

West Of England & South Wales Team Tournament

Market Lavington, Saturday 23rd March 2013

I hope you still remember the games! I've given each of the games a quick run-through, and made some overall comments. Three games (or fragments!) is not a lot to go on, so if you think I have got things wrong when talking about your chess, you may know better than me.

This booklet is in two parts: general advice pulled from all the games, and then going through each player in turn.

Do read the comments on other player's games; I've usually put a diagram before important ideas, so you don't need to play over the games. [Although, if you do want to go over the games, I can put them on the Exeter Junior Chess Club blog.]

Look especially all the tips which look like this:

➔ Something everyone should know.

The most important things for all of you were the same as they are every year!

▶ A combination of a bit more opening science and a little more tactical skill would have produced better results all round.

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

Getting better

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 have enclosed any opening booklets I think might help, and after that, make sure you put your nose in a book of tactics

puzzles or the **Chess Tactics Server** online at chess.emerald.net.

Also, if there are other games of yours that you would like some feedback on, let me know.

I've got a bunch of stuff for young people on the Internet at:

www.exeterchessclub.org.uk/juniors

And for players of any age at:

www.exeterchessclub.org.uk/index

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.

Previous instalments of these U14 match reviews can be found online:

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

That page also has some sort of index to topics.

Again, if you can't get at them, and want to read them, let me know.

I hope you all continue to enjoy the game and thrive in the future.

Dave Regis, April 2013

chessnut@blueyonder.co.uk

P.S. Thanks very much to Kevin Hurst, who shared with me his thoughts on the games that he saw

JUST THE FACTS... 2

SOME GENERAL ADVICE FROM THE GAMES ALL THE TIPS..... 3

FINISHING OFF AND ENDGAMES 4

OPENINGS ADVICE 5

 OPENINGS INDEX..... 7

MIDDLEGAMES 13

 MIDDLEGAME: TACTICS 13

MIDDLEGAME STRATEGY..... 15

THE GAMES 16

 BOARD 1: GREG SUSUVEE..... 16

 BOARD 2 NICK HODGE..... 20

 BOARD 3 REECE WHITTINGTON..... 22

 BOARD 4: EDMUND KELLY..... 25

 BOARD 5: TAYLOR FINCH..... 27

 BOARD 6 VIGNESH RAMESH..... 30

 BOARD 5 NANDAJA NARAYANAN 32

 BOARD 8 JAMES MILNE..... 35

 BOARD 9 TOM FERDINAND..... 39

 BOARD 10: JIM KNOTT 41

 BOARD 11: JAKUB KUBIAK..... 42

 BOARD 12: BEN STURT 44

A COUPLE OF GAMES FROM THE U11 TEAM 46

 BONUS BALL: CODIE FINCH 46

 THUNDERBALL: LEIF HAFSTAD..... 46

APPENDIX 1: LOOK UP INFORMATION ABOUT YOUR OPENINGS..... 49

APPENDIX 2: ADVICE ON OPENINGS..... 50

Just the facts...

U14	Name	R1	col	R2	col	R3	col	Total
1	Greg Susevee	0	C1 w	1	A1 b	1/2	A2 w	1 1/2
2	Nicholas Hodge	1	C1 w	0	A2 w	0	C2 b	1
3	Reece Whittington	1	C4 w	0	A3 w	1	C3 b	2
4	Edmund Kelly	0	C3 b	1	w	0	A3 b	1
5	Taylor Finch	1	b	0	b	1	A w	2
6	Vigneshwar Ramesh	1	b	1	b	1	C w	3
7	Nandaja Narayanan	1	w	1	b	1/2	C b	2 1/2
8	James Milne	1	w	0	w	0	A b	1
9	Tom Ferdinand	0	w	0	w	1	A b	1
10	Jim / Ben / Jakub	1	b	1	w	0	C b	2
Res	Jim Knott	1		1/2		0	C	1 1/2
Res	Jakub Kubiak	1		1/2		0	w	1 1/2
Res	Benjamin Sturt	1		1	w	1	w	3
Round score		7		5		5		
Overall score		7		12		17		
Position		2 nd		2 nd		2 nd		

We rotated the last three players, so everyone had a chance to play a real game for Devon.

The other teams were South Wales (A) and Wiltshire (C). I was very cheered by our Round 1 score, but what we didn't realise that we scored 5/5 against Wiltshire and 2/5 against Wales ... and so were in only second place!

The strength of the Welsh became a bit clearer in Round 2, where we once more scored 5/5 against Wiltshire but 0/5 against Wales. The last round brought a couple of valuable points against Wales but not enough to see them off.

The records for each player depended a lot on whether you played two players from Wiltshire and one from Wales, when you might get two wins and a loss, or two players from Wales and one from Wiltshire, when you might get just one point from three. So very well done to Vignesh and Ben, and anyone else who scored points from the Welsh!

All the Tips

If you aren't sure what some of these mean, have a look at the positions in the game, and if you still aren't sure, ask!

O = Opening tip, ♘ = tactics tip, S = Strategy tip, E = Endgame tip

- ▶ A combination of a bit more opening science and a little more tactical skill would have produced better results all round. ... I
- ▶ E: Get your King Up For The Endgame! [KUFTE] 23
- ▶ E: If you're winning, stop trying to win, and just win! 4
- ▶ E: If you're winning, stop trying to win, and win! 32
- ▶ E: Swap pieces when you are ahead, swap pawns when you are losing. 4
- ▶ Make sure you know the main lines of your chosen openings. 27
- ▶ O: A good rule of thumb is: don't start an attack until your Rooks are connected 45
- ▶ O: A lot of Black players are frightened to play the Two Knights because of the Ng5 attack, but really Black should hand over a pawn to get an attack on White! 32
- ▶ O: A lot of Black players are frightened to play the Two Knights because of the Ng5 attack, but really Black should hand over a pawn to get an attack on White! 44
- ▶ O: Basic Opening Repertoire for young players 50
- ▶ O: Castle early so you don't get caught in the middle 18
- ▶ O: Find an opening system you can use against all the Queen's-side openings – the Tarrasch, Swiss and Queen's Fianchetto are all OK. 35
- ▶ O: Find an opening system you can use against all the Queen's-side openings – the Tarrasch, Swiss and Queen's Fianchetto are all OK. 37
- ▶ O: Have an idea what to do if Black dodges 50
- ▶ O: If you're not using your Rooks, you're wasting more than a Queen's-worth of power! 35
- ▶ O: Learn a standard opening! 50
- ▶ O: Make sure you know the plans that go with the openings you play. 25
- ▶ O: No more Old Stodge! 42
- ▶ O: No more Old Stodge! 42
- ▶ O: No more Old Stodge! 43
- ▶ O: No more Old Stodge! 45
- ▶ O: No more Old Stodge! 5
- ▶ O: The opening is a chance to set your opponent some problems, and to get them to make some mistakes. 33
- ▶ O: When you are White, don't let your opponent develop quietly: aim to put them under pressure. 20
- ▶ O: When you are White, don't let your opponent develop quietly: aim to put them under pressure. 42
- ▶ O: When you are White, don't let your opponent develop quietly: aim to put them under pressure. 43
- ▶ O: When you are White, don't let your opponent develop quietly: aim to put them under pressure. 46
- ▶ O: You must keep up with development in the opening. 22
- ▶ OS: If you haven't anything better to do, improve the position of your worst-placed piece. 5
- ▶ OS: The best plan in Old Stodge positions is c3 and d4, but that means you shouldn't put your Knight on c3! 46
- ▶ S: A good rule of thumb is: don't start an attack until your Rooks are connected 21
- ▶ S: Always have a good long think if you are offered a draw: it often means your opponent thinks they have the worse position! 19
- ▶ S: Anderssen's Rule: If you haven't anything better to do, improve the position of your worst-placed piece. 15
- ▶ S: Ask yourself about each of your moves: How does this help? Who does it help? 39
- ▶ S: Attacking moves can be bad – what you need is an attacking plan 29
- ▶ S: Bishops are generally better than Knights – don't give up your Bishops without a fight! 15
- ▶ S: Bishops are generally better than Knights, and some Bishops are vital to hold your position together, if you have pawns mostly on the other colour squares 29
- ▶ S: In blocked positions, you will have a good and a bad bishop. Keep one and swap the other! 31
- ▶ S: In most positions, a swap will be better for you or for your opponent – make sure you know who! 36
- ▶ S: Make sure you are playing an attacking plan, not just an isolated attacking move that might make you un-coordinated 30
- ▶ S: Make sure you are playing an attacking plan, not just an isolated attacking move that might make you un-coordinated 45
- ▶ S: Make sure you are playing an attacking plan, not just an isolated attacking move that might make you un-coordinated 47
- ▶ S: Some Bishops are not better than Knights – they are the ones blocked by your central pawns. Swap off those bad Bishops if you can! 15
- ▶ S: Some Bishops hold your position together – you want to keep the one on the opposite colour squares to your central pawns. 15
- ▶ S: Time is important, even in closed positions 16
- ▶ S: To distract your opponent from an attack, on your King you need your own attack in the centre or on the other side. 31
- ▶ S: You can use strong central pawns to squash your opponent 26
- ▶ ST: Don't waste time with one-move-deep threats 25
- ▶ T: After choosing a move, but before playing it, ask yourself, what will change about the position? Is anything now threatened, or less defended, than before? 14
- ▶ T: After choosing a move, but before playing it, ask yourself, how does this help? Who does it help? 15
- ▶ T: After your opponent's move, ask yourself, what has changed about the position? Is anything now threatened, or less defended, than before? 14
- ▶ T: If you think you're losing a piece, have an extra think about how you might escape 24
- ▶ T: If you think you're losing a piece, have an extra think about how you might escape 32
- ▶ T: Look at every check and every capture, every move.. 17
- ▶ T: Look before you leap 13
- ▶ T: Look twice for tactics if there are clues that a tactic might be in the position: 13
- ▶ T: Make sure you know all the basic sorts of tactics. 14
- ▶ T: This should have set off your chess burglar alarm. 40
- ▶ T: When attacking f7, be sure you aren't giving up two active developed pieces for a blocked-in Rook. 46
- ▶ T: Winning a Rook for two pieces is really losing two pieces for only a Rook. 30
- ▶ T: You can't play what you don't see, and it's hard to see an idea you don't know about. 14
- ▶ T: You should always play moves that are good, no matter what your opponent plays. If that also sets a trap, that's fine, but don't play a poor move to set a trap. 6

► T: You should always play moves that are good, no matter what your opponent plays. If that also sets a trap, that's fine, but

don't play a poor move to set a trap..... 40

Finishing off and endgames

Know how to finish off a game by swapping off pieces

► E: Swap pieces when you are ahead, swap pawns when you are losing.

I say this every year, as not every player knows it!

► E: If you're winning, stop trying to win, and just win!

If you are a piece ahead, you are winning.

So, there's no need to take any more risks by attacking.

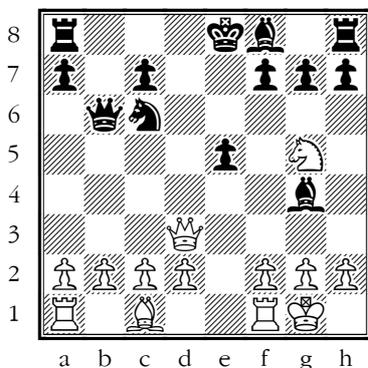
The safest way to win is to swap off all your opponent's pieces until the only pieces left are yours.

If you haven't finished development and haven't castled, get on with that quickly.

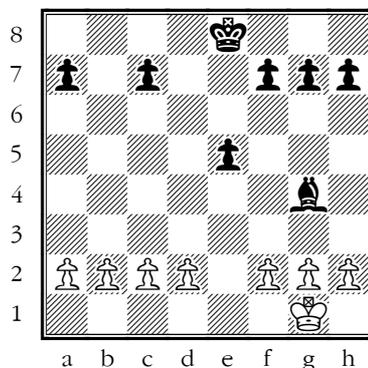
Then, put all your pieces in the middle, so your opponent can't avoid swaps.

If you start an attack, you might get your pieces in a muddle and lose back the piece.

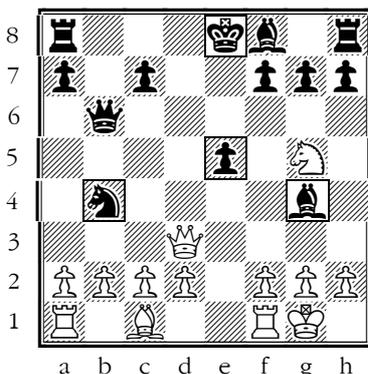
Here's an example:



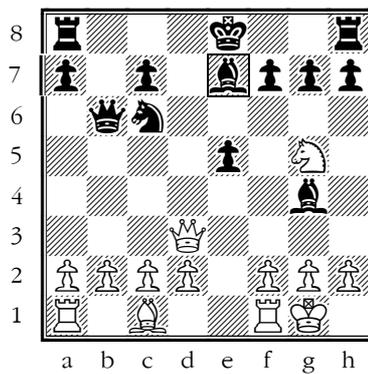
Black is a piece ahead



Black wants to get to a position where the only pieces on the board are Black's



If Black keeps attacking – trying to win – White might get some chances because of the loose pieces and the King still in the middle.



Safest is finishing off development, then swapping everything off

So, stop trying to win, because you are winning, you don't need to try any more!

The safest way to win is to swap off and win the endgame.

So, if you're winning, stop trying to win, and win!

Openings advice

The opening is a race to get your pieces into play

You should all know the three main goals of the opening:

- get your pieces out
- get castled
- get at least a share of the centre

If you can do all those quickly, you might be able to attack before your opponent is ready. Similarly, if you don't get on with your opening jobs, you can lose to a quick attack.

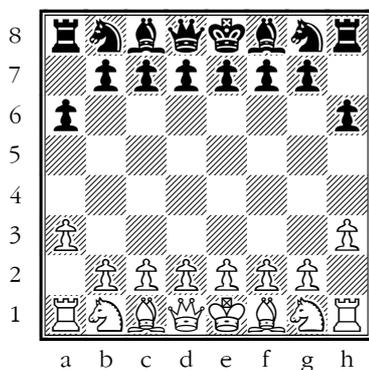
Because you need to go your opening jobs quickly, don't waste time.

- Don't waste time in the opening moving a piece twice (without good reason: you can take a Queen!)
- Don't waste time taking unimportant pawns
- Don't waste time moving unimportant pawns

Centre pawns are important, the rest usually are not.

In particular:

Ban the Delarpom!



DLRPMs are Dreadful Little Rook's Pawn Moves. They usually announce "I don't know what to do", which is never something you want to tell your opponent.

Once in a while you will want to prevent a pin or support the advance of a Knight's Pawn, but 90% of these DLRPMs I see really are Dreadful. Sometimes one player played BOTH moves, the Double Delarpom... And we even had one game last year with the Double Double Delarpom, with all four of these wretched little beasts.

Use Anderssen's Rule to find a better move! That is:

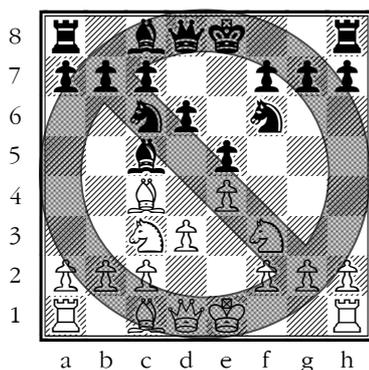
- ▶ OS: If you haven't anything better to do, improve the position of your worst-placed piece.

Become an opening expert!

There are lots to choose from, but it has to be better than making it up as you go along. Play an opening system with a name, and a purpose.

Playing an opening involves more than getting to move 2 and not knowing what to do – you should have an idea about what set-up you are trying to reach, what move-order you are going to use and to know the basic plans and traps for each side. It's all been worked out before, so pick one you like the look of and make friends with it. Become an expert in what you play!

No more Old Stodge!



I keep writing about this rotten, blocked, difficult opening and if I had my way it would be banned.

People think it's safe and they know it, but you will see below it's not safe and they don't know it!

If I catch any of you playing it again I'm going to send around the Anti-Stodge Squad.

- ▶ O: No more Old Stodge!

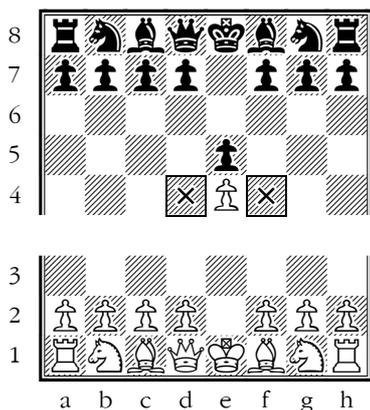
If you don't understand why it's so rotten (and the rest) please see the 2004 booklet or my web page:

http://exeterchessclub.org.uk/x/FTP/u14_20043.pdf

<http://exeterchessclub.org.uk/content/no-more-old-stodge>

Or see the next tip:

Aim for a pawn break with d2-d4 or f2-f4



After opening e2-e4 and seeing e7-e5 as a reply, make a plan to attack the e5 Pawn with a pawn of your own – either the d-pawn or the f-pawn.

Why?

1. This will give your opponent a problem (and they might make a mistake)
2. It will make an open file (or a half-open file) for your Rooks (which might get stuck). If you're not using your Rooks, you're wasting more than a Queen's-worth of power!
3. It might allow you to take over the centre – the most important part of the board.
4. It will give you a fun, open game and a chance to spot some tactics!

Old Stodge gives you none of these chances.

So, on move three or four for White, you should either play d2-d4 or make a move that prepares d2-d4 – like c2-c3

Play lines like these:

1.e4 e5 **2.f4** (King's Gambit)

1.e4 e5 2.Nf3 Nc6 **3.d4** (Scotch Game)

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 **4.d4** (**4.d4** in the Two Knights' Defence)

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.c3 Nf6 **5.d4** (Open Giuoco Piano)

1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6 4.O-O Nxe4 **5.d4** (Ruy Lopez, Berlin Defence)

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 **5.d4** (Ruy Lopez, Exchange Variation)

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Nxe4 **6.d4** (Ruy Lopez, Open Variation)

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Re1 b5 7.Bb3 O-O 8.c3 d6 9.h3 Bb7 **10.d4** (Ruy Lopez, Zaitsev)

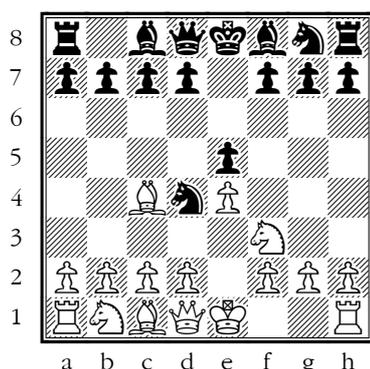
Playing for traps

► T: You should always play moves that are good, no matter what your opponent plays. If that also sets a trap, that's fine, but don't play a poor move to set a trap.

Unless you are already losing, there's no point in playing a poor move to set a trap. You should choose a move based on the position you get if your opponent plays the best move.

Let's do the sums on some traps you played or met:

Blackburne's Shilling Gambit



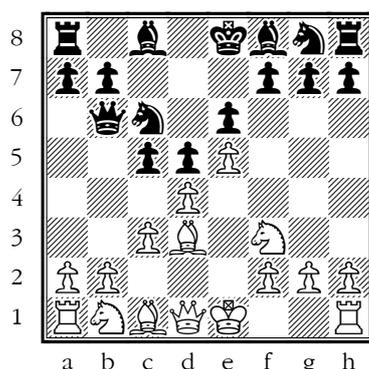
Black undefends the e-pawn by playing 3...Nd4, moving a piece that was already developed.

If White falls for the trap, Black will checkmate!

But if White plays the best moves, Black gets a rotten position

= BAD trap

Milner-Barry Gambit



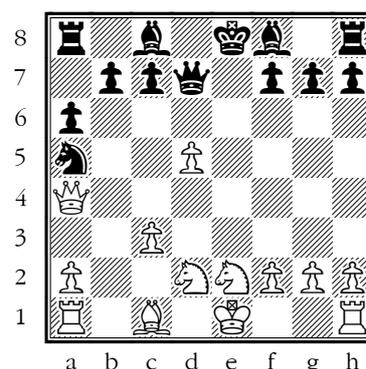
White undefends the d-pawn by playing 6.Bd3 – a good developing move.

If Black falls for the trap, White wins the Queen!

If Black plays the best moves, White still gets a good attacking position at cost of a pawn

= GOOD trap

A middle-game trap



White forks King and Knight, so Black puts the Queen in the way.

If White falls for the trap, Black wins the Queen!

If White plays the best moves, Black gets to save the Knight

= EXCELLENT trap

Openings index

These are the openings you actually played:

D00: Stonewall Attack.....	16
B20: Sicilian Defence, Wing Gambit.....	17
A45: Indian Defences.....	18
D00: Double QP without c4.....	20
A48: Slow King's Indian.....	21
B01: Scandinavian Defence.....	21
C00: French Defence.....	22
D81: Grünfeld Defence.....	23
D50: Queen's Gambit.....	24
D45: Slav Defence.....	25
C44: Scotch Game.....	26
C45: Scotch Game.....	26
C11: French Defence.....	27
C13: French Defence.....	28
B13: Caro-Kann, Panov-Botvinnik Attack.....	30
C02: French Defence.....	30
C55: Two Knights' Defence.....	31
C21: Danish Gambit.....	32

B30: Sicilian Defence.....	33
C57: Two Knights' Defence.....	34
A07: Réti Opening.....	34
B06: Modern Defence.....	35
D20: Queen's Gambit Accepted.....	37
C50: Hungarian Defence.....	38
C50: Blackburne's Shilling Gambit.....	39
B21: Sicilian Defence.....	40
C50: Blackburne's Shilling Gambit.....	40
C50: Old Stodge.....	41
C46: Old Stodge.....	41
B45: Sicilian Defence, Four Knights' Variation.....	42
C46: Old Stodge.....	43
C57: Two Knights' Defence.....	44
C50: Old Stodge.....	45
C42: Italian Game.....	45
D00: Double QP Opening.....	46
C68: Ruy Lopez Exchange Variation.....	46

The most common openings were:

Old Stodge	5
Sicilian Defence	4
French Defence	4
Scotch Game	3
Two Knights' Defence	3
Queen's Gambits	3
Indian Defences	2

- Great to see Devon players using the Two Knights', French and Sicilian – all fine counter-attacking defences that will make White tremble!
- Interesting to see the Queen's Gambits and Indian Defences – proper grown-up openings that the top players practise!
- Great to see so many Scotches – a fine open and attacking system that Grandmasters still play
- I'm not happy with all the Old Stodges – I think this dreadful system should be banned!

A bird's eye view of the openings:

		<u>Main White System</u>	<u>White vs odds</u>	<u>Black vs. 1.e4</u>	<u>Black vs. 1.d4</u>
1	Greg Susevee	Stonewall ✓	Stonewall ✓	Sicilian ✓	? ③
2	Nicholas Hodge	1.d4 without 1.c4 ②	1.d4 without 1.c4 ②	Scandinavian ✓	? ③
3	Reece Whittington	Queen's Gambit ✓	1.d4 with 1.c4 ✓	French ✓	Grünfeld ✓
4	Edmund Kelly	Scotch ✓	IQP systems ✓	Sicilian ✓	Slav ✓
5	Taylor Finch	Scotch ✓	IQP systems ✓	French ✓	Tarrasch ✓
6	Vigneshwar Ramesh	Danish ✓	Advance French ✓	Two Knights' ✓	? ③
7	Nandaja Narayanan	Italian ✓	? ④	?	? ③
8	James Milne	1.d4	? ④	Hungarian? ②	QGA ③
9	Tom Ferdinand	?	? ④	Blackburne's Schilling Gambit ②	? ③
10	Jim Knott	Old Stodge ①	? ④	Old Stodge ①	? ③
Res	Jakub Kubiak	Old Stodge? ①	Main lines? ④	Old Stodge ①	? ③
Res	Benjamin Sturt	Old Stodge ①	? ④	?	? ③

① This has got to go! Play the Scotch, the Open Italian with 4.c3, the Evans' Gambit, or the Ruy Lopez, or anything else but Old Stodge! If you don't like playing lively open games, there are plenty of safe lines of the Lopez and Scotch.

② This has got to go! Find a proper system that will be good enough to beat experienced players.

③ I recommend finding a system that you can play against all Queen's-side openings. Some of these include:



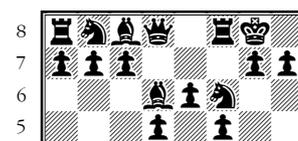
Tarrasch Defence



Swiss Defence



Queen's Fianchetto
(Purdy's All-Purpose
System)



Stonewall Dutch

④ I recommend steering for an IQP centre against these systems – that way, you are always playing the same sort of game, then you become a fearsome expert!

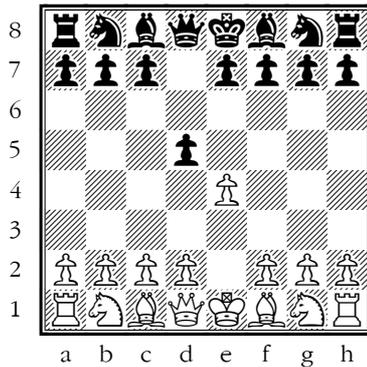
I've written about some of your chosen openings before, and don't want to repeat myself or copy big chunks of these old booklets. So, check out these (click to read):

Index to writing about opening lines in old booklets:

- 2004 2 pages on Old Stodge (*yeuch*), 1 page each on the Sicilian Defence, French Defence, Queen's Gambit, ½ pages on the Queen's Pawn Game, King's Gambit, Scotch, Stonewall Attack
- 2005 A paragraph on several openings, a bit more on the QGD Exchange
- 2006 Just a paragraph on several openings
- 2007 Old Stodge (*again!*), 2 pages on Ruy Lopez
- 2008 2 pages on Queen's Gambit (1/2 pages on the French Defence, Sicilian Defence, Four Knights, Stonewall Attack)
- 2009 Just a paragraph on several openings
- 2010 Just a paragraph on several openings
- 2011 Old Stodge (*oh no, not again...!*), Petroff and Philidor Defences
- 2012 Bishop's Opening, Caro-Kann and King's Indian
- 2013 Scandinavian, Danish, QGA, Slav, Colle, Hypermodern systems (Grünfeld, Réti)

This year we saw a whole bunch of openings I haven't seen before, and haven't written about before. So here's a round-up:

Scandinavian Defence [B01]



If you want an open game as Black, it's hard to beat the Scandinavian. If White pushes on with e4-e5, just Bf5, e6 and c5 will give Black a fine game. So White takes, and then you get a less stodgy game.

White is struggling to prove an advantage, and Black has an attractive choice of a solid system where your pieces come to natural squares (2...Qxd5) or some feisty gambit lines (2...Nf6 3.c4 e6 4.dxe6 Bxe6).

It's often said that exposing the Queen on d5 'wastes time', but after Nc3, Qa5 each side has developed one piece, so I don't see it: however, White is still ahead in development because they start first. White can maybe get another free hit against the Queen by Nf3-e5-c4 or Bd2/Ne4, and that's when White gains time to improve their position (not to develop).

One idea is to play the "Icelandic Gambit" with

1. e4 d5 2. exd5 Nf6! 3. c4 e6!

The idea is that if White grabs a Pawn with 4. dxe6 Bxe6, White will have a difficult game because of the backward d-Pawn (5. Nf3 c5!), unless White plays

5. d4 Bb4+

e.g.

6. Bd2 Qe7 7. Bxb4 Qxb4+ 8. Qd2 Nc6 9. Nc3 O-O-O ♠

when Black has raced to nearly complete development, while White has yet to get anywhere near it.

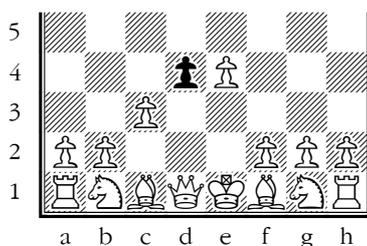
If your opponent is really determined to be stodgy:

1. e4 d5 2. exd5 Nf6! 3. d4 Bg4! 4. Be2 Bxe2 5. Qxe2 Qxd5

is quiet enough, although you may be able to castle Queen's-side, and then throw your King's-side Pawns up to open lines against their King.

All these lines are more open and more natural than Old Stodge.

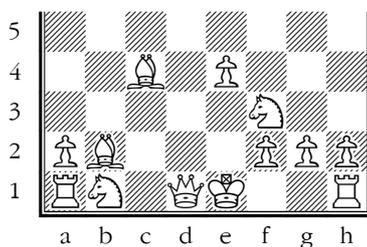
Danish Gambit [C21]



White plays an early d4, and, after ...exd4, plays c3.

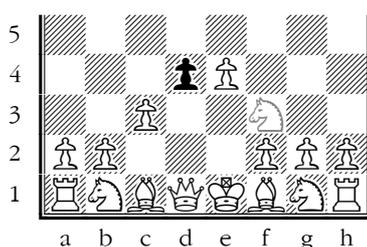
Black is more or less forced to take on d4, and then White offers the c-pawn and perhaps also the b-pawn.

White is happy to swap a pawn or two for a move or two in development. White hopes to attack and win the game quickly, before the pawns ever matter in the endgame.



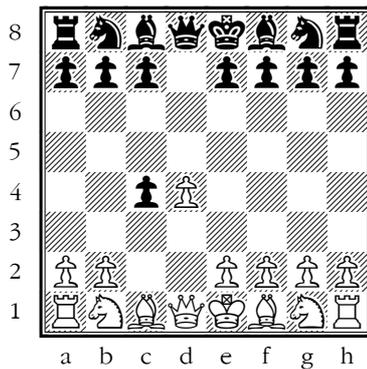
White gets a couple of moves to get on with development and to point Bishops at the enemy King. Black gets a couple of pawns. Is that a good deal? Who for?!

This line is part of the Danish Gambit family of gambits, where you can slide from one to the other as you choose moves in the opening.



Played immediately, it's the Danish, and after Nf3 Nc6, it's the Göring. But Nf3 Nc6 are natural moves in the Danish, so games in the Danish often end up in the Göring.

Queen's Gambit Accepted [D20]



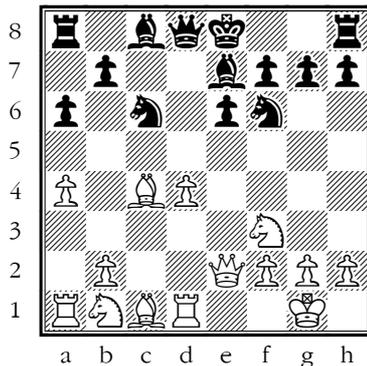
1.d4 d5 2.c4 dxc4

Black gives up the centre hoping to achieve an open, fighting game; although it's one of the oldest defences, it is still being developed at the top level.

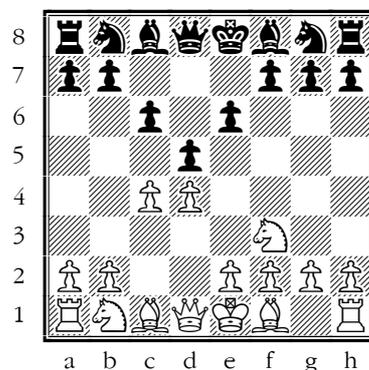
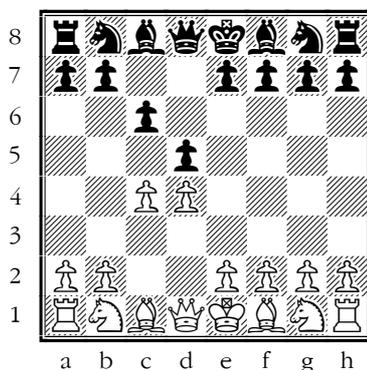
When I was a boy, the game could be relied upon to reach an IQP position after something like:

1.d4 d5 2.c4 dxc4 3.Nf3 e6 4.e3 c5 5.Bxc4 a6 6.0-0 Nf6 7.a4 Nc6 8.Qe2 cxd4 9.Rd1 Be7 10.exd4

These days White is more likely to go for 3.e4 and you get some other structures that way. White is being much more aggressive in the centre, so Black has to hit back harder – just ...e6 doesn't look enough, so Black has to choose a move that hits at the centre.



Slav Defence [D45]



The Slav (and Semi-Slav ...c6 with ...e6) systems may offer you an ideal defence: solid but with enough going for it to play for a win.

Well, they have a reputation for being solid, but they have been very fashionable. So, top players have worked hard to try and stop Black getting what they want, and some of these lines are very sharp.

You can avoid all this sharp theory, but, as usual in chess, if Black doesn't challenge White in a theoretical line, Black must accept less than full dynamic equality. There is no easy route to equality in chess; if there were, no-one would play the game!

What you might find is that you play it and get some sort of an equal game after the opening – but do you know what to do next?

I've not got a booklet on these lines, but I do have a webpage with play-through games at

<http://exeterchessclub.org.uk/content/slav-or-semi>

Hypermodern systems: Grünfeld Defence [D81], Modern Defence [B06], Réti Opening [A10]

You all know you're supposed to put at least one pawn in the centre early in the opening. Well, several of our opponents – in fact, several of the better players – did not. What's going on?

In the 1920s, the 'hypermodern' players like Réti and Nimzowitsch appeared. They said (and showed) that there was no need to try to grab the centre immediately. In fact, you could safely let your opponent rush into the centre with pawns in the opening, using them as a target for attack.

As White they played flank openings like the English and the Réti; for Black Alekhin's Defence and the Grünfeld Defence are good examples of the hypermodern legacy. Other examples include the Pirc and Modern Defences, and the more rarely seen English Defence.

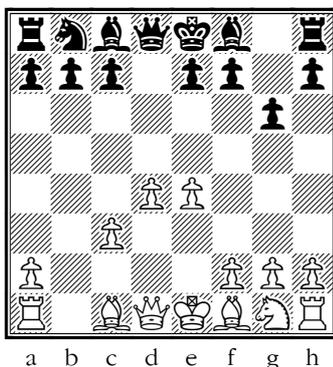
This is how it works:

Lilienthal – Korchnoi [D86] Modern Grünfeld, 1954

**1. d4 Nf6 2. c4 g6 3. Nc3 d5
4. cxd5 Nxd5 5. e4 Nxc3 6.
bxc3 ♟**

Six moves in and all we can see is White's big pawn centre.

Black is going to hit back at this centre. First, Black develops, then Black will attack White's pieces and pawns in the middle – after all, they are easy to get at!

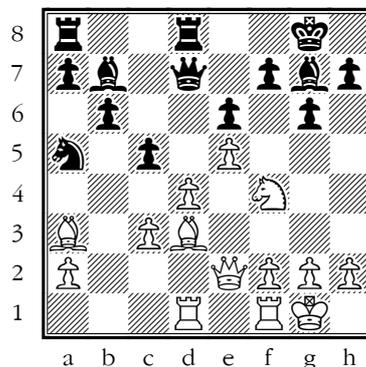


**6...Bg7 7. Bc4 O-O 8. Ne2
Nc6 9. O-O Qd7 10. Ba3
[10. Be3!]**

**10... Na5 11. Bd3 b6
12. Nf4 ?**

This lets Black get a move ahead, as well as loosening the dark squares in the centre.

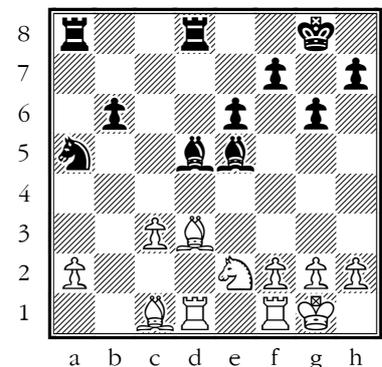
**12... Bb7 13. Qe2 Rfd8 14.
Rad1 e6 15. e5 c5! ♟**



A typical flank blow in a hypermodern opening: it always reminds me of a trip in judo. White looks big and strong, but give them a little push...

**16. dxc5 Qc7 17. cxb6
Qxe5 18. Qxe5 Bxe5 19.
Ne2 axb6 20. Bc1 Bd5 +- ♟**

So, White's centre has disappeared, and Black is in control, with a target on c3. Black won on move 47.



So, it's clever, and it works! But I don't think you should be playing like that at all. Why not?

Firstly, if you hesitate for a moment in the attack on a big centre, it really will crush you. Timing and accuracy are vital, and you need to be a pretty good player to get that right. Look at the mess Greg's opponent got into in his second round game. I think we can all understand what Greg was doing and what he was doing right, but what about Black?

Secondly, because the centre isn't fixed early on, you often end up playing a whole bunch of different sorts of positions. In the French, and to some extent the King's Indian Defence, you often end up with the same pawn structure in the centre, and right from the start you will know which are your good and bad pieces, what plans you should follow, and you have a chance to show off what you know. Playing hypermodern stuff demands that you be able to play a whole variety of different types of game, and you might get a structure that no-one has seen before!

Your chess burglar alarm

Some coaches say, look at every check and every capture on every move. I am sure I have said it myself. It's actually quite hard to do that, because the same possible captures might be on the board for many moves, and it's hard to make yourself look at it fresh each time. But there are a couple of tips:

- ▶ T: After your opponent's move, ask yourself, what has changed about the position? Is anything now threatened, or less defended, than before?

Ok, now have a think and choose your move. But before playing it, check it:

- ▶ T: After choosing a move, but before playing it, ask yourself, what will change about the position? Is anything now threatened, or less defended, than before?

Know the basic tactics

- ▶ T: Make sure you know all the basic sorts of tactics.

- ▶ T: You can't play what you don't see, and it's hard to see an idea you don't know about.

Here is a list of some the tactics that were around;

I've marked them in the games with a → symbol, so you can use this book as a training test.

If you aren't sure about some of these, have a look at the games, and if you still aren't sure, ask me!

→ TACTIC: pin 16	→ TACTIC: fork 26	→ TACTIC: outnumbered..... 34	→ TACTIC: fork 40
→ TACTIC: tie 17	→ TACTIC: fork 26	→ TACTIC: tie 35	→ TACTIC: mate 41
→ TACTIC: pin 17	→ TACTIC: outnumbered..... 28	→ TACTIC: pin 35	→ TACTIC: fork 41
→ TACTIC: fork 17	→ TACTIC: disco 28	→ TACTIC: outnumbered..... 35	→ TACTIC: mate 41
→ TACTIC: disco 17	→ TACTIC: pin 28	→ TACTIC: fork 36	→ TACTIC: fork 42
→ TACTIC: pin 18	→ TACTIC: interference..... 28	→ TACTIC: pin 36	→ TACTIC: fork 42
→ TACTIC: outnumbered..... 18	→ TACTIC: tie 29	→ TACTIC: overloaded..... 36	→ TACTIC: pin 42
→ TACTIC: pin 18	→ TACTIC: disco 31	→ TACTIC: mate 36	→ TACTIC: pin 42
→ TACTIC: mate 18	→ TACTIC: mate 31	→ TACTIC: fork 37	→ TACTIC: fork 43
→ TACTIC: pin 20	→ TACTIC: fork 31	→ TACTIC: fork 37	→ TACTIC: outnumbered..... 44
→ TACTIC: mate 20	→ TACTIC: fork 32	→ TACTIC: pin 37	→ TACTIC: pin 44
→ TACTIC: mate 20	→ TACTIC: net 32	→ TACTIC: fork 37	→ TACTIC: fork 44
→ TACTIC: overloaded..... 21	→ TACTIC: mate 32	→ TACTIC: mate 39	→ TACTIC: fork 44
→ TACTIC: skewer 21	→ TACTIC: fork 33	→ TACTIC: decoy 39	→ TACTIC: fork 44
→ TACTIC: fork 22	→ TACTIC: tie 33	→ TACTIC: fork 39	→ TACTIC: fork 45
→ TACTIC: fork 23	→ TACTIC: fork 33	→ TACTIC: undermining..... 39	→ TACTIC: fork 45
→ TACTIC: net 23	→ TACTIC: mate 33	→ TACTIC: disco 40	→ TACTIC: mate 45
→ TACTIC: mate 23	→ TACTIC: tie 33	→ TACTIC: mate 40	→ TACTIC: pin 46
→ TACTIC: pin 24	→ TACTIC: skewer 33	→ TACTIC: disco 40	→ TACTIC: fork 47
→ TACTIC: pin 25	→ TACTIC: skewer 34	→ TACTIC: fork 40	

You can see how common forks are, but these aren't just Knight forks, they are also forks with every other piece, including Pawns!

- See how many tactics have a CLUE in the position just before – an unsafe King or a loose piece
- See how many tactics could have been found (or avoided!) by doing the look-before-you-leap safety checks – looking for possible checks, captures or threats in reply to your chosen move

Practising tactics

There are lots of tactics puzzle books. Get one! Even if you have solved all the puzzles in a book, keep going over it, so the ideas are right at the top of your mind when looking at positions during a game.

Not interested in a book? There are also some free websites that test and rehearse your tactical thinking, like chess.emerald.net – well worth signing up!

Middlegame Strategy

Anderssen's Rule

Strategy is not so important to get right as tactics. So often, before the game gets going, one side or the other has lost a piece! But if there isn't anything tactical to do, well, what do you do?

- S: Anderssen's Rule: If you haven't anything better to do, improve the position of your worst-placed piece.

That's a piece, not a pawn.

Make sure you are playing an attacking plan, not just an isolated attacking move that might make you un-coordinated

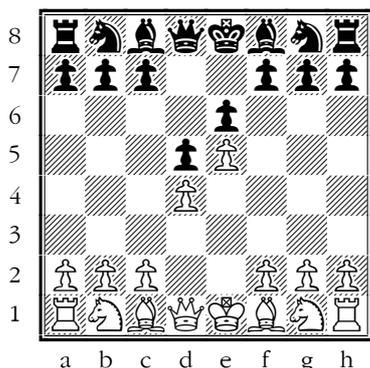
- T: After choosing a move, but before playing it, ask yourself, how does this help? Who does it help?

Bishops and Knights

- S: Bishops are generally better than Knights – don't give up your Bishops without a fight!
- S: Some Bishops hold your position together – you want to keep the one on the opposite colour squares to your central pawns.
- S: Some Bishops are not better than Knights – they are the ones blocked by your central pawns. Swap off those bad Bishops if you can!

Pieces and pawns

Let's have a look at some blocked positions next:



French Defence Pawn Centre

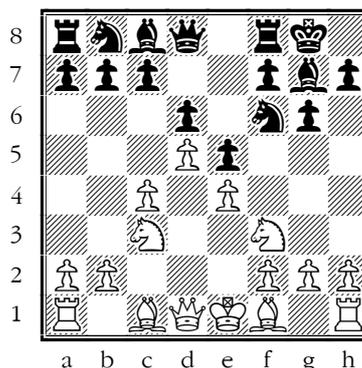
Black's Bishop on c8 is bad (blocked in by its own pawns) and so is White's Bishop on c1. Black would like to swap off the light-squared Bishops and White would like to swap off the dark-squared Bishops.

White has more space on the King's-side and Black has more space on the Queen's-side. That's where each side should aim to attack.

To open up a line for the Rooks, White can play c4 or f5. After 1.c4 dxc4, White's d4 pawn would be backward. So, White is better off playing for f5, when if ...exf5 the e5 pawn is strong and the f7 pawn comes under attack. This fits in with attacking on the King's-side.

To open up a line for the Rooks, Black can play ...c5 or ...f6. After c4 dxc4, Black's e6 pawn would be backward. So, Black should start with the idea of ...c5. This fits in with Black's Queen's-side attack.

There's a lot more to these positions than I have put in these short summaries, but I hope that's enough to get you started!



King's Indian Pawn Centre

Black's Bishop on g7 is bad (blocked in by its own pawns) and so is White's Bishop on f1. White would like to swap off the light-squared Bishops and Black would like to swap off the dark-squared Bishops.

Black has more space on the King's-side and White has more space on the Queen's-side. That's where each side should aim to attack.

To open up a line for the Rooks, White can play c5 or f4. After f4 exf4, White's e4 pawn would be backward. So, White is better off playing for c5, when if ...dxc5 the d5 pawn is strong and the c7 pawn comes under attack.. This fits in with attacking on the Queen's-side.

To open up a line for the Rooks, Black can play ...c6 or ...f5. After ...c6 dxc6, Black's d6 pawn would be backward. So, Black should start with the idea of ...f5. This fits in with Black's King's-side attack.

The Games

Some comments below are made with punctuation:

! Good move

!?! Tricky or interesting move

? Poor move

?! Dodgy or risky move

I showed the games to Fritz, the chess computer programme, and some of its suggestions are included. If you see a move in brackets without any sort of comment, it's probably one from Fritz.

You might not agree, but it's worth a think!

There are also some evaluations done as symbols. So, = means an equal position (and not a draw offer).

± **A little better for White** ± **Definitely better for White** +− **White is winning**

∓ **A little better for Black** ∓ **Definitely better for Black** −+ **Black is winning**

Again, you might not agree!

Smaller grey diagrams mean this is a position that could have happened, but didn't appear in the actual game.

[K]H] indicates a comment from Kevin Hurst.

Board 1: Greg Susueve

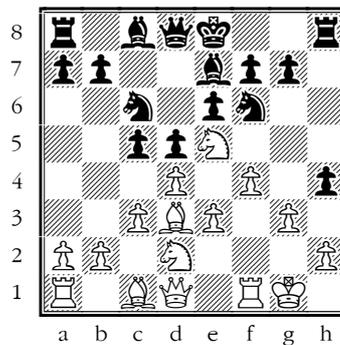
“ You always play a strong game with lots of balance and good ideas. As you keep playing and gain experience, you'll avoid more of the trouble you got into in rounds 1 and 2 and find the win you missed in round 3. ”

Susevee,G - NNI

D00: Stonewall Attack

“ Round 1, Board 1:
A well-organised king's-side attack in the Stonewall rather missed its mark when Black refused to castle. In the end the open lines were used by Black to attack you instead, but there was a little undermining tactic which would have helped you, and a pin that would have helped your opponent.”

- | | | |
|-----|------|------|
| 1. | d4 | d5 |
| 2. | e3 | e6 |
| 3. | Bd3 | c5 |
| 4. | c3 | Nc6 |
| 5. | f4 | Qh4+ |
| 6. | g3 | Qd8 |
| 7. | Nf3 | Nf6 |
| 8. | Nbd2 | Be7 |
| 9. | 0-0 | h5 |
| 10. | Ne5 | h4 |

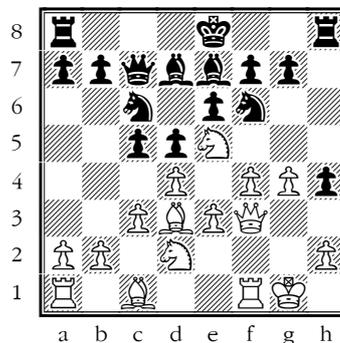


11. Qf3

[! |.g4! straight away is best: you have nothing to gain by allowing Black to open the h-file.]

11 ... Bd7

12. g4 Qc7



13. Rf2

How does this help?

[White should push on quickly with 13.g5! Ng8 (13...Nh5? 14.Ng6!) 14.g6! Nxe5 15.fxe5 f5 16.exf6 Nxf6 17.e4!]

► S: Time is important, even in closed positions

13 ... Rf8

14. g5 Ng8

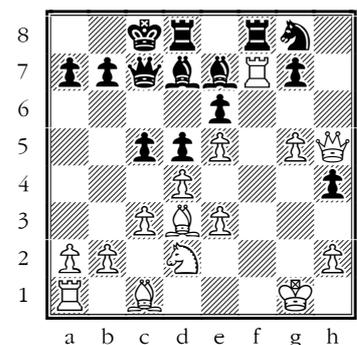
15. Qh5

Carrying on as though Black had castled short.

15 ... Nxe5

16. fxe5 0-0-0

17. Rxf7?!



17 ... Bxg5?

Wrong, but leads to a sharp position, hard to play for both sides.

[17...Be8!

→ TACTIC: pin

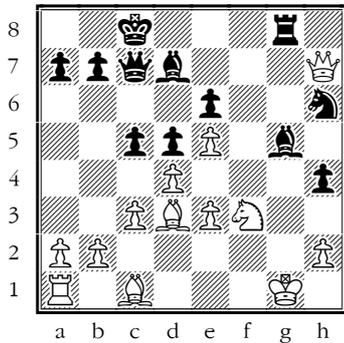
wins the exchange for a pawn.]

18. Nf3

[I think the right move is 18.Rxf8! when the best variation might be 18...Bxe3+! 19.Rf2 cxd4 20.cxd4

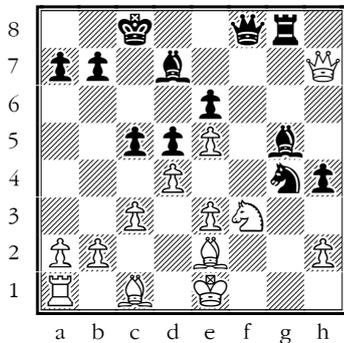
Rf8 21.Nf3 Bxc1 when White is ahead.]

- 18 ... Rxf7
- 19. Qxf7 Nh6
- 20. Qxg7 Rg8
- 21. Qh7

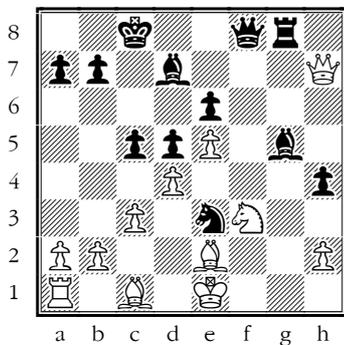


Now, looking at what is beside the board, it's level, but Black has the sort of King's-side attack that White was hoping for, with good development, open lines and a closed centre. The rest shows how hard it is to defend against!

- 21 ... Qd8
- 22. Kf2 Qf8
- 23. Be2 Ng4+
- 24. Ke1



- 24 ... Nxe3??



→ TACTIC: tie

- 25. Bxe3??

[25.Nxg5! Nc2+?? 26.Qxc2!]

- 25 ... Bxe3
- 26. Qd3 Qf4

- 27. Kd1 Rg7

To keep the Queen out of h7, I guess.

[27...Be8!]

- 28. Kc2??

[28.dxc5!]

- 28 ... Be8!

→ TACTIC: pin

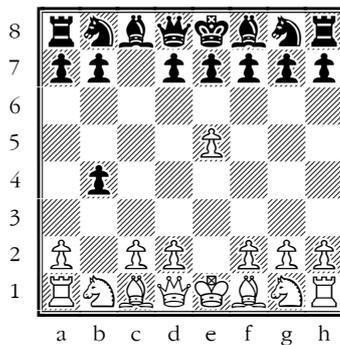
- 29. Kd1 c4
- 30. Qc2 Bh5
- 0-1

NNI - Susevee,G

B20: Sicilian Defence, Wing Gambit

“ Round 2, Board 1:
An exciting game! Despite a dodgy start, White raced to full development, and by the time White was making real threats you were already lost. But you hung in there, refused to lose and eventually swung the game around after White's hand dialled his brain and got 'number unobtainable.'”

- 1. e4 c5
- 2. b4 cxb4
- 3. e5



- 3 ... Nc6

[3...d5 appeals to me, but your scheme of development is perfectly OK. A task in nearly all openings, especially gambit openings, is to get castled, but in the game you don't touch the King's-side until you were already losing.]

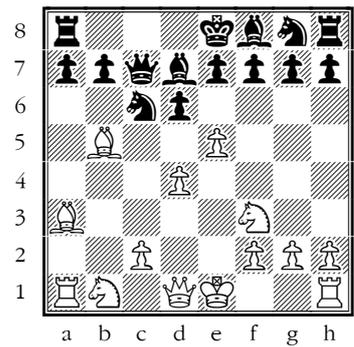
- 4. Nf3 Qc7
- 5. d4 d6
- 6. Bb5 Bd7
- 7. a3

[7.exd6!]

- 7 ... bxa3

[7...dxe5!]

- 8. Bxa3??



→ TACTIC: fork

[8.0-0!]

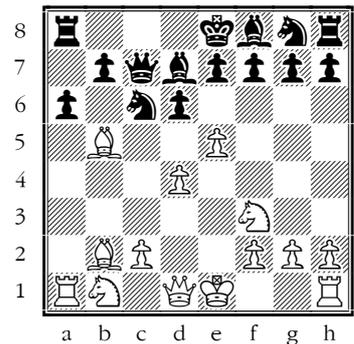
- 8 ... a6??

[8...Qa5+!]

► T: Look at every check and every capture, every move.

At least, look at new ones, and changed ones.]

- 9. Bb2



[9.Bxc6!]

- 9 ... Qc8

[9...Nxe5!]

→ TACTIC: disco

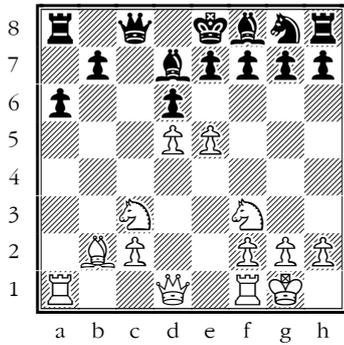
is a common trick.

(KJH)]

- 10. Bxc6 Bxc6
- 11. d5 Bb5
- 12. Nc3 Bd7

[12...Qc5!]

- 13. 0-0



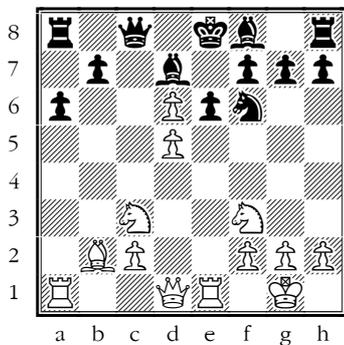
White has compensation for the pawn, despite the suspicious start. White has excellent development and dominates the centre.

13 ... e6?

[13...dxe5! first]

14. exd6 Nf6

15. Re1



Black's King has been caught dallying in the centre, and White is winning.

► O: Castle early so you don't get caught in the middle

15 ... Qb8

[15...Qc5!]

16. dxe6 fxe6

17. Ba3 b5

18. Rb1?

→ TACTIC: pin

[18.Nd5!]

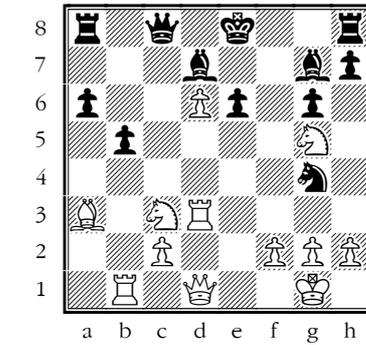
18 ... Qc8

[18...Qb7!]

19. Re3 Ng4

20. Rd3 g6

21. Ng5 Bg7



[21...Nf6!]

22. Nd5??

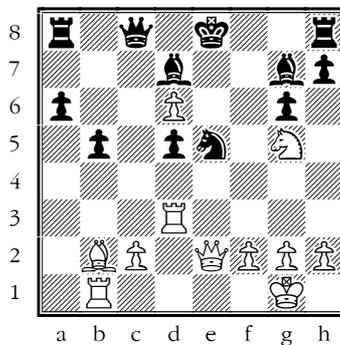
Timing!

[22.Qxg4!]

22 ... exd5

23. Qe2+ Ne5

24. Bb2



24 ... Kf8?

[24...Bg4! keeps Black in the game (KJH)]

e.g. 25.f3 Qc5+ 26.Bd4 Qxd6 27.fxg4 0-0 and Black is in good shape.]

25. Rf3??

hands the game to Black.

→ TACTIC: outnumbered

[25.Bxe5! was easy enough to spot, I think!]

“ Hello, Brain? Hello? Are you there, Brain? It's Hand here. Can you hear me...?”

25 ... Nxf3+

26. Qxf3+ Bf5

I wonder if White missed this simple blocking move.

27. d7?

[27.Qxd5!]

27 ... Qxd7

28. Ba3+?

→ TACTIC: pin

[28.g4!]

28 ... Kg8

29. Rd1 Re8

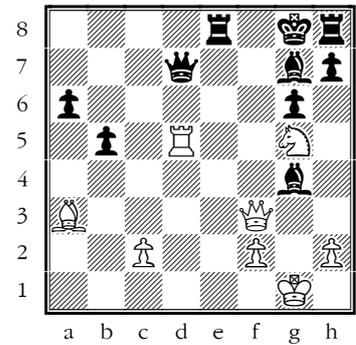
30. g4

Too late!

[30.h3!]

30 ... Bxg4

31. Rxd5



→ TACTIC: mate

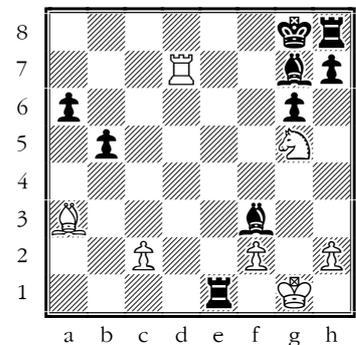
[#6 31.Qxd5+]

31 ... Bxf3!

Black finds a neat mating pattern.

[31...Re1+ 32.Kg2 Bxf3+ 33.Nxf3 Qxd5 also works (KJH)]

32. Rxd7 Re1#



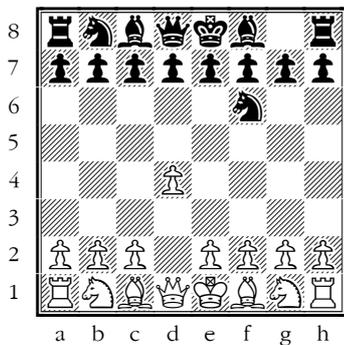
0-1

Susevee, G-NNI

A45: Indian Defences

“ Round 3, Board 1: A nice build-up by White led to a strong attack, but you couldn't quite see how to finish off.”

1. d4 Nf6



2. e3

In the game, you lose time because you ended up playing e2-e3 then e3-e4.

[2.Nd2! is a clever move order, hoping that Black will be worried enough by the threat of e2-e4 to stop it with 2...d5 when you are back playing a formation you know.;

2.Nf3 e6 3.Bg5 can lead to Stonewall-type positions, which might be even better for you because your Bc1 is not shut in. (We call that the Pillsbury formation.) 3...Be7 4.Nbd2 d5 5.e3 Nbd7 6.Bd3 b6 7.c3 Bb7 8.Qa4 0-0 9.Ne5 h6 10.Bxf6 Nxf6 11.0-0 Bd6 12.f4 a6 13.Rae1 c5 14.Qd1 b5 15.Qf3 Qc7 16.g4 Nh7 17.h4 f6 18.Ng6 Rf7 19.Qh3 Nf8 20.Re2 Nxe6 21.Bxe6 Rff8 22.g5 f5 23.Rg2 Kh8 24.Qf3 Rfd8 25.Qh5 Bf8 26.gxh6 gxh6 27.Bf7 Bg7 28.Nf3 Bc6 29.Ne5 Be8 30.Qg6 1-0 Markus,J-Kampman,T/Dutch Open 20 08!]

- 2 ... g6
- 3. Bd3 Bg7
- 4. Nd2 d6
- 5. f4 Nbd7

[5...Nc6! Threatens ...Nb4 and ...e5, either of which make a nonsense of White's opening scheme.]

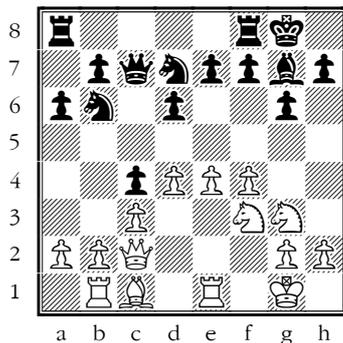
- 6. Nf3 0-0
- 7. 0-0 c5
- 8. c3 Nb6
- 9. Re1 Qc7
- 10. Nf1 Bd7
- 11. Ng3 a6
- 12. Qe2 Bc6
- 13. e4 c4
- 14. Bc2 Ba4

15. Rb1

[15.b3 Bb5!]

15 ... Bxc2

16. Qxc2 Nfd7



17. e5

White's pawn centre starts to roll forward.

[17.f5!? is just as aggressive, but keeps the Bc1 in work.]

- 17 ... Nd5
- 18. Qe2 N7b6
- 19. e6! f6!]

[19...f5!]

- 20. f5 Qc6
- 21. fxe6 hxg6
- 22. Nh4 Qe8
- 23. Bd2

[23.Qg4!]

23 ... Rc8

[23...f5!]

24. Qg4!

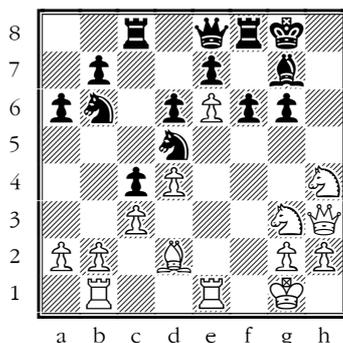
The right idea, ganging up on a loose pawn.

24 ... Kh7

[24...f5!]

25. Qh3! Kg8

1/2-1/2



[25...Kg8 And Black offers a draw.

It was worth putting in a bit of thought here, if only because (a) you thought you stood better, and (b) you can always take the draw.

► S: Always have a good long think if you are offered a draw: it often means your opponent thinks they have the worse position!

They would be right here: the Pe6 cuts the black army in two, and there are all sorts of weaknesses around the black King.]

26. Nxe6

was your first thought and mine, but after

26 ... Qxg6

27. Re4

Black defends by

27 ... f5

[26.Re4 was my second thought, getting ready to play Nxe6. Black can still play 26...f5 but I think White is still better.;

A bit more thought might have shown you that 26.Nhf5! works. The threat is 27.Nxe6 Kxe6 28.Qh6+ Kg8 29.Re4 winning so Black has to take: 26...gxf5 but after 27.Nxf5 Qg6 28.Re4 Black is still lost: 28...Rce8 29.Rg4 Qxf5 30.Rxe7+ Kxe7 31.Qxf5!]

Two things make this a hard move to play:

1. It's hard to spot: the sacrifice is a 'silent' one, without a check or a capture.
2. It's hard to steel yourself to play: the mate or win of material is several moves away.

Board 2 Nick Hodge

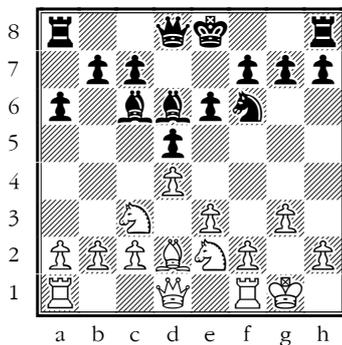
“ Just to reinforce what I said on the day: a bit more energy in your openings, and you could be unstoppable! When you have White, you have a real chance to put pressure on your opponent and get them to make mistakes. The system you use is like serving or bowling underarm! I recommend the Colle System.”

Hodge,N - NN2

D00: Double QP without c4

“ Round 1, Board 2:
An exciting game of counterattack, well done! But you could and should be pressing harder in the opening.”

1. d4 d5
2. e3 Nc6
3. Bb5 Bd7
4. Ne2 Nf6
5. Nbc3 a6
6. Bxc6 Bxc6
7. 0-0 e6
8. Bd2 Bd6
9. g3



White's position is solid enough but isn't pointing anywhere. That last move in particular doesn't do anything wonderful for your position.

► O: When you are White, don't let your opponent develop quietly: aim to put them under pressure.

- 9 ... b5
10. Nb1 0-0
11. a3 e5
12. dxe5 Bxe5
13. Bc3 Bxc3
14. Nbx3 a5
15. Nd4 Qd7
16. Nxc6 Qxc6
17. Qf3

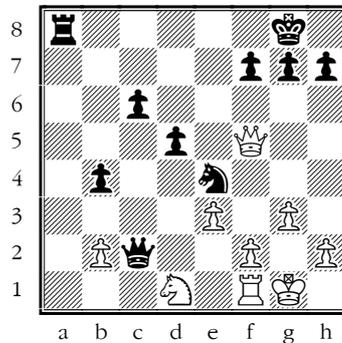
[17.Qd3!]

- 17 ... b4
18. axb4 axb4
19. Rxa8 Rxa8
- 20.Nd1?

I wonder what you had planned for this piece to do next?!

[20.Ne2!]

- 20 ... Qxc2
21. Qf4 Ne4
22. Qf5 c6



23. f3!

→ TACTIC: pin

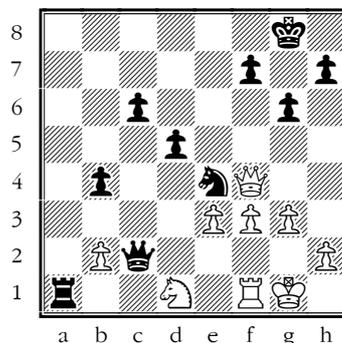
Nice idea

[23.Kg2!]

23 ... g6!

Defence by counterattack.

24. Qf4 Ra1??



Continuing the theme of invasion, but

[24...Nd2! was better]

→ TACTIC: mate

25. Qb8+

Looks like you decided to go for a desperate counterattack, but

actually you are winning!

[25.fxe4! (threat Qxf7+ mating)
25...Rxd1 26.Qxf7+ Kh8 27.Qf8#]

- 25 ... Kg7
26. Qe5+

[26.fxe4!]

- 26 ... f6?

[26...Nf6!]

27. Qe7+ Kh6?

[27...Kg8!]

28. Qf8+ Kg5

29. h4+

[29.fxe4!]

→ TACTIC: mate

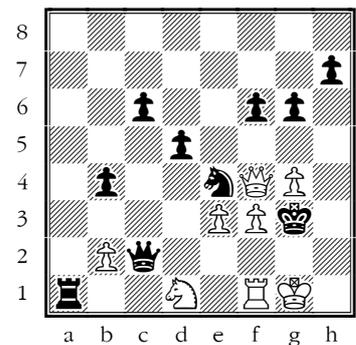
and with the entry of the Rook into the equation, White wins.]

- 29 ... Kh5
30. g4+ Kxh4
31. Qh6+

[31.fxe4!]

- 31 ... Kg3

32. Qf4+



Pick a move for Black.

→ TACTIC: mate

- 32 ... Kh4??

[#2 32...Kh3=]

33. g5+! Kh3

34. Qg4#

- 1-0

Hodge,N - NN2

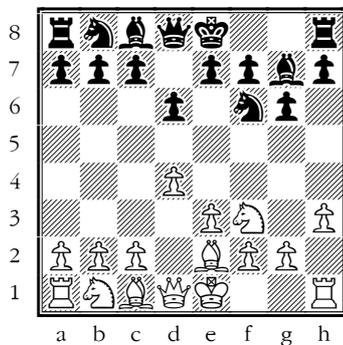
A48: Slow King's Indian

“ Round 2, Board 2:
White didn't really get going,
and Black's better
development allowed him to
pot a pawn, then power
through for a win.”

1. **d4 Nf6**
2. **e3 g6**
3. **Nf3 Bg7**
4. **Be2**

Quiet, but not bad.

- 4 ... **d6**
5. **h3**



Too quiet.

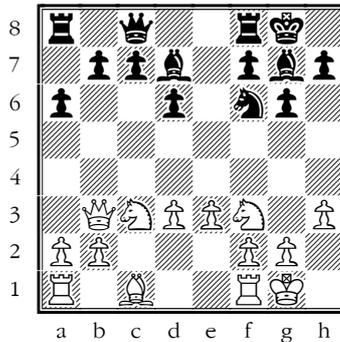
- 5 ... **Nbd7**
6. **Nc3**

[6.c4 0-0 7.0-0 Qe8 8.Nc3 e5
9.d5!]

- 6 ... **0-0**
7. **0-0 a6**

Usually pointless, but this allows
Qe8 without being annoyed by
Nb5.

8. **Bd3 Qe8**
9. **Nd2 e5**
10. **dxe5 Nxe5**
11. **Nf3 Nxd3**
12. **cxd3 Bd7**
13. **Qb3 Qc8**



The priority here is development.

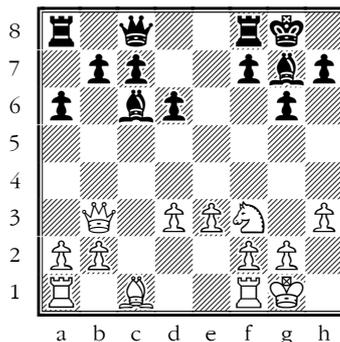
14. Nd5?

Allows a little forcing sequence
which gives Black a pawn.

[14.e4 allows the Bc1 to join in.]

► S: A good rule of thumb is: don't
start an attack until your Rooks
are connected

- 14 ... **Nxd5**
15. **Qxd5 Bc6**
16. **Qb3**



→ TACTIC: overloaded

- 16 ... **Bxf3**
17. **gxf3 Qxh3**
18. **Qd5**

All the advantages of position
belong to Black.

[18.f4;

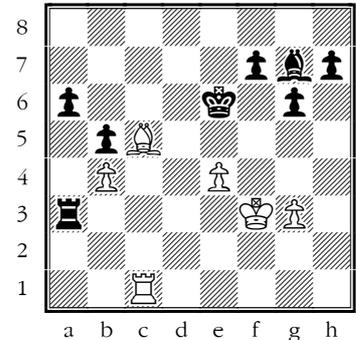
18.Qxb7!]

- 18 ... **Rfe8**
19. **d4 c6**
20. **Qxd6 Qxf3**
21. **Qg3 Qxg3+**
22. **fxg3 c5**
23. **dxg3 Rac8**
24. **Rb1 Rxc5**
25. **b4 Rc2**
26. **Rf2 Rec8**
27. **Ba3 Rxf2**
28. **Kxf2 Rc2+**

29. **Kf3 Rxa2**
30. **Bc1 Kf8**
31. **e4 Ke7**
32. **Be3 b5**
33. **Bc5+ Ke6**
34. **Rc1**

[34.Rd1!]

- 34 ... **Ra3+**



→ TACTIC: skewer

35. **Kf4??**

[35.Kf2!]

- 35 ... **Bh6+**
36. **Kg4 Bxc1**
37. **Bf8 Rb3**
38. **e5**

[38.Bc5!]

- 38 ... **h5+**
39. **Kh3 Bf4**
- 0-1

NN2 - Hodge,N

B01: Scandinavian Defence

“ Round 3, Board 2:
Black didn't achieve any
opening goals and White tore
through the Queen's-side.”

1. **e4 d5**

Have you played this much before?
It's fine, but you misplayed it badly
here.

2. **e5?!**

[2.exd5 has to be tried.]

- 2 ... **d4?!**

[2...Bf5 or;

2...c5 are more natural.]

3. **Bb5+ c6**
4. **Ba4**

[4.Be2!]

4 ... Nd7

Pieces developed: White 1, Black 1. OK so far.

5. Nf3 Nc5

Pieces developed: White 2, Black 1

6. c3 dxc3

7. Nxc3 Bg4

Pieces developed: White 3, Black 2

[7...Nd3+]

8. d4 Bxf3

9. gxf3 Ne6

Pieces developed: White 2, Black 1

[9...Nxa4!]

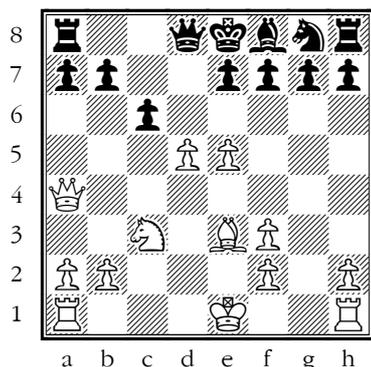
10. d5 Nc5

11. Be3

Pieces developed: White 3, Black 1

11 ... Nxa4

12. Qxa4



Pieces developed: White 3, Black 0, and you are in big trouble.

► O: You must keep up with development in the opening.

After 12 moves, Black has nothing developed and no stake in the centre, and is facing real threats.

12 ... Qd7

13. Bd4?

White could have cashed in already.

[13.dxc6! Qxc6 14.Nb5 Rc8 15.Rc1 and Black falls apart]

13 ... b5

[13...cxd5!]

14. Qa6 Qc8

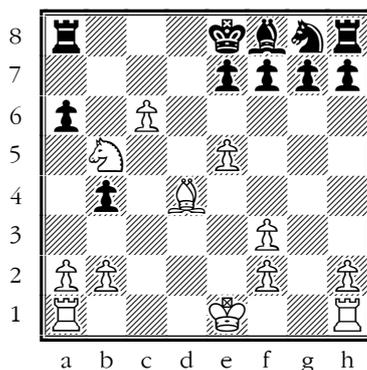
[14...b4!]

15. Qxc6+ Qxc6

16. dxc6 b4

[16...Rc8!]

17. Nb5 a6



→ TACTIC: fork

This has been the trouble all game: picking up a pawn instead of a piece!

[17...0-0-0!]

18. Nc7+ Kd8

19. Nxa8 e6

20. Rc1 Ne7

21. c7+ Kc8

22. Nb6+ Kb7

23. c8Q+ Nxc8

24. Nxc8 g6

[24...b3!]

25. Nd6+ Bxd6

26. exd6 Rd8

27. Be5

[27.Rc7+]

27 ... f6

28. Rc7+ Kb6

[28...Kb8!]

29. Bd4+ Kb5

[#17 29...Ka5!]

30. Rc5+ Kb6

31. Rc8+ Kb5

32. Rxd8 Kc4

[#12 32...Kc6!]

33. Bxf6 b3

34. axb3+ Kxb3

35. Rb8+ Ka4

36. Kd2 e5

37. Kc3 e4

38. Ra1#

1-0

Board 3 Reece Whittington

“ Two nice wins, but basic opening errors in the second-round game that you lost stopped you performing as well as I know you can. That may be because the Grünfeld is new to you, but the games you won also had errors in openings you have played for a while – so, do you play the opening too quickly?”

NN3 - Whittington,R

C00: French Defence

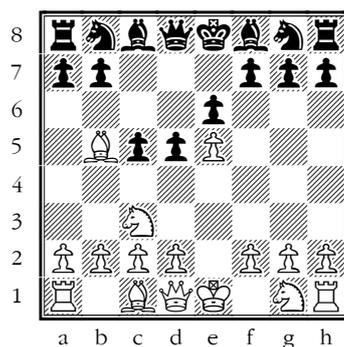
“ Round 1, Board 3:
You quickly won a piece and put the game away very neatly.”

1. e4 e6

2. Nc3 d5

3. e5 c5

4. Bb5+?



Juniors can't resist a check!

4 ... Nc6

[4...Bd7! offers to swap your worse Bishop. This is a very basic French idea. KJH]

5. Nf3 Nge7

[I often play 5...Bd7 threatening to win a pawn with ...Nxe5!]

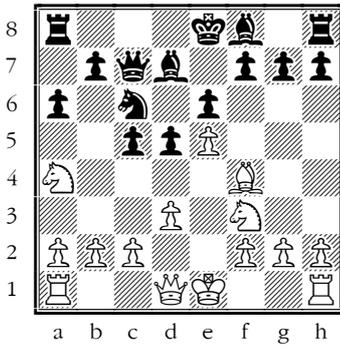
6. d3 Bd7

7. Bxc6 Nxc6

8. Bg5 Qc7

9. Bf4 a6

10. Na4??



[10.0-0!]

10 ... Qa5+

→ TACTIC: fork

11. Nc3

[11.c3 b5!]

→ TACTIC: net

11 ... d4

12. Qd2 dxc3

13. Qxc3 Qxc3+

14. bxc3 Be7

15. d4

[15.0-0-0!]

15 ... cxd4

16. Nxd4 Nxd4

17. cxd4 Bb5

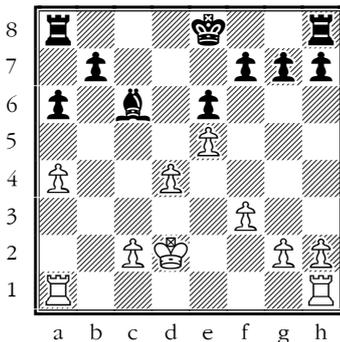
18. a4 Bb4+

[18...Bc6!]

19. Bd2 Bxd2+

20. Kxd2 Bc6

21. f3



21 ... 0-0

[21...Ke7! is a better way to get your Rooks into the endgame. Once the Queens are off, your King is perfectly safe in the middle, and you might need to rush your King into the attack.]

► E: Get your King Up For The Endgame! [KUFTE]

22. Ke2 Rfc8

[22...Rac8 looks more natural, with ...Rfd8 to follow.]

23. Kd3 b5

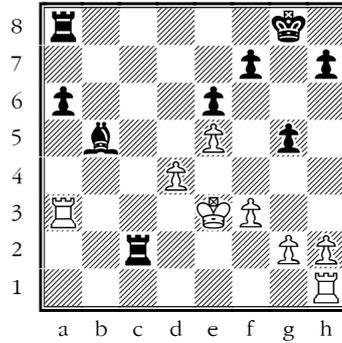
24. axb5 Bxb5+

25. Ke3

[25.Kd2!]

25 ... Rxc2

26. Ra3 g5!



Neat. The King has no moves, so any check is mate.

→ TACTIC: mate

27. h4

[#1 27.f4!]

27 ... Re2#

0-1

NN3 - Whittington,R

D81: Grünfeld Defence

“ Round 2, Board 3:
I guess you will soon get to be an expert in this defence, but you played the punchy, fluid Grünfeld like it was a stodgy old French. Then you chose a second-best way to finish developing, which wasn't a disaster, but losing a piece was.”

1. d4 Nf6

2. c4 g6

3. Nc3 d5

4. Qb3

[4.Nf3 Bg7 5.Qb3 dxc4 6.Qxc4 is one of the main lines of the Grünfeld, the Russian Variation.]

4 ... e6

This blocks in the Bc8 and makes dark-squared holes.

[4...dxc4! by analogy, must be correct. But you could also have worked it out.]

4...c6 takes away the best square for the Nc6, but more importantly, gives up on ...c5!]

5. cxd5 exd5

Just as in the French, Black must be happy to see that exchange, as it releases the Bc8.

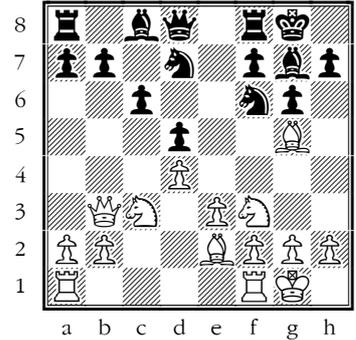
6. Bg5 c6

7. e3 Bg7

8. Nf3 0-0

9. Be2 Nbd7

10. 0-0



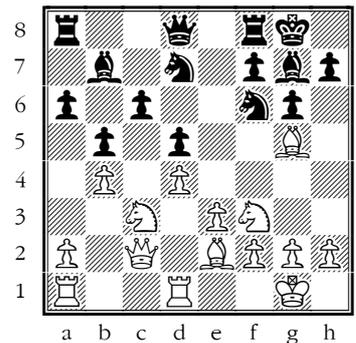
Black looks OK here, and just needs a good way to finish development. I like the look of ...Re8, ...Qb6, ...Nf8, and ...Bf5 or ...Ne6.

10 ... a6

11. Qc2 b5

12. Rfd1 Bb7

13. b4



That didn't look like the best way to develop. Black has more dark-squared holes, a backward c-pawn, and a bad Bishop. The pawn can be shielded by ...Nb6-c4, and that's probably what you should have done soon.

13 ... Re8

14. a3 Rc8

[14...a5! 15.Rdcl axb4 16.axb4 Qe7 17.Qb2 Nb6!]

15. Na2 Qb6

16. Nc1 h6
17. Bh4 a5!

Good idea.

18. Nd3 Ne4
19. Nd2 Nxd2
20. Qxd2 g5

[20...Ra8! KJH]

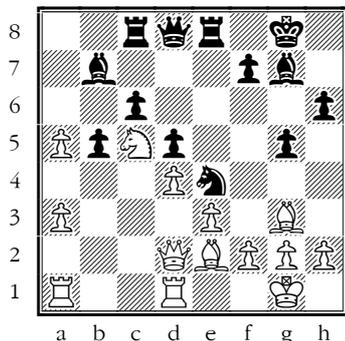
21. Bg3?

[21.bxa5! grabs a pawn.]

21 ... Nf6
22. bxa5! Qd8

[22...Qa7!]

23. Nc5 Ne4



24. Nxb7?

Hard to resist, but not best.

[24.Nxe4! Rxe4 25.a4!]

24 ... Nxd2??

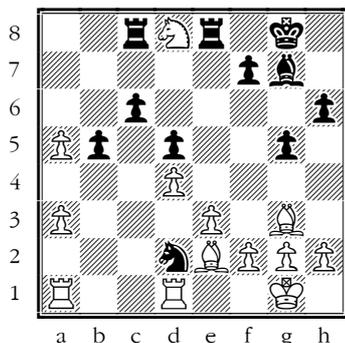
This is the move that loses. Black should have had a bit of a think here!

► T: If you think you're losing a piece, have an extra think about how you might escape

→ TACTIC: pin

[24...Qe7! and Black will recover the piece: 25.Nc5 Nxc5 26.dxc5 Bxa1]

25. Nxd8

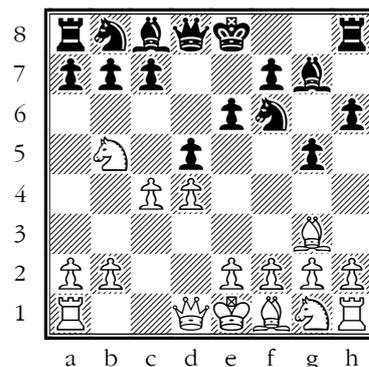


25 ... Rexd8?

[25...Nb3 Black should switch gears here. 26.Rab1 Nxa5!]

26. Rxd2 Rf8
27. Bd6 Rfd8
28. Bc5 Bf8
29. Bxf8 Kxf8
30. a4 Rb8
31. axb5 cxb5
32. Rb2 b4
33. a6 Rd7
34. a7 Ra8
35. Rxb4 Raxa7
36. Rxa7 Rxa7
37. g3 Ke7
38. Bf3
1-0

7. Nb5



I see that you added a couple of !s to this move on your score sheet. I wouldn't do that during the game, just in case your opponent checkmates you on the next move!

And after the game... well, I would give it !? at best, maybe ?! – it really isn't much of a problem for Black, and may be a waste of time.

7 ... e5

[7...Na6! is a simple defence, revealing White's last move as a waste of time.]

► ST: Don't waste time with one-move-deep threats

8. Bxe5

[8.dxe5!]

8 ... 0-0

[8...Na6!]

9. Nxc7 Nc6

[9...Ne4! is not great, but might mean that Black traps the Knight.]

10. Nxa8 Bf5

11. Nc7 dxc4

12. f3 c3

13. bxc3 Ne8

14. Bxg7 Nxc7

15. Nb5 Qa5

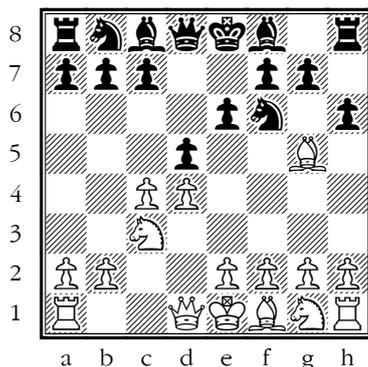
16. e4 Bh7

Whittington, R - NN3

D50: Queen's Gambit

“ Round 3, Board 3:
Black insisted on giving White a whole Rook, but then did the right thing by trying to fight back very actively, enough to persuade White to hand back a piece. But White still had plenty enough to win with, and further mistakes by Black made it easy.”

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

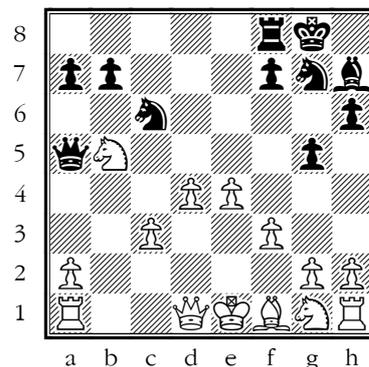


5. Bh4

[5.Bxf6! at least messes up the Black structure. 5...gxf6 (5...Qxf6? 6.cxd5) 6.cxd5 exd5 and Black has to nurse many wounds in their pawn structure.]

5 ... g5
6. Bg3 Bg7

[6...Bb4!]



Black is well developed and White faces many threats.

17. **Bd3**

[17.Qd2! solves the problems.]

- 17 ... **a6**
 18. **d5** **Ne5**
 19. **Ne2** **axb5**
 20. **0-0** **Nxd3**
 21. **Qxd3** **Rd8**
 22. **c4** **bxc4**

23. **Qxc4** **b6**
 24. **Qc7** **Qa8**
 25. **Qxb6** **Bg6**
 26. **Nd4** **Nh5**
 27. **Nc6** **Rd6?**
 [27...Rd7!]
 28. **Ne7+** **Kg7?**
 [28...Kf8!]
 29. **Qxd6** **Qa7+**
 30. **Kh1** **Nf6**

31. **Nxg6** **Kxg6**
 [31...Qd7!]
 32. **e5** **Kh5**
 [#6 32...Kh7!]
 33. **Qxf6** **Qb7**
 34. **g4+** **Kh4**
 35. **Qxh6#**
 1-0

Board 4: Edmund Kelly

“ You had contrasting results against the Welsh and the Wilts, like many of the team! You didn't play badly against Welsh, you never do against anyone, but you did not get to grips with the opening in either game. Not hard to fix, but important to do!”

NN4-Kelly,E

D45: Slav Defence

“ Round 1, Board 4:
 Not a bad start but I think you ended up in a position where you weren't sure what to do. Then, as usual, the player who first came up with a plan had the advantage, and once White was in, your position fell apart.”

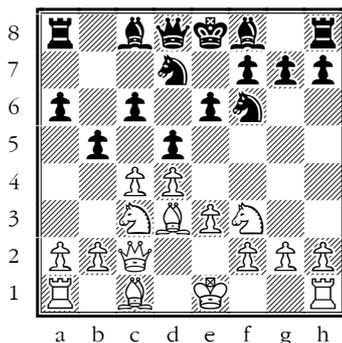
1. **d4** **d5**
 2. **c4** **c6**
 3. **Nf3** **e6**
 4. **e3**

Meek.

- 4 ... **Nf6**

[4...f5! is a Stonewall under quite good circumstances.]

5. **Nc3** **a6**
 6. **Qc2** **Nbd7**
 7. **Bd3** **b5**



8. **cxb5** **axb5**

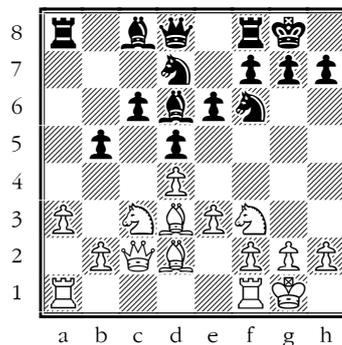
This gives you a backward pawn

on a half-open file.

[8...cxb5 looks better to me.]

► O: Make sure you know the plans that go with the openings you play.

9. **a3** **Bd6**
 10. **0-0** **0-0**
 11. **Bd2**



[11.e4!]

- 11 ... **Ba6**

[11...e5! must be played if you can.]

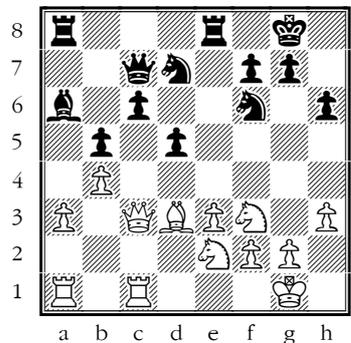
12. **b4**

After this move, you might have to find another diagonal for your Bishop, but you can try to shield the c6 pawn by ...Nb6-c4.

- 12 ... **Qc7**
 13. **h3** **Rfe8**
 14. **Ne2** **e5**
 15. **dx e5** **Bxe5**
 16. **Bc3** **Bxc3**
 17. **Qxc3** **h6**

[17...Nb6! is still the best idea]

18. **Rfc1**



White gangs up on your weak pawn.

- 18 ... **Bb7**

The undefended black Queen is a clue:

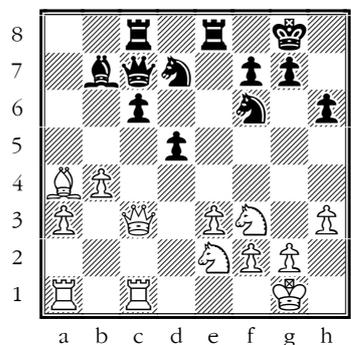
19. **Bxb5**

→ TACTIC: pin

As usual, pressure leads to tactics.

- 19 ... **Rac8**

20. **Ba4**



It's hard to give Black advice here, but the main thing is to get your pieces in active positions.

- 20 ... **c5?!**

That doesn't really help.

[20...Ne4;

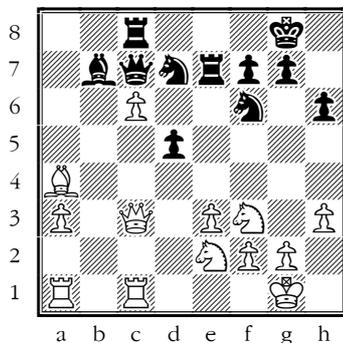
20...Nb6;

20...Ba6!]

21. bxc5 Re7??

[21...Bc6!]

22. c6!



→ TACTIC: fork

22 ... Bxc6

[22...Qd6! 23.Qb4!]

23. Qxc6 Qxc6

24. Bxc6 Rb8

25. Bxd7 Rxd7

26. Nfd4 Ra8

27. Rc2 Rda7

28. Rca2 Kf8

29. a4 Nd7

30. a5 Nb8

31. Nb5 Rb7

1-0

Kelly,E - NN4

C44: Scotch Game

“ Round 2, Board 4:
Some primitive opening play
by Black was followed by the
simplest way to lose a piece.”

1. e4 e5

2. Nf3 Nc6

3. d4 Bb4+?

[3...exd4!]

4. c3 Bd6?!

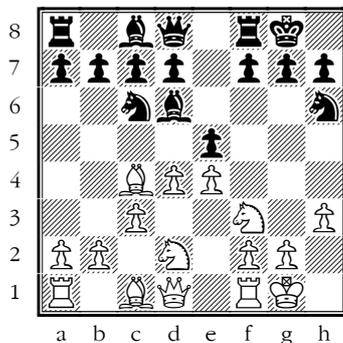
5. Bc4 Nf6

6. Nbd2 0-0

7. 0-0 Ng4

[7...b6!]

8. h3 Nh6



9. Nb3

[9.Re1 and Nf1-e3/g3 is the usual
way to unravel.]

9 ... a6

10. Bxh6!?

[10.Bg5!]

10 ... gxh6

11. Qd2 Qf6

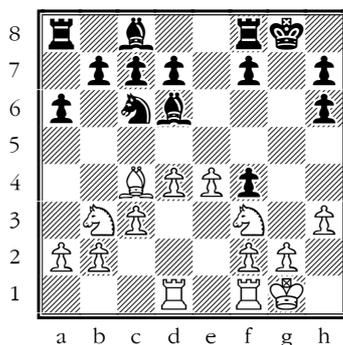
12. Rad1

[12.Nh2!]

12 ... Qf4?

[12...exd4!]

13. Qxf4 exf4



Black has two sets of doubled
isolated pawns. They can't be
attacked easily for a move or two,
though.

14. e5! Be7

15. Rfe1

[15.d5! and Black is getting
completely squashed.]

► S: You can use strong central
pawns to squash your opponent

15 ... d6

16. exd6 Bxd6

17. Bd5 Nb4??

[17...Kg7!]

18. cxb4 Bxb4

19. Re4 Rd8

20. Bc4 b6

21. Rxf4 Rd7

22. Ne5 Bd6

23. Nxd7 Bxf4

24. Ne5 c5

25. Bxf7+ Kg7

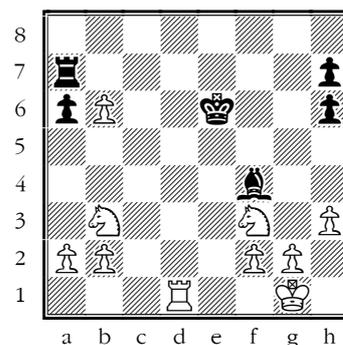
26. Bd5 Ra7

27. Nf3 Kf6

28. dxc5 Be6

29. Bxe6 Kxe6

30. cxb6



→ TACTIC: fork

30 ... Rb7?

[30...Re7!]

31. Nc5+ Ke7

32. Nxb7 a5

33. Nxa5 h5

34. b7 Bd6

35. Rxd6 Kxd6

36. b8Q+ Ke6

37. Qe5+ Kf7

38. Qxh5+ Kg7

39. Ng5 Kf6

40. Qh6+ Kf5

41. g4+ Kf4

42. Nf7+ Kf3

43. Qf6+

1-0

Kelly,E-Bennett,R

C45: Scotch Game

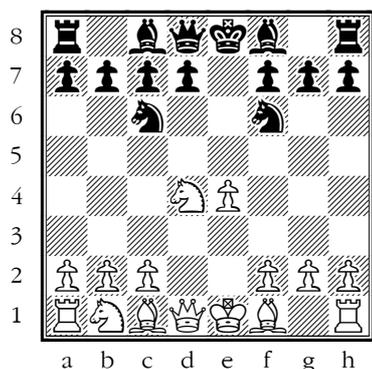
“ Round 3, Board 4:
White dropped a piece very
early on, and although Black
played with too much caution
after that, White was never
really in with a chance.”

1. e4 e5

2. Nf3 Nc6

3. d4 exd4

4. Nxd4 Nf6



5. Bd3?

Confused?

[5.Nc3 Bb4 6.Nxc6 bxc6 7.Bd3 is the line for juniors, I think;]

5.Nxc6 bxc6 6.e5 is the Grandmaster line]

► Make sure you know the main lines of your chosen openings.

5 ... Nxd4

6. Bg5

[6.e5!/?]

6 ... Be7

7. c3 Nc6

8. Nd2 d6

9. 0-0 0-0

10. f4 Nd7

11. Bxe7 Qxe7

12. Qf3 Nc5

13. Bc2 Re8

14. Rfe1

[14.Rae1!]

14 ... Nd7

15. Qd3 Nf8

16. Rad1 Bg4

17. Rcl Bd7

18. a3 Kh8

19. b4 a6

20. a4 f6

21. g3 Qf7

22. Ral Ne7

23. f5 Nc6

[23...Qh5!]

24. Nf3

[24.Bb3!]

24 ... Ne5

25. Nxe5 Rxe5

26. a5 Bb5

27. Qd2 Rae8

28. Qg2 Bc6

29. Re2 Rxf5

30. Rae1 Rfe5

31. Qf3 Qd7

32. g4 Qe7

33. h3 d5

34. Bd3

[34.Qg3!]

34 ... dxe4

35. Bxe4 Bxe4

36. Qf2 Bc6

37. Rxe5 fxe5

38. Kh2 Qf6

39. Qe2

[#15 39.Qxf6!]

39 ... Qf4+

40. Kgl Qg3+

41. Kfl Qxh3+

42. Kgl Qh1+

[42...Ne6!]

43. Kf2 Qg2+

[43...Qh4+]

44. Ke3 Qxe2+

45. Kxe2 e4

46. Kf2 e3+

47. Rxe3 Rxe3

48. Kxe3 Bd7

49. Kf3 Ng6

50. Kg3 Ne5

51. Kf4 Nxf4

52. Kg3 g5

53. Kg2 h5

54. Kf3 Ne3

55. Kg3

[55.Kxe3!]

55 ... h4+

56. Kh2

[#6 56.Kf2!]

56 ... g4

57. Kgl g3

58. c4 h3

59. b5 axb5

0-1

Board 5: Taylor Finch

“ A nice blend of science and determination brought you a well-deserved couple of points. Not much to add, because you don't do much wrong!”

NN5 - Finch,T

C11: French Defence

“ Round 1, Board 5:
A gritty comeback after losing the exchange, pouncing when required.”

1. e4 e6

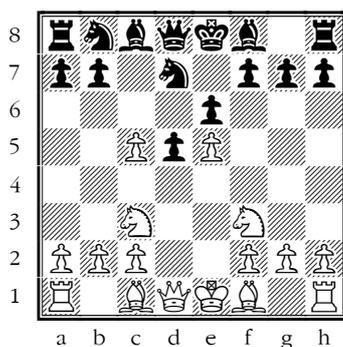
2. Nf3 d5

3. Nc3 Nf6

4. e5 Nfd7

5. d4 c5

6. dxc5



6 ... Bxc5

[6...Nc6 is supposed to be more accurate, forcing 7.Bf4 if White

wants to keep the important e-pawn.]

7. Be3 Bxe3

8. fxe3 Nc6

9. Bb5 Qb6

[9...Qc7!]

10. Qd2 Qc7

[10...0-0!]

11. 0-0-0

White is racing to full development.

[11.e4!]

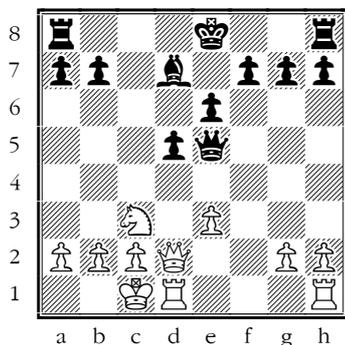
11 ... Ncxe5

→ TACTIC: outnumbered

[11...0-0!]

12. Nxe5 Qxe5

13. Bxd7+ Bxd7



Well, Black has a pawn, but White is so active that it may not matter.

14. Kbl

[14.e4!]

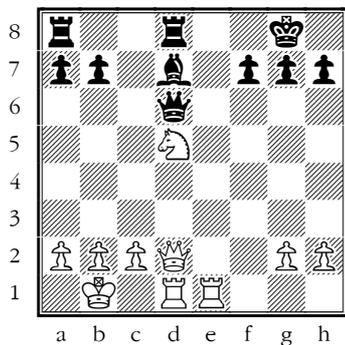
14 ... 0-0

15. e4 Rfd8

16. exd5 exd5

17. Rhe1 Qd6

18. Nxd5



With equality.

18 ... Be6?

Missing White's reply

[18...Kh8!]

19. Nf6+!

→ TACTIC: disco

Should be winning for White.

19 ... gxf6

20. Qxd6 Rxd6

21. Rxd6 Re8

22. Ka1 Rc8

23. Re2 b6

24. Red2 Rc5

25. Rd8+ Kg7

26. Kbl f5

27. R2d3

[27.g3!]

27 ... f4

28. g3 Bf5

29. Rd2 f3

30. Rf2 Re5

31. b3 Re1+

32. Kb2 Re2

33. Rxf3 Rxc2+

34. Ka3 Be6

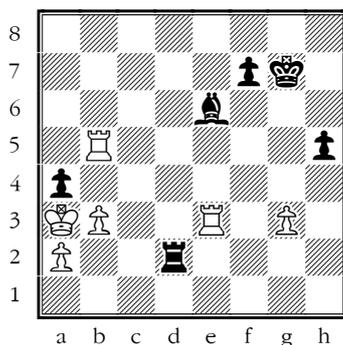
35. Re3 Rxh2

36. Ra8 a5

37. Ra6 h5

38. Rxb6 Rd2

39. Rb5 a4



40. Kxa4??

→ TACTIC: pin

[40.Rxh5!]

40 ... Rxa2??

[40...Bd7!]

41. Kb4 Kg6

42. Kc3 Bf5

43. Rxf5

Nervy.

[43.b4!]

43 ... Kxf5

44. Rf3+ Kg4

45. Rxf7 Kxg3

The ending should be drawn.

46. Rg7+ Kf3

47. b4 h4

48. Rf7+ Ke4

49. b5 Ra3+

I think Black is wrong to chase the King up the board - that's where it wants to go!

► S: Attacking moves can be bad – what you need is an attacking plan

50. Kc4 Ra4+

51. Kc5 Ra2

52. b6 Rc2+

That's a better square for the Rook, harassing the King from behind.

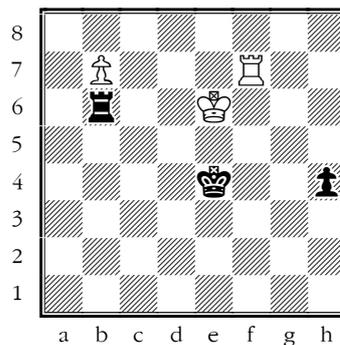
53. Kd6 Rd2+

54. Ke6 Rb2

55. b7??

[#27 55.Kf6!]

55 ... Rb6+!



→ TACTIC: interference

56. Ke7 Rxb7+

57. Ke8 Rxf7

58. Kxf7 h3

Time for White to resign.

59. Ke6 h2

60. Kd6 h1Q

61. Kc5 Qd1

62. Kc4 Qd5+

63. Kc3 Qd4+

64. Kc2 Qd3+

65. Kc1 Qe2

66. Kbl Kd3

67. Kal Kc3

68. Kbl Qb2#

0-1

NN5 - Finch,T

C13: French Defence Classical

“ Round 2, Board 5: Black never got castled, and so was uncoordinated and unable to attack when things got rough.”

1. e4 e6

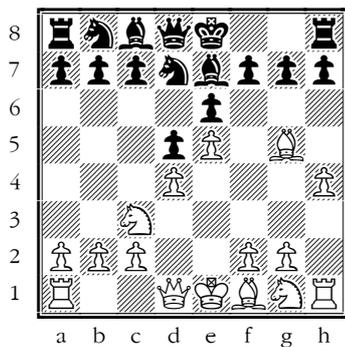
2. d4 d5

3. Nc3 Nf6

4. Bg5 Be7

5. e5 Nfd7

6. h4



The Alekhin-Chatard Gambit.

6 ... f6

Not one of the usual defences.

[6...Bxg5 7.hxg5 Qxg5 8.Nh3 is the Gambit Accepted;

6...c5;

6...a6;

6...0-0!]

7. exf6 Nxf6

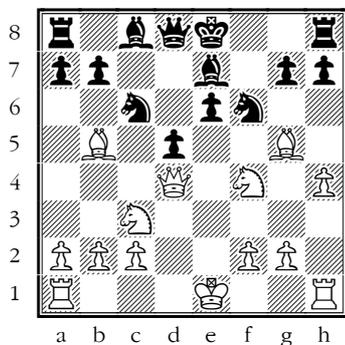
8. Nh3 c5

9. Nf4 cxd4

[9...Nc6 10.dxc5 0-0 11.Nh5 Qa5!]

10. Qxd4 Nc6

11. Bb5



White has developed very quickly. Time to catch up...

11 ... h6

...not to pick up a pawn! The move also makes a hole on g6 for the Nf4.

[11...Bd7;

11...0-0!]

12. Bxf6

[12.Ng6! picks up the important dark-squared Bishop. 12...Rg8 13.Nxe7 Qxe7!]

12 ... Bxf6

13. Qd3 Qd6

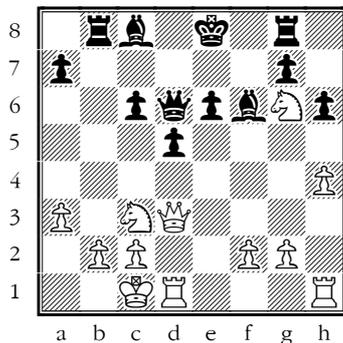
[13...0-0!]

14. Bxc6+ bxc6

15. Ng6 Rg8

16. 0-0-0 Rb8

17. a3



Well, not too bad. Black has the two Bishops, the better centre, and hopes of an attack. The problem is, the King is vulnerable in the centre and the Rg8 can't get into the game.

17 ... Bxc3

How does that help? Who does that help?

[Better is 17...c5 18.Rhe1 Kd8 19.f4 Qb6 20.b3 Qa5 and Black is making progress.]

► S: Bishops are generally better than Knights, and some Bishops are vital to hold your position together, if you have pawns mostly on the other colour squares

18. Qxc3 c5

Now Black's position still looks OK, but it's harder to suggest a plan with all the dark-squared holes.

19. Rhe1 d4!?

Gives White the c4 point, but what else?

20. Qc4 Kd8

21. Ne5 Qb6

22. Nd3

Winning the c5 pawn.

22 ... Re8

23. Qxc5 Qxc5

24. Nxc5 e5

25. f4! Rb5

Scrappy, but it doesn't go well, as Black is not well mobilised.

26. b4 a5

27. fxe5 axb4

28. Rxd4+! Kc7

29. axb4 Kc6

30. Rd6+ Kc7

31. c3 Rxe5

32. Rxe5 Kxd6

33. Re8 Bf5

34. Rg8 g6?!

35. g4! Be6

36. Rxc6 Kd5

37. Rxe6!?

[37.Nxe6!]

37 ... Rxc5!?

→ TACTIC: tie

Wins material but at cost of swapping off a piece, so it actually just makes the result certain.

38. bxc5 Kxe6

39. g5 hxg5

40. hxg5 Kf5

41. c6 Kxg5

42. c7 Kf4

43. c8Q Ke5

44. Qc4 Kd6

45. Qb5 Ke6

46. Kd2 Kd6

47. Kd3 Ke6

48. Kd4 Kd6

49. Qb6+ Kd7

50. Kd5 Ke7

51. Qe6+ Kd8

52. Qf7 Kc8

53. Kc6 Kb8

54. Qb7#

1-0

Finch - NN6

B13: Caro-Kann, Panov-Botvinnik Attack

“ Round 3, Board 5:
An exciting game where both players were not afraid to play sharply. Black grabbed a chance to win a Rook for two pieces... but that's really losing two pieces for only a Rook. White had some wobbles among the remaining tactics but Black never got his pieces going and White finished off in style.”

1. e4 c6
2. d4 d5
3. exd5 cxd5
4. c4 Nc6
5. Nc3 Nf6
6. Bg5 Be6
7. Qb3

[7.Nf3!]

- 7 ... Nxd4
8. Qa4+ Qd7

[8...Bd7!]

9. Qxd7+ Bxd7
10. 0-0-0 Ne6
11. Bxf6 gxf6
12. cxd5 Nf4
13. Kbl Bf5+
14. Kal 0-0-0
15. h3 Ng6

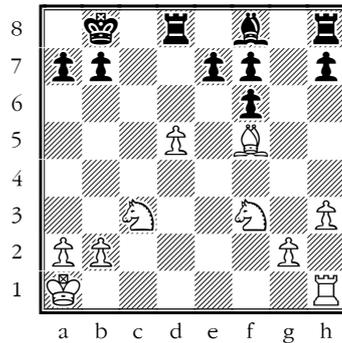
[15...e6!]

16. Bc4 Ne5
17. Bb3 Nd3

Into the lion's den.

[17...Kb8!]

18. Bc2! Nxf2!
19. Bxf5+ Kb8
20. Nf3 Nxl
21. Rxh1



The material count favours White.

► T: Winning a Rook for two pieces is really losing two pieces for only a Rook.

- 21 ... Bh6
22. Re1 Bf8
23. g4 h6
24. h4 Rg8
25. g5?

Handing Black a pawn without a fight.

[25.Kb1!]

- 25 ... ffg5
26. hxg5 hxg5
27. Bh7?

A one-move threat with a one-move defence.

[27.Ne5! is more constructive, centralising and attacking.]

► S: Make sure you are playing an attacking plan, not just an isolated attacking move that might make you un-coordinated

27 ... Rg7

28. Bf5

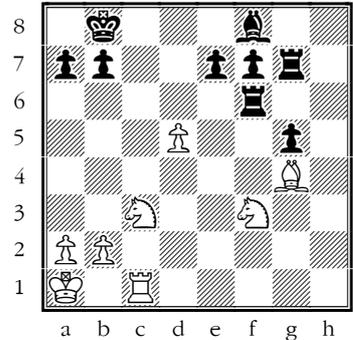
[28.Be4!]

28 ... Rd6!?

That's not a good use of a Rook.

[28...g4!]

29. Rcl Rf6
30. Bg4



30 ... Rf4!?

[30...a6!]

31. Ne5

[31.Nb5! Rfg4 32.Ne5 and the threat of mate picks up the Rook]

31 ... Rfg4?

[31...a6!]

32. Nfg4 f5

[32...Rh7!]

33. Ne5 Rg8

[#4 33...e6!]

34. Nb5!

Mate cannot be stopped.

1-0

Board 6 Vignesh Ramesh

“ Three points is great, and I like your active style of play very much. You can't learn much from games you win, but it looks like you could get some bugs out of your gambit openings. ”

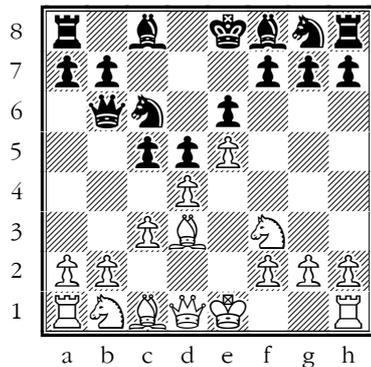
Ramesh,V - NN6

C02: French Defence

“ Round (1. 6) Board, Black dithered and White was left free to play for a King's-side attack. ”

1. e4 e6

2. d4 d5
3. e5 c5
4. c3 Nc6
5. Nf3 Qb6
6. Bd3



Offering the d-pawn as bait.

[White normally prefers either 6.Be2 or 6.a3!]

6 ... Bd7

Threatening to take the d-pawn for real.

[6...cxd4 7.cxd4 Nxd4 8.Nxd4 Qxd4 9.Bb5+]

→ TACTIC: disco

wins the Queen.]

7. Bc2

Taking the offer off the table, but with loss of time. This inconsistent play isn't the best line for White: either play the gambit for real or choose something else on move 6!

[7.O-O is the main line of the gambit]

7 ... cxd4

8. cxd4

8 ... Bb4+

[8...Nb4 Hunting down White's good Bishop. 9.Bb3 Bb5 with a better position for Black;

8...Nb4!]

9. Nc3 Qa5

10. Bd2 Nge7?

11. a3 Bxc3

► S: In blocked positions, you will have a good and a bad bishop. Keep one and swap the other!

12. Bxc3 Qb6

13. 0-0 0-0

14. Qd3

White correctly aims at the King's-side;

Black is short of counterplay which might distract White from the attack, and is missing the dark-

squared Bishop.

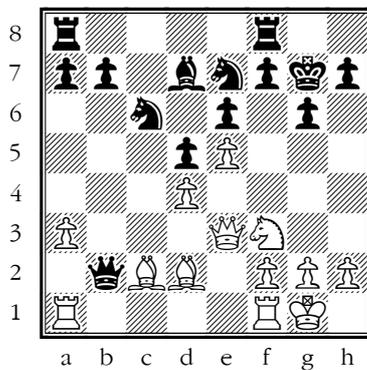
► S: To distract your opponent from an attack, on your King you need your own attack in the centre or on the other side.

14 ... g6

15. Qe3 Kg7

16. Bd2 Qxb2??

[#4 16...Ng8!]



17. Qh6+ Kg8

→ TACTIC: mate

18. Ng5 Qxc2

19. Qxh7#

1-0

Cunningham,L - Ramesh,V

C55: Two Knights' Defence

“ Round 2 Board 6: A breezy attacking game from Black.”

1. e4 e5

I had to make up some of the moves, as the scoresheet didn't make complete sense.

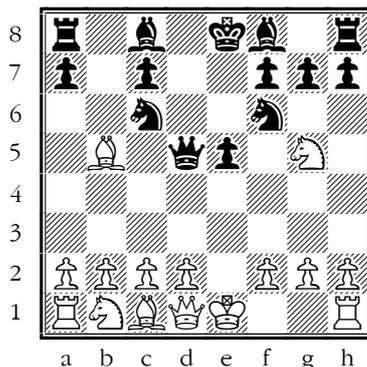
2. Nf3 Nc6

3. Bc4 Nf6

4. Ng5 d5

5. exd5 b5!

6. Bxb5 Qxd5



→ TACTIC: fork

I think Black should be happy to pay a pawn to get this fine position. White already has a problem: the Bb5 and Pg2 are forked.

► O: A lot of Black players are frightened to play the Two Knights because of the Ng5 attack, but really Black should hand over a pawn to get an attack on White!

7. 0-0??

White blunders straight away.

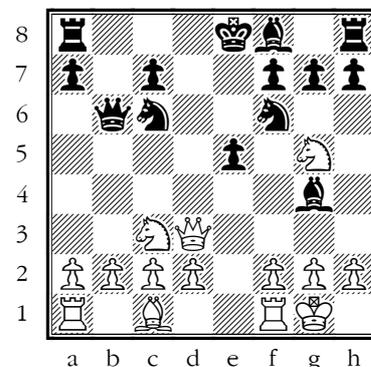
[7.Bxc6+ Qxc6 8.Qf3 e4 (8...Bb7) 9.Qc3]

7...Qxb5

8. Nc3 Qb6

9. Qf3 Bg4

10. Qd3



Now Black is winning, so can stop trying to win and move to 'finishing off' gear. That is, finish development, put all your pieces in the middle, swap off and win the endgame.

► E: If you're winning, stop trying to win, and win!

10... Nb4!?

Not bad, but not part of the new plan.

11. Qg3 Bd6

12. Re1 0-0

That's more like it.

13. a3 Nxc2

14. Nd5!? Nxd5

15. Qh4? h6

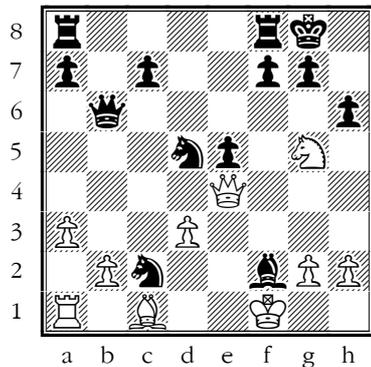
It says "Kh8" in the score, but I am guessing that would be met by Qxh7#!

16. Qxg4 Nxe1

17. d3 Bc5

18. Qe4 Bxf2+

19. Kf1 Nc2



Have I got this position anything like right?

20. Qxd5

[20.Qh7#! is superior!]

20. ... Nxa1

21. Qxe5 Rfe8

22. Qc3 Nc2

23. b4 Re1+

24. Qxe1 Nxe1

25. Bd2 Re8

26. d4 Qxd4

27. a4 Qxd2

28. a5 Qe2#

0-1

Ramesh, V - NN6

C21: Danish Gambit

“ Round 3, Board 6:
Some interesting tactics in this game! But you saw what you needed to, and Black did not.”

1. e4 e5

2. d4 exd4

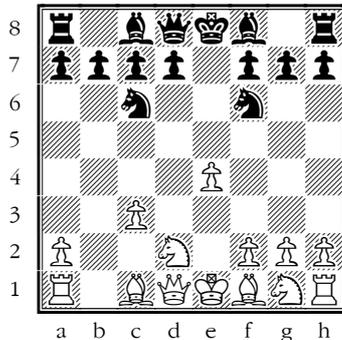
3. c3 Nf6

4. Nd2

[4.e5! is the best way to seek active play.]

4 ... dxc3

5. bxc3 Nc6



White is a pawn down with not much to show for it: Black is actually ahead in development!

6. Bc4 a6

[6...d5!]

7. Qb3 d5

8. Bxd5 Nxd5

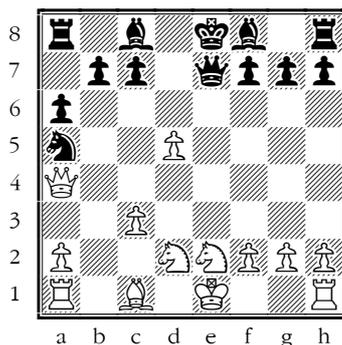
9. exd5 Qe7+

[9...Na5!]

10. Ne2 Na5

→ TACTIC: fork

11. Qa4+



11 ... b5??

Natural, but Black should have had a bit more of a think here!

[11...Qd7! 12.Qxa5?? b6!]

→ TACTIC: net

nets the Queen! Would you have taken the Knight?]

► T: If you think you're losing a piece, have an extra think about how you might escape

12. Qxa5 Bg4

[12...Bb7!]

13. f3 Bf5

14. c4

[14.Nb3!]

14 ... Bd3!

15. Ne4 f5

16. N4g3 f4?

[16...Qe5!]

17. Bxf4 Ra7

18. cxb5 Bxb5

19. Qd2 Qf6

20. Qe3+ Kd7

21. 0-0 c5?

Probably overlooking

22. dxc6+!

→ TACTIC: mate

Exposing the King.

22 ... Kxc6??

[22...Qxc6!]

23. Qxa7

[23.Rac1+! is mate in 6!]

23 ... Bc5+

24. Qxc5+ Kxc5

25. Ne4+ Kd5

26. Nxf6+ Ke6

27. Nd4+ Kf7

28. Nxb5 axb5

29. Nd5 Rd8

30. Nc7 Rd4

31. Bg3 b4

32. Rab1 Ke7

33. Nb5 Rd8

34. Bh4+ Ke6

35. Bxd8 g5

36. Rxb4 h5

37. Bxg5 h4

1-0

Board 5 Nandaja Narayanan

“ I like your attitude in the first game – trying for counterplay rather than sitting and waiting to lose. You play very sensible chess, but not very aggressive openings. Pick a system to play against the Queen's-side openings – the Tarrasch might be a bit too busy for you, but the Swiss System is fine. And you could look at 2.c3 against the Sicilian. After that, a bit of tactics-spotting would do you some good.”

Narayanan, N - NN7

B30: Sicilian Defence

“ Round 1, Board 7: A great scrap! Plenty of errors by both sides, but I liked the attitude.”

1. e4 c5

2. Nf3

[2.c3!]

2 ... Nc6

3. Nc3 d6

4. h3 Nf6

5. Be2 g6

6. 0-0 Bg7

7. d3 0-0

8. Be3 a6

9. a4 Rb8

10. Re1

None of White's moves are poor, but they are all very quiet.

► O: The opening is a chance to set your opponent some problems, and to get them to make some mistakes.

10 ... b5

11. axb5 axb5

12. Nd5

[12.Qd2!]

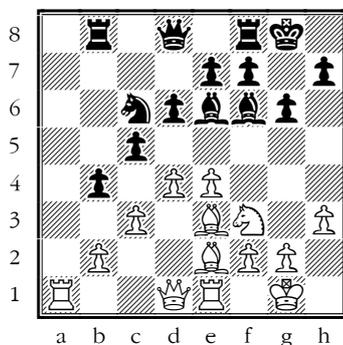
12 ... Be6

[12...Nxd5!]

13. Nxf6+ Bxf6

14. c3 b4

15. d4



This c3/d4 plan is good and strong. Why not play it at move 2?

15 ... bxc3?

16. d5!?

→ TACTIC: fork

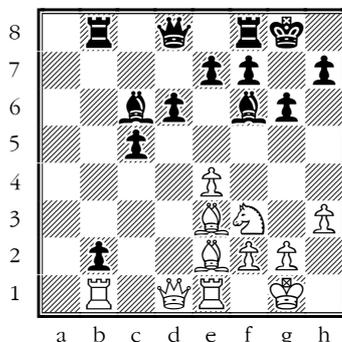
Hard to resist, but Black gets such a monster passed pawn that you might have been better off just taking back on c3.

[16.bxc3!]

16 ... cxb2

17. Rb1 Bd7

18. dxc6 Bxc6



White is thinking without the burglar alarm on.

19. Bg5??

[19.Bd3!]

19 ... Bxe4!

→ TACTIC: tie

→ TACTIC: fork

20. Bxf6

[20.Bd3 Bxf3 21.Qxf3 Bxg5!]

20 ... Bxb1

21. Bxe7

[21.Qd2!]

21 ... Qxe7

22. Qxb1 c4

[22...Qf6!]

23. Bxc4 Qxe1+

[23...Qb7!]

24. Nxe1

White has been given a bit of a chance, but it's still very dangerous.

24 ... Rfc8

25. Bxf7+ Kxf7

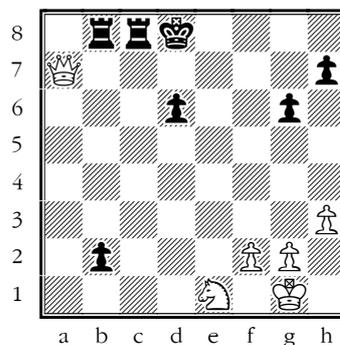
26. Qa2??

White tries a desperate counterattack.

[26.Nd3 at least removes the dangerous pawn.]

26 ... Ke7

27. Qa7+ Kd8



→ TACTIC: mate

[27...Ke6!]

28. Qa5+?

[28.Qd4!= with perpetual check, e.g. 28...Ke7 29.Qh4+ Ke8 30.Qe4+ Kf8 31.Qd4! but if you had played that, you would not have won!]

28 ... Rc7

29. Qg5+ Ke8

30. Qe3+

[30.Qd5!]

30 ... Re7

31. Qc3 Rxe1+

→ TACTIC: tie

[31...b1Q]

32. Qxe1+ Kd7

33. Qb1 Kc6

34. Kf1 Kd5

35. Ke2 Kc4

36. Kd2 d5?

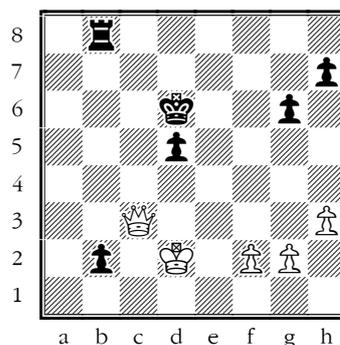
[36...Rb3!]

37. Qd3+

[37.Qc2+]

37 ... Kc5

38. Qc3+ Kd6??



→ TACTIC: skewer

[38...Kb6!]

39. Qa3+

[39.Qg3+!]

39 ... Ke5

[39...Kc6!]

40. f4+

[40.Qe7+! ;

40.Qg3+!]

40 ... Ke6

41. Qa6+ Kd7

42. Qa7+ Kc8

43. Qc5+ Kd8

44. Qxd5+ Kc8

45. Qe6+ Kc7

46. Qc4+

[46.Qe5+]

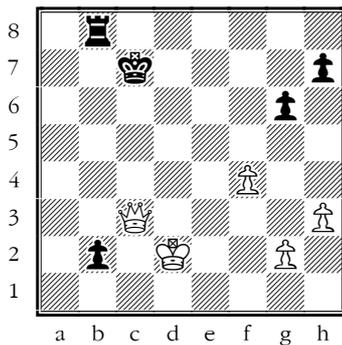
46 ... Kd6

47. Qd4+ Kc6

48. Qf6+ Kc7

[48...Kd7!]

49. Qc3+



→ TACTIC: skewer

[49.Qe5+]

49 ... Kd6??

[49...Kd7!]

50. Qe5+! Kc6

51. Qxb8

1-0

Narayanan,N - NN7

C57: Two Knights' Defence

“ Round 2, Board 7:
Black fell at the first hurdle.”

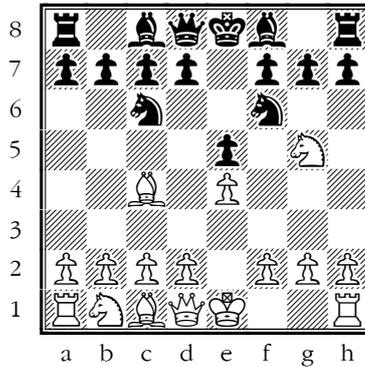
1. e4 e5

2. Nf3 Nc6

3. Bc4 Nf6

I think this is a fine move, but it needs a little bit of homework before you can play it.

4. Ng5



→ TACTIC: outnumbered

4 ... Rg8??

Doesn't really solve the problem.

[4...d5!]

5. Bxf7+ Ke7

6. Bxg8 d6

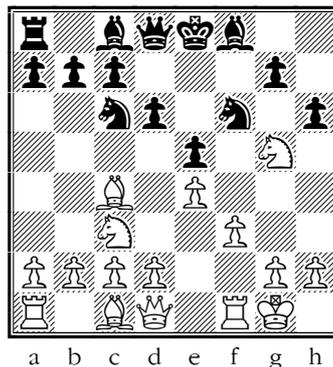
[6...Nxc8!]

7. Bc4 Bg4

8. f3 Bc8

9. Nc3 Ke8

10. 0-0 h6



11. Nf7

[11.Ne6! Swaps off a pair of pieces.]

11 ... Qe7

12. d3 a6

13. a4 b5

[13...Be6 is better.]

14. axb5 axb5

15. Rxa8 Qd7?

[15...bxc4!]

16. Bxb5 Qxf7

[16...Kxf7!]

17. Bxc6+ Ke7

18. Rxc8 Ne8

[18...Qe6!]

19. Rxe8+ Kf6

20. Nd5+ Kg6

21. f4 exf4

22. Qg4+ Kh7

23. Rxf4 Qg8

24. Rxf8 h5

25. Qxh5#

1-0

NN7 - Narayanan,N

A07: Réti Opening

“ Round 3, Board 7:
Some interesting tactics were overlooked by both players, and eventually a draw was agreed in a tense situation.”

1. Nf3 d5

2. g3 Nc6!]

[2...c5 is a fair move;

The system with 2...Nf6 3.Bg2 e6 4.0-0 Be7 5.d3 0-0 can be played against almost anything White does if they don't play 1.e4.]

► O: Find an opening system you can use against all the Queen's-side openings – the Tarrasch, Swiss and Queen's Fianchetto are all OK.

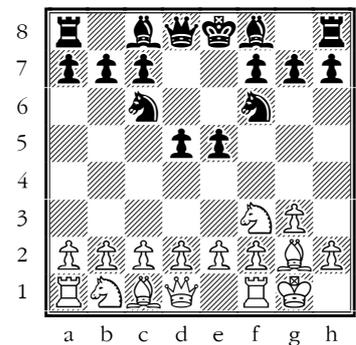
3. Bg2

[3.d4! might have left you struggling to open a file for your Rooks.]

► O: If you're not using your Rooks, you're wasting more than a Queen's-worth of power!

3 ... Nf6

4. 0-0 e5!



Black is already equal.

5. e3

That is not consistent. I can see the Bc1 sulking a bit.

[5.d4!]

5 ... Bd6

[5...Be7!]

6. d4 e4

The structure is like a French Defence. White now finds some good moves.

7. Nfd2 0-0

[7...Bg4!]

8. c4 Be6

[8...Bg4!]

9. cxd5 Bxd5

10. Nc3 Be7

11. Nxd5 Qxd5

12. a3

[12.Qb3!]

→ TACTIC: tie

wins a pawn]

12 ... Bd6

13. b4 Ne7

[13...Rfe8!]

14. Nb3

[14.Qc2! wins a pawn again]

14 ... b6

[14...Nf5!]

15. Rb1

[15.f3! takes over the centre;]

15.Qc2 no longer wins a pawn, because the Nb3 ties down the Queen.]

15 ... h6

[15...Qe6!]

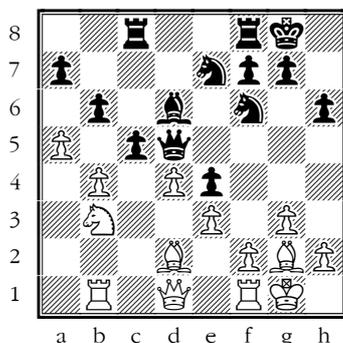
16. Bd2

[16.Qc2! you know by now...]

16 ... Rad8

17. a4 Rc8

18. a5 c5!?



Very logical, but I think it turns out better for White. You are opening up the position for White's Bishops.

[18...Nf5!]

19. axb6

[19.bxc5 bxc5 20.dxc5 Bxc5 21.Nxc5 Qxc5 22.Bb4!]

19 ... axb6

20. bxc5 bxc5

21. dxc5 Bxc5

22. Na5

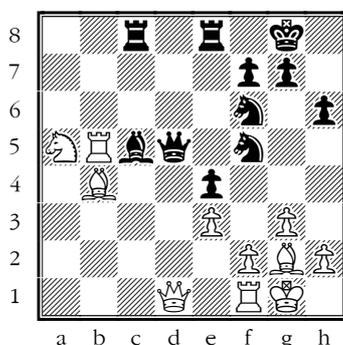
[22.Bc3!]

22 ... Nf5

23. Rb5! Rfe8

[23...Rfd8!]

24. Bb4!?



With apparently a strong pin.

→ TACTIC: pin

[24.Nb7!]

24 ... Qe5?

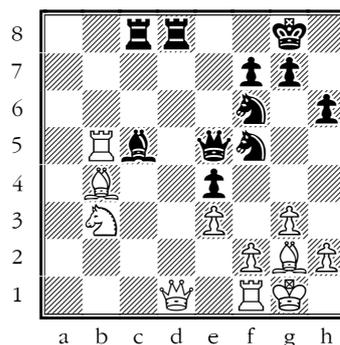
[24...Nxe3! is sharp and wins at least a pawn. 25.Qxd5 (25.fxe3 Bxe3+ 26.Kh1 Qxb5) 25...Nexd5;

Instead, 24...Qxd1 25.Rxd1 Bxb4 is a simple get-out-of-pin-free idea.]

25. Nb3!?

[25.Qc1!]

25 ... Red8?



[25...Nxe3! is still best, but no longer wins.]

26. Qc1?

[26.Rxc5! wins simply enough. White needed only to count up to three!;

→ TACTIC: outnumbered

26.Qc1 Bd6!= escapes, but I would have made Black show me!]

1/2-1/2

Board 8 James Milne

“ Like lots of players, you know what sorts of things you are supposed to be doing, but your ideas in the opening are a bit too simple and you fell for some simple tactics. The good news is, to improve these things is pretty simple! ”

Milne, J - NN8

B06: Modern Defence

“ Round (1. 8) Board, A good long game where both players found some good ideas – and missed some too! ”

1. d4

Interesting – do you like to play the Queen's Gambit?

[5.dxe5!]

5 ... c6

1 ... g6

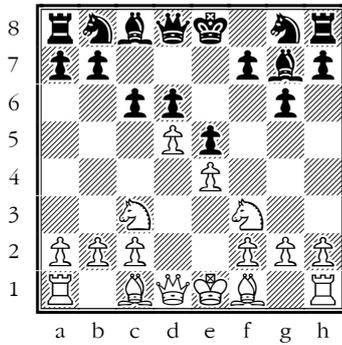
2. e4 Bg7

3. Nc3 d6

4. Nf3 e5

[4...Nf6!]

5. d5



The next two moves are important. White has pawns in the centre on light squares, which might get in the way of the Bf1, but the Bg5 will be fine. Black has pawns on dark squares, which definitely get in the way of the Bf8. So, White would probably like to swap light-squared Bishops and keep the dark-squared Bishops on the board.

[5...Nf6!]

► S: In most positions, a swap will be better for you or for your opponent – make sure you know who!

6. Bg5?! Bf6!?

[6...Nf6!]

7. Bxf6

[7.h4! tries to get a grip on the dark squares. 7...Bxg5 8.hxg5!]

7 ... Nxf6

8. Bd3 0-0

9. 0-0 Bg4

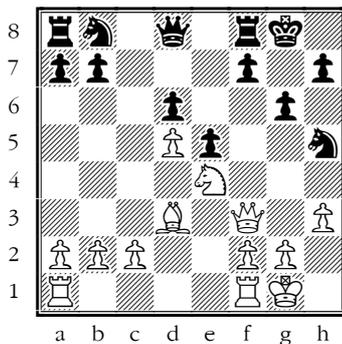
10. h3 Bxf3

11. Qxf3 cxd5

12. exd5 Nh5

13. Ne4?

You got away with this!



→ TACTIC: fork

13 ... Na6

[13...f5! 14.Nc3 e4!]

14. a3

[14.Bxa6!]

14 ... Re8

[14...f5!]

15. Rfe1 Rc8

16. c3

[16.g4!]

16 ... Nc7

17. Nd2 Na6

[17...f5!]

18. Rad1 Rc5

19. Nb3 Rc7

20. Bb5 Rf8

21. a4 Nc5

22. Nxc5 Rxc5

23. b4 Rc8

24. a5 a6

25. Ba4 b5

[25...f5! grabbing space]

26. axb6 Qxb6

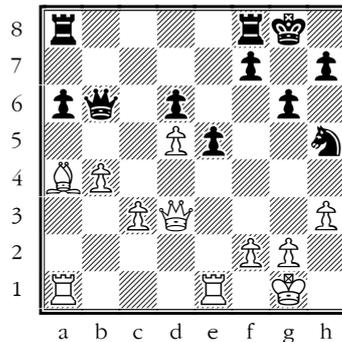
27. Qd3

[27.Bc6!]

27 ... Ra8

[27...a5! would attack White's exposed pawns.]

28. Ra1



28 ... a5?

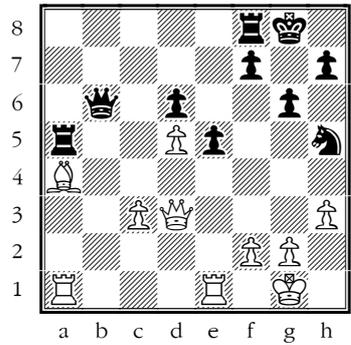
[28...Nf4 takes the chance to bring the Knight back into the game]

28. bxa5?

Loses the chance to make a passed pawn.

[29.Bc6!]

29 ... Rxa5



30. Re1

[30.Bc6!]

30 ... Qd8

[30...Qa7!]

→ TACTIC: pin

31.Qc4 (31.Qe4 Ra8 32.Rb4 Nf6 33.Qc4 Nxd5)

→ TACTIC: overloaded

) 31...Ra8!]

31. Bc6 Nf4

32. Qf3 Qc7

33. Rxa5 Qxa5

34. Rb5 Qa1+

35. Kh2 Qf1

36. Rb4

[36.Rb2!]

36 ... Ra8?

[36...Ne2!]

→ TACTIC: mate

]

37. Bxa8

[37.Rxf4! in fact was safest]

37 ... Nd3?

[37...Ne2!]

38. Re4

[38.Rb8+!]

38 ... Nxf2

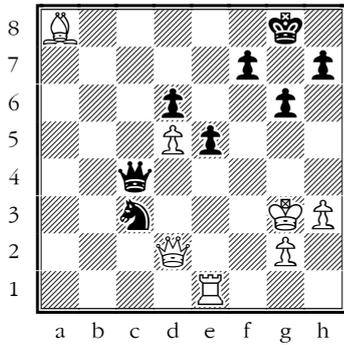
39. Re2 Qh1+

40. Kg3 Nd1

41. Qd3 Qf1

42. Qd2 Nxc3

43. Re1 Qc4



→ TACTIC: fork

44. Bc6?

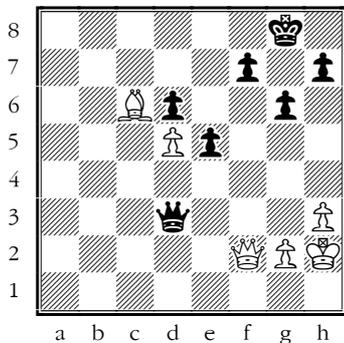
[44.Kh2!]

44 ... Ne4+!

45. Rxe4 Qxe4

46. Qf2 Qd3+

47. Kh2



47 ... Qf5?

Black must keep on the Queens.

[47...Kg7!]

48. Qxf5 gxf5

49. Kg3 f4+

[49...Kg7!]

50. Kf3

[50.Kg4!]

50 ... f5

[50...Kg7!]

51. Bd7! e4+

[51...Kf7!]

52. Kxf4 e3

53. Kxe3 f4+

[53...Kg7!]

54. Kxf4

1-0

NN8 - Milne, J

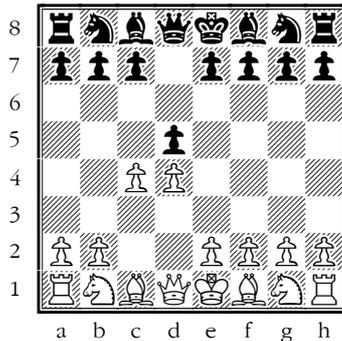
D20: Queen's Gambit Accepted

“ Round 2, Board 8: Black seemed unfamiliar with the opening he chose, and while working it out dropped a Queen”

1. d4 d5

Black gets a stake in the centre ...

2. c4



2 ... dxc4 .

.. then Black gives up the stake in the centre! Actually, it's an OK defence, but I would pick an easier one.

[2...e6 is simpler to play. Go for the Swiss Defence, or pick one of your choice.]

► O: Find an opening system you can use against all the Queen's-side openings – the Tarrasch, Swiss and Queen's Fianchetto are all OK.

3. e4 e6!]

This doesn't challenge White's takeover in the centre. The four main moves here all try to do so in different ways.

[3...c5; 3...e5; 3...Nc6; 3...Nf6!]

4. Bxc4 Bd6

5. Nf3 Nc6

6. 0-0 Bd7

[6...Nge7 It's more important to get castled.]

7. Nc3 e5

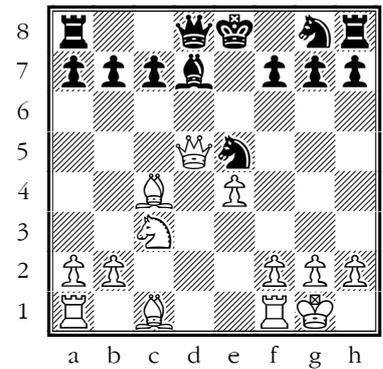
[7...Nge7!]

8. dxe5 Bxe5

9. Nxe5

[9.Qb3!]

9 ... Nxe5



10. Qd5

The Queen strikes in three directions: e5 f7 and b7.

→ TACTIC: fork

10 ... Qe7?

[10...Nxc4! solves all three problems at once!]

11. Qxb7 Bc6?

Not daft, but there's something wrong with it.

[11...Rc8!]

12. Qb3?

[12.Bb5!]

→ TACTIC: pin

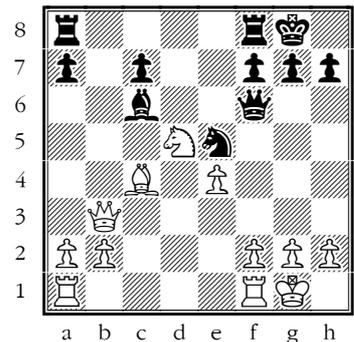
]

12 ... Nf6

13. Bg5 0-0

14. Bxf6 Qxf6

15. Nd5



15 ... Qg6??

[15...Bxd5!]

16. Ne7+

→ TACTIC: fork

Oh dear.

16 ... Kh8

17. Nxb6+ fxb6

18. Bd5 Bxd5

19. Qxd5 Rfe8

20. Rac1 Rad8

- 21. Qb7 c6
- 22. Rfd1 Rb8
- 23. Qxa7 Rxb2
- 24. Rb1 Rxb1
- 25. Rxb1 Rg8
- 26. Rb8 h6
- 27. Rxg8+ Kxg8
- 28. Qb8+ Kh7
- 29. Qxe5 c5
- 30. Qxc5 h5
- 31. a4 Kh6
- 32. a5 Kh7
- 33. a6 Kh8
- 34. Qxh5+ gxh5
- 35. a7 Kh7
- 36. a8Q Kh6
- 37. e5 Kg6
- 38. e6 Kf6
- 39. Qa7

[39.Qe8 is quicker]

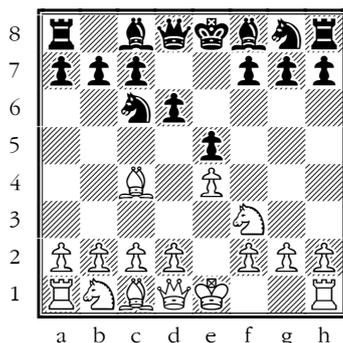
- 39 ... Kxe6
- 40. Qxg7 Kf5
- 41. h3 h4
- 42. g3 hxg3
- 43. Qxg3 Ke4
- 44. Qe3+ Kf5
- 45. Qd4 Kg5
- 46. Kg2 Kf5
- 47. Kg3 Kg5
- 48. Qg4+ Kf6
- 49. Qh5 Ke6
- 50. Kf4 Kd6
- 51. Qb5 Ke6
- 52. Qe5+ Kf7
- 53. Qd6 Kg7
- 54. Kg5 Kf7
- 55. Qf6+ Ke8
- 56. Qg7 Kd8
- 57. Qb7 Ke8
- 58. Kf6 Kd8
- 59. Ke6 Ke8
- 60. Qb8#
- 1-0

NN8 - Milne,J

C50: Hungarian Defence

“ Round 3, Board 8:
Black struggled for an idea for a while but had a nice attack going at one point. But on the other side, White had a simple plan and a simple threat which needed taking seriously.”

- 1. e4 e5
- 2. Nf3 Nc6
- 3. Bc4 d6

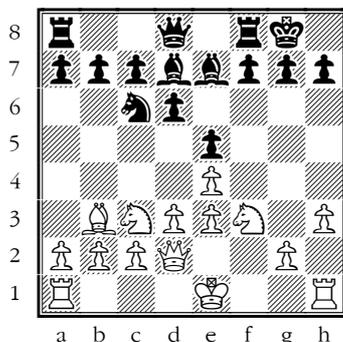


This is OK, but I think you need something better than that in your toolbox. This move is unkind to your Bf8 and leaves you with not much of a plan as to what to do next.

[3...Bc5 is solid;

3...Nf6 is lively]

- 4. Nc3 Be7
- 5. d3 Nf6
- 6. Bb3 0-0
- 7. Be3 Bd7
- 8. Qd2 Ng4
- 9. h3 Nxe3
- 10. fxe3

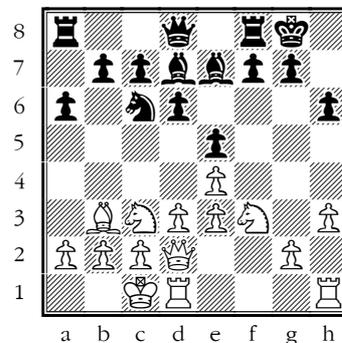


That exchange has unbalanced things a little. Black has the Bishop pair, White the half-open f-file.

10 ... h6

A delarpom, a Dreadful Little Rook's Pawn Move. There is no Bishop to come to g5, if the Knight goes to g5 you take it, and you don't follow up with g5. You must be able to find something better to do here!

11. 0-0-0 a6



The double DLRPM, usually a clear signal that the player is out of ideas.

► S: Ask yourself about each of your moves: How does this help? Who does it help?

12. g4

White has had a better idea: attack the enemy King.

12 ... Na5

13. Qg2 Nxb3+

14. axb3 b5

15. h4 Qc8

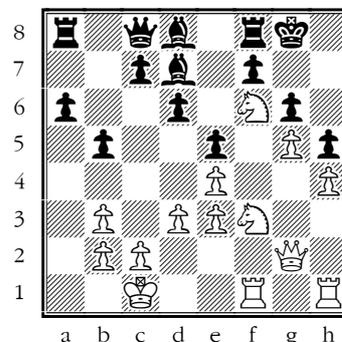
[15...a5!]

16. g5 h5

17. Rdf1 g6

18. Nd5 Bd8

19. Nf6+

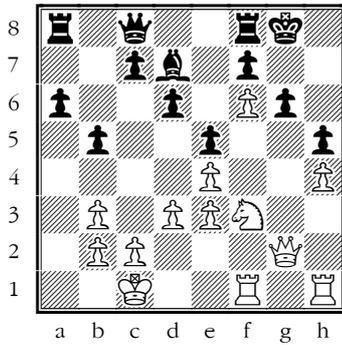


19 ... Bxf6

Very risky!

[19...Kg7!]

20. gxh6



Now White will have a constant threat of Qh6, winning instantly. (But right now, Qg5 can be met by Kh7.)

20 ... Bg4

21. Rhg1 a5

22. d4

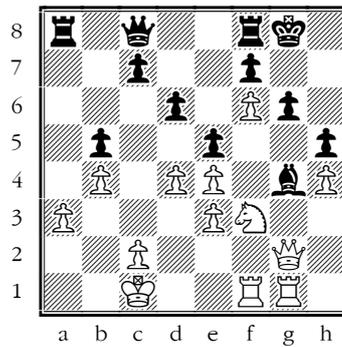
[22.Nh2!]

22 ... a4

Good stuff from Black, attacking hard on the other side.

23. b4 a3

24. bxa3



24 ... Rxa3

[24...Qa6! gets the more powerful piece in first.]

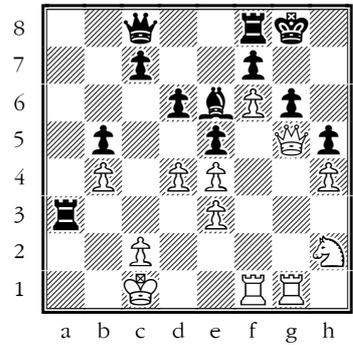
25. Nh2

[25.Kd2!]

25 ... Be6?!

[25...Qa6!]

26. Qg5



Black has only one move.

26 ... Qa6??

That wasn't it.

[26...Kh7! and White will need to find another idea.]

27. Qh6

→ TACTIC: mate

27 ... Ra1+

28. Kd2 Rxf1

29. Qg7#

1-0

Board 9 Tom Ferdinand

“ You should give up your trappy defence as Black – with best play by your opponent, you will get the worse game every time. Take up the Two Knights' Defence instead, and a better line against Sicilian. Your tactics look a bit rusty – you need to get your chess burglar alarm fixed.”

NN9 - Ferdinand, T

C50: Blackburne's Shilling Gambit

“ Round (1. 9) Board, You made several tactical errors: White didn't spot them all, but spotted enough.”

1. e4 e5

2. Nf3 Nc6

3. Bc4 Nd4

Hmm. If White plays some obvious but poor moves, you can win quickly with this. But if White plays some obvious good moves, you are simply in a worse position right from the start.

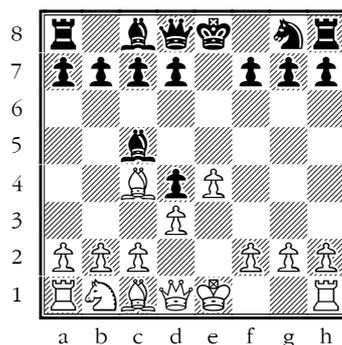
▶ T: You should always play moves that are good, no matter what your opponent plays. If that also sets a trap, that's fine, but don't play a poor move to set a trap.

4. Nxd4 exd4

5. d3 Bc5?

Logical but mistaken

[5...c6! is best, hoping to play ...d5]



6. c3?

[6.Bxf7+!

→ TACTIC: decoy

wins a pawn 6...Kxf7 7.Qh5+

→ TACTIC: fork

]

Your chess burglar alarm was on silent!

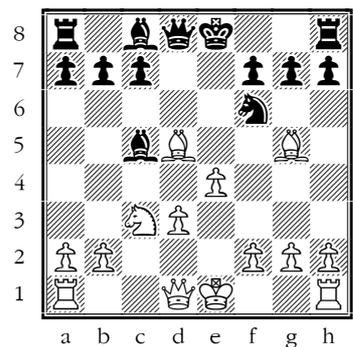
6 ... Nf6

7. Bg5 d5

8. Bxd5 dxc3

[8...h6!]

9. Nxc3



9 ... Bg4??

[9...c6!]

10. Qb3??

[10.Bxf6

→ TACTIC: undermining

10...Bxd1 11.Bxd8 Rxd8 12.Rxd1 and White comes out a piece ahead.]

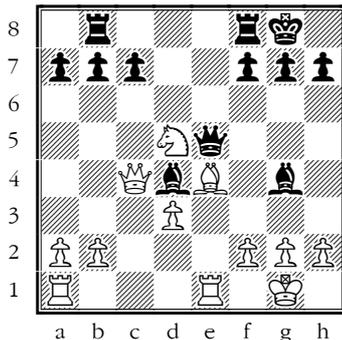
10 ... 0-0
 11. e5 Qe7
 12. Be4?

[12.f4!]

12 ... Qxe5!
 13. Bxf6 Qxf6
 14. 0-0 Rab8
 15. Qc4 Bd4

[15...Qd4!]

16. Nd5 Qe5
 17. Rfe1



► T: This should have set off your chess burglar alarm.

→ TACTIC: disco

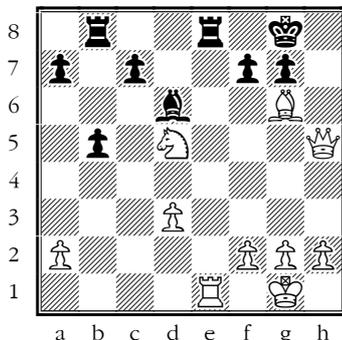
17 ... Bxb2??

[17...b5!?!]

18. Bxh7+! Kh8

[18...Kxh7!]

19. Rxe5 Bxe5
 20. Re1 b5
 21. Qxg4 Bd6
 22. Qh5 Rfe8
 23. Bg6+ Kg8



→ TACTIC: mate

24. Rxe8+

[24.Qh7+ Kf8 25.Qh8#]

24 ... Rxe8
 25. Qh7+ Kf8
 26. Qh8#

1-0

Ferdinand,T - NN9

B21: Sicilian Defence

“ Round 2, Board 9:
 A fairly normal game
 interrupted by some strange
 oversights.”

1. e4 c5
 2. d4
 3. Qxd4

[I recommend you play the line 2.c3!]

The Queen is a bit exposed here.

[3.c3!]

3 ... Nc6
 4. Qe3 Nf6

Now the Queen is in the way of
 the Bc1.

5. Nf3 e6
 6. Bb5 Qa5+
 7. Nc3 Bb4
 8. Bxc6 bxc6
 9. 0-0 0-0
 10. Bd2 d5
 11. exd5 cxd5

Black has the better centre and
 the two Bishops.

12. a3 Bd6?

[12...Bc5!]

13. Ne4! Qd8
 14. Nxd6 Qxd6
 15. Bc3

[15.Bb4!]

15 ... Ne4?

This forces White to think of
 moving the Bishop!

[15...Ba6!]

16. Bb4! Qc6
 17. Bxf8 Kxf8
 18. Ng5 Nxc5
 19. Qxg5 Ba6
 20. Rac1??

[20.Rfc1!]

20 ... Rb8??

[20...Bxf1!]

21. b3

[21.Qe5!]

21 ... Rb5

[21...Bxf1!]

22. c4

[22.Qd8+!]

22 ... dxc4

→ TACTIC: disco

[22...Rb6!]

23. bxc4??

[23.Qd8+!]

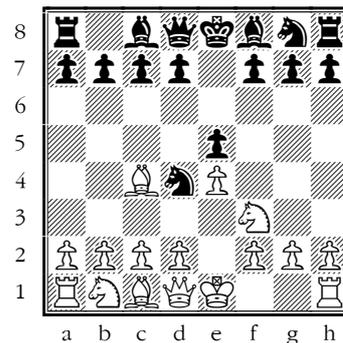
23 ... Rxc4
 0-1

NN9 - Ferdinand,T

C50: Blackburne's Shilling Gambit

“ Round (3. 9) Board: Rather a
 carnival of errors with typical
 Old Stodge themes! Both
 sides should know better how
 these ideas work.”

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



Fun when it works, but usually it
 doesn't work, so usually it's a
 waste of time leading to a worse
 position. I feel the same about
 this as I do when I see White start
 1.e4 e5 2.Qh5: I know the player
 has got some sort of idea, but they
 are not playing the best moves.

4. Nc3

[4.c3!±;

The main line of the trap, which I'm
 sure you know, goes:

4.Nxe5? Qg5

→ TACTIC: fork

5.Nxf7?

→ TACTIC: fork

5...Qxg2 6.Rf1? Qxe4+ 7.Be2??
 Nf3#

→ TACTIC: mate

]

4 ... Bb4
5. 0-0 d6

[5...Nxf3+]

6. d3

[6.Nd5!]

6 ... Nf6
7. Bg5 Bg4!
8. Nd5!

→ TACTIC: fork

8 ... Nxf3+?

Black forces White to win material.

[8...Bc5!]

9. gxf3

Black has two Bishops attacked.

9 ... Bh3

10. Re1??

[10.Nxb4! wins two pieces for a Rook, and at this stage of the game, the Rooks are not so important.]

10 ... Bxe1

11. Qxe1 h6

12. Bh4 c6

[12...g5!]

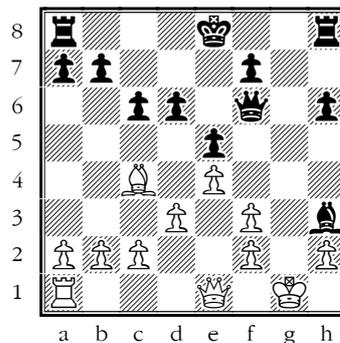
13. Nxf6+ gxf6

14. Bxf6??

Wrong for many reasons!

[#7 14.Qe3!]

14 ... Qxf6



Now mate cannot be stopped. Actually, Black can mate in two ways.

→ TACTIC: mate

15. d4 Qg5+

[15...Rg8+ 16.Kh1 Qxf3#]

16. Kh1 Qg2#

0-1

Board 10: Jim Knott

“ You play with bags of confidence and some nice ideas; I think you could do with some better ideas in the opening. We managed to lose track of the scoresheet of your loss – you will learn more from that than your win! ”

NN10 - Knott,J

C50: Old Stodge

“ Oh dear, Old Stodge! ”

1. e4 e5
2. Nf3 Nc6
3. Bc4 Bc5
4. Nc3 Nf6
5. 0-0 0-0
6. h3 d6
7. d3 ...

Sorry, Jim, I couldn't work out what happened in this game. Can you sort it out?

P.S.:

► O: No more Old Stodge!

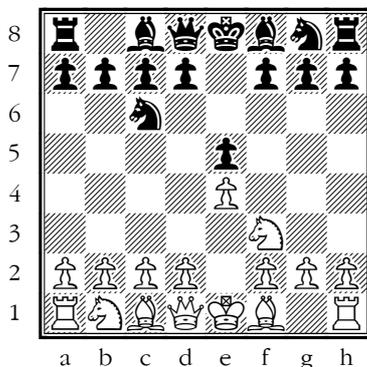
Knott,J - Kubiak,J

C46: Old Stodge

“ Round 2 Board 11: Some imperfect play on both sides led to a fair result! ”

1. e4 e5

2. Nf3 Nc6



3. Nc3

Too slow, I think.

[The only three moves I recommend here are 3.d4; 3.Bc4; and 3.Bb5]

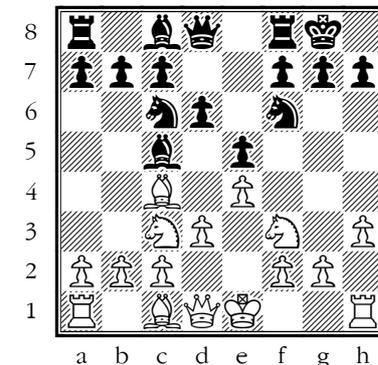
► O: When you are White, don't let your opponent develop quietly: aim to put them under pressure.

3 ... Bc5

4. Bc4 Nf6

5. h3 0-0

6. d3 d6



The ghastly spectre of Old Stodge appears once more to haunt the chessboard.

► O: No more Old Stodge!

7. a3 Be6

8. Bd5 Qd7

9. Bxc6 bxc6

I guess that messes up Black's pawns, but it gives up the Bishop and strengthens the Black centre.

10. Be3

Yes, White is a long way behind in development.

10 ... Bb6

11. Bxb6

That straightens out the pawns!

11 ... cxb6

12. 0-0 d5?

[14...dxe4!]

Often the right idea, but here it just undefends the Pe5.

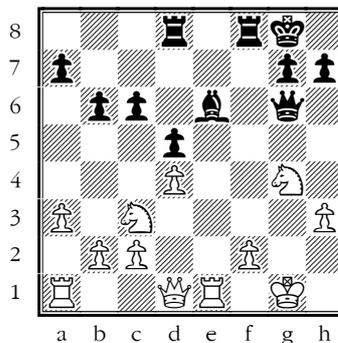
→ TACTIC: fork

[12...c5! The Bishop and pawns complement each other.]

13. Nxe5 Qd6

14. Nf3

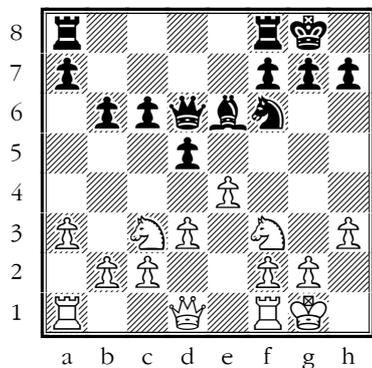
15. e5! Qe7
 16. exf6 Qxf6
 17. d4 Qg6
 18. g4 f5
 19. Ne5 Qe8
 20. Re1 fxg4
 21. Nxc4 Qg6



Black is counterattacking, but White should win. A draw for the team, I think!

½-½

“ I'm missing your third-round game, Jim – send it in and I'll give you some feedback! ”



14 ... Rad8??

Board 11: Jakub Kubiak

“ From the look of this, the most important thing for you to do in the future is to blunder-proof your game. That means getting you know all the basic tactics and practising solving and spotting puzzles in books or online. ”

Kubiak, J - NN10

B45: Sicilian Defence, Four Knights' Variation

“ Round 3 Board 11: White launched with some nice strong development, but you ran aground while defending the e-pawn. After White then dropped a piece, it was all over. ”

1. e4 c5
 2. Nf3 Nc6
 3. Nc3 e6
 4. d4 cxd4
 5. Nxd4 Nf6

The Sicilian Four Knights. I used to win games with Black in under 20 moves with this!

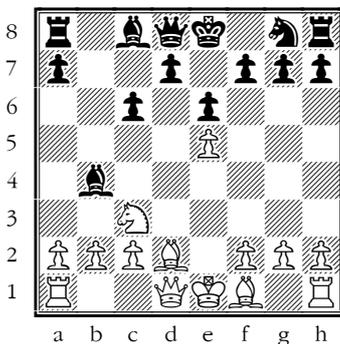
6. Nxc6 bxc6
 7. e5 Ng8
 8. Bf4

[8.Bd3!]

8 ... Bb4

[8...Rb8!]

9. Bd2



9 ... Ne7
 10. a3 Ba5

Black has many holes on dark squares, so cannot afford to give up the dark-squared Bishop.

11. b4

[11.Bd3 ;

11.Ne4!]

11 ... Bc7

12. Bf4?

[12.Qh5!]

12 ... Ng6!

→ TACTIC: fork

13. Qd4

[13.Bg3!]

13 ... Nxf4

14. Qxf4 f6!

→ TACTIC: pin

15. Qg3 Bxe5

[15...0-0!]

16. Qe3

[16.f4!]

16 ... Qb6

17. Qd3 Qd4!?

[17...a5!]

18. Qxd4 Bxd4

→ TACTIC: pin

19. Rd1??

[19.Kd2!]

19 ... Bxc3+

20. Ke2 Ba6+

21. Kf3 Bb7

22. Ke3 Rd8

23. Rd3 Be5

24. c4 d5

25. Rd2 d4+

26. Ke4 c5+

27. Kd3 cxb4

28. axb4 Kf7

29. b5 Rd6

30. c5 Rd5

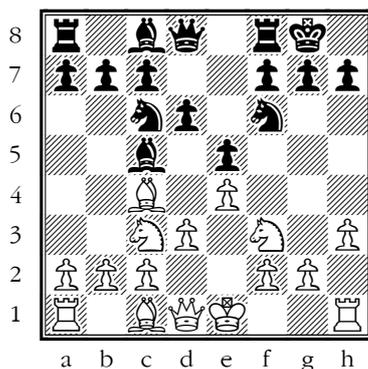
- 31. Kc4 Rc8
- 32. c6 Ba8
- 33. g3 a6
- 34. Kb4 axb5
- 35. Bxb5 Bxc6
- 36. Bc4 Rb8+
- 37. Bb5 Rbxb5+
- 38. Kc4 Rdc5+
- 39. Kd3 Bxh1
- 40. Ke2 Rb3
- 41. f4 Bf3+
- 42. Kf2 Bc7
- 43. h3 Be4
- 44. Re2 Rf3+
- 45. Ke1 Re3
- 46. Rxe3 dxe3
- 47. Ke2 Rc2+
- 48. Kxe3 Bg2
- 49. h4 g5
- 50. hxg5 fxg5
- 51. fxg5 Bxg3
- 0-1

Too slow, I think.

[The only three moves I recommend here are 3.d4; 3.Bc4; and 3.Bb5]

► O: When you are White, don't let your opponent develop quietly: aim to put them under pressure.

- 3 ... Bc5
- 4. Bc4 Nf6
- 5. h3 0-0
- 6. d3 d6



The ghastly spectre of Old Stodge appears once more to haunt the chessboard.

► O: No more Old Stodge!

- 7. a3 Be6
- 8. Bd5 Qd7
- 9. Bxc6 bxc6

I guess that messes up Black's pawns, but it gives up the Bishop and strengthens the Black centre.

10. Be3

Yes, White is a long way behind in development.

- 10 ... Bb6
- 11. Bxb6

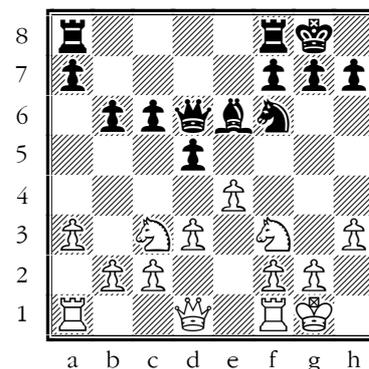
That straightens out the pawns!

- 11 ... cxb6
- 12. 0-0 d5?

Often the right idea, but here it just undefends the Pe5.

[12...c5! The Bishop and pawns complement each other.]

- 13. Nxe5 Qd6
- 14. Nf3

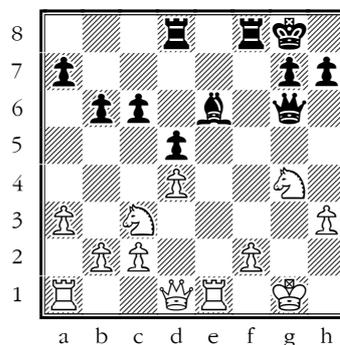


14 ... Rad8??

[14...dxe4!]

→ TACTIC: fork

- 15. e5! Qe7
- 16. exf6 Qxf6
- 17. d4 Qg6
- 18. g4 f5
- 19. Ne5 Qe8
- 20. Re1 fxg4
- 21. Nxc4 Qg6



Black is counterattacking, but White should win. A draw for the team, I think!

½-½

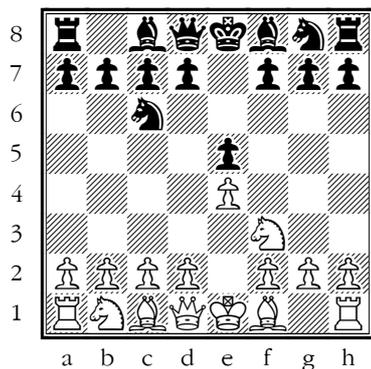
“ I am missing one game, Jakub – if you send it in then I'll give you some more feedback!

Knott, J - Kubiak, J

C46: Old Stodge

“ Round 2 Board 11: Some imperfect play on both sides led to a fair result!”

- 1. e4 e5
- 2. Nf3 Nc6



3. Nc3

Board 12: Ben Sturt

“ Three great points - well done! But to beat better players, I think you need to wait before attacking – they will know how to defend against an early Ng5. And you could do with playing more grown-up openings – Old Stodge isn't good enough to beat experienced players.”

Sturt,B - NN12

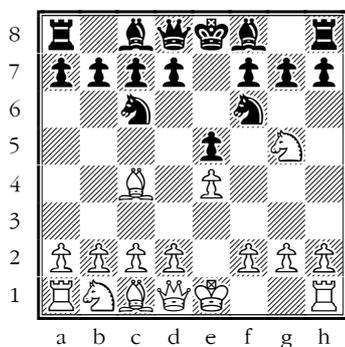
C57: Two Knights' Defence

“ (1.12),
A short mad spell in the opening led to you winning a piece. Black had a chance to pull it all back with a very clever move on move 19, but chose instead to lose a Queen.”

1. e4 e5
2. Nf3 Nc6
3. Bc4 Nf6
4. Ng5!?

→ TACTIC: outnumbered

► O: A lot of Black players are frightened to play the Two Knights because of the Ng5 attack, but really Black should hand over a pawn to get an attack on White!

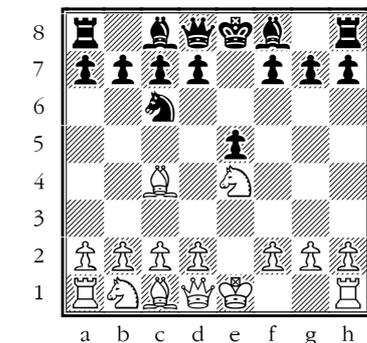


4 ... Nxe4!?

This move looks daft, but it can be made to work, more or less.

[4...d5! 5.exd5 b5! is my recommended line. See Vignesh's second-round game to watch it in action!]

5. Nxe4!?



[5.Nxf7! Qh4! 6.0-0 Nd6!]

5 ... Na5??

[5...d5!]

→ TACTIC: pin

]

6. Be2 d5

Timing is everything!

7. Nec3 d4

8. Ne4 Bb4

9. c3 dxc3

[9...Be7!]

10. Nbxc3 0-0

11. 0-0 Bf5

12. a3 Bd6

13. Nxd6 cxd6

14. Bg4 Qd7

15. f3 e4?

[15...Be6!]

16. Nxe4 Nc4

17. b3

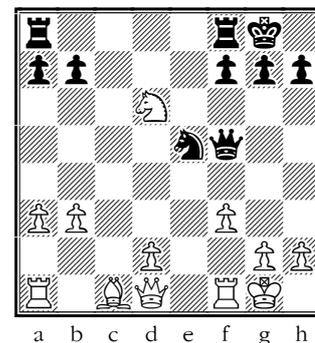
[17.d3!]

17 ... Ne5

18. Bxf5 Qxf5

Right, now you are already winning, so you don't need to try and win any more. The way to make sure of the game is to finish development, put all your pieces in the middle, swap off and win the endgame.

19. Nxd6?



→ TACTIC: fork

[19.d4! grabbing the centre is best, and then developing. 19...Ng6 20.d5 Ne5 21.Be3!]

19 ... Rab8??

Losing a Queen; backwards moves are sometimes hard to spot. Instead, Black has an amazing move here. The clues are:

- * an undefended Knight on d6
- * undefended Rook on a1
- * exposed King on g1.

[19...Qd3!]

→ TACTIC: fork

threatening the Nd6, and also threatening ...Qd4+! with a fork of King and Rook.]

20. Nxf5 Rbc8?

21. d4

[21.Ne7+!]

→ TACTIC: fork

]

21 ... Ng6

22. f4 Rc7

23. Bb2 Rfc8

24. d5 Rc2

25. Bxg7 Rc1

26. Rxc1 Rxc1

27. Qxc1 h5

28. Qc8+ Nf8

29. Qxf8+ Kh7

30. Qh8+

1-0

Sturt,B - NN10

C50: Old Stodge

“(2.12), Both sides went for the attack on the weak spot in the position (f2/f7), but White got ahead early on and found some more threats to push home for the win.”

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

Oh dear, Old Stodge.

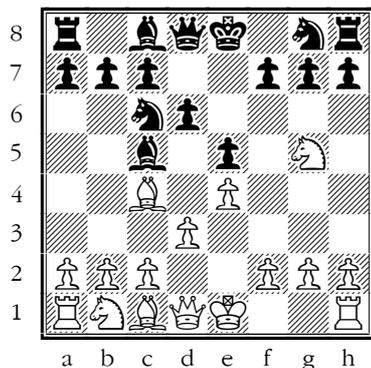
► O: No more Old Stodge!

- 4 ... d6
5. Ng5?

[Better is 5.Nc3 (developing); and best of all is 5.c3! (maybe taking over the centre)]

► O: A good rule of thumb is: don't start an attack until your Rooks are connected

It's not really a rule – for example, Ng5 in your last game may be the best move – but if you're not sure, it's best to build up the attacking forces first.



- 5 ... Nf6??

[5...Nh6! Defends while developing;

after this, it would be hard to justify White's fifth move. Black would actually have one more piece in play than White!]

► S: Make sure you are playing an attacking plan, not just an isolated attacking move that might make you un-coordinated

6. Nxf7 Qe7
7. Nxb8 g6

[7...Qf8!]

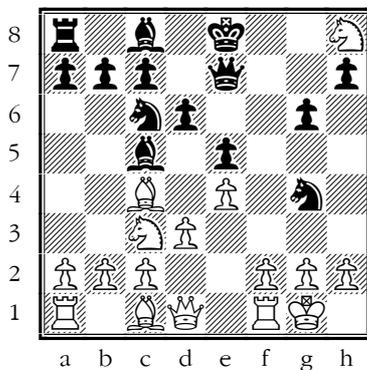
8. Nc3 Ng4

[8...Bg4 Black must be very active to fight back.]

9. 0-0!

Castling into an attack.

[9.Nd5!]



→ TACTIC: fork

- 9 ... Qf8?

[19...Qh4! hits h2 and f2!]

10. Nf7

[10.Bf7+]

- 10 ... g5

[10...Na5!]

11. Qf3

[11.Nxg5!]

- 11 ... Bxf2+

[11...Nd4!]

12. Rxf2 Nxf2

13. Qxf2 Nb4

14. Bxg5 Qg8

[#9 14...Bg4!]

15. Nxd6+! cxd6

16. Bxg8 Bg4

17. Qf7#

1-0

Sturt,B - NN12

C42: Italian Game

“(3.12), Short and sweet!”

1. e4 e5

2. Nf3 Nf6

3. Nc3

Safe but Stodgy. I think you should play something else at

move 3.

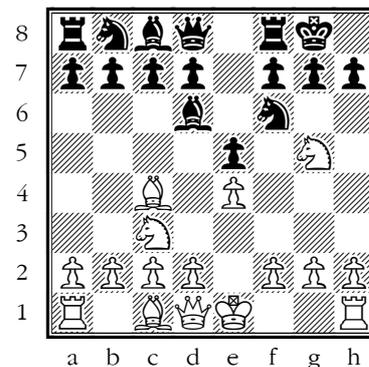
[The only three moves I recommend here are 3.d4; 3.Bc4; and 3.Bb5]

► O: When you are White, don't let your opponent develop quietly: aim to put them under pressure.

- 3 ... Bd6?!

4. Bc4 0-0

5. Ng5



Although this started an attack which won you the game, this is actually no use here. With best defence by Black, you are 'threatening' to give up two developed pieces for a blocked-in Rook.

► T: When attacking f7, be sure you aren't giving up two active developed pieces for a blocked-in Rook.

Instead, you should just continue development, with d3 and Bg5. You follow up with Nd5, c3 and d4.

► OS: The best plan in Old Stodge positions is c3 and d4, but that means you shouldn't put your Knight on c3!

- 5 ... Nh5??

An amazing move.

[5...Nc6!]

6. Qxh5

→ TACTIC: fork

Now White has threats against f7 and h7.

- 6 ... c6??

Black ignores both threats.

7. Qxh7#

→ TACTIC: mate

1-0

A couple of games from the U11 team

Bonus ball: Codie Finch

Molly-Finch, C

D00: Double QP Opening

“ Board ? Round 1 U11, White was generous and Black was grateful! Hard to complain about this one... How were the other games?”

1. d4 d5
2. Be3 Nc6
3. Bf4 Bf5
4. Bg3 Qd7
5. e3 0-0-0
6. Be2 g6
7. Na3 Bh6

[7...Nf6!]

8. Rcl Nf6
9. Nc4??

[9.Nb5!]

- 9 ... dxc4
10. c3 Be6
11. b3 cxb3
12. Nf3?

[12.axb3!]

- 12 ... b2

[12...bxa2!]

13. Rbl Bxa2
14. Rxb2 Bd5
15. Rf1 Rhe8
16. Nh4 Bxg2??

[16...Ne4!]

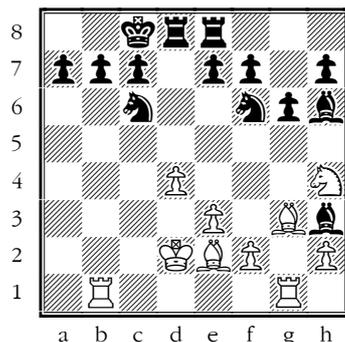
17. Rgl??

[17.Nxg2! Another player missed a move of a Knight hopping backwards. They weren't the best players ever to do so...]

- 17 ... Bh3
18. Rh1 Qd5
19. Rgl Qa5
20. Rbl??

[20.Qb3!]

- 20 ... Qxc3+
21. Qd2 Qxd2+
22. Kxd2

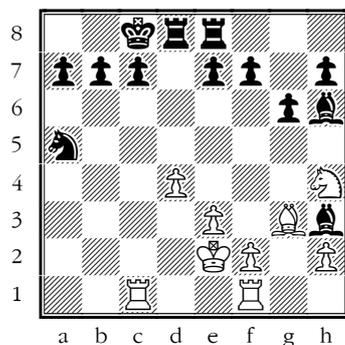


→ TACTIC: pin

- 22 ... Ne4+

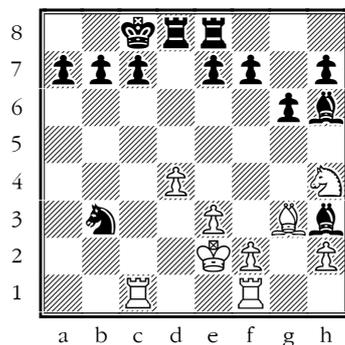
[22...Nxd4!]

23. Kcl Na5
24. Rfl Nc3
25. Rcl Nxe2
26. Kxe2



The right plan here is for Black to put all the pieces in the middle, swap off all White's pieces, and win the endgame.

- 26 ... Nb3



White has two Rooks attacked, but can save both!

[26...Bxf1+!]

27. Rgl

[27.Rxc7+! Kb8 28.Rb1!]

- 27 ... Nxc1+

28. Kdl??

[28.Rxc1!]

- 28 ... Nd3

The rest is a slaughter.

29. Bf4 Nxf4
30. Rg3 a5
31. exf4 Rxd4+
32. Kcl Re4+
33. Kdl Rd8+
34. Kc2 Rc4+
35. Kb3 Be6
36. Re3 a4+
37. Kb2 Bf8
38. Nf3 b5
39. Ka3 Bf5
40. Re5 e6+
41. Rc5 Bxc5+
- 0-1

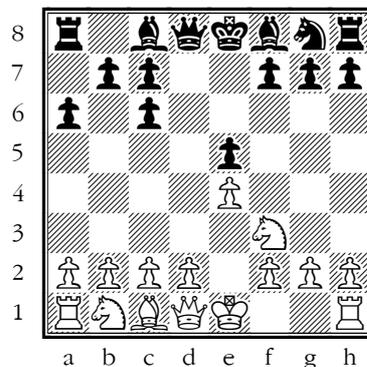
Thunderball: Leif Hafstad

Hafstad, L - Wales, N

C68: Ruy Lopez Exchange Variation

“ Board ? Round 1 U11. White played the opening without knowing one of the ideas in the Exchange line, and ended up in an equal position, but made it worse by trying to force things. By the time White was in trouble, it was already too late to save the game.”

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Bxc6 dxc6

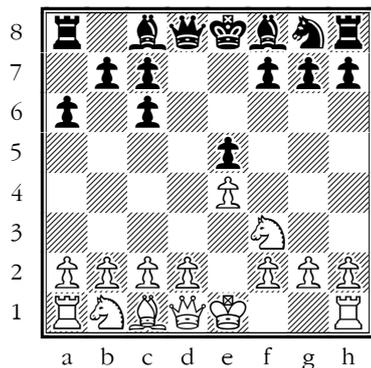


5. Nxe5

Oh, if only chess was so simple! If this worked, the Ruy Lopez would be played more often...

[5.d4 is the old line, going for the working majority in the endgame with 5...exd4 6.Qxd4 Lasker often used to play this, with the idea of swapping into an endgame where White can create a passed pawn but Black cannot. Now Black can be awkward with 6...Qd6 hoping to straighten out the pawns after 7.Qxd6 cxd6;

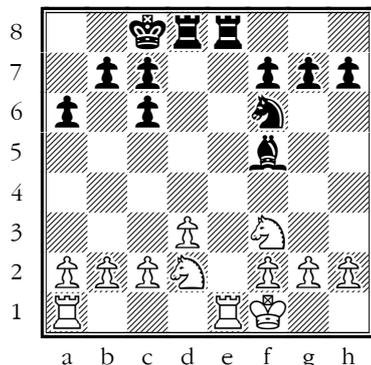
5.0-0 is the modern line, hoping to get Black to play some awkward moves to defend the e-pawn before playing d2-d4. 5...Bg4!? 6.h3 h5! is a line you have to study!



5 ... Qd4

→ TACTIC: fork

- 6. Nf3 Qxe4+
- 7. Qe2 Qxe2+
- 8. Kxe2 Bf5
- 9. d3 0-0-0
- 10. Re1 Bb4
- 11. Bd2 Bxd2
- 12. Nbx d2 Nf6
- 13. Kf1 Rhe8



It's level, and White should just find a way to develop the Ra1.

14. Ng5

An attacking move, but it's a move that doesn't have a follow-up. It's

an attacking move, not an attacking plan.

[14.Rxe8 Rxe8 15.Re1]

► S: Make sure you are playing an attacking plan, not just an isolated attacking move that might make you un-coordinated

14 ... Bg6

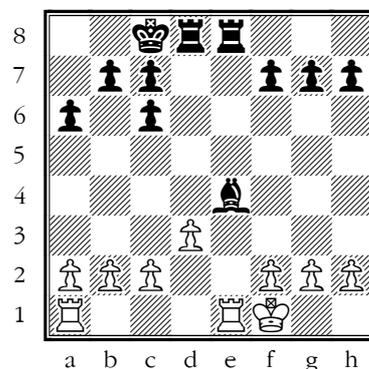
15. Nde4!?

Still going forward, but the next bit was easy enough to work out for Black

[15.Rxe8! Rxe8 16.Re1!]

15 ... Nxe4

16. Nxe4 Bxe4



17. dxe4?

That takes Black from better to winning.

[17.Rxe4! Rxe4 18.dxe4 Rd2 19.Rc1 and Ke1 holds the position. In fact, White has somehow got the winning pawn structure from the Lasker line!]

17 ... Rd2

18. Rac1 Re5

19. g3

[19.Re3!];

When I first looked at this position, I thought 19.f3 was better, with the idea of 19...Rc5 (but 19...Rg5 still wins for Black) 20.Re2! holding the position]

19 ... Rh5

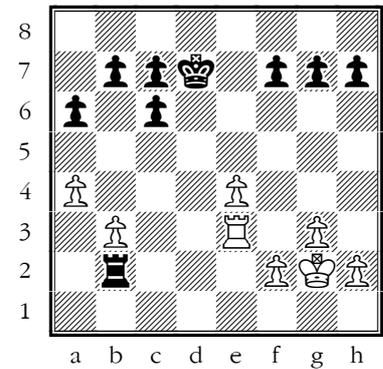
20. Kg2 Rc5

21. b3 Rxc2

22. Rxc2 Rxc2

23. a4 Rb2

24. Re3 Kd7



Black is a clear pawn up and finished off without trouble. White does have a candidate passed pawn on e4, but it never got going.

25. Kf3 Ke6

26. Kg2

[26.Rd3 b5 27.axb5 cxb5 28.Ke3 a5 29.h4 c5 30.f4 and White is better placed than in the game. 30...a4 31.bxa4 bxa4]

26 ... Rc2

27. h4 b5

28. axb5 cxb5

29. Kf1 c5

30. f4 c4

31. bxc4 Rxc4

32. Ke1 Rd4

33. Ke2 b4

34. Rd3 Rxe4+

35. Kd2 Rc4

36. Rb3 a5

37. Kd3 Rc3+

38. Rxc3 bxc3

39. Kxc3 Kf5

40. Kb3 Kg4

41. Ka4 Kxg3

42. Kxa5 Kxh4

43. Kb4 Kg4

44. Kc3 h5

45. Kd2 h4

46. Ke1 h3

47. Kf1 h2

48. f5 Kxf5

49. Kf2 h1Q

50. Ke3 0-1

That's the lot!

Best wishes for your future games

Dave Rogit's



Appendix 1: Look up information about your openings.

If I haven't written about the openings you played this year, that's because I have written about them in previous years. Here is an index:

Round	Board	ECO	Name	Booklet
3	7	A07	Réti Opening	2013
3	1	A45	Indian Defence (Stonewall vs King's Indian)	2012
2	2	A48	Indian Defence (Closed system vs King's Indian)	2012
3	2	B01	Scandinavian Defence	2013
1	8	B06	Modern Defence	2013
3	5	B13	Caro-Kann Defence	2012
2	1	B20	Sicilian Wing Gambit	2004, 2008
2	9	B21	Sicilian Defence	2004, 2008
1	7	B30	Sicilian Defence	2004, 2008
3	10	B45	Sicilian Defence	2004, 2008
1	3	C00	French Defence	2004, 2008
1	6	C02	French Defence, Advance Variation	2004, 2008
1	5	C11	French Defence	2004, 2008
2	5	C13	French Defence	2004, 2008
3	6	C21	Danish Gambit	2013
3	12	C42	Petroff Defence	2011
2	4	C44	Scotch Game	2004
3	4	C45	Scotch Game	2004
2	11	C46	Scotch Game	2004
1	9	C50	Italian Game and Old Stodge	2004, 2007, 2012
1	10	C50	Italian Game and Old Stodge	2004, 2007, 2012
2	10	C50	Italian Game and Old Stodge	2004, 2007, 2012
3	8	C50	Italian Game and Old Stodge	2004, 2007, 2012
3	9	C50	Italian Game and Old Stodge	2004, 2007, 2012
1	11	C57	Two Knights' Defence	2013
2	6	C57	Two Knights' Defence	2013
2	7	C57	Two Knights' Defence	2013
1	1	D00	Stonewall Attack	2004
1	2	D00	1.d4 d5 without 2.c4	2013
1	12	D00	1.d4 d5 without 2.c4	2013
2	8	D20	Queen's Gambit Accepted	2013
1	4	D45	Slav Defence	2013
3	3	D50	Queen's Gambit, Orthodox Defence	2004
2	3	D81	Grünfeld Defence	2013

Appendix 2: Advice on openings

► O: Learn a standard opening!

There are lots to choose from, but it has to be better than making it up as you go along. Playing an opening involves more than getting to move 2 and not knowing what to do – you should have an idea about what set-up you are trying to reach, what move-order you are going to use and to know the basic plans and traps for each side. It's all been worked out before, so pick one you like the look of and make friends with it. Become an expert in what you play!

► O: Have an idea what to do if Black dodges

As you get better at chess, you will find opponents who avoid your standard opening. So you should also have some idea what to do against the most common Black defences – for example, the Sicilian, French and Caro-Kann Defences.

I can give you some suggestions if you like:

► O: Basic Opening Repertoire for young players

You want a standard opening to learn? Here is my suggestion:

System for White	Scotch Gambit	1.e4 e5 2.Nf3 Nc6 3.d4 exe4 4.Bc4
When Black avoids your main system	IQP systems	Sicilian 1.e4 c5 2.c3 & d4 French 1.e4 e6 2.d4 d5 3.exd5 exd5 4.c4 Caro-Kann 1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4
System for Black against 1.e4	French Defence	1.e4 e6
System for Black against 1.d4	Tarrasch Defence	1.d4 d5 2.c4 e6 3.Nc3 c5

The ideas and some of the variations are given with example games are given in a free booklet:

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

Now, you might not like all those choices, depending on your style. Do you like to attack, or win slowly and carefully? You can find an opening to suit each style...

	Beginners	Careful players	Attacking players	Gambit players
System for White	Scotch Gambit (as above)	Scotch Game (1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4) Queen's Gambit (1.d4 d5 2.c4)	Scotch Gambit (as above) Colle System (1.d4 d5 2.Nf3 Nf6 3.e3 with Bd3, 0-0, Nbd2 and e3-e4)	Evans' Gambit (1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4) Koltanowski Gambit (1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.d4) Danish Gambit (1.e4 e5 2.d4 cxd4 3.c3)
When Black avoids your main system	IQP systems (as above)	King's Indian Attack: e4/d3/Nd2/g3/Bg2 Bg5 systems with c4 Bg5 systems without c4	IQP systems (as above)	Morra Gambit (1.e4 c5 2.d4 cxd4 3.c3) Korchnoi Gambit (1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.Bd3 c5 6.c3 Nc6 7.Ngf3 Qb6 8.0-0)
System for Black against 1.e4	French Defence (as above)	French Defence (as above) Petroff Defence (1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4 d5 6.Bd3 with 6...Be7)	Two Knights' Defence (1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5 b5) Petroff Defence (1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4 d5 6.Bd3 with 6...Bd6)	Two Knights' Defence (1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ng5 d5 5.exd5 b5) Schliemann Gambit (1.e4 e5 2.Nf3 Nc6 3.Bb5 f5)
System for Black against 1.d4	Tarrasch Defence (as above)	Swiss Defence (1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Be7 5.e3 0-0 6.Nf3 Nbd7 7.Rc1 a6)	Tarrasch Defence (as above) Dutch Stonewall (1.d4 f5 with ...d5) (as above)	Albin Counter-Gambit (1.d4 d5 2.c4 e5) Benkö Counter-Gambit (1.d4 Nf6 2.c4 c5 3.d5 b5)

Now, I've probably got a little booklet to read on all of these systems. From what I can see of your openings, I might have included a booklet or two that might suit you. I also have a ChessBase/PGN version of the booklet you can play through, and if you email me and tell me you know how to look at files like these, I will send you a copy.