

West Of England & South Wales Team Tournament





Stoke sub Hamdon, Saturday 29th January 2005

Introduction

- 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 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 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!)
- I've got a bunch of stuff for young people on the Internet at <http://www.ex.ac.uk/sheu/DR/juniors.html>. If you don't have access to the Internet, or have trouble using it, then get in touch with me directly and I can print it out or recommend some other study material.
- In fact, a lot of last year's comments apply to this year's games, so I have tried to say different things this year. If you didn't see the document from 2004, you can read it at http://www.ex.ac.uk/sheu/DR/Praxis/u14_20043.pdf). Again, if you don't have access to the Internet, get in touch and I'll sort out a paper copy.

Dave Regis, 6th February 2005

Results

Board Number	U14		Colour	Round 1	Opponent	Colour	Round 2	Opponent	Colour	Round 3	Opponent	TOTAL
1	Harry	Mann	W	0	B	W	1	B2	B	0.5	C	1.5
2	Callum	Picken	B	1	C1	B	0.5	C	W	0.5	B	2
3	Michael	Fisher	W	1	C	B	1	B	B	1	B4	3
4	Robert	Thompson	B	1	B	W	1	C3	W	1	C	3
5	Ben	Kingsley-Smith	W	1	C6	W	1	C	B	1	B	3
6	Rhys	Williams	W	1	B	B	1	B5	W	1	C	3
7	Matthew	Ash	B	0	B	B	1	C8	W	0	C	1
8	Ryan	Chung	B	0	C	B	1	B	W	0	B7	1
9	Karl	Beasant	B	1	B	B	1	B10	W	0	C	2
10	Sarah	Stegink	B	1	C9	W	0	C	B	1	B	2
11	William	Norton	B	0	C	W	1	B	W	1	B12	2
12	Sophie	Nofal	W	1	B	B	1	C11	B	1	C	3
	Round score			8			10.5			8		
	Out of			12			12			12		
	Overall score			8			18.5			26.5		
	Position			1			1			1		
Team scores		A Devon		8			18.5			26.5		
		B Somerset		4.5	3		6	3		8.5	3	
		C Glamorgan		5.5	2		11.5	2		19	2	

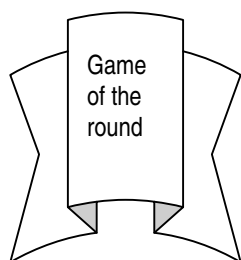
General

Well, it was great to be associated with a team so clearly on winning form, even if I couldn't claim any credit for your performance. Well done to you all, it was a really terrific performance. I know how hard some of the games were, and you all contributed a win to the total. Excellent.

Last year I was a bit disappointed by some of the blunders (especially to pawn forks) and some of the dismal openings played. What a transformation! Very few of those openings this year, and the only pawn forks I saw were made by Devon players (Ben and Rhys I remember).

Games of the round

One game each round that stuck in my mind:



Round One: Callum's game, a careful exploitation of superior development then material advantage in a long endgame.

Round Two: Robert's long build-up to a successful central breakthrough, despite being behind in material.

Round Three: Matthew's long siege of f2, having had some discomfort against his own f7 square in the opening. A game with a real "theme".

Openings

This is what you played:

Game	Player	Colour	Winner	ECO code	Opening	Variation
1.	Harry	White	Black	A85	Dutch Defence	
2.		White	White	D50	Queen's Gambit Declined	Exchange Variation
3.		Black	White	D30	Queen's Gambit Declined	Exchange Variation
4.	Callum	Black	Black	D30	Queen's Gambit Declined	Exchange Variation
5.		Black	Draw	C02	French Defence	
6.		White	Draw	D32	Queen's Gambit Declined	Tarrasch Defence, Von Hennig - Schara Gambit
7.	Michael	White	White	C47	Scotch Game	Four Knights'
8.		Black	Black	C48	Four Knights' Game	
9.		Black	Black	C62	Ruy Lopez	Steinitz' Defence
10.	Robert	Black	Black	C00	French Defence	
11.		White	White	A57	Benko Gambit	Declined
12.		Black	Black	D15	Slav Defence	
13.	Ben	White	Black	B70	Sicilian Defence	Dragon Variation
14.		White	White	B30	Sicilian Defence	
15.		Black	Black	B70	Sicilian Defence	Dragon Variation
16.	Rhys	White	White	C55	Two Knights' Defence	
17.		Black	Black	C00	French Defence	
18.		Black	Black	C02	French Defence	Advance Variation
19.	Matthew	White	Black	C55	Two Knights' Defence	
20.		Black	Black	C57	Two Knights' Defence	
21.		White	Black	C87	Two Knights' Defence	
22.	Ryan	Black	White	C50	Giuoco Piano	Old Stodge
23.		White	White	C50	Giuoco Piano	Old Stodge
24.		White	Black	C50	Giuoco Piano	Old Stodge
25.	Karl	White	Black	A06	Réti opening	
26.		Black	Black	C62	Ruy Lopez	Steinitz' Defence
27.		White	White	C30	King's Gambit	Declined
28.	Sarah	White	White	C47	Four Knights' Game	
29.		White	Black	C47	Four Knights' Game	
30.		Black	Black	C60	Ruy Lopez	Classical (Cordel) Defence
31.	William	Black	White	C01	French Defence	Exchange Variation
32.		White	White	C44	Scotch Game	
33.		White	White	C44	Scotch Game	
34.	Sophie	White	White	C44	King's Indian Attack	
35.		Black	Black	C55	Two Knights' Defence	
36.		Black	Black	C45	Scotch Game	

ECO = Encyclopedia of Chess Openings

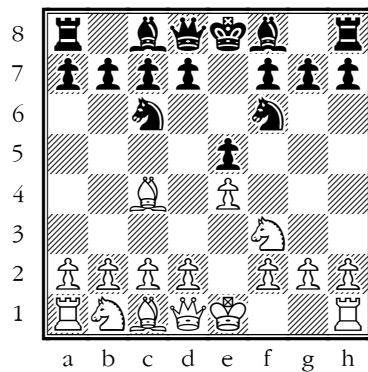
General comments on the openings:

I don't need to tell you anything new here. The things you did wrong, for the most part, were things I think you've known about for a long while: not finishing your development, making too many pawn moves, breaking open the centre when you have no advantage, and so on. I have pointed all these things out but you know why you should do these things.

Other than that, I'd just have a think about how well you understand the plans for both sides in your favourite openings. How far down the main line of your openings can you play from memory? When you get to that position, do you know the most common plans, and the most common moves, that happen in those sorts of positions? If not, find a book or a player who does.

The most common openings were:

Two Knights' Defence
(5 games)



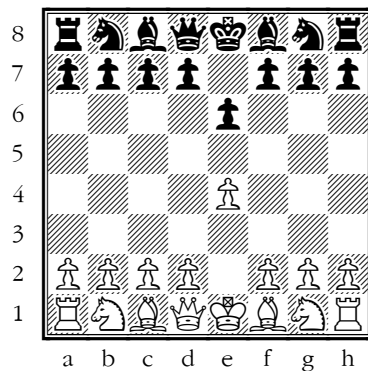
I really like people to play this line. Although I think people didn't play it ever so well, results were very good!

I like it because Black counterattacks and White's most natural move (4.Nc3) is no good at all.

(If you don't know why, the secret is explained in this year's notes below.)

If you set your opponent problems, they will go wrong.

French Defence
(5 games)

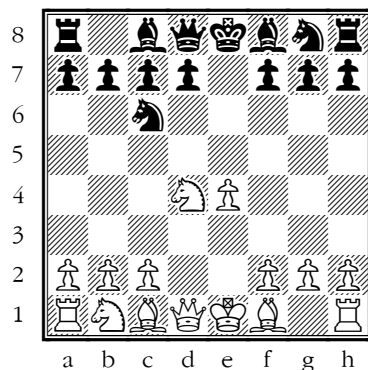


I think this is another fine line for juniors to play. Normally I say, play open games because they are easy to understand.

But the French is a very safe, solid defence which is also easy to understand

We normally get a blocked position where Black has a clear plan to follow. It's a defence that also produces mistakes from White, so it's also a good opening to use when you want to play for a win.

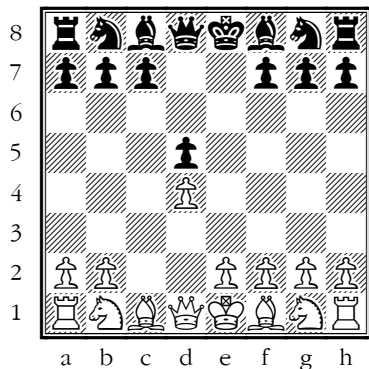
Scotch Game/
Scotch Four Knights
(4 games)



Again, I think this is just the way young people ought to play – fast and open. White gets open lines and easy development with an advantage in the centre.

Black also has good chances because the position is exciting and because Black is a little ahead in development after the next move, usually either ...Nf6 or ...Bc5.

Queen's Gambit Declined,
Exchange Variation
(3 games)



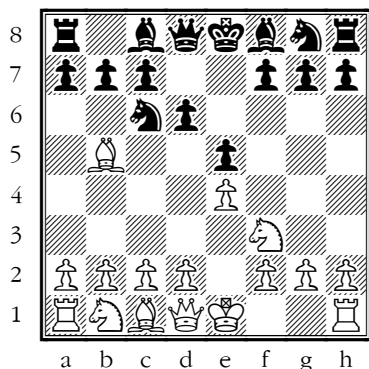
Just three games here, all from the top boards.

This is not an easy line to play for either side. The basic idea is usually that White will play a 'minority attack' with b2-b4, but in recent years White plays more often in the centre with f3 and e2-e4.

In all double-d-pawn games, Black really shouldn't put the Nc8 on c6. This is because:

1. You need to open a file for your rooks at some point, and often that's the c-file, because it's harder to defend e5 often enough to play . . .e7-e5
2. If the pawns have been swapped and the e-file is open, then you support the d-pawn with a pawn on c6 and use the Ra8 on the e-file.

Ruy Lopez (3 games),
Steinitz' Defence (2 games)



The Ruy Lopez is a proper grown-up opening and it's hard to say anything realistic about it in a short time, but I think the Steinitz Defence is a nice straightforward line to use with lots of chances to play for a win, although you often have to put up with a bit of cramp.

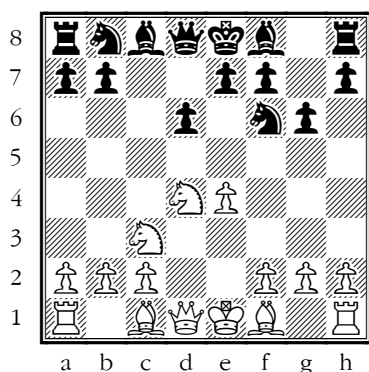
There is an evil trap to avoid:

<http://www.ex.ac.uk/sheu/DR/Canon/canon315.html>

and some information about the Ruy Lopez in general at:

<http://www.ex.ac.uk/sheu/DR/Openings/ruylopez.html>

Sicilian Defence (3 games),
Dragon Variation (2 games)



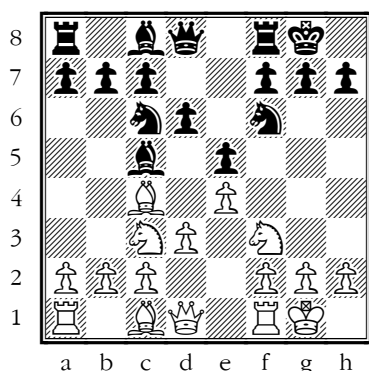
All three games in this line were contributed by Ben.

The Bishop goes to its best diagonal at g7 and usually leads to a sharp game with good chances for Black.

There's a little description of this line at

http://www.ex.ac.uk/sheu/DR/Openings/sicilian_ToC.html

Old Stodge (3 games)



I wrote about this last year, and haven't got anything really to add. I don't think that it's an easy line to play at all. So, please:

No more Old Stodge!

<http://www.ex.ac.uk/sheu/DR/Openings/nomoregp.html>

Middlegame

Again, a lot of the things you were doing wrong I'm sure you knew you were doing wrong: making blunders, not thinking for your opponent (which is more or less the same thing), being too anxious, playing aimlessly, weakening your King...

It's hard to blunder-proof your game entirely, but (1) look at least once at every check and every capture (Michael's second game), (2) do tactics puzzles from books, (3) play games against computers.

It was good when I saw you setting your opponents problems and forcing mistakes. It was also nice when I saw a player pick a plan and stick to it: didn't happen so often, given the uneven course of many games, but good to see.

Endgames

By the endgame, lots of the games were decided already, or we had lost track of the moves, but a couple of things can be seen:

- ♦ don't make weaknesses (see Michael's second game and Sophie's first)
- ♦ in Rook endgames, make sure your Rook doesn't become passive -- Rooks are rubbish defenders (Ben's second game)
- ♦ in Queen endings, don't let your opponent in near your King (Sophie's first game again)

The Games

Some comments are made with punctuation:

- ! Good move !? Tricky or interesting move
 ? Poor move ?! Dodgy or risky move

Harry Mann

Nice little set of games, I think – if I had more moves to go on I could say more, but what I saw was fine.

The sacrifice in your first game was optimistic but you played all your pieces to strong squares and had a good game in that and the second game.

The third game was revealing I think – you're playing the Queen's Pawn game without knowing some of the rules. Do you have a good book on this opening? Why do you want to play the d-pawn openings as White?

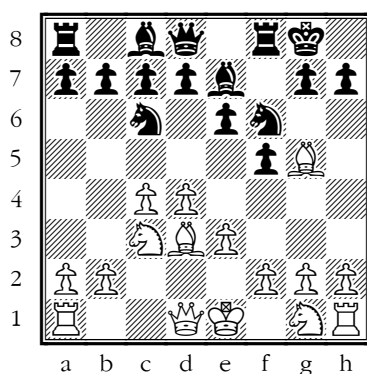
(Round 1, Board 1) [A85] [White: Harry Mann]

White developed well and played a speculative sacrifice but sadly missed a discovered attack.

1. **d4 e6**
 2. **c4**

2. Nf3 is reckoned to be more accurate, because Black might want to get rid of the Bf8 on b4.

2. ... **f5**
 3. **Nc3 Nf6**
 4. **Bg5 Be7**
 5. **e3 O-O**
 6. **Bd3 Nc6**



The next two moves suggest to me that neither player knows what to do here. White can play a3 (idea b4) and Black can play a6 (idea ...Qe8), but neither of you followed it up correctly.

7. **a3**
 [7.Nf3;
 7.d5]

7. ... **a6**

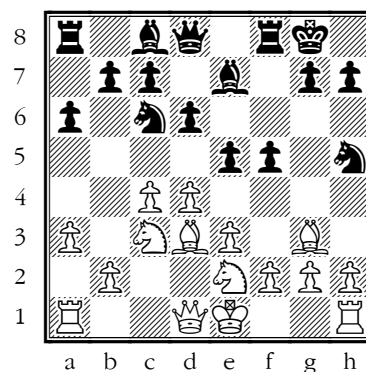
8. **Nge2**

Not sure why not Nf3.

8. ... **Nh5**

9. **Bf4 d6**

10. **Bg3 e5**



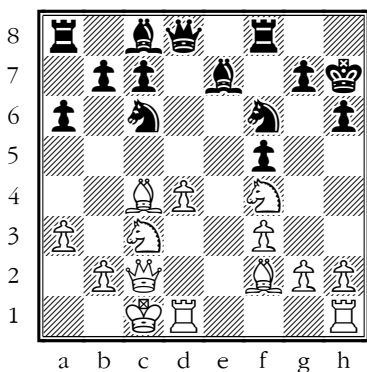
Black has equalised.

11. **f3 h6**

12. Bf2

I might have got the move order wrong around here.

- 12 ... Nf6
- 13. Qc2 exd4
- 14. exd4 d5
- 15. O-O-O dxc4
- 16. Bxc4+ Kh8
- 17. Nf4 Kh7



18. Be6

[18.d5]

- 18 ... g6
- 19. Nxc6

This sacrifice is enterprising but not justified.

- 19 ... Kxc6
- 20. Qxf5+ Kg7
- 21. g4 Qd6

At some point soon after this, the black N jumped from f6 discovering an attack from the Rf8 which took the queen. . . was this forced?

[. . . moves omitted. . .]

...White resigns.

**(Round 2, Board 1) [D50]
White: Harry Mann]**

Good sensible active moves produced a strong position and you seemed to follow through well.

- 1. d4 d5
- 2. c4 e6
- 3. Nc3 Nf6
- 4. Bg5 h6
- 5. Bh4

5. Bxf6 is probably the best move in this move order.

- 5 ... Bb4
- 6. a3?!

Forces Black to make a move he might want to do anyway.

- 6 ... Be7
- 7. e3 O-O
- 8. Bd3 Nc6?!

There's a general rule that you shouldn't put your Knight in front of your c-pawn in double d-pawn positions, because you need at some point to open a file, and you can open up the c-file easier than the e-file.

- 9. Nge2 a6
- 10. Bxf6 Bxf6
- 11. cxd5 Ne7
- 12. dxe6 Bxe6
- 13. e4

That's as much of your score as I could fathom: a shame, because it looked like a really attractive game: you dominated the board with a big pawn wedge.

[. . . moves omitted. . .]

...Black resigns.

**(Round 3, Board 1) [D30]
[Black: Harry Mann]**

An error in the opening meant you struggled to get free throughout this game.

- 1. d4 d5
- 2. c4 e6
- 3. Nf3

3. Nc3 is always right, while you might want to put the Ng1 on e2.

- 3 ... Nf6
- 4. Bg5 Be7
- 5. cxd5 exd5
- 6. Nc3 Nc6?

See above.

- 7. Qc2?!

Makes a point of Black's knight's position.

- 7 ... h6

Not accurate

- 8. Bf4
- [8.Bxf6 Bxf6 9.e3]

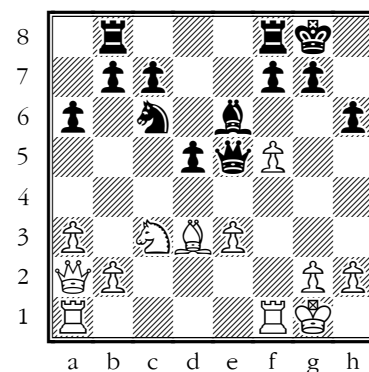
- 8 ... a6
- 9. e3 Bd6
- 10. Bxd6 Qxd6
- 11. Qb3 O-O
- 12. Bd3 Rb8
- 13. O-O Bd7
- 14. a3 Na5
- 15. Qa2 Be6
- 16. Ne5 Nc6
- 17. f4

Weakening e4 but a nice attacking idea.

- 17 ... Ng4?
- 18. f5

[18.Nxc6 Bxc6 19.Qxd5]

- 18 ... Ngxe5
- 19. dxe5 Qxe5?!



This is a very hairy position, and there are all sorts of tricks.

20. Rae1

[20.fxe6 Qxe3+ 21.Kh1 fxe6! when Black has three pawns for the piece and White can't easily defend against all Black's threats. (21. . . Qxd3 22.exf7+ actually gives white the advantage) 22.Bc2 Nd4 23.Rfe1 Qf2 24.Bd3]

- 20 ... Bc8
- 21. Qxd5 Qxd5
- 22. Nxd5 Rd8

23. Bc4 b5

Too loosening.

24. Ba2 Rb7

25. Rc1 Bd7

26. f6! Be6!?

27. e4

[27.Rfd1! and Black is falling apart]

27 ... Nd4

[... moves omitted. . .]

...Black resigns.

Callum Picken

I complained a bit last year about you drawing; this year you were still drawing but I have no complaints. You took each game down to the wire and really tried to wrestle the games off your opponents. I thought your attitude was great and I'm just sorry you didn't go home with more points – you deserved better.

Your French Defence is clearly working well; the gambit line you walked into as White is worth looking at again. I'm not totally convinced about you playing 1.d4 but if it usually works, then fine.

(Round 1, Board 2) [D30] [Black: Callum Picken]

You played too loosely in the opening but White didn't take advantage; you did very well to keep pressing and deserved a win which never looked easy.

1. d4 e6

2. c4 d5

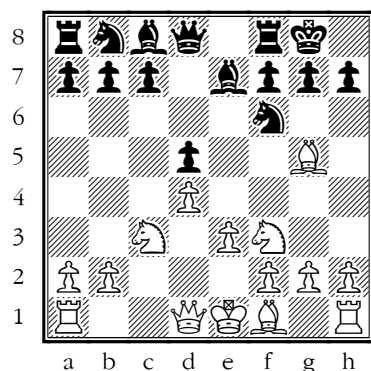
3. Nf3 Nf6

4. Bg5 Be7

5. cxd5 exd5

6. Nc3 O-O

7. e3



7 ... c5?

This is a bit too loose. Don't open up the game unless you are ahead in development.

[7...c6 8.Bd3 when Black can exchange the Bc8 by ...Re8, ...Nbd7, ...Nf8, ...g6, ...Ng7 and ...Bf5.

Also, ...Nb5 and ...Ne4 are plans.;

7...Bf5 is desirable but 8.Bxf6 Bxf6 9.Qb3]

8. Bd3?

[8.dxc5 e.g. 8...Qa5 9.Rb1 wins a Pawn.]

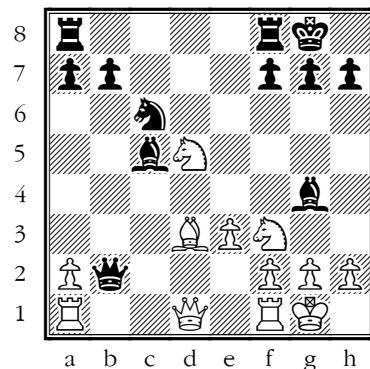
8 ... Bg4

9. O-O Nc6

10. dxc5 Bxc5

11. Bxf6 Qxf6

12. Nxd5 Qxb2



One last trick should keep White a pawn ahead:

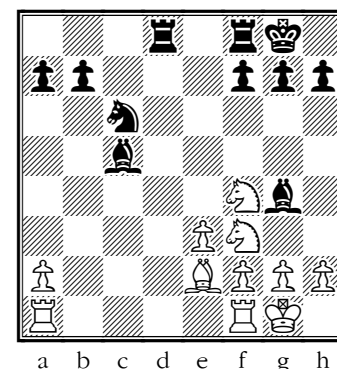
13. Nf4

[13.Bxb7+ Kxb7 14.Ng5+ Kg8 15.Qxg4]

13 ... Rad8

14. Qe2 Qxe2

15. Bxe2



Black has a small advantage, with the two Bishops. Also, Black's majority is easier to make use of in the ending.

15 ... Bf5

[15...Rfe8± to finish development, is best]

16. Rac1 Bb6

17. Nh4 Be4

18. f3?? Bxe3+

19. Kh1 Bxc1

[19...Bxf4 is more accurate, but your move can't be bad!]

20. Rxc1 Bd5

21. Nf5 Bxa2

22. h3 h6

I got the move order wrong around here I think.

23. Ba6 bxa6

24. Rxc6 Ra8

25. Nh5 g6

26. Nf6+ Kh8

27. Nh4 Bb1

28. f4 Bd3

29. Rc7 Kg7

30. Nd7 Rfd8

... and Black started to get his pieces going, and won a nice endgame.

[... moves omitted. . .]

...White resigns.

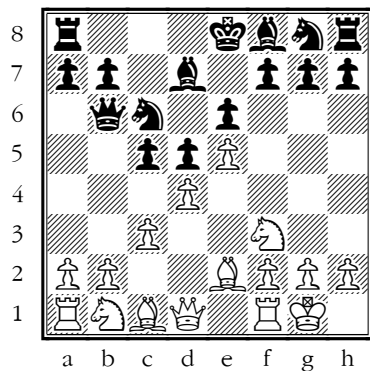
(Round 2, Board 2) [C02]
[Black: Callum Picken]

A nice long game, not without mistakes but with good effort throughout by both players.

- 1. e4 e6
- 2. d4 d5
- 3. e5 c5
- 4. c3 Nc6
- 5. Nf3 Qb6
- 6. Be2 Bd7

[6. . . Nb6 or playing . . . cxd4 first, is more usual.]

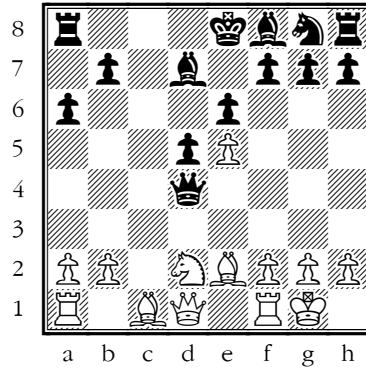
7. O-O



7 ... a6

Not sure what your idea was here. . . if you want to play . . . b5, don't play . . . Qb6.

- 8. Nbd2 cxd4
- 9. Nxd4 Nxd4
- 10. cxd4 Qxd4

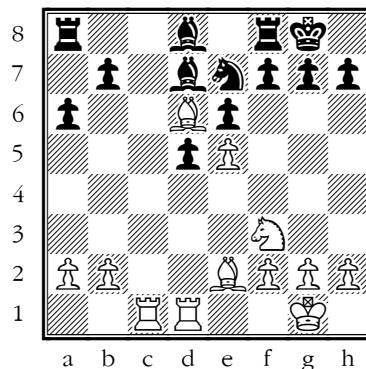


A classic junior French game: (1) White plays lots of normal looking moves but drops a pawn, but (2) White has a little lead in development to make up for it. . .

- 11. Nf3 Qxd1
- 12. Rxd1 Bc5
- 13. Bd2 Ne7
- 14. Rac1 Bb6
- 15. Bb4 Bd8

[15. . . Nc6]

16. Bd6 O-O?!



White's activity is now enough to pinch a pawn back.

[16. . . Rc8!]

- 17. Bxe7 Bxe7
- 18. Rc7 Rfd8
- 19. Rxb7 Rab8
- 20. Rxb8 Rxb8
- 21. Nd4

[21. b3]

21 ... Bb5?

Usually the right idea.

[21. . . Rxb2!]

22. Bxb5 axb5

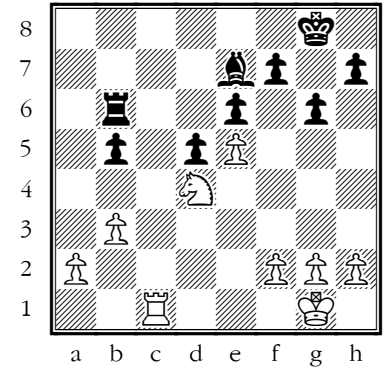
23. b3 g6

[23. . . Ra8]

24. Rc1

[24. Nc6! Rb7 25. Nxe7+ Rxe7 26. a4!]

24 ... Rb6



White's Knight is a monster.

- 25. Rc6 Rxc6
- 26. Nxc6 Bg5
- 27. g3 Kf8
- 28. f4 Be7
- 29. Nxe7

[29. a4]

- 29 ... Kxe7
- 30. Kf2 h5

[30. . . Kd7]

- 31. Ke3 Kd7
- 32. Kd4 Kc6
- 33. b4 Kb6
- 34. h3 Kc6

[... moves omitted. . .]

Draw Agreed

(Round 3, Board 2) [D32]
[White: Callum Picken]

You tripped over a few things here but brought it right around -- a terrific effort.

- 1. d4 d5
- 2. c4 e6
- 3. Nc3 c5
- 4. cxd5 cxd4

This is an evil gambit....

5. dxe6

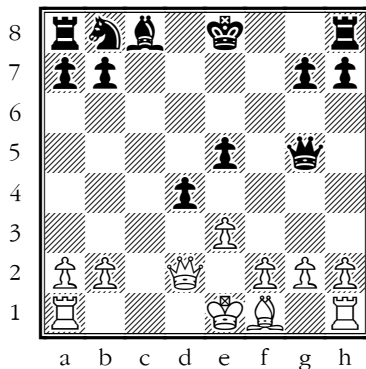
[5. Qxd4 is quite OK, if you don't mind having more

pawns and less development than your opponent.]

- 5 ... fxe6
 6. Ne4 Nf6
 7. Nxf6+ Qxf6
 8. Nf3 e5
 9. Bg5 Qf5
 10. e3 Bb4+

[10...e4! wins a piece]

11. Nd2 Bxd2+
 12. Qxd2 Qxg5



Black has still picked up the piece, and I felt a bit gloomy about your prospects...

13. Bb5+ Nc6
 14. O-O Bh3
 15. f4 exf4

16. Bxc6+ bxc6

17. exf4 Qg4

[17...Qg6]

18. Rae1+ Kf7

19. Re2 Rae8

20. Ref2 Re4

21. Kh1 Rhe8

22. gxh3 Qxh3

23. Qc2

Black still has a huge initiative. . . you did well to hold it together after this.

[. . . moves omitted. . .]

Draw Agreed

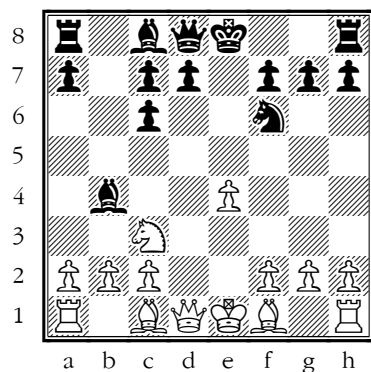
Michael Fisher

Another nice set of games, quite long ones as well. You took your chances well, played very sensibly and apart from slipping on a banana in the first game there's not a lot to improve on. We could all dig a little deeper in our games and I guess that's my advice: your play is sound but not very pushy. Look at every game you play and look for ways to get the most out of your position and make more problems for your opponents,.

(Round 1, Board 3) [C47] [Black: Michael Fisher]

A pity -- you equalised easily and were looking for more before you missed the pin.

1. e4 e5
 2. Nf3 Nc6
 3. d4 exd4
 4. Nxd4 Nf6
 5. Nc3 Bb4
 6. Nxc6 bxc6



I like this opening for White, but not the next move!

7. Bd2?

Too quiet.

[7.Bd3 is best]

- 7 ... Qe7

8. Bd3

[8.f3 is necessary to save a pawn.]

- 8 ... Bxc3

9. Bxc3 Nxe4

10. Qe2 Nxc3

11. Qxe7+ Kxe7

12. bxc3 Re8

13. O-O Kf8

Unnecessary, and possibly in the wrong direction.

[13...b6]

14. h3

[14.Bxb7 g6]

- 14 ... Rb8

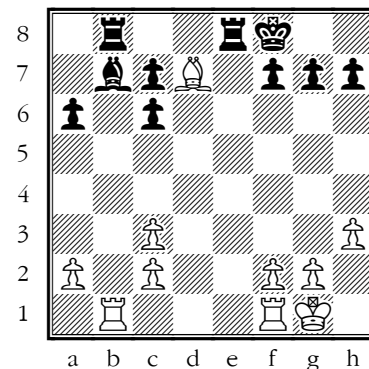
15. Rab1 Bb7

You must follow this up with . . .c5.

16. Bf5 a6

[16...d6]

17. Bxd7



- 17 ... Re2??

Ordinarily the right move, but there's a big pin on the b-file.

18. Bxc6 Rxc2

[18...Bxc6! keeps another piece on.]

19. Rxb7 Rxb7

20. Bxb7

and that's all there is to it, I'm afraid.

- 20 ... Rxc3

21. Re1 Rc2

- 22. Bd5 c6
- 23. Bb3 Rd2
- 24. Ba4 Rxa2
- 25. Bxc6 g6
- 26. Re8+ Kg7
- 27. Re7 Ra5
- 28. Rd7 Rc5
- 29. Rd6

[29.Bd5 wins more efficiently]

- 29. . . . a5
- 30. Bf3 a4
- 31. Ra6 Rc1+
- 32. Kh2 Ra1
- 33. Ra7 a3
- 34. Bd5 Kh6
- 35. Bxf7 Kh5
- 36. Bg8 Kg5
- 37. Bxh7 Kf5
- 38. Ra6 Ke5
- 39. Bxg6 Kd5
- 40. Rb6 Kc4
- 41. Bf7+ Kc3
- 42. h4 Kc2
- 43. h5 Kc1
- 44. Ra6 Kb2
- 45. h6 a2
- 46. Rxa2+ Rxa2
- 47. Bxa2 Kxa2
- 48. h7 Ka3
- 49. h8Q Ka4
- 50. Qb8 Ka3
- 51. Kg3 Ka4
- 52. Kf3 Ka5
- 53. Ke3 Ka4
- 54. Kd3 Ka5
- 55. Kc4 Ka6
- 56. Kc5 Ka5
- 57. Qa8#

Black is checkmated

**(Round 2, Board 3) [C48]
[Black: Michael Fisher]**

Sensible play led to a level ending, which White played far from sensibly.

- 1. e4 e5
- 2. Nf3 Nc6
- 3. Nc3 Nf6
- 4. Bb5 d6?!

[Black does well with 4. . .Bb4= or 4. . .Nd4!]

- 5. d3

[5.d4 is the Ruy Lopez, Steinitz Defence]

- 5. . . . Bd7
- 6. Bg5 h6

[6. . .Be7]

- 7. Bxf6 Qxf6
- 8. Nd5 Qd8
- 9. O-O a6

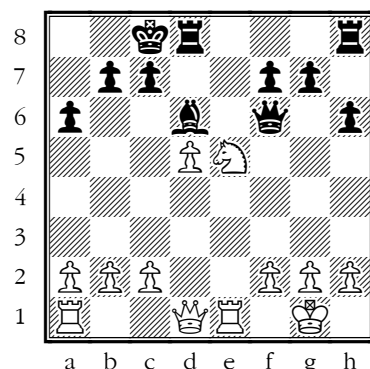
Hmm, another pawn move.

- 10. Bxc6 Bxc6
- 11. d4 Bxd5

[11. . .exd4]

- 12. exd5 Qf6
- 13. Re1 O-O-O
- 14. dxe5 dxe5
- 15. Nxe5 Bd6?

Gives White a chance of an evil check.

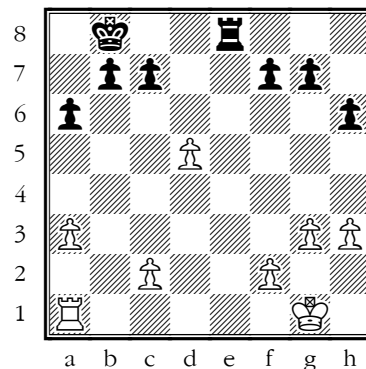


- 16. Ng4

[16.Qg4+! wins the exchange.]

- 16. . . . Qxb2
- 17. Qd3 Qb4
- 18. Qf5+ Kb8

- 19. a3 Qa4
- 20. h3 Qf4
- 21. Qxf4 Bxf4
- 22. g3 Bd6
- 23. Ne5 Bxe5
- 24. Rxe5 Rhe8
- 25. Rxe8 Rxe8



A roughly level ending, which White makes a complete mess of. If anyone has a plus, it's Black, because his pawns are neater and so harder to attack.

- 26. f4 Re2

[26. . .Re3 27.Kg2 Rc3]

- 27. c4 Rc2
- 28. g4

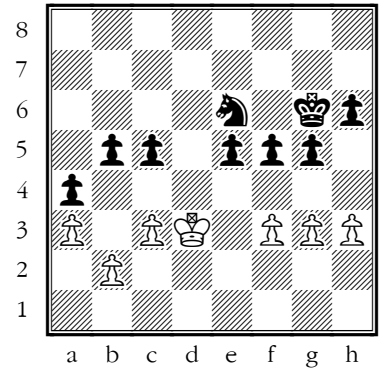
All these pawn moves create weaknesses: White should get his rook into play.

- 28. . . . Rxc4
- 29. Ra2 Rxf4
- 30. a4 Rd4
- 31. a5 Rxd5
- 32. h4 Rd4
- 33. Rg2 Ra4
- 34. g5 Rxa5
- 35. gxh6 gxh6
- 36. Rg8+ Ka7
- 37. Rg7 c6
- 38. Rxf7 Rh5
- 39. Rf4 b5
- 40. Kh2 Kb6
- 41. Kh3 a5
- 42. Kg4 Rd5
- 43. Rf6 Rd4+

- 44. Kh5 a4
 - 45. Rxh6 a3
 - 46. Re6 a2
 - 47. Re1 Ra4
 - 48. Ra1 b4
 - 49. Kg6 b3
 - 50. h5 b2
 - 51. Rd1 b1Q+
 - 52. Rxb1+ axb1Q+
 - 53. Kf7 Qh7+
 - 54. Ke8 Ra8#
- White is checkmated.

- 10. Bxe7 Ndx7
- Fine.
- 11. Ng5 Ng6
- 12. Qh5 h6
- 13. Nh3 Bxh3
- 14. Qxh3 Nf4
- 15. Qf3 Nd4
- 16. Qg4 b5
- 17. c3 Nde2+
- 18. Kh1 bxa4
- 19. g3 Nxd3
- 20. Qxe2 Nc5

- 36. a3 Kg6
- 37. Kd3



- 37 ... f4

[37...c4+ is the clearest: walk your king to d5, put your knight on d3 and push your e-pawn.]

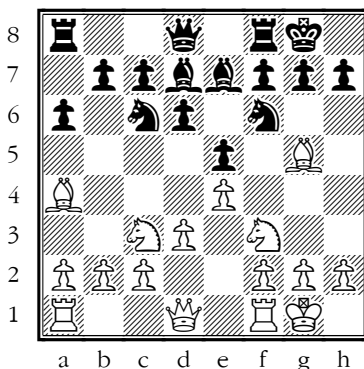
**(Round 3, Board 3) [C62]
[White: Michael Fisher]**

Once handed the piece early on you never looked like losing; maybe you could have won more quickly.

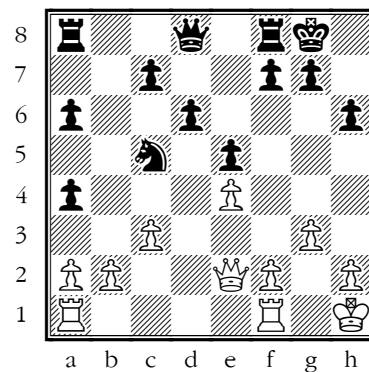
- 1. e4 e5
- 2. Nf3 Nc6
- 3. Bb5 d6
- 4. Nc3

[4.d4]

- 4 ... Bd7
- 5. d3 Nf6
- 6. Bg5 a6
- 7. Ba4 Be7
- 8. O-O O-O



- 9. Nd5? Nxd5



Black is clearly winning, and duly tidied up. . .

- 21. Qc4 Qb8
- 22. Qe2 Qb5
- 23. Qxb5 axb5
- 24. f3 Rad8
- 25. Rad1 Rd7
- 26. Kg2 Rfd8
- 27. Kf2 d5
- 28. exd5 Rxd5
- 29. Rxd5 Rxd5
- 30. Ke2 f5
- 31. Rd1 Rxd1
- 32. Kxd1 Kf7
- 33. Ke2 g5
- 34. h3 Ne6
- 35. Ke3 c5

- 38. gxf4 Nxf4+
- 39. Ke4 Nxb3
- 40. Kxe5 Nf4
- 41. Kd6 Nd3
- 42. Kc6 b4
- 43. axb4 cxb4
- 44. cxb4 Nxb4+
- 45. Kb5 Nd3
- 46. Kxa4 Nxb2+
- 47. Kb3 Nd3
- 48. Kc3 Ne5
- 49. Kd4 Nxf3+
- 50. Ke4 g4
- 51. Ke3 Kf5
- 52. Kf2 Kf4
- 53. Kg2 Nd4
- 54. Kf2 g3+
- 55. Kg2 h5
- 56. Kh1 Kf3
- 57. Kg1 Ne2+
- 58. Kh1 g2+
- 59. Kh2 g1Q+

White resigns.

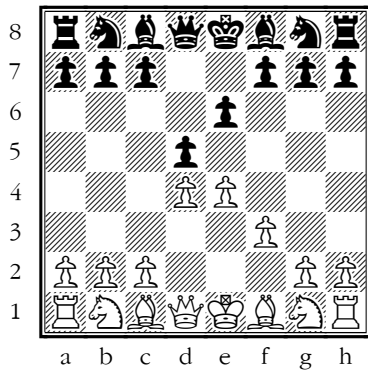
Robert Thompson

Great set of games – with some obvious mistakes, sure, but I thought your fighting spirit was excellent as you kept going forward even when you were behind on material. If you get a bit tidier with spotting chances for your opponent you'll see a leap in your results.

(Round 1, Board 4) [C00] [Black: Robert Thompson]

Tartakower once said: "the winner of a game is the player who makes the next-to-last mistake"

1. e4 e6
2. d4 d5
3. f3



A pawn sacrifice!

- 3 ... c5

[3...dxe4! 4.fxe4?? (4.Be3 Nf6 is an obscure but existing gambit line)
4...Qh4+ wins]

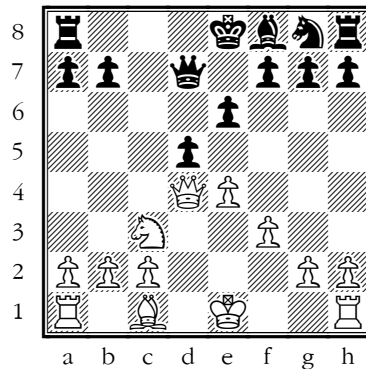
4. Bb5+ Nc6

[4...Bd7: don't lose a chance to get rid of that bad French bishop.]

5. Ne2 Bd7
6. Nbc3 cxd4

[6...dxe4]

7. Nxd4 Nxd4
8. Bxd7+ Qxd7
9. Qxd4

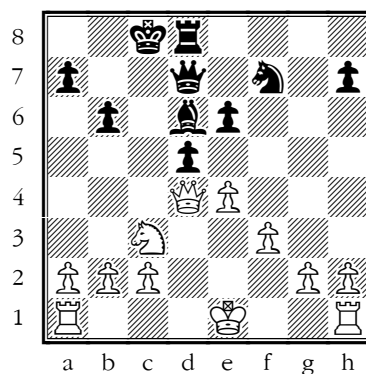


This position is equal.

- 9 ... Bd6??

[9...Rc8 idea 10.O-O Bc5!]

10. Qxg7 O-O-O
11. Qxh8 f6
12. Bh6 Nxh6
13. Qxf6 Nf7
14. Qd4 b6



Which side should White castle?

15. O-O?? Bc5

That helps!

16. Qxc5+ bxc5
17. exd5 exd5
18. Rad1 d4
19. Ne4 Qb5
20. b3 c4
21. Rfe1

...and Black won, as he should.

[... moves omitted...]

...White resigns.

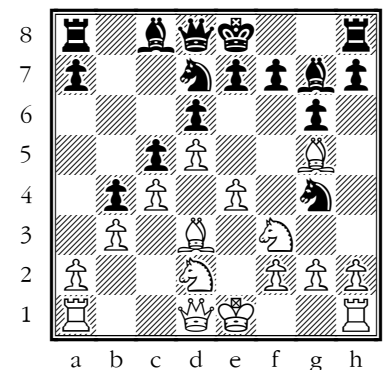
(Round 2, Board 4) [A57] [White: Robert Thompson]

Despite dropping an exchange you kept on with completely the right plan for this pawn structure: attack down the middle. It brought you a deserved comeback victory.

1. d4 Nf6
2. c4 c5
3. d5

[3.Nf3]

- 3 ... b5
4. b3 b4
5. Bg5 g6
6. Nd2 d6
7. e4 Nbd7
8. Ngf3 Bg7



9. Bd3 Ng4
10. Rb1 Nge5
11. Bc2 Qa5
12. Nxe5 Nxe5
13. Ra1?!

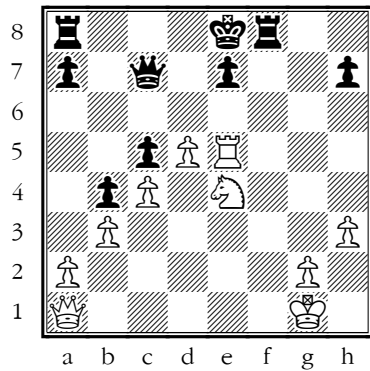
Remember, you moved that rook out of the way for a reason!

13. ... O-O
14. O-O f5

15. Re1 Nf7
 16. Be3? Bxa1
 17. Qxa1 Ne5
 18. Bh6 Re8

[I may have got the move order wrong before now, and lost the thread around here. You were always sat too far away for me to see!]

[LATER...]



Here, we can see that Black has done nothing with the extra material while White has tried to get something going in the centre -- and succeeded!

- 1 d6! Qc6
 2 Nf6+!?

A very smart idea.

[2.Rxe7+! Kd8 3.Qg7! actually wins a little faster]

- 2 ... Kd8
 [2...Kf7 3.dxe7 Rfe8 4.Nd5]
 3 dxe7+ Kc7
 4 exf8Q Rxf8
 5 Nd5+ Kd8
 6 Qd1 Qd6
 7 Ne3!

Good: swap pieces when you're winning.

- 7 ... Qxd1+
 8 Nxd1 Kc7
 9 Rxc5+ Kb6
 10 Rb5+ Kc6
 11 Rxb4 Re8
 12 Nc3 Rd8
 13 Nb5 Kb6
 14 Ra4 Rd2

15. Rxa7 Rd1+
 16. Kh2 Rd2
 17. a4 Rb2
 18. Rxh7 Rxb3
 19. Rh6+ Kb7
 20. c5 Kb8

[... moves omitted. . .]

...Black resigns.

(Round 3, Board 4) [D15]

[White: Robert Thompson]

You looked a little better throughout and I'm sure deserved the win.

1. d4 d5
 2. c4 c6
 3. Nc3 Nf6
 4. Nf3 Bg4

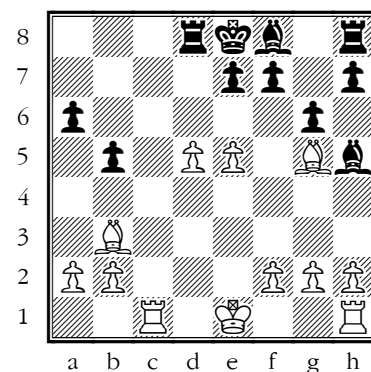
[4...e6;

4...dxc4]

5. Ne5 Bh5
 6. Bg5 Nbd7
 7. Qb3 Qc8
 8. cxd5 Nxe5

[8...cxd5 9.Nxd7 Qxd7 10.e4]

9. dxe5 Nd7
 10. dxc6 Qxc6
 11. Rc1 Qb6
 12. Qxb6 Nxb6
 13. e4 a6
 14. Nd5 Nxd5
 15. exd5 Rd8
 16. Bc4 b5
 17. Bb3 g6



18. O-O

[18.b3 threatens to net the Bb5]

- 18 ... Bg7
 19. Rc6 Ra8
 20. Rfc1

[20.Rc7!]

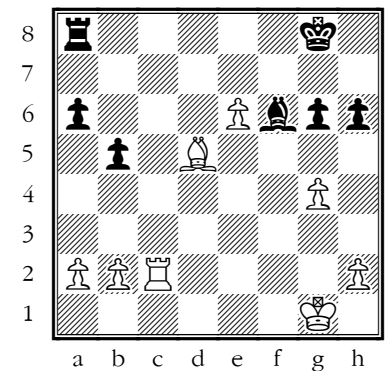
- 20 ... O-O
 21. f3 h6
 22. g4

[22.Bxe7]

- 22 ... Bxg4
 23. Bxe7 Rfe8
 24. fxg4 Rxe7
 25. Rc8+

[25.d6 Rxe5 26.Rc8+ Rxc8 27.Rxc8+ Kb7 28.d7]

- 25 ... Re8
 26. Rxa8 Rxa8
 27. e6 fxe6
 28. dxe6 Kh8
 29. Rc2 Bf6
 30. Bd5 Kg8



Is this the right position?

31. Rg2

[31.Bxa8!]

- 31 ... Rd8
 32. Be4

[... moves omitted. . .]

and White won, as he should.

...Black resigns.

Ben Kingsley-Smith

I began to feel sorry for you, having to face the Sicilian all the time, until I realised you play it yourself! The Sicilian is a good counter-attacking defence and you have the right style for it. You could do with getting some more tactical sharpness: playing against computers is good for this.

(Round 1, Board 5) [B70] [White: Ben Kingsley-Smith]

Not quite tight enough, and a good advert for the Sicilian. Full marks for keeping going, and you pulled off an amazing save.

1. e4 c5

2. Nf3

[2.Bc4]

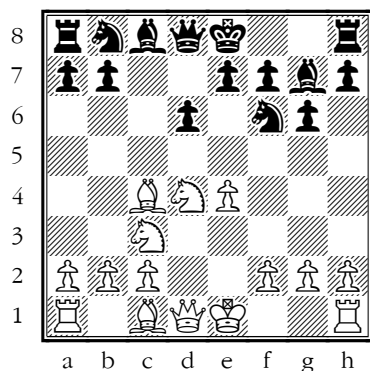
2 ... d6

3. d4 cxd4

4. Nxd4 Nf6

5. Nc3 g6

6. Bc4 Bg7



There are some move order issues in this line. As played, White allows Black to play ...Ng4 (threatening to swap off the Be3) and ...Nxe4 (with a fork after ...d6-d5).

7. Be3 O-O

8. Qd2 Nc6

[8...Ng4]

9. O-O-O Nxd4

10. Qxd4 Ng4

11. Qd2 Nxe3

12. Qxe3 Bd7

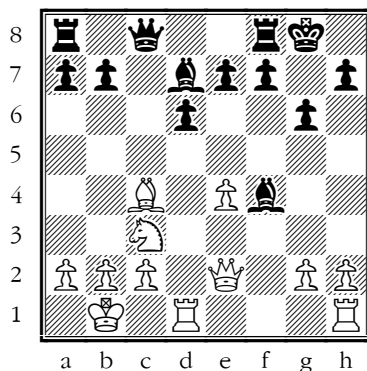
13. f4 Bh6

14. Qe2

[14.g3]

14 ... Bxf4+

15. Kb1 Qc8



16. Qf2?

A little bit too fancy.

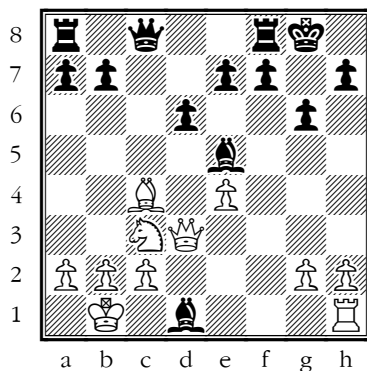
[16.Nd5 Bg5 17.b4 Bf6

18.Nxf6+ exf6 19.Rxd6±]

16 ... Be5

17. Qe2 Bg4

18. Qd3 Bxd1



19. Nd5

Allows Black to pick up yet more material.

19 ... Bxc2+

20. Kxc2 Qd7

21. Bb5 Rac8+

22. Kb1 Qd8

[I may have got the move order wrong here.]

23. h4 h5

24. g4

I like your attitude here: keep attacking!

24 ... e6

25. Ne3 Qf6

26. Nc4

[26.gxb5]

26 ... a6

27. Nxe5

You don't really want to be swapping off.

27 ... Qxe5

28. Bc4 Rxc4

A curious decision.

29. Qxc4 b5

30. Qe2 d5

31. gxh5 Qxh5

32. Qxh5 gxh5

33. Rg1+ Kh7

34. exd5 exd5

35. Rg5

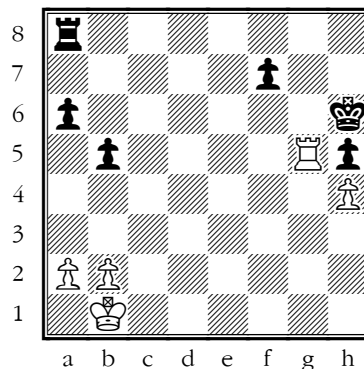
Excellent: you're nearly back in this one.

35 ... Kh6

36. Rxd5 Ra8

37. Rf5 Kg6

38. Rg5+ Kh6



39. Kc2

[39.Rf5 is still OK: keep active and make Black defend, then it's up to Black to show an idea.]

39 ... Rd8

40. Rc5 Rd4

41. b3

[41.Rc6+ was your last chance, I thought.]

41 ... Rxh4

42. Kc3 b4+

43. Kc2 Kg6

44. Ra5 f5

45. Rxa6+ Kg5

46. a3 bxa3

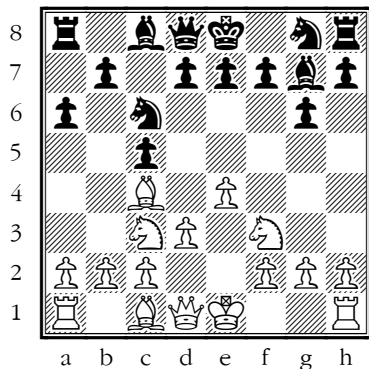
47. Rxa3 f4

48. b4 Kg4

49. b5 f3

50. Rxf3 Kxf3

51. b6 Ke4



6. Be3 b5

7. Bd5 Nf6?

8. Bxc6 dxc6

9. Bxc5

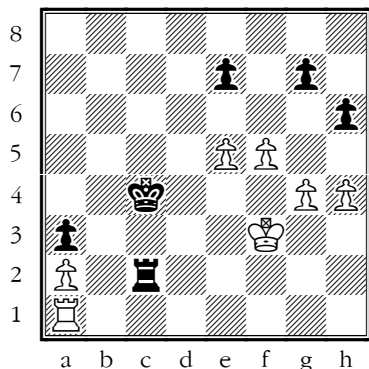
White has a pawn already.

9 ... Bd7

10. Qd2 b4

11. Na4

I lost track of moves here... I remember seeing you get a stomping pawn wave and going a couple of pawns ahead, but then allowing your opponent to make a big break on the Queen's-side, getting to a position a bit like this one:



You quite rightly abandoned the a-pawn in favour of getting some activity -- Rooks in defence always suffer -- and won the endgame.

[... moves omitted. . .]

...Black resigns.

2. Nf3 d6

3. d4 cxd4

4. Nxd4 Nf6

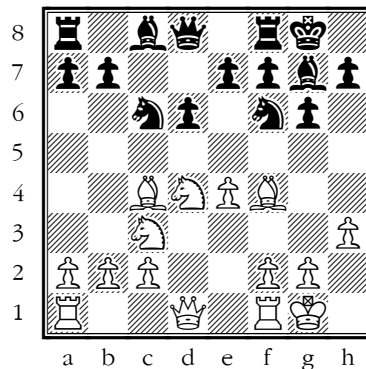
5. Nc3 g6

6. Bc4 Bg7

7. Bf4 O-O

8. O-O Nc6

9. h3?



9 ... Nxd4!

10. Qxd4 e5

Excellent: last year everyone was missing these.

11. Bxe5 dxe5

12. Qxe5 Re8

13. Rad1 Qxd1

[13...Qb6]

14. Qxe8+ Nxe8

15. Rxd1 Be6

16. Nd5 Bxb2

17. Rb1 Nd6

18. Rxb2 Nxc4

19. Rxb7 Kf8

20. Ne7 Nd6

21. Rc7 Bxa2

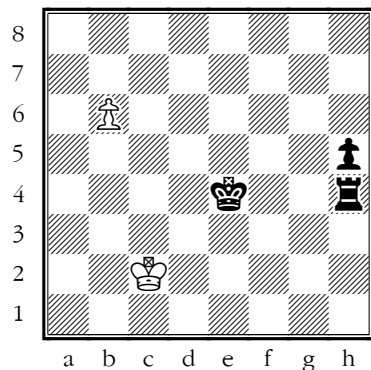
22. e5 Nb5+

23. Rb7 Re8

24. Nxc6+ hxg6

25. Rxb5 Be6

26. Rb7



Is this position correct? White has created counterplay and even won after promoting!

[... moves omitted. . .]

...Black resigns.

(Round 2, Board 5) [B30] [White: Ben Kingsley-Smith]

A reasonable opening and you took your chance when it appeared. Great.

1. e4 c5

2. Nf3 Nc6

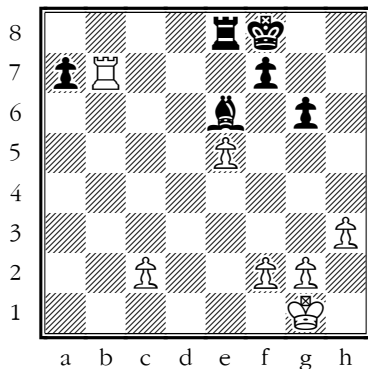
3. Nc3 g6

4. Bc4 Bg7

5. d3 a6

(Round 3, Board 5) [B70] [Black: Ben Kingsley-Smith]

1. e4 c5



26 ... Rc8?!

[26. . .Ra8 Hang on to your pawns when you're winning.]

27. Rxa7 Rxc2

28. Ra4 g5

29. Kf1 Rc5

30. Re4 Bf5

31. Re3 Ke7

32. g4 Bg6

33. Ke2 Ke6

34. f3 Rxe5

35. Rxe5+ Kxe5

[. . . moves omitted. . .]

and Black won, as he should.

...White resigns.

Rhys Williams

Three out of three is hard to improve on! Your French Defence is working well but you need to play more directly and actively than you did in your first game as White, and learn more about when to play what sort of pawn moves in the French.

(Round 1, Board 6) [C55]

[White: Rhys Williams]

You got an advantage but didn't follow up actively enough; however, your opponent continued to make mistakes and you defended coolly.

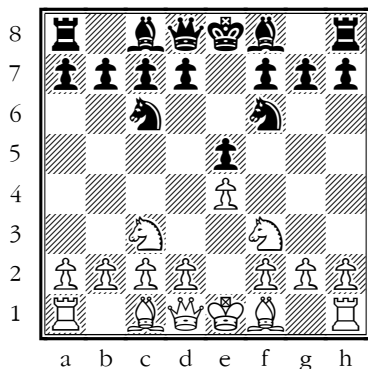
1. e4 Nf6

2. Nc3 e5

not bad but odd.

[2. . .d5 is the one most Alekhine's Defence players go for: if they wanted to play . . .e5 they can do it on move one!]

3. Nf3 Nc6



4. Bc4?!

[4.Bb5;

4.d4]

4 ... d6?

[4. . .Nxe4! gives Black a very easy game.]

5. Ng5!

Excellent! This simple attack gives White the advantage.

5 ... Qd7

6. Bxf7+ Kd8

7. Be6 Qe7

8. Bxc8 Rxc8

9. d3 Nd4

10. O-O Qd7

11. Nd5

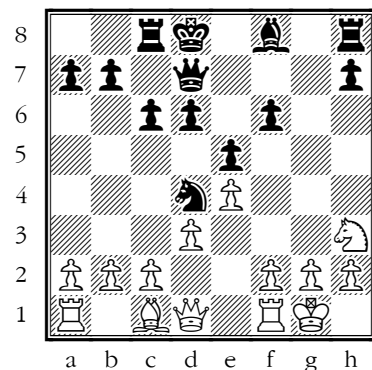
Finish your development!

[11.Be3!]

11 ... c6

12. Nxf6 gxf6

13. Nh3



White has managed to go backwards for a few moves.

13 ... Rg8

14. Kh1 d5

15. c3 Nc2

Nice idea but there's a big hole in it.

16. Qxc2 Qg4

17. f3 Qg6

18. f4 dxe4

19. Rd1

[19.dxe4 is OK, maybe better]

19 ... e3

20. Bxe3 exf4

21. Nxf4 Qg4

22. d4 b5

23. d5 c5

24. Ne6+ Ke7

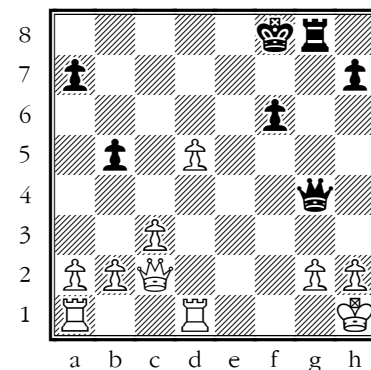
25. Bxc5+

Excellent.

25 ... Kf7

26. Bxf8 Rxf8

27. Nxf8 Kxf8



28. Rg1

Over-anxious: no need to send the rook back to bed.

[28.Rf1; 28.d6; 28.a4]

- 28 ... b4
 29. Rae1 Kf7
 30. Qe2 Qf4

[I may have got the move order wrong here.]

31. Qe7+ Kg6

This is just a slaughter. . .

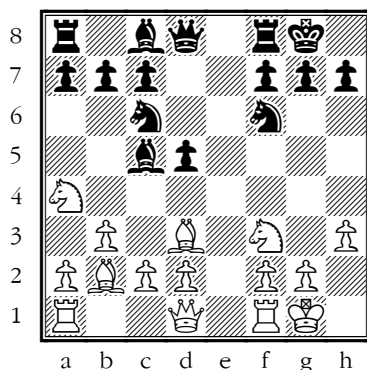
32. Qe4+ Kg5
 33. Qxf4+ Kxf4
 34. Rgf1+ Kg4
 35. Rf3 h5
 36. Rg3+ Kf4
 37. Rxc8 a5
 38. d6 a4
 39. cxb4 f5
 40. d7 h4
 41. d8Q h3
 42. Qd4#

Black is checkmated.

**(Round 2, Board 6) [C00]
 [Black: Rhys Williams]**

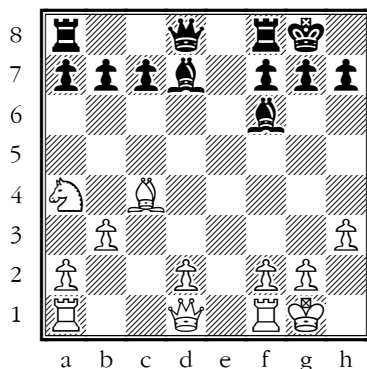
In an irregular opening, you soon won a piece. I was just admiring your mopping-up style when you threw in a Queen... and then White overlooked a back-rank mate! Exciting stuff.

1. e4 e6
 2. Nf3 Nf6
 3. Nc3 Bc5
 4. Bd3?! Ng4
 5. O-O O-O
 6. h3 Nf6
 7. b3 d5
 8. exd5 exd5
 9. Bb2 Nc6
 10. Na4

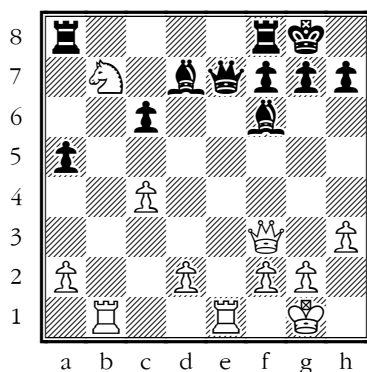


A fairly sensible opening by both sides.

- 10 ... Be7
 11. c4 Be6
 12. Ne5 Nxe5
 13. Bxe5 dxc4
 14. Bxc4 Bd7
 15. Bxf6 Bxf6



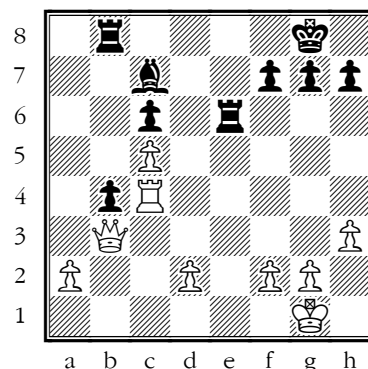
16. Rb1 b5!
 17. Nc5 bxc4
 18. Nb7 Qe7
 19. bxc4 a5
 20. Qf3 c6
 21. Rfe1



Black now had a sudden rush of blood to the head, I think...

- 22 ... Qb4

22. Rxb4 axb4
 23. Qb3 Bc8
 24. Nc5 Rb8
 25. Ne4 Bd8
 26. c5 Bc7
 27. Rc1 Re8
 28. Ng5 Be6
 29. Nxe6 Rxe6
 30. Rc4



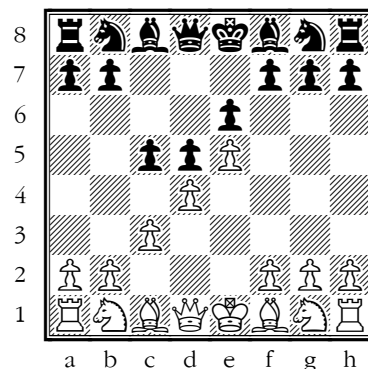
- 30 ... Re1#

White is checkmated.

**(Round 3, Board 6) [C02]
 [Black: Rhys Williams]**

Some right ideas at the wrong moments led to some anxious times in the opening, but White followed a sacrifice by swapping queens and then you were fine.

1. e4 e6
 2. d4 d5
 3. e5 c5
 4. c3

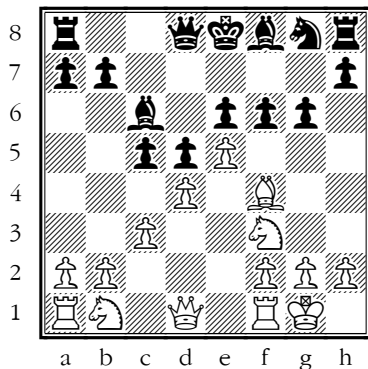


- 4 ... f6

[4. . .Nc6 is normal;

4. . .Qb6 idea . . .Bd7 and . . .Bb5 is also good.]

- 5. Nf3 Nc6
- 6. Bb5 Bd7
- 7. Bxc6 Bxc6
- 8. O-O g6
- 9. Bf4



- 9 ... g5

Ooh. . . very risky without some more development.

- 10. Nxg5!?

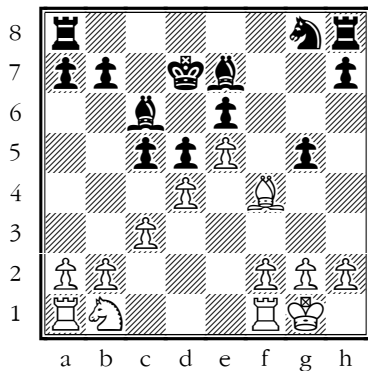
Enterprising but not enough.

- 10 ... fxg5

- 11. Qh5+ Kd7

- 12. Qf7+ Qe7

- 13. Qxe7+ Bxe7



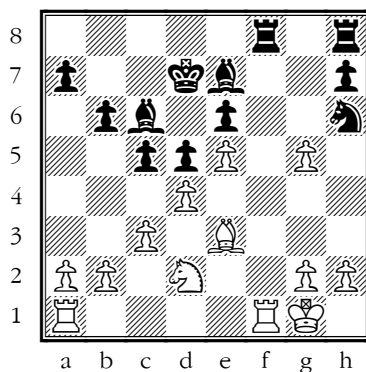
Now Black is simply winning.

- 14. Be3 b6

- 15. f4 Rf8

- 16. Nd2 Nh6

- 17. fxg5



- 17 ... Ng4!?

Risks the piece getting stuck.

[17. . . .Nf5!]

- 18. Bf4 Bb5

- 19. Rf3 Be2

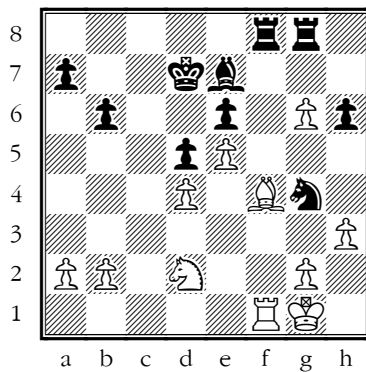
- 20. Rff1 Bxf1

- 21. Rxf1 cxd4

- 22. cxd4 h6

- 23. g6 Rhg8

- 24. h3



- 24 ... Bb4

[24. . . .Rxf4! 25. Rxf4 Ne3]

- 25. Nb3 Ne3

- 26. Bxe3 Rxf1+

- 27. Kxf1 Rxc6

- 28. a3 Be7

- 29. Nd2 Bg5!

- 30. Bxc5 Rxc5

- 31. Nf3 Rf5

- 32. Kf2 Rf8

- 33. g4 b5

- 34. b3 a5

- 35. h4

Lots of pawn moves by White have meant lots of pawn weaknesses.

- 35 ... Rf4

- 36. g5 hxg5

- 37. hxg5 Rg4

- 38. Kf1 Kc6

- 39. a4 bxa4

- 40. bxa4 Kd7

- 41. Kf2 Ke7

- 42. Kf1 Kf7

- 43. Kf2 Kg6

- 44. Ke3 Kf5

- 45. g6 Kxc6

- 46. Kf2 Kf5

- 47. Ke3 Rf4

- 48. Ke2 Ke4

- 49. Ng5+ Kf5

- 50. Nf3 Kg4

- 51. Nh2+ Kh3

- 52. Nf3 Kg3

White resigns.

Matthew Ash

Although you came away with just one point, your win was one of the best I saw. There are some basic tactical ideas which will improve your play as either colour in the Two Knights' Defence. [I'm not sure what you had in mind as Black in the first game but it's dangerous to make things up as you go along!]

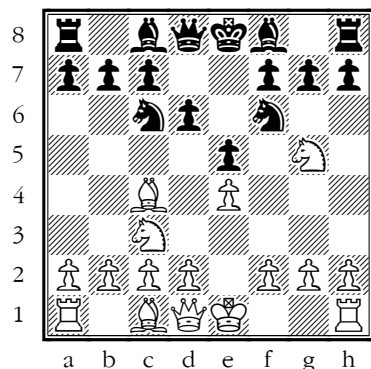
**(Round 1, Board 8) [B07]
[Black: Matthew Ash]**

Having dropped a pawn, you played nicely actively and soon won a piece, then finished off well.

1. e4 d6
2. Nf3 Nc6!
3. Nc3 e5?!

Black's got this defence in a bit of a muddle.

4. Bc4 Nf6?
5. Ng5!

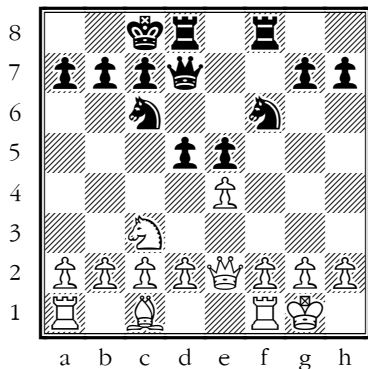


Odd coincidence! (Rhys was playing this next door)

- 5 ... Be6
6. Bxe6 fxe6
7. Nxe6 Qd7
8. Nxf8 Rxf8
9. O-O O-O-O
10. Qe2

[10.d3]

- 10 ... d5



Black is hitting back as fast as he can.

11. Qe3?

[11.exd5]

- 11 ... d4!

winning

12. Qd3 dxc3
13. Qxc3 Nxe4
14. Qc4 Nd6
15. Qa4 b5?

Risky, as a rule, although White has so little developed that you are fine here.

16. Qa6+ Kb8
17. a4 bxa4
18. Rxa4 Rf4
19. Ra3 Nc4
20. Rb3+ Nb6
21. d3 Ra4
22. Qb5

and Black won, as he should.

[... moves omitted. . .]

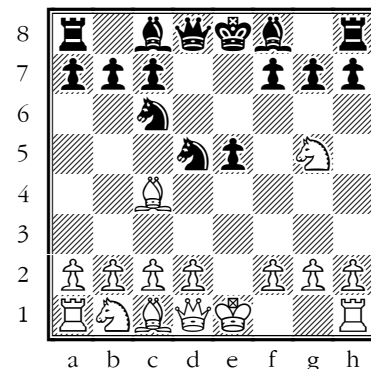
...White resigns.

**(Round 2, Board 7) [C57]
[Black: Matthew Ash]**

White missed his chance in the opening and I thought you showed great determination in attacking

your chosen target on f2. A game with real "flow", which is unusual in junior games.

1. e4 e5
2. Nf3 Nc6
3. Bc4 Nf6
4. Ng5 d5
5. exd5 Nxd5?

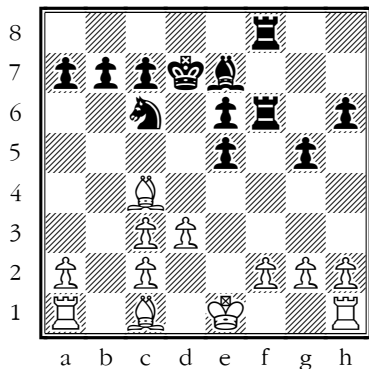


Not good; do you know why? [I'll tell you next game.]

6. d3? h6
7. Qh5 g6
8. Qf3 Be6
9. Nxe6 fxe6
10. Qe4 g5
11. Qg6+ Kd7

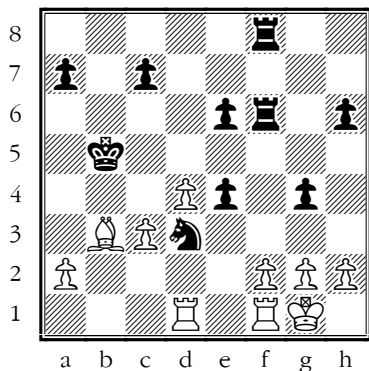
[11...Qe7 forces a decision from White.]

12. Qf7+ Be7
13. Nc3 Rf8
14. Qg6 Rf6
15. Qg7 Nxc3
16. bxc3 Qf8
17. Qxf8 Raxf8



Black has survived the attack and now has the f2 pawn in view.

- 18. O-O Bc5
- 19. Be3 Kd6
- 20. Rad1 g4
- 21. Bxc5+ Kxc5
- 22. Bb3 b5
- 23. c4 Nb4
- 24. cxb5 Kxb5
- 25. d4 e4
- 26. c3 Nd3

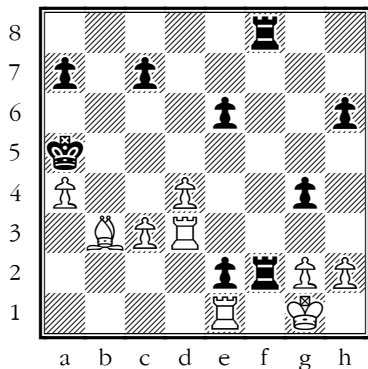


Focussed!

- 27. Rd2 e3?!

Should lose but shows good attitude!

- 28. Rxd3 e2
- 29. Re1 Rxf2
- 30. a4+ Ka5



31. h3?

It was a lot to expect for White to play 31. Rf3!+=

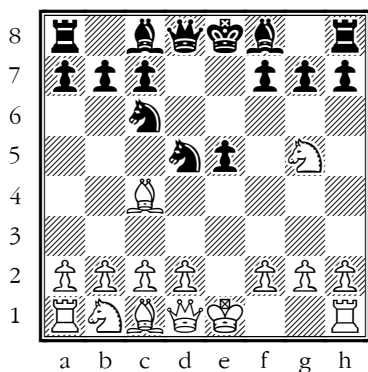
- 32 ... Rf1+
- 32. Rxf1 exf1Q+
- 33. Kh2 Qxd3
- 34. Bxe6 g3+
- 35. Kg1 Qf1#

White is checkmated.

(Round 3, Board 7) [C57]
[White: Matthew Ash]

A really rocky opening by both sides led to an old-fashioned hunt of White's King.

- 1. e4 e5
- 2. Nf3 Nc6
- 3. Bc4 Nf6
- 4. Ng5 d5
- 5. exd5 Nxd5?



Still not good.

6. Qf3!?

[6.Nxf7!? Kxf7 7.Qf3+ Ke6
8.Nc3 Ncb4 is fun;

6.d4 is best, when you might get a chance to play the same Nxf7 idea under better circumstances]

6 ... Qxg5

Had you seen this move?

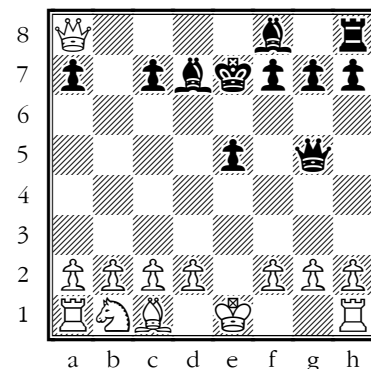
7. Bxd5 Be6?

[7...Qg6 =]

8. Bxc6+ bxc6

9. Qxc6+ Bd7

10. Qxa8+ Ke7



11. d4? Qxc1+

12. Ke2 Qxh1

13. h3 Bb5+

14. Kd2 Qf1

15. Qxa7 Qe2+

16. Kc3 Kd7

17. a4 Qe1+

18. Kb3 Qb4+

19. Ka2 Qc4+

20. b3 Qxc2#

White is checkmated.

Ryan Chung

Without more moves to look at I can't say a lot. I think you're not making the best use of your talents by playing Old Stodge, but you could also play that with some extra ideas (see last year's notes). I liked your determination in the game you won.

(Round 1, Board 7) [C50] [Black: Ryan Chung]

It's always sad to go behind so early in the game; although I don't have all of the moves I remember thinking you should have tried harder to keep your pieces on and not swap them.

1. e4 e5
2. Nf3 Nc6
3. Bc4 Bc5
4. O-O Nf6
5. Ng5 d5

[5...0-0 is perfectly OK: White is very welcome to use up two developed pieces in grabbing your pawn and rook.]

6. exd5 Nxd5?!
7. Qh5 g6
8. Qh6

Now you have to keep the Queen out!

- 8 ... Be7?

[8...Bf8]

9. Bxd5?

[9.Qg7 wins for White.]

- 9 ... Qxd5

10. d3

[10.Qg7 still wins]

- 10 ... f6

11. Qg7

Black lost the exchange here, but in fact has cobbled together enough of a defence to make life very tricky for White!

- 11 ... Rg8

12. Nc3

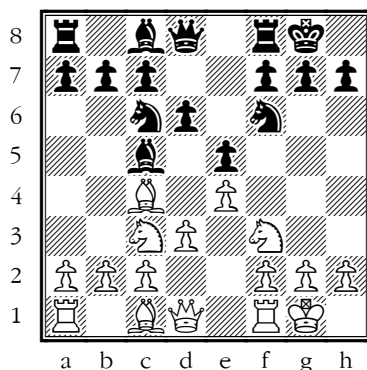
[... moves omitted. . .]

...Black resigns.

(Round 2, Board 8) [C50] [Black: Ryan Chung]

I hate this opening but what a game! You were two pieces up but had lost a lot of pawns, and later I thought Black's pawn wave was enough to win the game. But you stuck to it, refused a draw and turned it back around in your favour. A great fighting game.

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



[... moves omitted. . .]

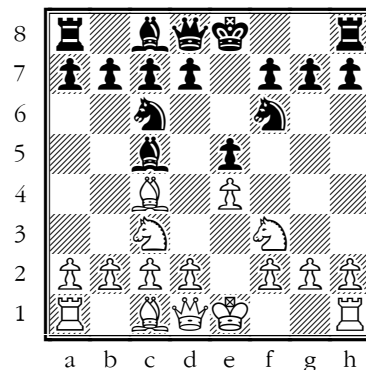
...Black resigns.

(Round 3, Board 8) [C50] [White: Ryan Chung]

With a closed centre (no pawn breaks) it's always very awkward to get your pieces back to defend your king. Once the attack got started, you were lost, but you could have stopped it happening at a couple of points.

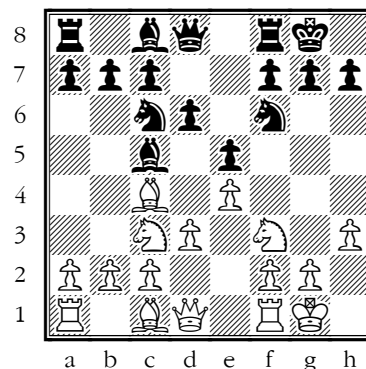
1. e4 e5
2. Nf3 Nc6
3. Bc4 Bc5

4. Nc3 Nf6



Old Stodge again. Please don't play this!

5. O-O O-O
6. d3 d6
7. h3



Old Stodge is an odd sort of system, when it can be wrong to castle too early. If such a natural move as castling is tricky, whatever sort of position is this to play?!

I like Black's attitude in this game but the moves he chooses have a few holes in them.

- 7 ... Nh5?
8. a3

[8.Nxe5! Nxe5 9.Qxb5]

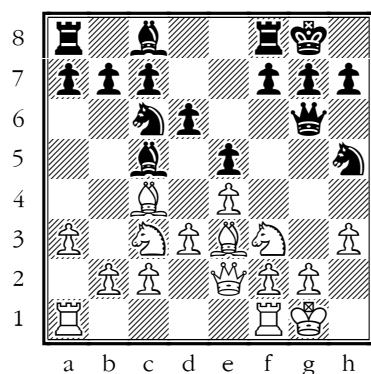
You must be able to find better ideas in the openings you play than h3 and a3.

- 8 ... Qf6?
9. Qe2

[9.Nd5! Qg6 10.Nb4!]

9 ... Qg6

10. Be3?



One natural move too many. Black has been signalling his intention to attack your king for a while!

10 ... Bxh3

11. Bg5 Ng3

[11...Nf4! is even stronger.]

12. Qe1 Nxf1

13. Qxf1 Bg4

14. b4 Bd4

[14...Bxf3]

15. Qe1 Bxf3

16. gxf3 Qxg5+

17. Kh2 Qh4+

18. Kg2 d5

19. Bxd5 Ne7

20. Rb1 Rad8

21. Bc4 Rd6

22. Nb5 Rg6+

[... moves omitted. . .]

and Black won, as he should.

...White resigns.

Karl Beasant

Again, I don't have all your moves, but you played tidily enough -- your second win looked nicely in control -- and I was pleased to see the King's Gambit make another appearance.

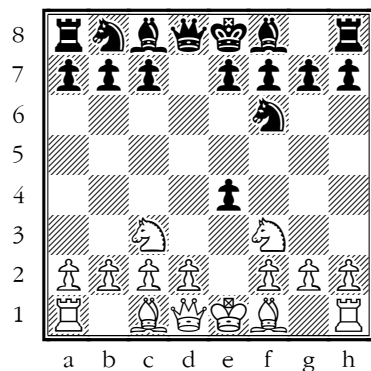
(Round 1, Board 9) [A06]
[Black: Karl Beasant]

White seemed not sure what to do but you had no doubts: a good win to start with.

1. Nf3 d5

2. Nc3 Nf6

3. e4 dxe4



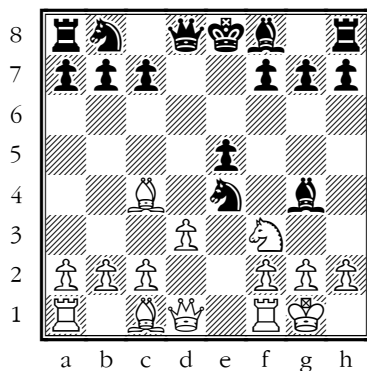
4. Nxe4 Nxe4

Good start!

5. Bc4 Bg4

6. O-O e5

7. d3



7 ... Ng5?

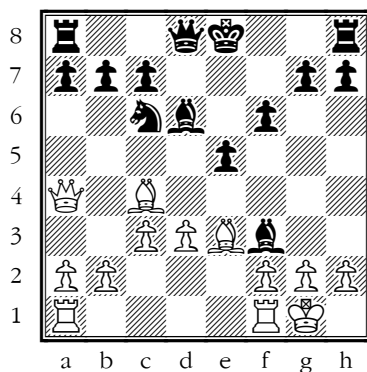
Generous in return!

8. Bxg5 f6

9. Be3 Nc6

10. c3 Bd6

11. Qa4 Bxf3



12. Bb3?

Of course, White should recapture.

12 ... Be2

13. Qc4 Rf8

14. Qe6+ Qe7

15. Qd5 Bxf1

16. Rxf1

White has managed to part with a whole rook.

16 ... g6

17. Qf3 Bc5

18. d4 Bb6

19. Qd5 Qd6

20. Qc4 Na5

21. Qa4+ Qc6

22. Qa3 Nxb3

23. Bh6 Rg8

24. dxe5 O-O-O

25. Qxb3 fxe5

26. Qf7 Qd6

27. h3 Qd7

28. Qf6 c6

29. c4 Bc7

30. f4 exf4

31. Rxf4 Bxf4

32. Bxf4 Qd4+

33. Qxd4 Rxd4

34. Be3 Rxc4

35. b3

[... moves omitted. . .]

and Black won, as he should.

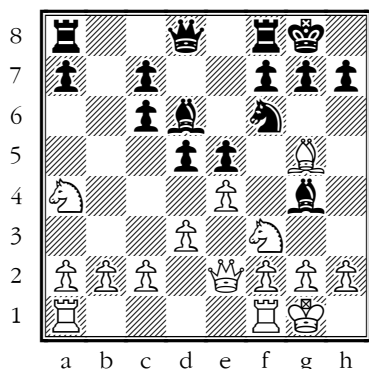
...White resigns.

**(Round 2, Board 9) [C62]
[Black: Karl Beasant]**

A nice solid opening which you followed up by a really good-looking queen's-side attack down the open b-file: a game where you picked a plan and stuck to it.

1. e4 e5
2. Nf3 Nc6
3. Bb5 d6
4. Bxc6+ bxc6
5. O-O Nf6
6. d3 Bg4
7. Nc3 d5
8. Bg5 Bc5
9. Na4 Bd6

10. Qe2 O-O



[... moves omitted. . .]

...White resigns.

**(Round 3, Board 9) [C30]
[White: Karl Beasant]**

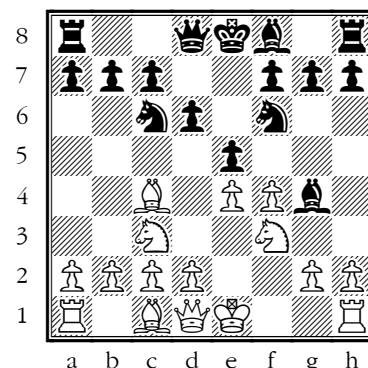
I didn't see what went wrong here; Black was more passive and stood worse for a long time, while you had all the ideas, I thought.

1. e4 e5

2. f4 d6?!

That's unkind to the Bf8.

3. Nf3 Nc6
4. Nc3 Nf6
5. Bc4 Bg4



[... moves omitted. . .]

...White resigns.

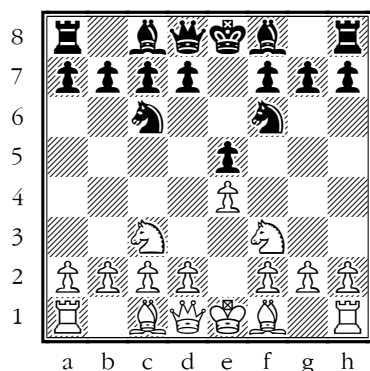
Sarah Stegink

First, you need a better fourth move as White than 4.a3. Other than that, there's not a lot wrong with your approach to chess: keep practising and you'll do well I believe.

**(Round 1, Board 10) [C47]
[Black: Sarah Stegink]**

I thought your idea to win a piece was very clever, but you need to take the game to your opponent earlier -- force them to make mistakes!

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



4. a3

You have to set your opponent problems, else they won't make a mistake.

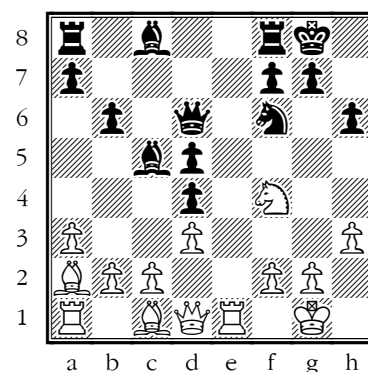
[4.Bb5 If the threat of . . .Bb4 is so bad, why not play this move yourself?

4. d4 is the Scotch and is fine;

The only sensible-looking move to avoid is 4.Bc4?! Nxe4!]

4. . . . d6
5. Bc4 h6
6. h3 Nd4
7. d3 c6
8. Nxd4 exd4
9. Ne2 d5
10. exd5 cxd5
11. Bb3 Bc5
12. O-O O-O
13. Nf4 b6
14. Re1 Qd6

15. Ba2



15. . . . Ba6?

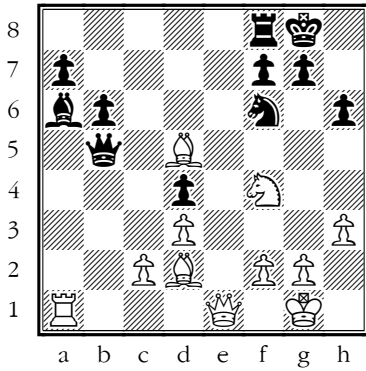
16. b4!

Excellent! Clearly I was wrong to say that Black won't make mistakes without you putting pressure on. . . but believe me, they will make a lot more if you do give them problems!

16. . . . Bxb4
17. axb4 Qxb4
18. Bxd5 Rae8

19. Bd2 Rxe1+

20. Qxe1 Qb5



21. c4

[21. Bc4 is more accurate.]

21 ... Qe8

[21. ... dxc3 en passant! Did you spot this?]

22. Qxe8 Rxe8

23. Rxa6 Nxd5

24. cxd5 Ra8

25. d6 g5

26. Nd5 Kf8

27. Bb4

I couldn't make sense of the score past this point...

[... moves omitted. . .]

...Black resigns.

(Round 2, Board 10) [C47]
[White: Sarah Stegink]

You lost a pawn but played actively and got into a good scrap. You were unlucky to lose a queen to a rook pin against your king, I think, but castling would have solved that.

1. e4 e5
2. Nf3 Nc6
3. Nc3 Nf6
4. a3 d6
5. Bc4 h6
6. Nd5 Nxe4

7. d3 Nc5

8. Be3 Na4

9. Rb1 Ne7

10. Nxe7 Bxe7

11. Bb5+ Bd7

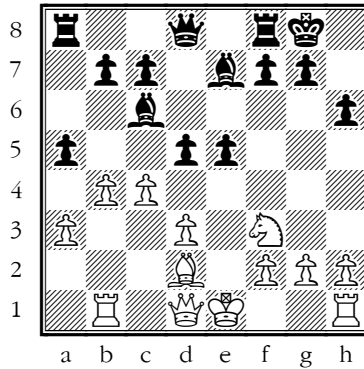
12. Bxa4 Bxa4

13. b3 Bc6

14. c4 a5

15. b4 d5

16. Bd2 O-O



I couldn't make sense of the score past this point...

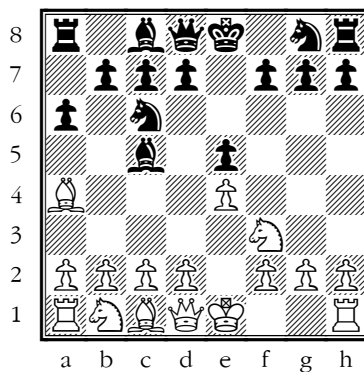
[... moves omitted. . .]

...White resigns.

(Round 3, Board 10) [C60]
[Black: Sarah Stegink]

You missed one chance but took enough of the others!

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Ba4 Bc5



Black's opening is very fashionable among grandmasters, did you know?

5. Nc3 Nf6

6. Ng5 O-O

7. Qf3 h6

8. Nd5 hxg5

9. Nxf6+ Qxf6

10. Qd3 Qxf2+

11. Kd1 Qxg2

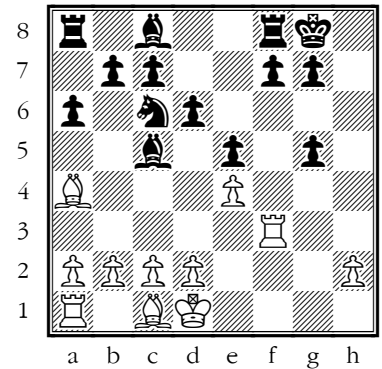
12. Rf1 Qg4+

13. Ke1 Qh4+

14. Kd1 Qh5+

15. Qf3 Qxf3+

16. Rxf3 d6



17. d3? g4?

[17. ... Bg4]

18. Rg3 Bf2

19. Rg2 Bd4

20. h3 gxh3

[... moves omitted. . .]

and Black won, as she should.

...White resigns.

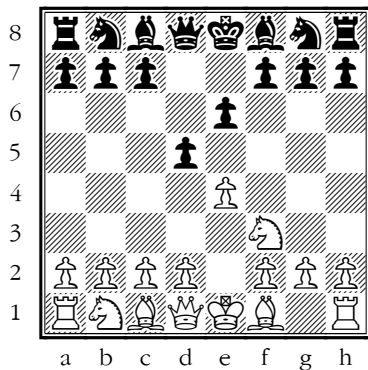
William Norton

Two short games and one that was decided quickly... Not a lot for me to say here, but you clearly know your way around the board and if you make sure your buttons are done up then you will get better results.

**(Round 1, Board 11) [C01]
[Black: William Norton]**

I thought you were unlucky here as the early part of the game you played perfectly soundly and for the most part a little better than your opponent.

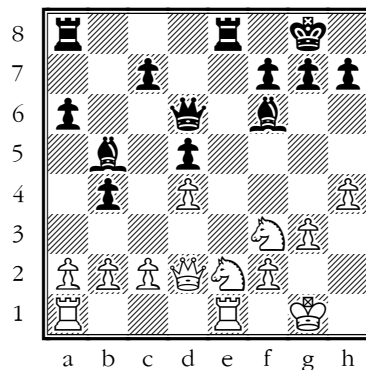
1. e4 e6
2. Nf3 d5



3. exd5 exd5

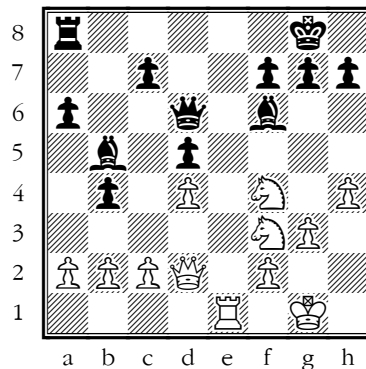
Solves Black's problem of developing the Bc8.

4. d4 Nc6
5. Bb5 Bd7
6. O-O Nf6
7. Re1+ Be7
8. Bg5 O-O
9. Bxf6 Bxf6
10. Nc3 a6
11. Bxc6 Bxc6
12. Qd3 b5
13. g3 b4
14. Ne2 Re8
15. h4 Bb5
16. Qd2 Qd6



Black is getting the better of this position.

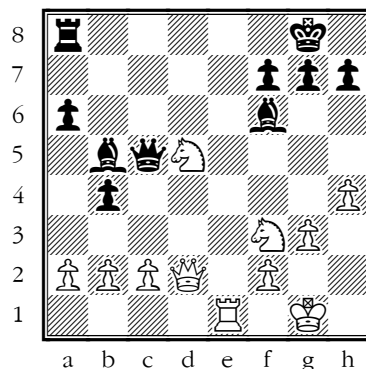
17. Nf4 Rxe1+
18. Rxe1



- 18 ... c5

This is the right sort of move to think about, but too loose right now (your d-pawn is in need of protection). Get your last piece into play insread.

19. dxc5 Qxc5
20. Nxd5



- 20 ... Rd8??
21. Nxf6+

A wicked discovery.

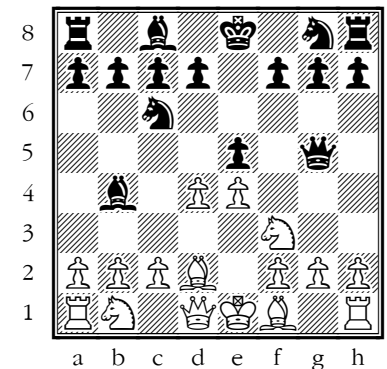
- 21 ... Kh8
22. Qxd8+ Be8
23. Qxe8+ Qf8
24. Qxf8#

Black is checkmated.

**(Round 2, Board 11) [C44]
[White: William Norton]**

It was nice to be handed a piece so early but don't forget to complete your development just as quickly as if you were equal.

1. e4 e5
2. Nf3 Nc6
3. d4 Bb4+
4. Bd2 Qg5



Good start...

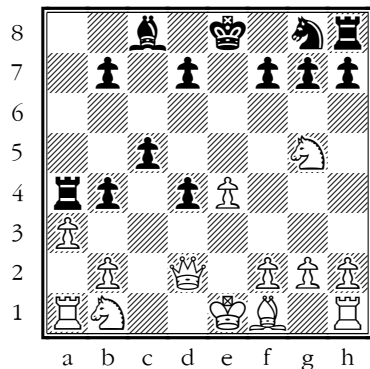
5. Nxc5 exd4
6. Bxb4 Nxb4
7. Qd2 c5
8. c3 a5
9. cxb4 axb4
10. a3 Ra4

19. Qd3

I couldn't make sense of the score past this point...

[... moves omitted. . .]

...Black resigns.



11. Qc2 b5
12. Qxc5 Ba6
13. Qxd4 Nf6
14. Qa7 O-O
15. Qb6 h6

I would have been happier to see you get all your other pieces out, than play all these Queen moves.

16. Bxb5 Bxb5
17. Qxb5 Raa8
18. O-O Rab8

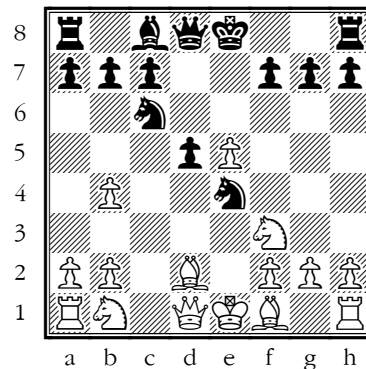
(Round 3, Board 11) [C44]
[White: William Norton]

Rather one-sided! A nice one to go home with.

1. e4 e5
2. Nf3 Nc6
3. d4 Bb4+
4. Bd2

[4.c3 supports your centre.]

- 4 ... d5
5. c3 Nf6?
6. dxe5 Nxe4
7. cxb4



Black has fallen apart amazingly quickly.

- 7 ... O-O
8. b5 Ne7
9. Bb4 Ng6
10. Bxf8 Kxf8
11. Bc4!?

Tricky!

- 11 ... dxc4
12. Qxd8#

Black is checkmated.

Sophie Nofal

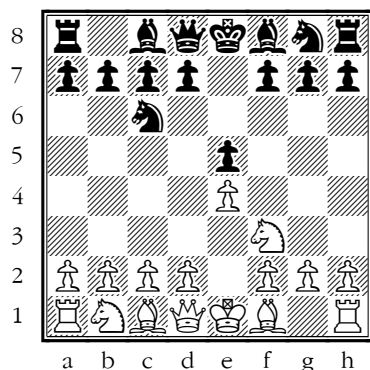
Three pretty solid efforts for an excellent 3/3. I do urge you not to fall in love with the fianchetto: it's difficult to handle and often a waste of time.

You are missing a few tactics on the radar; perhaps practice against a computer would help, and there are a bunch of good freeware programmes around if you can get hold of a PC.

(Round 1, Board 12) [C44]
[White: Sophie Nofal]

Despite mistakes in tactics and planning, you kept everything together and kept trying to win -- well done.

1. e4 e5
2. Nf3 Nc6



There are a few good moves here, but this one, while OK, is one of the trickiest to handle.

3. g3

[3.Bb5;

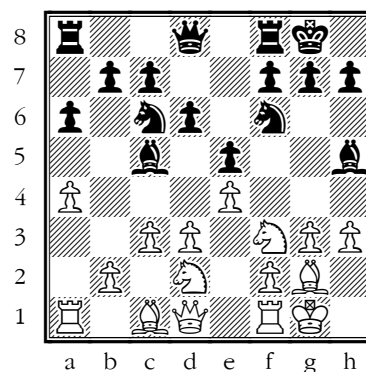
3.Bc4;

3.d4]

- 3 ... Nf6

4. Nc3

[OK. ... if you're going to play King Fianchetto systems, which are as I say tricky to handle, you must follow up correctly. 4.d3 Bc5 5.Bg2 0-0 6.0-0 d6 7.Nbd2 Bg4 8.h3 Bh5 9.a4 a6 10.c3

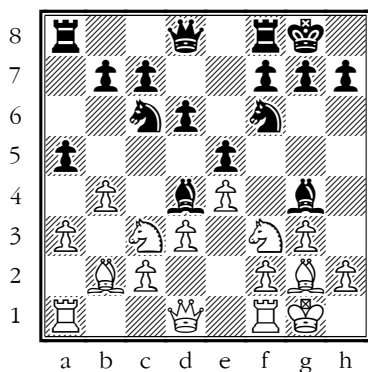


ANALYSIS DIAGRAM

This is the sort of set-up you are aiming at. White can then expand on the Queen's-side (b4) the centre (d4) or the King's-side (f4).]

- 4 ... Bc5
5. Bg2 O-O
6. O-O d6
7. d3 Bg4

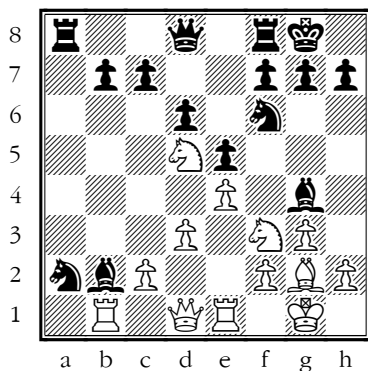
8. a3 a6
9. b4 Bd4
10. Bb2 a5



11. Rb1?

[11.b5]

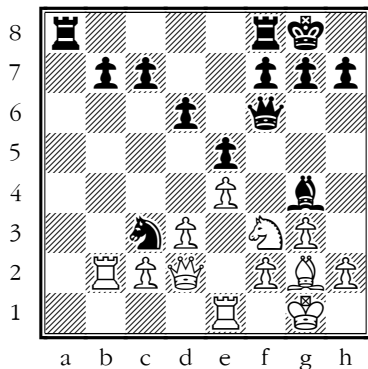
11. ... axb4
12. axb4 Nxb4
13. Re1 Na2
14. Nd5 Bxb2



15. Nxf6+?

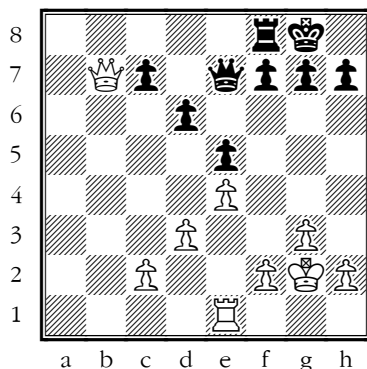
drags Black's Queen into the game

15. ... Qxf6
16. Rxb2 Nc3
17. Qd2



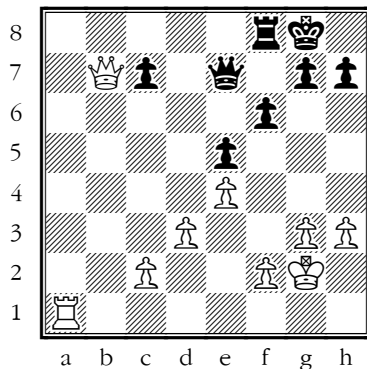
17. ... Ra2?
18. Qxc3 Rxb2
19. Qxb2 Bxf3

20. Qxb7 Bxg2
21. Kxg2 Qe7



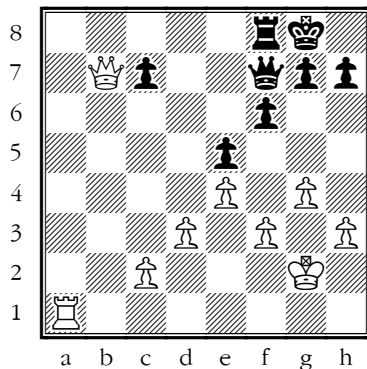
With a small plus for White, after all the chaos.

22. Ra1 d5
23. Qxd5 Qe6
24. Qb7 Qe7
25. h3 f6



I think doodling on the King's-side is wasteful at best and dangerous at worst.

26. g4
[26.Ra7 Rf7 27.Qc8+ Qf8
28.Qe6]
26. ... Qf7
27. f3

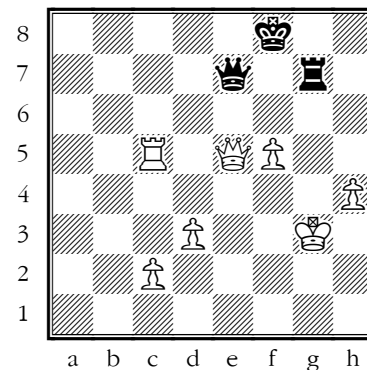


White's pawn structure is strong but full of holes. Imagine if Black got a queen to e3! Even after queens are

swapped off, the Black king can use the same squares to make trouble for you.

In the event, Black stayed pretty passive until they were lost, and then they correctly tried to open up the King's-side...

27. ... h6
28. h4 h5
29. Kg3 hxg4
30. fxg4 c5
31. Qc6 Qe7
32. Qd5+ Rf7
33. Ra5 g6
34. Rxc5 f5
35. gxf5 gxf5
36. exf5 Kf8
37. Qxe5 Rg7+



38. Kh2??

Oh dear

38. ... Kf7??

Whew!

[38. ... Qxb4#! mate]

39. Rc7! Qxc7
40. Qxc7+ Kg8
41. Qc6

[... moves omitted. . .]

...Black resigns.

(Round 2, Board 12)
[C55] [Black: Sophie Nofal]

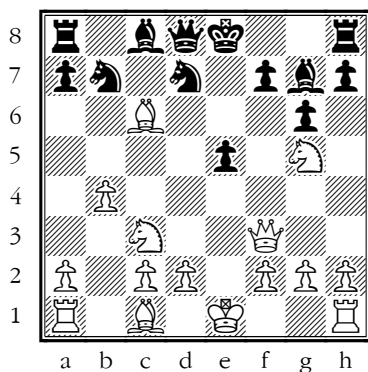
A real fighting game with lots of mistakes by both players but lots of good attitude at the board.

1. e4 e5

2. Nf3 Nc6
3. Bc4 Nf6
4. Nc3 g6?!

Not suitable in this position, as you found out straight away.

5. Ng5! d5
6. exd5 Na5!
7. Bb5+ c6
8. dxc6 bxc6
9. Ba4 Bg7
10. b4 Nb7
11. Bxc6+ Nd7
12. Qf3!?



There is a good scrap now with both sides making mistakes but both sides kept going well.

- 12 ... Qxg5
13. Bxb7 Rb8
14. Bd5 O-O
15. b5 Nc5
16. d4 Qe7?
17. dxc5 Qxc5
18. a4 e4
19. Qf4? Bxc3+
20. Kd1 Qxd5+
21. Ke2 Bg4+
22. f3 exf3+
23. gxf3 Bxf3+
24. Qxf3 Qxf3+
25. Kxf3 Bxa1
26. Ba3 Rfc8
27. Bd6 Rb6
28. Rxa1 Rxd6

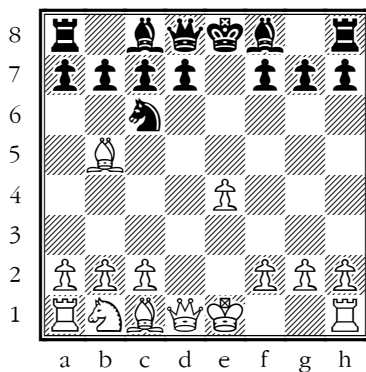
[... moves omitted. . .]

...White resigns.

(Round 3, Board 12)
[C45] [Black: Sophie Nofal]

You took a long while to get going (I think mostly because of the double fianchetto) but once your pieces were out you played well.

1. e4 e5
2. Nf3 Nc6
3. d4 exd4
4. Nxd4 Nge7
5. Nxc6 Nxc6
6. Bb5

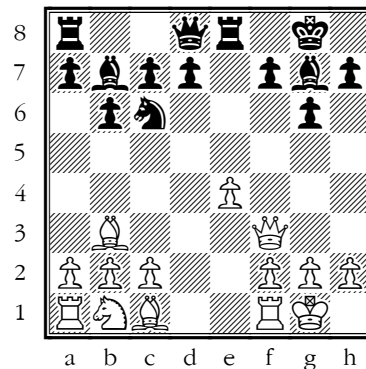


- 6 ... g6

These fianchettoes are hard to handle and in this very open position it's more important to get your pieces out as fast as you can. You can already develop your Bf8 without making any more pawn moves, so you should have done just that.

[6. . . Bc5]

7. Ba4 Bg7
8. Bb3 b6
9. O-O O-O
10. Qf3 Bb7
11. Qh3 Re8
12. Qf3



- 12 ... Rf8

[12. . . Qf6;

12. . . Qe7]

13. Rd1 Nd4
14. Rxd4? Bxd4
15. c3 Bg7
16. Be3 Qe7
17. Bd4 Bxe4
18. Qe3 d5
19. Bxd5 Rae8
20. Nd2? Bxd5
21. Qxe7 Rxe7
22. Bxg7 Kxg7
23. b3 Rfe8
24. Kf1 Be4
25. Nxe4 Rxe4
26. g3

[... moves omitted. . .]

and Black won, as she should.

...White resigns.