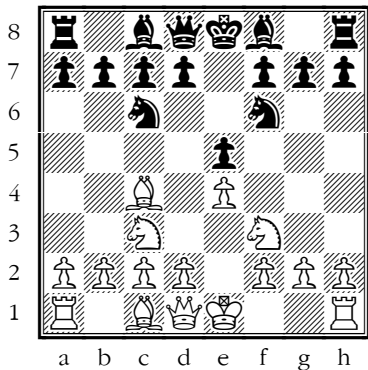
[...Some moves unrecorded...]

0-1

(30) Somerset,B - Devon [C50] U14
richard Chepstow (3.7), 31.01.2004

A shame, you lost a piece but all your moves before and after that point were sound. Chess is an unforgiving game!

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



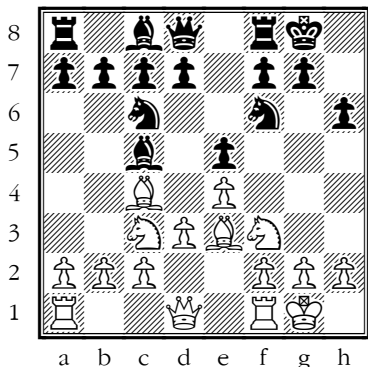
4...Bc5

[4...Nxe4 is the best response]

5.d3 h6

unnecessary but not particularly harmful

6.0-0 0-0 7.Be3



7...Bxe3

This gives White some extra plans along the f-file.

[7...Bb6]

8.fxe3 d6 9.h3 Qe8

A bit vague, what was your idea?

10.d4 Be6??

[10...exd4 uncovers an attack on the e-Pawn 11.exd4 Nxe4 12.Re1 Nxc3]

11.d5

oops

11...Bd7 12.dxc6 Bxc6

The rest of the game seems reasonably well played by both sides.

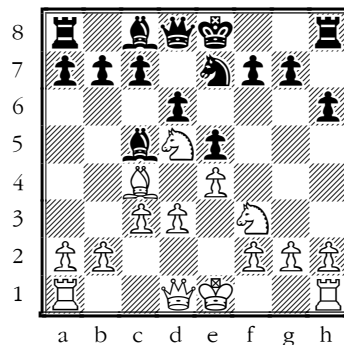
13.Nd5 Nxd5 14.Bxd5 Bxd5 15.exd5 e4 16.Nd4 Qe5 17.Qg4 Qxd5 18.Nf5 Qe5 19.Nxh6+ Kh8 20.Nf5 Qf6 21.Qh5+ Kg8 22.Nh4 Qxb2 23.Rae1 Qxa2 24.Nf5 g6 25.Qh6 gxf5 26.Rxf5

[26.Qg5+ Kh8 27.Rf4 is more accurate]

26...Qe6 27.Rg5+ Qg6 28.Rxg6+ fxc6 29.Qxg6+ Kh8 30.Rf1 1-0

The main line of the Giuoco Pianissimo, which I call Old Stodge, is equal after

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Nc3 Bc5 5.d3 d6 6.Bg5 h6 7.Bxf6 Qxf6 8.Nd5 Qd8 9.c3 Ne7!



Both sides are trying to advance the d-Pawn.

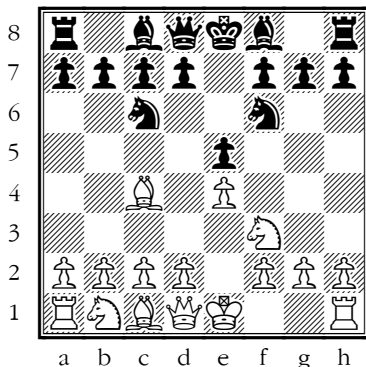
8. Sophie

I liked your attitude at the board, careful and methodical, and it got you some good positions against some good players. Despite your care, you did make some blunders, and I wonder what you can do about this -- you shouldn't play slower, so what do you do when you are thinking to check for good replies for your opponent? Also, I think your openings are not doing you any good: that Old Stodge stuff is no use to anyone.

(34) Somerset,B - Devon [C50] U14
sophie Chepstow (1.8), 31.01.2004

A blunder in a fairly sound position... not a lot to add, but the opening has some points you should notice for next time.

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



4.Nc3 Bc5

[4...Nxe4 is best for Black here.]

5.d3 h6

Unnecessary, but in this closed position, White can't take advantage of this waste of time.

6.0-0 0-0 7.Be3 b6

[7...Bb6]

8.d4

White should have aimed for this break much earlier (with 3. d4, or 4. d4).

8...Nxd4 9.Nxd4 exd4 10.Bxd4 d6
11.Bxf6 Qxf6 12.Nd5 Qg6

[12...Qxb2!;

12...Qd8? 13.b4]

13.Ne7+

Oops

13...Kh8 14.Nxg6+ fxc6 15.h3 Bb7
16.Qg4 Rf6

[...Some moves unrecorded...]

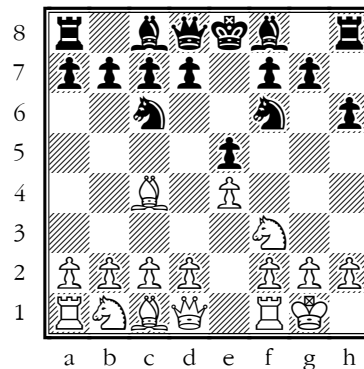
I didn't get any more than this, but I guess you have seen enough. You were playing very carefully throughout the tournament, so I was surprised you missed this... Ah well, it happens to us all occasionally.

1-0

(35) Devon - Glamorgan,C [C50] U14
sophie Chepstow (2.8), 31.01.2004

This was a really determined effort, and you fully deserved your win. Although you made a big mistake you kept going and turned the whole game around again, which was good to watch.

1.e4 e5 2.Nf3 Nc6 3.Bc4 h6 Yeuch. **4.0-0 Nf6**



5.Nc3

[5.d4 seems a good way to go on, if Black is wasting time with ...h6]

5...Bc5 6.a3

I hate to see people moving Pawns on the sides when there are things to do to get on with your development... what was your idea here?

[6.d3]

6...a5 7.b3 0-0 8.Bb2

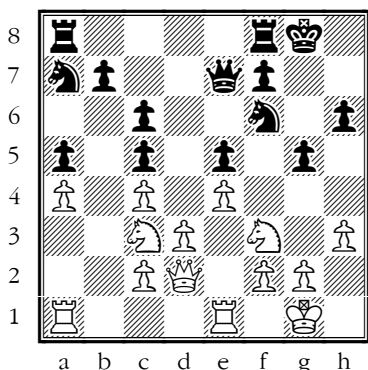
This development is not so focussed on the centre as d3/Be3

8...d6 9.h3

Not another Pawn move at the edge... I don't mean to be rude, but I always think moves like this mean that a player doesn't really know what they should be doing. So, is this a good opening system for you?

9...Qe8 10.Nb5 Qe7 11.d3 Bb6 12.Qd2

Be6 13.Rfe1 Bxc4 14.bxc4 Na7 15.Nc3 c6 16.a4 g5 17.Ba3 Bc5 18.Bxc5 dxc5



All of that bit made sense to me.

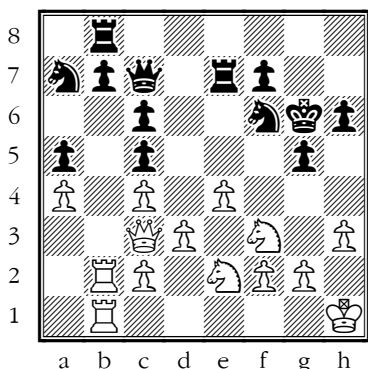
19.Rab1 Rfd8 20.Rb2 Rd7 21.Reb1 Rb8

I might have got this move order wrong.

22.Ne2 Qd8 23.Nxe5 Re7 24.Qc3 Qc7 25.Nf3

You were playing here with bags of patience and care, which I like.

25...Kg7 26.Kh1 Kg6



27.d4

Takes a defender away from Pe4.

[27.Ng3]

27...Nxe4 28.Qa3 Nxf2+ 29.Kg1 Rxe2 30.Kf1

[30.Rf1]

30...Rbe8 31.Ne5+

Cracker!

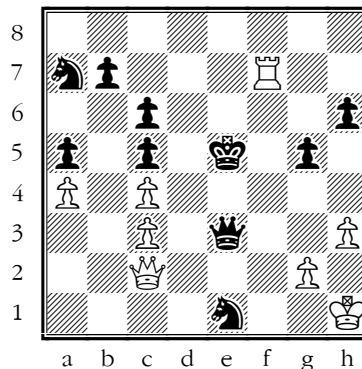
31...R8xe5 32.dxe5 Qxe5 33.c3 Rxb2 34.Qxb2 Nd3 35.Qc2 Qf4+ 36.Kg1 Qe3+ 37.Kh1

You were last to finish by a long way... Good! There were lots who rushed and lost.

37...Kf6 38.Rf1+ Ke5 39.Rxf7

Black is suddenly faced with lots of threats.

39...Ne1



Overlooking one of them...

40.Qd1

[40.Qf5+ Kd6 41.Rd7#]

40...Qxc3 41.Re7+ Kf5 42.Qxe1

[42.Qd7+ actually forces mate, but you'd need a computer to find it.]

42...Qxe1+ 43.Rxe1 Nc8 44.Rf1+ Kg6 45.g3 Nd6 46.Rc1

Rooks aren't such good defenders, although you do want to keep Pawns on, as a rule.

[46.Rb1]

46...Ne4 47.g4 Nf2+ 48.Kg2 Nd3 49.Rb1 Nf4+ 50.Kg3 Ne2+ 51.Kf2 Nc3 52.Rxb7 Nxa4 53.Ra7 Nb2 54.Rxa5 Nxc4 55.Rxc5 Nb6?? 56.Rxc6+ Kf7 57.Rxb6 Ke7 58.Rxh6 Kf7 59.Ra6 Ke7 60.Ke3

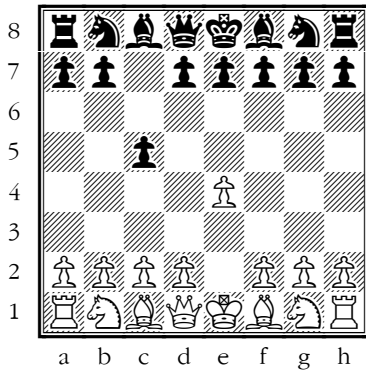
I liked that you went for mate here, some players waste time collecting extra Queens.

60...Kd7 61.Kd4 Kc7 62.Kc5 Kb7 63.Rh6 Kc7 1-0

(36) Devon - Glamorgan,C [B20] U14
 sophie Chepstow (3.8), 31.01.2004

Most players when faced with the Sicilian got into a worse mess than you did!
 Although you missed a couple of Black tactics, you had quite a good position throughout and even towards the end had good drawing chances.

1.e4 c5



Not seen it before? Have a think about what to do next time.

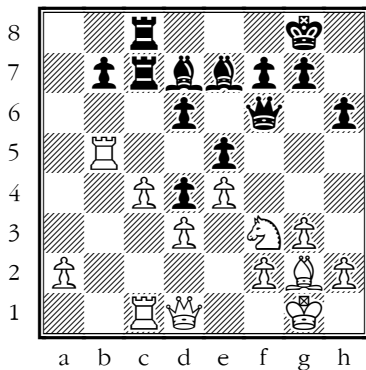
2.c4 d6 3.Nf3 e5 4.g3 Nc6 5.Bg2 Bg4
6.0-0 Nd4 7.d3 Qf6 8.Nbd2 Nxf3+
9.Nxf3

[9.Bxf3 escapes the pin, and invites Black to swap off White's bad Bishop]

9...h6 10.Bd2 Ne7 11.Bc3

[11.Be3]

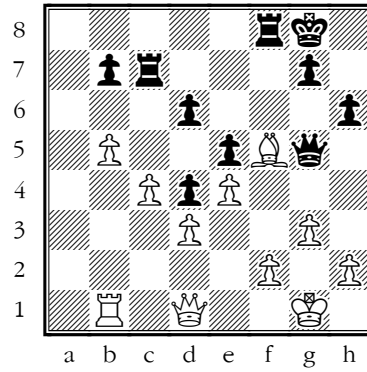
11...Nc6 12.Re1 Nd4 13.Bxd4 cxd4
14.Rc1 Rc8 15.b4 Be7 16.Rb1 0-0
17.Qe2 a6 18.Rec1 Rc7 19.Qd1 Rfc8
20.b5 axb5 21.Rxb5 Bd7



22.Rb3? Ba4

This is not good for White, but not a disaster.

23.Rcb1 Bxb3 24.axb3 Qg6 25.b4 Bg5
26.b5 f5 27.Bh3 Qh5 28.Bxf5 Rf8
29.Nxg5 Qxg5



White has good compensation for the exchange. **30.Be6+**

[30.h4 Qf6 31.Qd2]

30...Kh8 31.b6 Re7 32.Bf5

[32.Bd5 and White's Bishop is worth more than either of the two Black Rooks.]

32...g6 33.Bg4 h5 34.Be2

[34.Bh3]

34...Qf6 35.Qe1 Ref7 36.Bf3??

[36.f3 is still a game]

36...Qxf3 37.Rb2 Qxd3 38.Qe2

[38.Qc1 Qxe4 39.Qh6+ Kg8]

38...Qxe2 39.Rxe2 0-1

9. Karl

I'm sorry I didn't get to see more of your games: it's hard to suggest many things you could improve on in the game you won, but I liked your attacking attitude there. I expect you to do well with that opening in the future. If you have other games written down, I could look at two or three of those for you.

(22) Glamorgan,C - Devon [B00] U14
karl Chepstow (1.9), 31.01.2004

You seemed to lose a Pawn early on, but then played sensibly enough. I missed why you lost in the end.

1.e4 [...Some moves unrecorded...]

1-0

(23) Devon - Somerset,B [C34] U14 karl
Chepstow (2.9), 31.01.2004

You played with a lot of energy in the opening and deserved to win: you should dig a little deeper to find the very best moves when you play a gambit opening.

1.e4 e5 2.f4

I was pleased to see this opening.

2...exf4 3.Nf3 Nc6

A natural move but without a lot of point.
[3...Be7 is a good defence.]

4.d4 d5 5.Nc3 dxe4 6.Nxe4 Bg4 7.Bxf4 Nf6

I guess I got the move order wrong?

8.Be2 Bxf3

[8...Nxe4]

9.Bxf3 Nxd4 10.0-0 Nxf3+ 11.Qxf3

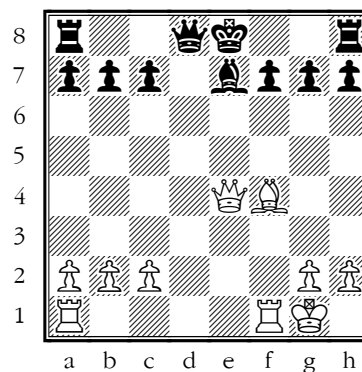
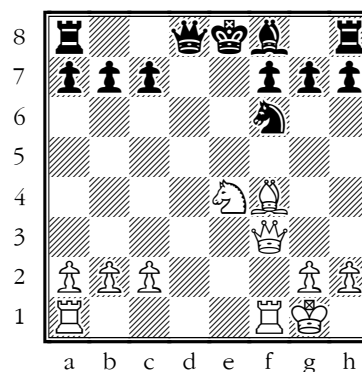
[FIRST DIAGRAM]

11...Nxe4

Each exchange has made White's position better.

12.Qxe4+ Be7

[SECOND DIAGRAM]



13.Qxb7

This is a good move, but

[13.Rad1 is even better 13...Qc8 14.Rfe1 Qe6 15.Qxb7 Qb6+]

13...Bc5+ 14.Kh1 Rb8

Forces White to play a good move.

15.Qc6+ Qd7 16.Qxd7+

[16.Qxc5 seems a better move...]

16...Kxd7 17.Be5 Rhe8 18.Bxg7 Rxb2?? 19.Bxb2

Pieces can move backwards too

19...h5 20.Rxf7+ Kc8 21.Rf5 Bb6 22.Rxh5 a5 23.h3 Rf8 24.Rd5 c6 25.Rd3 Kb7 26.Rb1 Bc7 27.Bg7+ Kc8 28.Bxf8 1-0

(24) Glamorgan,C - Devon [C41] U14
karl Chepstow (3.9), 31.01.2004

By the time I arrived at the board, I was already mystified by an opening where White's Knights seemed to have got in a right muddle.

Later, Black seemed to have more space, but the next time I looked at it you were a Rook and Bishop behind.

1.e4 e5 2.Nf3 d6

[...Some moves unrecorded...]

1-0

10. Alex

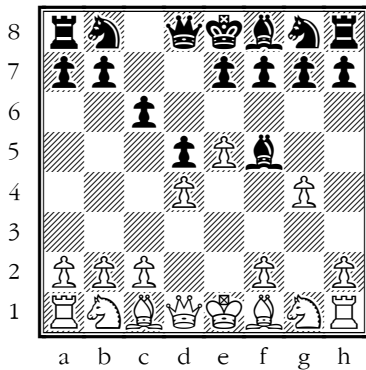
I didn't see a lot of your win, but the first-round loss showed a lot of good attitude. The second-round game, well, I keep mentioning these clockwork attacks, I guess now you know about this one you might be able to dodge next time.

Devon - Somerset,B [B12]

U14 alex Chepstow (1.10), 31.01.2004

You played with a lot of energy, which was good to see... a shame you got overstretched.

1.e4 c6 2.d4 d5 3.e5 Bf5 4.g4



Do you know the Caro-Kann defence, Alex? This is a sharp and recently popular line against it!

4...Be4 5.f3 Bg6 6.f4

[6.h4 is more consistent

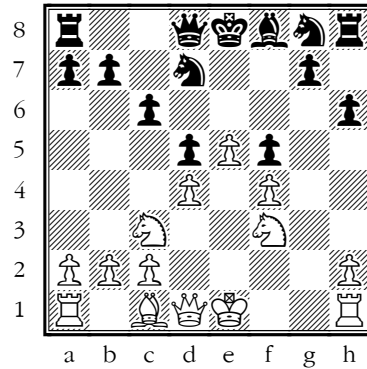
6...h6 7.h5 Bh7 8.Bd3 Bxd3 9.Qxd3

but really, I was so pleased with this: when most players faced an unfamiliar opening they just played normal-looking moves that mostly got them into trouble. But you looked at the position properly, had a think about what you could see, and tried to set your opponent some problems. That attitude will get you a long way in chess.]

6...h6 7.Nf3 e6 8.Nc3 Nd7 9.Bh3 f5 10.gxf5

[10.exf6 would allow you to take aim at the e-Pawn.]

10...Bxf5 11.Bxf5 exf5



12.e6

A bit of a swipe in the dark, this Pawn cannot co-ordinate with your other pieces for an attack.

[12.Be3 Qb6 13.Qd3 g6 14.0-0-0≠;

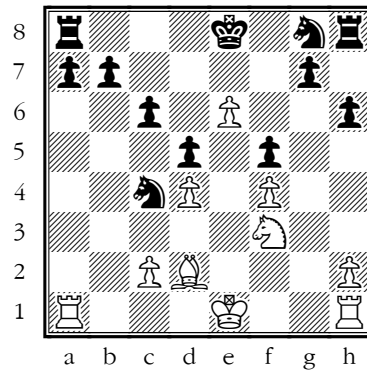
12.Rg1]

12...Qe7 13.Qe2 Nb6 14.b4

Vigorous but really doesn't help.

[14.Qe5]

14...Qxb4 15.Bd2 Qb2 16.Rc1 Bb4 17.Qd3 Bxc3 18.Qxc3 Qxa2 19.Ra1 Qc4 20.Qxc4 Nxc4



21.Ne5 Don't seek exchanges.

[21.Rb1;

21.Rg1]

21...Nxe5 22.fxe5 Ke7 23.Rg1 g5 24.Rb1 Rb8 25.Ra1

[25.Bb4+ Kxe6 26.Bd6 Ra8 27.Rxb7 is very awkward for Black, e.g. 27...g4 28.Kd2 h5 29.Ke3 Nh6 30.Re7#]

25...a6 26.Bb4+

Right idea, wrong timing.

26...Kxe6 27.Bd6 Rd8 28.Kd2 Nf6 29.Rge1 Ne4+ 30.Kd3 Nxd6 31.exd6+ Kxd6 32.Rab1 Kc7 33.Re7+ Rd7 34.Rxd7+ Kxd7 35.Rxb7+ Kd6 36.Ra7 Re8 37.Rxa6 Re1

After a long series of natural moves, White is unfortunate to emerge into a lost endgame.

38.Ra7 Rh1 39.Rf7 Rxb2

[...Some moves unrecorded...]

And the next time I looked, White was a Rook down... **0-1**

(2) Somerset,B - Devon [A40] U14 alex
Chepstow (2.10), 31.01.2004

You didn't really get a chance to get going in this game, having walked into an attack.

1.d4 e6

Probably not the best move order unless you are fishing for a Classical Dutch.

[Just 1...d5 is best, whatever you want to follow it up with.]

2.e3 d5 3.Bd3

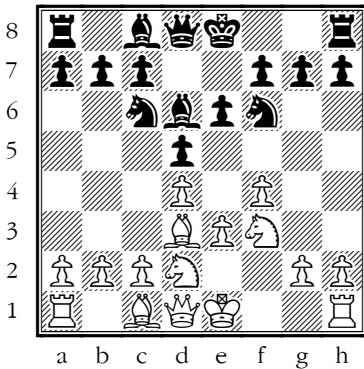
This is the disadvantage of 1...e6; this can be anticipated by 2...Bf5.

3...Nf6 4.Nd2 Nc6

This is not normally good;

you need a Pawn break to open a file for your Rooks, and c7-c5 is easiest.

5.f4 Bd6 6.Ng3



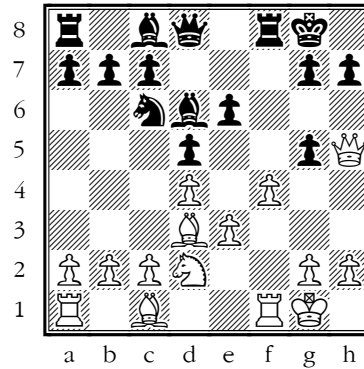
6...0-0 Castling into it...

[6...Nb4 7.Be2 c5 allows you to repair your omission.]

7.0-0 Nh5 8.Ng5 f6

Well, I see your point with this idea, but it just invites the Queen to attack your King.

9.Qxh5 fxe5



10.Qxh7+

White missed mate in two here.

[10.Bxh7+ Kh8 11.Bg6+ Kg8 12.Qh7#]

10...Kf7 11.fxe5+

[11.Bg6+ is still mate, this time in four moves]

11...Ke8 12.Bg6+ Kd7 13.Qxg7+ Qe7

Black has escaped the mate but has a lost endgame.

14.Qxe7+ Kxe7 15.Rxf8 Kxf8 16.b3 Nb4 17.Rb1 Kg7 18.Bd3 Nxd3 19.cxd3 e5 20.Bb2 exd4 21.Bxd4+ Kg6 22.h4 Bf5 23.e4 dxe4 24.dxe4 Bd7 25.e5 Bb4 26.Nf3 c5 27.Rd1

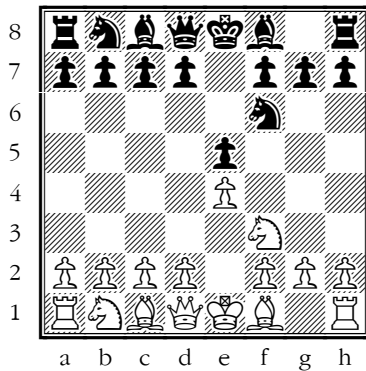
A clever idea

27...Re8 ...1-0 1-0

(3) Devon - Somerset,B [C42] U14 alex
Chepstow (3.10), 31.01.2004

I don't have much of this one, but when surprised in the opening, you needed something more aggressive - like your first game.

1.e4 e5 2.Nf3 Nf6



3.d3

Did I get this right? White cannot hope to set problems with this move, and if you don't set problems, you are less likely to see your opponent make a mistake.

**3...Bc5 4.Be3 Bxe3 5.fxe3 d5 6.exd5
Nxd5 7.Nc3 Nc6**

[7...Nxe3 8.Qe2 Nxf1 9.Qxe5+ Qe7
10.Qxe7+ Kxe7 11.Rxf1 when White has a small advantage in the endgame]

**8.Nxd5 Qxd5 9.e4 Qa5+ 10.Qd2 Qxd2+
11.Nxd2**

[...Some moves unrecorded...]

White is probably slightly worse because of the bad Bishop, but that clearly didn't matter in the long run... 1-0 **1-0**

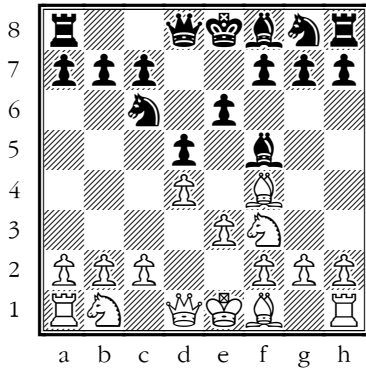
11. Joseph

In general, I was pleased with your chess: there are things about the openings you don't know (same for me) and you made a few mistakes (so do I) but I think the main thing that's wrong with your game is lack of practice, and that is easy to fix.

(19) Somerset,B - Devon [D02] U14
joseph Chepstow (1.11), 31.01.2004

You did most things right here and didn't deserve to lose... I'm sure you won't let this happen again.

1.d4 d5 2.Nf3 Bf5 3.Bf4 e6 4.e3 Nc6



As ever, the Knight should go behind the c-Pawn in d-Pawn opening.

5.Bb5

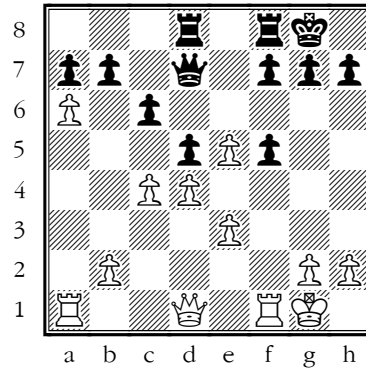
normally White tries to get this piece to d3 but there is no point here.

5...Bd6 6.Bxd6 Qxd6 7.0-0 Nf6 8.Bxc6+ Qxc6 9.Ne5 Qd6 10.Nc3 0-0 11.Nb5 Qb6 12.a4 c6 13.Nd6 Rad8 14.Nxf5 exf5 15.c4 Nd7 16.a5 Qc7 17.f4 Nxe5

understandable, that Black Knight is very short of space.

[17...f6 exposes the weak e-Pawn on the half-open file.]

18.fxe5 Qd7 19.a6



19...bxa6

[19...b6]

20.Rxa6

Suddenly White has been handed a plan: attacking the weak a-Pawn.

20...Qb7 21.Qa4 Rc8 22.cxd5 cxd5 23.Rxa7 Qxb2 24.e6

[...Some moves unrecorded...]

Later, Black was winning but short of time, so you should have taken the draw if only you realised it was available....

[See the main notes above.]

1-0

(20) Devon - Glamorgan,C [C02] U14
joseph Chepstow (2.11), 31.01.2004

The opening couldn't have gone worse really, but you kept going well and took most of your chances.

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Bd7 6.Bf4

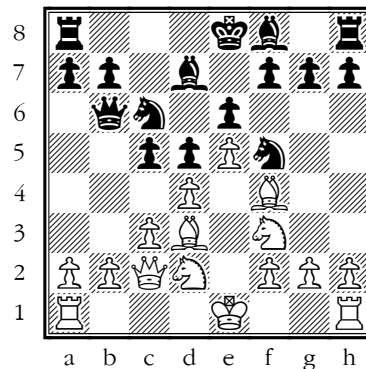
It's not the e-Pawn that needs support.

6...Qb6 7.Qc2 Nge7

[Taking the d-Pawn is perfectly safe.

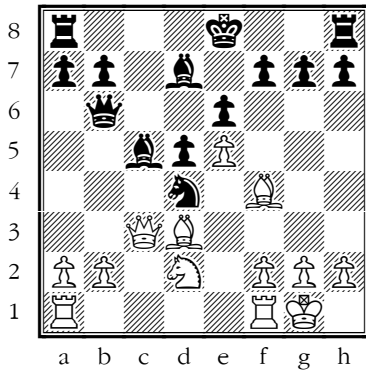
7...cxd4 8.cxd4 Nxd4 9.Nxd4 Qxd4 10.Qc7 Qb4+ 11.Nc3 Rc8]

8.Bd3 Nf5 9.Nbd2



It's interesting how often Black wins the d-Pawn in the French Defence.

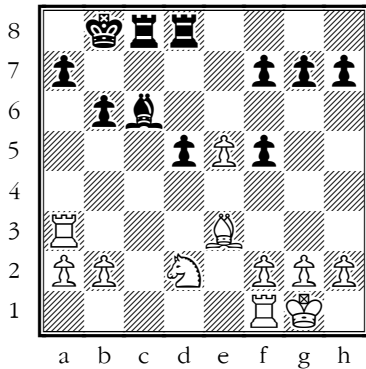
9...cxd4 10.cxd4 Ncxd4 11.Nxd4 Nxd4 12.Qc3 Bc5 13.0-0



13...0-0-0??

Oh, Black needs a better danger detector! Putting the King on an open file is risky enough, but one where there is already a White major piece... bound to lead to trouble.

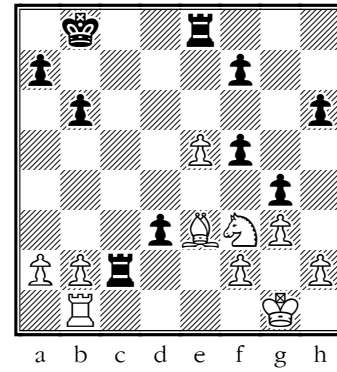
14.Rac1 Bc6 15.Qxc5 Qxc5 16.Rxc5 Kb8 17.Bg5 Rc8 18.Be3 Nf5 19.Bxf5 exf5 20.Ra5 b6 21.Ra3 Rhd8



22.Rc3?? d4 23.Rxc6

Good reaction! I don't expect you never to get into trouble, but I do expect you to react properly to it... well done.

23...Rxc6 24.Bg5 Re8 25.Nf3 d3 26.Nd4 Rc4 27.Nf3 Rc2 28.Rb1 h6 29.Be3 g5 30.g3 g4



31.Nd4

[31.Ne1 rounds up the d-Pawn]

31...Rc4 32.Rd1 Rxe5 33.Rxd3 Rb4?? 34.Nc6+

ouch

34...Kb7 35.Nxb4 a5 36.Nc2 Re4 37.Rd7+ Ka6 38.Bf4 Re2 39.Rc7 Re6 40.Nd4 1-0

(21) Somerset,B - Devon [C55] U14 joseph Chepstow (3.11), 31.01.2004

Not a lot to say, but do look out for that fourth move.

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

[4...Nxe4!]

4...Bc5

[...Some moves unrecorded...]

was as much as I saw of the moves: it seemed fairly orthodox, then you were an exchange up, and then you won.

0-1

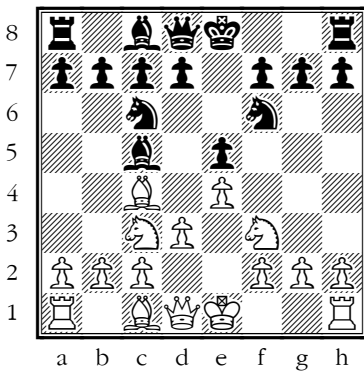
12. Ryan

I don't have a lot of your moves to comment on, but I would like to see you give up playing Old Stodge.

If you have other games written down, I could look at two or three of those for you.

(31) Devon - Glamorgan,C [C50] U14
ryan Chepstow (1.12), 31.01.2004

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



Don't castle first in this line.

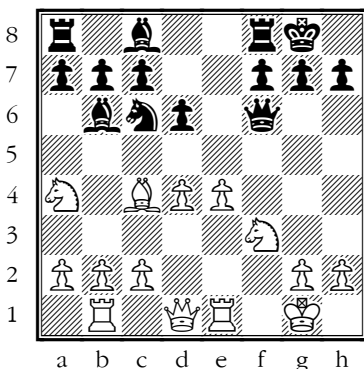
5...0-0 6.0-0 d6 7.Re1 Ng4 8.Be3 Nd4 9.Rc1 Nxe3

[9...Nxf3+ 10.Qxf3 Qh4 11.h3 Nxe3 12.fxe3 Be6]

10.fxe3 Nc6 11.d4 exd4 12.exd4 Bb6 13.Rb1

Too mysterious.

13...Qf6 14.Na4

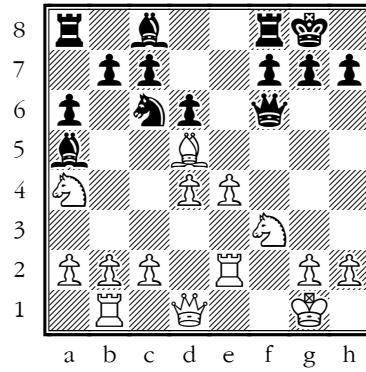


You were playing nicely slowly and carefully, but

14...Ba5

[14...Bxd4+ 15.Nxd4 Qxd4+ 16.Qxd4 Nxd4]

15.Re2 a6 16.Bd5



16...Nxd4?

Black falls apart here.

17.Nxd4 b5?? 18.Bxa8 bxa4 19.Rf2 Qe5 20.Nc6 Qc5 21.Nxa5 Qxa5 22.b3 axb3 23.axb3 Qc5 24.b4 Qe3 25.Qd2 Qa7 1-0

(32) Somerset,B - Devon [C55] U14
ryan Chepstow (2.12), 31.01.2004

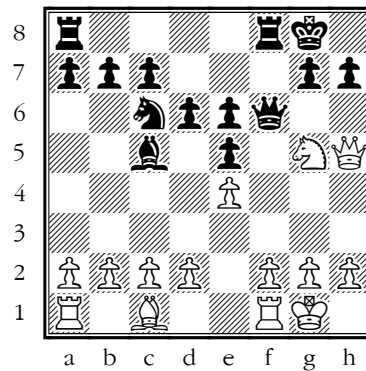
1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bc4 Bc5

[4...Nxe4]

5.Ng5

White doesn't have enough of an advantage to make this work.

5...0-0 6.0-0 d6 7.Nd5 Be6 8.Nxf6+ Qxf6 9.Bxe6 fxe6 10.Qh5



I think I got this far with the move order correct... if so, you had here

10...Bxf2+

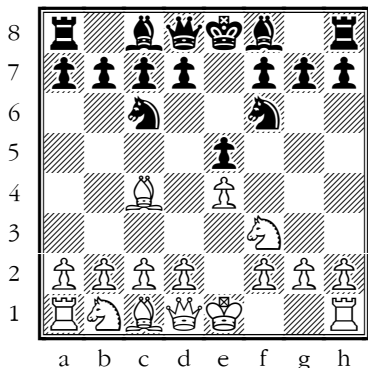
Later you were in a double-Rook endgame, and then you won... I'm sorry I didn't notice more than this.

[...Some moves unrecorded...]

0-1

(33) Devon - Glamorgan,C [C50] U14
 ryan Chepstow (3.12), 31.01.2004

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



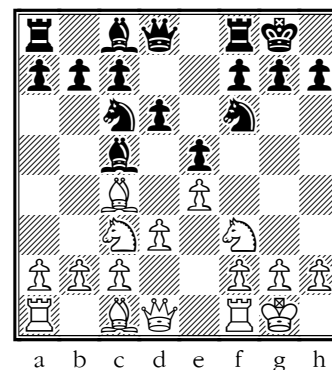
4.Nc3 Bc5

[4...Nxe4 as usual, this is the best move.]

5.d3 0-0

Castling is too early here

6.0-0 d6



White needs a plan here

7.Qe1

[...Some moves unrecorded...]

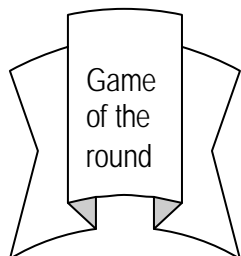
Next time I looked you were a Queen down...

[7.Bg5 fits in nicely, with ideas of Nd5 and c2-c3]

0-1

Games of the round

One game each round that stuck in my mind:



Round One: Harry's clearance combination in the middle of a dangerous attack leaving a winning endgame

Round Two: Karl's brisk King's Gambit. I'd like to see every junior play this way... (Honourable Mention: Sophie's determined effort)

Round Three: David's win as Black against a good Somerset player, where he had all the punchy ideas and his opponent wobbled all over the place.

Postscript

Well, I hope some of that is useful, and like I say, do read the notes on other people's games – you could be in the same position next game!