

# West Of England & South Wales Junior Team Tournament 2015

*Cullompton Community School, Saturday 28<sup>th</sup> February 2015*

Just the facts...

U14	Name	R1	Opp	Col	R2	Opp	Col	R3	Opp	Col	Total
1	Vignesh RAMESH	0	M	B	1	P	W	0	L	W	1
2	Leif HAFSTAD	0	P	B	½	L	B	0	M	W	½
3	Edmund KELLY	0	L	W	1	M	B	0	P	W	1
4	Jim KNOTT	1	M	W	½	P	B	1	L	B	2½
5	Ben STURT	½	P	W	1	L	W	0	M	B	1½
6	Guy SUSEVEE	1	L	B	0	M	W	0	P	B	1
7	Bracken LOCKETT	0	M	B	0	P	W	1	L	W	1
8	Ben SANDERS-WYATT	1	P	B	1	L	B	1	M	W	3
9	Henry COLEMAN	1	L	W	½	M	B	1	P	W	2½
10	Redmond / Alfie / Toby	1	M	W	1	P	B	0	L	B	2
10	Redmond COLEMAN	1	M	W	0	RI	B	1	?R2	B	2
R1	Alfie EAST	1	LR1	B	1	P	B	1	?	?	3
R2	Toby O'DONOGHUE	1	bye	bye	?R1	?	?	0	?	?	?
	Round score	5½			6½			4			
	<b>Total score</b>	5½			12			16			
	<b>Position</b>	2 <sup>nd</sup>			1 <sup>st</sup>			2 <sup>nd</sup>			

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

The other teams were Wiltshire (L) 16, Somerset (M) 11½ and Glamorgan (P) 16½.

A terrific day's chess, very exciting -- well done to everyone!

It is always a bit hard to see what is going on in a Jamboree, but I was very cheerful about 2<sup>nd</sup> place after Round 1 and I was absolutely delighted to find us top after Round 2.

In the end, Round 3 was desperately close between the three top teams: we were just a point short of an overall victory but Wiltshire could say the same! We were given the second-place medals on tie-break so I'm very pleased we came home with something having tried so hard and done so well.



(Also shown: Tim Onions and Matthew Turner)

The top boards of other teams were all very strong, and so every half-point gained there was well-earned. Many congratulations to our reserves, who comfortably won the Reserves section.

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## THE VERDICT

### Opening advice

This was definitely best set of opening choices I have seen in 12 years of supporting the U14 team. I didn't like absolutely every move, but your choice of systems was very sound, gave you good fighting chances and all over was just what I hope to see even a King's Gambit, which always livens up a day. And not an Old Stodge in sight!

The top openings played were (with number of games):

7x	French Defence
6	Two Knights' Defence
4	Scotch Game
4	Sicilian Defence
3	Italian Game (Giuoco Piano with c3/Evans' Gambit)
2	Ruy Lopez
2	Philidor's Defence

I've written about all of these in the past, so I first point you to those pieces, instead of trying to find a new way of saying the same things.

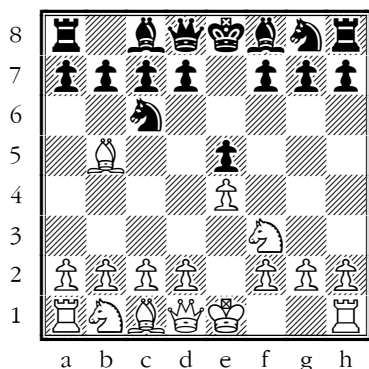
<a href="#">u14_20043.pdf</a> U14 Jamboree games with comments 2004	Openings: Old Stodge [Giuoco Pianissimo], Sicilian Defence, French Defence, Queen's Gambit, Queen's Pawn Game without c4, King's Gambit, Scotch Game and Gambit
<a href="#">u14_2005b.pdf</a> U14 Jamboree games with comments 2005	Openings: Two Knights', French Defence, Scotch Game, Queen's Game and Gambit, King's Gambit, Sicilian Defence, Old Stodge
<a href="#">u14_2006.pdf</a> U14 Jamboree games with comments 2006	Openings: Time-wasting, Italian Game & Old Stodge, French Defence, Queen's Gambit Declined
<a href="#">u14_2007.pdf</a> U14 Jamboree games with comments 2007	Openings: General Opening Principles, Ruy Lopez
<a href="#">u14_2008.pdf</a> U14 Jamboree games with comments 2008	Openings: Queen's Gambit, French Defence, Sicilian, Four Knights, Stonewall
<a href="#">u14_2009.pdf</a> U14 Jamboree games with comments 2009	Openings: General Principles, Old Stodge, Italian Game, Sicilian, Queen's Gambit, Ruy Lopez, Scandinavian Defence,
<a href="#">u14_2010.pdf</a> U14 Jamboree games with comments 2010	Openings: Old Stodge & London System, Double King-Pawn Opening, Semi-Open Games, Queen's Gambit, Unusual Openings
<a href="#">u14_2011.pdf</a> U14 Jamboree games with comments 2011	Openings: Petroff and Philidor Defences (and another rant about Old Stodge)
<a href="#">u14_2012.pdf</a> U14 Jamboree games with comments 2012	Openings: Bishop's Opening, and the Caro-Kann and King's Indian defences
<a href="#">u14_2013.pdf</a> U14 Jamboree games with comments 2013	Openings: Colle, Scandinavian, Danish, Hypermodern, QG Accepted&Slav
<a href="#">u14_2014.pdf</a> U14 Jamboree games with comments 2014	Openings: The Blackmar-Diemer Gambit

Some particular tips:

➔ **The Ruy Lopez doesn't win a pawn, so you shouldn't try.**

Let's look at the position after:

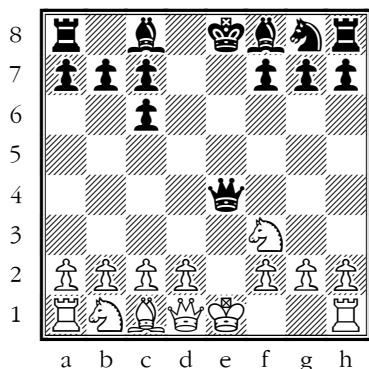
**1.e4 e5 2.Nf3 Nc6 3.Bb5**



After three moves in the Ruy, imagine you had a second turn as White.

Can you win a pawn? Not if Black knows what they are doing.

**3. ... (pass) 4.Bxc6 bxc6 5.Nxe5 Qd4 6.Nf3 Qxe4+**



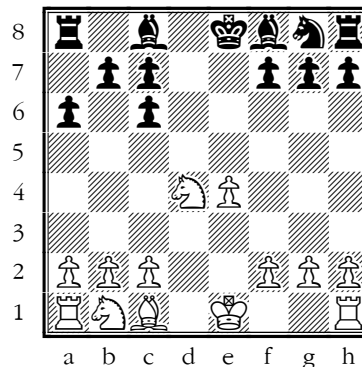
Now, in this position, Black has easy development and the Bishop pair, so I don't think that's helped White at all! So, The Ruy Lopez doesn't win a pawn, so you shouldn't try. The ways to win with the Ruy Lopez are:

- (1) Build up a strong centre, so when the middle game comes you have more space and can manoeuvre more easily than Black
- (2) Create a pawn structure that will win in a King and Pawn endgame.

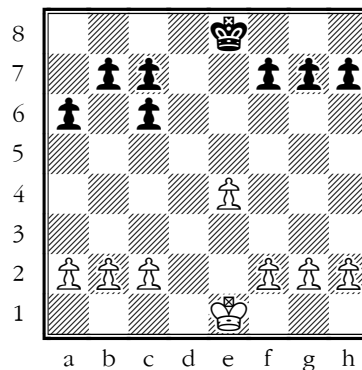
The first is hard to do, but what's that second one about?

Let's look at the position after:

**1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 bxc6 5.d4 exd4 6.Qxd4 Qxd4 7.Nxd4**



Now, imagine over the next couple of dozen moves, all the pieces get swapped off.



Who is winning? White! White can create a passed pawn, and use that passed pawn to decoy the Black King, while the White King goes and eats a bunch of the Black Pawns. Black's 4-3 majority on the Queen's side is useless because of the doubled pawns.

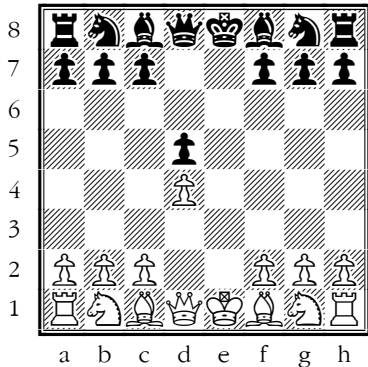
This is the famous Ruy Lopez Exchange Variation endgame (RLXV).

If you like that idea, you have to practise it first!

➔ In the French Defence Exchange Variation, you should aim to put your Bc8 on f5 or g4.

Let's look at the position after:

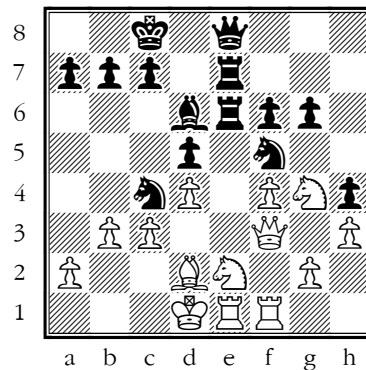
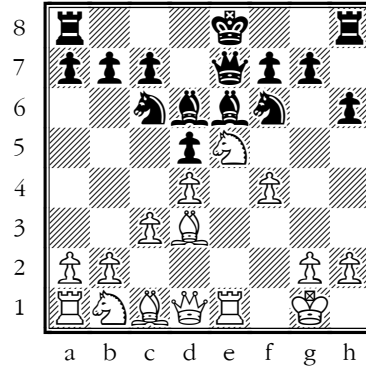
1.e4 e6 2.d4 d5 3.exd5 exd5



This is the most common way for juniors to meet the French, and it can be a bit tricky - it looks simple, but there are still 30 pieces on the board and there is plenty to think about!

In the opening, your Knights usually come to obvious squares, but you might have to think more about your Bishops. In the FDXV, your Bc8 has a great square on f5 and probably also a good square on g4. White can make it awkward for you by playing 4.Bd3. Now, White might not let you play Bg4 or you might not want to. One scheme that is OK for Black is to arrange Bf5 anyway, by playing Nc6 Bd6 Nge7 0-0 and now Bf5.

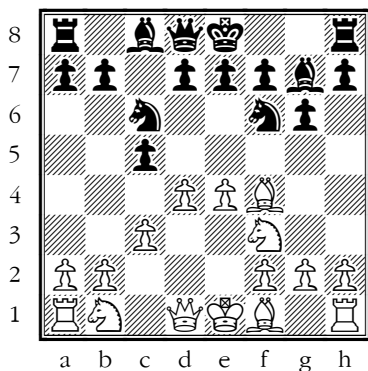
In an ideal world, you get to this sort of position, either as Black or as White, where you control or occupy e4/e5 and can attack:



➔ If your opponent lets you, do grab space in the centre.

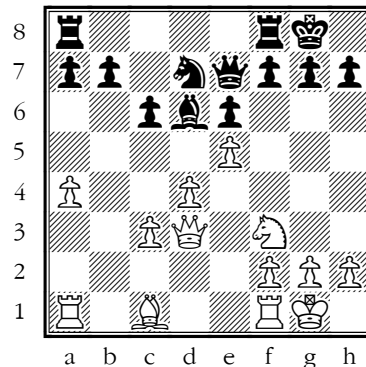
Let's look at the position after:

1.e4 c5 2.c3 Nc6 3.d4 g6 4.Nf3 Bg7 5.Bf4 Nf6



Black hasn't played 1...e5 (getting their own stake in the centre) nor have they countered with ...d5. White has been allowed to build up a big centre and can chase Black's pieces around, gaining more space.

If Black allows White to take over the centre, they have to have a plan to hit back or at least keep the centre under control, or it will roll forward and squash Black. Vignesh's first game showed that happening. (In fact, all three of Vignesh's games were about central control.)

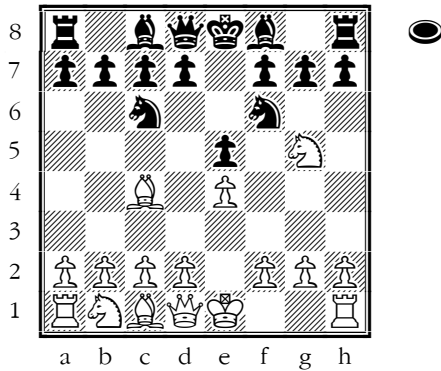


Chess is a difficult game though: if you make too many pawn advances you can fall behind in development, and your centre can become weak!

➤ **The Two Knights' Duffer's Variation is dangerous - make sure you know the best defence.**

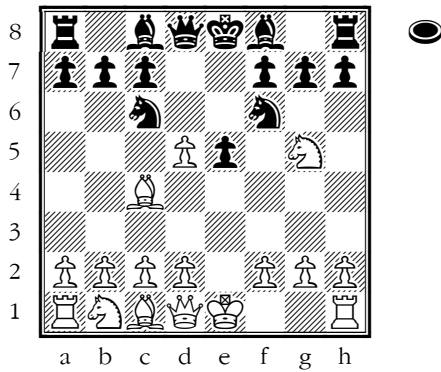
Let's look at the position after:

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

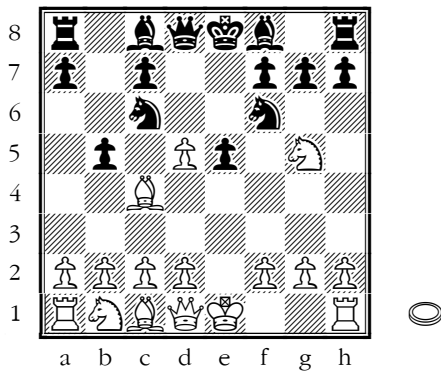


Tarrasch called 4.Ng5 "a duffer's move", but it's still one of the main lines and you really have to know what to do about it.

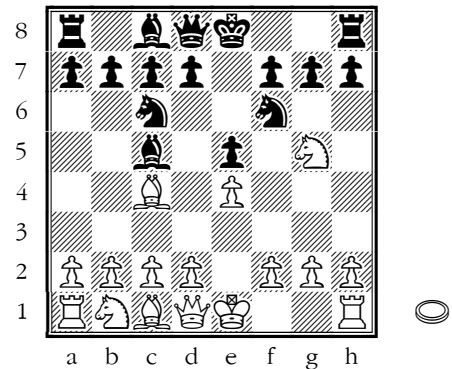
Most players work out that **4...d5** is a good idea, but not everyone knows that after **5.exd5** you really shouldn't take back on d5.



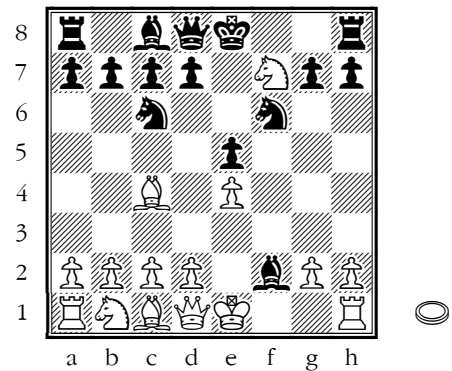
You have to sacrifice a pawn here, but you get a nice attacking position for it, whether you play **5...Na5** (the master's choice) or **5...b5** (which I think is easier to understand and to play).



There is one other secret weapon: when White plays 4.Ng5, you can counterattack with **4...Bc5!**



I expect White won't be able to resist playing **5.Nxf7**, when you can surprise them with **5...Bxf2+!**



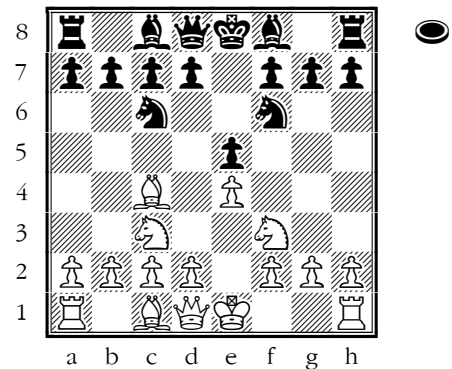
Now

**6.Kxf2 Nxe4+! 7.Kg1 Qh4!**

gives you a strong attack.

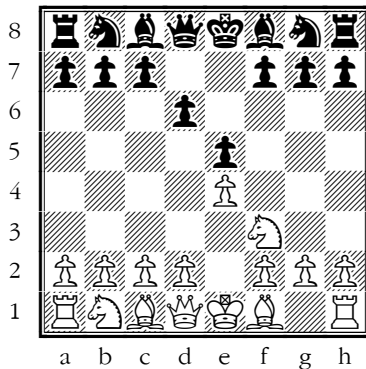
White can survive, but you will have fun seeing if they actually do!

Lastly on the Two Knights', I was pleased to see how well you all knew the **4...Nxe4!** trick in the 2ND



## ⇒ Philidor's Defence for Black

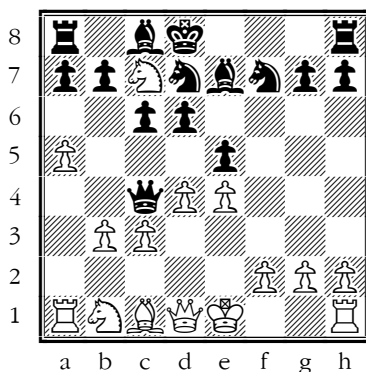
1.e4 e5 2.Nf3 d6



A couple of you seem to have picked up this defence. It's not as bad as picking up measles after all, Philidor was the strongest player in the world, when he lived -- but there are obvious problems and in some lines it has been found that you have to play very carefully to survive. Have a look at this line, for example:

**(791) Povill Claros, Xavier (2192) - Molano Lafuente, Ismael (2214) [C41]**

1.e4 e5 2.Nf3 d6 3.d4 Nd7 4.Bc4 c6  
5.Ng5 Nh6 6.a4 Be7 7.Bxf7+ Nxf7 8.Ne6  
Qb6 9.a5 Qb4+ 10.c3 Qc4 11.Nc7+ Kd8  
12.b3

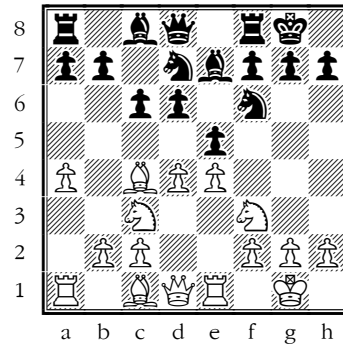


12. . .Kxc7 13.bxc4 Nf6 14.Qd3 Bd7 15.f4  
1-0

What was Black's mistake there? If you're not sure, then you shouldn't be playing Philidor's Defence! There are loads of tactical tricks like this for White (all explained on the Exeter website!) which you have to know well.

The best line for Black is to play 3...Nf6 on move 3, which tries to make White play a defensive move (4.Nc3), allowing you to castle. Your position after

1.e4 e5 2.Nf3 d6 3.d4 Nf6 4.Nc3 Nbd7  
5.Bc4 Be7 6.0-0 0-0 7.Re1 c6 8.a4



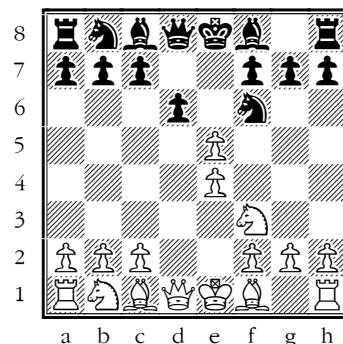
is OK: it's a bit like playing the Black side of the Ruy Lopez. You are a bit short of space and activity as Black but it's all solid.

## ⇒ Philidor's Defence for White

If Black knows enough to get through the first few moves without losing, you end up in an OK position (in the last diagram) which is a bit like the Ruy Lopez -- where White has a bit more space but might not know what to do with it.

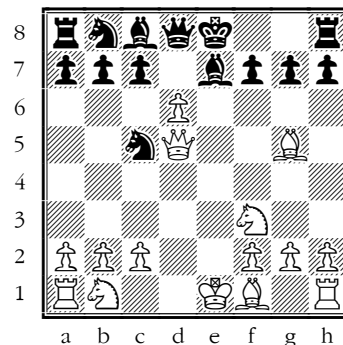
An easier line for White to play against the Philidor is to head for the tactics with 3.d4, but if Black knows their stuff and plays 3...Nf6, then take the pawn on e5.

1.e4 e5 2.Nf3 d6 3.d4 Nf6 4.dxe5



The game might continue:

4. . .Nxe4 5.Qd5 Nc5 6.Bg5 Be7 7.exd6

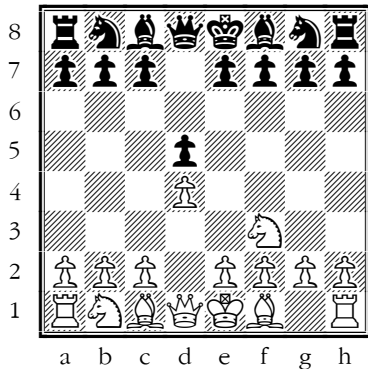


Black has a choice of taking on d6 with the Q or B, but in either case White has some advantage in activity.

➤ **Black in Queen's-side openings**

Let's look at the position after:

**1.d4 d5 2.Nf3**

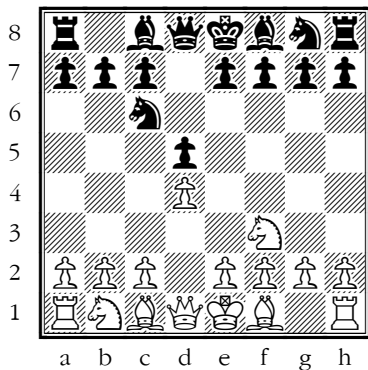


Some of you are tempted to reply 2...Nc6.

This is some sort of mistake! Not a big one, but, have a think about it:

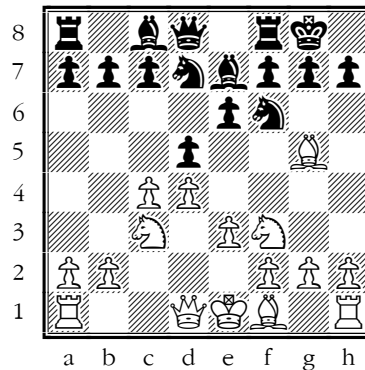
➤ **The worth of an opening should be judged by the prospects that it offers to young ambitious Rooks, says Purdy.**

You need to open a line for your Rooks with ...e5 or ...c5, and ...c5 is easier to achieve at least it is, if your Knight isn't in the way!



Play these moves instead:

**1.d4 d5 2.Nf3 Nf6 3.c4 e6 4.Nc3 Be7  
5.Bg5 0-0 6.e3 Nbd7**



Now you are ready to play ...c5 and/or ...dxc4 and ...a6 and ...b5, giving you space and maybe the c-file for your Rooks.

➤ **If White leaves the centre closed (no c2-c4), after 1.d4 don't be in a hurry to castle – you can find your King the target of an attack.**

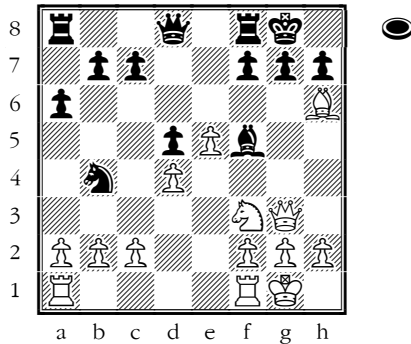


**Middlegame advice - blunders**

Chess, they say, is a game of mistakes. You need to avoid mistakes, and you need to spot and take advantage of your opponent's mistakes.

➔ **The most important mistake in chess is overlooking what your opponent can do to you!**

...and two players gave us a perfect example of that:

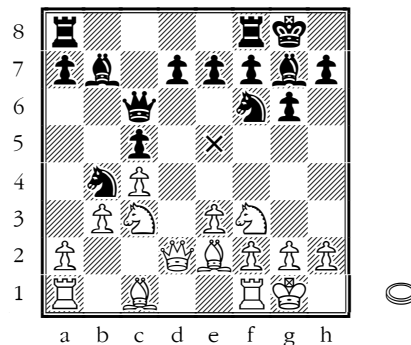


White threatens mate. Black completely ignores this and gets mated.

15. ... Nxc2??

16. Qxg7#

This is a (slightly) more subtle version. White makes an attack, but misses what Black can now do.



13. Ne5??

Not the worst move ever seen -- but close!

13. ... Qxg2#

I guess we came out even on those two games, so I won't complain TOO loudly.

By the way, you may see from this how pointless it is to move a piece, and hold onto it while checking for problems. If you are holding onto it, you can hardly see the board anyway, but... the problem might not be with the piece in your hand, it's the piece you have undefended!

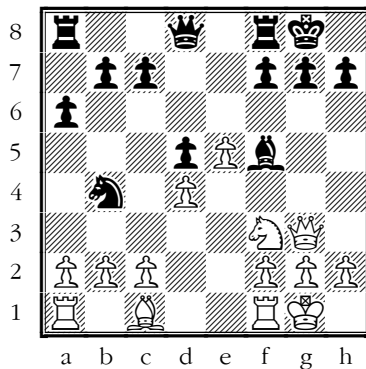
**A little list of tactics for you to warm up with: some you spotted, some you did not!**

➔ TACTIC: pin..... 15	➔ TACTIC: fork..... 33	➔ TACTIC: net..... 42
➔ TACTIC: fork..... 16	➔ TACTIC: discovery..... 33	➔ TACTIC: fork..... 42
➔ TACTIC: discovery..... 20	➔ TACTIC: mate ..... 32	➔ TACTIC: net..... 43
➔ TACTIC: discovery (again!).... 20	➔ TACTIC: fork..... 34	➔ TACTIC: pin ..... 45
➔ TACTIC: fork..... 21	➔ TACTIC: fork..... 34	➔ TACTIC: fork..... 45
➔ TACTIC: outnumbered..... 21	➔ TACTIC: net..... 35	➔ TACTIC: discovery..... 45
➔ TACTIC: discovery..... 22	➔ TACTIC: discovery..... 38	➔ TACTIC: fork..... 48
➔ TACTIC: fork..... 23	➔ TACTIC: discovery..... 39	➔ TACTIC: skewer..... 51
➔ TACTIC: skewer..... 26	➔ TACTIC: pin..... 41	➔ TACTIC: mate ..... 51
➔ TACTIC: pin..... 30	➔ TACTIC: Fork..... 41	

Notice how many discovery tactics were missed by one side (or both): so learn your disco moves!

## ➤ Invite everyone to the party!

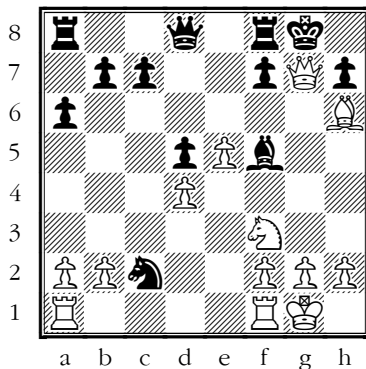
We saw a lot of this plan:



**Qg3**

**Bh6**

**Qxg7#**



Brilliant when it works, but not too hard to spot, and not too hard to defend against once spotted. Once you've made your threat, and your opponent has defended, what are you going to do

## ➤ Be pushy

I always say:

**➤ you need to set your opponent problems before they set you some!**

We saw a couple of games where a player could push back the opponent's pieces with their central pawns you should do this if you get a chance.

next? Well, if those are the only two pieces in the attack, then not much!

Really, you need to be attacking with more pieces, so that when your opponent defends, you have a follow-up. Usually, the best idea is to move all your pieces over to near the opponent's King first, and then attack.

**➤ Yasser Seirawan says: When attacking, invite everyone to the party!**

You will be able to do this without much interference if you have

a development advantage or

a space advantage or

control of the centre or

all of these!

to start with. So, you might say that a successful attack on the King begins with control of the centre.

This advice holds true for all parts of the game, not just when attacking the King. In several matches, I saw players fiddling about with pieces that were already in play, while other pieces were waiting to get developed. It's easier to develop a piece than to win a piece, yes? But the effect on the battle can be the same! If you leave your Rooks in bed at the corners of the board, you are wasting more than a Queen's-worth of material.

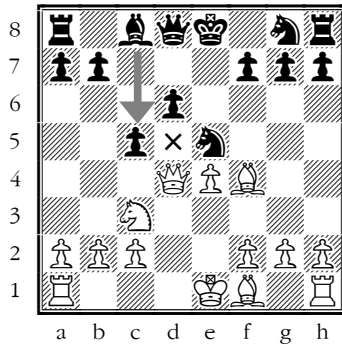
This is especially important if you are winning one extra piece on the board doesn't count for much if your other pieces on the board are all still in bed.

Being pushy with pawns is an obvious way to be pushy, but you can and should be building up threats with your other pieces.

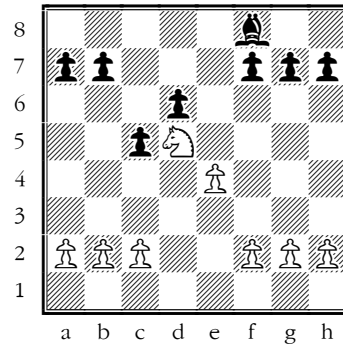
This is what is so awful about those Dreadful Little Rook's Pawn Moves: they threaten nothing, and so give your opponent time to work out where to kick you. Keep your opponent off-balance and they might fall over!

## ➤ Knight outposts

We saw several examples of this sort of thing, chasing a Queen or Knight:



Not a good idea! Black is just making a hole on d5, which would be a very good square for a Knight, as it can't be attacked by a pawn. Knights love such squares in the middle, as they can't hop very far!



White should plan to swap all the minor pieces off except the Nd5 and the Bf8. Then the Knight would be a very dominant piece, enough to win the game.

## Endgame advice

### ⇒ Win when you are winning

By winning, I mean, you have an extra piece or enough pawns for an easy endgame win.

That usually means you should stop *trying* to win. You are *already* winning, and so you don't need to *try* any more. What you need to do is CHANGE PLAN. Stop *trying* to win, and *win!* Winning a won game means:

- Make sure nothing can go wrong
- Be extra careful and don't play quickly
- Get all your pieces into the middle
- Swap off all your opponent's pieces
- Win with your extra piece in the endgame

It doesn't mean:

~~starting up a new attack.~~

Attacks are complicated and can go wrong; they can make you too interested in what you are doing and so you miss what your opponent is doing!

It especially doesn't mean:

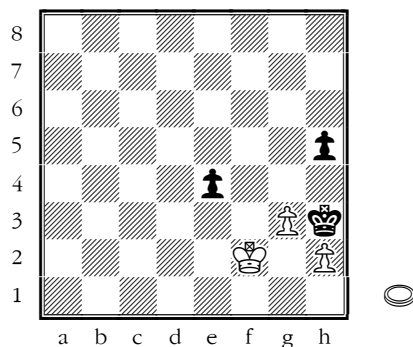
~~fiddling about with your developed pieces while your other pieces on the board are all still in bed.~~

One extra piece on the board doesn't count for much if your opponent actually has more pieces taking part in the fight!

Several games turned around because of this mistake: some we saved, some we lost. Have a look at the list of tips at the back, and find the games.

As usual, we don't have many interesting close endgames to discuss: either games were over long before then, or you stopped writing down moves. Just remember that endgames are as interesting and tricky as any other part of the game, so don't play too quickly or carelessly. The stakes are being able to make a Queen! So make sure you get it right.

One very delicately poised endgame was played by Henry:



**Draw agreed**

½-½

...but there is still play! Let's see:

**48. Ke2**

[48.Kg1 e3 49.Kf1 Kxh2 wins for Black]

**48. ... Kxh2**

**49. Kf2 Kh3**

**50. Ke3 Kxg3**

also wins for Black!

This sort of thing is well worth rehearsing beforehand - try it against yourself, your computer, your friend, or your twin brother!

## THE GAMES:

Vignesh

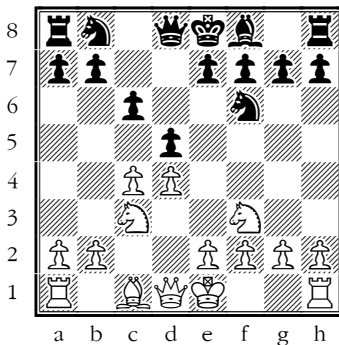
“ That was a terrific performance, and I'm just sorry you didn't have more points to show for it. You showed yourself fully the match of your very strong opposition and set them all sorts of problems. I'm sure you learned the lesson of your Slav Defence game, even if it was not to play that variation of the Slav Defence any more!

### Vignesh RAMESH vs. M1

[D18] Slav Defence, Dutch Variation

“ You played a modern (well, 1930s) opening variation where Black gives up the centre, but didn't manage to keep it under control. The extra space meant that White could hold you down and hit you! You must either restrain or destroy your opponents' centre.”

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

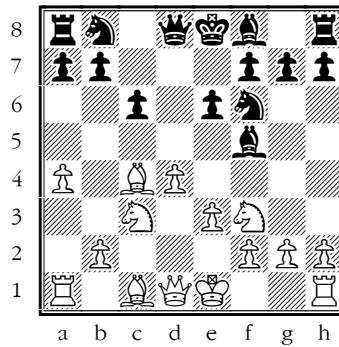


- 4 ... **dx c4**

Now, 4...Bf5 is the most natural way to develop, but it just doesn't work. 4...Bf5?! 5.cxd5 cxd5 6.Qb3 is awkward for Black, who must play 6...Bc8.

So, Black gives up the centre. The idea is, because Black is sort of threatening ...b5, keeping the pawn, White has to waste time getting the pawn back, and Black will be able to play 5...Bf5.

5. **a4**            **Bf5**
6. **e3**            **e6**
7. **Bxc4**



OK, Black has given up their stake in the centre to get good squares for the pieces. Now you have to keep the White centre under control, or it will roll forward with e3-e4-e5 and crush you.

☞ You must have a stake in, or some control over, the centre

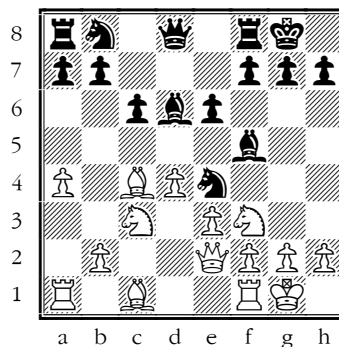
7. ... **Bd6?!**

[7...Bb4! controls e4; 7...Na6! threatens to hop into b4]

8. **Qe2**          **Ne4!?**

Blocking, but can you keep it there?

9. **0-0**          **0-0**

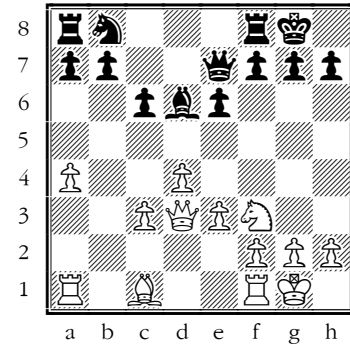


10. **Bd3!**

Fighting for control of e4.

10. ... **Nxc3**
11. **bx c3**        **Bxd3**

12. **Qxd3**        **Qe7**



13. **e4!**

Here it comes!

☞ Dominate the centre if you can

Similarly

13. ... **Nd7**

[13...e5 was a try, but White has the strong reply 14.d]

14. **e5**            **Bc7**

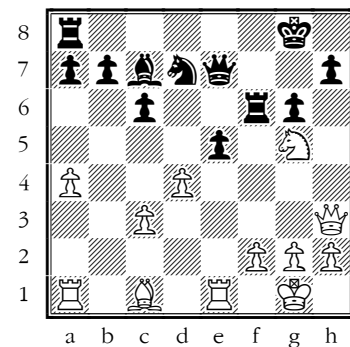
15. **Ng5**          **g6**

16. **Qh3**          **f5**

Good, holding back White's advances.

17. **exf6!?**        **Rxf6**

18. **Re1**          **e5!?**



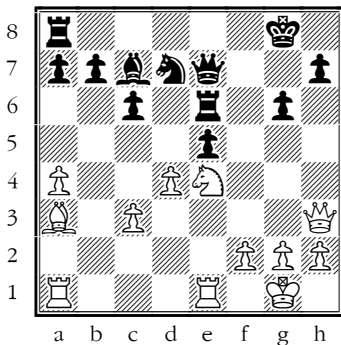
Fighting back!

19. **Ne4**

[19.f4! would have given you more problems]

19. ... Re6

20. Ba3



20. ... c5!?

Manfully giving up a pawn to hold things together.

[20...Qe8 21.Ng]

21. dxc5

[21.d5 was also promising 21...Ra]

21. ... Rc6

22. Rad1 Rd8

23. c4 Nf6

24. Nd6 b6

White has Black pretty well pinned down.

[... more moves played ...]

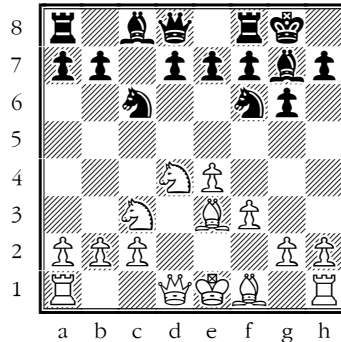
1-0

**Vignesh RAMESH vs. vs. P1 Choo\_Yin, Benjamin**

[B34] Sicilian Defence, Dragon Variation

“ You didn't have enough central control to make your attack meaningful and it could have gone wrong for your King in the middle. But Black baled out into a tricky endgame and you took full advantage of his mistakes.”

- 1. e4 c5
- 2. Nf3 Nc6
- 3. d4 cxd4
- 4. Nxd4 g6
- 5. Nc3 Bg7
- 6. Be3 Nf6
- 7. f3 0-0



A standard Sicilian start.

8. Be2

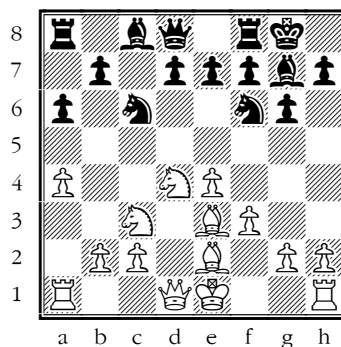
That's not a huge improvement for the Bishop!

[8.Bc4 is usual]

8. ... a6

Rather a mix of systems from both players!

9. a4



9. ... d5!

Always a good move to play, if you can, in the Sicilian. It makes a huge distraction for White in the centre.

10. h4

Ignoring the centre

10. ... e5

Good idea!

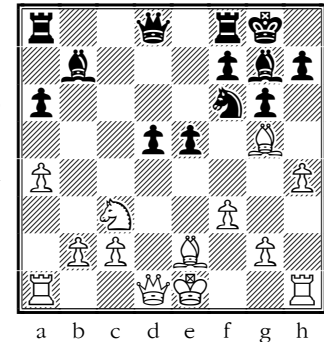
11. Nxc6 bxc6

12. exd5

[12.Bc4]

12. ... cxd5

13. Bg5 Bb7



14. h5!?

I fancy Black can shrug this off, because you have to all the way around Black's big centre.

☞ An attack must be based on a development advantage, central control or central blockade (or all three!).

14. ... d4

15. Ne4 Bxe4

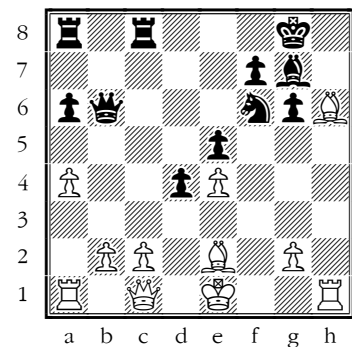
16. fxe4 Qa5+

17. Bd2 Qb6

18. hxg6 hxg6

19. Qc1 Rfc8

20. Bh6



20. ... Bh8?

Black can cheerfully ignore White's attack in favour of his own.

[20...Nxe4! 21.Bxg7 Qb4+ 22.c3 dxc3 23.bxc3 Rxc]

21. Ra3 Rab8

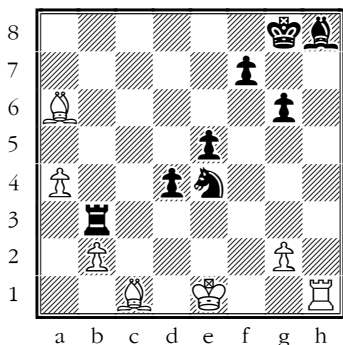
22. Rb3 Qxb3

Black goes for an endgame.

23. cxb3 Rxc1+

24. Bxc1 Rxb3

25. Bxa6 Nxe4



This position is better for Black but has some dangers, not least in those passed Pawns.

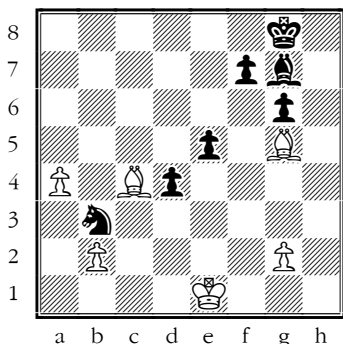
**26. Rh3 Nc5**

First, Black swaps off one of his two active pieces.

**27. Rxb3 Nxb3?!**

**28. Bg5 Bg7**

**29. Bc4**



**29. ... Na5?**

Now he gets his knight stuck!

**30. Bd5 e4**

**31. Bd2 e3**

**32. Bxa5!**

It's all over for Black.

**32. ... d3**

**33. Bc3 Bf8**

**34. Bc4 d2+**

**35. Ke2 Bc5**

**36. b4 Ba7**

**37. Bb3 Kf8**

**38. a5 Ke7**

**39. b5 Bc5**

**40. b6 Kd6**

**41. Bxf7**

**1-0**

### L1 vs. Vignesh RAMESH

[C19] French Defence, Winawer Variation

“ After getting a winning position against a strong opponent, you allowed a simple fork and then a winning attack. Deserved a better fate!”

**1. e4 e6**

**2. d4 d5**

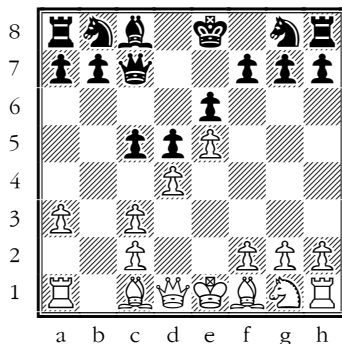
**3. Nc3 Bb4**

The Winawer Variation, the sharpest, and most unbalanced variation of the French Defence.

**4. e5 c5**

**5. a3 Bxc3+**

**6. bxc3 Qc7**



**7. Nf3**

[7.Qg4! is the sharpest line, but your approach is fine.]

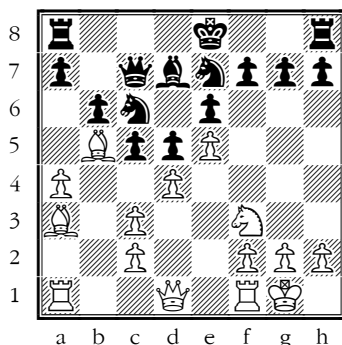
**7. ... Ne7**

**8. a4 Nbc6**

**9. Ba3 b6**

**10. Bb5 Bd7**

**11. 0-0**



**11. ... f6?**

Black challenges the centre (good) but opens up the game – and that can't be right, being

uncastled and facing the Bishop pair.

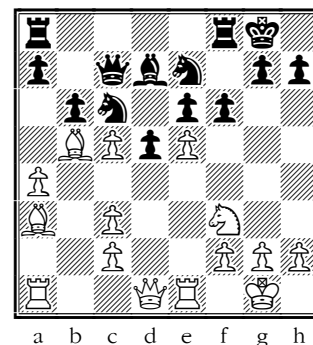
☞ The right approach to an uncastled King is: blast open lines down the middle.

**12. Re1**

[12.exf6! gxf6 13.c4! looks like the right approach.]

**12. ... 0-0**

**13. dxc5**



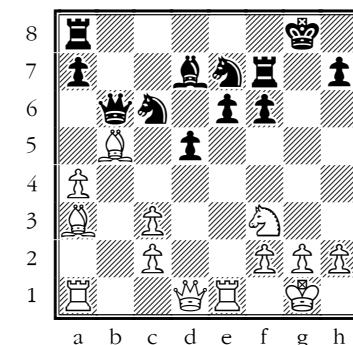
**13. ... Rf7**

Trying to hold things together.

**14. cxb6 Qxb6**

White has a pawn, and things are opening up...

**15. exf6 gxf6**



→ TACTIC: pin

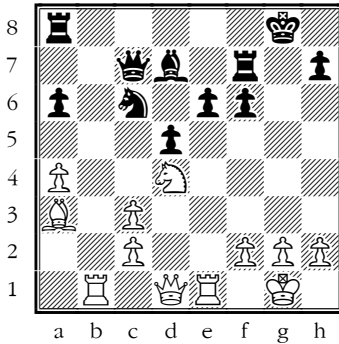
**16. Rb1**

[16.Nd4! looks good!]

**16. ... Qc7**

**17. Nd4 a6**

**18. Bxc6 Nxc6**

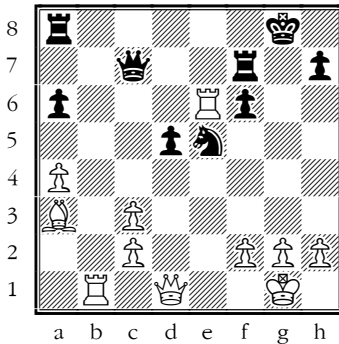


19. Nxe6!

They're like peanuts, aren't they... hard to stop at one!

19. ... Bxe6

20. Rxe6 Ne5



→ TACTIC: fork

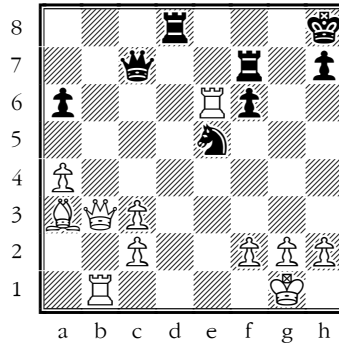
21. Qxd5

[21.Rxf6! was a sneaky trick to win yet another pawn: 21...Rxf6 22.Qxd5+ Rf7 23.Qxa8+]

The clues to the tactic were the loose Rook on a8 and the exposed King on g8]

21. ... Rd8

22. Qb3 Kh8



White is winning, but not so well co-ordinated. Some swaps would come in handy soon.

☞ Win when you are winning

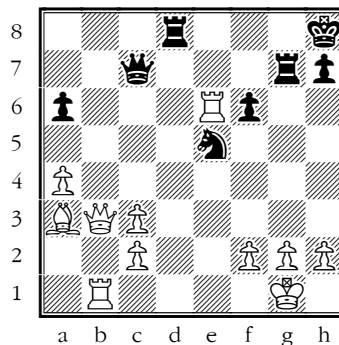
That means, staying out of trouble!

23. Rxa6?!

Munching another pawn, but that looks like a distraction, with hindsight.

[23.Qb6!]

23. ... Rg7



→ TACTICS: fork, pin, mate

Black's first threat, and his first step towards a swindle.

24. g3?

missing a simple fork

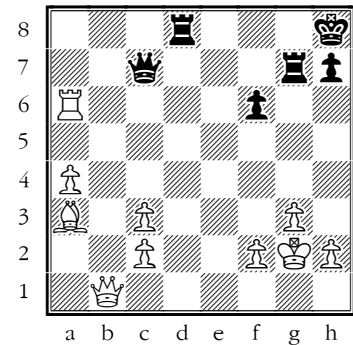
[24.Rxf6! covers f6 in the best way! Odd: it's the same move that you decided against earlier.]

24. ... Nf3+

25. Kg2 Nd2

26. Qb4 Nxb1

27. Qxb1



The pawns are still an asset, but Black is on a roll, and uses their control of the central files to approach your King.

27. ... Qe5

28. a5?

Too slow! The king's-side will become urgent quickly.

[28.c4! Hopes for Bb2 28...Qe4+ 29.Kg1 Rgd7 30.Rd6 holds]

28. ... Rgd7

29. h4

Too slow!

29. ... Rd1

[29...Qe4+ is even stronger. 30.Kh2 Rd]

30. Qb7

Controlling the key diagonal, at least for now.

30. ... Qe1

31. Kh3 Qxf2

Now Black has broken in, White is busted.

[... more moves played ...]

0-1



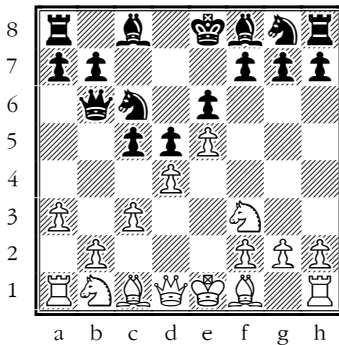
“ A tough day at the office! I think your loss with the French was genuinely bad luck - a bit of chess geometry that was very hard to see coming. And as you get more experience with the Alapin you will learn when you can be a bit more pushy.

**P2 vs. Leif HAFSTAD**

[C02] French Defence, Advance Variation

“ After your strong start as Black, winning a pawn, White somehow arranged a swindle on the light squares. Hard to see coming, so, unlucky!”

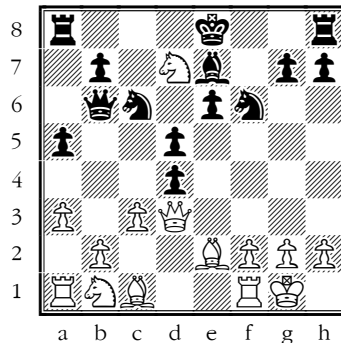
- 1. e4 e6
- 2. d4 d5
- 3. e5 c5
- 4. c3 Nc6
- 5. Nf3 Qb6
- 6. a3



- 6. ... a5

[6...c4 is the book move, hoping to attack the light squares like b3 that were weakened by a2-a3]

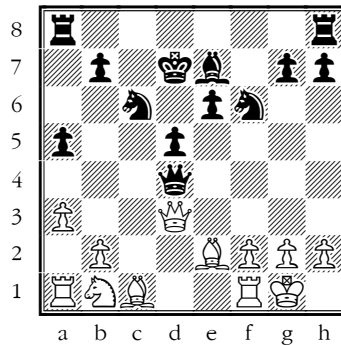
- 7. Be2 Be7
- 8. 0-0 f6
- 9. Qd3 Bd7
- 10. exf6 Nxf6
- 11. Ne5 cxd4
- 12. Nxd7



- 12. ... Kxd7

[12...Nxd7 is more solid]

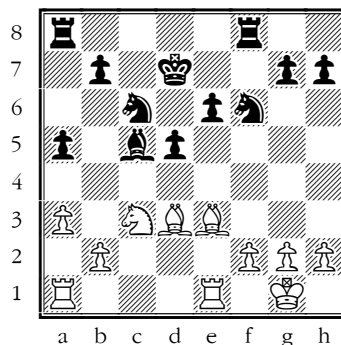
- 13. cxd4 Qxd4



- 14. Nc3

[14.Qb5! is best, and might have given you some problems.]

- 14. ... Qxd3
- 15. Bxd3 Rhf8
- 16. Re1 Bc5
- 17. Be3



Black is winning here, but it all goes wrong on the light squares.

- 17. ... d4?!

Looks like a winning pin, but...

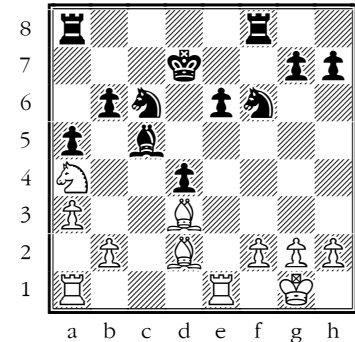
[17...Bxe3!]

- 18. Na4 b6

Another pawn on a dark square.

[18...dxe3 is better, says Fritz]

- 19. Bd2

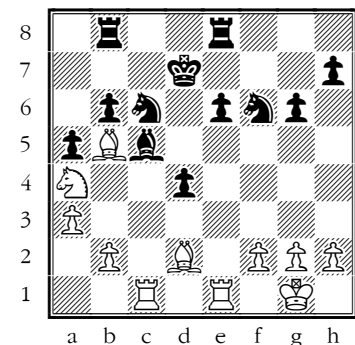


Black has made a tall pawn of his Bishop. It all looks very solid, and it is - on the dark squares!

- 19. ... g6
- 20. Rac1 Rab8

[20...Kd6 is better, says Fritz]

- 21. Bb5 Rfe8



White has uncomfortable pressure on c6, which is easy to see now but was hard to see coming.

[21...Kd6 is better, says Fritz]

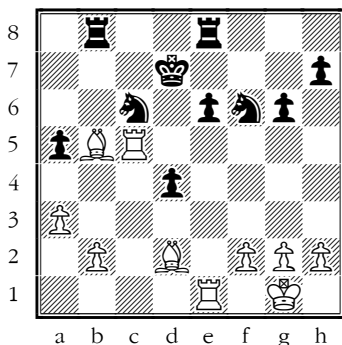
→ TACTIC: pin

- 22. Nxc5+

[22.b4! was even stronger.]

- 22. ... bxc5

- 23. Rxc5



23. ... Rbc8?

[23...Rxb5!? with some chances: as it went, you had none]

24. Rec1 Re7

25. Bxa5 d3

26. Rxc6 Rxc6

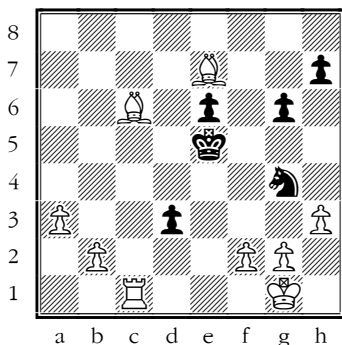
27. Bxc6+ Kd6

[27...Kc8 is better, says Fritz]

28. Bb4+ Ke5

29. Bxe7 Ng4

30. h3



30. ... Nh6

[30...Nf6 is better, says Fritz]

31. Rd1

[31.Rc4 is better, says Fritz]

31. ... Nf5

[31...Kd4 is better, says Fritz]

32. Rxd3

[32.Re1+ is better, says Fritz]

32. ... Nxe7

33. Bf3 Nf5

[33...Nd5 is better, says Fritz]

34. a4 Nd4

35. a5 Nb5

36. a6 Kf4

[36...Kf6 is better, says Fritz]

37. Ra3 Na7

38. b4 e5

1-0

### L2 Ashworth vs. Leif HAFSTAD

[C01] French Defence, Exchange Variation

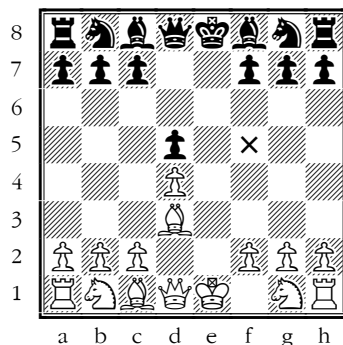
“ You had a good position for most of the game, although some mistakes later on cost you a pawn. But White wasn't able to make use of it in the remaining time.”

1. e4 e6

2. d4 d5

3. exd5 exd5

4. Bd3



I like 4.c4, but this is probably the most common move, stopping Black from playing ...Bf5.

4. ... Nf6

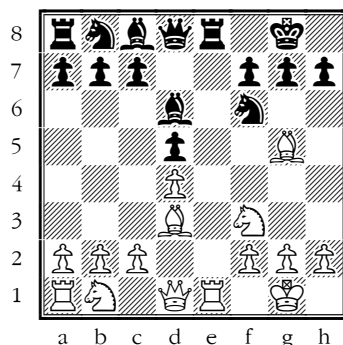
[4...Nc6! 5.c3 Bd6! 6.Ne2 Qh4! is a line we have looked at!]

5. Nf3 Bd6

6. 0-0 0-0

7. Bg5 Re8

8. Re1



8. ... Be6

Not much of an improvement for the Bishop, although I can see the point if you are planning ...c5.

➔ Develop as fast and actively as you can

9. Nbd2 Nc6

Not planning ...c5 then!

10. c3 h6

11. Bh4 Be7

12. Ne5 Nxe5

13. dxe5 Nd7

14. Bxe7 Qxe7

15. f4 Nc5

16. Qf3 Nxd3

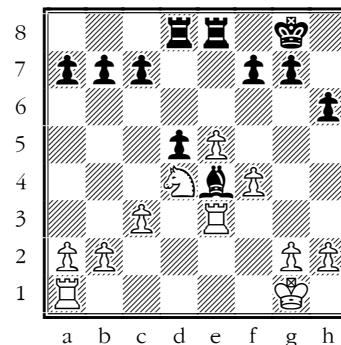
17. Qxd3 Qc5+

18. Qe3 Qxe3+

19. Rxe3 Bf5

20. Nf3 Rad8

21. Nd4 Be4



With what looks like a fairly level endgame, but can White pounce and win a pawn?

22. Nb5 a6

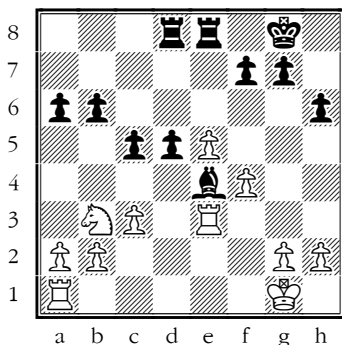
Hoping to trap the knight...

23. Nd4

[23.Nxc7! it seems that White can get away with this! 23...Re7 24.Rd1 Red7 25.e6 Rxc7 26.Rxe4 not easy to see, and too hard for both players on the day!]

23. ... c5

24. Nb3 b6



Now Black is better, as the Knight is squashed.

25. Rd1 f5

[25...Bc2]

26. exf6 gxf6

27. g4 Kf7

28. Rde1 Rg8

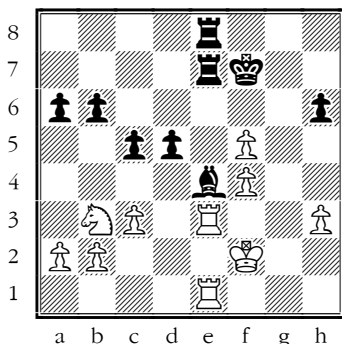
29. Rg3 Rde8

30. Kf2 Re7

31. h3 Rge8

32. Rge3 f5

33. gxf5

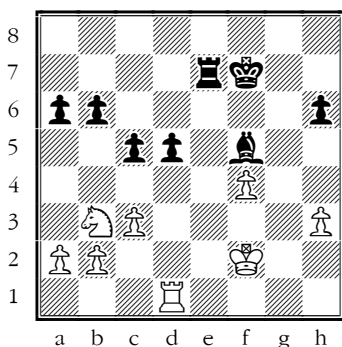


33. ... Bxf5

[33...Kf6! and 34...Kxf5 might have given White problems with the f-pawn.]

34. Rxe7+ Rxe7

35. Rd1



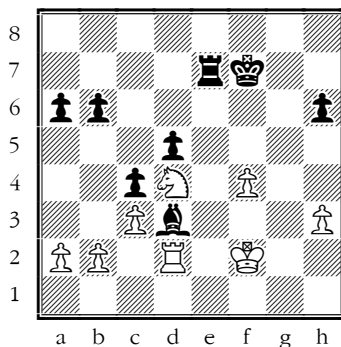
35. ... c4 ?

This releases the Knight, and now White is better.

[35...Ke6 36.h4 Rg7 and Black is on top, with ideas of ...Be4 and ...Rg8]

36. Nd4 Bd3

37. Rd2



37. ... Kg6

sets up a fork for White on e5

[37...Re4 38.Kf3 Re1 was more active, and better for Black]

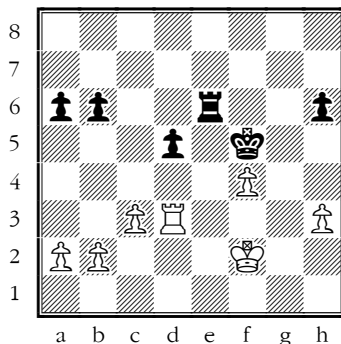
38. Nc6 Re6

→ TACTIC: fork

39. Ne5+ Kf5

40. Nxd3 cxd3

41. Rxd3



With an extra pawn.

41. ... Kxf4

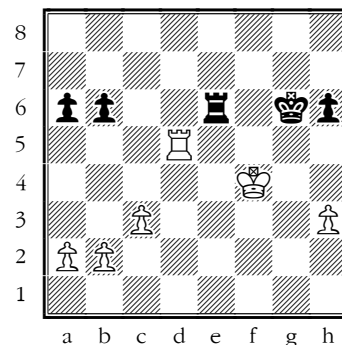
42. Rxd5 Rf6

43. Rd7 Kg5+

44. Kg3 Re6

45. Rd5+ Kg6

46. Kf4



With time running out, White takes the draw.

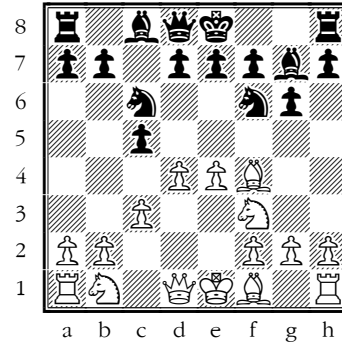
1/2-1/2

### Leif HAFSTAD vs. M2

[B22] Sicilian Defence, Alapin Variation

“After a fine opening you got a bit stuck for ideas, losing the bishop pair, then a pawn, then a piece!”

1. e4 c5
2. c3 Nc6
3. d4 g6
4. Nf3 Bg7
5. Bf4 Nf6



Black has left you to do what you like in the middle, and maybe you would like to push Black's Knights around!

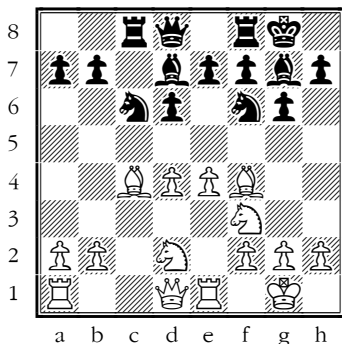
[6.d5! Or 6.e5!]

☞ Grab more space if you can!

Sometimes pawn moves in the opening are a wretched waste of time, but as the Knights have to move, you won't waste time here. The only risk is moving

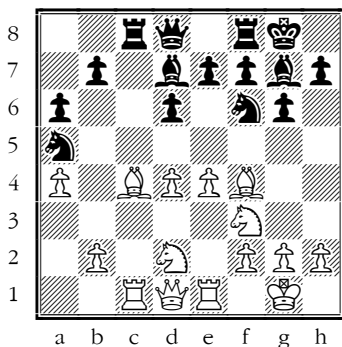
the pawns so far forward that they are hard to defend.

- 6. Nbd2 d6
- 7. Bc4 0-0!
- 8. 0-0! Bd7
- 9. Re1 cxd4
- 10. cxd4 Rc8



White has an excellent position.

- 11. Rcl a6
- 12. a4 Na5

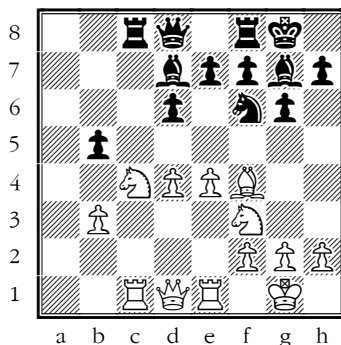


13. b3?

What was your idea here?

[13.e5 is more pushy; 13.Ba2 keeps your fine Bishop when e4-e5 can follow]

- 13. ... Nxc4
- 14. Nxc4 b5
- 15. axb5 axb5

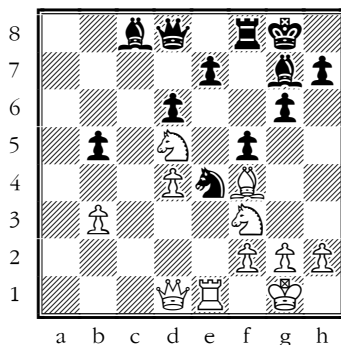


16. Ne3?

Interfering with the Rook's defence of e4

[16.Ncd2 is better]

- 16. ... Nxe4
- 17. Nd5 f5
- 18. Rxc8 Bxc8



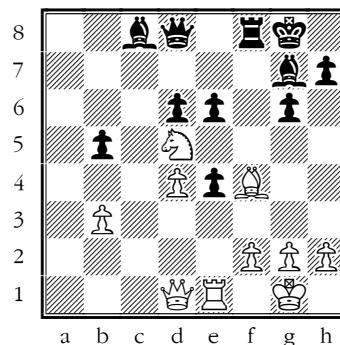
19. Ng5?

An attacking gesture, but it loses a piece to some gnarly tactics.

[19.Bg5 is better and might have given you some play]

→ TACTIC: discovery

- 19. ... e6!
- Attacking d5 and g5
- 20. Nxe4 fxe4



→ TACTIC: discovery (again!)

Now d5 and f4 are attacked, and White loses a piece. Not much to be done after this.

- 21. Nc3 Rxf4
- 22. Nxe4 Bb7
- 23. f3 Qb6
- 24. g3 Qxd4+
- 25. Qxd4 Bxd4+
- 26. Kg2 Rf8
- 27. Ng5 e5
- 28. Ne4 Bxe4
- 29. Rxe4 Rc8
- 30. f4 Rc3
- 31. fxe5 dxe5
- 32. Re1 Rxb3
- 33. Rcl Rc3
- 34. Rbl Rc5
- 35. Kf3 Bc3
- 36. Ke4 b4
- 37. Kd3 Rd5+
- 38. Kc4 Rd2
- 39. Rh1 e4
- 40. Re1 Rd4+
- 0-1

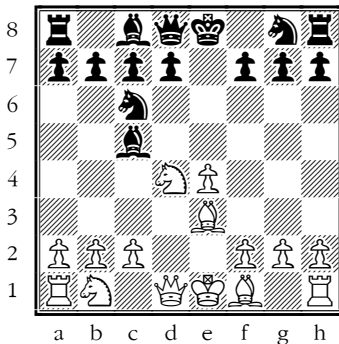
“ A bit of a testing time for you - the top three boards all faced fearsome opposition but you all gave your best. You could be a bit more pushy with the Scotch Game - I think you often like to play safe, which can be dangerous!

**Edmund KELLY vs. L3**

[C45] Scotch Game

“ You didn't set Black any problems in the opening, and then you allowed Black to set up some threats. Be more pushy, and you will win more and lose fewer!”

- 1. e4 e5
- 2. Nf3 Nc6
- 3. d4 exd4
- 4. Nxd4 Bc5
- 5. Be3



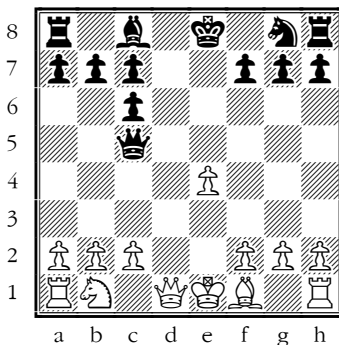
- 5. ... Qe7

Unusual, probably for good reason!

- 6. Nxc6

[6.Nc3! is simple and good. Nd5 is in the air.]

- 6. ... dxc6
- 7. Bxc5 Qxc5

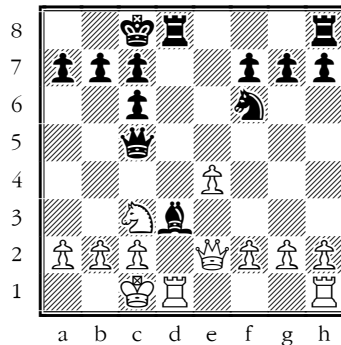


Leaving Black ahead in development! I guess you can hope for the RLXV endgame...

- 8. Nc3 Nf6
- 9. Bd3 Be6
- 10. Qd2 0-0-0
- 11. 0-0-0 Bc4

Black has a little pressure here

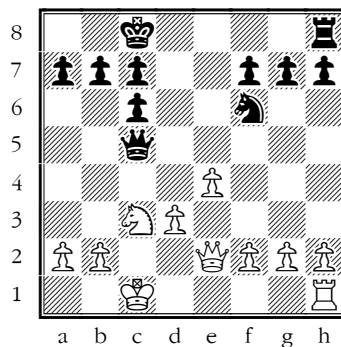
- 12. Qe2 Bxd3



- 13. Rxd3?

[13.cxd3! is safer, keeping the rooks connected. 13...Qg5+ 14.Qd2 Qxg2 15.Rhg1 Qxh2 16.Rxg7]

- 13. ... Rxd3
- 14. cxd3



→ TACTIC: fork

- 14. ... Re8

[14...Qg5+! wins the pawn on g2!

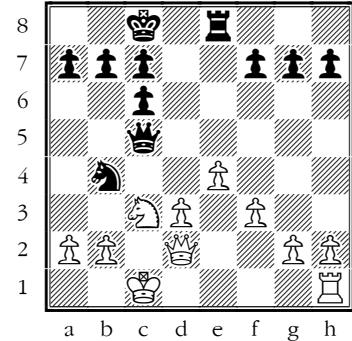
Look at every check, they say...]

- 15. f3?!

Playing safe is dangerous!

[15.Qe]

- 15. ... Nd5
- 16. Qd2 Nb4



→ TACTIC: outnumbered

- 17. Kb1?!

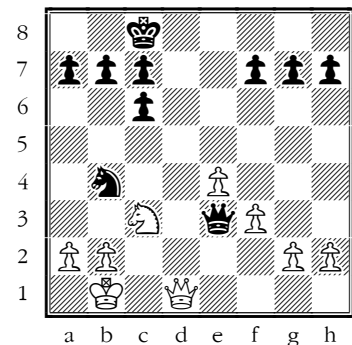
Too slow - Black is allowed one attacking move too many.

[17.a3! Gets White out of jail]

- 17. ... Rd8!

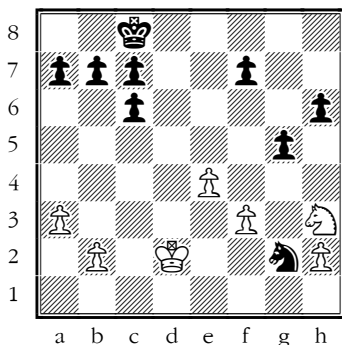
Winning a pawn

- 18. Rd1 Rxd3
- 19. Qe2 Rxd1+
- 20. Qxd1 Qe3



White has gone from level to losing very quickly!

- 21. a3 Qd3+
- 22. Qxd3 Nxd3
- 23. Ne2 Ne1
- 24. Nf4 g5
- 25. Nh3 h6
- 26. Kc1 Nxc2
- 27. Kd2



With a second pawn, Black is winning easily.

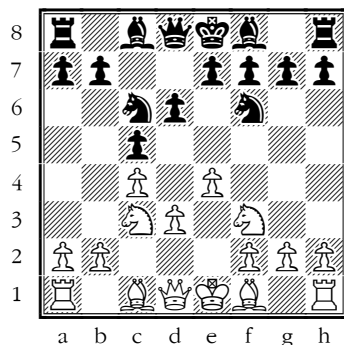
- |          |      |
|----------|------|
| 27. ...  | Kd7  |
| 28. Ng1  | Nf4  |
| 29. Ne2  | Nxe2 |
| 30. Kxe2 | Kd6  |
| 31. Ke3  | Ke5  |
| 32. h3   | h5   |
| 33. b3   | b5   |
| 34. b4   | a6   |
| 35. Kf2  | Kf4  |
| 36. Kg2  | f6   |
| 37. Kf2  | h4   |
| 38. Kg2  | Ke3  |
| 39. Kh2  | Kxf3 |
| 40. e5   | fxe5 |
| 41. Kgl  | Kg3  |
| 42. Kfl  | Kxh3 |
| 43. Kgl  | Kg3  |
| 44. Kh1  | e4   |
| 45. Kgl  | e3   |
| 46. Kfl  | h3   |
| 47. a4   | Kf3  |
| 48. axb5 | h2   |
| 0-1      |      |

**M3 Matda vs. Edmund KELLY**

[B50] Sicilian Defence

“ A nice tactic in a stodgy opening won you a pawn, after which your pieces dominated.”

- |        |     |
|--------|-----|
| 1. e4  | c5  |
| 2. Nf3 | d6  |
| 3. c4  | Nc6 |
| 4. Nc3 | Nf6 |
| 5. d3  |     |

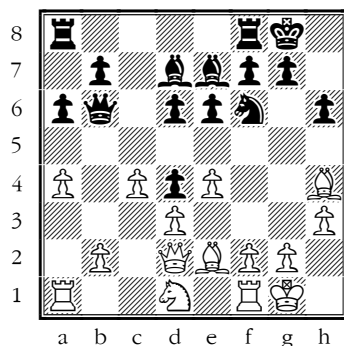


All very Stodgy.

[5.d4!]

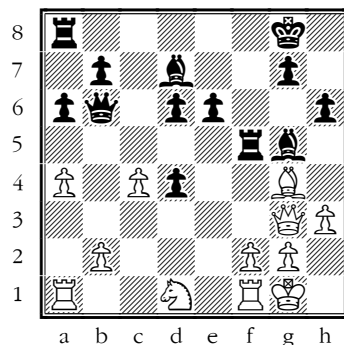
- |          |      |
|----------|------|
| 5. ...   | e6   |
| 6. Bg5   | Be7  |
| 7. Be2   | 0-0  |
| 8. 0-0   | h6   |
| 9. Bh4   | Bd7  |
| 10. h3   | a6   |
| 11. a4   | Qb6  |
| 12. Qd2  | Nd4  |
| 13. Nxd4 | cxd4 |
| 14. Nd1? |      |

[14.Bxf6 first, is better, says Fritz]



→ TACTIC: discovery

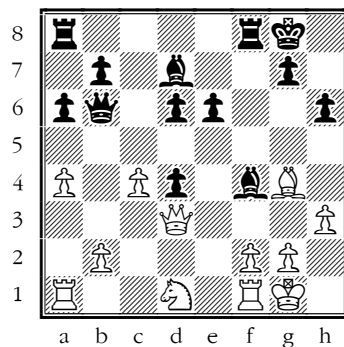
- |         |       |
|---------|-------|
| 14. ... | Nxe4! |
|---------|-------|
- Well done!
- |          |      |
|----------|------|
| 15. dxe4 | Bxh4 |
| 16. Qf4  |      |
- [16.a5 is better, says Fritz]
- |          |      |
|----------|------|
| 16. ...  | Bg5  |
| 17. Qg3  | f5   |
| 18. exf5 | Rxf5 |
| 19. Bg4  |      |



19. ... Bf4

[19...Rf7 is better, says Fritz]

20. Qd3 Rff8



21. Qe2

[21.g3 is better, says Fritz]

21. ... Rae8

22. Qe4

[22.a5 is better, says Fritz]

22. ... Bg5

[22...Bc6 is better, says Fritz]

23. Bh5

[23.a5 is better, says Fritz]

23. ... Re7

24. f4

[24.Qd3 is better, says Fritz]

24. ... d3+

[24...Bc6 is better, says Fritz]

25. Kh1

[25.Kh2 is better, says Fritz]

25. ... Bc6

[25...d2 is better, says Fritz]

26. Qxd3 Bxf4

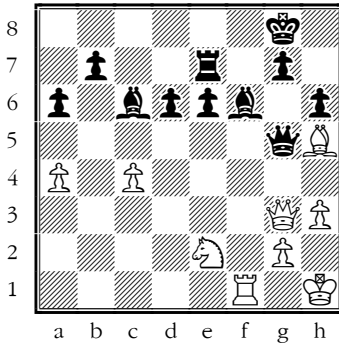
27. Nc3 Qxb2

28. Ne2 Qd2

29. Qg6

[29.Nxf4 is better, says Fritz]

- 29. ... Rf6
- 30. Qg4 Be5
- 31. Rxf6 Bxf6
- 32. Rf1 Qg5
- 33. Qg3



[33.Qxg5 is better, says Fritz]

- 33. ... Qxg3

If this position is right, then

→ TACTIC: loose piece

[33...Qxh5 is better!]

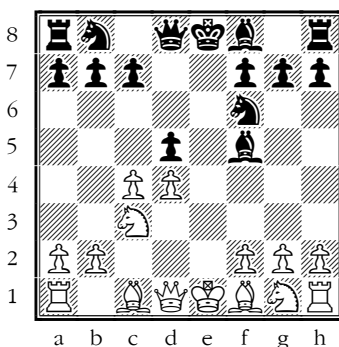
- 34. Nxf3 Bxa4
- 35. Ne4 Be5
- 36. c5 dxc5
- ...0-1

### Edmund KELLY vs. P3

[C01] French Defence, Modern Exchange Variation

“ You misjudged a pawn break to go a pawn down, but the last we saw of it you had won it back in the endgame.”

- 1. e4 e6
- 2. d4 d5
- 3. exd5 exd5
- 4. c4 Nf6
- 5. Nc3 Bf5

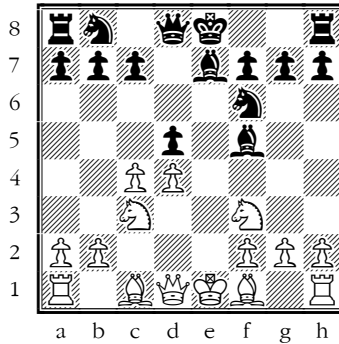


That looks a bit early, Black should be developing the King's-side pieces and getting castled.

- 6. Nf3

[6.Qb3? is too early itself: 6...Nc6!]

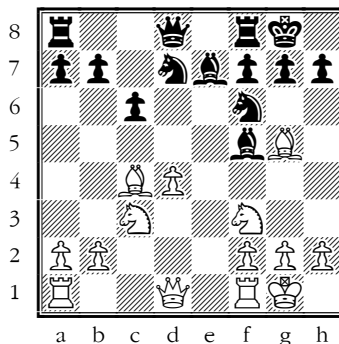
- 6. ... Be7



- 7. Bg5

[7.Qb3! Now this is very good for White, hitting b7 and d5 which are both loose]

- 7. ... c6
- 8. Be2 0-0
- 9. 0-0 dxc4
- 10. Bxc4 Nbd7



- 11. d5?

→ TACTIC: fork

Not a bad idea, but you need more firepower behind it!

[11.Re1! is better, says Fritz]

- 11. ... Nb6!

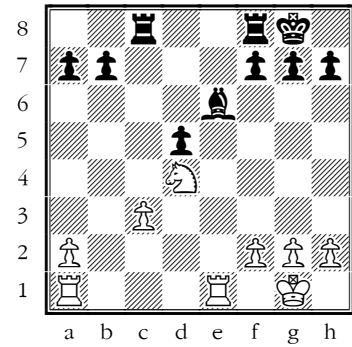
Forking c4 and d5

- 12. Bxf6 Bxf6
- 13. Bb3 Bxc3
- 14. bxc3 Nxd5
- 15. Bxd5 Qxd5
- 16. Qxd5 cxd5

With an extra pawn for Black.

- 17. Nd4 Be6

- 18. Rfe1 Rac8

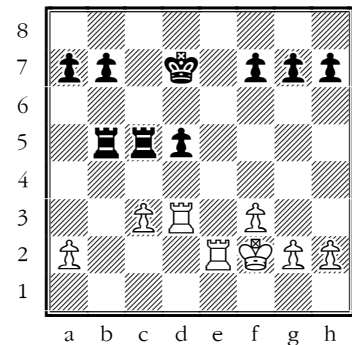


- 19. Rac1?!

Going defensive

[19.Re3! Or 19.Rb1! Are better]

- 19. ... Rfe8
- 20. Nb5 Rc5
- 21. Nd4 Bd7
- 22. Red1 Rec8
- 23. Rd3 Bb5
- 24. Nxb5 Rxb5
- 25. Rcd1 Rcc5
- 26. f3 Kf8
- 27. Rld2 Ke7
- 28. Kf2 Ke6
- 29. Re2+ Kd7



[29...Kf6 is better, says Fritz]

- 30. Red2

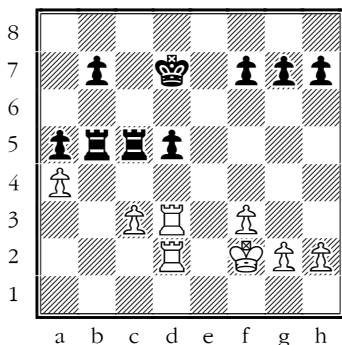
[30.Rde3! threatening to invade on e7 would have put you back in the game]

- 30. ... a5?

Pointless!

[30...Kd6 is better, says Fritz]

- 31. a4!



Excellent! The game is now equal.

- 31. ... Rb3
- 32. Rxd5+ Rxd5
- 33. Rxd5+ Kc6

Something went wrong for White after this move - but at the moment, it's level.

[... more moves played ...]

**0-1 White resigns**

Jim

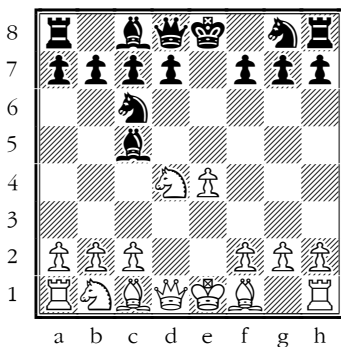
“ Just a little bit more care, Jim, and you would have come home with a perfect score. It's not just care over tactics - you also need to be careful to use all your pieces. It's not enough to begin developing well, you need to finish it well too!

**Jim KNOTT vs. M4**

[C45] Scotch Game

“ Black missed many chances to go a pawn ahead in the opening, leaving it almost too late, and then gave you the pawn straight back! Later, you found a nice trick to win a piece and pushed through forcefully.”

- 1. e4 e5
- 2. Nf3 Nc6
- 3. d4 exd4
- 4. Nxd4 Bc5



- 5. Be3

[5.Nf5 this is the right time for Nf5, if you are going to try it at all.]

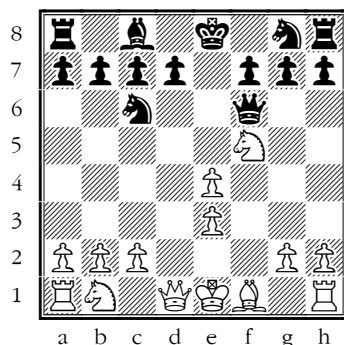
- 5. ... Qf6
- 6. Nf5?

[6.c3 is the book move.]

➔ If this is the main line of your first-choice opening,

**you should know more than 5 moves of it!**

- 6. ... Bxe3
- 7. fxe3



White is already a little worse.

- 7. ... d6

[7...Qxb2! is very good for Black]

- 8. Nd4 Nxd4

[8...Qh4+ is also very good for Black 9.g3 Qxe4 10.Qf3 Qxf3 11.Nxf3]

- 9. exd4

[9.Qxd4!?!]

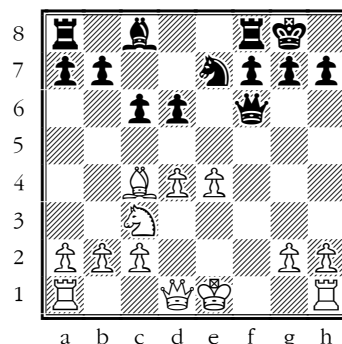
- 9. ... Ne7

[At risk of repeating myself, I think Black would have been much better after 9...Qh4+]

- 10. Bc4 0-0

[10...Qh4+ This idea seems to escaped Black completely! I wonder if they knew the variation 1.e4 e5 2.Qh5 g6?? 3.Qxe5+, which is the same idea...]

- 11. Nc3 c6



- 12. Rf1!?

Forcing Black to find the best move!

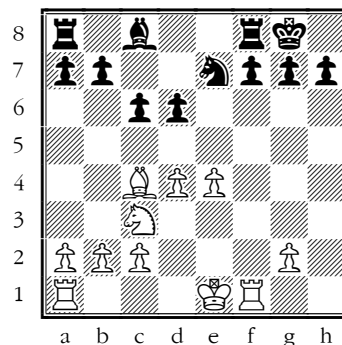
- 12. ... Qh4+

When it's almost too late to matter...

- 13. Rf2

[13.g3 Qxh2 14.Qf3 is the best way to yield the pawn.]

- 13. ... Qxh2
- 14. Qe2 Qg1+
- 15. Qf1 Qxf1+
- 16. Rxf1



Black is a pawn up but...

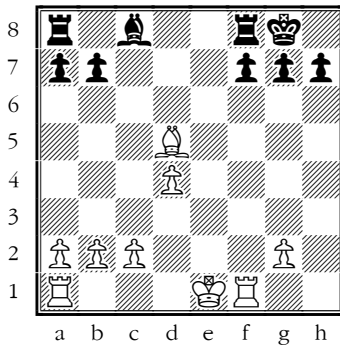


→ TACTIC: outnumbered

16. ... d5?

Black adds not being able to count to his sins.

17. exd5 cxd5  
18. Nxd5 Nxd5  
19. Bxd5

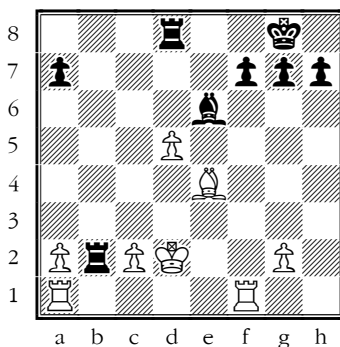


With the better game for White, but Black has chances.

19. ... Re8+  
20. Kd2 Be6  
21. Bxb7 Rab8  
22. Bc6 Rec8  
23. Be4

[23.d5!]

23. ... Rxb2  
24. d5 Rd8



→ TACTIC: double attack

[24...f5!]

Must White now lose a pawn?

25. Kc3!

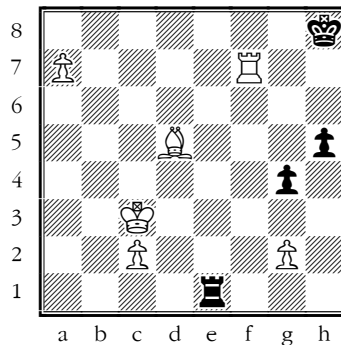
Giving Black two problems (b2 and e6), and so winning a piece and the game.

25. ... Rb6  
26. dxe6 Rxe6  
27. Rfe1 Rc8+  
28. Kb2 Rc4

29. Bd5 Rb4+  
30. Kc3 Rxe1  
31. Rxe1 Rb8  
32. Re7 Rc8+  
33. Kb2 Rb8+  
34. Kc3 Rf8  
35. Rxa7 g5  
36. a4 h5  
37. a5 Kh8  
38. Rxf7

[38.Ra7!?]

38. ... Re8  
39. a6 g4  
40. a7 Re1



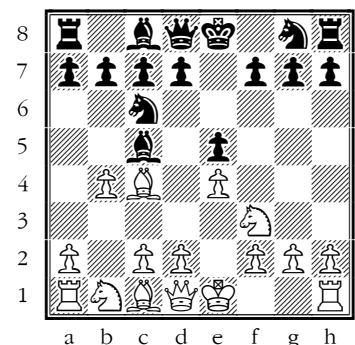
41. Kd2

[41.a8Q+ was also adequate!  
41...Re8 42.Qxe8]

41. ... Ra1  
42. a8Q+ Rxa8  
43. Bxa8 h4  
44. Ke3 Kg8  
45. Ra7 h3  
46. gxh3 gxh3  
47. Kf4 h2  
48. Kg5 Kf8  
49. Bc6 Kg8  
50. Kf6 Kh8  
51. Kg6 h1Q  
52. Bxh1 Kg8  
53. Ra8#

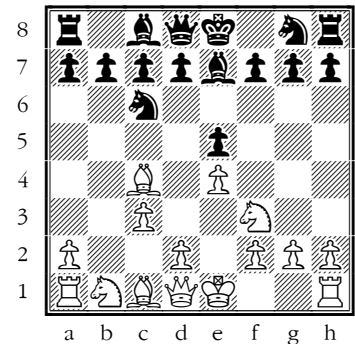
been finished off fairly quickly. But you got tempted to mix it up, and could have lost a piece, yet it was only a pawn. Then, by ignoring your undeveloped pieces, you could have even lost the endgame... There are some boring things that I'm sure you know you should do, but when it comes to it, sometimes you don't do them!"

1. e4 e5  
2. Nf3 Nc6  
3. Bc4 Bc5  
4. b4!?



Evans' Gambit - I approve!

4. ... Bxb4  
5. c3 Be7



6. 0-0?

That's the sort of boring developing move you have time to play when you are not a pawn down in a gambit opening!

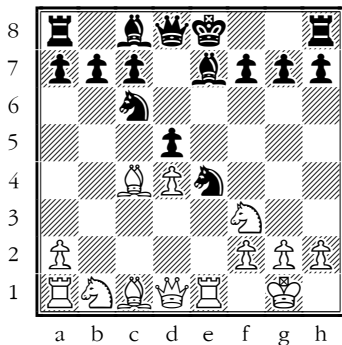
[6.d4! Is more to the point]

6. ... Nf6  
7. d4 exd4  
8. cxd4 Nxe4  
9. Re1 d5

P4 vs. Jim KNOTT

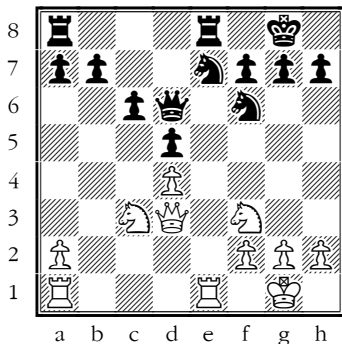
[C51] Evans' Gambit

“ White was rather careless with their pawns and you had a winning game, which could have



Black is better here, White doesn't have anything for the pawns.

- 10. **Bd3**      **Nf6**
- 11. **Ba3**      **0-0**
- 12. **Bxe7**     **Nxe7**
- 13. **Qe2**      **Re8**
- 14. **Nc3**      **Bf5**
- 15. **Bb5**      **c6**
- 16. **Bd3**      **Bxd3**
- 17. **Qxd3**     **Qd6**



Black's plan should be: Swap off and win the endgame.

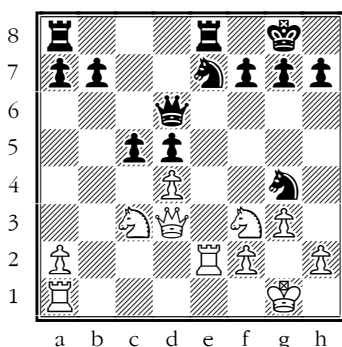
- 18. **Re2**      **Ng4?**

Wrong plan! No need for this...

☞ **When you are winning, stop trying to win, and win!**

[18...Ng6!?]

- 19. **g3**            **c5?**



Wrong plan again! You now get snarled up in some unnecessary tactics, where you could have lost a piece.

→ **TACTIC: pin**

- 20. **Rae1!**

With an important pin.

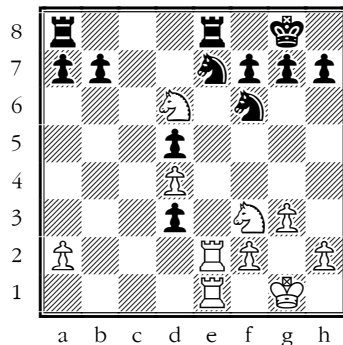
- 20. ...            **Nf6**

[20...Qc6 protects e8]

- 21. **Nb5**          **c4!?**

Counterattacking, but it's tricky...

- 22. **Nxd6**        **cxd3**



- 23. **Nxe8??**

Greedy! But it wins only a pawn...

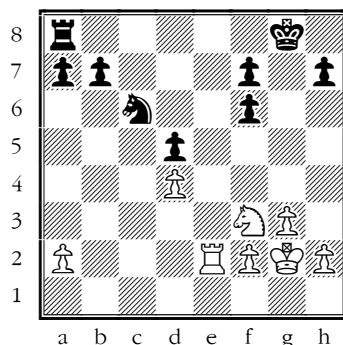
[23.Rxe7! Wins a piece]

- 23. ...            **dx e2**

- 24. **Nxf6+**        **gxf6**

- 25. **Rxe2**          **Nc6**

- 26. **Kg2**



Now, Black is still a pawn up, but you must get the whole army out and working together.

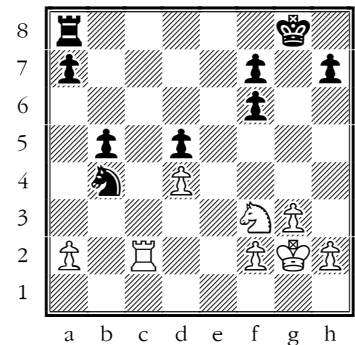
☞ **Use all your pieces! (Especially if you have only a few of them!)**

- 26. ...            **b5?**

Wrong plan again!

[Some sort of King or Rook move helps: Kf8, Rb8, Rc8, Kf8+Re8...]

- 27. **Rc2**            **Nb4**



→ **TACTIC: skewer**

- 28. **Rc5?**

[28.Rb2! Would be very good for White]

- 28. ...            **Nxa2**

- 29. **Rxb5**

[29.Rxd5!?]

- 29. ...            **Nc3**

[... more moves played ...]

...1/2-1/2

**L4 vs. Jim KNOTT**

[C46] Scotch Game

“ A game which will be forever shrouded in mystery.”

1. e4 e5  
 2. Nf3 Nc6  
 3. Nc3

[... more moves played ...]

**0-1 White resigns**

**Ben STURT**

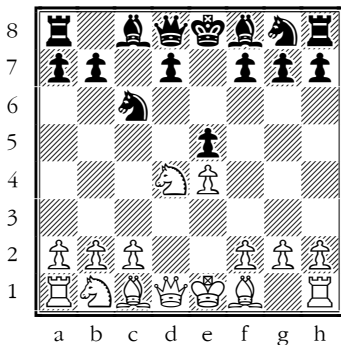
“ Great fighting spirit and effort, Ben. You were only one move away from a terrific comeback in your first game. I enjoyed your forthright King's Gambit, too! In the IQP game you won the exchange, but then you sat back a bit and let your opponent attack you. Be more pushy next time!”

**Ben STURT vs. P5**

[B32] Sicilian Defence, Lowenthal Variation

“ A gritty defence that almost turned into victory.”

1. e4 c5  
 2. Nf3 Nc6  
 3. d4 cxd4  
 4. Nxd4 e5



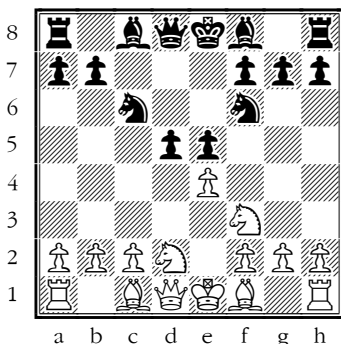
5. Nf3

[5.Nb5 is the only testing move]

5. ... Nf6

last book move

6. Nbd2 d5

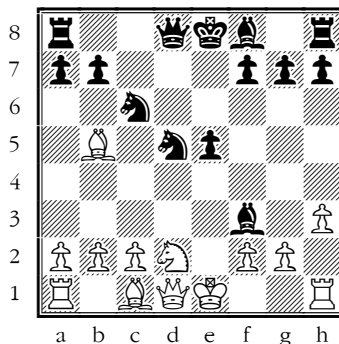


Black is at least equal.

7. exd5 Nxd5  
 8. Bb5 Bg4

[8...f6 is more solid]

9. h3 Bxf3



→ TACTIC: fork

10. Nxf3??

[10.Qxf3 is best]

10. ... Qa5+

Oops

⇒ Loose pieces drop off, says John Nunn

Loose pieces and exposed Kings should always make you look for a tactic.

⇒ If you are looking for a tactic (and you should always be looking for a tactic), then loose pieces and exposed Kings are the clues that one is there, and checks and captures are the key moves that make it work.

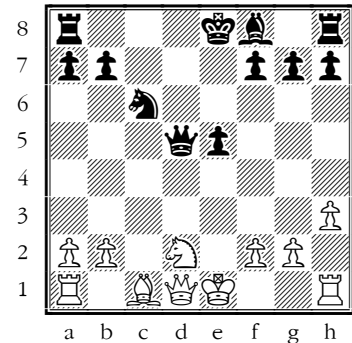
11. Nd2 Qxb5

→ TACTIC: fork

12. c4! Qa5

[12...Qa6 is better, says Fritz]

13. cxd5 Qxd5



In the end, it's only a pawn.

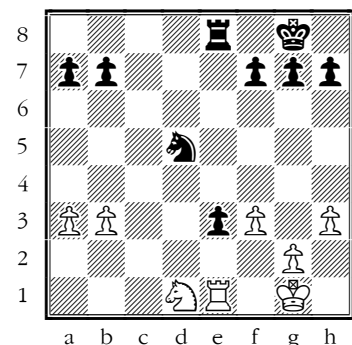
14. 0-0 Be7  
 15. Re1 0-0  
 16. Qh5 Bf6

[16...Rad8 is better, says Fritz]

17. b3

[17.Ne4 is better, says Fritz]

17. ... Rad8  
 18. Nc4 e4  
 19. Qxd5 Rxd5  
 20. Bb2 Bxb2  
 21. Nxb2 Re8  
 22. f3 e3  
 23. Rad1 Nb4  
 24. a3 Rxd1  
 25. Nxd1 Nd5



White has to do some serious grovelling to hold on.

26. Kf1 f5

27. g3

[27.f4 is better, says Fritz]

27. ... g5

28. f4

[28.Re2 is better, says Fritz]

28. ... gxf4

29. gxf4 Kg7

30. Kg2

[30.Re2 is better, says Fritz]

30. ... Nxf4+

31. Kg3

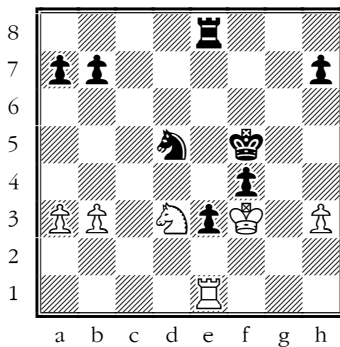
[31.Kf3 is better, says Fritz]

31. ... Nd5

32. Kf3 f4

33. Nb2 Kf6

34. Nd3 Kf5



35. Nc1

[35.h4 is better, says Fritz]

35. ... Rg8

Black can't seem to find a way through! (but ...Nd5-e7-c6-d4 would have unlocked it)

[35...Nc3 is better, says Fritz]

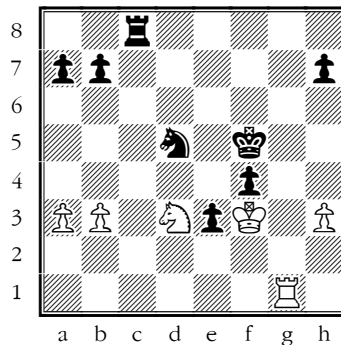
36. Nd3

[36.Ne2 is better, says Fritz]

36. ... Rc8

[36...Rg3+ is better, says Fritz]

37. Rg1



Now Black allows the destruction of his powerful pawns.

37. ... Kf6

[37...Rc3 is better, says Fritz]

38. Nxf4 Nxf4

39. Kxf4 Ke6

There were some more moves, and I remember one last mistake (Rxe3+ might have won). But a mighty effort, Ben, so well done!

[... more moves played ...]

1/2-1/2

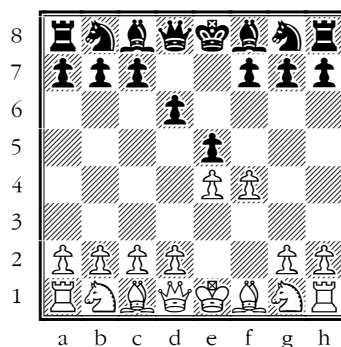
### Ben STURT vs. L5

[C30] King's Gambit

“ Almost a perfect King's Gambit - fast development, breaking open lines, winning material and finishing it in the endgame.”

1. e4 e5

2. f4 d6?!



Already a concession.

3. Nf3 Nc6

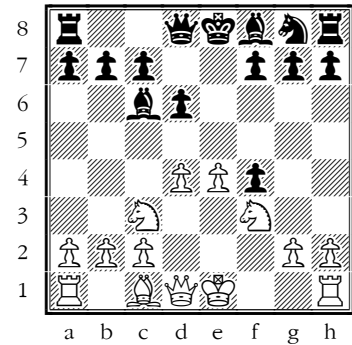
4. Bb5 Bd7

last book move

5. Bxc6 Bxc6

6. Nc3 exf4

7. d4!



Great!

➔ Dominate the centre if you can.

7. ... a6

[7...g5 is better, says Fritz]

8. Bxf4 Nf6

9. d5 Bb5

10. a4

[10.Nxb5 is a useful swap for you]

10. ... Bd7

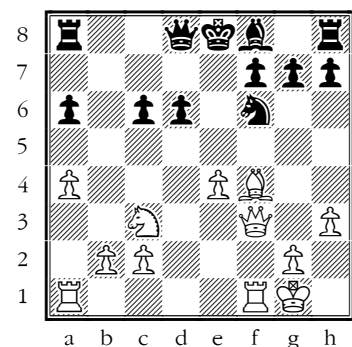
11. 0-0 Bg4

12. h3 Bxf3

13. Qxf3 c6

[13...Be7 is better, says Fritz]

14. dxc6 bxc6



15. e5!

Excellent - blasting through to Black's defences.

➔ Open lines against the enemy king stuck in the middle

15. ... dxe5

16. Qxc6+ Nd7

17. Bxe5 Bc5+

18. Kh1 0-0

[18...Rc8 is better, says Fritz]

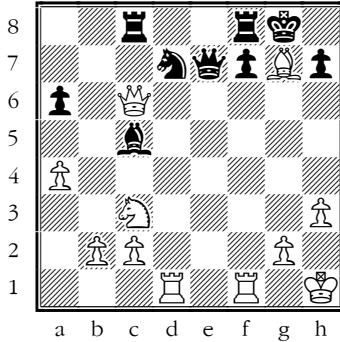
19. Rad1

[19.Bc7 is better, says Fritz]

19. ... Qe7

[19...Nxe5 is better, says Fritz]

20. Bxg7 Rac8



[20...Rfd8 is better, says Fritz]

→ TACTIC: in-between move

21. Qxd7?

[21.Bxf8! should have won on the spot.]

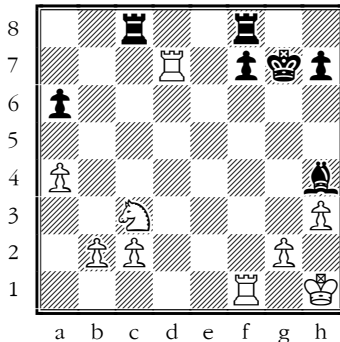
21. ... Kxg7

22. Qxe7 Bxe7

23. Rd7

[23.Nd5 is better, says Fritz]

23. ... Bh4



[23...Bf6 is better, says Fritz]

24. Rdx7+

Something is not right here! Do I have the wrong position?

→ TACTIC: outnumbered

24. ... Kg8

[24...Rxf7! wins for Black; 24...Rxf7 is better, says Fritz]

25. Rxf8+ Rxf8

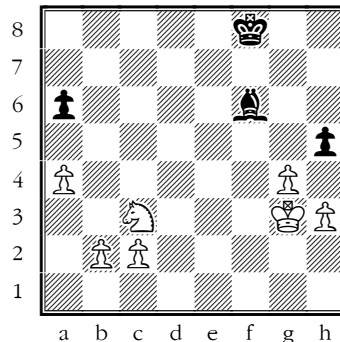
26. Rxf8+ Kxf8

27. Kh2 h6

28. g3 Bf6

29. g4 h5

30. Kg3



White's extra pawns should win easily enough.

30. ... Ke7

[30...hxg4 is better, says Fritz]

31. Kf3

[31.Nd5+ is better, says Fritz]

31. ... Kd6

[31...hxg4+ is better, says Fritz]

32. Ne4+ Ke5

33. Nxf6 Kxf6

34. Kf4

1-0

### M5 vs. Ben STURT

[C01] French Defence, Exchange Variation

“ You could have interpreted the position more sharply once opposite-side castling had happened. But after a solid start, you lost an exchange and then a piece, leaving you a Rook behind with an exposed King.”

1. e4 e6

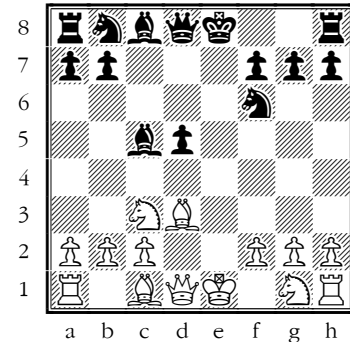
2. d4 d5

3. Nc3 Nf6

4. Bd3 c5

5. dxc5 Bxc5

6. exd5 exd5



7. Qe2+

White has gone for an IQP position, but has not put their pieces on the best squares to fight it.

[7.Bg5 Be6 8.Qf3]

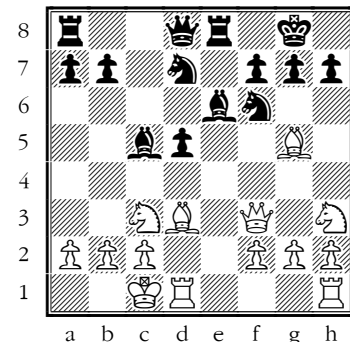
7. ... Be6

8. Bg5 0-0

9. 0-0-0 Re8

10. Qf3 Nbd7

11. Nh3



11. ... Bg4!?

→ TACTIC: skewer, pin

Looks great, but it's not so simple! You spotted your skewer but not the pin...

[Black should sound the charge on the enemy King with 11...Qa5!]

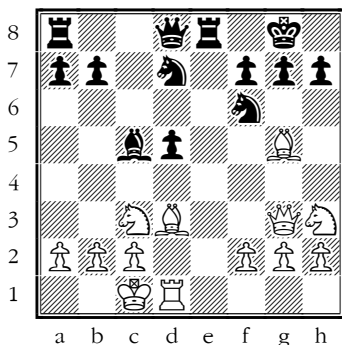
12. Qg3?!

Giving in!

[12.Qxg4! is just equal, but the swaps favour White against an IQP 12...Nxc4 13.Bxd8 Rxd8]

12. ... Bxd1

13. Rxd1



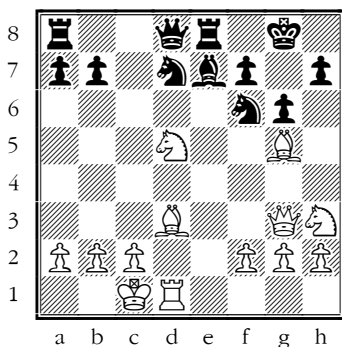
Black is winning.

13. ... g6

That helps White!

[13...Qa5! Charge!]

14. Nxd5 Be7



→ TACTIC: pin

15. Nc7?

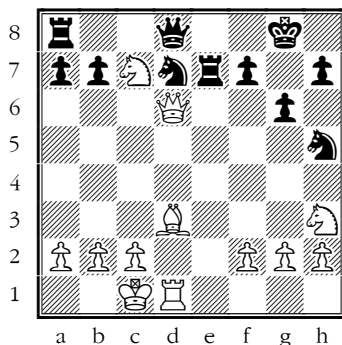
Missing a trick!

[15.Nxf6+ Bxf6 16.Bxf6 Qxf6  
(16...Nxf6 17.Bxg6) 17.Bb5!]

15. ... Nh5

16. Bxe7 Rxe7

17. Qd6



White is being pushy, hoping to create a muddle and a mistake.

17. ... Re6?

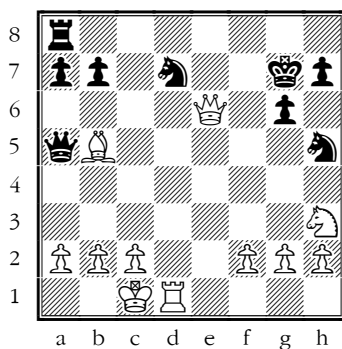
Oh dear!

[17...Rc8!]

18. Nxe6 fxe6

19. Qxe6+ Kg7

20. Bb5 Qa5



21. Qxd7+

[21.Rxd7+ is mate in a few moves]

21. ... Kh6

22. Qd2+ Qxd2+

23. Rxd2 a6

24. g4 axb5

25. gxh5 Rxa2

26. c3 Ra1+

27. Kc2 Kxh5

28. Nf4+ Kh6

29. h4 Rh1

30. h5 gxh5

31. Rd6+ Kg5

32. Ne6+ Kg4

33. Rb6 h4

34. Rxb7 Kf3

35. Rxh7 h3

36. Ng5+ Kg4

37. Nxh3 Rh2

38. Kb3 Rh1

39. f4 Kf5

40. Kb4 Rb1

41. b3 Kg4

42. f5 Rf1

43. c4 bxc4

44. bxc4 Rxf5

45. c5 Rf1

46. c6 Rb1+

47. Kc5 Rc1+

48. Kd6 Rd1+

49. Ke6 Re1+

50. Kf6 Rc1

51. c7 Rf1+

52. Nf4 Rxf4+

53. Ke5 Rc4

54. Kd6 Rc1

55. Rh8 Rd1+

56. Ke6

1-0

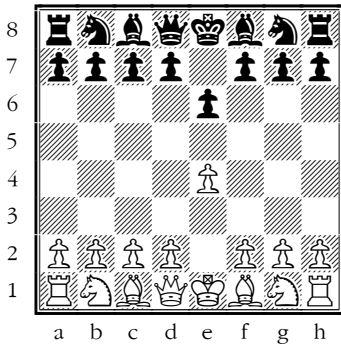
“ Have a think about why you are playing the English (or come and talk to me one day), and we can either find you some better plans or a better system. And I guess we'll write off the blunder to lack of match fitness...”

**L6 vs. Guy SUSEVEE**

[C00] French Defence

“ You took nice advantage of White's several mistakes.”

1. e4 e6



2. a3?!

An odd move.

[2.d4; or 2.Nf3 is better]

2. ... Nc6?!

An odd reply!

[2...d5; 2...c5]

3. d4 d5

4. Nc3

[4.e5! and then you have to attack e5 and not d4]

4. ... dxe4

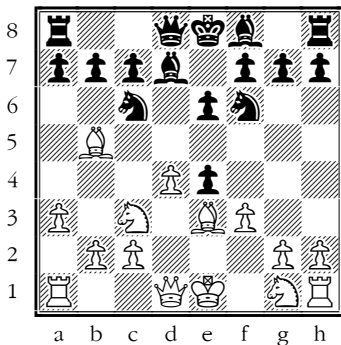
5. Be3

[5.Nxe4 If then 5...Qxd]

5. ... Nf6

6. Bb5 Bd7

7. f3

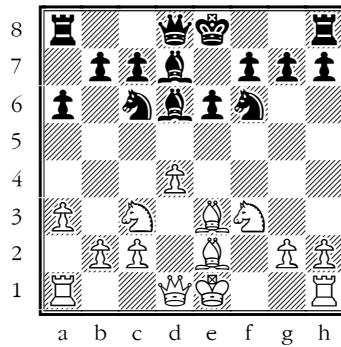


7. ... a6?!

[7...Nd5! hitting the other Bishop, is better]

8. Be2 exf3

9. Nxf3 Bd6



Black has an extra pawn; White has not much compensation for it.

10. d5

[10.Qd3 is better, says Fritz]

10. ... Ne7

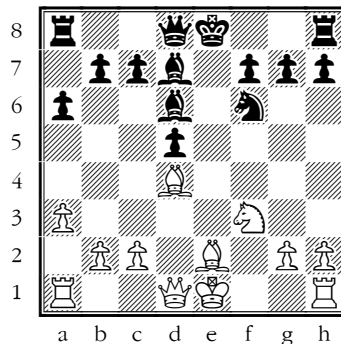
[10...exd5 is better e.g. 11.Nxd5 Nxd5 12.Qxd5 Qe7]

11. Bd4

[11.dxe6 is obviously better]

11. ... Nexd5

12. Nxd5 exd5

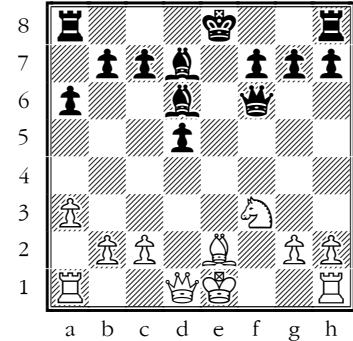


Two pawns now!

13. Bxf6

[13.0-0 is better, says Fritz]

13. ... Qxf6



14. Qd4?

Exchanges help Black, of course.

➔ Don't swap pieces when you are losing

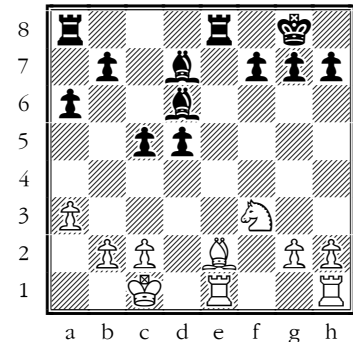
14. ... Qxd4

15. Nxd4 0-0

16. 0-0-0 Rfe8

17. Rde1 c5

18. Nf3



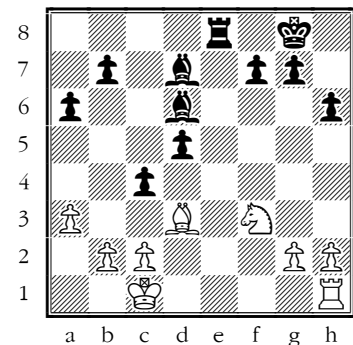
18. ... h6?!

Very cautious!

[18...Rad8 must be better]

19. Bd3 c4

20. Rxe8+ Rxe8



**21. Bxc4?**

Can't be right.

[21.Bf1 is better, says Fritz]

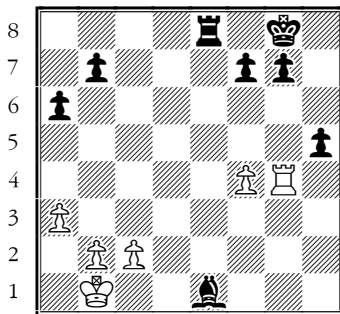
- 21. ... dxc4
- 22. Rd1 Bf4+
- 23. Kbl Bg4
- 24. Rd4 Bxf3
- 25. gxf3 Bxh2
- 26. Rxc4 Bg3
- 27. Rg4

[27.Rc5! is better, says Fritz]

- 27. ... Be1

[27...Re1+ is better, says Fritz]

- 28. f4 h5



**29. Rh4??**

Horrible!

☞ Backwards moves are sometimes hard to spot.

[29.Rg1 is better, says Fritz]

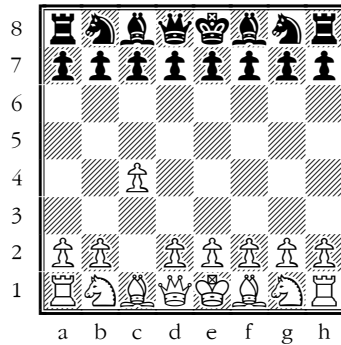
- 29. ... Bxh4
- 30. Ka2 Bf6
- 31. c4 h4
- 32. b4 h3
- 33. c5 h2
- 34. Kb3 h1Q
- 35. Kc4 Qf1+
- 36. Kd5 Qd3#
- 0-1

**P6 vs. Guy SUSEVEE**

[E61] Queen's Indian Defence

“Playing fancy openings is no use if... (complete this coaching tip in 12 words or fewer, and you could win a prize.)”

**1. c4**



I've not seen the English played before in U14 games - what systems are you hoping to get to play?

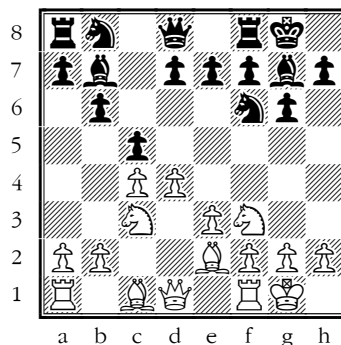
White usually plays g3 and follows up with either e4 or b4, or White can play out both Knights before adding d4.

[1.e4!]

- 1. ... c5
- 2. e3

That's not a happy decision for your Bc1.

- 2. ... g6
- 3. d4 b6
- 4. Nf3 Bg7
- 5. Be2 Bb7
- 6. 0-0 Nf6
- 7. Nc3 0-0

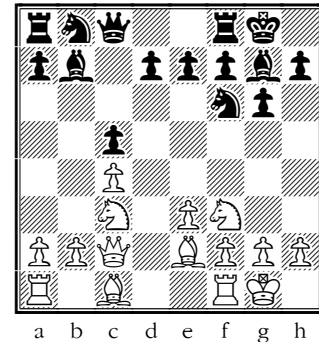


White's position is solid enough.

**8. dxc5**

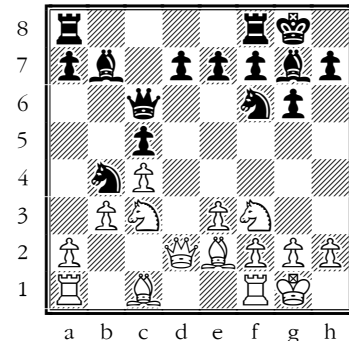
[8.d5 squashes the Bb7]

- 8. ... bxc5
- 9. Qb3 Qc8
- 10. Qc2



It can't be right to have lost a move like this

- 10. ... Nc6
- 11. b3 Nb4
- 12. Qd2 Qc6



[12...d5 is better, says Fritz]

➔ TACTIC: mate

**13. Ne5??**

Not the worst move ever seen - but close!

[13.Bb2 is better, says Fritz]

☞ To check if a move is safe, you don't look just at the piece you are moving, you must also look at squares that are going to be undefended or uncovered.

- 13. ... Qxg2#

0-1

**Guy SUSEVEE vs. M6**

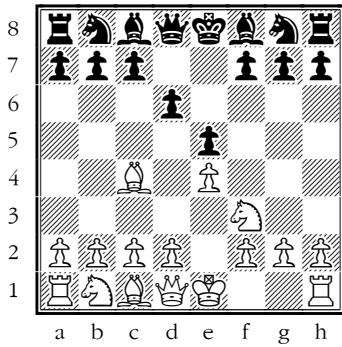
[C41] Philidor's Defence

“After both sides dithered in the opening, White lunged forward and won a piece.”

- 1. e4 e5
- 2. Nf3 d6



3. Bc4



3. ... h6?!

Too slow. last book move

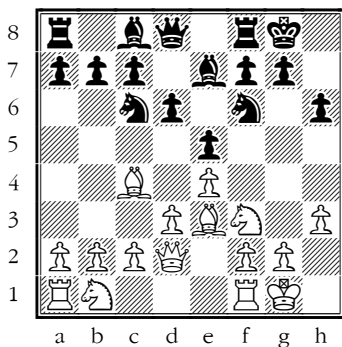
[3...Be7]

4. h3?!

Also too slow!

[4.d4! is better, says Fritz]

- 4. ... Nf6
- 5. d3 Be7
- 6. 0-0 0-0
- 7. Be3 Nc6
- 8. Qd2



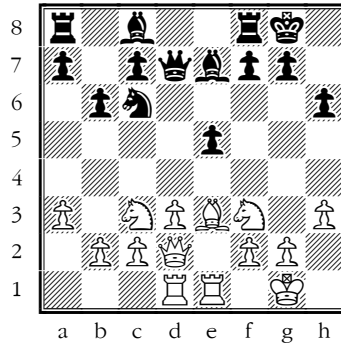
8. ... d5!

Forward thinking at last!

- 9. exd5 Nxd5
- 10. Bxd5 Qxd5
- 11. Nc3 Qd7
- 12. Rfe1 Bb4

[12...f5 is better, says Fritz]

- 13. Rad1 b6
- 14. a3 Be7

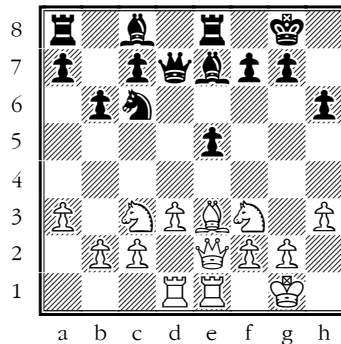


15. Qe2

[15.d4! Black has not been getting on with it, so White should break things open and make use of the extra development.]

☞ Be pushy!

15. ... Re8

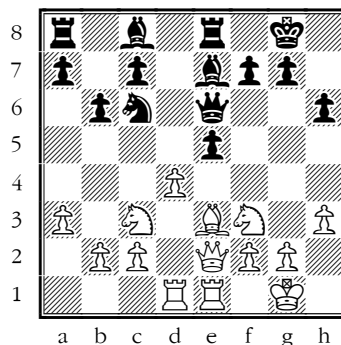


16. d4!

Quite right!

16. ... Qe6??

A blunder



☞ TACTIC: fork

[16...exd4 is better, says Fritz]

17. d5! Qf6?

[17...Qg6 is better, says Fritz]

- 18. dxc6 Qxc6
- 19. Nxe5 Qe6
- 20. Nf3 Bb7
- 21. Nb5 Qc6
- 22. Nc3

[22.c4 is better, says Fritz]

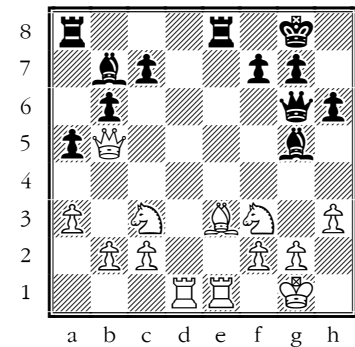
22. ... Bg5

[22...Qe6 is better, says Fritz]

23. Qf1 a5

[23...Bxe3 is better, says Fritz]

24. Qb5 Qg6



☞ TACTIC: discovery

25. Bxg5 hxg5??

[25...Rxe1+ was essential; the Bishop move has uncovered an attack on e8]

26. Rxe8+ Rxe8

27. Qxe8+ Kh7

28. Qe3

[28.Rd8 is deadly]

28. ... Qc6

[28...f6 is better, says Fritz]

29. Qxg5 g6

[29...Qg6 is better, says Fritz]

30. Qd5

[30.Qh4+ mates]

30. ... Qxd5

31. Nxd5

[31.Rxd5 Bg]

31. ... Ba6

32. Nxc7

1-0

“ You deserved a win in Round 1, but got a well-earned win in the last round. There's nothing wrong with your game plan, you know what you are supposed to be doing, but you must blunder-proof your thinking habits. I've told you all I know about how to do that, too!

**M7 vs. Bracken LOCKETT**

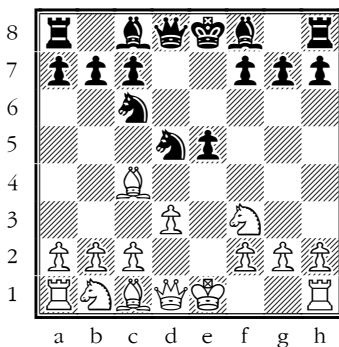
[C55] Two Knights' Defence

“ You won a piece nicely early on, but almost forced White to win it back. Then there was a huge exciting muddle in the middle, but sadly at the end you had lost another piece and White won the endgame. Deserved a better fate!”

- 1. e4 e5
- 2. Nf3 Nc6
- 3. Bc4 Nf6
- 4. d3 d5?!

I have a feeling this is a bit risky, but it's a nice move to play when you can.

- 5. exd5 Nxd5



- 6. Be3

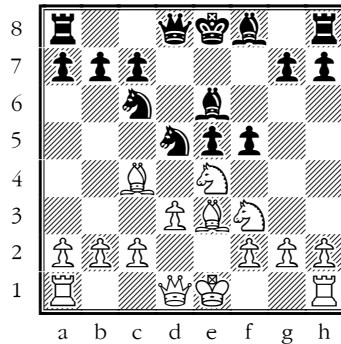
[6.0-0! and Re1! puts some pressure on your centre.]

- 6. ... f6

Pick up a piece instead of a pawn if you can.

[6...Be7! prepares to castle]

- 7. Nbd2 Be6
- 8. Ne4 f5

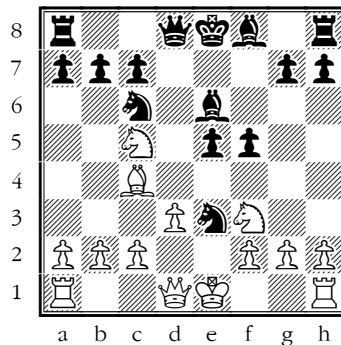


Also risky!

- 9. Nc5

[9.Neg5!? was the most important move: Black turns out OK, but only just! 9...Nxe3 10.Nxe6 Nxd1 11.Nxd8 Nxb2 12.Nxc6 Nxc4 13.dxc4 bxc6 and Black has won a pawn, because 14.Nxe5 Bb4+ 15.Ke2 Bc3! You saw all that of course...]

- 9. ... Nxe3



We start down a similar line...

- 10. fxe3

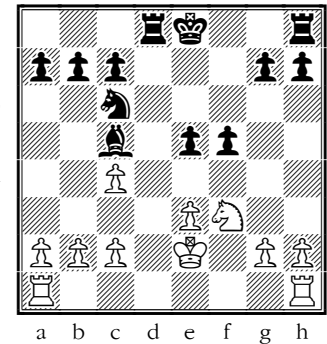
White fails at the first choice!

[10.Nxe6 is better, says Fritz]

- 10. ... Bxc4
- 11. dxc4

[11.Nxb7 Bxc5 grovels for a pawn]

- 11. ... Bxc5
- 12. Qxd8+ Rxd8
- 13. Ke2



With an extra piece! Right, now you are winning, you can change gear. You should finish development, and swap off White's remaining pieces.

☞ **Win when you are winning!**

- 13. ... e4?

Wrong plan!

➔ **TACTIC: fork**

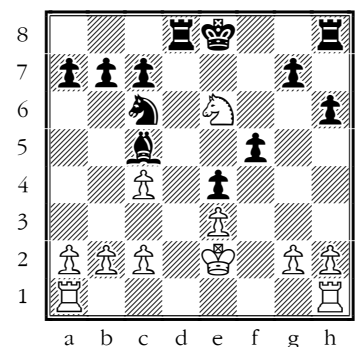
- 14. Ng5 h6??

Forces White to win material!

➔ **TACTIC: fork**

[14...Rd6 is better, says Fritz]

- 15. Ne6

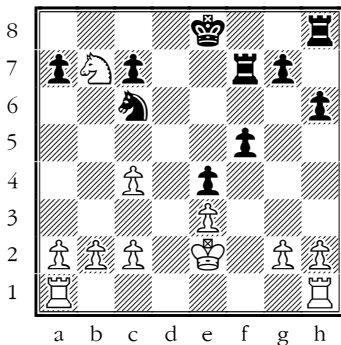


- 15. ... Rd7?

Protecting an unimportant pawn!

[15...Bd6! 16.Nxc5 and Black is still winning]

- 16. Nxc5 Rf7
- 17. Nxb7



Now you need to get your King and your Rook into the fight

17. ... f4  
18. Rhf1 0-0

[18...f3+ is better, says Fritz]

19. exf4

[19.Rxf4 is better, says Fritz]

19. ... Rxf4

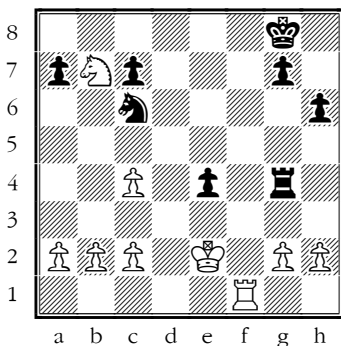
[19...Nd4+ is better, says Fritz]

20. Rxf4 Rxf4

21. Rf1

[21.Rd1 is better, says Fritz]

21. ... Rg4



[21...Nd4+ is better, says Fritz]

22. Rf2

Shutting out your King

22. ... Nd4+

[22...Rg5 is better, says Fritz]

23. Ke3 Ne6

24. g3 g5

[24...h5 is better, says Fritz]

25. Rf6 Ng7

26. Kf2

[26.Nc5 is better, says Fritz]

26. ... h5

→ TACTIC: net

27. h3

Trapping the Rook?

[27.Rc6 is better, says Fritz]

27. ... Ne8

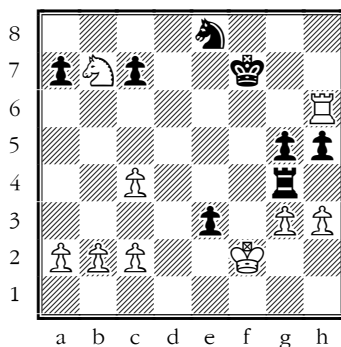
[27...e3+ 28.Re6 28.Kf3 e2  
29.Kxe2 Rvg3 (29...Rxc4 30.Rg6  
30.c3)]

28. Rg6+

[28.Re6 is better, says Fritz]

28. ... Kf7

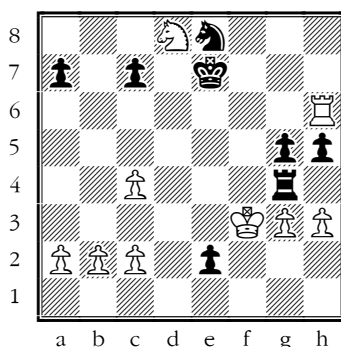
29. Rh6 e3+



Saving the Rook, well done! We now have a confusing sequence of threat and counter-threat, where White comes out with an extra piece.

30. Kf3 e2

31. Nd8+ Ke7



[31...Kg8 is better, says Fritz]

32. Nc6+

[32.Re6+! 32...Kd7 wins for White  
32...Kxd8 33.hxg4]

32. ... Kd7

33. Ne5+ Ke7

34. Ng6+ Kf7

35. Ne5+

[35.Kxe2 is better, says Fritz]

35. ... Kg7

36. Nd3 Rd4

[36...Rvg3+ is better, says Fritz]

37. Re6 g4+

38. Kxe2

[38.hxg4 is better, says Fritz]

38. ... gxh3

[38...Kf7 is better, says Fritz]

39. Nf2

[39.Rxe8 is better, says Fritz]

39. ... h2

Good attitude but a poor move; you're now going a piece down and have a lost game.

[39...Kf7 is better, says Fritz]

40. Rxe8 Rg4

[40...Rxc4 is better, says Fritz]

41. Kf3 Rxc4

42. Re2

[42.Ke3 42... Rd]

42. ... h4

43. Kg2 Kg6

44. Kxh2 Kh5

[44...hxg3+ is better, says Fritz]

45. gxh4 Kxh4

46. Re4+ Rxe4

47. Nxe4 Kg4

48. Nc5 Kf4

49. c4 Ke5

50. Kg2 Kd6

[50...Kd4 is better, says Fritz]

51. Ne4+ Kc6

[51...Ke5 is better, says Fritz]

52. Kf3 a5

53. Nc3 Kc5

54. b3 Kb4

55. Nd5+ Ka3

[55...Kc5 is better, says Fritz]

56. Nc3

[56.Nxc7 is better, says Fritz]

56. ... c5

[56...Kb4 is better, says Fritz]

57. Ke2 Kb4

[57...a4 is better, says Fritz]

58. Kd2

[58.Na4 is better, says Fritz]

58. ... Ka3

[58...a4 is better, says Fritz]

59. Na4 Kb4

[59...Kxa2 is better, says Fritz]

60. Nxc5 Kxc5

61. Kc3

[61.a3 is better, says Fritz]

61. ... Kb6

[61...Kd6 is better, says Fritz]

62. b4 a4

63. c5+ Kb5

64. a3 Kc6

65. Kc4 Kb7

66. b5 Ka7

67. c6 Kb6

68. Kb4 Kc7

69. Kxa4 Kb6

70. c7 Kxc7

71. Ka5 Kb7

72. b6 Ka8

73. Ka6 Kb8

74. b7 Kc7

75. Ka7 Kc6

76. b8Q Kc5

[76...Kd5 is better, says Fritz]

77. a4 Kd5

78. Kb6

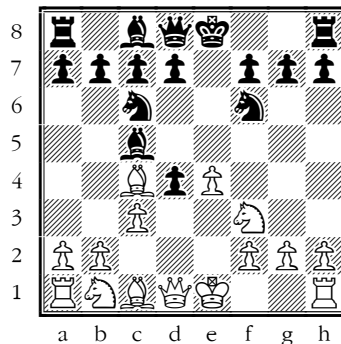
1-0

### Bracken LOCKETT vs. P7

[C54] Giuoco Piano (Italian Game)

“ You missed an evil trick - I guess you've learned this pattern now!”

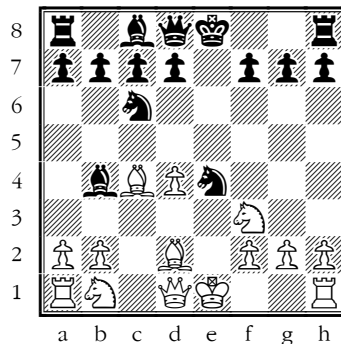
- 1. e4 e5
- 2. Nf3 Nc6
- 3. Bc4 Bc5
- 4. c3 Nf6
- 5. d4 exd4



6. cxd4

[6.0-0 is worth thinking about, as is; 6.e5]

- 6. ... Bb4+
- 7. Bd2 Nxe4

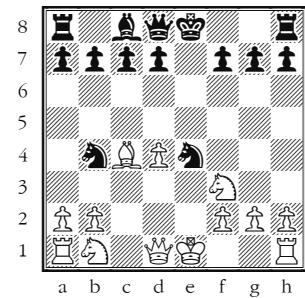


8. Nc3?

[8.Bxb4! wins back the pawn  
8...Nxb4

→ TACTIC: decoy, loose piece

ANALYSIS DIAGRAM



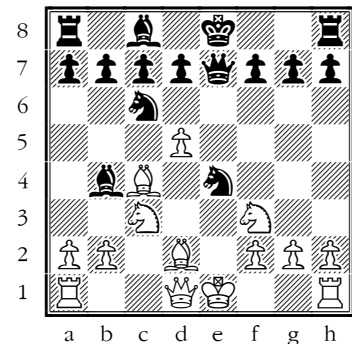
9.Bxf7+! Kxf7 10.Qb3+ Kf8  
11.Qxb4+]

8. ... Qe7

Setting up a wicked discovered check

[8...Bxc3 is better, says Fritz]

9. d5??



Missing the point!

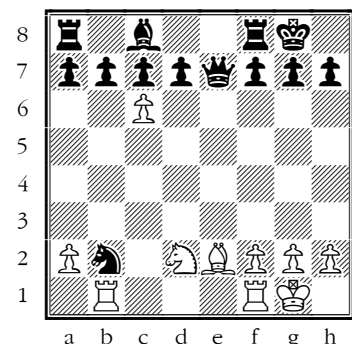
[9.0-0 is better, says Fritz]

9. ... Nxc3+

☞ Look at every check and every capture, every move!

That was a check AND a capture, so it should have been the first reply you looked at!

- 10. Be2 Nxd1
- 11. dxc6 Bxd2+
- 12. Nxd2 Nxb2
- 13. 0-0 0-0
- 14. Rab1



That's all I have for this game,  
but I think we've seen enough!

[... more moves played ...]

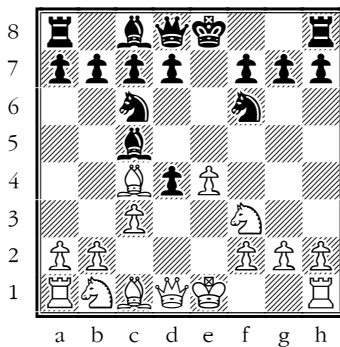
0-1

**Bracken LOCKETT vs. L7**

[C54] Giuoco Piano (Italian Game)

“ Black threw material at you,  
and you caught it all!”

- 1. e4 e5
- 2. Nf3 Nc6
- 3. Bc4 Bc5
- 4. c3 Nf6
- 5. d4 exd4



6. cxd4

If you ever get fed up with this  
move, you can try other moves  
here:

[6.e5; 6.0-0]

6. ... Bxd4??

Just loses a piece!

[6...Bb4+ is better, says Fritz: we  
saw this in your other game with  
White]

7. Nxd4 d6

[7...Nxe4 is better, says Fritz]

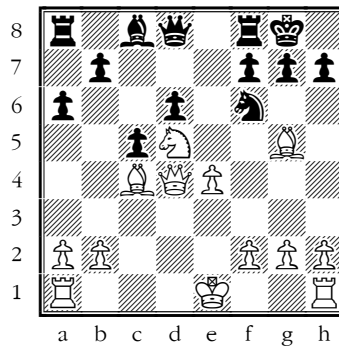
8. Nc3 Nxd4

9. Qxd4 0-0!

10. Bg5 a6

11. Nd5 c5 ?!

We saw lots of examples of this  
poor idea.



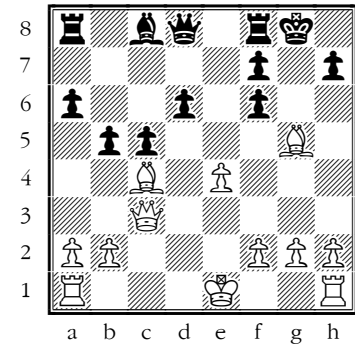
12. Qc3

[12.Nxf6+ is better, says Fritz]

12. ... b5

[12...Nxd5 is better, says Fritz]

13. Nxf6+ gxf6



14. Bxf6 Qxf6

Forced, or else it's mate!

15. Qxf6 bxc4

White's extra Queen should win  
easily enough.

16. Qxd6 Bb7

17. Qxc5 Rae8

18. 0-0 Bxe4

19. f3 Bd3

20. Rfd1 Be2

21. Rd2 Kh8

[21...Bd3 is better, says Fritz]

22. Rxe2 Rxe2

[22...Rb8 is better, says Fritz]

23. Qxf8#

1-0

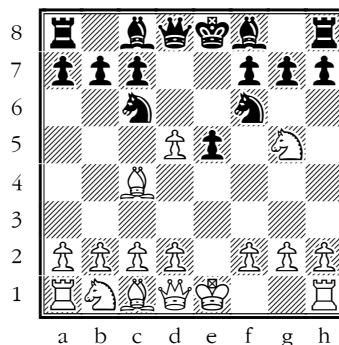
**Ben SANDERS-WYATT**

“ A great 3/3 performance, even though you had to do a bit of swindling in Round 2. I'd advise you to build up your attacks a bit more; you're relying a bit too much on your opponent not spotting what you intend. I'd like to see you working up an attack with lots of backup, so that once a threat arrives, it cannot be defended, even if noticed!

**P8 vs. Ben SANDERS-WYATT**

[C58] Two Knight's Defence, Duffer's  
Variation

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



5. ... Na5!

Very good - that or 5... b5! are  
best. [I think 5...b5! might be  
easier to play.]

6. Qe2

[6.Bb5+ is better, says Fritz]

6. ... Nxc4

7. Qxc4 Nxd5

[7...Qxd5 is better]

8. d4 f6

9. Nf3 c6

[9...e4 is better, says Fritz]

**10. dxe5**

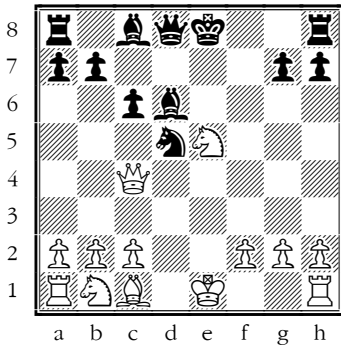
Too many pawn moves

**10. ... fxe5**

**11. Nxe5?!**

[11.0-0 is safer; 11.Nc3 is better, says Fritz]

**11. ... Bd6**



and Black looks exposed.

**12. Qe2**

[12.Nxc6!? bxc6 is tricky! White can't quite get away with it while uncastled: 13.Qxc6+ Qd7 14.Qxa8 Qe6+ 15.Be3 Nxe3 16.fxe3 Qxe3+ 17.Kd1 0-0 and White is kippered;

[12.f4 is better, says Fritz]

**12. ... 0-0**

**13. 0-0 Re8**

**14. f4 Qf6**

[14...g5 is better, says Fritz]

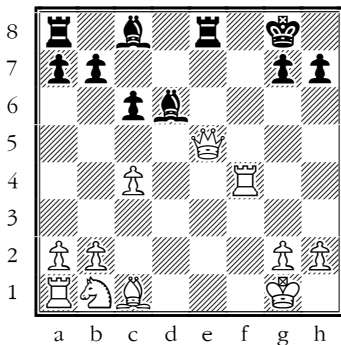
**15. c4 Nxf4**

**16. Rxf4**

[16.Bxf4 is better, says Fritz]

**16. ... Qxe5**

**17. Qxe5**



Black is doing very well

**17. ... Bxe5**

**18. Re4**

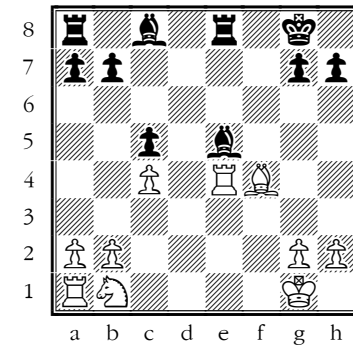
[18.Nc3 is better, says Fritz]

**18. ... c5!?**

Setting a trap? But no need here

[18...Bf5; 18...Bxh2+ is better, says Fritz]

**19. Bf4**



Falling for it anyway

[19.Nc3 is better, says Fritz]

→ **TACTIC: discovery**

**19. ... Bd4+**

**20. Rxd4 cxd4**

**21. Nd2 Rf8**

[21...Be6 may be better; 21...Re2 is better, says Fritz]

**22. Rf1**

[22.Bd6 is better, says Fritz]

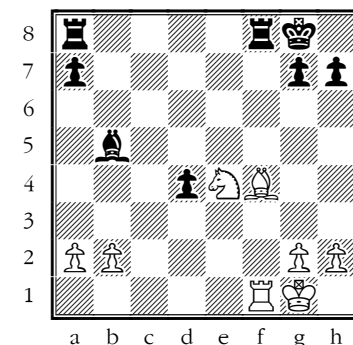
**22. ... Bd7**

**23. Ne4 b5**

**24. cxb5**

[24.c5 is better, says Fritz]

**24. ... Bxb5**



**25. Nf6+??**

White is in trouble, but digs deeper...

[25.Rf3 is better, says Fritz]

**25. ... Rxf6**

**26. Rf2 Re8**

[26...Raf8 is simpler, but the win is not much in doubt]

**27. g3**

[27.h4 is better, says Fritz]

**27. ... Re1+**

**28. Kg2 d3**

**29. Rd2**

[29.a4 is better, says Fritz]

**29. ... Re2+**

**30. Rxe2 dxe2**

**31. Kf2 Re6**

[31...g5 is better, says Fritz]

**32. Bd2 g5**

**33. b3 h5**

**34. a4 Bd3**

**35. h3 Kg7**

**36. h4 gxh4**

**37. gxh4 Kg6**

**38. a5 Kf5**

**39. a6**

[39.b4 is better, says Fritz]

**39. ... Rxa6**

**40. b4 Rf6**

**41. Ke3 Re6+**

**42. Kf2 Kg4**

**43. b5**

[43.Be1 is better, says Fritz]

**43. ... Kxh4**

**44. Be1 Kg4**

**45. Bd2 Bxb5**

**46. Bc3 Rc6**

**47. Bd2 h4**

**48. Kg2 Re6**

**49. Kh1 e1Q+**

**50. Bxe1 Rxe1+**

**51. Kh2 Re2+**

**52. Kg1 Kg3**

**53. Kf1 Ra2+**

**0-1**

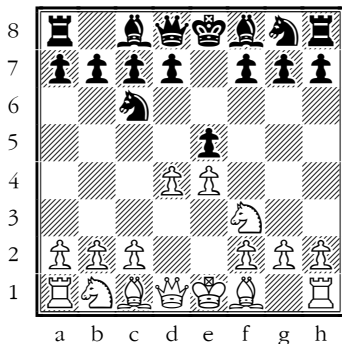
**Ben SANDERS-WYATT vs. M8**

[C45] Scotch Game

“ After getting in a muddle with an unjustified attack, you

kept attacking until Black cracked."

1. e4 e5
2. Nf3 Nc6
3. d4



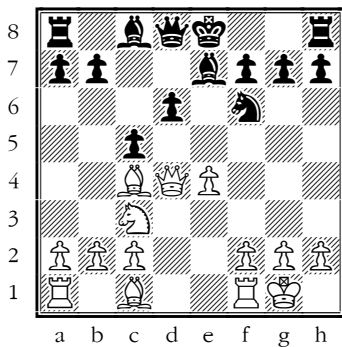
3. ... Nxd4?

[3...exd4 is better]

4. Nxd4 exd4
5. Qxd4

The Queen looks great here

5. ... d6
6. Bc4 Nf6
7. Nc3 Be7
8. 0-0 c5?!



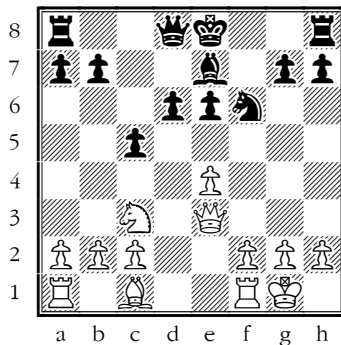
Making a hole on d5, just right for a Knight.

➔ Don't give your opponent good squares for their Knights

9. Qe3 Be6
10. Bxe6

[10.Bb5+]

10. ... fxe6



11. Qg3

[11.Rd1! Or 11.Qh3! Or 11.e5! gives Black more problems]

11. ... 0-0

12. Bh6

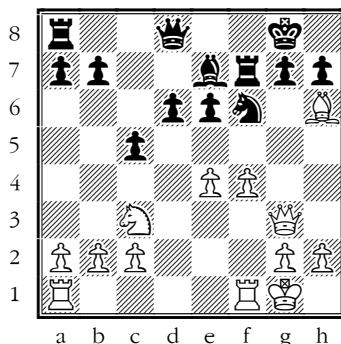
Really, you're just attacking with two pieces, so unless Black blunders, you are better off choosing a different plan.

[Again, 12.Qh3 is better, as is; 12.Rd1]

➔ When you are attacking, invite everyone to the party!

12. ... Rf7

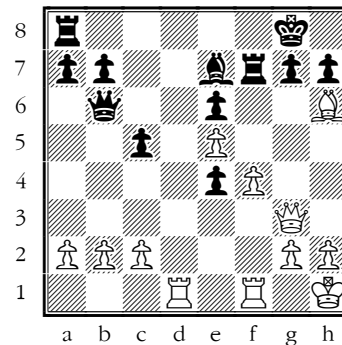
13. f4



13. ... d5?!

[13...Qb6! gets some counterplay going]

14. e5 Ne4
15. Nxe4 dxe4
16. Rad1 Qb6
17. Kh1

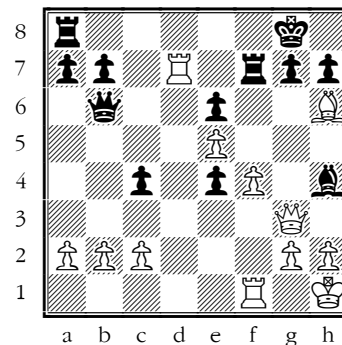


17. ... c4?

[17...Qxb2! is quite OK, as it is for the next move or two]

➔ TACTIC: discovery

18. Rd7? Bh4!



[18...Qxb2!]

19. Qxh4?

[19.Rxf7! keeps the losses down to something manageable]

19. ... Rxd7

20. Qg3

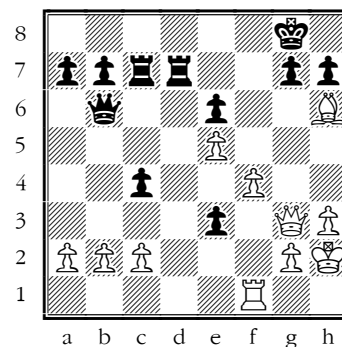
[20.Qg4 is better, says Fritz]

20. ... Rc8

21. h3 e3

[21...Qxb2!]

22. Kh2 Rcc7



[22...e2!; 22...Qxb2!]

**23. f5!**

Keeping going forward - what else can you do now?

**23. ... exf5**

[23...e2 is better, says Fritz]

**24. Rxf5**

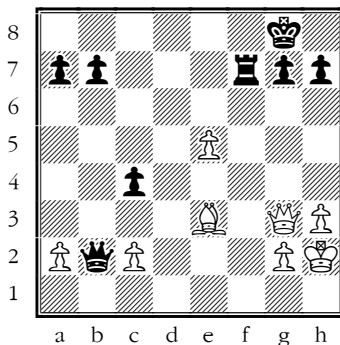
[24.Bxe3 is better, says Fritz]

**24. ... Rf7**

[24...Qxh6 is better, says Fritz]

**25. Rxf7 Rxf7**

**26. Bxe3 Qxb2**



**27. Qg4?**

[27.e6! is better, says Fritz]

**27. ... c3?**

[27...Qxe5+! would have won for Black]

**28. Bc5!**

Asking Black some hard questions!

[28.e6 is better, says Fritz]

**28. ... Qxc2?**

Black gets the answer wrong...

[28...h5 is better, says Fritz]

**29. Qc8+ Rf8**

**30. Qxf8#**

**L8 vs. Ben SANDERS-WYATT**

[C24] Bishop's Opening

“ White played too loosely, and started falling apart.”

**1. e4 e5**

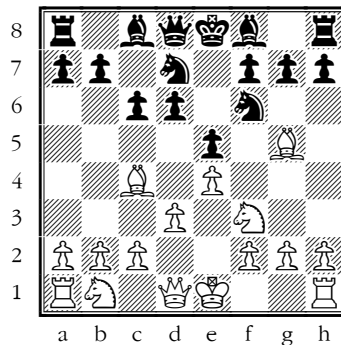
**2. Bc4 Nf6**

**3. d3 c6**

**4. Nf3 d6**

Now it's more like Philidor's Defence.

**5. Bg5 Nbd7**



**6. d4**

Losing a move.

[6.Nc3 is better, says Fritz]

**6. ... Qb6**

Excellent, proving White's setup to be too loose.

**7. dxe5 Nxe4**

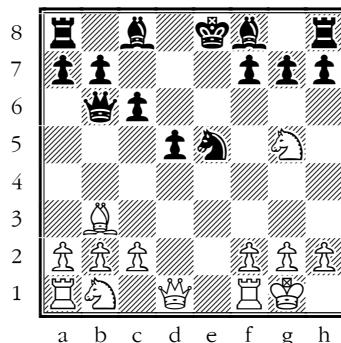
**8. 0-0 Nxc5**

**9. Nxc5 Nxe5**

**10. Bb3**

[10.Re1 is better, says Fritz]

**10. ... d5?!**



Now Black looks a bit loose.

[10...Be7 is better]

**11. Nc3?**

[11.Re1! is awkward for Black.]

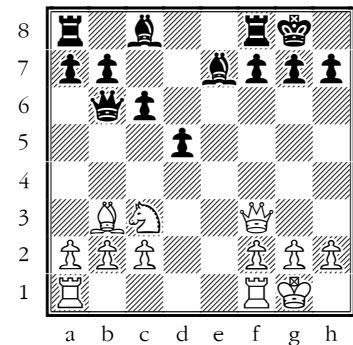
**11. ... Be7**

**12. Nf3**

[12.Re1 is better, says Fritz]

**12. ... Nxf3+**

**13. Qxf3 0-0**



**14. Rael**

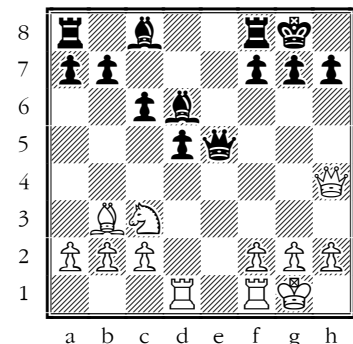
[14.Rfe1 is better]

**14. ... Bd6**

**15. Qh5 Qd4**

**16. Rd1 Qe5**

**17. Qh4**



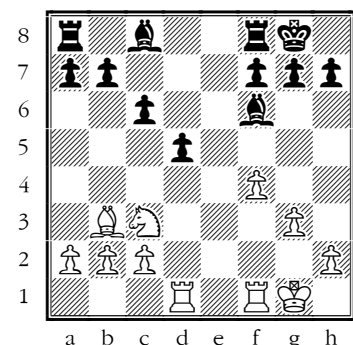
**17. ... Qf4**

[17...Re8 is better, says Fritz]

**18. Qxf4 Bxf4**

**19. g3 Be5**

**20. f4 Bf6**



**21. Rdel**

[21.Kf2 is better, says Fritz]

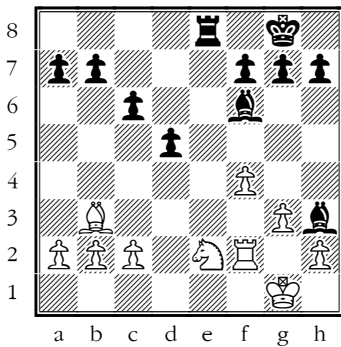
**21. ... Bh3**

**22. Rf2 Rfe8**

**23. Rxe8+ Rxe8**

**24. Ne2?**





→ TACTIC: pin

[24.Re2 is better, says Fritz]

24. ... **Bd4!**

A fine trick.

25. **Nxd4** **Re1+**

26. **Rf1** **Rxf1#**

0-1

Henry

“ A very good score, Henry, well done! I suggest you have another think about how you are approaching the Ruy Lopez, and do try to play more aggressively. Especially, do invite more pieces when you are having an attacking party.”

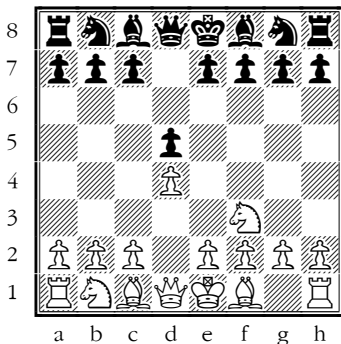
**M9 vs. Henry COLEMAN**

[D02] Colle System

“ A fair result: both sides missed chances.”

1. **d4** **d5**

2. **Nf3**

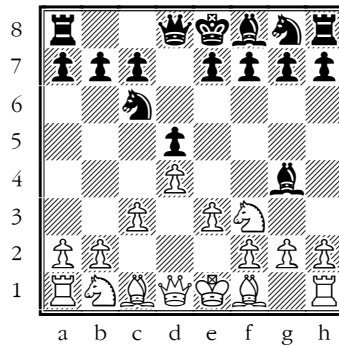


2. ... **Nc6?!**

Oddly, probably a mistake. You need to open a line for your Rooks with ...e5 or ...c5, and ...c5 is usually a lot easier to achieve.

3. **e3** **Bg4**

4. **c3**

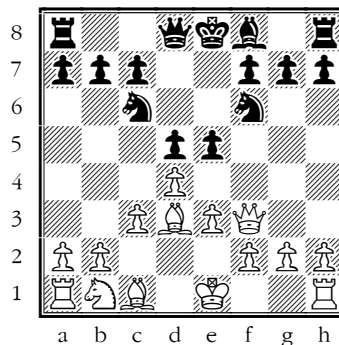


4. ... **Bxf3**

[4...e5! is great here. (I did say “usually” easier to achieve!)]

5. **Qxf3** **Nf6**

6. **Bd3** **e5!**



Good!

7. **e4?!**

[7.Qh3 is better, says Fritz]

7. ... **dxe4**

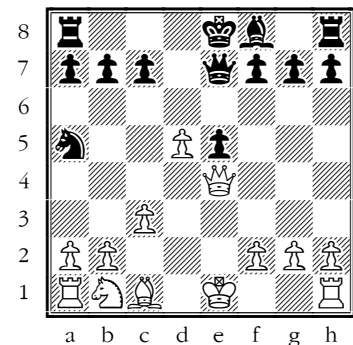
[7...exd4 wins a pawn]

8. **Bxe4** **Nxe4**

9. **Qxe4** **Qe7**

[9...Qd6; or 9...Qd7 is better, says Fritz]

10. **d5** **Na5??**



That piece is not only 'loose', it has no squares to go to!

→ TACTIC: Fork

[10...Nb8 is better, says Fritz]

11. **0-0??**

[11.Qa4+! wins a piece]

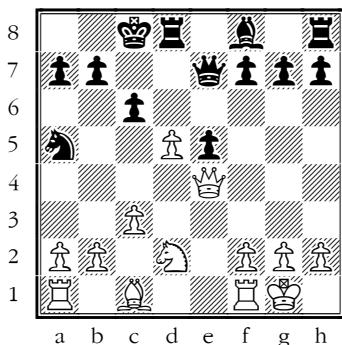
11. ... **c6**

That takes away the last square from the Knight!

12. **Nd2**

[12.d6 is better, says Fritz]

12. ... **0-0-0**



[12...cx5 is better, says Fritz]

13. dxc6

→ TACTIC: net

[13.d6 Qxd6 14.b4 wins that poor Knight again!]

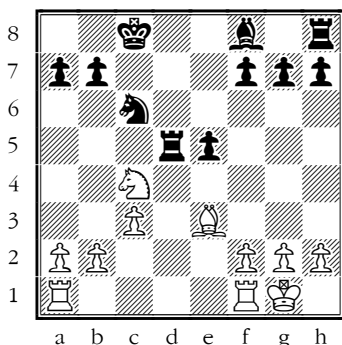
13. ... Nxc6

14. Nc4 Qc5

[14...Qe6 is better, says Fritz]

15. Be3 Qd5

16. Qxd5 Rxd5



→ TACTIC: fork

17. Rad1

[17.Bxa7 is a nice trick, setting up the fork on b6]

17. ... Rxd1

18. Rxd1 Be7

19. b4

[19.a4 is better, says Fritz]

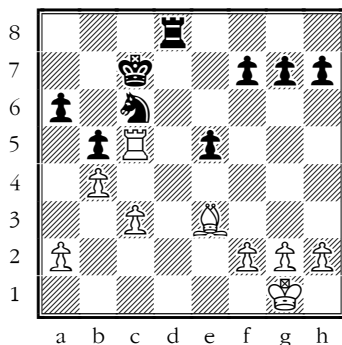
19. ... b5

20. Nd6+ Bxd6

21. Rxd6 Kc7

22. Rd5 a6

23. Rc5 Rd8



Now Black has the open file, he is better.

24. Kf1

[24.f4 is better, says Fritz]

24. ... Rd1+

25. Ke2 Ra1

26. a3 Rxa3

27. c4

[27.g4 is better, says Fritz]

27. ... bxc4

28. Rxc4 h5

[28...Ra4 is better, says Fritz]

29. Bd2 Kb6

[29...Kd7 is better, says Fritz]

30. Rc5

[30.Be3+ is better, says Fritz]

30. ... a5?

That much reduces your winning chances - you need pawns on both sides of the board.

☞ When you are winning, swap pieces but not pawns.

[30...f6 is better;

30...Nd4+ is also better, says Fritz]

31. Rc4

[31.Be3 is better, says Fritz]

31. ... Ra2

[31...Nd4+ is better, says Fritz]

32. bxa5+ Nxa5

33. Rc3 Nc6

34. Ke3 Kc7

35. Kd3 Kd6

36. Rc2 Rxc2

37. Kxc2 f5

38. f3 e4

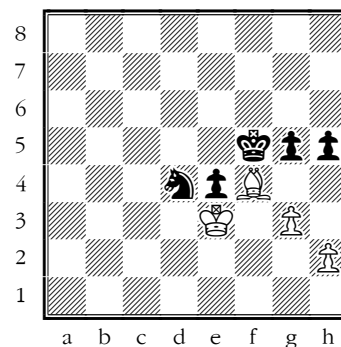
39. Bf4+ Ke6

40. Kd2 Nd4

41. fxe4 fxe4

42. Ke3 Kf5

43. g3 g5



→ TACTIC: in-between move

44. Bxg5!?

A bright idea!

[44.Bd6 is better, says Fritz]

44. ... Kxg5?

Last chance!

[44...Nc2+ diverts the king 45.Kd2 Kxg5 46.Kxc2 Kg4 47.Kd2 Kh3 48.Ke3 Kxh2 49.Kxe4 Kxg3]

45. Kxd4 Kf5

46. Ke3??

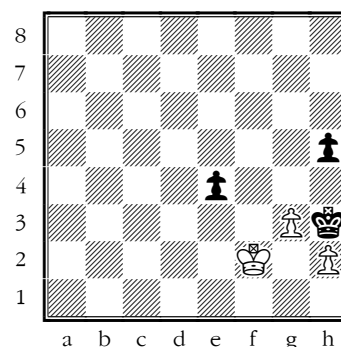
[46.h3 really is drawn]

46. ... Kg4

47. Kf2??

[47.Kxe4 again draws; 47.Kxe4 is better, says Fritz]

47. ... Kh3



Draw agreed

½-½

...but there is still play! Let's see:

48. Ke2

[48.Kg1 e3 49.Kf1 Kxh2 wins for Black]

48. ... Kxh2  
 49. Kf2 Kh3  
 50. Ke3 Kxg3

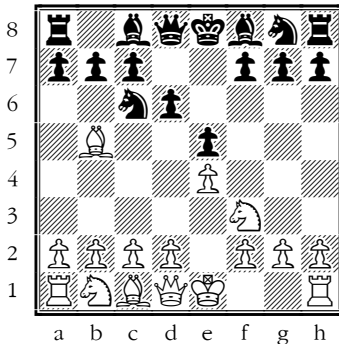
also wins for Black!

**Henry COLEMAN vs. L9**

[C68] Ruy Lopez, Exchange Variation

“ Early pressure won you a pawn, but you could have followed through more forcefully. In the end, though, a nice win.”

1. e4 e5  
 2. Nf3 Nc6  
 3. Bb5 d6

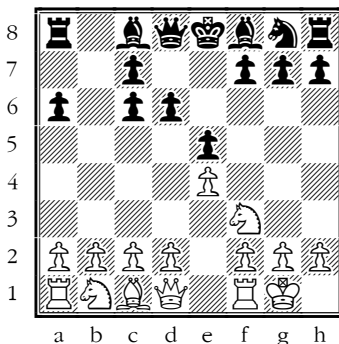


This is Steinitz' Defence to the Ruy Lopez: it's solid if not very exciting!

4. 0-0

[4.d4! is the most testing]

4. ... a6  
 5. Bxc6+ bxc6



6. d4!

Good!

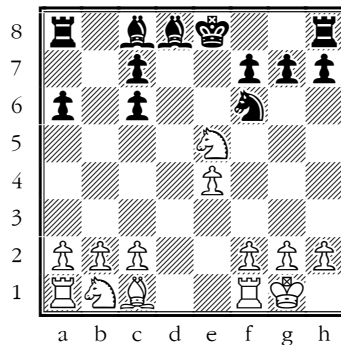
6. ... Be7?

Bad!

[6...exd4 is better, says Fritz]

7. dxe5 dxe5

8. Qxd8+ Bxd8  
 9. Nxe5 Nf6



10. Bg5

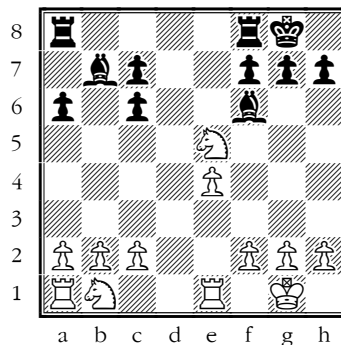
Not really a pin, so not a lot of point!

[10.Nxc6 is better, as is; 10.Nc3]

10. ... Bb7  
 11. Re1 0-0  
 12. Bxf6

[12.Nc3 is better, says Fritz]

12. ... Bxf6



→ TACTIC: net

13. Nd7?

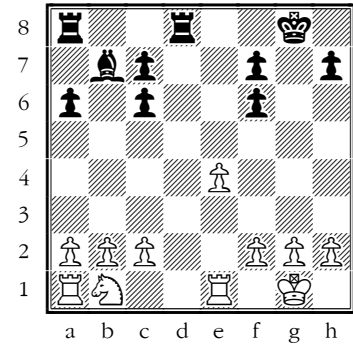
That risks throwing away the advantage!

[13.Nd3 is better, says Fritz]

13. ... Rfd8

[13...Bxb2 would have made things interesting! You get the Rook on f8 but your Rook on a1 is trapped]

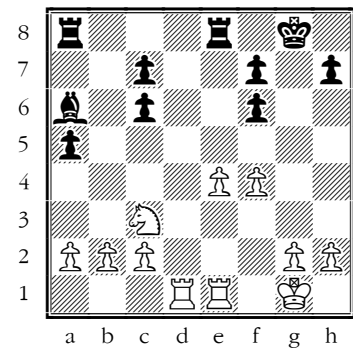
14. Nxf6+ gxf6



15. Nc3

White is back on top

15. ... Re8  
 16. Rad1 a5  
 17. f4 Ba6



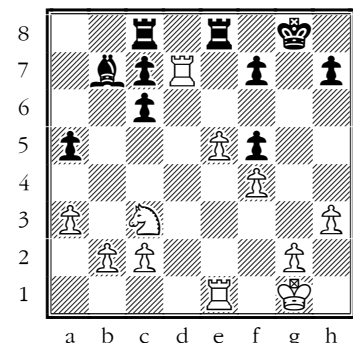
18. e5

[18.Rd7 is simpler, grabbing the seventh rank on the open file]

18. ... f5

[18...fxe5 is better, says Fritz]

19. Rd7 Rac8  
 20. a3?! Bb7  
 21. h3?!



Those last two moves look a bit wet! Pick something more pointed to do.

☞ Dreadful Little Rook's Pawn Moves are... dreadful.

21. ... c5

22. g4

[22.Nd5 is better, says Fritz]

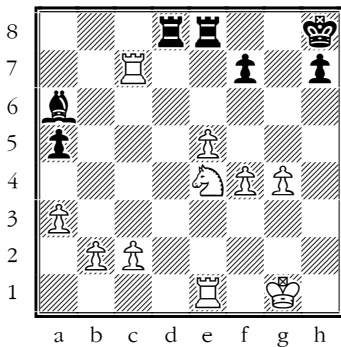
22. ... Bc6  
 23. Rd3 fxg4  
 24. hxg4 Kh8  
 25. Ne4 Bb5

[25...Bxe4 is better, says Fritz]

26. Rd5 Rcd8

[26...Bc6 is better, says Fritz]

27. Rxc5 Ba6  
 28. Rxc7



Now White's pawns should win the game. But see what happens instead...

28. ... Rf8  
 29. Ra7 Bc8  
 30. Rxa5 Bxg4  
 31. b4 Rg8  
 32. Nf6 Rg6  
 33. b5 Bf5+

[33...Bh3+ is better, says Fritz]

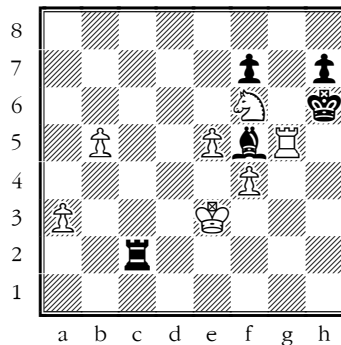
34. Kf2 Rd2+

[34...Kg7 is better, says Fritz]

35. Re2 Rxe2+

[35...Rg2+ is better, says Fritz]

36. Kxe2 Rg2+  
 37. Ke3 Rxc2  
 38. Ra8 Kg7  
 39. Rg8+ Kh6  
 40. Rg5



Black's King has no squares it can move to: so all we need is a check!

40. ... Be6??

[40...Bg6 saves the mate, but not the game!]

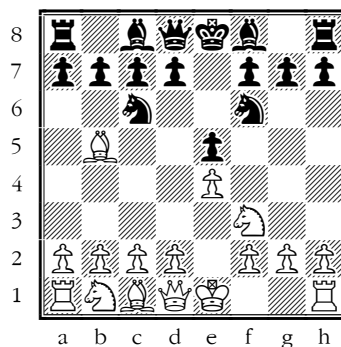
41. Ng8#  
 1-0

### Henry COLEMAN vs. P9

[C65] Ruy Lopez, Exchange Variation

“ Trying to win a pawn in the opening, you became distracted and nearly got overrun. But Black overlooked a big threat and let you back in, and after some more adventures you brought home a win.”

1. e4 e5  
 2. Nf3 Nc6  
 3. Bb5 Nf6

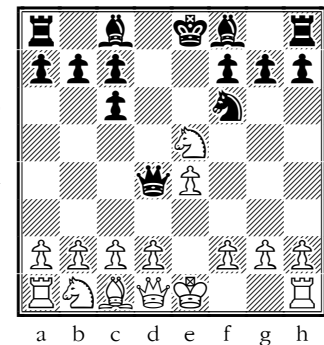


4. Bxc6

☞ The Ruy Lopez doesn't win a pawn, so you shouldn't try.

[4.0-0 is the book move]

4. ... dxc6  
 5. Nxe5 Qd4!



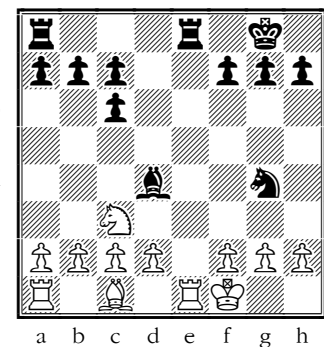
That's why not: Black is at least OK and maybe even better here.

6. Nf3 Qxe4+  
 7. Qe2 Qxe2+  
 8. Kxe2 Bc5  
 9. Re1 0-0  
 10. Kf1 Bg4  
 11. Ne5

Trying to avoid doubled pawns, but losing time

11. ... Rfe8  
 12. Nc3 Bd4  
 13. Nxg4 Nxg4

Keeping White off-balance.



White is dropping a pawn

14. Ne4

[14.Rxe8+ is better, says Fritz]

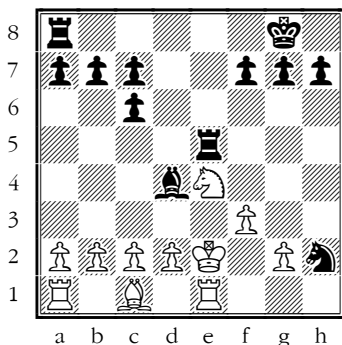
14. ... Re5

[14...Nxh2+ is better, says Fritz]

15. f3

[15.h3 is better, says Fritz]

15. ... Nxh2+  
 16. Ke2



→ TACTIC: pin

Now white is in a pin:

16. ... **Rae8?**

Black's four pieces are running rings around White.

[16...f5! winning the Knight, although the one on h2 is hard to rescue.]

17. **Kd1**

[17.c3 is better, says Fritz]

17. ... **R8e6**

[17...f5! is better, says Fritz]

18. **d3**

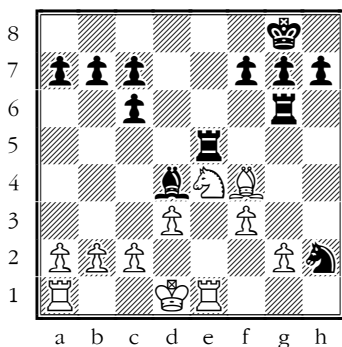
[18.c3 is better, says Fritz]

18. ... **Rg6**

[18...f5 is better, says Fritz]

→ TACTIC: fork

19. **Bf4!**



19. ... **Rh5??**

On a rescue mission, but missing a trick.

[19...Rxc2 is better, says Fritz]

→ TACTIC: discovery

20. **Ng3!**

Unmasking a back rank mate threat.

20. ... **f6**

21. **Nxh5** **Rxc2**

22. **Bxh2** **Rxc2**

23. **c3**

[23.Nf4 is better, says Fritz]

23. ... **Be5**

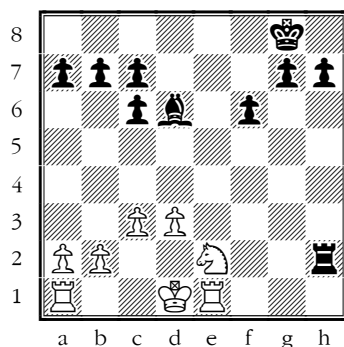
24. **f4**

Still messy...

24. ... **Bd6**

25. **Ng3** **Bxf4**

26. **Ne2** **Bd6**



Now the smoke has cleared, White is a Rook ahead and just needs to get the extra Rook into play.

27. **Kc2**

[27.Rc1; 27.d4 is better, says Fritz]

27. ... **b5**

[27...Bg3 is better, says Fritz]

28. **Rad1**

[28.Kd2 is better, says Fritz]

28. ... **Rg2**

[28...Bg3; 28...Bg3 is better, says Fritz]

29. **Rg1**

[29.Rd2 is better, says Fritz]

29. ... **Rxe2+**

30. **Rd2** **Re3**

31. **c4**

[31.Rf2 is better, says Fritz]

31. ... **Bf4**

32. **cxb5** **cxb5**

33. **d4** **Re6**

34. **Rd3** **Rc6+**

[34...Re2+ is better, says Fritz]

35. **Rc3** **Rd6**

[35...Ra6 is better, says Fritz]

36. **Rg4**

[36.Rxc7 is better, says Fritz]

36. ... **Rxd4**

37. **Rxc7**

[37.Rc5 is better, says Fritz]

37. ... **f5**

[37...Rd2+ is better, says Fritz]

38. **Rgxc7+** **Kf8**

39. **Rcf7+** **Ke8**

40. **Rxf5**

[40.Rxa7; 40.Rxa7 is better, says Fritz]

40. ... **Rc4+**

[40...a6 is better, says Fritz]

41. **Kd3** **Bd6**

White volunteers to lose the piece!

42. **Rxb5** **Ra4**

43. **Rd5**

[43.Rbb1]

43. ... **Bf8**

44. **Re5+** **Kd8**

45. **Rg8**

[45.Rxh7; 45.Rf7 is better, says Fritz]

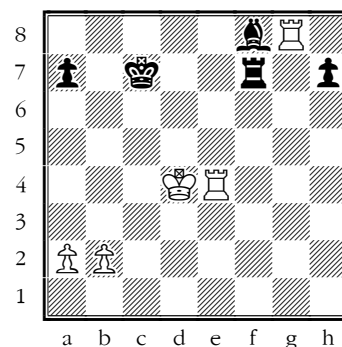
45. ... **Rf4**

46. **Re4** **Rf7**

47. **Kd4**

[47.Ra4 is better, says Fritz]

47. ... **Kc7**



48. **Re8**

White is in trouble now...

48. ... **Rd7+**

49. **Ke5**

Black returns the favour!

49. ... **Bd6+**

[49...Bg7+ is better, says Fritz]

50. Ke6 Bc5

[50...Kc6 is better, says Fritz]

51. Rc8+ Kb7

52. Kxd7 Bb6

53. a4 a5

54. Rb8+ Ka6

55. Kc6 h5

56. Ra8+

1-0

### Redmond

“ A fine score! Your attacking ideas are a bit straightforward at the moment - if you attack with more pieces at once, your opponents will find it harder to defend, even if they know what you are trying to do! Your Philidor Defence could do with some tuning-up - have a look at my piece from 2007.

### M10 vs Redmond COLEMAN

[C57] Two Knight's Defence, Duffer's Variation

“ The advantage swung from side to side, as the players spotted and missed various tactics. Just when it looked in the very last stage, White found a way to lose his last piece, leaving you in control.”

1. e4 e5

2. Nf3 Nc6

3. Bc4 Nf6

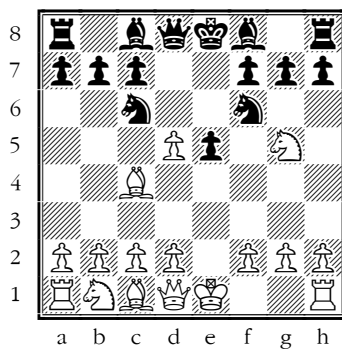
4. Ng5!?

A 'duffer's move', but dangerous.

4...d5

[4...Bc5!? is an alternative]

5. exd5



5. ... Nxd5!?

Now that is risky! Black really has to gambit a pawn here.

[5...Na5!? is the master move;

5...b5!? is easier to understand and play, I think]

6. Nc3?

[6.Nxf7!? is the Fried Liver Attack  
6...Kxf7 7.Qf3+ Ke6 8.Nc3: do you fancy defending this as Black? This

is a good reason for choosing something else on move 5!;

6.d4!? may be even stronger!]

6. ... Be7

[6...Qxg5 is better, says Fritz]

7. d3

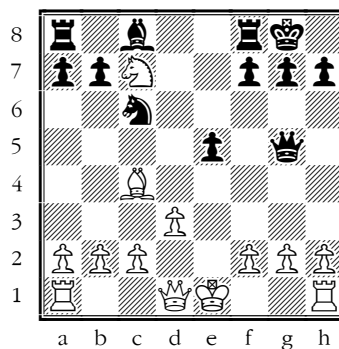
[7.Nxf7 is better, says Fritz]

7. ... Bxg5

8. Bxg5 Qxg5

9. Nxd5 0-0

10. Nxc7



10. ... Qxg2?

I like the attitude, but there's a flaw

[10...Rb8!]

11. Bd5 Qg6

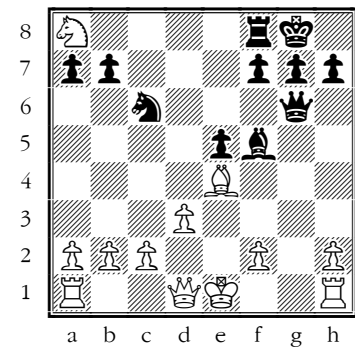
12. Nxa8 Be6

[12...Bf5 is better, says Fritz]

13. Be4

[13.Bxc6 is better, says Fritz]

13. ... Bf5



14. Nc7?

Oh dear!

[14.Bxf5 is better, says Fritz]

14. ... Bxe4!

Suddenly, Black is back in the game!

15. dxe4 Qxe4+

16. Qe2 Qxh1+

17. Qf1 Qe4+

[17...Qxh]

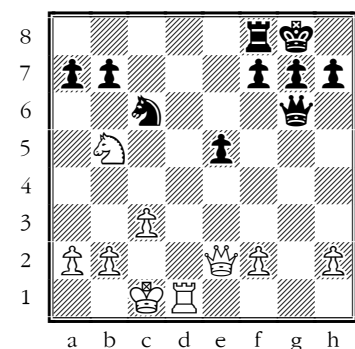
18. Qe2 Qb4+

19. c3 Qd6

20. Nb5 Qg6

[20...Qd5 is better, says Fritz]

21. 0-0-0



21. ... Qg5+

These checks don't have a lot of point: get your Rook going!

When you have only three pieces, it's important to use all of them!

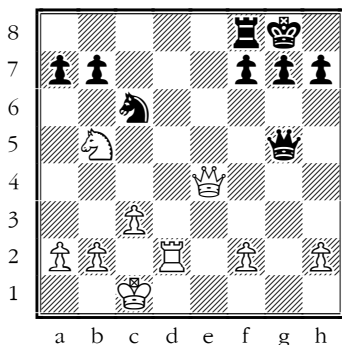
**22. Rd2**

[22.Qe3 is better, says Fritz]

**22. ... e4**

[22...Rd8 is better, says Fritz your best plan is to swap off the pieces and win with your extra pawn?]

**23. Qxe4**



[23.Nd6 is better, says Fritz]

**23. ... a6**

[If the score is right, then 23...Qxb5! Did you really miss this, or is the score sheet lying?!]

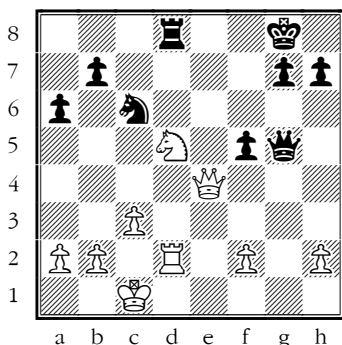
➔ Long moves are sometimes hard to spot.

**24. Nc7**

[24.Nd6 is better, says Fritz]

**24. ... Rd8**

**25. Nd5 f5**



**26. h4??**

Counterattacking, but it's tricky!

[26.Qe6+! and White looks good]

➔ TACTIC: in-between moves

**26. ... fx4??**

[26...Qg1+! wins 27.Rd1 Qxd1+ 28.Kxd1 fx4]

Checks and captures make tactics work

**27. hxg5 Ne5**

[27...Rf8 is better, says Fritz]

**28. Ne7+ Kf7**

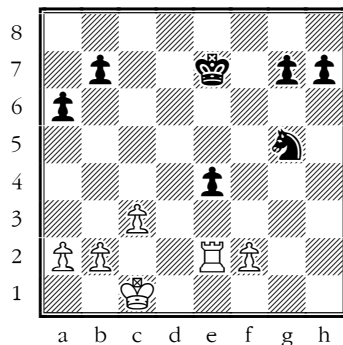
**29. Rxd8 Kxe7**

**30. Rd2**

[30.Rc8 is better, says Fritz]

**30. ... Nf3**

**31. Re2 Nxe5**



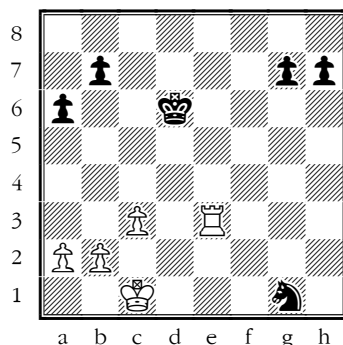
**32. f3**

[32.Rd2 wins; 32.f4 is also better, says Fritz]

**32. ... Nxf3**

**33. Rxe4+ Kd6**

**34. Re3 Ng1**



[34...Ne5 is better, says Fritz]

**35. Rg3??**

Snatching defeat from the jaws of victory!

[35.Kd2! Wins]

Another example of fiddling with pieces that are already in play, while some are still in bed.

➔ Use all your pieces!

**35. ... Ne2+**

**36. Kd2 Nxe3**

**37. Ke3 Ke5**

**38. b3 h5**

**39. Kf3 h4**

**40. Kg2**

[40.Kg4 is better, says Fritz]

**40. ... Kf4**

**41. Kh2 Kg4**

**42. a3**

[42.c4 is better, says Fritz]

**42. ... h3**

**43. a4 Ne4**

**44. c4 Nc3**

**45. a5 Kh4**

**46. b4 Kg4**

**47. b5 axb5**

**48. c5 Nd5**

**49. a6 bxa6**

**50. c6 Nc7**

**0-1**

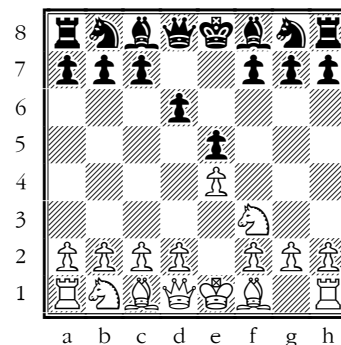
**R1 vs. Coleman, Redmond**

[C42] Philidor's Defence

“ Another selection of oversights, but White didn't miss much.”

**1. e4 e5**

**2. Nf3 d6**



That move does your Bf8 no favours

**3. h3**

Too slow!

[3.d4 or 3.Bc4 are better]

**3. ... Nc6**

[3...f5 looks interesting]

4. Nc3 Nf6

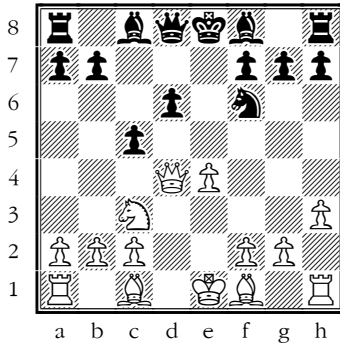
last book move

5. d4 exd4

6. Nxd4 Nxd4

[6...Be7]

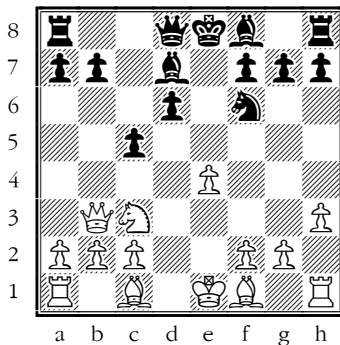
7. Qxd4 c5 ?



Making a hole on d5, just right for a Knight.

8. Qa4+ Bd7

9. Qb3



9. ... b5?

Can't count?

[9...b6; 9...Rb8]

10. Bxb5 Bxb5

11. Qxb5+ Qd7

12. Qc4 Be7

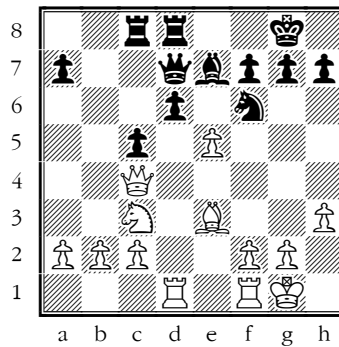
13. 0-0 0-0

[13...0-0-0]

14. Be3 Rac8

15. Rad1 Rfd8

16. e5



16. ... Qc6?

Giving up a piece

[16...Ne8 is better, says Fritz]

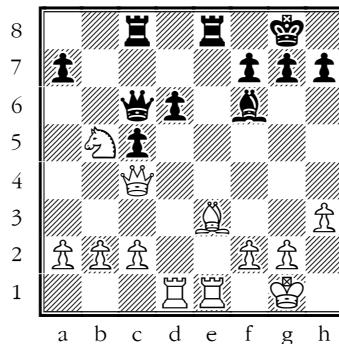
17. exf6 Bxf6

18. Rfe1

[18.Nd5 is better, says Fritz]

18. ... Re8

19. Nb5



→ TACTIC: fork

19. ... a6?

Forcing White to carry out their threat!

[19...Rcd8 is better, says Fritz]

20. Nxd6?

[20.Na7!]

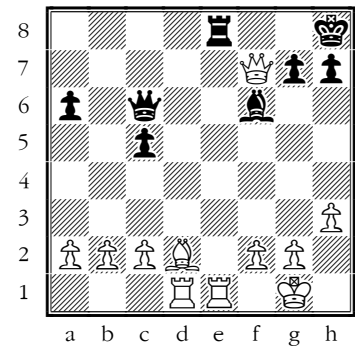
20. ... Rcd8

[20...Rf8 is better, says Fritz]

21. Qxf7+ Kh8

22. Nxe8 Rxe8

23. Bd2



23. ... Rxe1+

[23...Rb8 is more the idea, but not much can help now]

24. Rxe1 h6

25. Bc3 Bxc3

26. bxc3 Kh7

27. Re7 Qg6

28. Qxg6+ Kxg6

29. Re6+ Kf7

[29...Kf5 is better, says Fritz]

30. Rxa6 c4

[30...Ke7 is better, says Fritz]

31. Rd6 g5

32. a4 h5

33. a5 Kg7

34. a6 Kh7

35. a7 Kg7

36. Rd5 Kh6

37. a8Q Kh7

38. Qa7+ Kh6

39. Qa6+ Kh7

40. Rxc5 Kh8

41. Qa7 h4

42. Rb5 Kg8

43. Rb8#

**Redmond COLEMAN vs. R2**

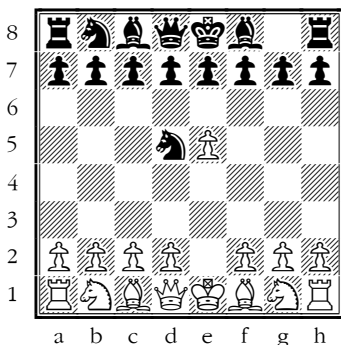
[B02] Alekhin's Defence

“ Black was stubbornly uninterested in your plans, and in the end allowed mate.”

1. e4 Nf6

2. e5 Nd5

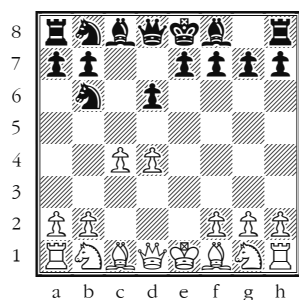




3. **Bc4**

[3.c4 I recommend 3...Nb6 4.d4 d6 5.exd6 cxd6

ANALYSIS DIAGRAM



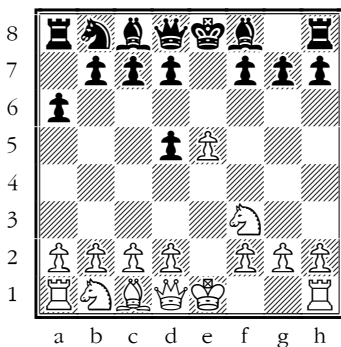
Setting up a good little centre quickly: setting up a bigger centre takes more time and once it's up there is more to attack.]

- 3. ... **e6**
- 4. **Nf3** **a6**
- 5. **Bxd5**

I think that Bishop is worth more than the Knight, because the Knight can be chased away.

[5.Nc3]

- 5. ... **exd5**



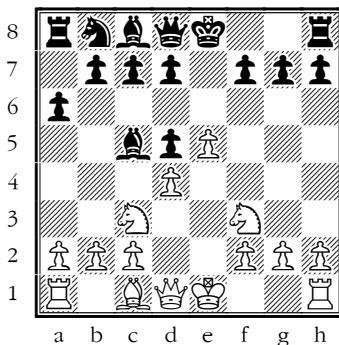
6. **Nc3!**

Attacking a pawn, which Black ignores

- 6. ... **Bc5?**

[6...d6 is better, says Fritz]

- 7. **d4?**

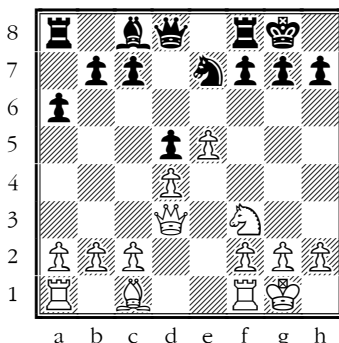


[7.Nxd5 is better, says Fritz]

- 7. ... **Be7?**

[7...Bb4 would hold the pawn]

- 8. **Nxd5** **0-0**
- 9. **0-0** **Nc6**
- 10. **Nxe7+** **Nxe7**
- 11. **Qd3** **d5**



You have a nice pawn and a nice centre, but now you should complete development.

☞ Use all your pieces!

12. **Ng5?!**

A one-move threat that can be defended in one move.

[12.Bg5 is better, as are; 12.Re1; 12.exd6 e.p.]

- 12. ... **Bf5**

13. **Qg3**

I think you're still trying to attack with too few pieces.

[13.Qb3 is better, as is; 13.Qe2]

- 13. ... **Nc6**

[13...Bxc2 is fine]

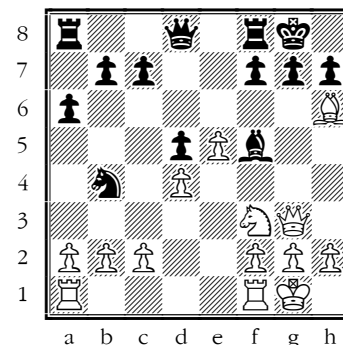
14. **Nf3**

[14.c3 is better, says Fritz]

- 14. ... **Nb4**

[14...Bxc2 is better, says Fritz]

15. **Bh6**



Another one-move threat than can be met with a one-move reply. Set up your attacks so that you can follow up with more force.

- 15. ... **Nxc2??**

Black doesn't make the one move...

[15...Bg6 holds, and even threatens gxh6 16.c3 (16.Bg5)]

- 16. **Qxg7#**

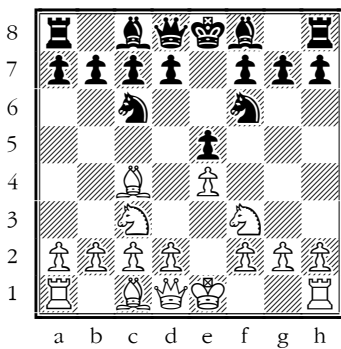
“ A great 3/3 performance and sound play throughout the two games I have from the day. I don't see any reason to avoid the Halloween Gambit if you keep winning with it, but you need more ideas than that to see you through the opening stages.”

**PR1 vs. Alfie EAST**

[C47] Two Knight's Defence

“ A nice attacking win.”

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



→ TACTIC: decoy

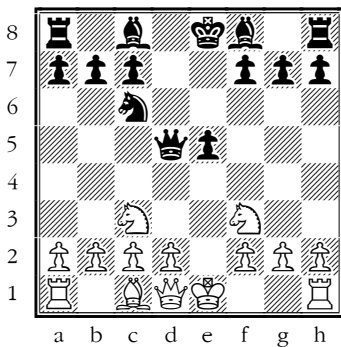
- 4 ... Nxe4!

Well done! I usually have to explain this to our U14 players.

5. Nxe4 d5

→ TACTIC: fork

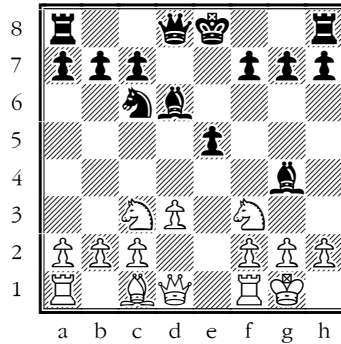
6. Bxd5 Qxd5
7. Nc3



7. ... Qd8

[7...Qe6! Keeps the Queen in play. You can follow up with Bd7 and 0-0-0]

8. d3 Bd6
9. 0-0 Bg4



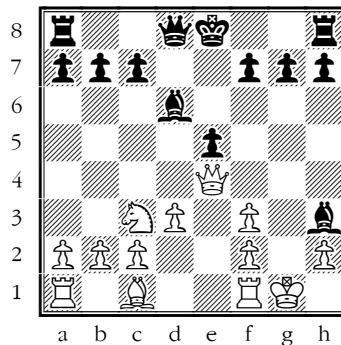
10. Qe2?

Too casual.

10. ... Nd4!

Very good.

11. Qe4 Nxf3+
12. gxf3 Bh3



13. Re1 Qf6

I totally get what you are trying to do, but your uncastled King is almost as unsafe as White's!

[13...0-0 leaves you free to attack]

14. Qa4+?

[14.f4! 0-0-0 15.Re1]

14. ... c6

15. Kh1?

is no defence at all!

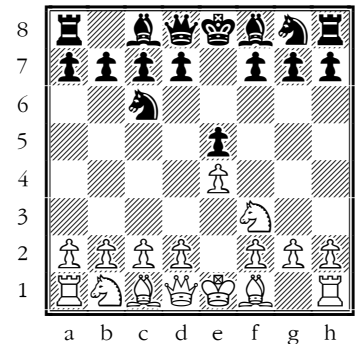
15. ... Qxf3+
- 0-1

**L10 vs. Alfie EAST**

[C46] Two Knight's Defence

“ You took advantage of your opponent's many mistakes.”

1. e4 e5
2. Nf3 Nc6

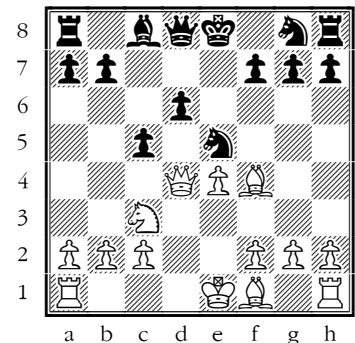


3. Nc3?!?!?

Too stodgy, unless you are planning on playing the Halloween Gambit, in which case it is too risky!

[3.Bb5; 3.d4]

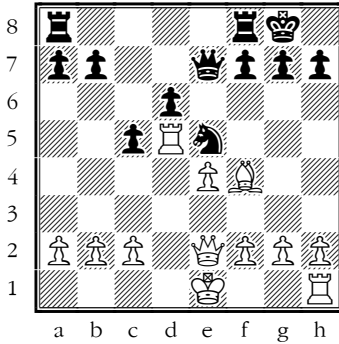
3. ... Bc5
4. Nxe5 Nxe5
5. d4 Bxd4
6. Qxd4 d6
7. Bf4 c5?



8. Qd5 Nf6
9. Qd1

[9.Qd2 keeps the Queen developed]

- 9. ... Bg4
- 10. Be2 Bxe2
- 11. Qxe2 0-0
- 12. Rd1 Qe7
- 13. Nd5 Nxd5
- 14. Rxd5

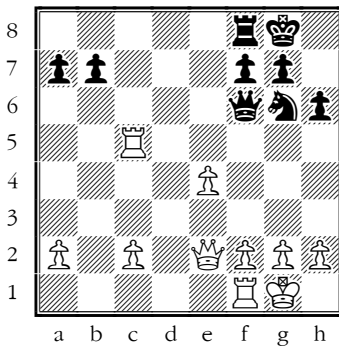


→ TACTIC: skewer

- 14. ... Ng6?

Missing...

- 15. Bxd6! Qf6
- 16. Bxf8 Rxf8
- 17. Rf5 Qxb2
- 18. 0-0 h6
- 19. Rxc5 Qf6

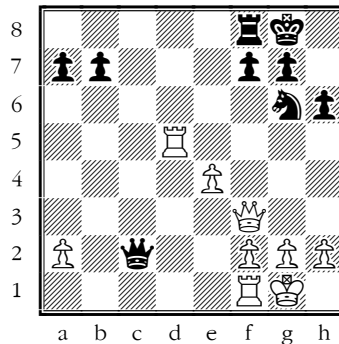


- 20. Rf5?

You now spend a bit of time pointlessly chasing the Queen. You should develop your other Rook, swap off the Rooks and the Queens, and win the endgame.

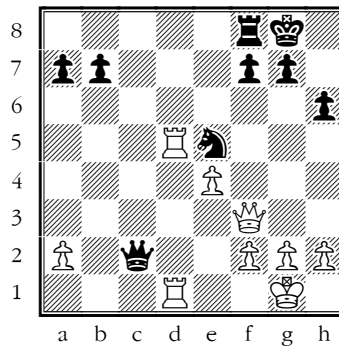
☞ When you have only three pieces, you must use all of them well!

- 20. ... Qh4
- 21. Rh5 Qf4
- 22. Qf3 Qd2
- 23. Rd5 Qxc2



So, you have forced Black to win a pawn!

- 24. Rfd1 Ne5??

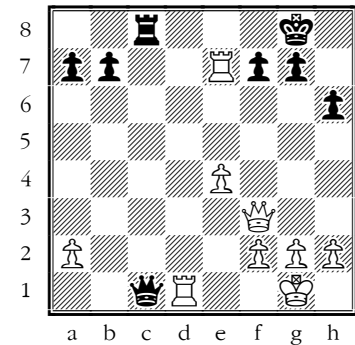


- 25. Rxe5!

I guess when Black played their last move, they were hoping for Qxd1 'mate' here, missing the backward defence of d1 by the Queen.

☞ Backwards moves are sometimes hard to spot.

- 25. ... Rc8
- 26. Re7 Qc1??



→ TACTIC: mate

Hoping for a back-rank trick, but once more missing what you can do to them!

- 27. Qxf7+!

[27.Rxc1?? Rxc1+ 28.Qd1 Rxd1# and Black has swindled White!]

- 27. ... Kh7
- 28. Qxg7#
- 1-0

Toby

“ Sorry we lost track of your games, Toby, and thanks for coming to help us out at short notice. I hope you get something out of the notes about the other games.

## All the tips:

- ☞ The Ruy Lopez doesn't win a pawn, so you shouldn't try. 4
- ☞ In the French Defence Exchange Variation, you should aim to put your Bc8 on f5 or g4. 5
- ☞ If your opponent lets you, do grab space in the centre. 5
- ☞ The Two Knights' Duffer's Variation is dangerous - make sure you know the best defence. 6
- ☞ Philidor's Defence for Black 7
- ☞ Philidor's Defence for White 7
- ☞ Black in Queen's-side openings 8
- ☞ The worth of an opening should be judged by the prospects that it offers to young ambitious Rooks, says Purdy. 8
- ☞ If White leaves the centre closed (no c2-c4), after 1.d4 don't be in a hurry to castle – you can find your King the target of an attack. 8
- ☞ The most important mistake in chess is overlooking what your opponent can do to you! 9
- ☞ Invite everyone to the party! 10
- ☞ Yasser Seirawan says: When attacking, invite everyone to the party! 10
- ☞ Be pushy 10
- ☞ you need to set your opponent problems before they set you some! 10
- ☞ Knight outposts 11
- ☞ Win when you are winning 12
- ☞ You must have a stake in, or some control over, the centre 13
- ☞ Dominate the centre if you can 13
- ☞ An attack must be based on a development advantage, central control or central blockade (or all three!). 14
- ☞ The right approach to an uncastled King is: blast open lines down the middle. 15
- ☞ Win when you are winning 16
- ☞ Develop as fast and actively as you can 18
- ☞ Grab more space if you can! 19
- ☞ If this is the main line of your first-choice opening, you should know more than 5 moves of it! 24
- ☞ When you are winning, stop trying to win, and win! 26
- ☞ Use all your pieces! (Especially if you have only a few of them!) 26
- ☞ Loose pieces drop off, says John Nunn 27
- ☞ If you are looking for a tactic (and you should always be looking for a tactic), then loose pieces and exposed Kings are the clues that one is there, and checks and captures are the key moves that make it work. 27
- ☞ Dominate the centre if you can. 28
- ☞ Open lines against the enemy king stuck in the middle 28
- ☞ Don't swap pieces when you are losing 31
- ☞ Backwards moves are sometimes hard to spot. 32
- ☞ To check if a move is safe, you don't look just at the piece you are moving, you must also look at squares that are going to be undefended or uncovered. 32
- ☞ Be pushy! 33
- ☞ Win when you are winning! 34
- ☞ Look at every check and every capture, every move! 36
- ☞ Don't give your opponent good squares for their Knights 39
- ☞ When you are attacking, invite everyone to the party! 39
- ☞ When you are winning, swap pieces but not pawns. 42
- ☞ Dreadful Little Rook's Pawn Moves are... dreadful. 43
- ☞ The Ruy Lopez doesn't win a pawn, so you shouldn't try. 44
- ☞ Long moves are sometimes hard to spot. 47
- ☞ Use all your pieces! 47
- ☞ Use all your pieces! 49
- ☞ When you have only three pieces, you must use all of them well! 51
- ☞ Backwards moves are sometimes hard to spot. 51