

West Of England & South Wales Junior Team Tournament 2023

Chepstow, Sat 14th January 2023



U14		Round	Opp	Col	1	Opp	Col	2	Opp	Col	3	Total	
1	Emma Rovenska				0			0			0	0	
2	Toby Ralph				0			½			0	½	
3	Jamie Glasson				0			0			½	½	
4	Daniel Smith				0			1			1	2	
5	Lucian Horton-Dewing				0			0			0	0	
6	Joe Forty				½			1			0	1½	
7	Ben Darlington				1			1			0	2	
8	Alasdair Marr				0			0			1	1	
9	Oscar Liu				1			0			½	1½	
10	John Petsios				0			1			0	1	
					2½				4½			3	10
U18A Round		Opp	Col	1	Opp	Col	2	Opp	Col	3	Total		
1	Caleb Caleshu			1			1			1	3		
2	Charlie Hill			1			1			1	3		
3	Bradley Holland			0			1			0	1		
4	Jun Li Yeap			½			0			½	1		
5	Aritra Paul			1			1			0	2		
6	Guillaume Beaudoin-Pope			1			1			1	3		
											13		
U18B Round		Opp	Col	1	Opp	Col	2	Opp	Col	3	Total		
1	Niranjana Narayanan			½			0			0	½		
2	Suhayl Abdalla			0			0			1	1		
3	Ben Wotton			1			0			1	2		
4	Jack Wills			½			1			0	1½		
5	Joshua Keay			0			½			1	1½		
6	Noah Sheaux			0			0			0	0		
					2				1½			3	6½

Well done to anyone who scored more than 50%, especially Caleb, Charlie and Guillaume. I'd like to pay special tribute to the U18 B team, whose 6½ points from 15 games was pretty near half-marks, even taking a couple of points off the A team, but not so many that they didn't come first!

You can play through the games at

<https://lichess.org/study/DHABUz8C>

<https://devonjuniorchess.co.uk/content/jamboree-games-2023>

Do read the notes on (and play through) other people's games – they will have experienced similar situations to you and perhaps responded better. In particular, look at games by players just a bit higher up the board order, or in an older or higher team.

I'm sorry I don't have all your games – I have had a good look but I fear some were left in Wales – but if you turn up any more I will comment of course.

☞ In fact, that's a standing invitation – if you want me to review any of your games, I will.

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THE VERDICT

Some old and some new themes emerged...

Most games featured some sort of **tactical blunder** and most games steered away from the best **opening lines** early on. So, getting better at tactics (solving puzzles and doing other exercises like the eight queens problem) and getting better at the openings (just reading books or watching videos) should be the most important thing you can do for yourselves, if you want to get better. You can do some of that right here...

Opening advice

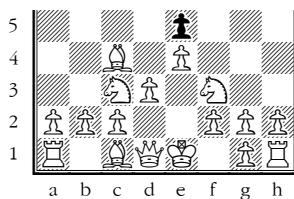
In general:

What you are doing in the opening is mostly fine. You could stick closer to some general rules:

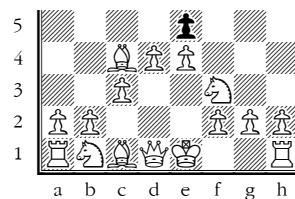
- Develop Knights before Bishops, as a rule, (Knights have fewer useful squares to choose from) and King's-side before Queen's-side (so you can castle)
- Finish development before attacking – make sure the Rooks can see each other.
- All else being equal, move every piece once before you move any piece twice.
- Your Rooks need an open file – or a half-open one to start with – so develop with that in mind.

Challenge the centre and open a file

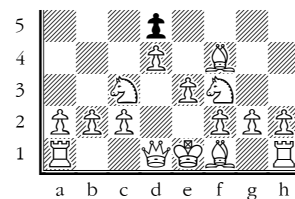
One of the consequences about the COVID disruptions is that I haven't been able to tie you all to chairs every year and shout at you about not playing Old Stodge. To be fair, I don't think anyone actually played Old Stodge, but some of you were playing in very much the style of that dismal system. Old Stodge has the ambition only to play a pawn to the middle, move out both knights and a bishop, nudge the other central pawn... and some of you were playing just that in other settings, and I'm here to tell you that it's not good enough, particularly as White. You should be planning to get another pawn to the fourth rank for at least two reasons – to put pressure on the opponent's centre, and to prepare to open a file for your Rooks.



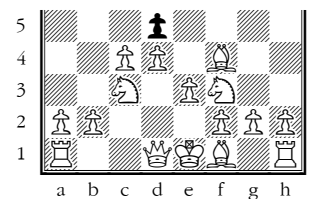
Old Stodge – blocked and boring...



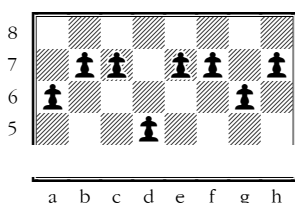
More ambitious and hope for an open file



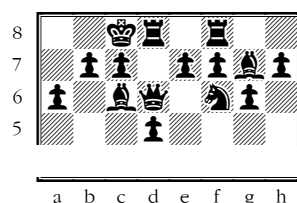
Stodge with d4/d5



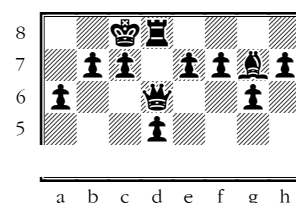
Hope for an open file



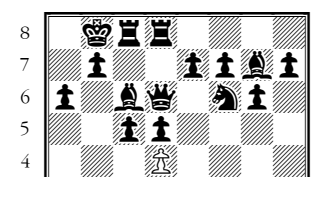
Nothing wrong with this



Cramp! lots of pieces in a small structure



Room to breathe with fewer pieces



Room to breathe with a more expansive structure – and you can open a file

Dreadful little Rook's Pawn moves (DLRPMs)

Not sure what to do in the opening? Push a little pawn at the edge of the board, maybe? h3 or a3...

These moves are not always useless. They might:

- Stop your opponent pinning a Knight on f3/c3 with a Bishop on g4/b4
- Give your King a breathing hole in case of a back-rank mate.

Well, they might.

But there is **nearly always something more important to do**.

Your King won't be in danger of a back rank mate until much later in the game. And I'd usually welcome the chance to pick up a bishop for a Knight after (say) ...Bg4; h3, Bxf3; Qxf3.

➔ **If you can't think of a plan, then:
improve the position of your laziest piece
or plan to open a file for your Rooks.**

Plying DLRPMs suggests you are too cautious and not playing with enough energy – I will return to this below.

Specific openings

[A06 Nimzo-Larsen Attack]	12	[C07 French Defence, Tarrasch Variation]	56
[C47 Scotch Four Knights' Game]	15	[D92 Grünfeld Defence, Classical Variation]	58
[C01 French Defence, Exchange Variation]	16	[E47 Nimzo-Indian, Rubinstein Variation]	59
[D01 Veresov Attack]	18	[C01 French Defence, Exchange Variation]	60
[D01 Jobava System]	20	[D52 Semi-Slav Defence]	61
[C46 Italian Game]	22	[B12 Caro-Kann Defence, Advance Variation]	62
[C92 Ruy Lopez, Closed Variation]	24	[C25 Vienna Game]	63
[D02 London System]	27	[C29 Vienna Gambit]	65
[D02 London System]	30	[A48 Grünfeld Defence, Closed Variation]	65
[D51 Queen's Gambit Declined, Orthodox Defence]	31	[C44 Two Knights' Defence]	67
[C55 Two Knights' Defence]	32	[A28 English Opening]	68
[E61: King's Indian Defence]	34	[B13 Caro-Kann Defence, Panov-Botvinnik Attack]	69
[D43 Queen's Gambit Declined, Orthodox Defence]	36	[D50 Queen's Gambit, Lasker Defence]	70
[C47 Two Knights' Defence]	37	[B01 Scandinavian Defence, main line]	72
[C26 Petroff's Defence]	40	[C50 Two Knights' Defence, Boring Variation]	73
[A45 Queen's Pawn Game]	41	[B01 Scandinavian Defence, main line]	75
[B01 Scandinavian Defence]	42	[B33 Sicilian Defence, Löwenthal Variation]	77
[B23 Sicilian Defence]	44	[B32 Sicilian Defence, Löwenthal Variation]	79
[A00 King Fianchetto Opening]	46	[D92 Grünfeld Defence, Classical Variation]	80
[C44 Scotch Defence]	47	[D32 Queen's Gambit, Semi-Tarrasch Defence] ..	81
[A45 King's Indian Defence]	49	[E32 Nimzo-Indian Defence, Classical Variation] ..	83
[B13 Caro-Kann Defence, Exchange Variation]	50	[D52 Semi-Slav Defence]	84
[A40 Modern Defence]	52	[A46 London System]	85
[C01 French Defence, Exchange Variation]	53	[C25 Vienna Game]	86
[C05 French Defence, Tarrasch Variation]	54	[D02 London System]	87
[B01 Scandinavian Defence, main line]	55	[C29 Vienna Gambit]	88
		[E61 King's Indian Defence, Smyslov System]	89
		[C25 Vienna Game]	90

That's not a bad collection. No Old Stodges at all (although some opponents were clearly aiming for it). But there was some Stodgy behaviour...

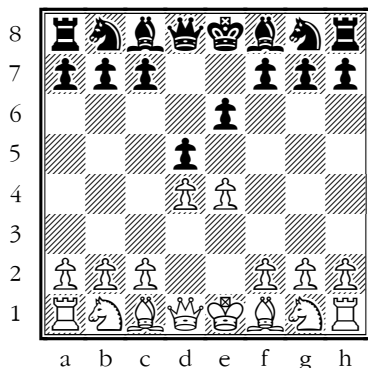
You really need only **four opening systems**: your main line opening as White, your main defence to 1.e4, your main defence to 1.d4, and then you need bunch of lines to play as White when Black dodges your main line White opening.

Let's look at one system that happened in a few games (see list above):

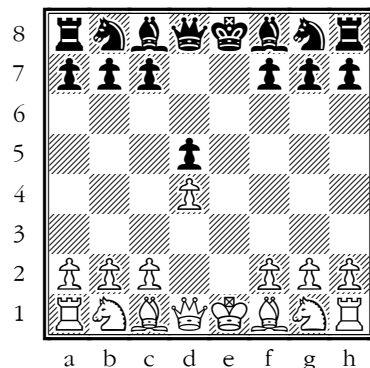
French Defence Exchange Variation

Even if you don't play this for either side, read along and see if you understand the openings you play as well as you need to.

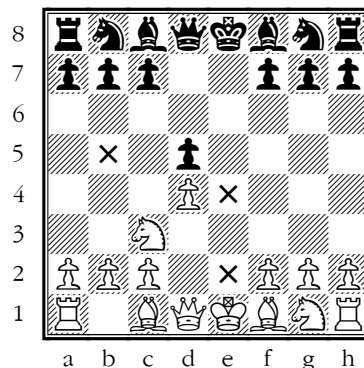
This variation is OK for White but you have to be very accurate now you have solved most of Blacks problems! Here are some ideas:



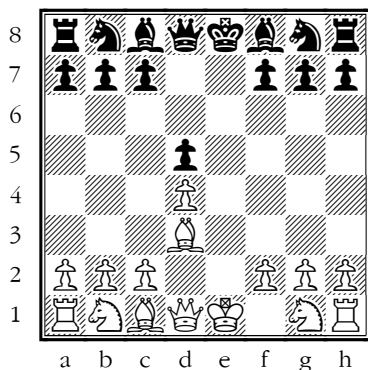
French Defence – Black has less space and a bad Bc8



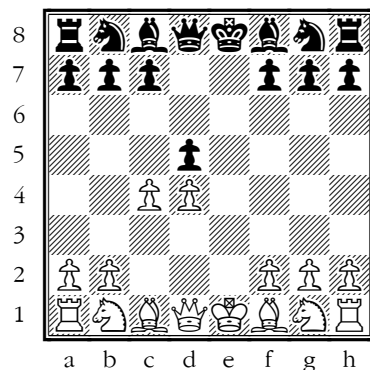
White swaps – Black's problems are solved!



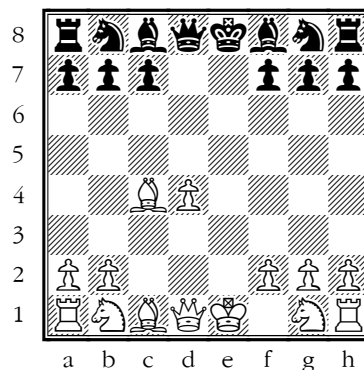
A natural move but where is the Knight going next?



Better! Takes away the square f5, so the Bc8 is uncomfortable again



Better! Threatening to take over the centre



After a swap to an IQP position, White has more space and attacking chances

This shows a more general point: openings are made up of ideas, not just moves.

➡ **An opening is only as good as the ideas you bring to it.**

I could say the same about the way some of you are handling the White side of the Queen's Gambit Declined and the London System – you know where to put your pieces for the first few moves but then you are out of ideas.

You don't need to become a walking opening encyclopaedia, but you should:

- Play systems with a name and a point
- Make sure you know
 - all the traps,
 - a few main lines,
 - most of the basic ideas, especially what to aim for
- and then just try to keep ahead of most players at your level

Middlegame advice

Get your eye in for tactics

If you can, practise spotting things. You can use books of puzzles (or online puzzles) and you can do little exercises which help you spot threats over the whole board (like the 8 Queens Puzzle).

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

→ TACTIC: fork.....14	→ TACTIC: mate.....39	→ TACTIC: pin.....65
→ TACTIC: desertion15	→ TACTIC: fork.....45	→ TACTIC: pin.....65
→ TACTIC: mate.....18	→ TACTIC: fork.....45	→ TACTIC: discovery, overloading66
→ TACTIC: fork.....20	→ TACTIC: net.....47	→ TACTIC: pin.....67
→ TACTIC: fork.....22	→ TACTIC: interference.....47	→ TACTIC: pin.....68
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→ TACTIC: discovery and escape!26	→ TACTIC: mate!.....48	→ TACTIC: net71
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→ TACTIC: pin.....34	→ TACTIC: fork.....57	→ TACTIC: discovery80
→ TACTIC: skewer.....34	→ TACTIC: fork.....60	→ TACTIC: fork86
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→ TACTIC: pin.....37	→ TACTIC: fork.....61	→ TACTIC: fork91
→ TACTIC: desperado.....38	→ TACTIC: pin.....62	

⇒ **Knowing all the tactics won't help if you don't look for them.**

Eliminate blunders

Doesn't apply to everyone, but there were a lot of blunders in the games.

⇒ **If you blundered, ask yourself, how did I come to miss that threat?**

Didn't check? Playing too fast? Thinking your opponent couldn't do anything?

I can't tell, but thinking about why can help you for next time.

I think avoiding blunders is a matter of being in good habits.

The good news is that you can reduce the blunder rate in your games, and you do it by:

1. Making sure you are sharp tactically – that you know all the tactical patterns and can spot at least the simple ones quickly – by doing regular tactical puzzles. I know some of you do this, so do keep that up, but it's clearly not the whole story.
2. You also have to practice not blundering – by playing slowly and carefully, and getting into the habit of checking your moves before playing them.
3. This cannot be done when playing quickly! You get no points for having extra time left at the end of the game, so you should aim to use most of your time in most of your games.

Two big tips:

⇒ **Loose pieces drop off (LPDO)**

– undefended pieces (or pieces that are only just defended enough, which amounts to the same thing) – are vulnerable to simple tactics. Example on p.22.

World Champion Tigran Petrosian had the knack of keeping all his pieces defended – and he was famous for never losing a game!

⇒ **Look at Every Check, and Every Capture, on Every Move – ECEMEM**

– and do that twice, once after your opponent moves (do they have a threat?), and once before you make your chosen move (are you going to give your opponent a new threat?).

Lots of examples below.

Scanning for these two things should become good habits before long, then you can concentrate on other things.

Blunders may never go away completely but try and get the rate down to one per game, then once every two games, and so on.

ECECEM is incomplete, to be honest, but will get you past the worst of your blunders.

Energy

One secret of chess is that:

➤ Pressure creates mistakes

Maybe your opponent will make a mistake anyway, but you need to make things hard for them to get right. Every move is precious, so get the most out of each of them. Some of you are not playing with enough energy – playing safe-looking or do-nothing moves instead – which might seem safe, but this takes all the pressure off your opponent, and gives them a chance to put pressure on you.

So in fact:

➤ Playing safe is dangerous!

So, make sure you are getting full value out of every move – favour moves that don't just develop, but also attack the centre, and also help you castle, and... do as much as you can.

➤ Hurry to finish development, and once that is done, find and put into action a plan that your opponent will find awkward to meet.

BUT a one-move-deep attack that has a one-move-deep defence is usually not worth playing; you waste time and they might do something useful.

Exchanges

Another secret of chess is:

➤ There is no such thing as a fair piece exchange in chess.

Rook takes Rook, something takes back, 5 points each – equal, right? Wrong!

An exchange is very likely to be a little bit better for one side or the other. It will help your opponent if they are

- Defending
- Short of space
- Moving a pawn closer to the centre for the middlegame
- Mending their pawn structure
- Your piece is better-placed than their piece
- Your piece has already moved lots of times (you will fall behind in development)

Look through the games and see how often a player helps their opponent by making an exchange.

There is one special type of unequal exchange:

N v B

A bishop and a knight are both worth three pawns, so swapping a bishop for a knight is neutral, right? Wrong!

➤ Bishops are better than Knights in nearly all positions

If you have BB vs NN or NB, or B vs N, you can use the extra reach of the Bishop(s) to win the game. And the more open the position, the better the Bishop. Only very blocked positions are better for Knights, and even some of those are bad for Knights.

Endgame advice

Endgames are every bit as tricky as the earlier parts of the game and much less forgiving!

KUFTE & Castling in the endgame

Someone at Exeter Chess Club used to say “KUFTE” once the Queens were off:

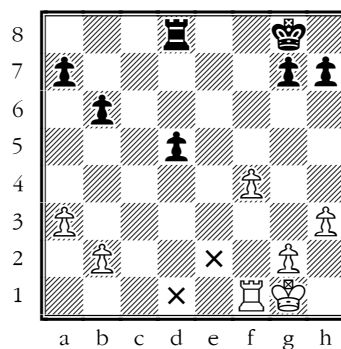
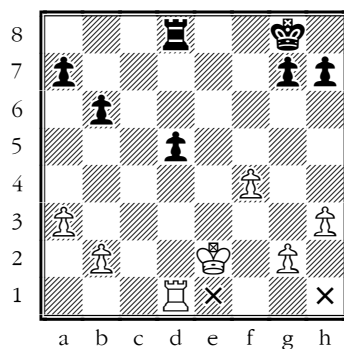
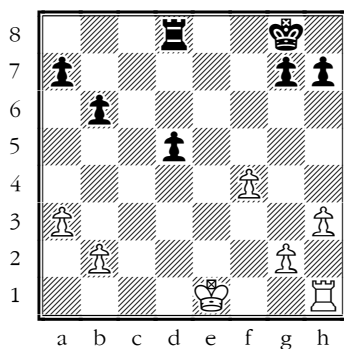
☞ KUFTE = King Up For The Endgame

Once the Queens are swapped off – and maybe some other pieces – your King is not going to be checkmated by a direct attack. Both sides will try to promote a Pawn to a Queen, and for that goal, your King needs to join in the battle.

☞ Even if you can castle in an endgame, it’s probably better to leave the King in the centre.

You have got used to the idea that castling is a great saving in time: in one move, you get the King safe, and develop a Rook!

But in the endgame it can cost time:



You could play a move like Ke2 then Rhd1.

Compare with O-O and Rfd1 and then Kf1 and Ke2... it takes twice as long!

There were two examples of this in one game (page 71).

More about exchanges

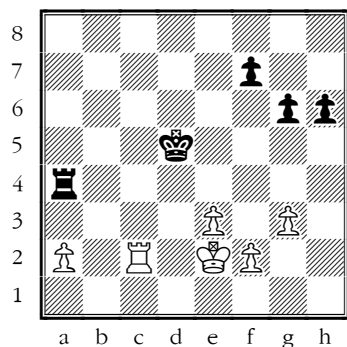
We still have players breaking the two cardinal rules:

- ☞ If you’re winning, swap off pieces (not pawns)
- ☞ If you’re losing, swap off pawns (not pieces)

Which is also to say:

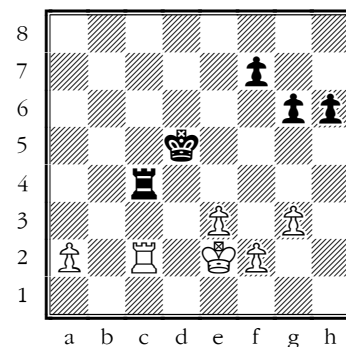
☞ Avoid being left with just your King if you stand worse

By the time you reach a Pawn endgame, the result may be decided and the game may already be over! It’s very hard to create counterplay if you have only a King, but with an active Rook, you might be fine. We had several instances (examples p.28 p.36 p.44) of players hurrying into Pawn endgames which they should have avoided at all costs!



Before: White has an extra pawn, but is stuck defending it, while Black’s pieces are active. The position is drawn with best play; White could even lose by abandoning the King’s-side.

After: Black offers an exchange of a great Rook for a defending one. The position is hopeless for Black with best play by White.



All the tips:

- ☞ In fact, that's a standing invitation – if you want me to review any of your games, I will. 1
- ☞ If you can't think of a plan, then: improve the position of your laziest piece or plan to open a file for your Rooks..... 4
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➤ ECECEM	63	➤ KUFTE!	71
➤ Fight for the centre.....	65	➤ 99% of endgames with an extra pawn but all the pawns on one side are drawm.....	76
➤ Opposite-coloured Bishops are not a drawing factor with other pieces on the board.....	66	➤ DLRPM.....	77
➤ Trying to steal pawns in the opening rarely ends well,	67	➤ ECECEM.....	78
➤ Your moves need to improve your position.....	69	➤ DLRPM.....	82
➤ You should play a weakening move only if you are forced to.	69	➤ Foster your spidey sense of danger	89
		➤ Swaps are rarely equal.	90

THE GAMES:

Just for next year, could we have all the headings on the scoresheets filled in, please? Often I had only your own name...

Event... *Wales and the West* Round... *2* Board... *1*

White... *Caleb Calesku*

Black... *Ellison Smith*

Date... *14/01/23* Opening.....

Result
1
0

1	<i>e4</i>	<i>e6</i>	30	<i>Bxb5</i>	<i>Kc7</i>	59
2	<i>d4</i>	<i>d5</i>	31	<i>Bd2</i>	<i>Kfe</i>	60

Key to Symbols

Symbol	Meaning	Symbol	Meaning	Symbol	Meaning
!!	brilliant move	--+	winning for Black	∞	unclear
!	good move	⊖	good for Black	∞	with compensation
!?	interesting move	⊖	better for Black	→	with an attack
?!	inaccuracy	=	equal	↑	with the initiative
?	mistake	±	better for White	↔	with counterplay
??	blunder	±	good for White	Δ	with the idea...
+	check	+--	winning for White	□	only move
++	double check				
#	checkmate				

UI4

Emma Rovenska

“ That was a tough day at the office... There’s lots to praise about your chess and I hope you can see that in the games. I suspect more ambition and erudition in the opening will see a big jump in your results. ”

YS - Emma 1.1

[A06 Nimzo-Larsen Attack]

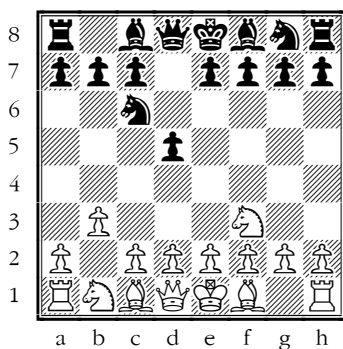
“ You got into a difficult position early on in this game but showed some good thinking in dealing with it, although in the end White’s pressure was too much. The set-up you used in the opening had

some problems, because you didn’t bid for as much space as you needed for your pieces. This set-up of one-pawn-two-Knights-bishop-then-the-other-pawn is often used by beginners but it really isn’t good enough at this level. It’s solid and fairly safe, but it’s the safety felt by a

tortoise hoping their attacker gives up and goes away! I recommend you use more ambitious systems as White and Black – ones with names, and with a few plans up your sleeve that you know about in advance and which have a bit of a sting

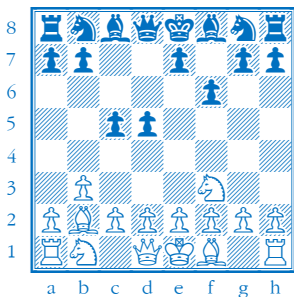
in them for your opponents.

1.Nf3 d5 2.b3 Nc6



Do you know, here I started to worry about your position already... White is setting up a strong position on the dark squares, and I don't know what you are doing about it... The simple development you chose is solid but is not challenging White's plans. After ...d5, Black should play or at least aim for ...e5 or ...c5, to open a file for the Rooks.

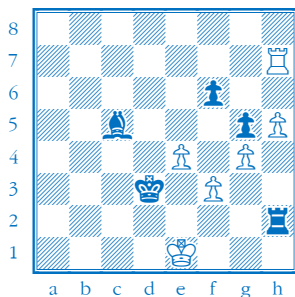
[2...c5 3.Bb2 f6!]



Black is trying to counter White's idea from the start.

4.c4 d4 5.d3 e5 6.e3 Ne7 7.Be2 Nec6 8.Nbd2 Be7 9.O-O O-O 10.e4 a6 11.Ne1 b5 12.Bg4 Bxg4 13.Qxg4 Qc8 14.Qe2 Nd7 15.Nc2 Rb8 16.Rfc1 Qe8 17.Ba3 Bd6 18.Ne1 g6 19.cxb5 axb5 20.Bb2 Nb6 21.Nef3 Ra8 22.a3 Na5 23.Qd1 Qf7 24.a4 bxa4 25.bxa4 c4 26.dxc4 Nbx4 27.Nxc4 Nxc4 28.Qe2 Nxb2 29.Qxb2 Rfb8 30.Qa2 Bb4 31.Qxf7+ Kxf7 32.Rc7+ Ke6 33.g4 Bc3 34.Ra2 Rc8 35.Rxc8 Rxc8 36.a5 Ra8 37.a6 Ra7 38.Kf1 g5 39.Ke2 Kd6

40.Kd3 Kc5 41.Ng1 Kb5 42.Ne2 Ba5 43.Rb2+ Kxa6 44.Rb1 Rc7 45.Rb2 Be1 46.f3 Ka5 47.Rc2 Rb7 48.Ra2+ Kb5 49.Rb2+ Bb4 50.Ra2 Rc7 51.Ra1 Rc8 52.Ra7 Ba5 53.Rd7 Bb6 54.Rd5+ Bc5 55.Nc1 Ka4 56.Rd7 Bb4 57.Ne2 Kb3 58.Rb7 Ra8 59.Rxh7 Ra1 60.Nxd4+ exd4 61.Kxd4 Rd1+ 62.Ke3 Bc5+ 63.Ke2 Rh1 64.h4 Kc4 65.h5 Rh2+ 66.Ke1 Kd3

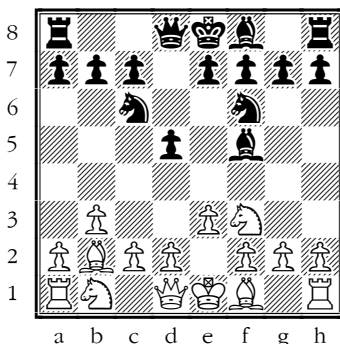


Petrosian, Tigran V - Fischer, Robert James, 0-1, Candidates final, 1971, <https://lichess.org/zkKLicVo>

3.Bb2 Nf6

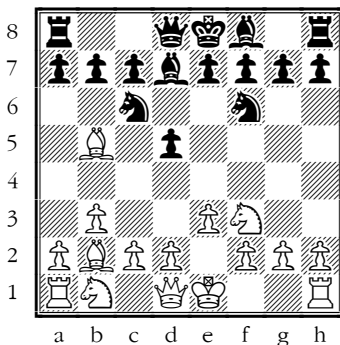
[3...f6?! 4.d4!?!]

4.e3 Bf5?!±



A bit too straightforward

5.Bb5 Bd7

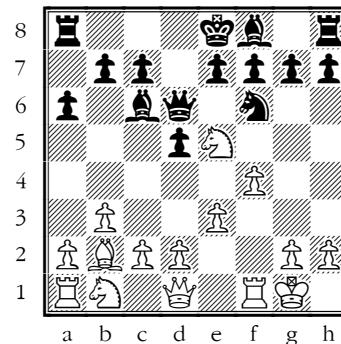


Losing time of course but logical.

6.O-O a6 7.Bxc6 Bxc6 8.Ne5 Qd6?!

Blocks the Bf8, so I might prefer ...Bd7 to avoid doubled pawns, or just ...e6 to get on with development

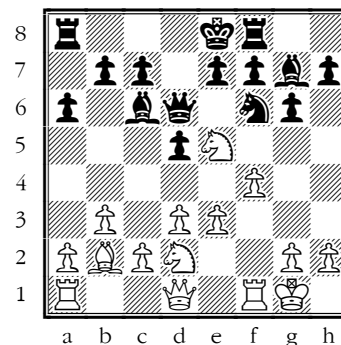
9.f4



A bit stereotyped

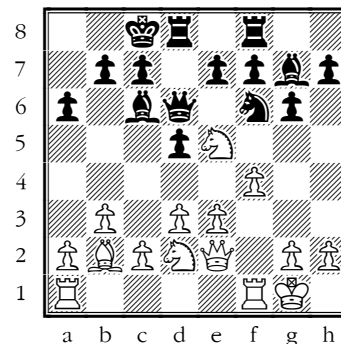
[9.c4!?!]

9...g6 10.d3 Bg7 11.Nd2 Rf8?!



Inaccuracy. O-O was best.

12.Qe2 O-O-O?!

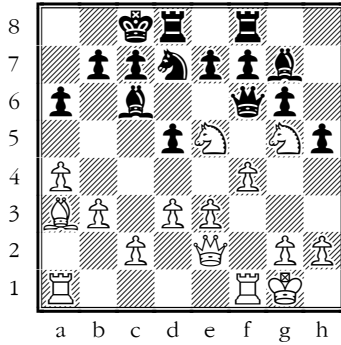


I like this unbalancing approach but if White stands better – which is true here – it's going to go hard on you. I did worry about how safe your King was, but in fact it's your Queen that gets into trouble, because your set-up

doesn't have room for all your pieces.

☞ **Your opening system must have room for all your pieces**

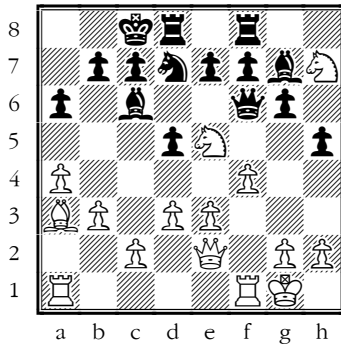
**13.a4 Nd7 14.Ndf3 h5
15.Ba3 Qe6 16.Ng5
Qf6?!**



Inaccuracy. Qf5 was best.
The computer tuts about this move but I think it's forced, sooner or later.

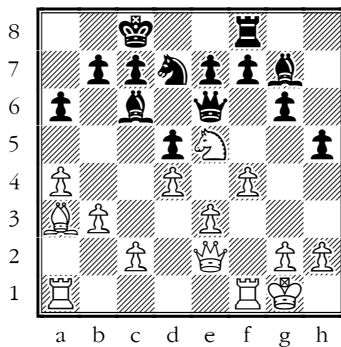
[16...Qf5 17.e4 Qf6+--]

17.Nh7



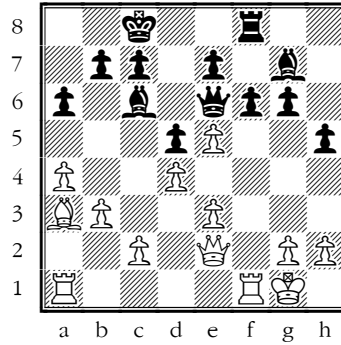
➔ **TACTIC: fork**

**17...Qe6 18.Nxf8 Rxf8
19.d4?!**



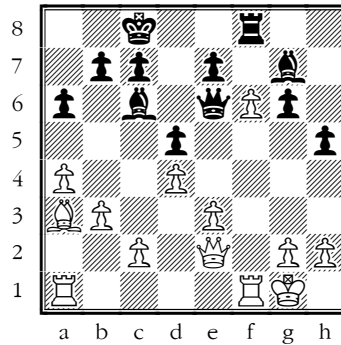
Inaccuracy. Nxc6 was best.

19...Nxe5 20.fxe5 f6?!



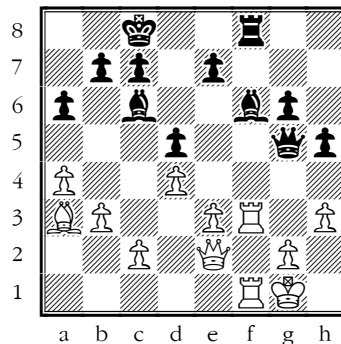
Inaccuracy. f5 was best.

21.exf6?!



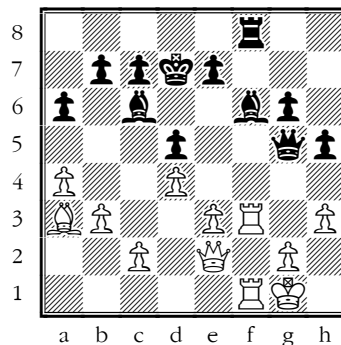
Inaccuracy. e4 was best.

**21...Bxf6 22.Rf3 Qg4
23.h3 Qg5 24.Raf1**



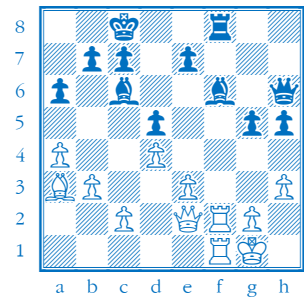
This isn't too bad for you – it's not a position that favours Rooks. But your next few moves allow White to create problems.

24...Kd7?



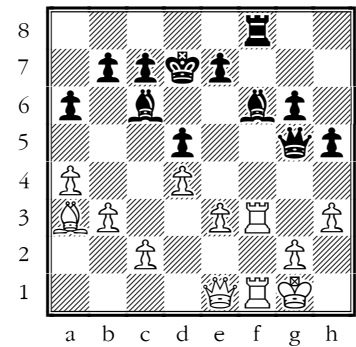
Mistake. Qh6 was best.

[24...Qh6 25.R3f2 g5!?



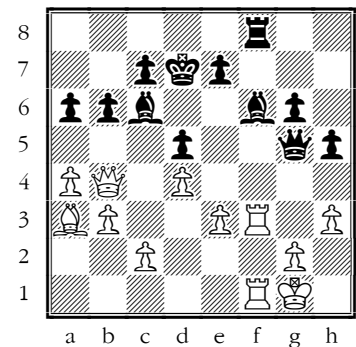
is a plan that might get a mistake out of White]

25.Qe1?



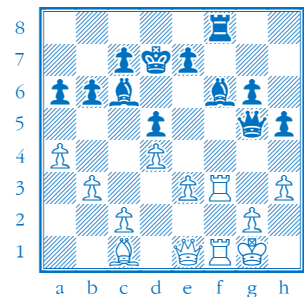
Mistake. Kh1 was best.

25...b6?? 26.Qb4?!



With the idea of Rxf6!

[26.Bc1!

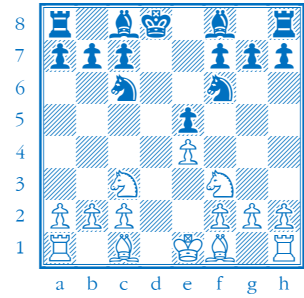


is actually better, setting up e3-e4]

26...Ke8?+--

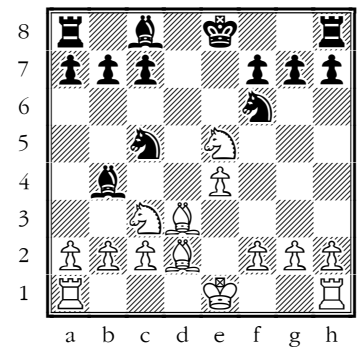
→ TACTIC: desertion

[6...Kxd8



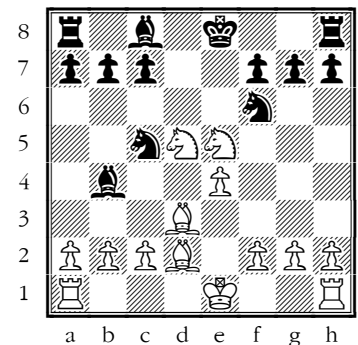
is not comfortable but being a pawn down for nothing should just lose.]

7.Nxe5 Bb4 8.Bd3 Ne6
9.Bd2 Nc5



I'd prefer to see you develop here.

10.Nd5?



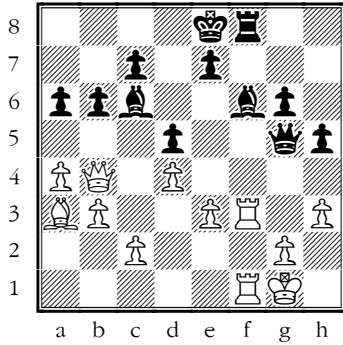
White's extra pawn is going to be doubled and isolated, which is worth much less.

10...Nxd3+ 11.cxd3?±

[11.Nxd3!+-]

11...Bxd2+

[11...Nxd5! 12.exd5 Bd6=



Mistake. a5 was best.

27.Kh1

score ends here but ...

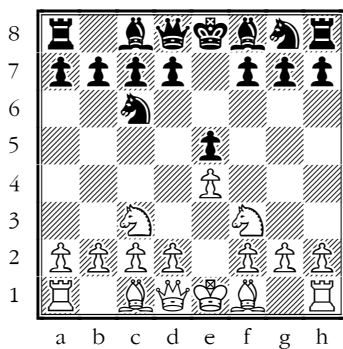
...1-0

EB - Emma 1.2

[C47 Scotch Four Knights' Game]

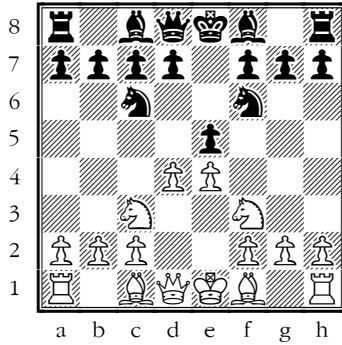
“ It was a shame you went wrong so early on – your 4th and 5th moves weren't great but your 6th really put a hole in the bottom of your boat. You fought hard following that, but after you missed a chance on move 11 it was always a struggle.

1.e4 e5 2.Nf3 Nc6 3.Nc3



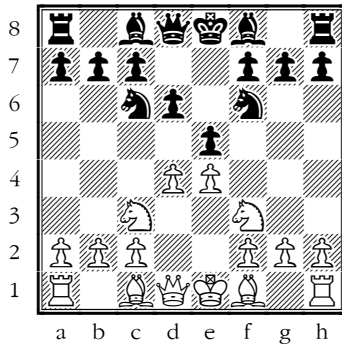
Oh dear, that's not very ambitious.

3...Nf6 4.d4!



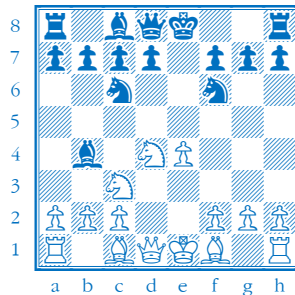
Better!

4...d6?



This obviously blocks in your Bf8, and it also allows White to play some forcing moves to try and wrong-foot you.

[4...exd4! 5.Nxd4 Bb4!

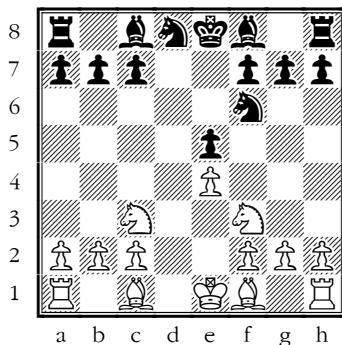


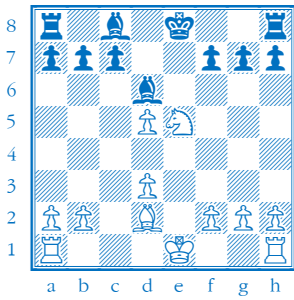
is the main line (5...Bc5!?) 6.Nxc6 bxc6 7.Bd3 d5=]

5.dxe5 dxe5?

[5...Nxe5]

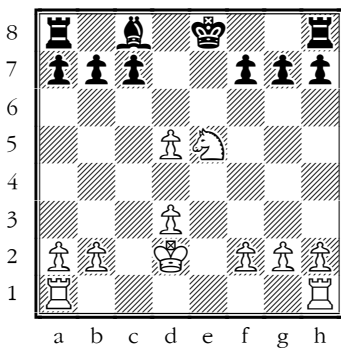
6.Qxd8+ Nxd8?





is a better line: you have some hopes of an opposite-colour Bishop ending or pressure against the d-pawn.]

12.Kxd2 Nxd5 13.exd5

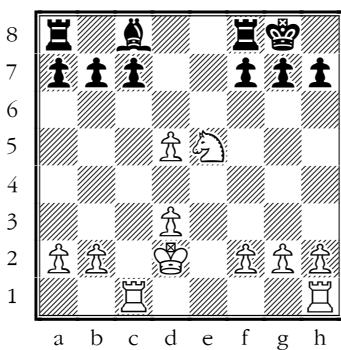


You are completely undeveloped here and a pawn down, so it's all pretty tough.

13...O-O

[13...f6 14.Nc4 Bf5 15.Rhe1+ Kd7]

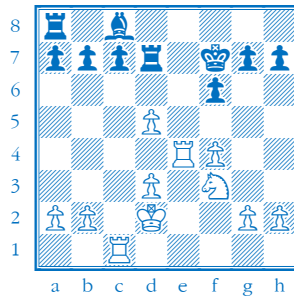
14.Rac1



I assumed you were going to lose the c-pawn soon but you fought hard for it – well done.

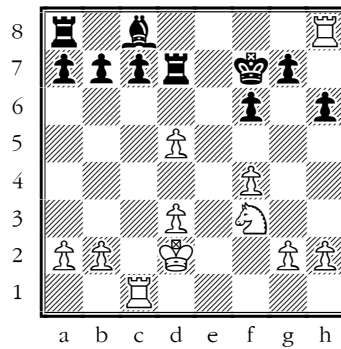
14...Re8 15.f4 f6 16.Nf3 Re7! 17.Rhe1 Rd7 18.Re8+ Kf7+- 19.Rh8?±

[19.Re4



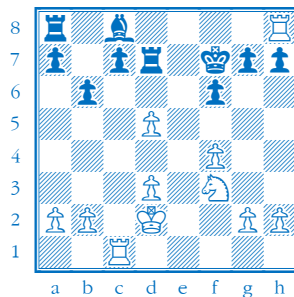
keeps a grip]

19...h6??+-



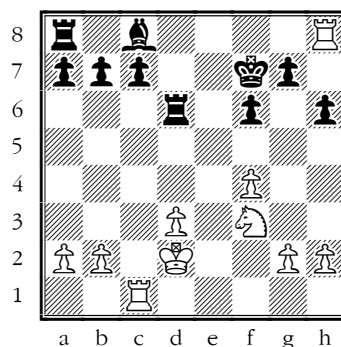
Missing something...

[19...b6!



prepares to attack d5 20.d6 c5 21.d4 Rxd6±]

20.d6!+- Rxd6?

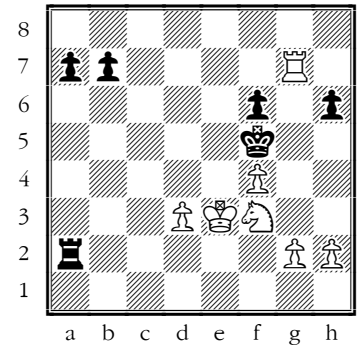


You are under a lot of pressure but this loses a piece by force.

[20...c6!? 21.Re1 Rxd6 22.Rhe8 Rd7+-]

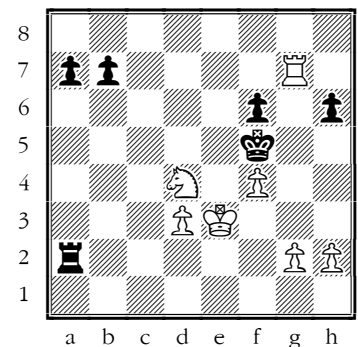
21.Rxc7+ Kg6 22.Rcxc8 Rxc8 23.Rxc8 Kf5

24.Rc7 Rb6 25.Rxg7 Rxb2+ 26.Ke3+- Rxa2??



Some positions are so tough that they could do with a blunder...

27.Nd4#



☞ **TIP: They say, look at every check and every capture every move!**

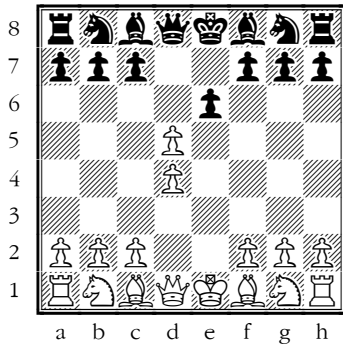
1-0

Emma - JT 1.3

[C01 French Defence, Exchange Variation]

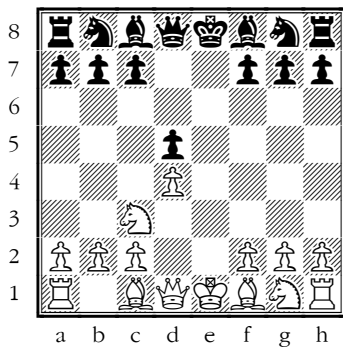
“ A solid-but-no-more opening led to a position where only Black could come up with threatening ideas. Have a look at move 4 again and see what else you can do differently next time.

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



Not the most ambitious system against the French!

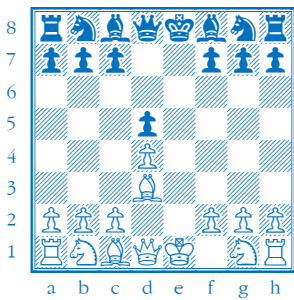
4.Nc3



Not bad exactly but what's the idea here?

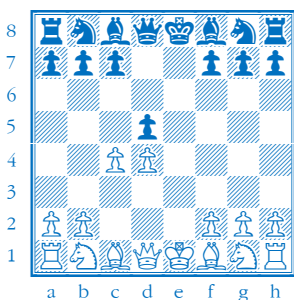
➔ **Always think about where your piece can go next!**

[4.Bd3!?



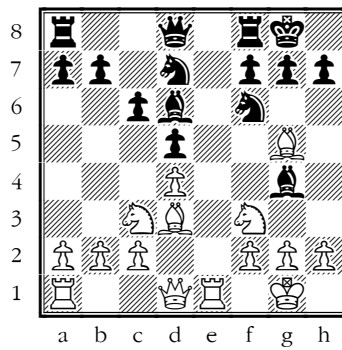
stops the Bc8 going to its best square on f5;

4.c4!?



asks some immediate questions of Black, and they might get the answer wrong]

4...Nf6 5.Nf3 Bd6 6.Bg5 c6 7.Bd3 O-O 8.O-O Bg4 9.Re1 Nbd7



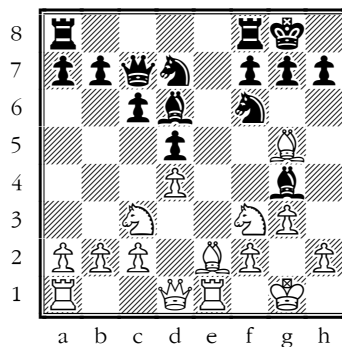
Black's game is already a little easier because your Nc3 is poorly placed.

10.Be2!?

[10.Re3;

10.h3]

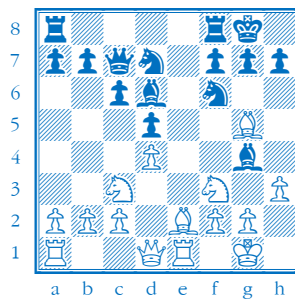
10...Qc7 11.g3!-+



creates some weak light squares which Black soon uses

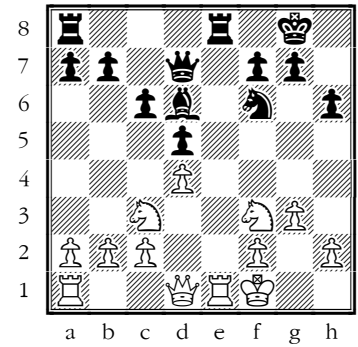
➔ **TIP: "move the pawns in front of your King only with infinite delicacy" – ALEKHIN**

[11.h3! -



is better]

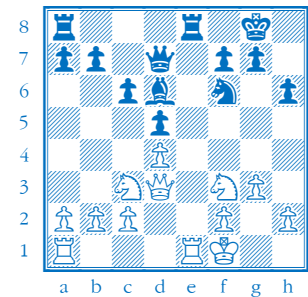
11...h6 12.Bxf6 Nxf6 13.Ne5 Bh3 14.Bf1 Bxf1 15.Kxf1 Rfe8 16.Nf3 Qd7



With I think the obvious idea of ...Qh3. I think your spidey sense let you down here – it should have been signalling danger!

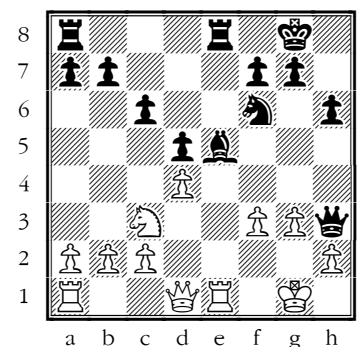
17.Ne5??-+

[17.Qd3! -



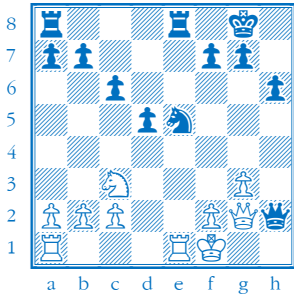
Development is your friend when you stand worse]

17...Qh3+ 18.Kg1 Bxe5 19.f3



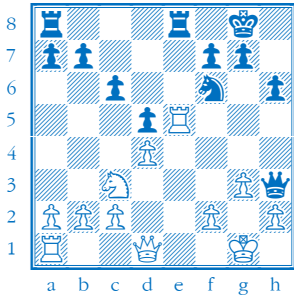
Now the penny dropped, but too late!

[19.dxe5!? Ng4 20.Qf3 Qxh2+ 21.Kf1 Nxe5 22.Qg2-+



two pawns down;

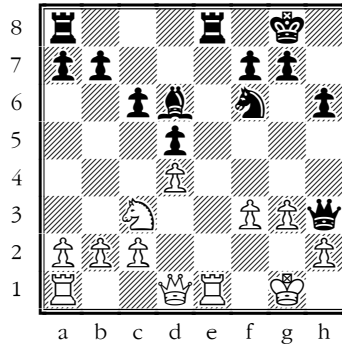
19.Rxe5??



→ TACTIC: mate

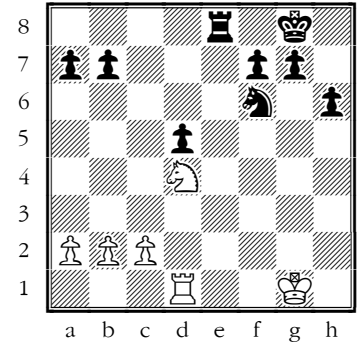
and you have to give up the Queen [19...Ng4 20.Qxg4 Qxg4+]

19...Bd6-+



and I don't know what to advise except keep hoping!

20.Qd2 c5 21.Nb5 Bxg3
22.hxg3 Qxg3+ 23.Kf1
Qxf3+ 24.Qf2 Qh1+
25.Qg1 Rxe1+ 26.Rxe1
Qxg1+ 27.Kxg1 cxd4
28.Nxd4 Re8 29.Rd1



Good! So many players agree to swaps when in a losing endgame.

29...Re4 30.c3 a6 31.Rd2
h5 32.Kg2 h4 33.Nb3 b6
34.Rd3 Re2+ 35.Kh3
Rxb2 36.Kxh4 Rxa2
37.Nd4 Ra4 38.Kg3
Ne4+
0-1

2 Toby Ralph

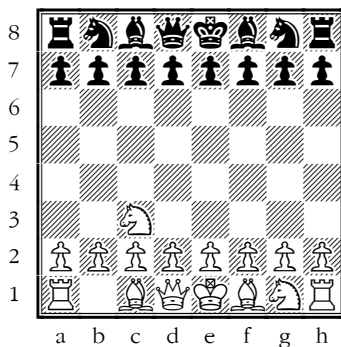
“ A bit of a mixed bag: some cracking ideas but like Emma you could do with more energy in handling the opening. ”

Toby - YS 2.1

[D01 Veresov Attack]

“ A rather too clever opening choice gave you a solid but rather passive position,

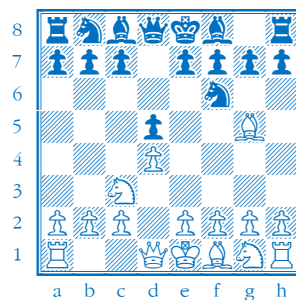
1.Nc3



Not seen that before at these events! I've actually played it myself but you do need to know pretty well

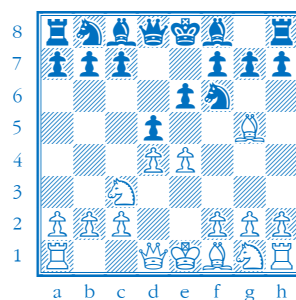
several other systems that you can transpose into.

[1.d4 d5 2.Nc3 Nf6 3.Bg5



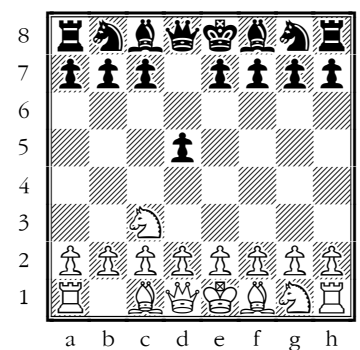
Veresov;

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5



Classical French]

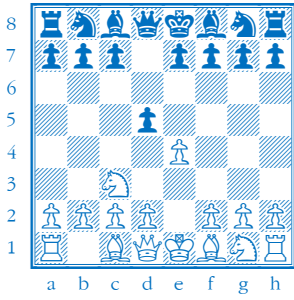
1...d5



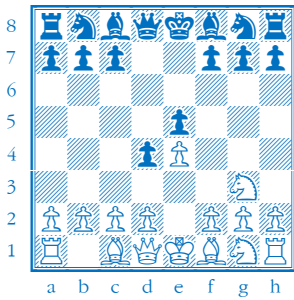
Dominates the Knight – you will have to work hard to find a square for that Knight to go next!

2.d4

[2.e4!?

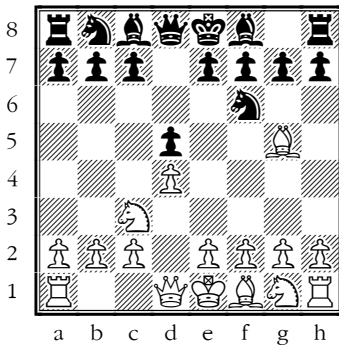


is the way most players follow up
2...d4 3.Nce2 e5 4.Ng3



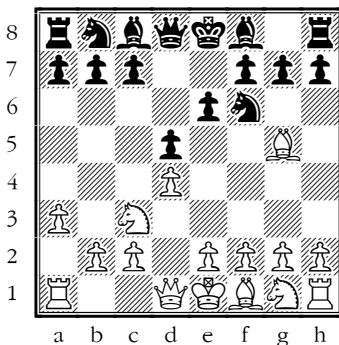
and White has ideas about the
light squares]

2...Nf6 3.Bg5



For example, this is the
Veresov System. Not a bad
system, but do you know the
ideas? And if you want to play
it, you will more likely get it
by starting with 1.d4!

3...e6 4.a3?!

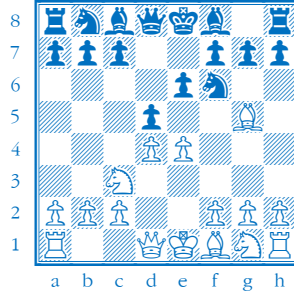


➔ **Dreadful little Rook's
Pawn move (DLRPM)**

That's not really part of any
Veresov plan that I know. You
should welcome Black playing
...Bb4 when their other Bishop
is so bad.

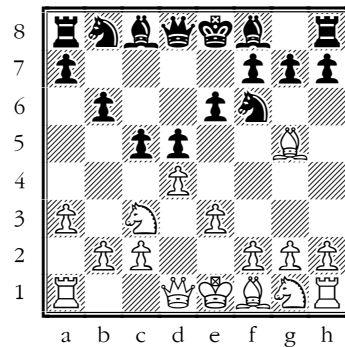
[4.Nf3 Bb4 5.e3;

4.e4



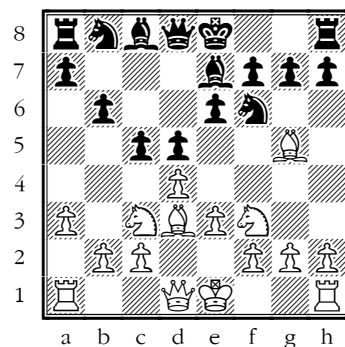
is a French Defence!]

4...c5 5.e3 b6



Black has no problems here
and I think may stand a little
better – they have bid for a
larger and more flexible
structure to work with.

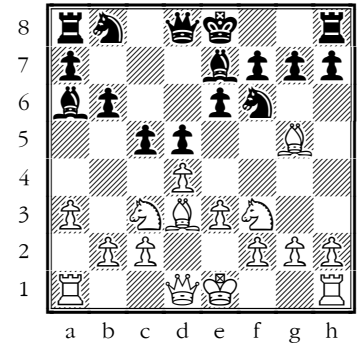
6.Nf3 Be7 7.Bd3



Some terrible Queen's-pawn
version of Old Stodge? This
set-up of one-pawn-two-
Knights-bishop-then-the-
other-pawn is often used by
beginners but it really isn't
good enough at this level. It's
solid and fairly safe, but

dangerous to do nothing!
How, for example, are you
planning to develop your
Rooks?

7...Ba6?!



This helps White with their
space problems

[7...Bb7;

7...c4]

8.Ne5?!

[8.Bxa6 Nxa6 9.Qd3!]=]

8...Bxd3 9.Qxd3 O-O
10.O-O h6

[10...Nfd7]

11.Bh4 Nfd7

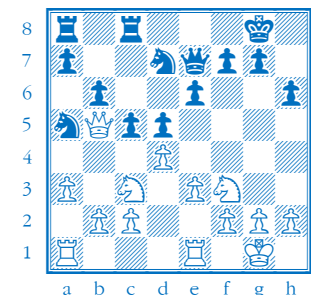
[11...Nbd7]

12.Bxe7 Qxe7 13.Nf3
Nc6 14.Qb5?!

The Queen will achieve little
on her own. Black already
stands better, and starts
building on the Queen's-side.

14...Rfc8 15.Rfel a6

[15...Na5

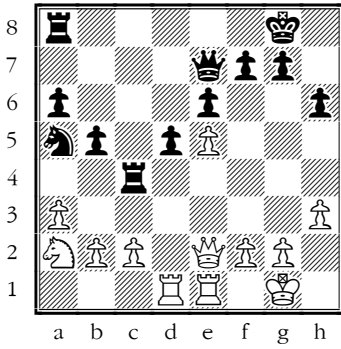


starts looking at using the c-file.]

16.Qe2 Qf6 17.Rad1 b5
18.h3 cxd4 19.exd4 Na5
20.Ne5 Nxe5 21.dxe5
Qe7

[21...Qg5]

22.Na2 Rc4



Black has an obvious initiative.

23.Qf3

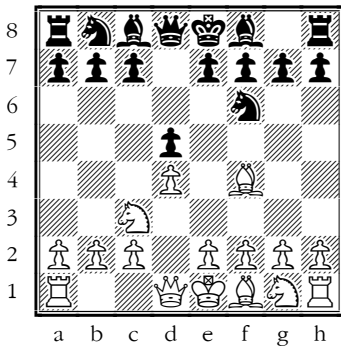
...0-0

Toby – TD 2.2

[D01 Jobava System]

“ I didn't much like the way you handled the opening but Black went pawn-hunting and got into trouble.

1.Nc3 d5 2.d4 Nf6 3.Bf4

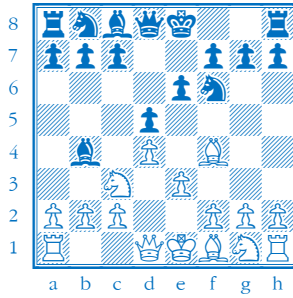


The Jobava system – very fashionable but like most fashions I expect it will soon fade away!

[3.Bg5]

3...e6 4.e3 a6

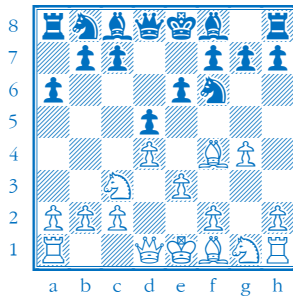
[4...Bb4!?



and Stockfish (slightly) prefers Black!]

5.Nf3

[5.g4!?

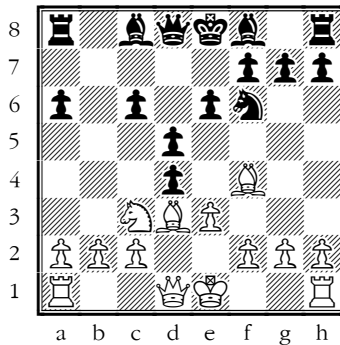


is the sort of idea that has made the Jobava popular]

5...c5 6.Bd3 Nc6 7.Ne5?! cxd4

[7...Nxe5! 8.Bxe5 (8.dxe5 Nd7) 8...Nd7-]

8.Nxc6 bxc6



⇒ Exchanges are never completely equal

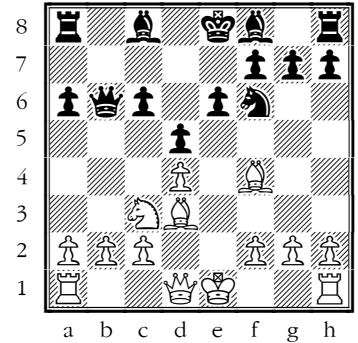
You have spent three turns moving a Knight that has now vanished, and while exchanging it just helped Black move a pawn nearer the centre.

⇒ An opening system is only as good as the ideas you bring to it

...and I fear you are just making this one up as you go along. Established openings

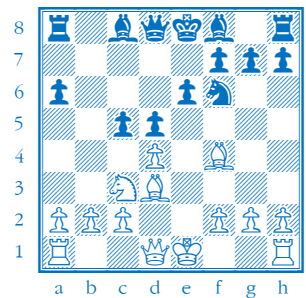
with names have a lot of ideas worked out that you can just copy, and they usually have more interesting tensions if you want to think up your own ideas.

9.exd4 Qb6!?



Black goes chasing after an unimportant pawn and gets into trouble.

[9...c5!-

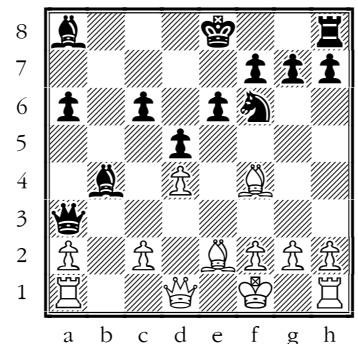


and White's centre will be wiped out]

10.Be2 Qxb2?! 11.Na4= Bb4+?+- 12.Kf1 Qa3 13.Nb6!+-

→ TACTIC: fork

13...Bb7 14.Nxa8 Bxa8



Now you are ahead you need some swaps but you fall into a very passive position.

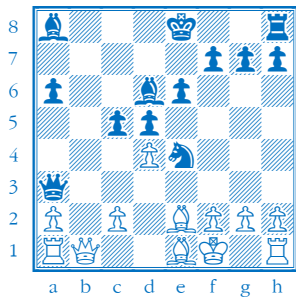
15.Bd2 Bd6? 16.Qb1!?

[16.h4!;

16.Rb1!]

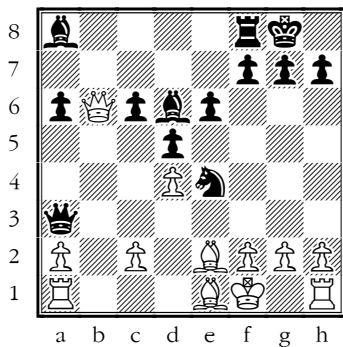
16...Ne4 17.Be1 O-O

[17...c5!



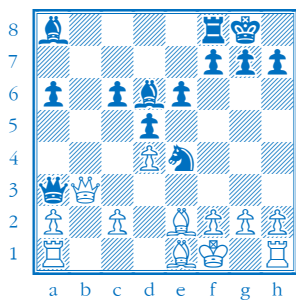
and Black has decent chances because White's pieces are doing nothing.]

18.Qb6?



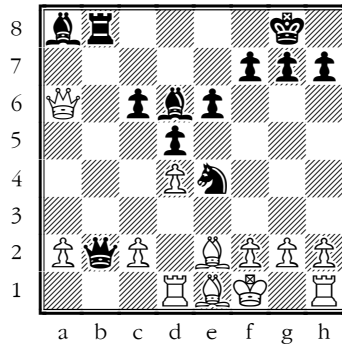
"Trying to win" here risks letting the win go!

[18.Qb3!



With Queens off White should win without trouble.]

18...Rb8 19.Qxa6 Qb2 20.Rd1



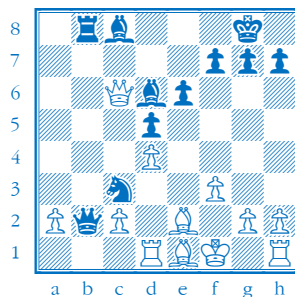
with some energetic play here Black can stay in the game, but

20...Bb7?!

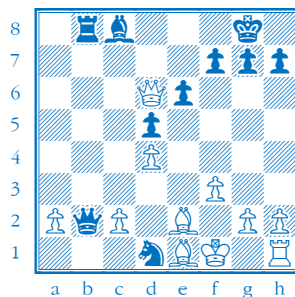
[20...e5!]

21.Qa4 Bc8?! 22.f3 Nc3 23.Bxc3?=-

[23.Qxc6!+-

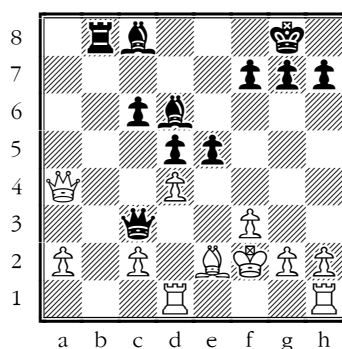


was worth a second look: 23...Nxd1 24.Qxd6!



threatening mate 24...Ba6]

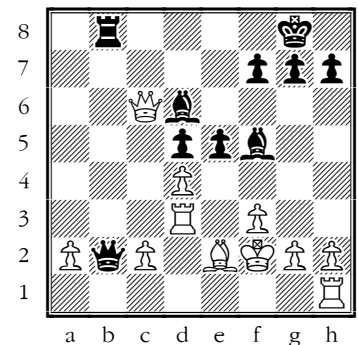
23...Qxc3 24.Kf2 e5



A good idea but played too late – With White having

connected Rooks, Black can't make much trouble.

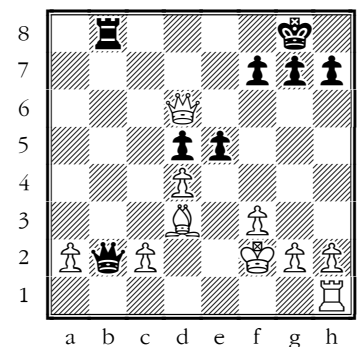
25.Rd3 Qb2 26.Qxc6 Bf5??



I get the idea but simple counting should show this to be a mistake.

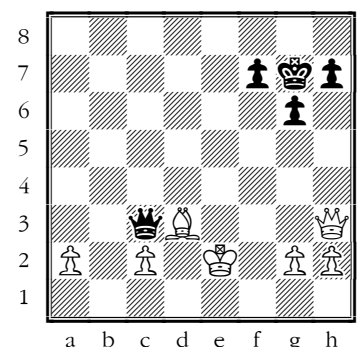
[26...Bb4]

27.Qxd6 Bxd3 28.Bxd3



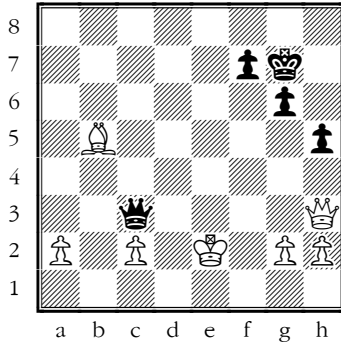
White is a whole piece ahead.

28...Qxd4+ 29.Ke2 Rc8 30.Rb1 g6 31.Rb8 Rxb8 32.Qxb8+ Kg7 33.Qe8 e4 34.fxe4 dxe4 35.Qxe4 Qc3 36.Qe7 Kh6 37.Qe3+ Kg7 38.Qh3+-



Score sheet not right around here

38...h5 39.Bb5??



LDPO Loose Pieces Drop Off

And this LP did indeed DO
39...Qe5+

ECEMEM

→ TACTIC: fork

40.Qe3 Qxb5+= 41.Qd3
Qc6 42.g3 Qg2+ 43.Kd1
Qg1+ 44.Kd2 Qf2+
45.Kd1 Qg1+ 46.Ke2
Qg2+ 47.Ke1

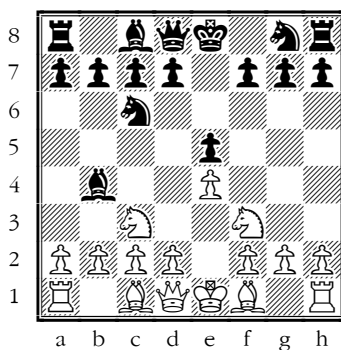
1/2-1/2

EB - Toby 2.3

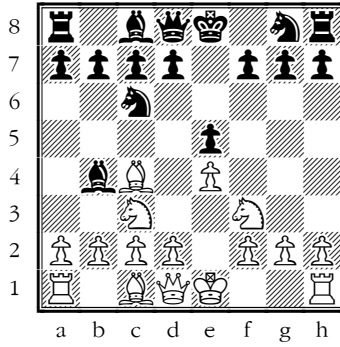
[C46 Italian Game]

“ The game settled into an opposite-side-castling form where both sides might be expected to launch attacks as fast as they can... but the molten centre confused matters. You had your chances but White got on top.

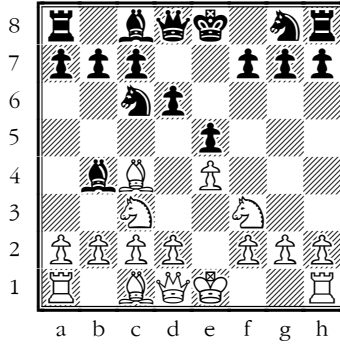
1.e4 e5 2.Nf3 Nc6 3.Nc3
Bb4?!



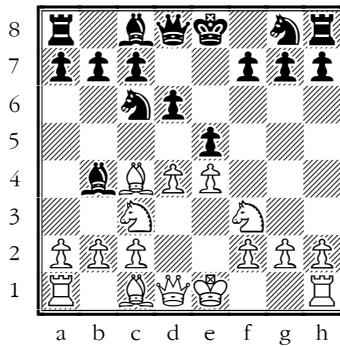
Inaccuracy. Nf6 was best.
4.Bc4?!



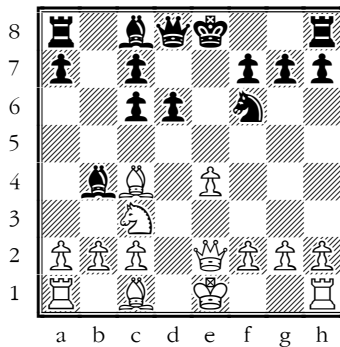
Inaccuracy. Nd5 was best.
4...d6?!



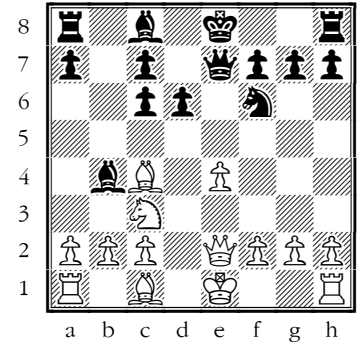
Inaccuracy. Bxc3 was best.
5.d4?!



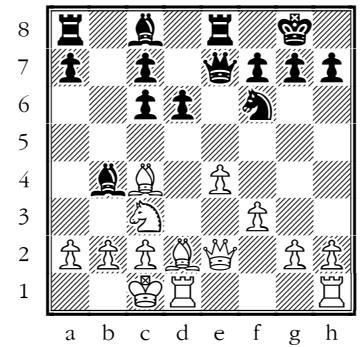
Inaccuracy. Nd5 was best.
5...exd4 6.Nxd4 Nf6
7.Nxc6 bxc6 8.Qe2?!



Inaccuracy. Qf3 was best.
8...Qe7?!

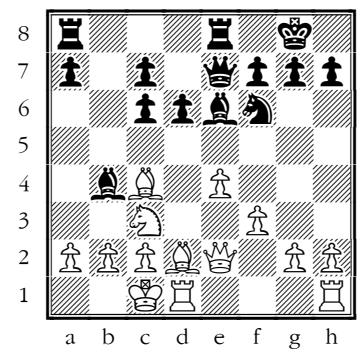


Inaccuracy. O-O was best.
9.f3 O-O 10.Bd2 Re8
11.O-O-O?!



...With the setting for an exciting opposite-side-castling race. The winner of these races is usually the one who has better control over the centre, but I can't tell who that is! The evaluation swings wildly backwards and forwards for the next few moves...

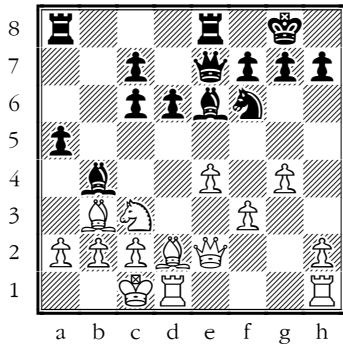
11...Be6?!



Inaccuracy. d5 was best.

[11...d5! 12.exd5?? (12.Bb3 a5!)
12...Bxc3]

12.Bb3 a5 13.g4?!

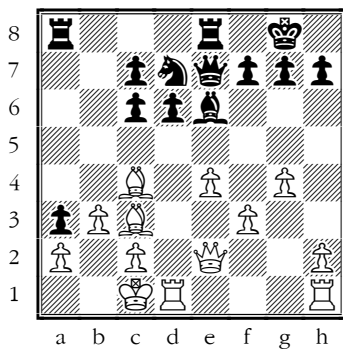


Inaccuracy. Ba4 was best.

13...Bxc3 14.Bxc3 a4?!=

[14...Bxb3! 15.cxb3 a4 16.b4 a3
17.b3 Nd5 18.Qc4 Nxc3
19.Qxc3 d5 7]

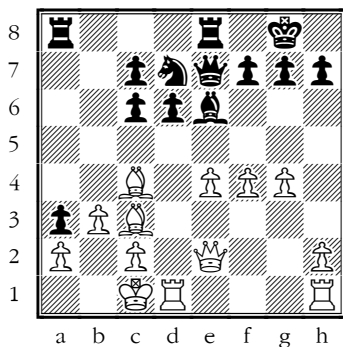
15.Bc4 a3 16.b3= Nd7?!±



Inaccuracy. d5 was best.

[16...d5! 17.exd5 cxd5 18.Bb5
c6 19.Bxc6 Qc5=]

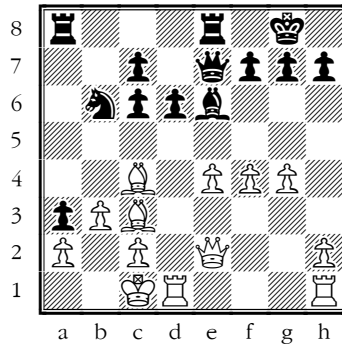
17.f4?±



Blunder. h4 was best.

[17.h4±]

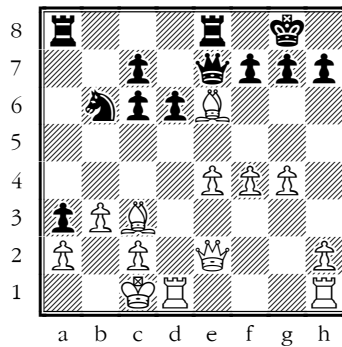
17...Nb6?±



Mistake. Bxc4 was best.

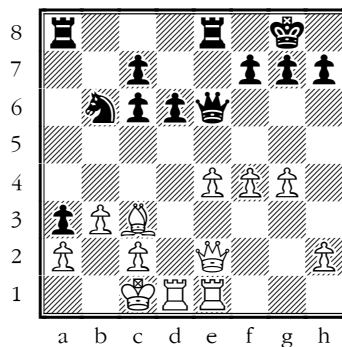
[17...Bxc4 18.Qxc4 Qxe4 7]

18.Bxe6?!±



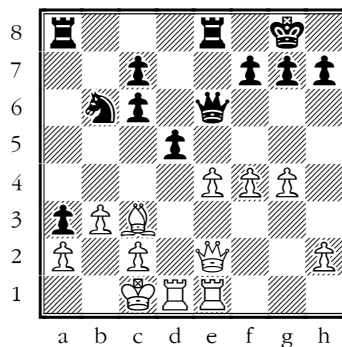
Inaccuracy. Bd3 was best.

18...Qxe6 19.Rhe1?!+±



Inaccuracy. e5 was best.

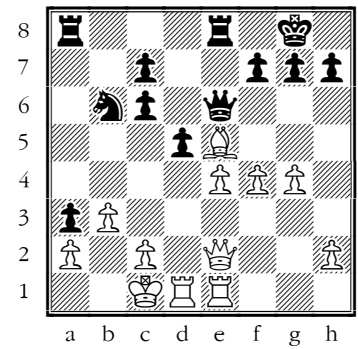
19...d5??±



Just encourages White's pawns to advance.

[19...Nd5 20.Bd2 (20.Be5 Nb4!) 20...Qf6-+]

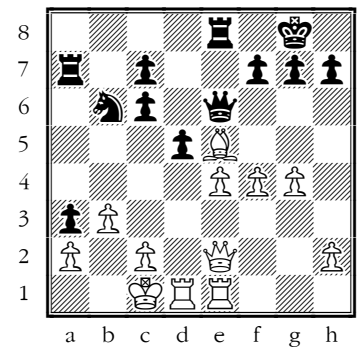
20.Be5?!±



Inaccuracy. f5 was best.

[20.f5 Qh6+±]

20...Ra7??+±

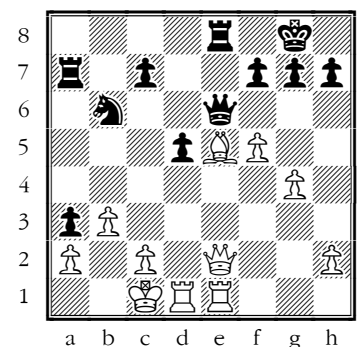


Blunder. dxe4 was best.
The Rook gets very lost here
and can't get back into the
game.

☞ Always think about where
your piece can go next!

[20...dxe4 7]

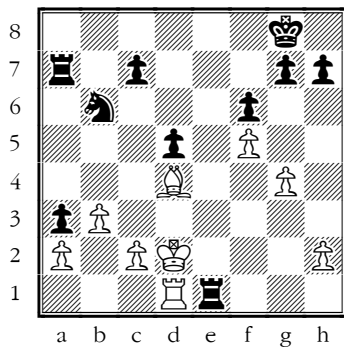
21.exd5 cxd5 22.f5?



Mistake. Qb5 was best.

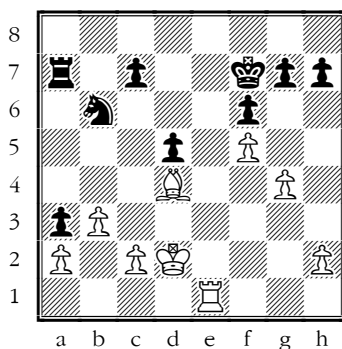
[22.Qb5]

**22...Qh6+ 23.Qd2
Qxd2+ 24.Kxd2 f6
25.Bd4 Rxe1?**



Mistake. Raa8 was best.

26.Rxe1 Kf7?



Mistake. Ra8 was best.

**27.Bc5 h6 28.Re7+ Kg8
29.Bxb6 Rb7 30.Bc5
Kh7 31.Bd6 Kg8
32.Rxc7 Rb6 33.Rc8+
Kh7 34.Bxa3 Ra8
35.Bb4 Rxa2 36.Rc7 Ra8
37.Bc3 Rf8 38.b4
1-0**

3 Jamie Glasson

“ I’m sorry I have only one game to go on. A bit more opening knowledge and a bit more tactical awareness would have seen you fully in the game and with plenty of chances for a win. ”

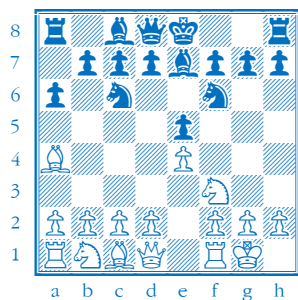
VP - Jamie 3.1

[C92 Ruy Lopez, Closed Variation]

“ Rather a fluctuating scrap where you had chances for the advantage and certainly needn't have lost, but White got hold of the wheel eventually and forced you over the cliff. Anyhow you survived the opening and a survived too couple of nasty moments when White could have pounced, but eventually they noticed a chance on move 25.

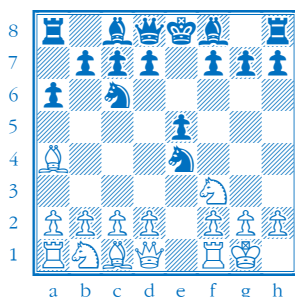
**1.e4 e5 2.Nf3 Nc6 3.Bb5
a6 4.Ba4 Nf6 5.O-O b5**

[5...Be7



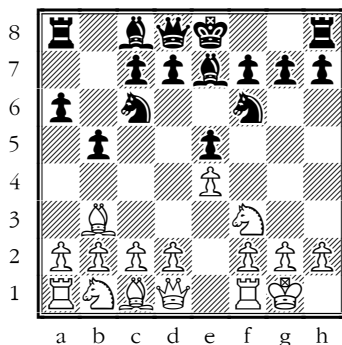
is the Closed Variation, while;

5...Nxe4



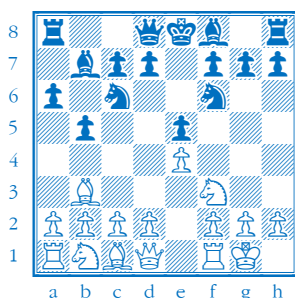
is the Open Variation.]

6.Bb3 Be7



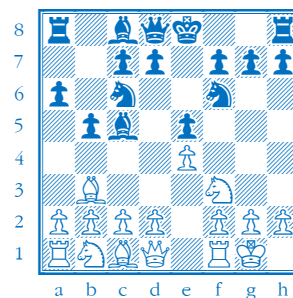
Oh, back to the Closed. An early ...b5 is usually a prelude for one of the Arkhangels:

[6...Bb7



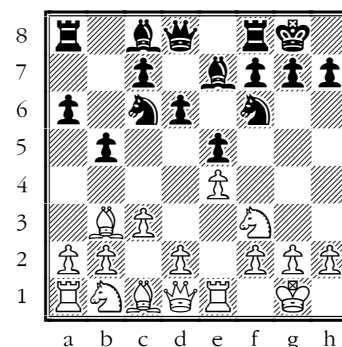
Old Arkhangel;

6...Bc5



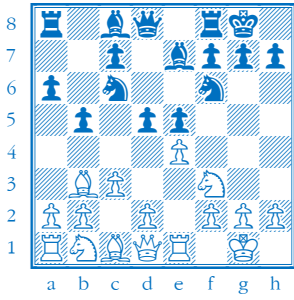
New Arkhangel]

7.Re1 O-O 8.c3 d6



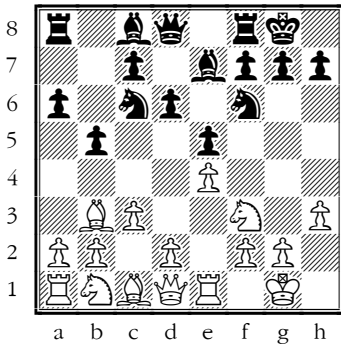
Nothing wrong with this, but the move order with early castling is normally done so you can play here

[8...d5



the Marshall Gambit, considered maybe the best reply for Black here, but it's fearsomely complicated and there's a lot to learn.]

9.h3



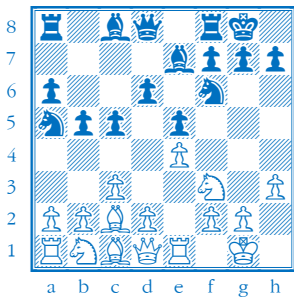
Looks like a DLRPM but isn't – White needs to stop Bg4 or d4 will be weak – and Black wants to swap as they are a bit cramped.

There are a whole bunch of defences here, but ...Re8 isn't part of any of them! It is played pretty often, but only to seek a draw...

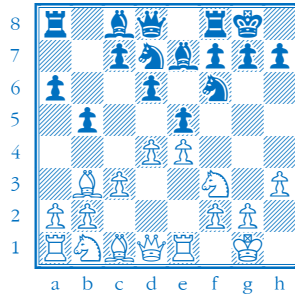
9...Re8

It looked as though you had your defence to the Lopez all worked out but perhaps your memory failed you?

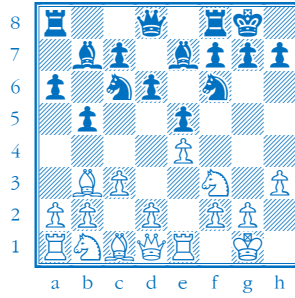
[9...Na5 10.Bc2 c5 Tchigorin;



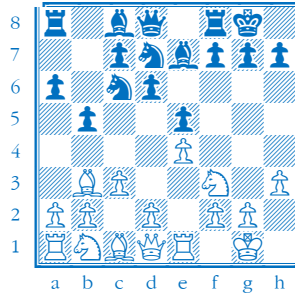
9...Nb8 10.d4 Nbd7 Breyer



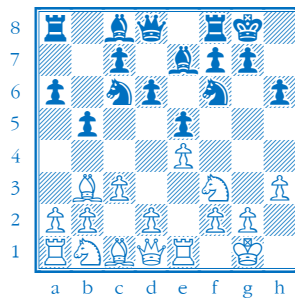
9...Bb7 Flohr



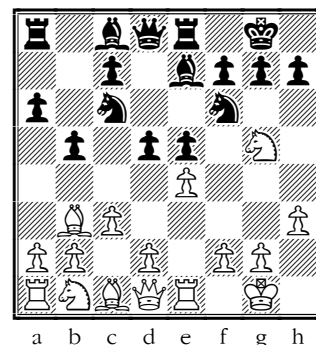
9...Nd7 Karpov;



9...h6 Smyslov (with the idea of ...Re8 and ...Bf8

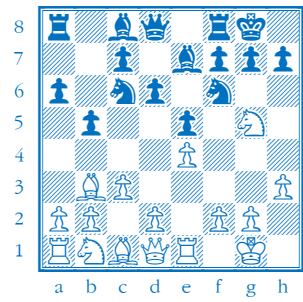


10.Ng5± d5?+-

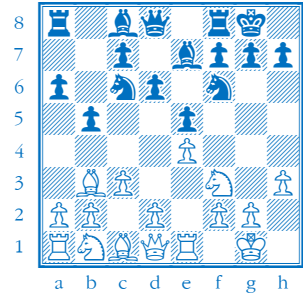


You have to swallow your pride with

[10...Rf8



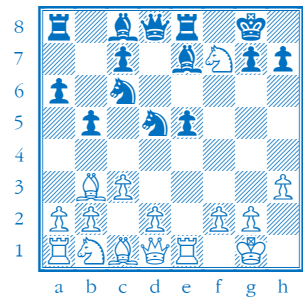
after which some Grandmasters will offer a draw by playing 11.Nf3



when you can go again with 11...Re8

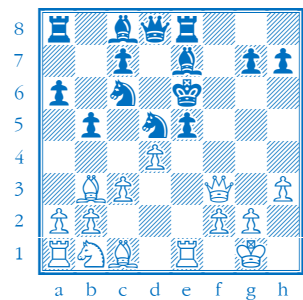
11.exd5 Nxd5+-
12.Ne4?±

[12.Nxf7!



↪ ECECEM

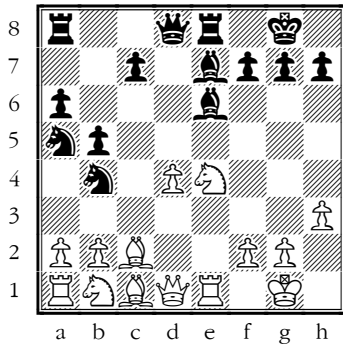
is an excellent version of the Fried Liver 12...Kxf7 13.Qf3+ Ke6 14.d4+-



and Black is busted.]

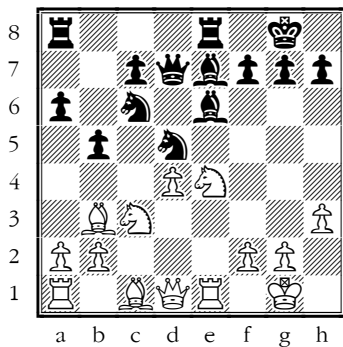
12...Be6 13.d4 exd4
14.cxd4± Qd7!?

[14...Na5! 15.Bc2 Nb4!+-



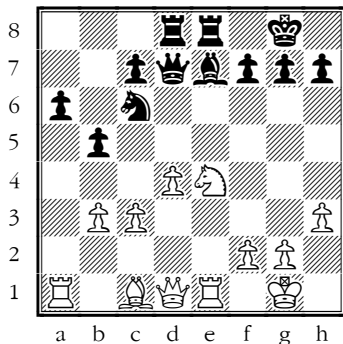
grabs the Bishop pair, with advantage.

15.Nbc3



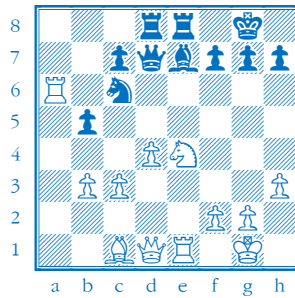
Your next swaps shore up the IQP and bring pawns to the centre, as well as waking up the Ra1.

**15...Nxc3 16.bxc3 Bxb3
17.axb3**



Very logical, but

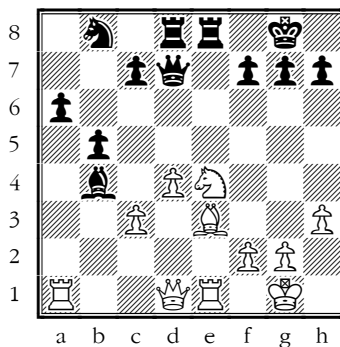
[17...Bf8!±
17...Red8±]
18.b4?
[18.Rxa6!



→ **TACTIC: abandonment**

]

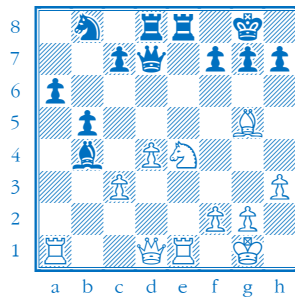
**18...Nb8 19.Be3±
Bxb4?+-**



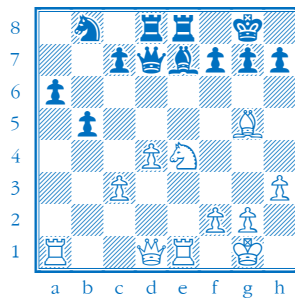
→ **TACTIC: discovery and escape!**

A nice idea but it doesn't work

[19...Qf5!]
20.Nf6+
[20.Bg5!+-

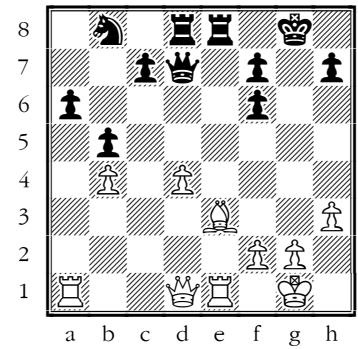


should have been worth a look, as the plausible 20...Be7?



fails to 21.Nc5!+- Qd6 22.Bxe7 Rxe7 23.Nb7]

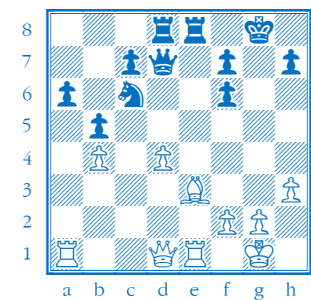
20...gxf6 21.cxb4



The game is about equal here, but it goes quickly bad for you.

21...Kh8?

[21...Nc6! =

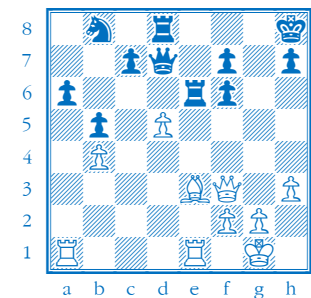


↪ **Development must be completed**

]

**22.Qf3+- Re6?
23.Rec1? =**

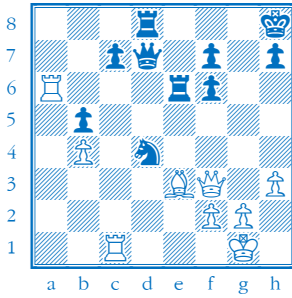
[23.d5!



and suddenly you're in huge trouble 23...Qxd5 (23...Rd6 24.Bd4!) 24.Red1!+-]

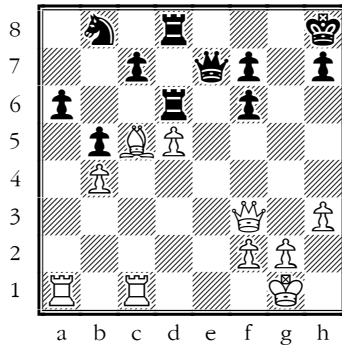
23...Qe7?+-

[23...Nc6! 24.Rxa6 Nxd4! =



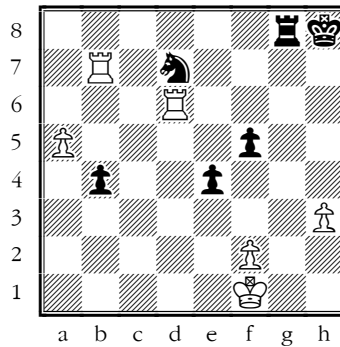
was your last chance]

24.d5! Red6 25.Bc5!+-



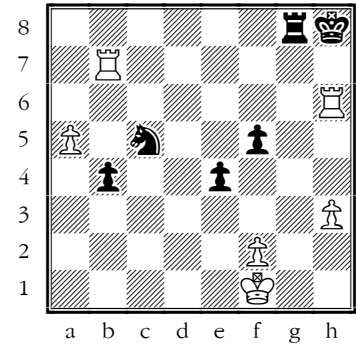
→ **TACTIC: pin**

**25...Qe5 26.Bxd6 Rxd6
27.Qe3 Rxd5 28.Qxe5
fxe5 29.Rxc7 Kg7
30.Rb7 Rd8 31.Re1 Nc6
32.Rb6 Nb8 33.g4 f6
34.g5 f5 35.Rcl e4
36.Rc7+ Kg8 37.g6 hxg6
38.Rxg6+ Kh8 39.Rf6 a5
40.bxa5 b4 41.Rb7 Nd7
42.Rd6 Rg8+ 43.Kfl +-**



"Black is in need of a good blunder."

43...Nc5?? 44.Rh6#



☞ **ECEMEM**

1-0

4 Daniel Smith

“ A very cheerful positive score – well done. Your win in the first game might have felt OK but you were actually dicing with death! Have a careful look at that endgame.”

Daniel - NN 4.1

[D02 London System]

“ You survived some early wobbles to win a pawn endgame, but the endgame was full of dangers. I strongly recommend you play through the closing variations to see how delicate a balance the game was in.

**1.d4 d5 2.Nf3 Nc6?!
3.Bf4 Nf6 4.e3 Bf5
5.Bd3?!=**

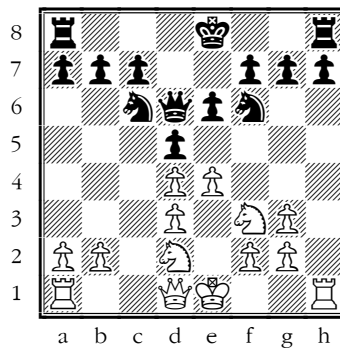
[5.Bb5!±;

5.c4!±;

5.Nbd2 Nb4 6.Bb5+ c6

7.Ba4±]

**5...e6 6.Nbd2 Bxd3
7.cxd3 Bd6 8.Bg3 Bxg3
9.hxg3 Qd6= 10.e4?!±**

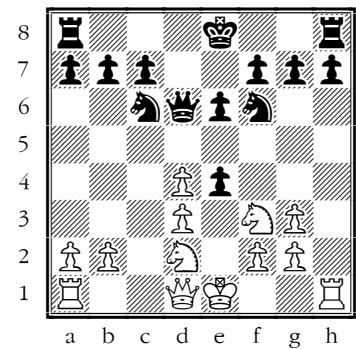


☞ **Opening the centre usually favours the side who is ahead in development**

– and that's Black!

[10.Rcl]

10...dxe4?!=



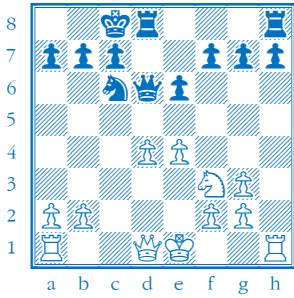
Straightens out White's pawns.

11.Nxe4?+-

[11.dxe4! Nxd4? 12.Qa4+ Nc6
13.e5+-]

**11...Nxe4 12.dxe4+-
Qb4+??=**

[12...0-0-0!+-

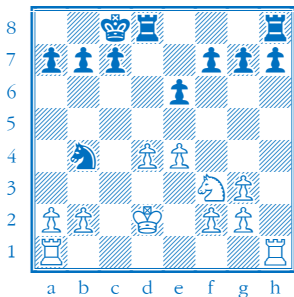


→ **TACTIC: outnumbered**

and the d-pawn falls.]

**13.Qd2 O-O-O 14.Qxb4
Nxb4 15.O-O? ♯**

[15.Kd2!=

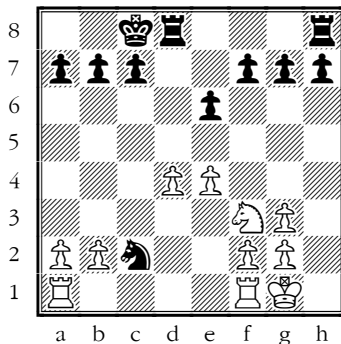


☞ **KUFTE**

☞ **Keep the King centralised for the endgame – with Queens off the board it's not going to be the victim of a mating attack.**

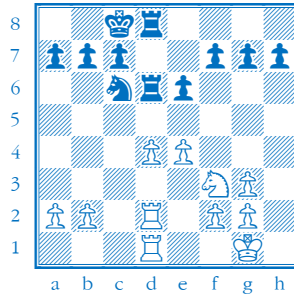
]

15...Nc2?



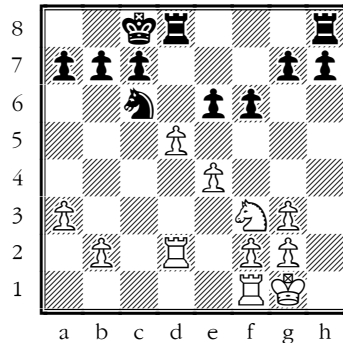
Forcing White to develop...

[15...Rd6! 16.Rfd1 Rhd8 17.Rd2
Nc6 18.Rad1 ♯



and White is worse but holding.]

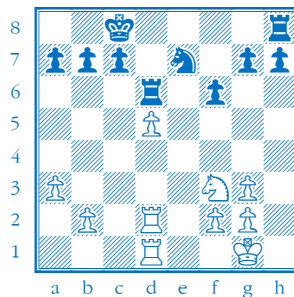
**16.Rad1 Nb4 17.a3 Nc6
18.Rd2 f6 19.d5?**



weakening

19...exd5 20.exd5 Ne5?!=

[20...Ne7! 21.Rfd1 Rd6!-+]



and Rhd8 is hard to meet]

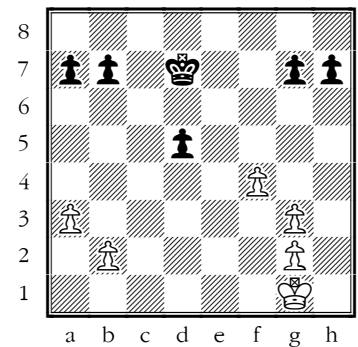
**21.Nxe5 fxe5 22.Re1
Rhe8 23.f3 Rd6 24.f4 e4?**

[24...c6!]

**25.Rd4 c6 26.Rdxe4
Rxe4 27.Rxe4 cxd5?**

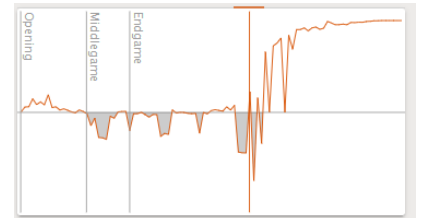
[27...Rxd5!]

**28.Re7 Rd7 29.Rxd7
Kxd7-+]**



Pawn endgames are tricky – I think you have chosen to swap off into a losing endgame!

White's King's-side pawns are muddled up and can't easily make a passed pawn. But both sides made horrid blunders and both could have won! The evaluation chart goes up and down erratically:



30.Kf2

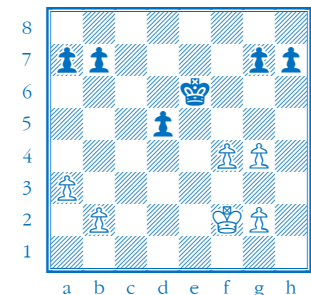
[30.g4]

30...Ke6??±

[30...d4! 31.g4 h6! 32.Kf3 Kc6
33.Ke4 Kc5 34.Kd3 Kd5 35.b3
b6 36.g3 a6 37.a4 a5 38.g5
hxg5 39.fxg5 g6 40.g4 Ke5
41.Kc4 Ke4-+]

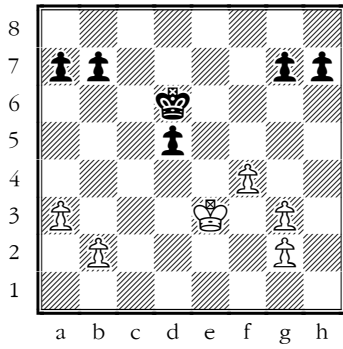
31.Ke3??-+

[31.g4!±



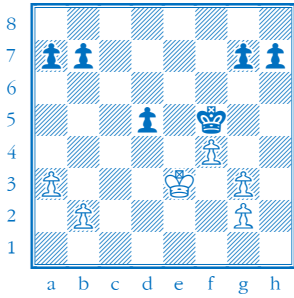
keeps out the King and prepares to make a passed pawn. 31...d4 (31...h6 32.Ke3 Kd6 33.Kd4±) 32.g5±]

31...Kd6??+-



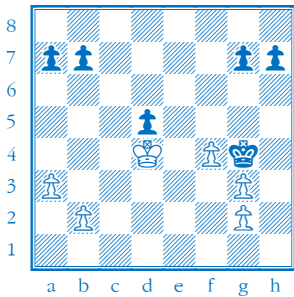
Black win has disappeared

[31...Kf5!-+



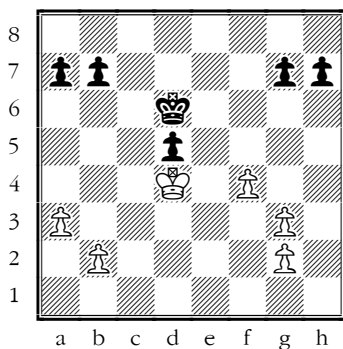
should have won

32.Kd4 Kg4

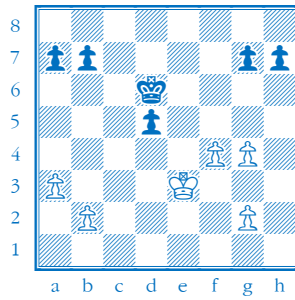


and Black's h-pawn is going to run for a try.]

32.Kd4??-+

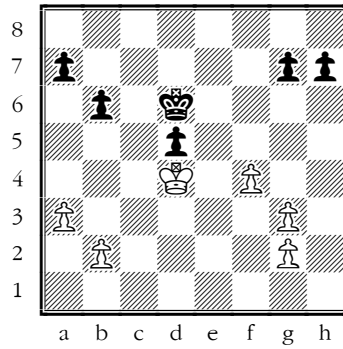


[32.g4!±



was essential]

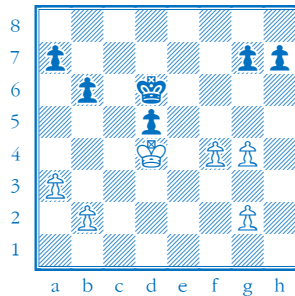
32...b6??



Black goes from winning to losing with this safe-looking move!

33.b4?=-

[33.g4!

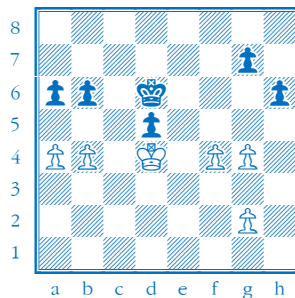


wins

33...a6??+- 34.g4 h6

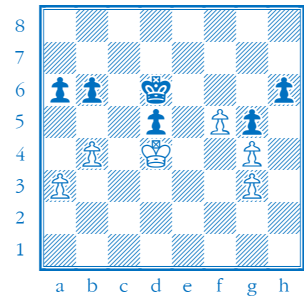
35.g3??=

[35.a4!



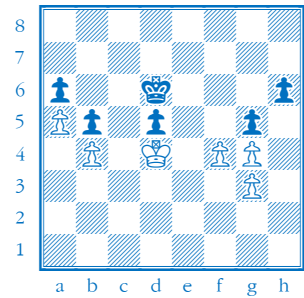
wins]

35...g5??+- 36.f5?±

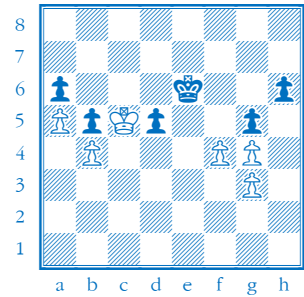


It looks good to get a passed pawn, but that's now in the bag, and you should squeeze the position to make Black retreat.

[36.a4! b5 37.a5+-



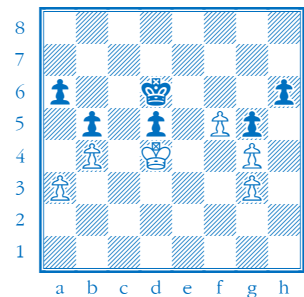
e.g. 37...Ke6 38.Kc5+-



which is much easier]

36...Ke7?+-

[36...b5!+-

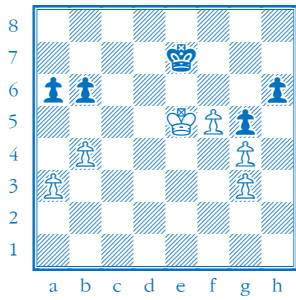


and it is Black who has the opposition. White is still winning, though.]

37.Kxd5 Kf6 38.Kd6 Kf7

39.Ke5 Kf8

[39...Ke7



puts up more resistance 40.f6+
Kf8 41.Ke6 Ke8 42.f7+ Kf8 43.Kf6
b5 44.Ke6+~]

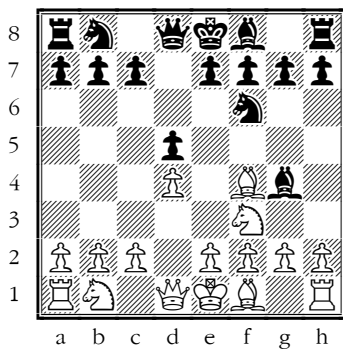
**40.Kf6 Kg8 41.Kg6 Kf8
42.Kxh6 Kf7 43.Kxg5
Kf8 44.Kh6 Kf7 45.g5
Kf8 46.g6 Kg8 47.g7 a5
48.bxa5 bxa5 49.a4 Kf7
50.Kh7+~
1-0**

Daniel - SS 4.3

[D02 London System]

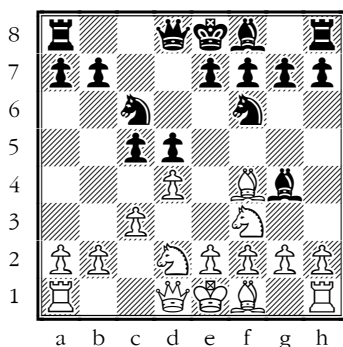
“ Nice to win a piece early on!
Black grabbed back an Exchange but that left you well ahead.

**1.d4 Nf6 2.Nf3 d5 3.Bf4
Bg4?!**



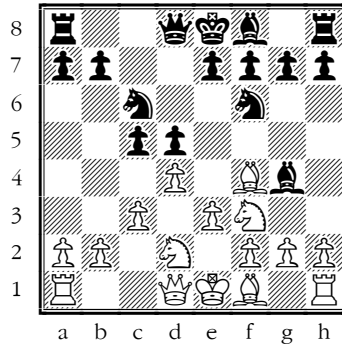
Inaccuracy. c5 was best.

4.Nbd2 c5 5.c3 Nc6?!



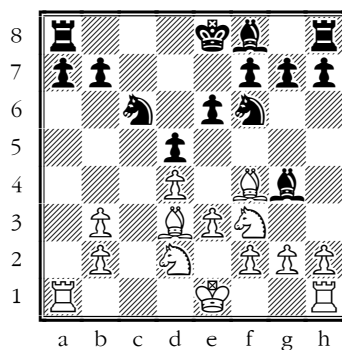
Inaccuracy. cxd4 was best.

6.e3?!



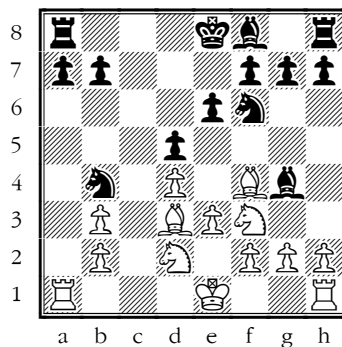
Inaccuracy. dxc5 was best.

**6...e6 7.Bd3 cxd4 8.cxd4
Qb6 9.Qb3 Qxb3
10.axb3?!**



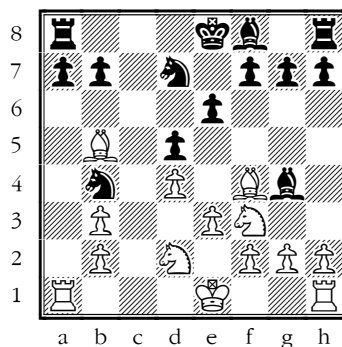
Inaccuracy. Nxb3 was best.

10...Nb4?!



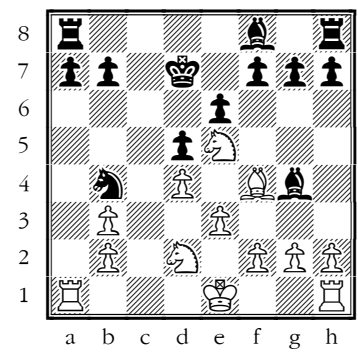
Inaccuracy. Nh5 was best.

11.Bb5+ Nd7?!



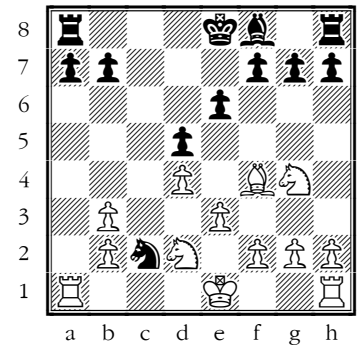
Blunder. Kd8 was best.

12.Bxd7+ Kxd7 13.Ne5+



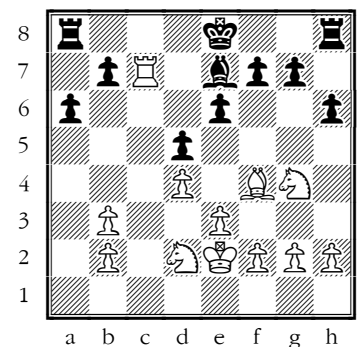
→ **TACTIC: fork**

13...Ke8 14.Nxg4 Nc2+



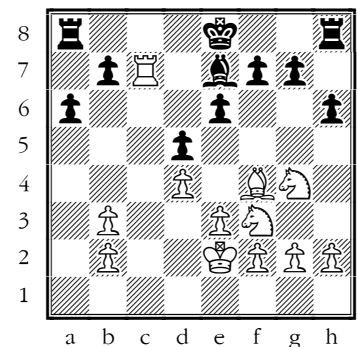
→ **TACTIC: fork**

**15.Ke2 Nxa1 16.Rxa1 a6
17.Rc1 Be7 18.Rc7 h6?**



Mistake. h5 was best.

19.Nf3?!



Inaccuracy. Rxb7 was best.

Lots of moves were played after this but right now you are winning and in the end you

5 Lucian Horton-Dewing

“ I’m sorry I have only one game of yours. There’s lots of potential in your chess but you’re not in control of it quite enough to land the fish that you hooked. ”

Lucian - MD 5.1

[D5] Queen’s Gambit Declined, Orthodox Defence]

“ After 20 moves you had a crushing position but you let Black’s threats on the c-file get out of hand.

1.d4 Nf6 2.c4 d5

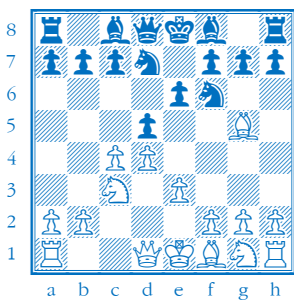
This is Marshall’s Defence

3.Nc3?!

[3.cxd5 Nxd5 4.Nf3! is most accurate e.g. 4.e4?! Nf6 5.Nc3 e5! 6.dxe5 Qxd1+ 7.Kxd1 Ng4=]

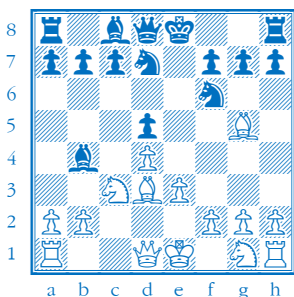
3...e6 4.Bg5 Nbd7 5.Nf3

[5.e3



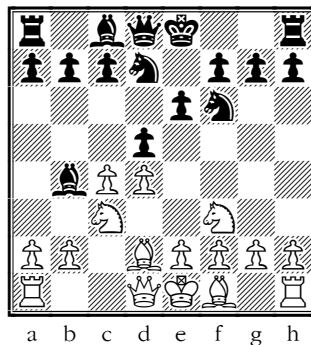
can be played if you are nervous about Bb4

5...Bb4 6.cxd5 exd5 7.Bd3±



idea Nge2]

5...Bb4 6.Bd2?!



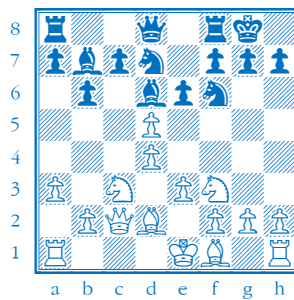
Pretty duff: wastes time and not a good square. You won’t die of the pin, but you might die of poor and passive development.

[6.e3;

6.cxd5]

6...O-O 7.e3 b6 8.Qc2 Bb7 9.a3 Bd6 10.Bd3?

[10.cxd5!

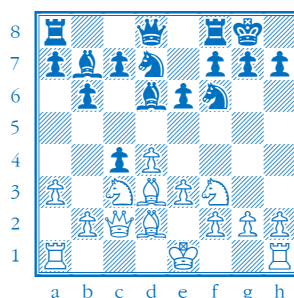


and Black has a choice: give up the centre or block the Bb7!

10...Nxd5 (10...exd5)]

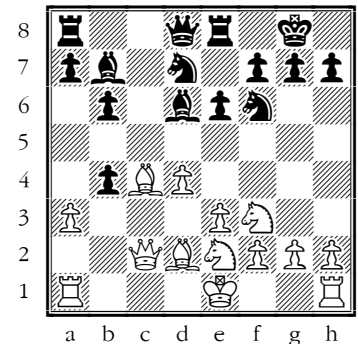
10...Re8

[10...dxc4



frees the Bishop]

11.b4 dxc4 12.Bxc4 c5 13.Ne2-+ cxb4?±



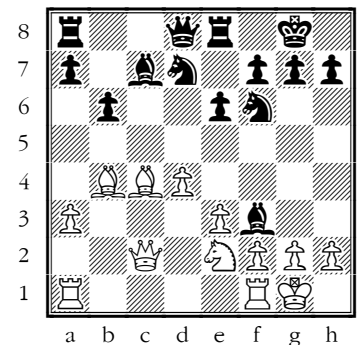
capture towards the centre is good advice

[13...Rc8]

14.Bxb4

[14.axb4]

14...Bc7 15.O-O Bxf3?±



I see that Black makes a mess of the pawns but I can’t see how Black makes them look weak. Black has invested several moves in making a good piece out of that Bishop, only to give up the Bishop pair in an open position, which must favour White.

16.gxf3 Qb8 17.Ng3 a5 18.Bc3?±

[18.Bd2!±]

18...b5?±

[18...Rc8! ♭]

19.Rab1

[19.Bxb5]

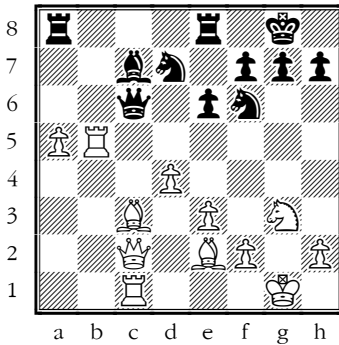
19...b4 20.axb4 Qb7?+–

[20...a4+–]

21.e4±

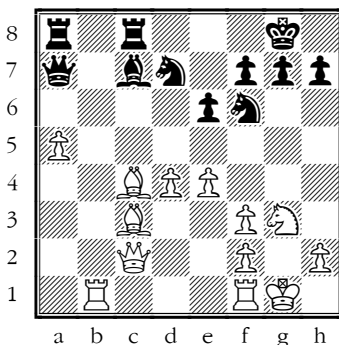
[21.bxa5 Qxf3 22.Be2 Qd5

23.Rb5 Qc6 24.Rc1+–



and White has a wonderful grip on the position.

21...Rec8 22.bxa5
Qa7+–



There is a lurking threat of a discovered attack down the c-

file. No need to panic yet, but some need to keep an eye on it.

☞ Pay attention to your opponents' ideas as well as your own!

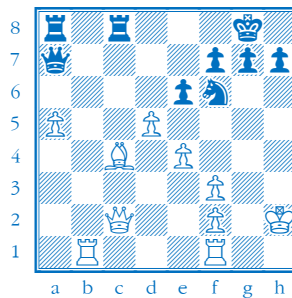
23.d5? ♯

[23.a6!+–;

23.e5+–]

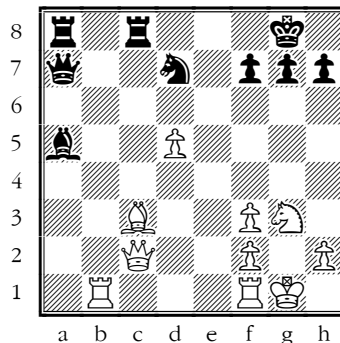
23...exd5=

[23...Bxg3! 24.Bxf6! Bxh2+
25.Kxh2 Nxf6 ♭



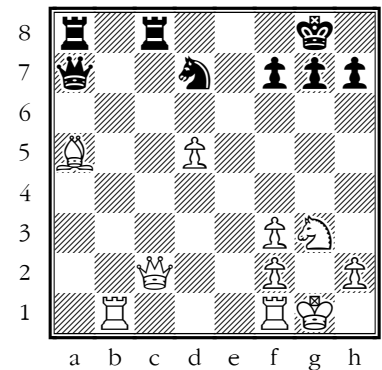
and Black is on top because White is so loose]

24.Bxd5 Nxd5 25.exd5
Bxa5



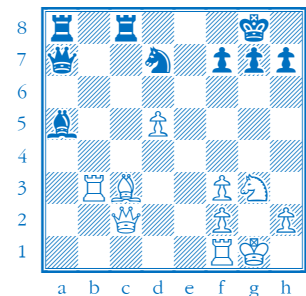
➔ TACTIC: discovered attack

26.Bxa5?+–



Giving up too easily!

[26.Rb3! =



and you can hang on]

26...Rxc2 27.Bb4 Rb8
28.Rfcl Rxc1+

[28...Rxb4!]

29.Rxc1 Rxb4 30.Rc8+
Nf8 31.Nf5 Rb2 32.d6
Qxf2+ 33.Khl Qf1#
0–1

6 Joe Forty

“ I'm glad you took the advice to slow down and it wouldn't have taken much more luck to get another point to bring home. ”

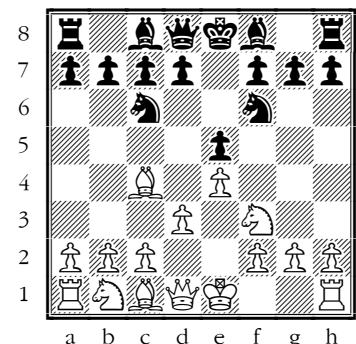
AA - Joe 6.1

[C55 Two Knights' Defence]

“ Mostly pretty good, Joe, all sensible enough, but you missed a few chances for the advantage, which I expect you might have spotted with a bit more thought. There are no points for having more

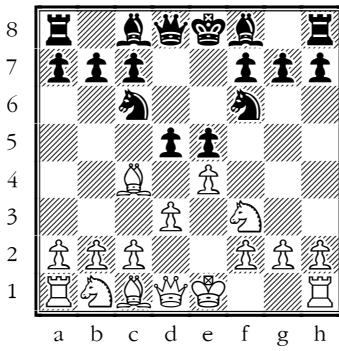
time left at the end than your opponent! So aim to use most of your time in most of your games.

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



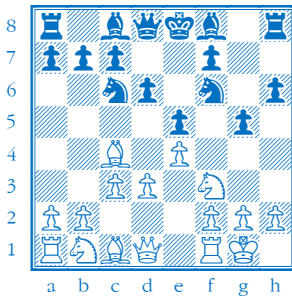
The Boring Variation...

4...d5?!



This is a good attitude but an inaccurate move.

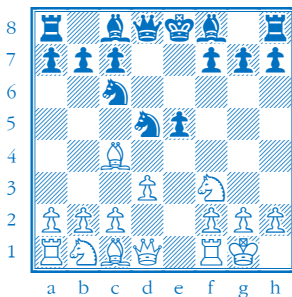
[4...h6 5.O-O d6 6.c3 g5



is a combative idea which might appeal 7.Nbd2]

5.exd5 Nxd5 6.Bxd5?

[6.O-O!

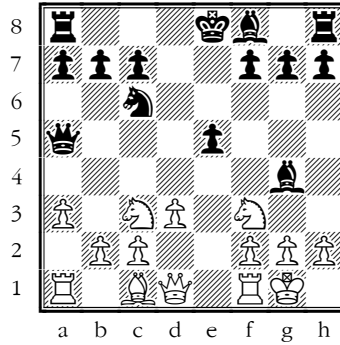


and 7.Re1 and Black is facing some uncomfortable pressure. White has moves like 8.d4 to bully the e-pawn.]

6...Qxd5 7.Nc3 Qa5

[7...Qd6]

8.O-O Bg4= 9.a3??-+

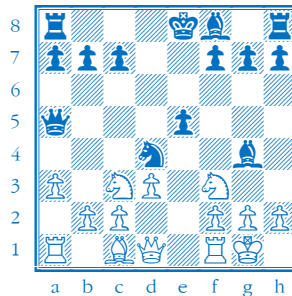


One of those 'safe' moves that waste a dangerous amount of time.

☞ **Playing safe is dangerous!**

9...Bd6??=

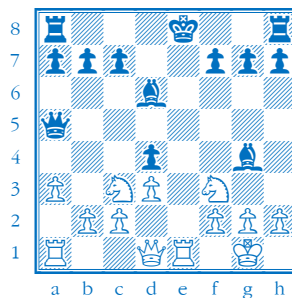
[9...Nd4!-+



when you will be able to make a mess of the opponent's King's-side]

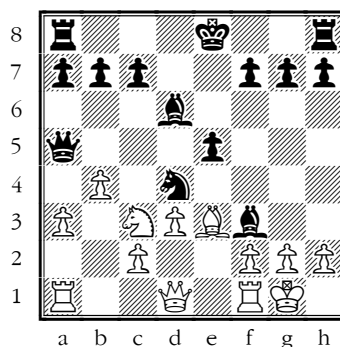
10.Be3 Nd4?! 11.b4?

[11.Bxd4! exd4 12.Re1+!



is awkward for Black]

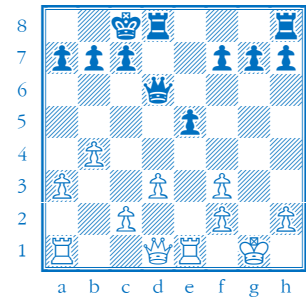
11...Bxf3!♣



got there!

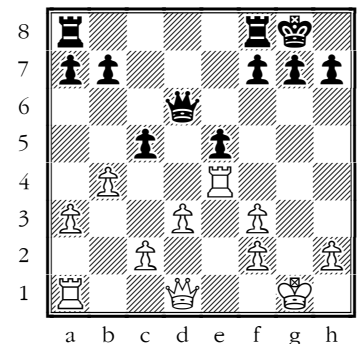
12.gxf3 Qb6 13.Bxd4
Qxd4 14.Nb5 Qb6
15.Nxd6+ Qxd6
16.Re1 ♣ O-O♣

[16...O-O-O!



and you're free to storm the King's-side.]

17.Re4 c5?=
18.Qd2 f6 19.c3?♣

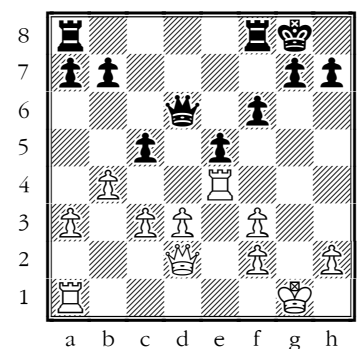


The King's-side is still where your chances are.

[17...f5!;

17...Rae8!]

18.Qd2 f6 19.c3?♣

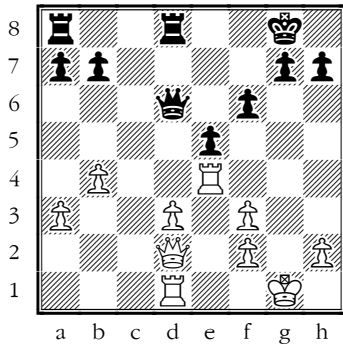


Creating a weakness on the d-file, to go with the horrid King's-side.

19...Rfd8

[19...Rad8!]

20.Rd1 cxb4 21.cxb4

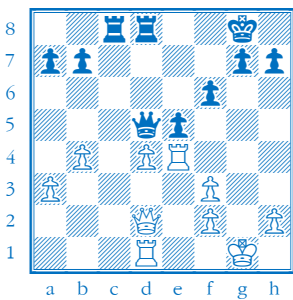


And that creates an outpost for White on d4.

[21.axb4]

21...Rac8 22.d4 ♣ Qb6? =

[22...Qd5! ♣]

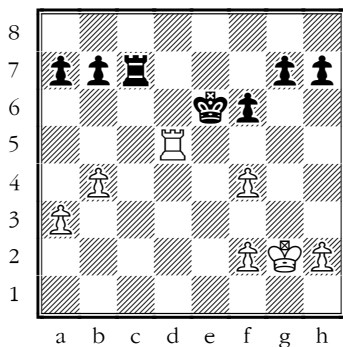


fixes the d-pawn]

23.f4 exd4 24.Rxd4
Rxd4 25.Qxd4 Qxd4
26.Rxd4 Rc7 27.Rd5 Kf7
28.Kg2?!]

[28.f5! =]

28...Ke6! ♣]

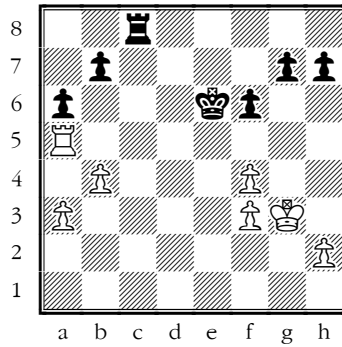


You still have better chances here because your King is active.

29.Ra5? a6? ♣]

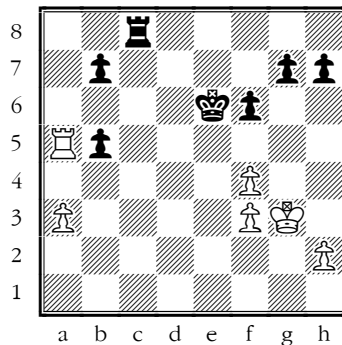
[29...b6! 30.Ra6? (30.Rh5 h6)
30...Kd5 ♣]

30.Kg3 Rc3+ 31.f3 ♣
Rc8?! =



Passive! Rooks are rubbish defenders. But now White makes a blunder:

32.b5??-+ axb5?? =



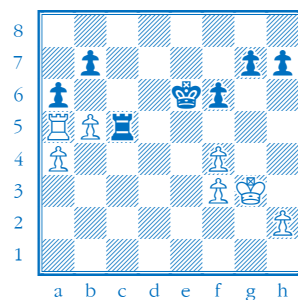
Lets White off the hook. This was a moment when a bit more thought might have helped!

⇒ Endgames only look simple... Take your time and be careful!

[32...Rc5! -+]

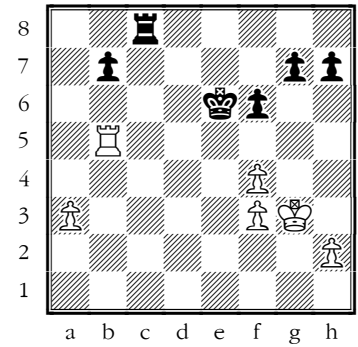
→ TACTIC: pin

33.Ra4 (33.a4? -+]



and the Rook is stuck, when you can win the Pawn endgame on the King's-side, because you can always gain a tempo.) 33...Rxb5-+]

33.Rxb5



Now the game fizzles out to a draw.

33...Rc7 34.a4 g6 35.Kg4
Kd6 36.h4 Kc6 37.h5 =
Rg7?!]

[37...Rd7 =]

38.hxg6 hxg6 39.f5
gxf5+ 40.Kxf5 Rg5+
41.Kxf6 Rxb5 42.axb5+
Kxb5 43.f4 Kc4 44.Ke7
b5 45.f5 b4 46.f6 b3
47.f7 b2 48.f8Q b1Q
49.Qc8+ Kb3

[49...Kd3??]

→ TACTIC: skewer

50.Qf5+-]

50.Qb8+ Kc2 51.Qc7+=

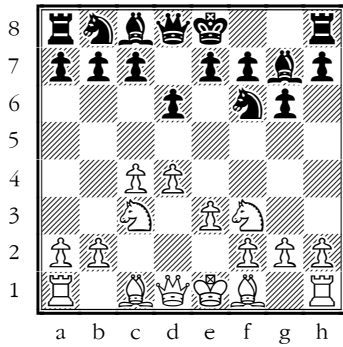
1/2-1/2

Joe - GA 6.2

[E6]: King's Indian Defence]

“ Rather a quiet opening, after which you tried to make problems but you were lucky not to lose a piece yourself! Then Black missed another chance to be awkward, and after a bit of kerfuffle, you came out into a pawn-up endgame which you converted, but not without problems.

1.d4 Nf6 2.c4 g6 3.Nc3
Bg7 4.Nf3 d6 5.e3?!



Not a terrible move but I expect your Bc1 pulled a bit of a face. You can play these sorts of moves against each of the Indian defences but you are not asking any hard questions of Black and you are unlikely to emerge with an advantage.

[5.e4!±;

5.Bg5!?!±;

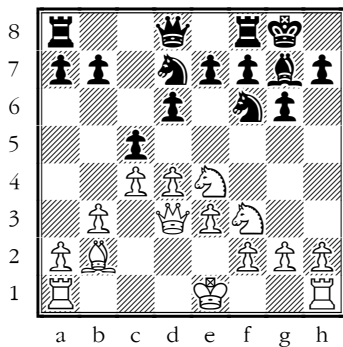
5.Bf4!?!=]

5...O-O 6.b3 Bf5 7.Bd3 Bxd3 8.Qxd3 Nbd7 9.Bb2 c5?

[9...e5!;

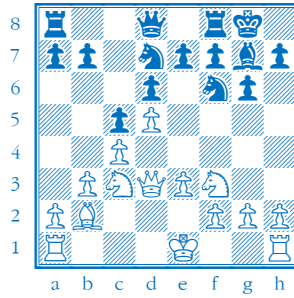
9...c6!?!]

10.Ne4?±



I think you thought you were causing problems on the diagonal, but the problems are all yours because of the undefended Bb2.

[10.d5!±

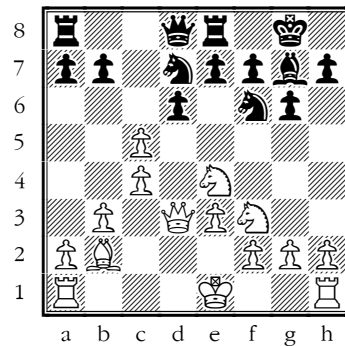


with a fine position.]

10...Re8?±

[10...Nxe4 11.Qxe4 b5!± 12.cxb5 Qa5+]

11.dxc5?±-+



Loose Pieces Drop Off

– and you have one on b2, vulnerable to a discovered attack.

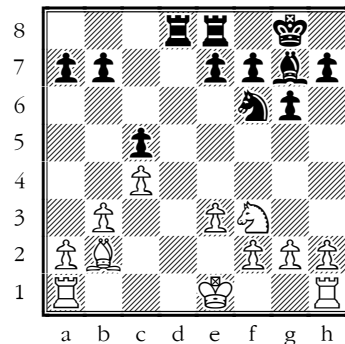
11...Nxc5?±=

[11...Nxe4!

→ **TACTIC: discovered attack**

12.Bxg7 Ndx5! 13.Qd4 e5--+]]

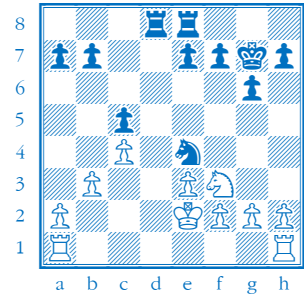
12.Nxc5 dxc5 13.Qxd8 Raxd8±



Now you have to challenge for the d-file, but it's not straightforward.

14.O-O?±

[14.Ke2 Ne4 15.Bxg7 Kxg7±



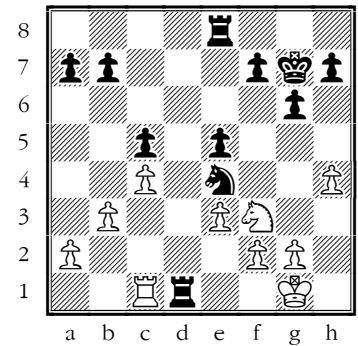
and you can't play Rhe1;

14.Bxf6 Bxf6 15.Rd1=]

14...Ne4! 15.Bxg7 Kxg7± 16.Rac1

[16.Rfd1 Nc3!]

16...e5 17.h4 Rd3 18.Rfd1± Rxd1+?±

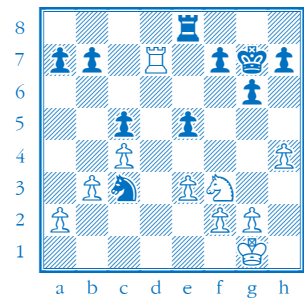


Black gives up the file without a fight.

[18...Red8!±]

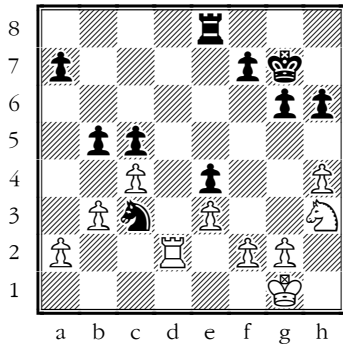
19.Rxd1= Nc3?±- 20.Rd2?±=

[20.Rd7!±-



should be automatic!]

20...e4 21.Ng5 h6 22.Nh3 b5?

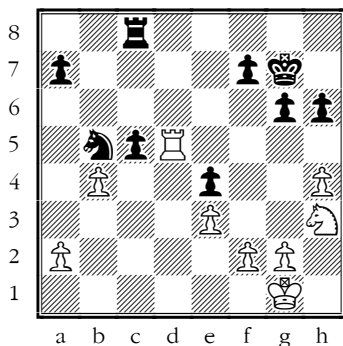


Black ends up with two isolated pawns on the Queen's-side. (FINE)

23.cxb5 Nxb5 24.Rd5!±

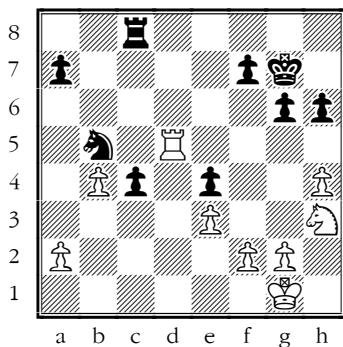
[24.Nf4!±]

24...Rc8 25.b4?



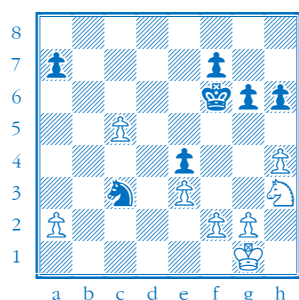
Looks good but should work out better for Black

25...c4??



losing!

[25...Nc3! 26.Rxc5 Rxc5 27.bxc5 Kf6



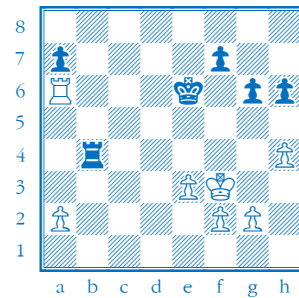
and Black is more active – the c-pawn is no threat]

26.Rxb5 c3 27.Nf4 c2 28.Ne2 c1Q+ 29.Nxc1 Rxc1+ 30.Kh2 Rc2 31.Ra5 Rc7 32.Kg3 Kf6 33.Kf4 Ke6+– 34.Kxe4 Rc4+ 35.Kf3 Rxb4+–

[35...Rxh4 36.Rxa7?? (36.a3!)]

36.Rxa7?

[36.Ra6+!

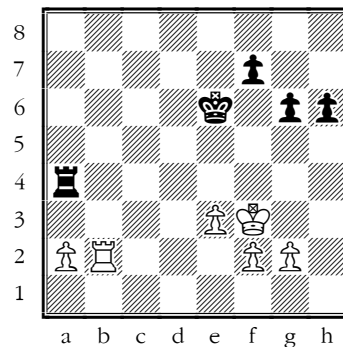


is more accurate 36...Ke5+– 37.Rxa7 Rxh4 38.Rxf7 Ra4 39.g4 Rxa2 40.Rh7!+–]

36...Rxh4± 37.Rb7?=-

[37.g4!±]

37...Ra4! 38.Rb2=

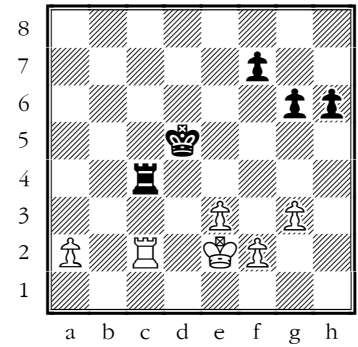


Now White has been forced on the defensive, it's probably drawn

38...Ra7 39.Ke2 Kd5

[39...h5]

40.Rc2 Ra4 41.g3= Rc4??+–



Horrible! This breaks the Golden Rules of Endgames:

- If you're winning, swap off pieces (not pawns)
- If you're losing, swap off pawns (not pieces)

Which is also to say:

- Avoid being left with just your King if you stand worse

White now wins without fuss.

42.Rxc4 Kxc4 43.Kf3 f6 44.Ke4 Kc5 45.f4 h5 46.f5 g5 47.Kf3 Kd5 48.e4+ Kd4 49.a4 Kc5 50.e5 fxe5 51.f6 Kd6 52.a5 Ke6 53.a6 Kxf6 54.a7 g4+ 55.Kg2 e4 56.a8Q e3 57.Qe4 h4 58.Qxe3 h3+ 59.Kh2 Kf7 60.Qf4+ Ke7 61.Qxg4 Kf7 62.Qxh3 Kg7 63.Qe6 Kh7 64.Qf6 Kg8 65.Qe7 Kh8 66.Kh3 Kg8 67.Kh4 Kh8 68.Kh5 Kg8 69.Kh6 Kh8 70.Qh7#

1–0

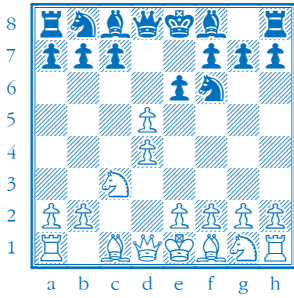
Joe - DB 6.3

[D43 Queen's Gambit Declined, Orthodox Defence]

“ Some rather vague play out of the opening gave Black the Bishop pair, and they breathed fire over your King position.

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

[4.cxd5



As I think I explained...

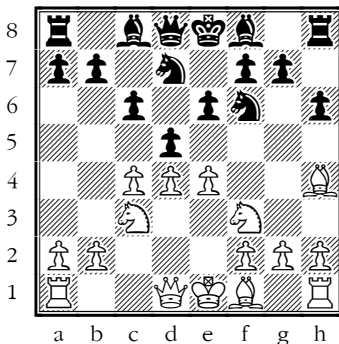
<https://devonjuniorchess.co.uk/content/tbgs-game-analysis#QGDXY>

And

<https://lichess.org/study/VnmyHTF9/SEDWqkXQ>

...most books that recommend the Queen's Gambit suggest you play the Exchange Variation, and follow up with a slow build-up of Nge2, f3 and e4, and that is a lot better than making it up as you go along!]

4...c6 5.Nf3 h6 6.Bh4 Nbd7 7.e4?



Should lose a pawn

[Usual approaches include 7.e3; 7.cxd5; 7.Rc1; 7.Qc2 and are all ±]

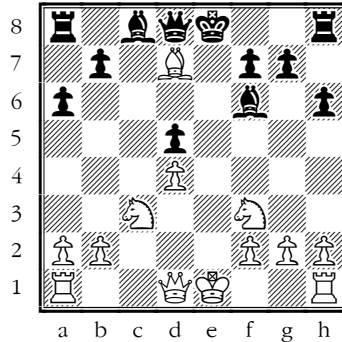
7...Be7?±

[7...g5! 8.Bg3 Nxe4 ♯]

8.Bxf6?

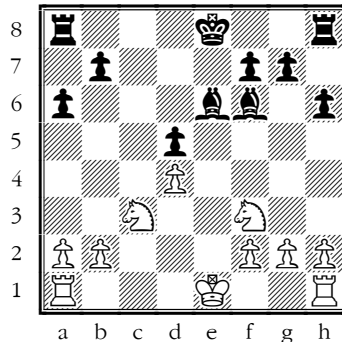
[8.e5!±]

8...Bxf6 9.exd5 cxd5 10.cxd5 exd5 11.Bb5 a6 12.Bxd7+?!]



I do not approve of giving up Bishops for Knights in most cases.

12...Qxd7 13.Qe2+ Qe6 14.Qxe6+ Bxe6 ♯



Your third endgame!

⇒ **The struggle of N v B or NN vs BB usually favours the Bishop(s)**

...and we feel their power soon.

15.O-O-O

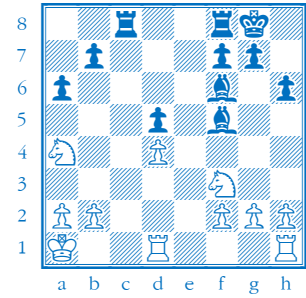
[15.Kd2!]

15...O-O 16.Na4?→

[16.Rhe1! ♯]

16...Rac8+ 17.Kb1 Bg4

[17...Bf5+ 18.Ka1→



first, is better, because White's King is so badly placed]

18.b3 Bf5+ 19.Ka1 b5?→

[19...Rc2!→]

20.Nc5?? Rxc5→

→ **TACTIC: pin**

21.Rc1 Rfc8 22.Kb2 Rc2+ 23.Rxc2 Rxc2+ 24.Ka3 Rxf2 25.Re1 Kf8 26.Ne5 Rxc2 27.h4 Be7+ 28.b4 Rg3+ 29.Kb2 Bxb4 30.Rf1 Ba3+ 31.Ka1 Rc3 32.Nf3 Bh3 33.Re1 Rxf3 34.Kb1 Bf5+ 35.Ka1→ Rc3

[35...Rf2 36.Rb1 Bb2+ 37.Rxb2 Rf1+ 38.Rb1 Rxb1 ♯]

36.h5 Rc1+?! 37.Rxc1 Bxc1 38.a4 Be3 39.axb5 axb5 40.Ka2 Bxd4 41.Kb3 Bd3 42.Kb4 f5 43.Kb3 f4 44.Kb4 f3 45.Kb3 f2 46.Kb4 f1Q 47.Kb3 Qb1+ 48.Ka3 Qb2# 0-1

7 Ben Darlington

“ A pleasing 2/3 but you need to be more in control of the tactical part of the game. ”

NN - Ben D 7.1
[C47 Two Knights' Defence]

“ Very bumpy start but just when I thought you were

getting hold of the game you blundered a Rook, and it was blunders (some spotted, some missed) that

was the main story of the rest of the game.

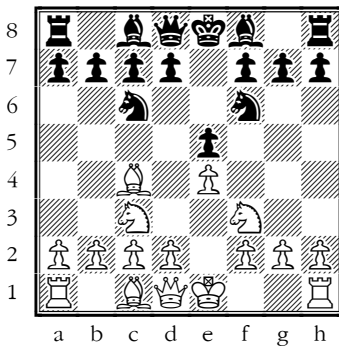
⇒ **The winner of a game of chess is the one who makes the next-to-last**

**blunder. –
TARTAKOWER**

1.e4 Nf6 2.Nc3 e5

[2...d5]

3.Nf3 Nc6 4.Bc4!?



allows Black to get an equal, open game without difficulty

[4.Bb5;

4.d4;

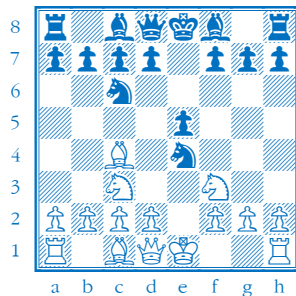
4.g3;

4.Nxe5]

4...Bb4

[4...Nxe4!

It looks like Black is losing a piece... but White will be surprised at what happens next!

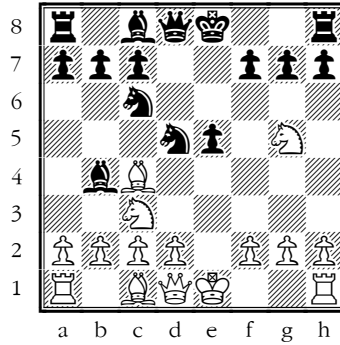


☞ **This Central Fork Trick should be known by everyone!**

5.Nxe4 (5.Bxf7+ Kxf7 6.Nxe4 d5 7.Ng3 (7.Neg5+ Kg8-+) 7...e4 ♯) 5...d5 6.Bd3 dxe4 7.Bxe4 Bd6=

This equalises easily and should always be played here]

5.Ng5 d5 6.exd5 Nxd5??



Picking a tactical fight is usually very dangerous for Black...

[6...Na5]

7.Nge4??

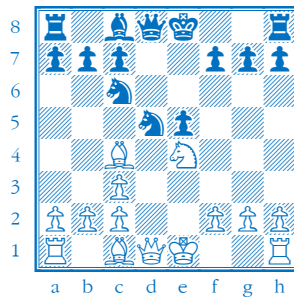
[7.Nxf7!!

→ **TACTIC: desperado**

7...Kxf7 (7...Nxc3 8.bxc3+–) 8.Bxd5+ Kf8 9.Bxc6 bxc6+–]

7...Bxc3? 8.Nxc3?

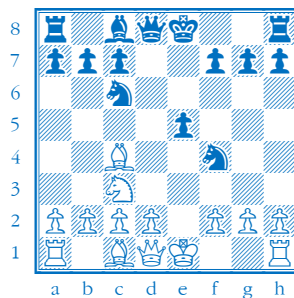
[8.dxc3! ±



releases the Bc1

8...Nxc3? =

[8...Nf4! ♯



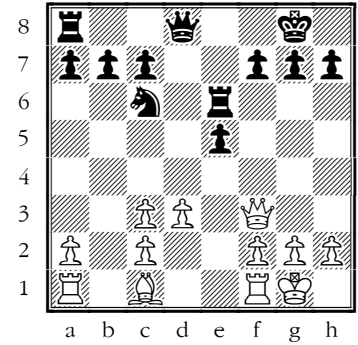
is awkward

9.bxc3 O-O 10.O-O Re8 11.d3 Bf5 12.Qf3= Be6

[12...Qd7;

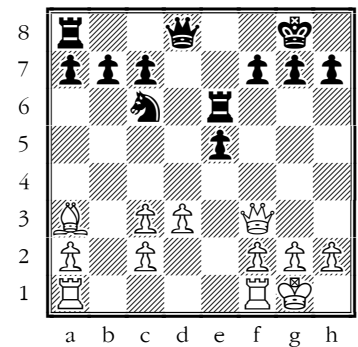
12...Bg6]

13.Bxe6?! Rxe6 ♯



Now things have settled down, Black is a little better with more space and development

14.Ba3?



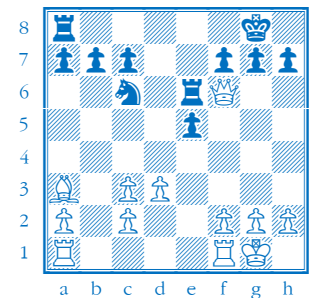
decentralising

14...Qf6?!

[14...Qd7]

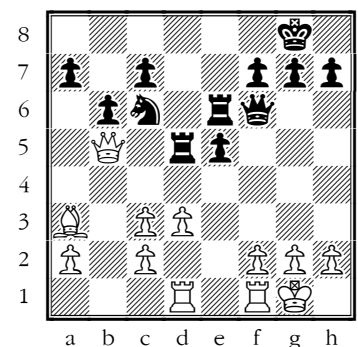
15.Qd5?

[15.Qxf6!



swaps help White]

15...Rd8 16.Qb5 b6 17.Rad1 Rd5??

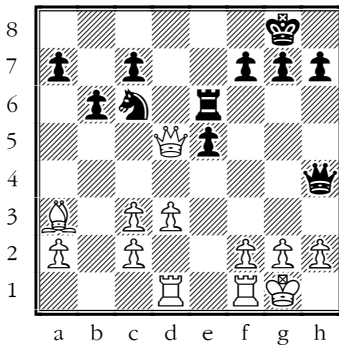


Oh no!

[17...e4 18.dxe4? Rxd1 19.Rxd1 Rxe4+;

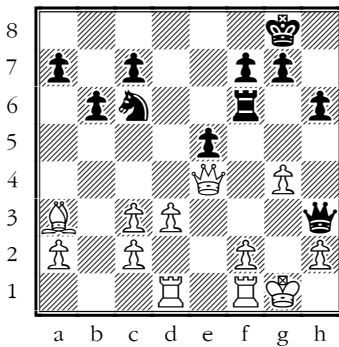
17...h6 7]

18.Qxd5 Qh4



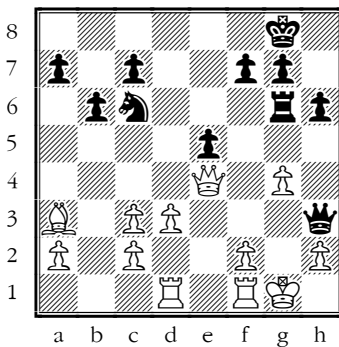
Quite right – you have to go fishing for a White blunder on the King's-side

19.g3 Qh3 20.Bc1 Rd6
21.Qe4 h6 22.Ba3 Rf6
23.g4??



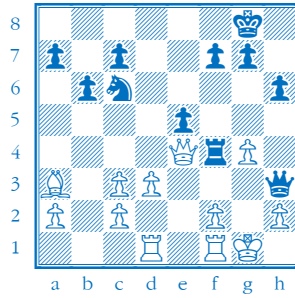
Here's a chance!

23...Rg6??



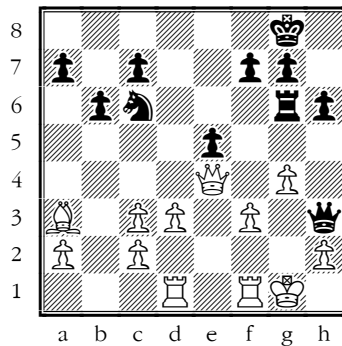
Missed it!

[23...Rf4!



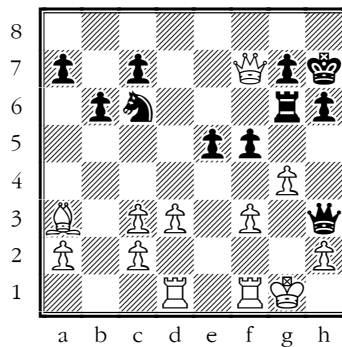
gets a draw by perpetual check, but it's hard to see to the end from here! 24.Qxc6 Rxf4+ 25.Kh1 e4!
26.Qxe4 Rxe4 27.dxe4 Qf3+
28.Kg1 Qg4+ 29.Kh1 Qf3+=]

24.f3



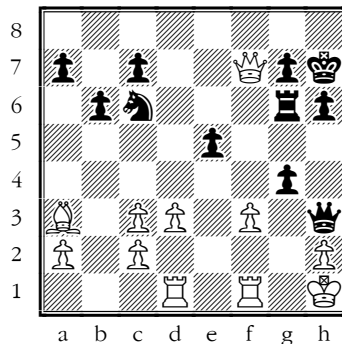
White survives to blunder another day...

24...f5 25.Qd5+ Kh7+–
26.Qf7??



Tempting fate...

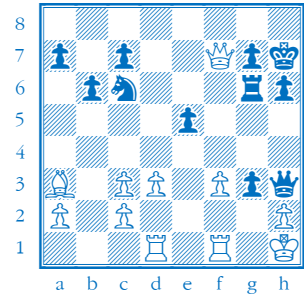
26...fxg4± 27.Kh1??



Fate is duly tempted!

27...gxf3??+–

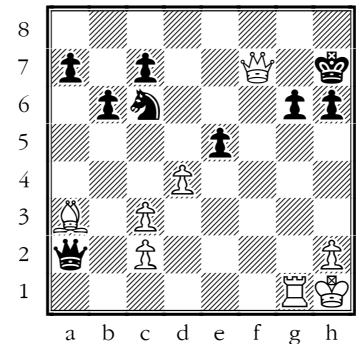
[27...g3!



→ TACTIC: mate

mates on the spot!]

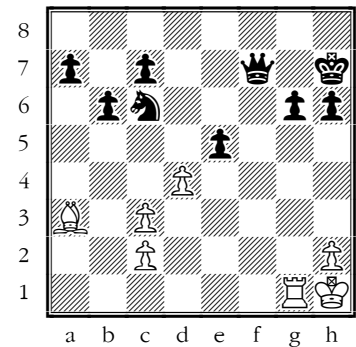
28.Qxf3 Qe6 29.Rg1
Rxf1+ 30.Rxf1 g6 31.d4
Qxa2? 32.Qf7+??



Having survived this far, White jumps off the cliff without being pushed!

[32.Qxc6!+–]

32...Qxf7



↪ Long, backwards moves are hard to spot

...not sure why, it is only the Pawn that cannot move backwards!

33.Kg2 exd4 34.Rf1
Qd5+ 35.Kg1 dxc3
36.Rf8 Qd4+ 37.Kg2
Qd2+ 38.Rf2 Qg5+
39.Kf1 Nd4 40.Rf7+ Kg8

41.Rf8+ Kg7 42.Rd8??
Qxd8

[42...Qf4+ 43.Ke1 Qe3+ 44.Kf1
Qf3+ 45.Kg1 Ne2#]

43.h4 Nxc2 44.h5 Nxa3
45.hxg6 Qf6+ 46.Kg2 c2
47.Kg1 c1Q+ 48.Kg2
Qfg5+ 49.Kf3 Qcf4+

[49...Qce3#]

50.Ke2 Qg2+ 51.Kd3
Qgg3+ 52.Ke2 Qff2+
53.Kd1 Qgg1#
0-1

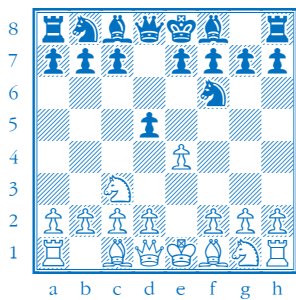
NN - Ben D 7.2

[C26 Petroff's Defence]

“ You fully deserved this win – pressing logically for a King's-side attack after losing an important pawn. There were several wobbles on the way again, which I hope you can learn from, but I was pleased with your forward-going approach.

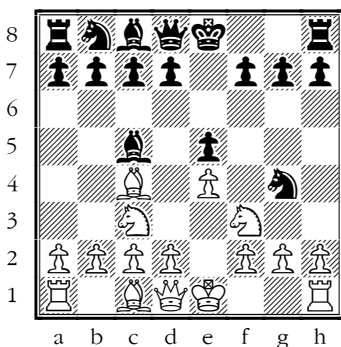
1.e4 Nf6 2.Nc3 e5

[2...d5!?



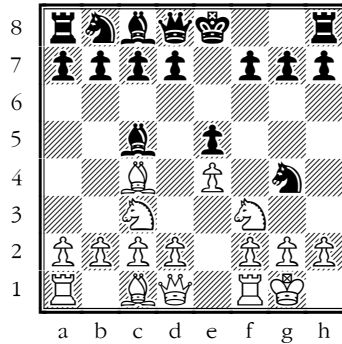
seeks independent play]

3.Bc4 Bc5 4.Nf3 Ng4?



A one-move-deep threat which can be dealt with by one move – but you have moved only two pieces...

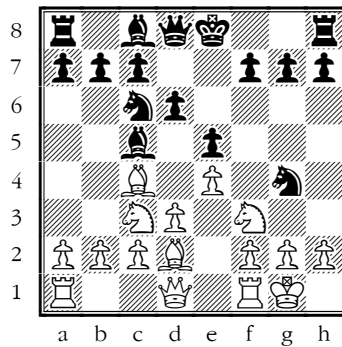
5.O-O



...while White has developed four.

☞ Too-simple attacks lose time

5...Nc6 6.d3 d6 7.Bd2?



Very weedy.

[7.Bg5!]

7...O-O 8.h3 Nf6 9.a3
Re8 10.Na4± Bd4?

[10...Bb6 11.Nxb6 axb6±]

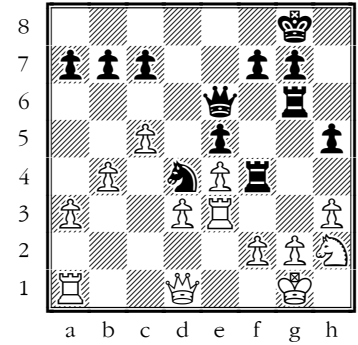
11.Nxd4 Nxd4 12.Nc3
Be6 13.Bxe6 Rxe6?±

[13...Nxe6=]

14.Re1 d5 15.Bg5 Qd6
16.Bxf6 Rxf6 17.Nxd5
Rg6 18.Ne3 Re8?+-

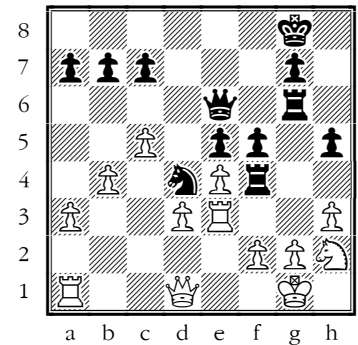
[18...Qf6±]

19.b4 Ree6 20.c4 Ref6
21.Ng4 Rf4 22.c5 Qe6
23.Re3 h5 24.Nh2?!±



Black is starting to put together some sort of attack, and this retreating move will only encourage him!

24...f5?+--



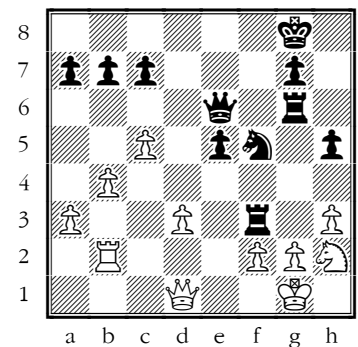
Too keen in fact

[24...h4!-]

25.exf5??±

[25.Qxh5!+-]

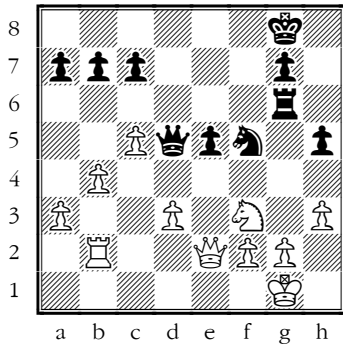
25...Qxf5 26.Ra2= Qe6
27.Rb2?! Nf5!± 28.Rf3?!
Rxf3??



☞ Swaps help the defender

[28...Qd5!±]

29.Nxf3 Qd5+-
30.Qe2??



walks into a left hook

30...Nd4! 31.Nxd4??

[31.Qe4 Nxf3+ 32.Kf1 Qxe4
33.dxe4 Nd4-+]

31...Qxg2#

Ben D - AM 7.3

[A45 Queen's Pawn Game]

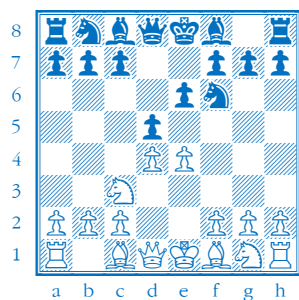
“ An early blunder decided the game in your opponent's favour – or should have done! A return blunder left you with level pieces but pawns behind, and then another blunder forced another piece on your opponent. So whatever notes you see below the main message should be: eliminate blunders!

1.d4 Nf6 2.Nc3

[2.c4]

2...e6 3.e4 d6

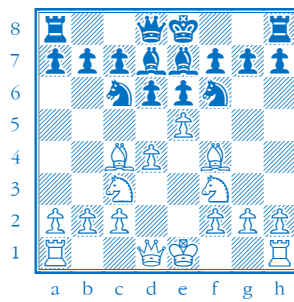
[3...d5



is a French Defence, but the system chosen by Black has no name.]

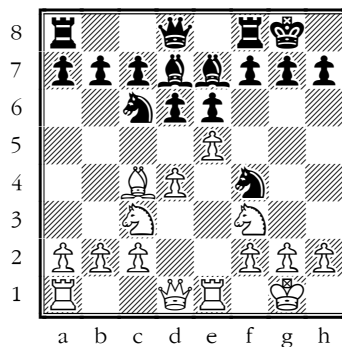
**4.Bf4 Bd7 5.Nf3 Be7
6.Bc4 Nc6 7.O-O**

[7.e5!+-



punishes Black for abandoning the centre. 7...Nh5 (7...Ng8) 8.Be3]

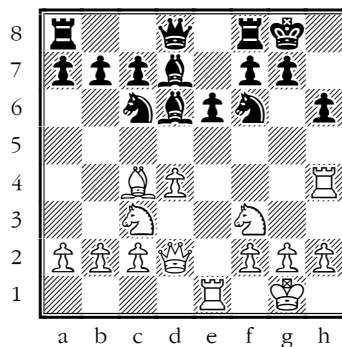
**7...O-O± 8.Re1 Nh5
9.e5?? Nxf4**



This move was so horrifying, you couldn't bear to write it down... but it's the only move that makes sense from the score sheet. So, how did you come to miss that threat? I can't tell, but thinking about why can help you for next time.

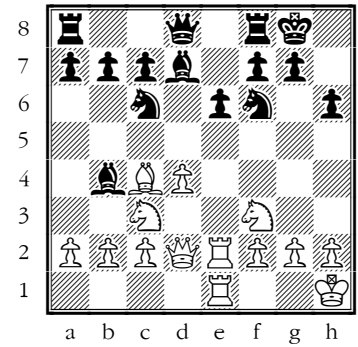
**10.exd6 Bxd6 11.Re4 h6
12.Qd2 Nh5 13.Rae1
Nf6 14.R4e2**

[14.Rh4!?



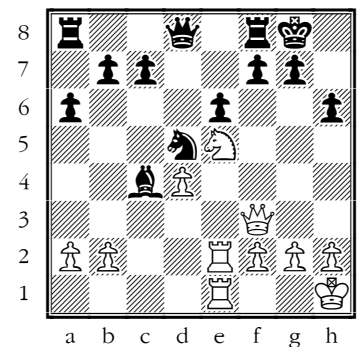
might create some trouble.

14...Bb4 15.Kh1



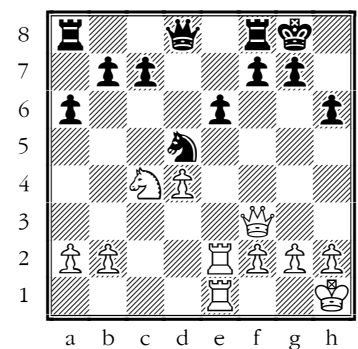
This isn't the right move but I can't make sense of the score sheet. The rest of the game went something like...

**15...Na5 16.Ne5 Bxc3
17.Qxc3 Nxc4 18.Qxc4
a6 19.Qc3 Nd5 20.Qf3
Bb5 21.c4-+ Bxc4??**



Handing back the piece

22.Nxc4-+

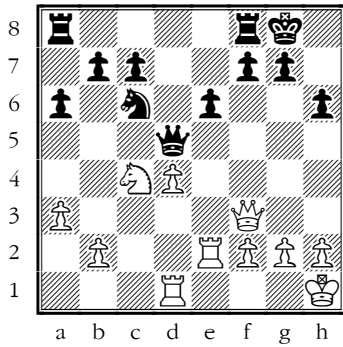


↪ **LPDO (backwards move)**

Black is better but there is plenty of play left.

**22...Nb4 23.a3 Nc6
24.Rd1 f6?**

[24...Qd5!+-

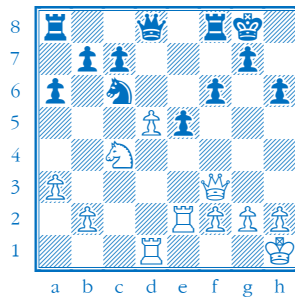


when some care should see
Black win the endgame
25.d5?

[25.Rxe6!]=]

25...exd5?±

[25...e5!-+]



when Black can complete
development and then the majority
can slowly advance]

26.Rxd5 Qc8?! 27.Red2?

[27.Qb3!±]

**27...Re8? 28.Rd1?± Qe6
29.h3 Qe4 30.Qg3??-+**

[30.Qb3!]=]

**30...Qxc4 31.Rd7 Ne7
32.Re1 Nf5 33.Qg6
Rxe1+ 34.Kh2 Qf4+
35.g3 Qxf2#
0-1**

8 Alasdair Marr

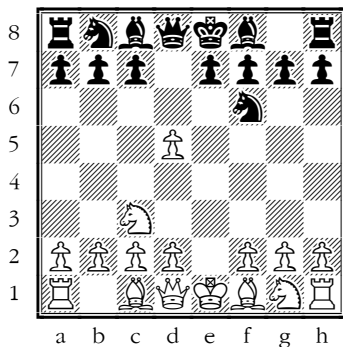
“ I’m glad you went home with a point! Lots of details in the notes below but if there is a theme it is to think more about when and what to swap off.”

Alasdair - NN 8.2

[B01 Scandinavian Defence]

“ Small improvements at three or four points would have helped quite a lot, but swapping Queens was the real mistake.

**1.e4 d5 2.exd5 Nf6
3.Nc3**



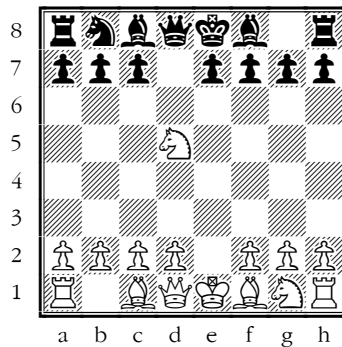
Not bad, but no challenge to
Black

[3.Bb5+!];

3.c4!;

3.d4!±]

3...Nxd5 4.Nxd5?!]

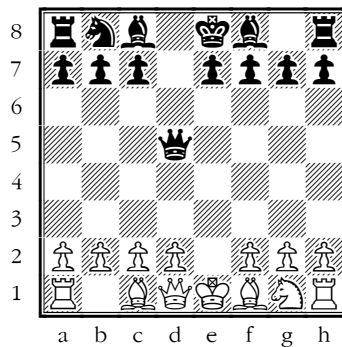


This helps Black – a good
example of

☞ **Swaps are never equal**

[4.Bc4! Nxc3 5.Qf3 e6 6.dxc3]

4...Qxd5

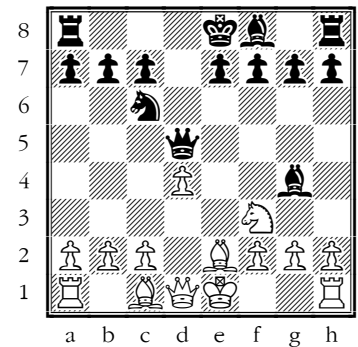


the Queen is dominating and
hard to attack

5.Nf3

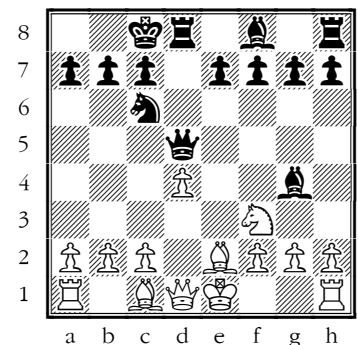
[5.d4=]

5...Bg4 6.Be2 Nc6 7.d4



Setting up a trap:

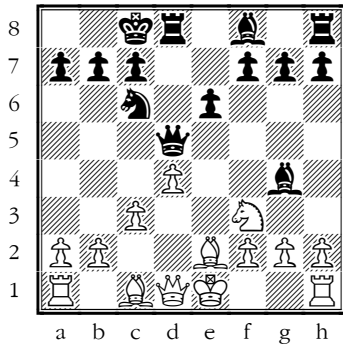
7...O-O-O



Black dodges

[7...Bxf3? 8.Bxf3 Qxd4 9.Bxc6+]

8.c3 e6!]

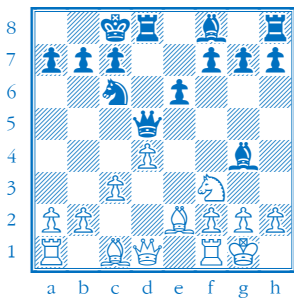


not energetic enough

[8...e5! ♠]

9.Be3

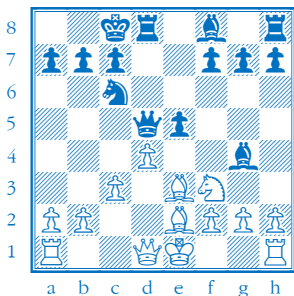
[9.O-O! ±]



and Black's lack of centre might tell against them]

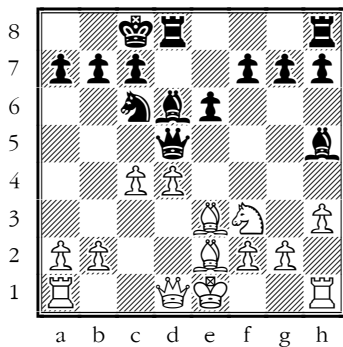
9...Bd6

[9...e5! ±]



repairs the omission]

10.h3 ± Bh5 11.c4? ♠



This is picking a fight when uncastled and even behind in development...It will not go well!

☞ Keep lines closed if you are behind in development

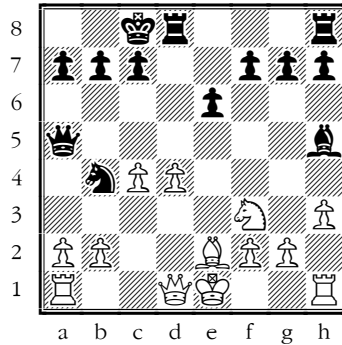
11...Qa5+ 12.Bd2??-+

[12.Kf1 ♠]

12...Bb4! 13.Bxb4?!]

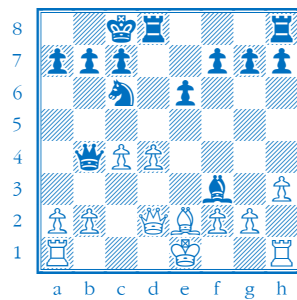
[13.a3-+]

13...Nxb4?



lets White off the hook

[13...Qxb4+! 14.Qd2 Bxf3-+]

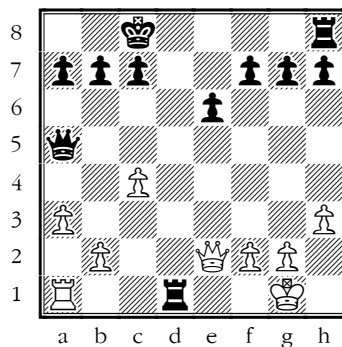


wins an important pawn 15.Bxf3 Rxd4]

14.O-O Nc6 15.a3?

[15.Qb3!? Rxd4!]

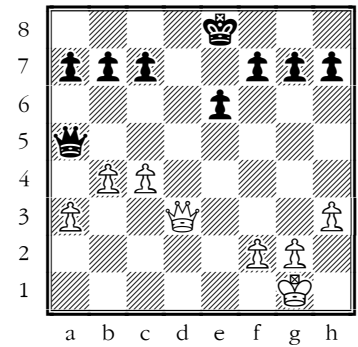
15...Nxd4 16.Nxd4 Bxe2 17.Qxe2 Rxd4 18.Rfd1 Rxd1+?



gets the White Rook into play

[18...Rhd8! 19.Rxd4 Rxd4 20.Rd1 c5-+]

19.Rxd1 Rd8 ♠ 20.Rxd8+ Kxd8 21.Qd3+ Ke8 22.b4 ♠



Black cannot keep control...

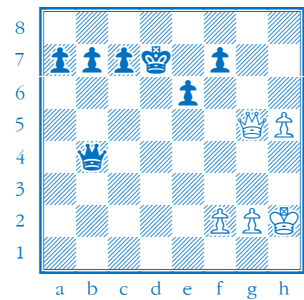
22...Qf5

[22...Qa4!? 23.Qxh7 Qxa3

24.Qxg7 Qc1+ 25.Kh2 Qxc4

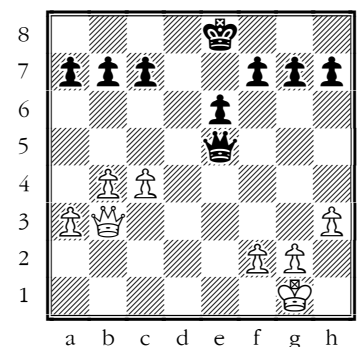
26.Qg8+ Ke7 27.Qg5+ Kd7 28.h4

Qxb4 29.h5=]



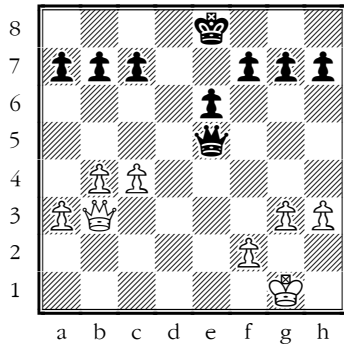
and White has enough counterplay]

23.Qb3 Qe5=



White is a pawn down but it's White's move and you can win it back.

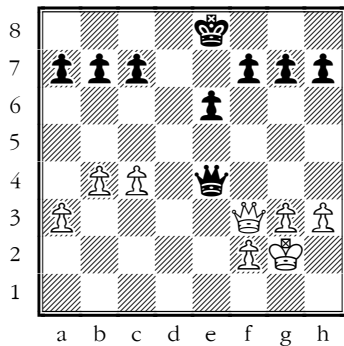
24.g3?



Misses the chance!

[24.Qa4+! Ke7 25.Qxa7=]

**24...Qe1+ 25.Kg2
Qe4+ 26.Qf3??-+**

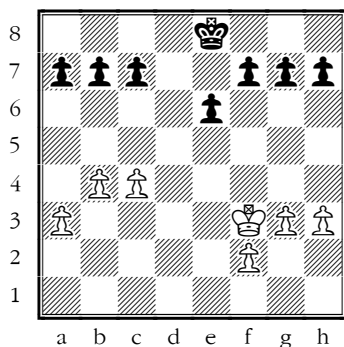


- If you're winning, swap off pieces (not pawns)
- If you're losing, swap off pawns (not pieces)

Which is also to say:

- Avoid being left with just your King if you stand worse

26...Qxf3+ 27.Kxf3

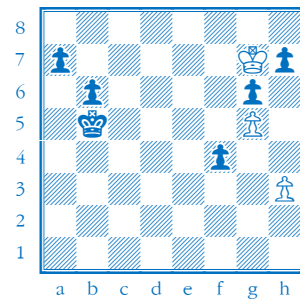


We have seen how useful was the White Queen in creating trouble, but now Black is trouble-free.

**27...f6 28.Ke4 Ke7 29.f4
c6 30.f5 exf5+ 31.Kxf5
b6 32.b5 g6+ 33.Kf4
cxb5 34.cxb5 Kd6 35.a4**

**Kc5 36.g4 Kb4 37.g5 f5
38.Ke5 Kxa4 39.Kf6
Kxb5 40.Kg7 a5**

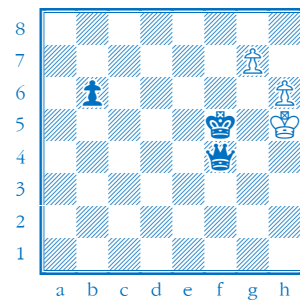
[40...f4!



is a little faster!]

**41.Kxh7 a4 42.Kxg6 a3
43.Kxf5 a2 44.g6 a1Q
45.Kg5 Qe5+ 46.Kh6
Qh8+ 47.Kg5 Qg7 48.h4
Kc4 49.h5 Qe5+ 50.Kg4**

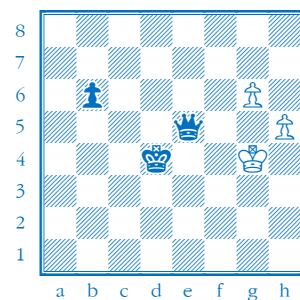
[50.Kh6 Qh8+ 51.Kg5 Kd4 52.h6
Qe5+ 53.Kh4 Ke4 54.g7 Qf4+
55.Kh5 Kf5



and White is tragically one move short.]

50...b5

[50...Kd4!



Black can go directly for mate]

**51.h6 Qe4+ 52.Kg5 b4
53.g7 Qh7 54.Kf6
Qxh6+ 55.Kf7 Qxg7+
56.Kxg7 b3 57.Kf6 b2
58.Ke5 b1Q 59.Kd6 Qf5
60.Kc6 Qe6+ 61.Kc7
Kc5 62.Kb7 Qb6+**

**63.Ka8 Qb5 64.Ka7 Kc6
65.Ka8 Qb7#**

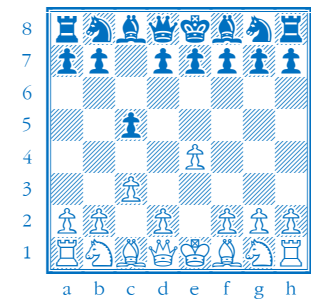
Alasdair - TR 8.3

[B23 Sicilian Defence]

“ Black quickly lost a pawn then a Rook, but there was more than a flicker of counterplay until the Queens came off.

1.e4 c5 2.Nc3

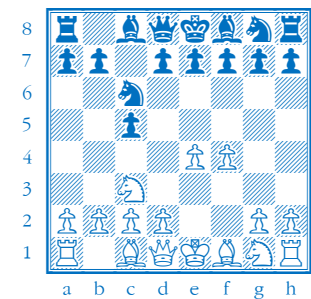
[2.c3!?



I think this is safe and promising]

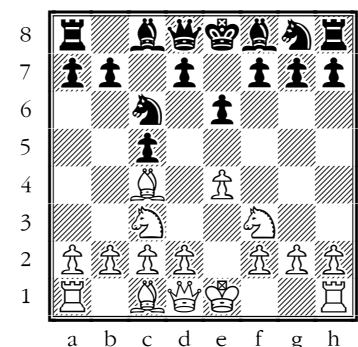
2...Nc6 3.Nf3

[3.f4!?



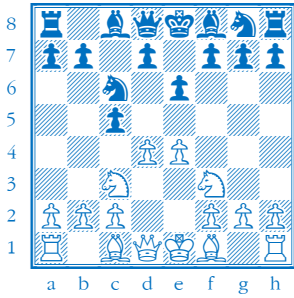
is a fair system, called the Grand Prix Attack]

3...e6 4.Bc4



This Old Stodge setup is rarely right – even against 1...e5!

[4.d4!



Returns us to the main lines]

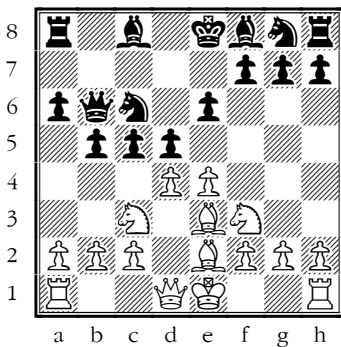
4...a6 5.d4 b5 6.Be2

[6.d5!]

6...d5?

[6...cxd4 7.Nxd4 Bb7=]

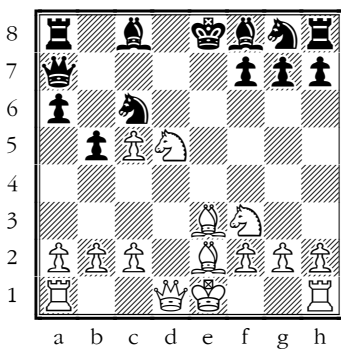
7.Be3 Qb6??



Undefends d5

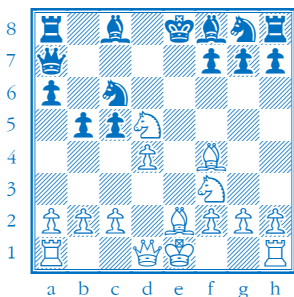
⇒ TACTIC: desertion

8.exd5 exd5 9.Nxd5
Qa7? 10.dxc5?!



Not bad but there was a better move

[10.Bf4!+-



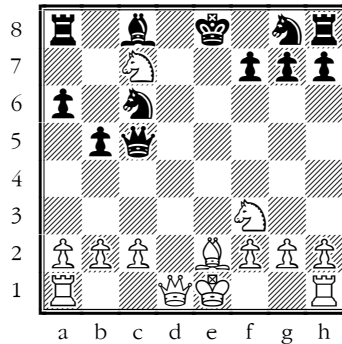
crude but devastating!

→ TACTIC: fork

10...Bxc5?

[10...Be6!+-]

11.Bxc5 Qxc5 12.Nc7+



You got to play this anyway!

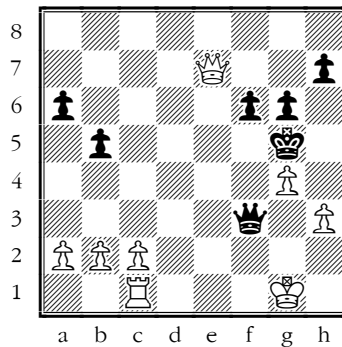
12...Kf8 13.Nxa8 Nf6
14.O-O Ng4 15.Nc7 g6
16.h3 Nge5 17.Nxe5
Qxe5 18.Bf3 Qxc7
19.Bxc6 Qxc6 20.Qd8+
Kg7 21.Qd4+ Kh6

[21...Kg8 22.Rfe1]

22.Qxh8 Bf5 23.g4 Be4
24.Rac1 Bh1 25.f3 Bxf3
26.Rxf3 Qxf3 27.Qf8+

[27.Qc3]

27...Kg5 28.Qe7+- f6

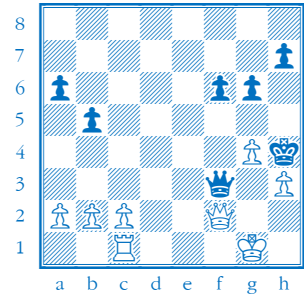


So, you're winning, and the priority is to avoid accidents, like perpetual check or dropping a loose Rook...

29.c4??=

[29.Qc5+ Kh4 30.Qf2+-

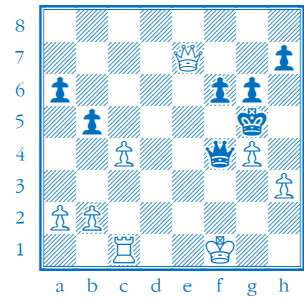
⇒ Swap off pieces when ahead



will win without trouble.]

29...Qg3+ 30.Kf1=
Qxh3+??+-

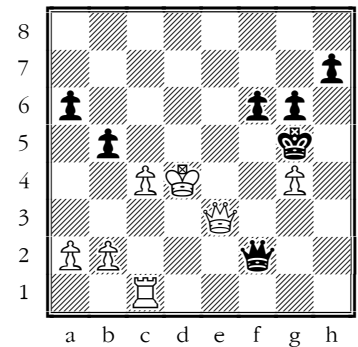
[30...Qf4+



→ TACTIC: fork

31.Ke2 Qxc1=]

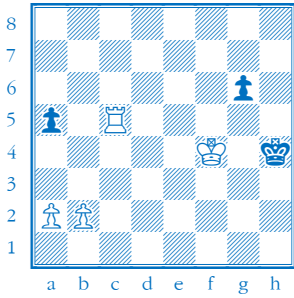
31.Kf2 Qh4+ 32.Ke3
Qg3+ 33.Kd4 Qf2+
34.Qe3+!+-



This 'cross-check' takes all the worry out of the win.

34...Qxe3+ 35.Kxe3
bxc4 36.Rxc4 f5 37.Kf3
Kh4 38.gxf5+ Kg5
39.fxg6 hxg6 40.Rc6 a5
41.Rc5+ Kh4 42.Rxa5?!

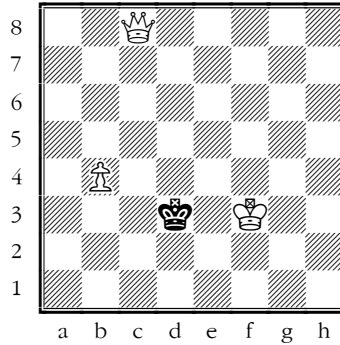
[42.Kf4!



is the faster mate 42...Kh3 43.Rg5
a4 44.Rxg6 a3 45.bxa3 Kh2
46.Kf3 Kh1 47.Kf2 Kh2 48.Rh6#]

**42...g5 43.Rxg5 Kxg5
44.a4 Kf6 45.a5 Ke7
46.a6 Kd6 47.a7 Kd5**

**48.a8Q+ Kd4 49.Qc8
Kd3 50.b4?!**



A bit pedestrian, but you can
do what you like in this
position.

[50.Qc3#]

**50...Kd4 51.b5 Ke5
52.b6 Kd4 53.b7 Ke5
54.Qc1 Kd4 55.Qe1 Kd5
56.b8R**

[56.b8Q]

**56...Kd6 57.Rb1 Kd5
58.Rd1+ Kc4 59.Qd2
Kc5 60.Qc2+ Kb4
61.Rb1+ Ka3 62.Qc7
Ka2 63.Rb8**

1-0

9 Oscar Liu

“ I’m sorry not to have the moves of your valuable win but half-marks is all I can ask for on a day when the team were up against it. ”

NN - Oscar 9.2

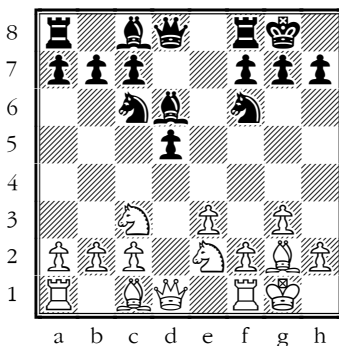
[A00 King Fianchetto Opening]

“ You looked fine in the first moves, but lost a pawn and after some unnecessarily passive moves got your Queen stuck.

**1.g3 d5 2.Bg2 Nf6 3.e3
e5 4.Ne2 Bd6 5.O-O
Nc6 6.d4 O-O 7.dxe5 7
Bxe5**

[7...Nxe5 8.Nbc3 c6 7]

8.Nbc3 Bd6?

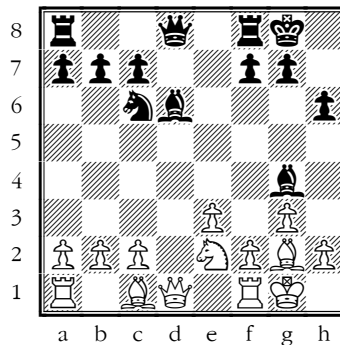


interferes with the defence
of d5

9.Nxd5 Nxd5 10.Bxd5

[10.Qxd5!±]

10...Bg4 11.Bg2 h6?



➔ Avoid DLRPMs

This do-nothing move is just
the sort of thing you can't
afford when you are behind.

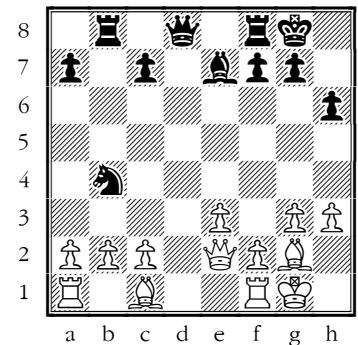
[11...Qf6±;

11...Qd7±]

12.h3 Bxe2?+-

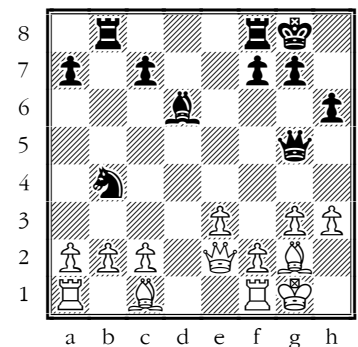
[12...Bh5 13.g4 Bg6 14.f4 f5±]

**13.Qxe2 Nb4? 14.Bxb7
Rb8 15.Bg2 Be7**



Going backwards?

[15...Qg5!?!+-



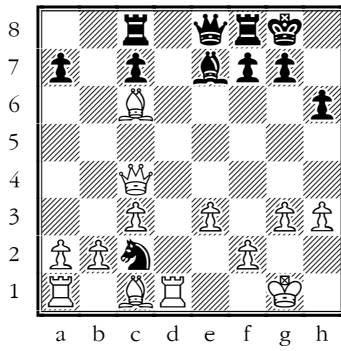
is vaguely threatening – you have
to play actively if you want your
opponent to go wrong]

**16.Rd1 Qe8 17.Qc4+-
Rc8?+-**

[17...Bf6!?:

17...Qb5!?:]

18.c3 Nc2 19.Bc6!



→ TACTIC: net

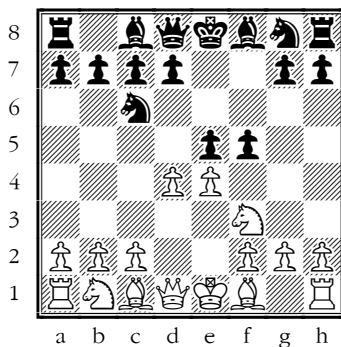
19...Nxa1 20.Bxe8
Rxe8 21.Qxc7+
1-0

Oscar - NN 9.3

[C44 Scotch Defence]

“ Black played a very risky idea in the opening which nonetheless gave them a better position (and could have won a piece) – but you kept going, made the most of your poor position and eventually Black had to concede a draw – well done! The big takeaway from this game is about King safety.

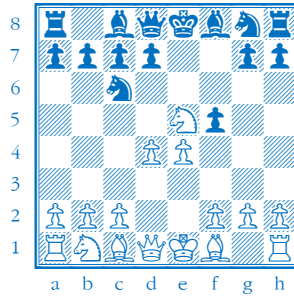
1.e4 e5 2.Nf3 Nc6 3.d4
f5+



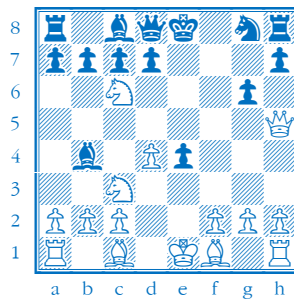
Very risky!

4.Nc3

[4.Nxe5!

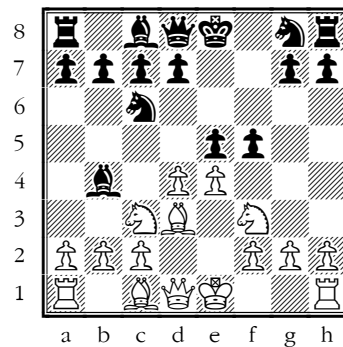


is the right move 4...fxe4 5.Nc3
Bb4 6.Qh5+ g6 7.Nxc6



7...gxh5 8.Nxd8 Kxd8 9.Be2+]

4...Bb4 5.Bd3??



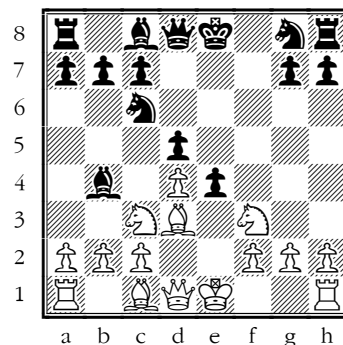
cuts off the defence of d4

→ TACTIC: interference

[5.Bg5! Nf6 (5...Be7 6.Bxe7
Qxe7 7.Nd5 Qd8 8.exf5)
6.dxe5+]

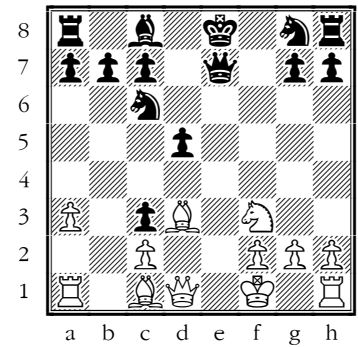
5...fxe4 6.Bxe4? d5
7.Bd3 exd4?

[7...e4!-+



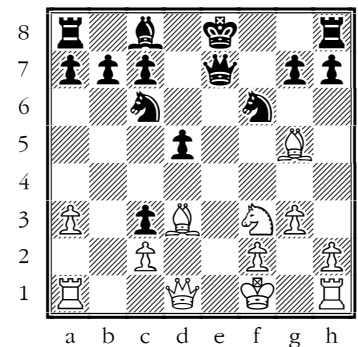
→ TACTIC: fork

8.a3! Qe7+ 9.Kf1! Bxc3
10.bxc3 dxc3



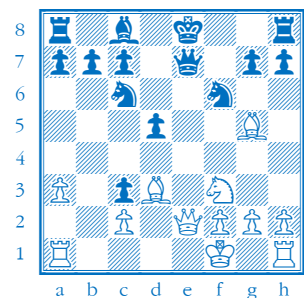
Black has two extra pawns
and the better position.

11.Bg5 Nf6-+ 12.g3?



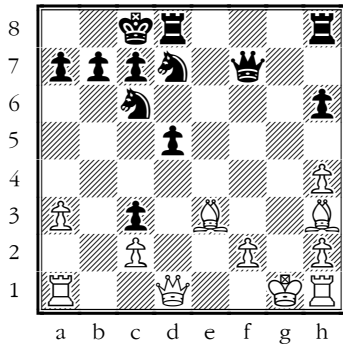
You are asking the right
question – how do I untangle
the King's-side? – but it should
be obvious that this does
more harm than good.

[12.Qe2!?

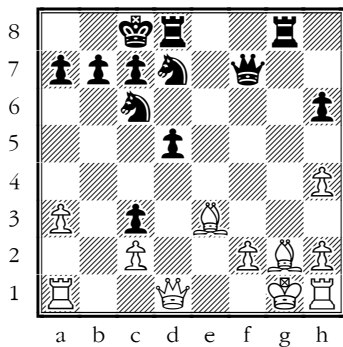


might get you untangled.]

12...Bh3+ 13.Kg1 O-O-
O 14.Bf4 h6 15.Nh4 Qf7
16.Bf5+ Nd7? 17.Bxh3
g5 18.Be3 gxh4-+
19.gxh4??

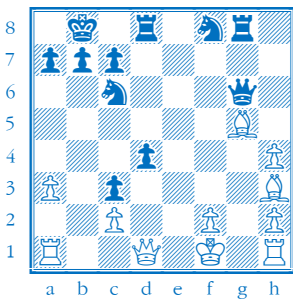


Opening lines to your King is suicidal.
19...Rhg8+ 20.Bg2?

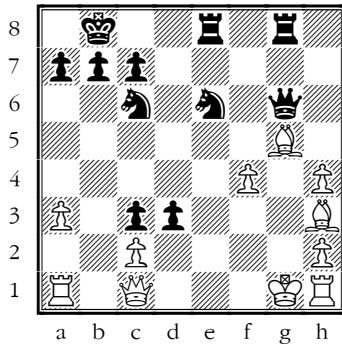


And this steps into a pin.

[20.Kf1!-+]
20...d4 21.Bxh6 Qg6?
 [21...Nde5!-+]
22.Bg5 Nf8? 23.Bh3+ Kb8 24.Qe1?
 [24.Kf1!-+

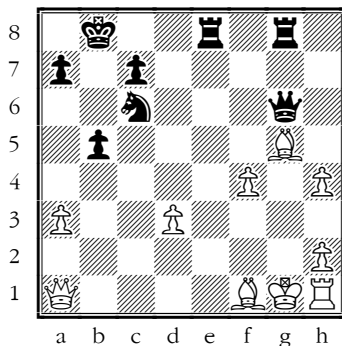


gets you out of the pin]
24...Re8 25.Qc1 Ne6 26.f4 d3!-+



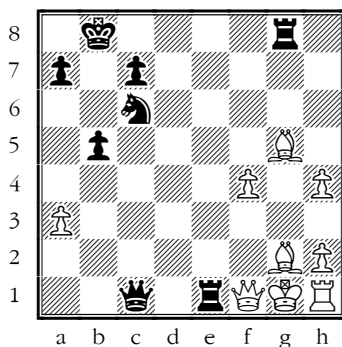
A fine clearance move
27.cxd3 Ned4! 28.Bf1 Nb3

[28...Qh5!-+]
29.Qxc3 Nxa1 30.Qxa1 b5??



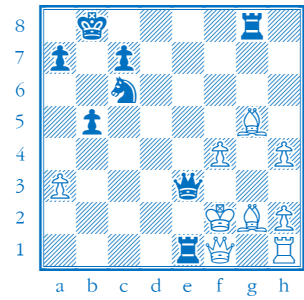
Just the sort of move to give Black hope – now both Kings are poorly defended.

31.Bg2 Qxd3 32.Qf1 Qe3+ 33.Qf2 Qc1+ 34.Qf1?? Re1



White is now completely lost, but...

35.Kf2 Rxf1 +??
 [35...Qe3#

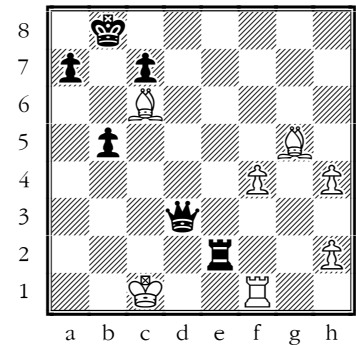


→ **TACTIC: mate!**
36.Rxf1 Qc5+ 37.Ke1??

[37.Kg3!]
37...Re8+ 38.Kd1 Qxa3

[38...Qd4+ 39.Kc1 Re2-+]
39.Bxc6 Qa1+?!]

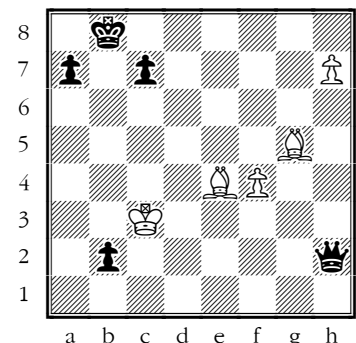
[39...Qd3+ 40.Kc1 Re2



mates

40.Kd2 Rd8+?? 41.Bxd8 Qxf1 42.Bg5 b4 43.h5 b3 44.h6 Qf2+ 45.Kc3 b2 46.h7 Qxh2??
 [46...b1N+ 47.Kd3 Qd2+ 48.Ke4 Qxh2]

47.Be4=



Now White has enough for a draw, although the situation is still dangerous.

47...Qg3+ 48.Kd4 c5+ 49.Kc4 Qh3 50.Kd5

1/2-1/2

10 John Petsios

“ A precious win and plenty to enjoy about the other two. ”

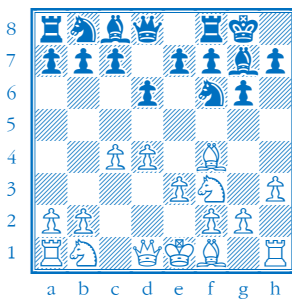
John - CM 10.1

[A45 King's Indian Defence]

“ You won a pawn early on but slowly slid downhill – have a look at where you could have shown a bit more energy.

1.d4 Nf6 2.Bf4 g6 3.e3 Bg7 4.Nc3

[4.Nf3 d6 5.h3! O-O 6.c4

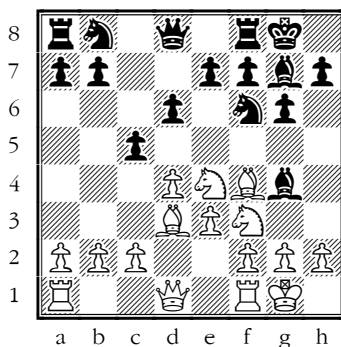


is the most promising plan

4...O-O 5.Nf3 d6 6.Bd3

[6.Bc4!?

6...c5 7.O-O Bg4?! 8.Ne4?

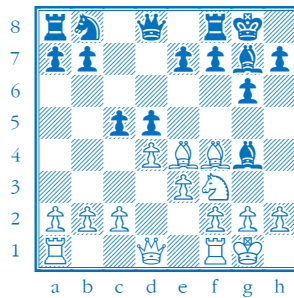


I see no point to this. You should wonder how you are going to open a file for your Rooks.

[8.dxc5 dxc5 9.h3!±]

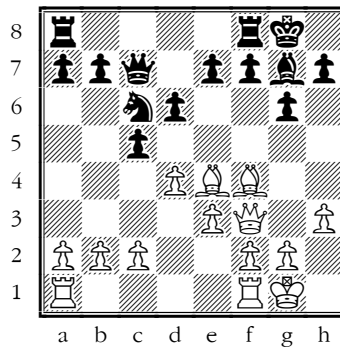
8...Nxe4 9.Bxe4 Qc7

[9...d5!



should win a pawn, but Black was asleep at the wheel 10.Bd3 cxd4 11.exd4 Bxd4 12.Bxg6 e5]

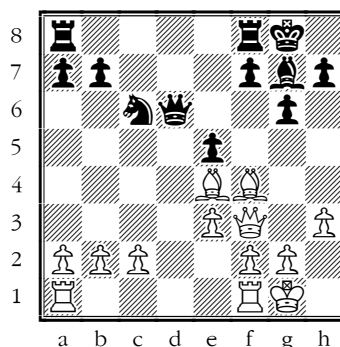
10.h3 Bxf3 11.Qxf3 Nc6?+-



The position is critical, and Black needed to take more care

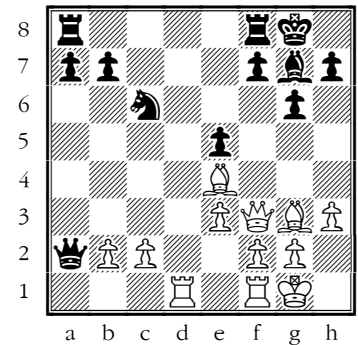
[11...Nd7 12.Bxb7? Rab8 13.Bc6 ♯]

12.dxc5! e5 13.cxd6 Qxd6



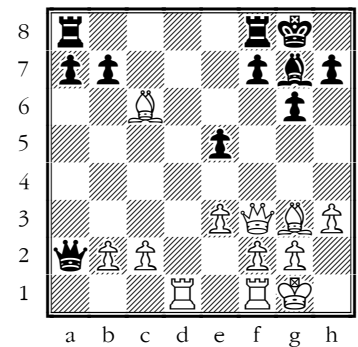
White has an extra pawn and a better position.

14.Rad1 Qe6 15.Bg3 Qxa2+-



White no longer has the pawn but should be able to take control with the two Bishops

16.Bxc6?=-



Gives up White's best Bishop and doesn't even win a pawn

[16.Rd7!;

16.Bh4!;

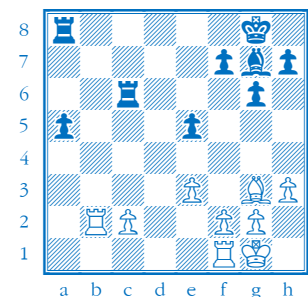
16.Bd5!?]

16...bxc6 17.Qxc6 Qxb2

18.Rd5 Rfc8 19.Rb5?

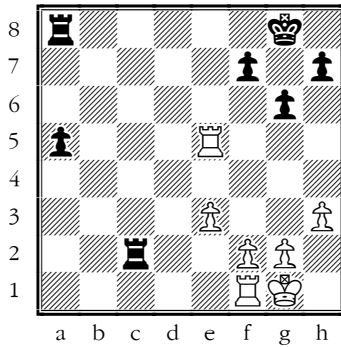
Qxc2?

[19...Rxc6! 20.Rxb2 a5!

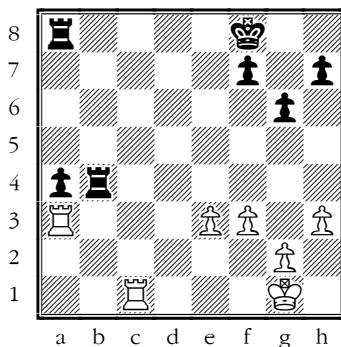


might create some panic in White's ranks]

20.Qxc2 Rxc2 21.Bxe5
Bxe5 22.Rxe5 a5



This should be drawn
23.Ra1 a4 24.Ra3 Rc4
25.f3 Rb4 26.Rc5 Kf8
27.Rc1?



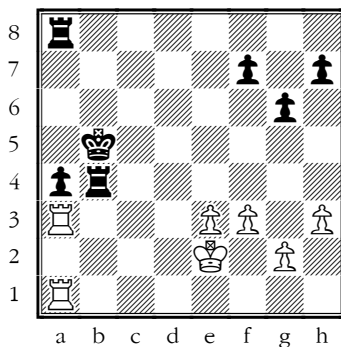
Too defensive

[27.Rc7! is very natural]

27...Ke7

[27...Rb3!]

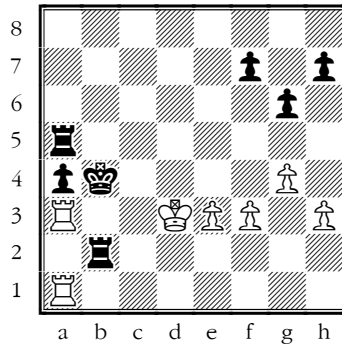
28.Rca1 Kd6 29.Kf2 Kc5
30.Ke2 Rc4 31.Rb1 Rb4
32.Rc1+ Kb5 33.Rca1?



going passive again... flirting
with defeat!

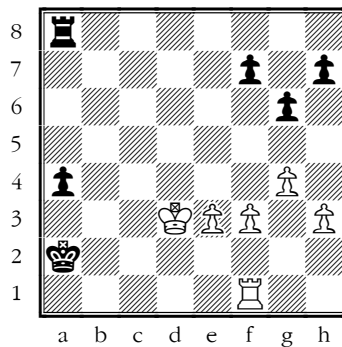
33...Rb2+ 34.Kd3 Kb4
35.g4-+ Rb3?+=

[35...Ra5!-+]



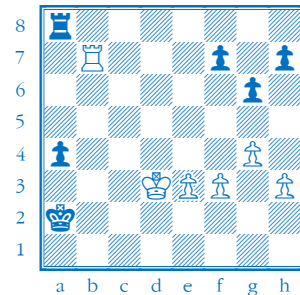
keeps the bind

36.Rxb3+ Kxb3 37.Rb1+
Ka2= 38.Rf1??-+



Once Black has some wriggle
room, the a-pawn will win the
game.

[38.Rb7!]



and Black has nowhere to go,
although it does look risky for
White]

38...Kb2 39.Rf2+ Kb3
40.Rf1 a3 41.Ra1?

[41.Rb1+]

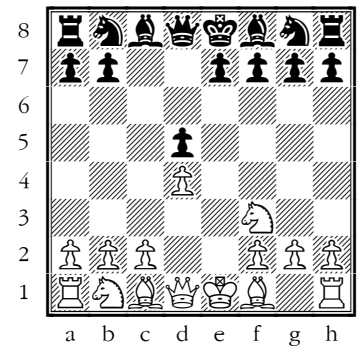
41...a2 42.f4 Kb2
43.Rxa2+ Rxa2 44.Ke4
Ra5 45.h4 Kc3 46.f5 Kc4
47.Kf4 Kd5 48.e4+ Kd4
49.fxg6 hxg6 50.g5 Re5
51.h5 Rxe4+
0-1

RM - John 10.2

[B13 Caro-Kann Defence, Exchange
Variation]

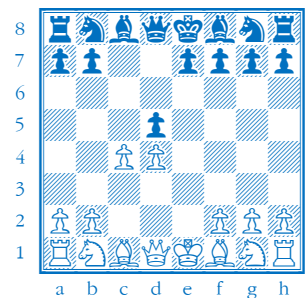
“ Rather time-wasting play
by White gave them
trouble in the centre and
in the end cost a piece.

1.e4 c6 2.d4 d5 3.exd5
cxd5 4.Nf3



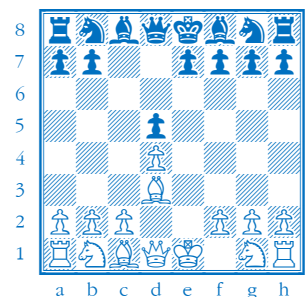
Inaccurate?

[4.c4!



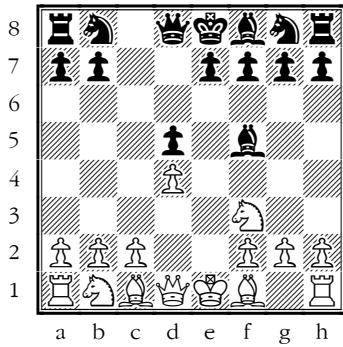
and;

4.Bd3!



are the two main ideas for White]

4...Bf5?!



A bit early

➔ **Knights before Bishops**

is a fair guide.

White can now pressure d5 and b7 (but doesn't).

[4...Nc6!?;

4...Nf6!?)

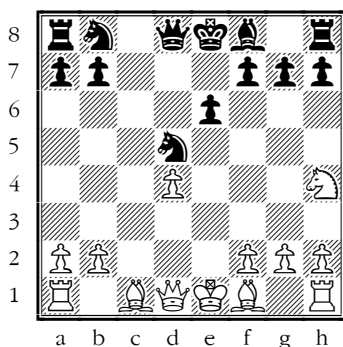
5.c4 Nf6 6.Nc3

[6.Qb3!±]

6...e6± 7.Nh4?=-

[7.Qb3!±]

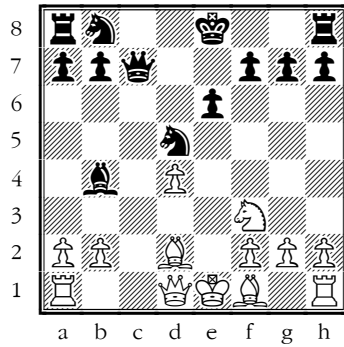
**7...Be4 8.cxd5? Bxd5
9.Nxd5 Nxd5**



White has no compensation for the isolation of the d4 pawn.

➔ **Isolated, doubled, backward and blockaded pawns are weak – avoid them!**

**10.Nf3 Bb4+ 11.Bd2±
Qc7?**



I see no point to this move – you don't know where you want the Queen yet but it's unlikely to be on c7.

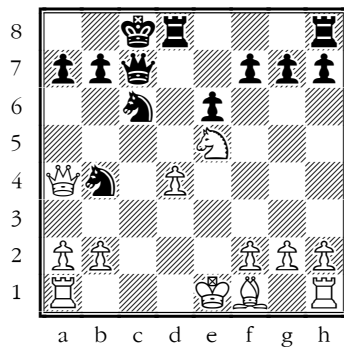
[11...Nc6! 7]

**12.Bxb4 Nxb4 13.Qa4+
N8c6 14.Ne5??**

[14.a3 Nd5 15.Bb5=]

14...O-O

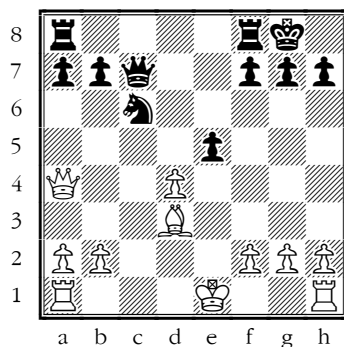
[14...O-O-O!-+]



looks risky but White is in no position to take advantage, and you should pick up the d-pawn.]

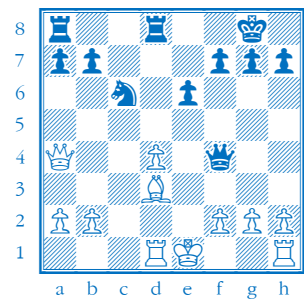
➔ **Attack your opponent's weaknesses**

**15.Nxc6 Nxc6 16.Bd3
e5?!±**



This helps White – the IQP is either exchanged or becomes passed.

[16...Rfd8! 17.Rd1 Qf4-+]

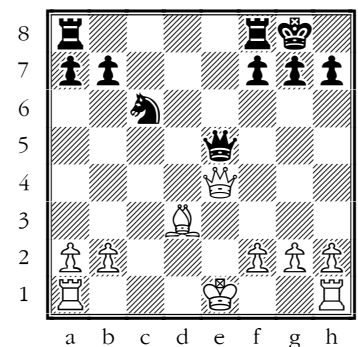


wins a pawn]

17.dxe5?

[17.d5! 7]

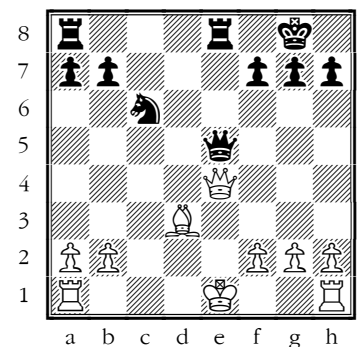
17...Qxe5+ 18.Qe4??-+]



should lose a piece

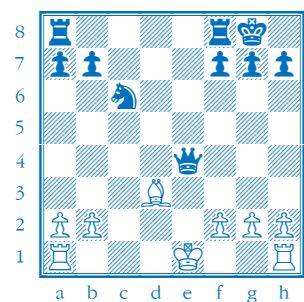
[18.Kf1!-+]

18...Rfe8??±

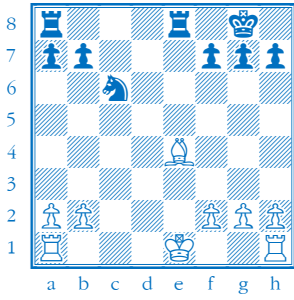


lets White off the hook

[18...Qxe4+!



is necessary 19.Bxe4 Rfe8



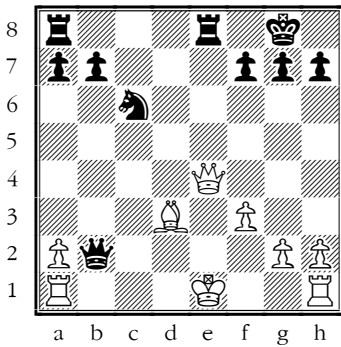
→ **TACTIC: pin**

20.f3 f5-+]

19.f3??-+

[19.Qxe5 Rxe5+ 20.Kd2 ♯]

19...Qxb2-+



→ **TACTIC: discovery, pin**

[19...Qc5!-+]

20.Rb1 Rxe4+ 21.Bxe4

Qxg2 22.Rf1 Qxh2

23.Rf2 Qh4 24.Ke2

Nd4+ 25.Ke3 Re8

26.Rxb7?? Nf5+ 27.Ke2

Rxe4+! 28.fxe4 Qxe4+

29.Kd2 Qxb7 30.Rxf5

Qd7+ 31.Kc3 Qxf5

32.Kb4 Kf8

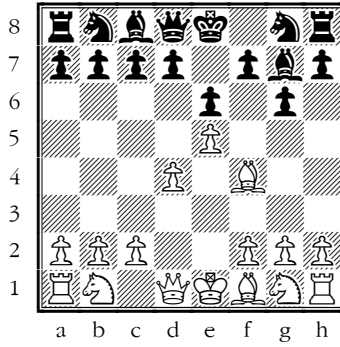
0-1

John - CM 10.3

[A40 Modern Defence]

“ You lost a pawn in a simple way and it was hard to give good advice after that.

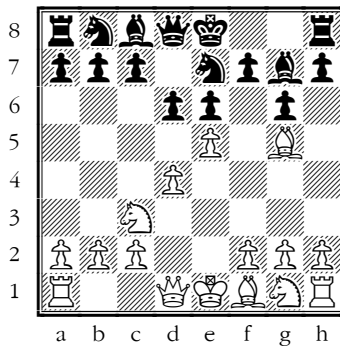
1.d4 g6 2.Bf4 Bg7 3.e4 e6± 4.e5!?



pre-empts the Hippopotamus that Black may have had in mind.

4...d6 5.Nc3 Ne7±

6.Bg5??



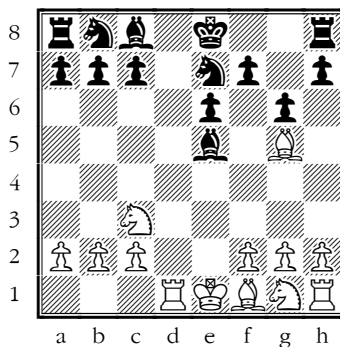
time-wasting of course but, more importantly, also abandons the e-pawn

→ **TACTIC: desertion**

[6.Nf3]

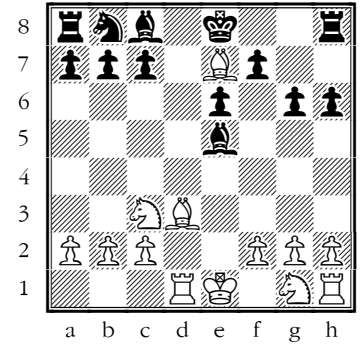
6...dxe5 7.dxe5 Qxd1+

8.Rxd1 Bxe5



With Queens already off, Black needs only be careful to win.

9.Bd3 h6 10.Bxe7?

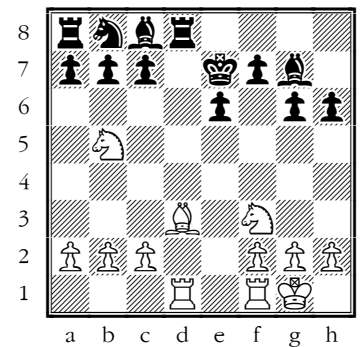


Swaps are not your friend in a losing endgame.

[10.Be3]

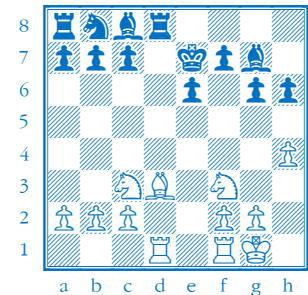
10...Kxe7 11.Nf3 Bg7

12.O-O Rd8 13.Nb5



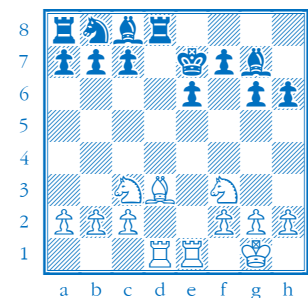
This is a bit too straightforward to cause problems.

[13.h4!?



or;

13.Rfe1!?



improve your position at least]

13...Na6 14.c3 c6

15.Na3 Nc5 16.Bc4

Rxd1 17.Rxd1 b5 18.Bd3
Nxd3 19.Rxd3 Bb7
20.b4 Rd8 21.Ne5??
Rxd3

[21...Bxe5!-+]
22.Nxd3 Bxc3 23.f4 g5
24.g3 gxf4 25.gxf4 f6
26.Kf2 e5 27.fxe5 fxe5

0-1

UI8A

I Caleb Caleshu

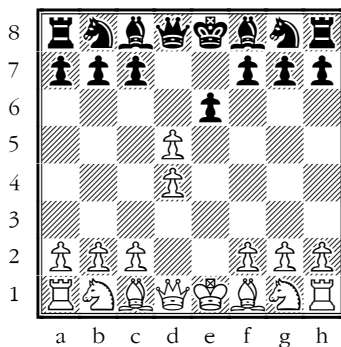
“ A perfect score on top board – very well done! Not much to improve on there but I’ve pointed out a couple of things. ”

GH - Caleb I.1

[C01 French Defence, Exchange Variation]

“ An interesting scrap where you seemed to be trying a bit too hard to cause problems for White's solid set-up. But you kept asking questions and eventually White got the wrong answer. Lots of interesting detail in the notes!

1.e4 e6 2.d4 d5 3.exd5



I think Black is usually relieved to see this variation.

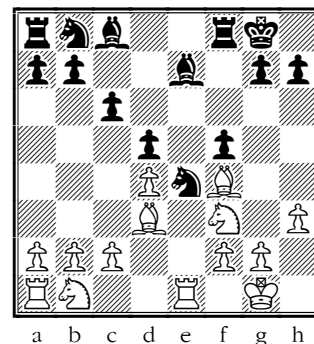
3...exd5 4.Nf3 Nf6

[4...Bd6!?=]

5.Bd3

[5.c4!?=]

5...Bd6 6.Qe2+ Qe7
7.Qxe7+ Bxe7 8.Bf4 c6
9.h3 O-O± 10.O-O Ne4
11.Re1 f5?±



This is usually good in middlegame positions but feels mostly weakening once Queens are off.

[11...Bd6! = steps out of trouble]

The next few moves feature some small inaccuracies by both sides.

12.Ne5?! =

[12.c4!± is useful – compare the Petroff]

12...Bf6 13.c3?! = Nd7

14.Nf3 Nb6?!±

[14...g5! = was an idea you had

later but is best now: 15.Be5?!

(15.Bc1 =) 15...Nxe5

16.Nxe5 ♯]

15.Nbd2 Be6 16.Nb3
g5?! 17.Bh2 =

[17.Be5!±

is now correct]

Another period of less than perfect play follows:

17...g4?!

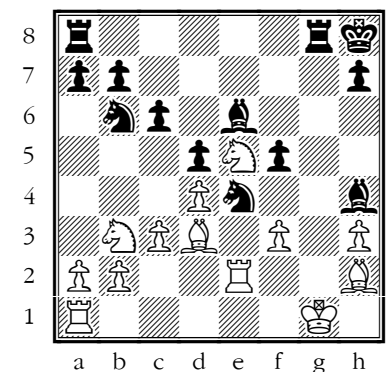
[There is no profit in this: 17...Rae8 or 17...Na4 are more effective, and are probably better than your chosen moves for the next few turns.]

18.Ne5?! gxf3 19.gxf3?!

[19.f3 Ng5 20.Nc5±]

19...Bh4?! 20.Re2 Kh8?!±

21.f3?! = Rg8+±



22.Rg2?!-+

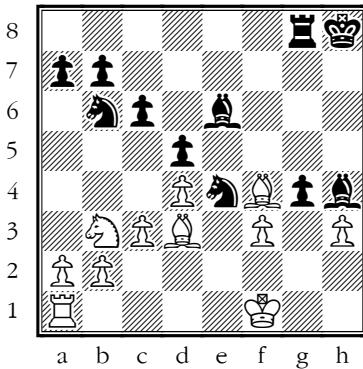
Helps Black mobilise, and White slides quickly downhill.

➡ Don't help your opponent!

22...Rxb2+ 23.Kxb2
Rg8+ 24.Kf1 f4!?

[24...Na4!-+]

25.Ng4 h5 26.Bxf4
hxg4



A tense position! A nice example of:

☞ if you ask your opponent enough questions they will get one wrong.

27.fxe4??-+

[27.Be5+!]

27...Rf8!

➔ **TACTIC: pin**

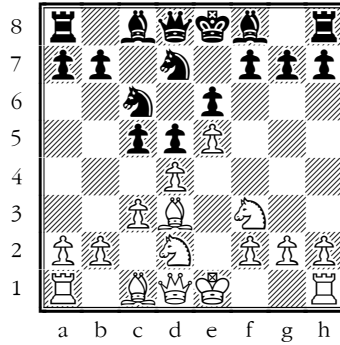
28.Kg2 gxh3+ 29.Kh2
Rxf4 30.exd5 Rf2+
...0-1

Caleb - ES 1.2

[C05 French Defence, Tarrasch Variation]

“ A sprightly gambit line led to you getting a bind on both sides of the board with some great direct attacking play. There was one missed opportunity (#27) but Black never looked as though they were in the game.

1.e4 e6 2.d4 d5 3.Nd2
Nf6 4.e5 Nfd7 5.Ngf3 c5
6.c3 Nc6 7.Bd3



There's a blast from the past. I first saw this in one of John Nunn's games from 1978! I think the gambit is one of Korchnoi's.

7...Qb6

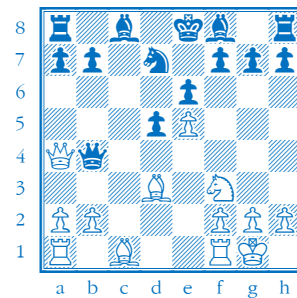
[7...g6 8.h4 h6]

8.O-O cxd4 9.cxd4
Nxd4

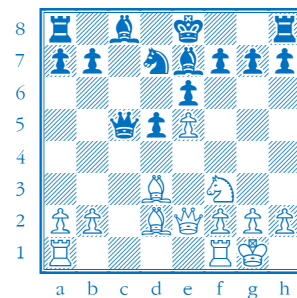
[9...a5]

10.Nxd4 Qxd4 11.Nf3
Qb6 12.Qa4 Be7

[12...Qb4!]



White should not be allowed to transfer the Queen to g4. 13.Qc2 Qc5 14.Qe2 Be7 15.Bd2



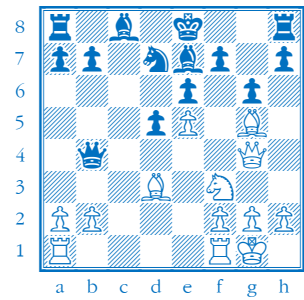
Nunn, John DM - Mednis, Edmar John, 1-0, Budapest Tungsram, 1978, <https://lichess.org/XQjBS4PQ>

13.Qg4! g6± 14.Bg5!±

[14.Bh6!±]

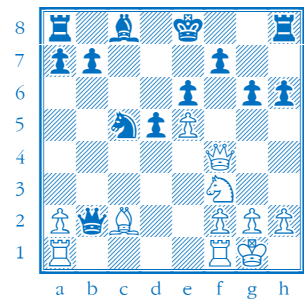
14...Qd8?±

[14...Qb4!±]



is good as above;

14...Bxg5! 15.Qxg5 (15.Nxg5 Nxe5=) 15...h6 16.Qf4 Nc5 17.Bc2 Qxb2



is a winning attempt for Black, but White probably has enough attack for the two pawns.]

15.Bh6! Bf8 16.Bg5 Be7
17.h4?!±

[17.Qf4!±]

17...h6

[17...Bxg5 18.hxg5±]

18.Be3± Nf8?+-

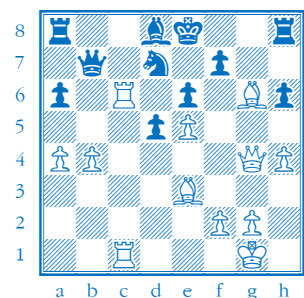
[18...Nc5 19.Bc2 h5 20.Qg3 Bd7±]

19.Rfc1 Bd7 20.Rc2 a6
21.Rac1 Bc6 22.b4 Qd7

[22...Nd7!? 23.Nd4?? Nxe5 7]

23.Nd4 Bd8 24.Nxc6
bxc6 25.Rxc6 Qb7 26.a4
Nd7 27.f4?+-

[27.Bxg6!+-]

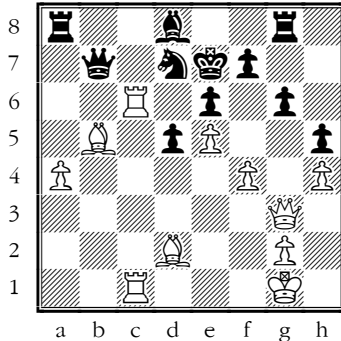


is powerful

☞ ECECEM

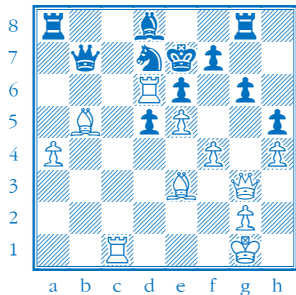
27...Nf8 (27...fxg6 28.Qxg6+ Ke7
(28...Kf8 29.Bxh6+) 29.Rxe6+)
28.Bd3]

**27...h5 28.Qg3 Rg8
29.b5 axb5 30.Bxb5 Ke7
31.Bd2**



Anything wins!

[31.Rd6!+-



is more incisive]

**31...Kf8
1-0**

Caleb - Niranjana 1.3

[B01 Scandinavian Defence, main line]

“ An early bind was allowed to dissipate but persistence paid off. Lots of detail in the notes again!

**1.e4 d5 2.exd5 Qxd5
3.Nc3 Qa5 4.d4 Nf6
5.Bd2**

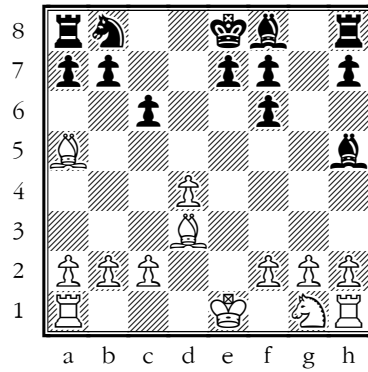
Early for this.

[5.Nf3]

5...c6

[5...Bg4!]

**6.Bd3 Bg4 7.Ne4! Bxd1
8.Nxf6+ gxf6 9.Bxa5±
9...Bh5**



An early skirmish has given White an edge. The game evolves with Black under some pressure but they emerge into an endgame.

**10.Ne2 Bh6 11.Bd2
Bxd2+ 12.Kxd2= Nd7
13.Nf4 Bg6 14.Nxg6
fxg6?±**

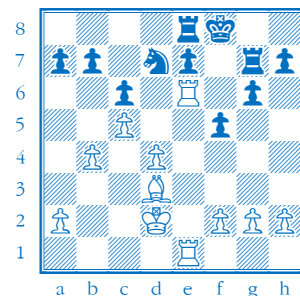
[14...hxg6! ♯]

15.Rhe1 Kf8?

[15...e5!?

**16.Re6 Rd8 17.Rae1 Re8
18.b4 Rg8 19.c4 Rg7
20.c5 Rd8**

[20...f5!?



gives the Knight a square and some chances to untangle.]

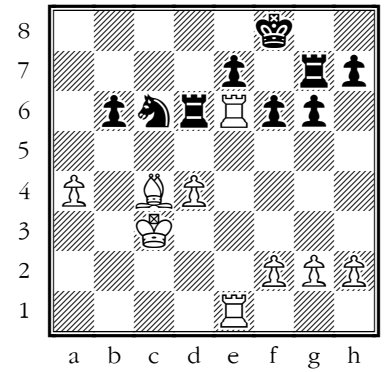
21.Kc3 Nb8

[21...f5]

22.Bc4 b6

[22...a6]

**23.a4 Rd7 24.cxb6 axb6
25.b5 Rd6 26.bxc6 Nxc6**



Black is still in a terrible muddle.

Now you should target b6 (e7 is safe), but you let Black equalise.

☞ **Attack your opponent's weaknesses**

27.Rxd6

[27.Rb1!+-]

27...exd6 28.Re6?±

[28.Rb1! Rb7 29.Ba6 Rb8
30.Kc4+-]

28...Rd7

[28...Rc7!-=]

**29.Rxf6+ Kg7 30.Rf3 Rc7
31.Kd3 Nb4+ 32.Kc3
Nc6 33.Kd2? Nxd4=**

Black has equalised, but it's not over yet!

34.Rc3 Nf5?! ±

[34...Ra7!-=;

34...Kf6+=;

34...d5!? 35.Bxd5 Rd7 36.Bc4
b5 37.axb5 Nxb5+ 38.Rd3
Rxd3+ 39.Kxd3 Nd6 draws a
pawn down]

☞ **99% of endgames with an extra pawn but all the pawns on one side are drawn**

**35.Bb5 Rxc3 36.Kxc3
Kf6 37.Bd7?**

[37.Bd3±]

37...Ke7? +-

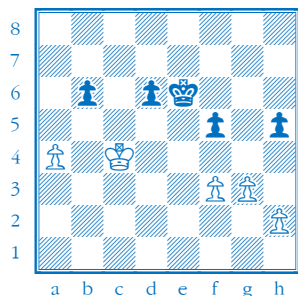
[37...Ke5! ±]

38.Bxf5 gxf5 39.Kc4

[39.f3 Ke6 40.g3 h5 41.h3 Ke5+-]

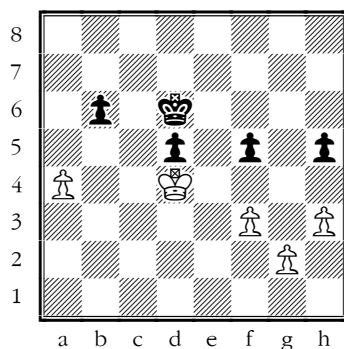
39...h5 40.f3 Ke6 41.h3

[41.g3!?



If this move was played in this position, Black can draw by the sprightly 41...d5+ 42.Kd4 f4! 43.gxf4 (43.Kd3 Ke5=) 43...h4=]

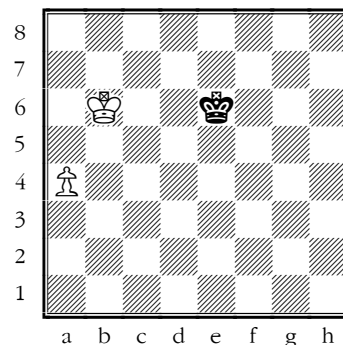
41...d5+ 42.Kd4 Kd6



There was a move missed out on Niranjana's score sheet. If it was not g2-g3, Black can play here

[42...f4!-+]

43.g4 hxg4 44.fxc4 fxg4 45.hxc4 Ke6 46.g5 Kf5 47.Kxd5 Kxg5 48.Kc6 Kf6 49.Kxb6 Ke6



1-0

2 Charlie Hill

“ Once you got the rust out of your joints in the first game you turned in a fine strong performance with much to enjoy and little to criticise. ”

Charlie - ZA 2.1

[C07 French Defence, Tarrasch Variation]

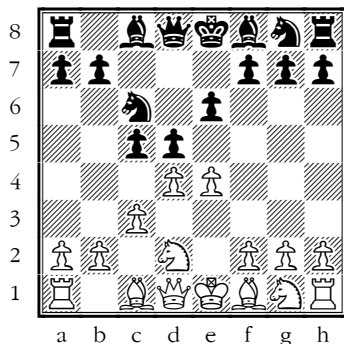
“ Some rustiness led you to overlook some tactical and strategic threats but you got there in the end. ”

1.e4 e6 2.d4 d5 3.Nd2 c5 4.c3

[4.exd5!;

4.Ngf3!?

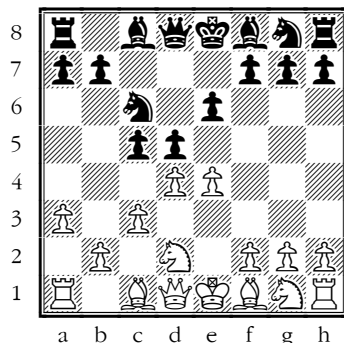
4...Nc6



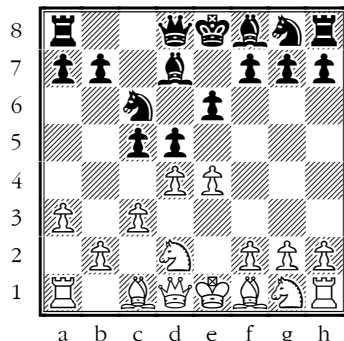
Now a curious double blunder:

[4...cxd4! 5.cxd4 dxe4 6.Nxe4]

5.a3??

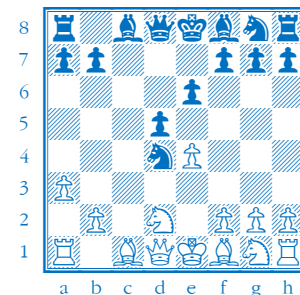


→ **TACTIC: outnumbered**
5...Bd7??



Bluffed or asleep at the wheel?

[5...cxd4 6.cxd4 Nxd4



→ **TACTIC: outnumbered**

is a free pawn for Black with zero compensation for White.]

6.Ngf3 Nf6 7.e5 Ng8

8.dxc5 Bxc5 9.Nb3 Bb6

10.Nbd4 Nxd4

[10...Nge7]

11.Nxd4!!=

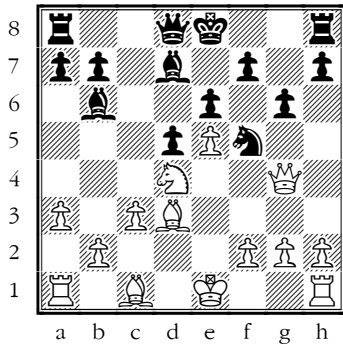
[11.cxd4!±]

11...Nh6 12.Bd3 Nf5±

13.Qg4?=-

[13.Nxf5 exf5 14.O-O±]

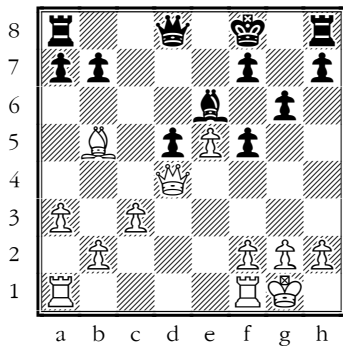
13...g6??+-



This is fatally weakening while the dark-squared Bishop is away from home.

[13...Bxd4 14.cxd4 0-0]

**14.Bg5! Qc8 15.O-O
Bd8 16.Bxd8 Qxd8
17.Nxf5?! exf5 18.Qd4
Be6 19.Bb5+ Kf8**

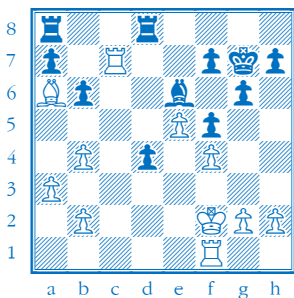


This is still rather better for White (bad Bishop, IQP) but all the swaps have eased Black's position.

↻ Exchanges are never equal.

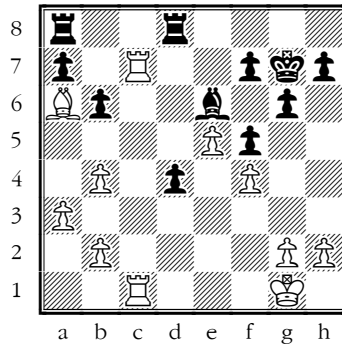
**20.Rac1 Qa5 21.Qb4+
Qxb4 22.cxb4 Kg7
23.Rc7 b6 24.Ba6 Rhd8
25.Rfc1**

[25.f4! d4 26.Kf2!]



keeps the d-pawn "under lock and key", as Nimzowitsch instructed.]

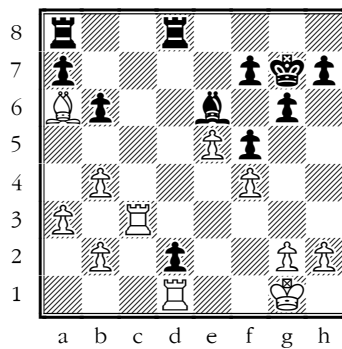
25...d4 26.f4?



This lets the d-pawn get away from you

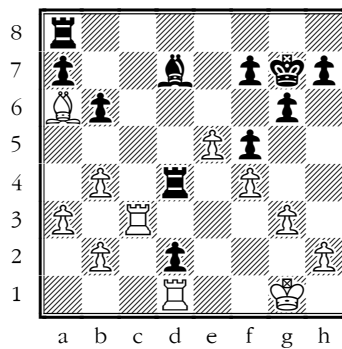
[26.Bd3!]=]

**26...d3 27.R7c3 d2
28.Rd1**



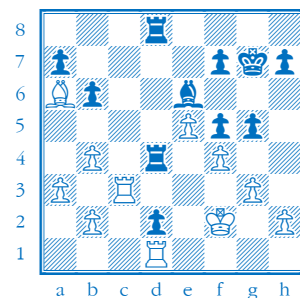
You were quite sanguine about the d-pawn in your guts but I think I was right to be worried.

28...Rd4 29.g3 Bd7??

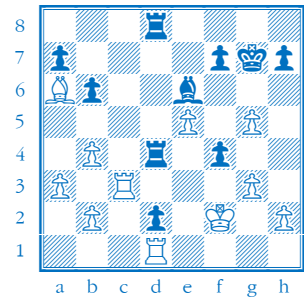


Now White will win the d-pawn and the game.

[29...Rad8! 30.Kf2 g5!]

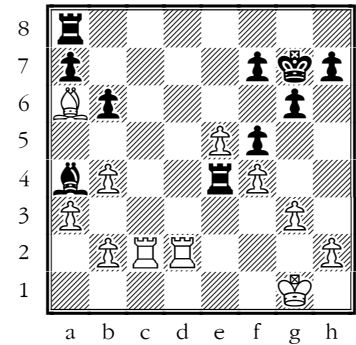


wins for Black 31.fxg5 (31.Ke2 gxf4 32.gxf4 Rxf4 33.Rxd2 Rxd2+ 34.Kxd2 Rf2+ 35.Ke3 Rxb2 36.Rc7 Rxb2 37.Rxa7 Rh3+ 38.Kf2 Rxa3 39.b5-+) 31...f4!



a clearance sac to activate the Bishop 32.gxf4 (32.Be2 fxe3+ 33.hxe3 Kg6-+ 34.Ke3 Kxg5 35.Rd3 Rxd3+ 36.Bxd3 Bf5-+) 32...Rxf4+-+]

**30.Rc2 Ba4 31.Rdxd2
Re4??**



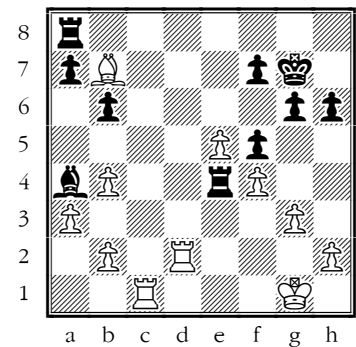
sets up a fork on the diagonal

[31...Rad8!+-]

32.Rc1?!

[32.Rc7!]

32...h6?? 33.Bb7!



→ TACTIC: fork

Ouch!

**33...Re8 34.Bxe4 fxe4
35.Rc7 a6 36.Re2 Rd8
37.Kf2 Rd4 38.Ke3 Rd1**

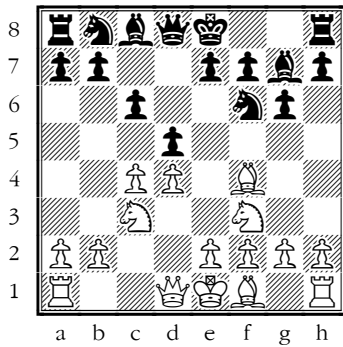
39.Kxe4 Bb5 40.Rf2
Bd3+ 41.Ke3 Bf5 42.Rd2
Re1+ 43.Kf2 Re4 44.Rb7
b5 45.Rc7 Be6 46.Rd6+-
1-0

Suhayl - Charlie 2.2

[D92 Grunfeld Defence, Classical
Variation]

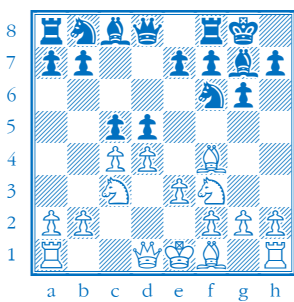
“ A solid enough opening –
maybe too solid – but you
aimed for a sensible
central break and when
you achieved it White
collapsed.

1.d4 Nf6 2.c4 g6 3.Nc3
d5 4.Nf3 Bg7 5.Bf4 c6?!



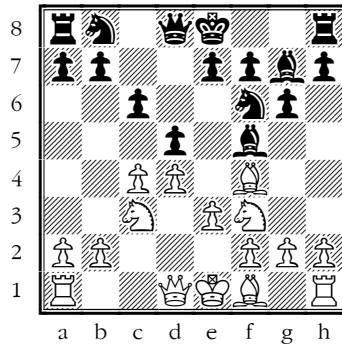
Rather passive but not bad –
I would prefer to aim for ...c5!

[5...0-0 6.e3 c5!



and Black's setup looks more
pointed.]

6.e3 Bf5?!



A bit early to commit this
piece, and if you do want to
develop it now, e6 might be
better.

[6...0-0]

7.Be2 Qb6 8.Qd2

[8.Qb3!±]

8...Ne4 9.Nxe4 Bxe4
10.O-O O-O 11.Ne5

[11.Ng5! Bf5 12.g4 Bc8
13.h3±]

11...f6 12.Nf3 Nd7
13.Qc3?!

[13.b4!±]

13...Rfe8

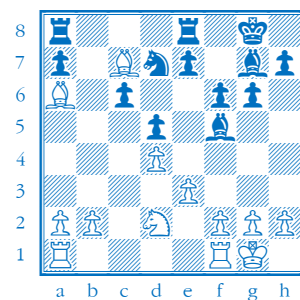
[13...e5!? 14.dxe5? (14.Bg3!±)
14...Bxf3 15.Bxf3?? fxe5-+]

14.Nd2 Bf5?

[14...e5!?!±]

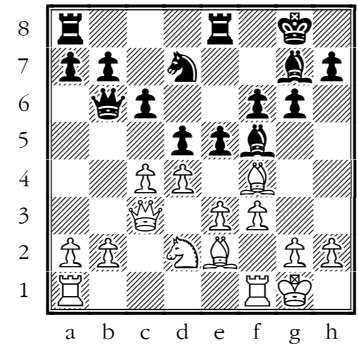
15.f3?

[15.cxd5! cxd5 16.Bc7 Qc6
17.Qxc6 bxc6 18.Ba6!+-



Winning]

15...e5!+-



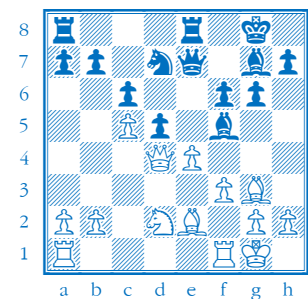
This move transforms Black's
chances.

16.c5 Qd8 17.Bg3 exd4
18.Qxd4

[18.exd4?? Rxe2]

18...Qe7 19.Bf2?!

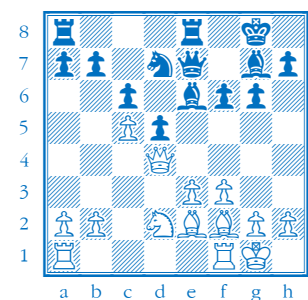
[19.e4! 7



was best]

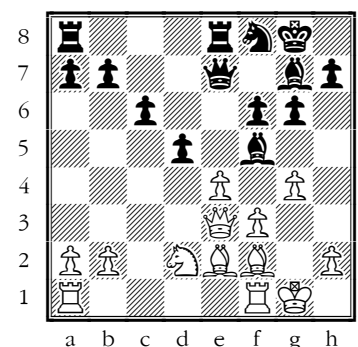
19...Nxc5

[19...Be6!



idea f5]

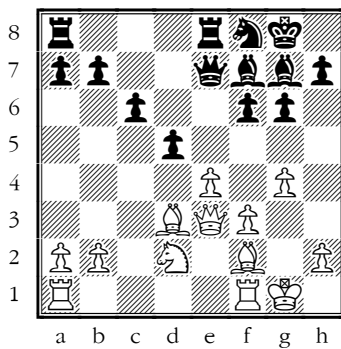
20.e4 Ne6 21.Qe3 Nf8
22.g4?



White keeps digging.

[22.Qb3! 7]

22...Be6 23.Bd3 Bf7



An odd crouching posture, but Black stands much better.

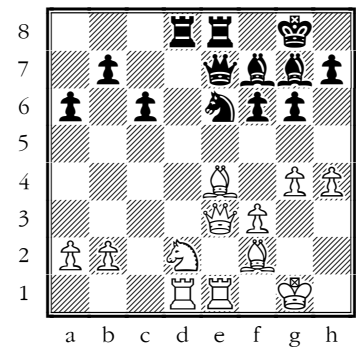
24.Rfe1?!

[24.Rad1]

**24...dxe4 25.Bxe4 Rad8
26.Rad1?? a6?–+**

[26...f5! 27.gxf5 gxf5 28.Bxf5??
Qf6]

27.h4 Ne6



...0–1 Black wins.

3 Bradley Holland

“ A couple of wobbles spoiled some good starts. ”

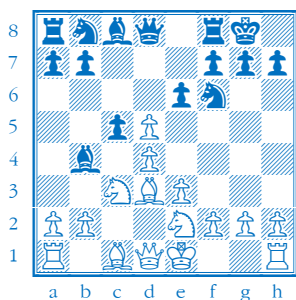
Bradley - NN 3.1

[E47 Nimzo-Indian, Rubinstein Variation]

“ You achieved a very nice position on the White side of the Nimzo but missed an important check.

**1.c4 Nf6 2.d4 e6 3.Nc3
Bb4 4.e3 O-O 5.Bd3 c5
6.Nge2 d5 7.a3**

[7.cxd5

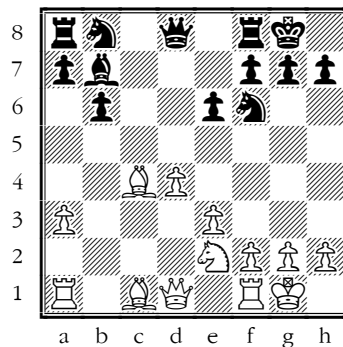


is much the most common move here]

7...Bxc3+ 8.bxc3 b6

[8...dxc4 9.Bxc4 Qc7=]

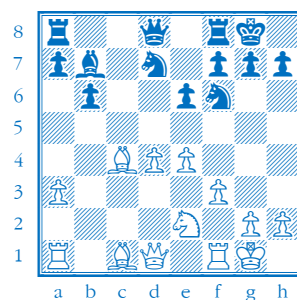
**9.O-O cxd4? 10.cxd4
dxc4 11.Bxc4 Bb7±**



This has all gone very well for White – two Bishops and an uncompromised Pawn centre.

12.f3 Nbd7?! 13.Bb2±

[13.e4!±



idea Be3]

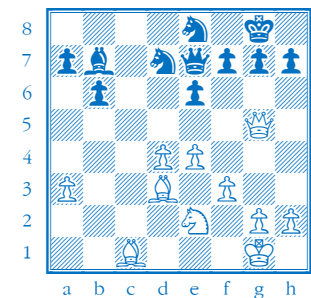
13...Rc8 14.Rc1!±±

[14.Bd3!??]

**14...Qe7?!± 15.e4 Rfd8
16.Qe1 Rc7?! 17.Qg3
Rdc8 18.Bd3 Rxc1**

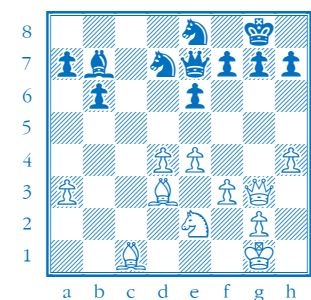
**19.Rxc1 Rxc1+ 20.Bxc1
Ne8 21.Nc3?!**

[21.Qg5±



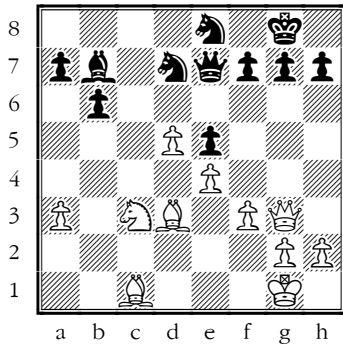
reduces Black's counterplay – none of their pieces look good after a Queen swap.;

21.h4



makes use of the Qg3]

21...e5 22.d5??

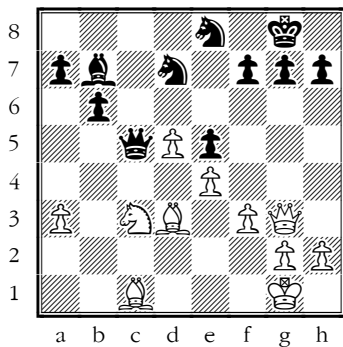


Oh dear

☞ **ECECEM**

[22.Qf2±]

22...Qc5+



➔ **TACTIC: fork**

picks up the Knight for free

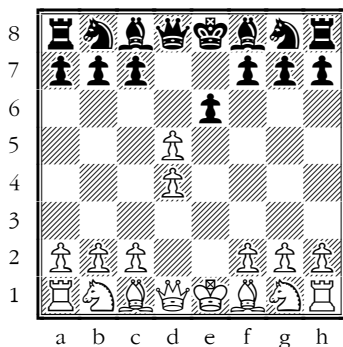
0-1

Bradley - JA 3.2

[C01 French Defence, Exchange Variation]

“ An odd double blunder left you ahead by an exchange and a straightforward win.

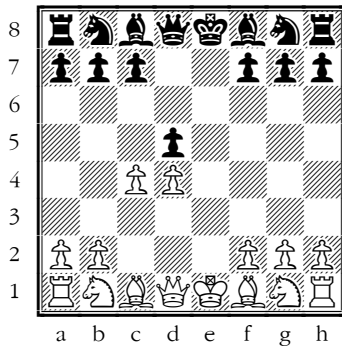
1.e4 e6 2.d4 d5 3.exd5



I'm not fond of the Exchange Variation...

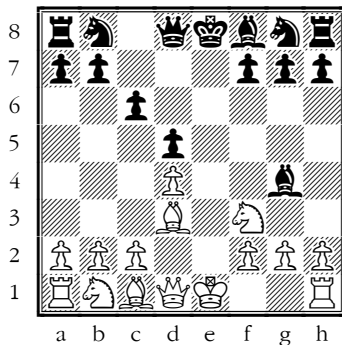
3...exd5 4.Nf3

[4.c4



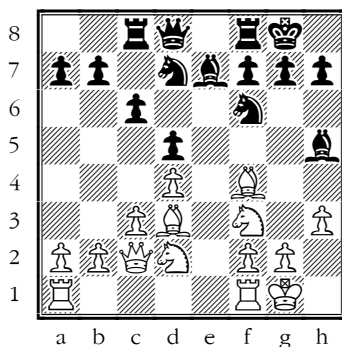
...but this might ask some questions of Black.

4...c6 5.Bd3 Bg4



I expect Black should develop the King's-side first and castle.

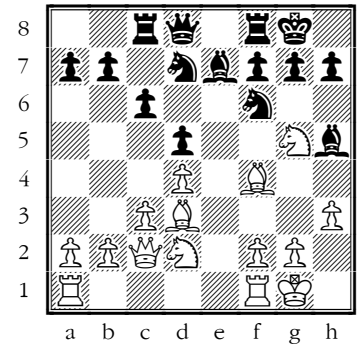
6.O-O Be7 7.Bf4 Nf6
8.h3 Bh5 9.Nbd2 O-O
10.c3 Nbd7 11.Qc2
Rc8?!



This rather makes a promise to the Rc8 that the c-file will open, but Black shouldn't take on an IQP without care. You already have an open file.

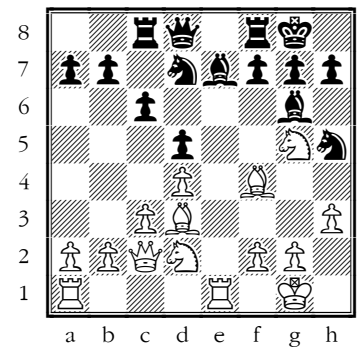
☞ **Avoid pawn weaknesses.**

12.Ng5?!



Not a hard threat to meet, and sets up some tactics for Black, so White should improve the position instead.

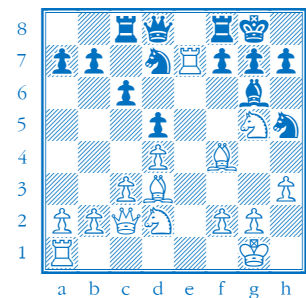
12...Bg6 13.Rfe1?? Nh5!



➔ **TACTIC: discovery, undermine.**

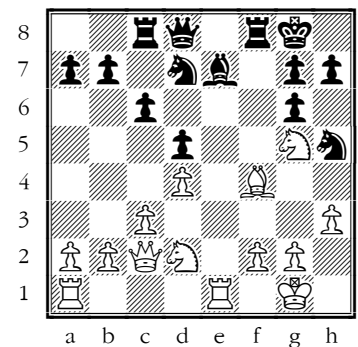
14.Bxg6--

[14.Rxe7



is best but losing of course
14...Qxe7 15.Be3]

14...fxg6??+--

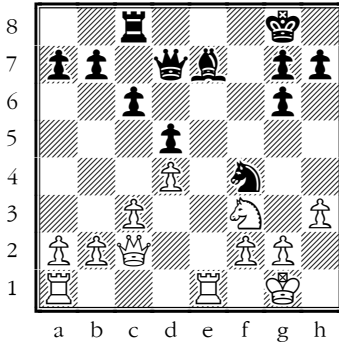


Black reverses the evaluation with this choice.

[14...hxc6!]

→ **TACTIC: fork**

15.Ne6 Qe8 16.Nxf8 Nxf4 17.Nxd7 Qxd7 18.Nf3



with a clean Exchange advantage and a straightforward winning game.

18...Re8 19.Re3 Qd8?! 20.Rael Kf7 21.Ne5+ Kg8 22.Rf3 Nh5 23.Ng4 Qd6 24.Qe2 Nf4 25.Qe5 Qxe5 26.Rxe5 Nh5 27.Rfe3 Kf7 28.g3 Nf6 29.Re6 Ne4 30.Re5 h5 31.Rf3+ Bf6 32.Rxe8 Kxe8 1-0

Ben - Bradley 4.3

[D52 Semi-Slav Defence]

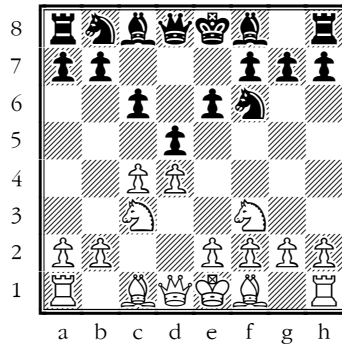
“ You saddled yourself with a bad Bishop and although exchanges eased your position, your Bishop remained bad and a final blunder saw it lost.

1.d4 d5 2.c4 c6 3.Nc3 Nf6

[3...dxc4;

3...e5]

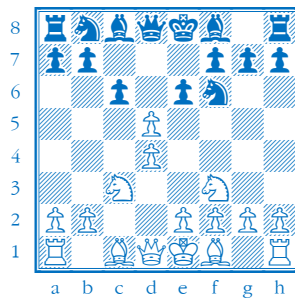
4.Nf3 e6



The Semi-Slav scores very well for Black

5.Bg5

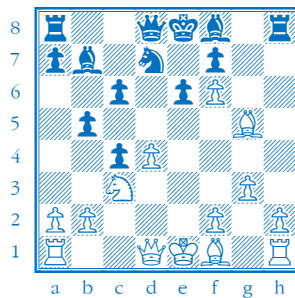
[5.cxd5



This is a less well-thought-of version of the Exchange, but probably easier to handle than the main lines.]

5...Nbd7

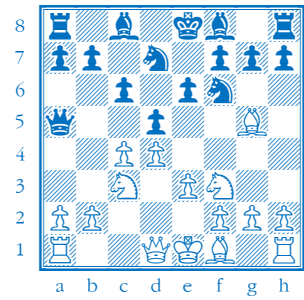
[5...dxc4 6.e4 b5 7.e5 h6 8.Bh4 g5 9.Nxg5 hxc5 10.Bxc5 Nbd7 11.exf6 Bb7 12.g3



is the very complicated main line, which I can hardly recommend for either side, as the theory is so advanced.]

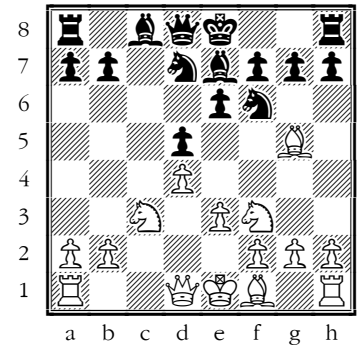
6.e3 Be7

[6...Qa5



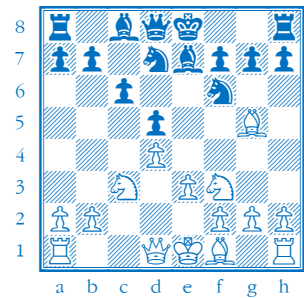
is the Cambridge Springs, with fair chances for Black.]

7.cxd5 cxd5?!



↪ **Bishops need open lines.**

[7...exd5!

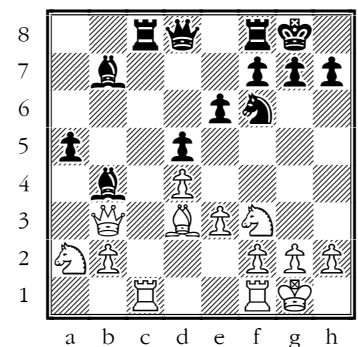


is kinder to the Bc8 8.Bd3]

8.Be2

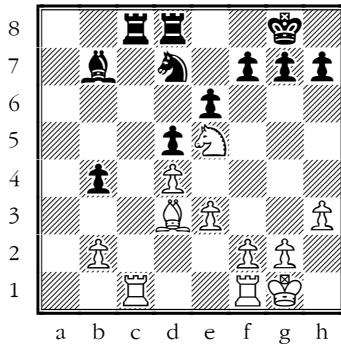
[8.Bd3!]

8...O-O 9.O-O a6 10.a3 b5 11.Rc1 Bb7 12.Qc2 Rc8 13.Bxf6?! Nxf6 14.Bd3 b4 15.axb4 Bxb4 16.Qb3= a5?! 17.Na2!



securing a better Bishop

17...Qb6 18.Nxb4 Qxb4
19.Qxb4 axb4± 20.Ne5
Rfd8 21.h3± Nd7?



This allows White to seize control of the position.

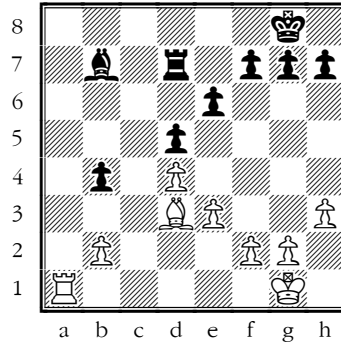
22.Nxd7±

[22.Rxc8 Bxc8 23.Nc6! ♯]

22...Rxd7 23.Rxc8+
Bxc8 24.Rc1?

[24.Ra1]

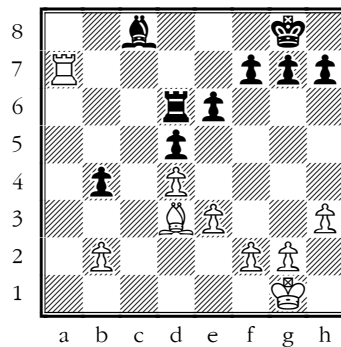
24...Bb7 25.Ra1?!



White has lost a move.

[25.Rc5]

25...Rd6 26.Ra7 Bc8??

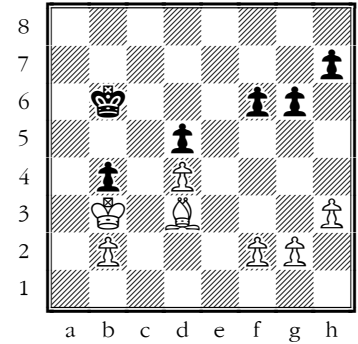


loses the piece

[26...Rb6!±]

→ TACTIC: pin

27.Ra8 Rc6 28.Ba6 g6
29.Rxc8+ Rxc8 30.Bxc8
Kf8 31.Kf1 Ke7 32.Ke2
Kd8 33.Ba6 Kc7 34.Kd2
Kb6 35.Bd3 f6 36.Kc2 e5
37.Kb3 exd4 38.exd4+–



...
1-0

4 Jun Li Yeap

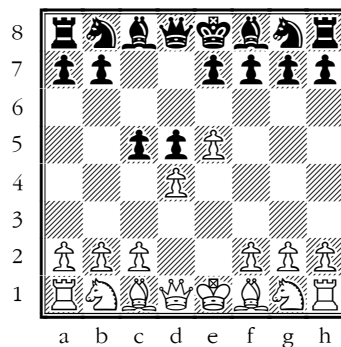
“ You didn’t get the results you deserve on the day . I have a picture of you as a fine attacking player but you didn’t really get going in these games.”

BS - Jun Li 4.1

[B12 Caro-Kann Defence, Advance Variation]

“ Both sides had chances for advantage but in the end White lacked the courage of their position. You had a complicated chance to win on move 19, but that’s a computer find and you may be forgiven for missing it.

1.e4 c6 2.d4 d5 3.e5 c5!?



This formerly rare move has been growing in popularity.

[3...Bf5]

4.dxc5 Nc6

[4...e6!?

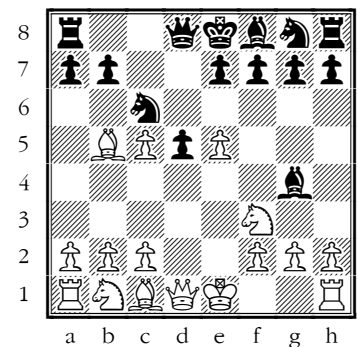
5.Nf3

[5.Bb5!?

5...Bg4 6.Be2?!

[6.c3! e6;

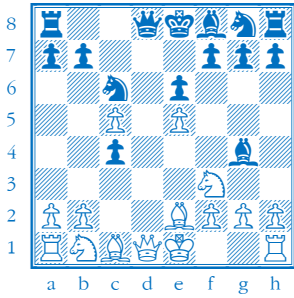
6.Bb5!?



is still better than the move chosen

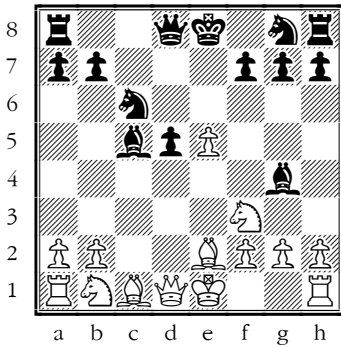
6...e6 7.c4 Bxc5

[7...dxc4! ♯]



is more awkward for White to meet]

8.cxd5 exd5=



Black is fine here with full equality.

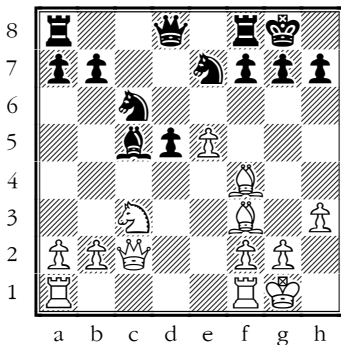
9.O-O Nge7 10.Bf4 O-O 11.h3 Bh5 12.Qc2?! Bxf3

[12...Bd4!]

13.Bxf3 Qb6? =

[13...Bd4! 14.Re1 Ng6! -+]

14.Nc3 Qd8? ±

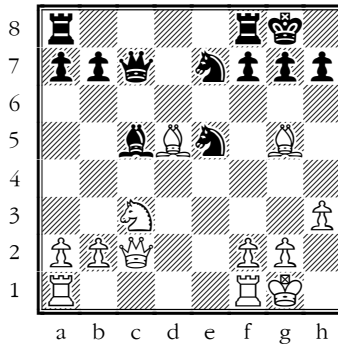


Rather too defensive.

[14...Nd4! = 15.Qd1 Ng6 (15...Qxb2)]

15.Bg5 Nxe5 16.Bxd5 Qd7?

[16...Qc7 ±



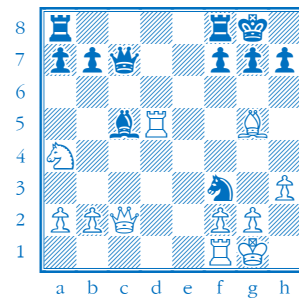
directly is better

17.Rad1 Qc7 18.Na4 Nxd5 19.Rxd5??

[19.Qxc5! ±]

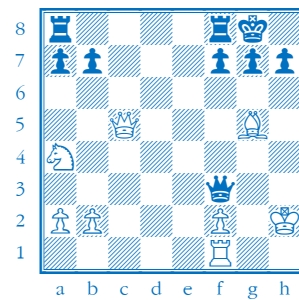
19...b6??

[19...Nf3 +! + -



☞ ECECEM

Not easy to see all the way through? It's all checks and forced replies. 20.gxf3 Qg3+ 21.Kh1 Qxh3+ 22.Kg1 Qg3+ 23.Kh1 Qxf3+ 24.Kh2 Qxd5 25.Qxc5 Qf3



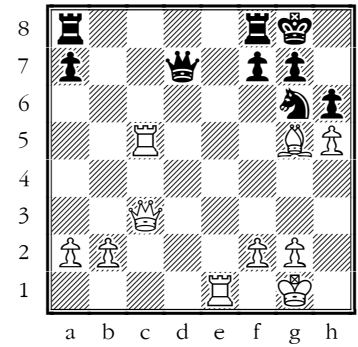
Black has not so great a material advantage but many pawns and White's King safety is non-existent.]

20.Nxc5 bxc5 21.Rxc5 Qd6 22.Rd1 Qe6 23.Qc3?!

[23.b3 + -;

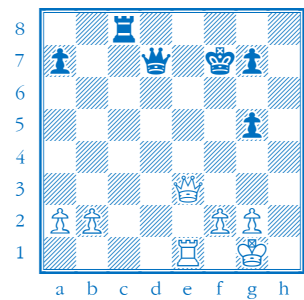
23.b4 + -]

23...Ng6 24.Re1 Qd7 25.h4 h6 26.h5 + -



Draw agreed, but White is much better here.

26...hxg5 27.hxg6 Rac8 28.Rxc8 Rxc8 29.gxf7+ Kxf7 30.Qe3 + -



White has an extra pawn and a better position.

1/2 - 1/2

Jun Li - Jack 4.2

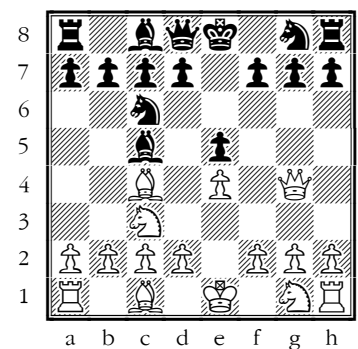
[C25 Vienna Game]

“ You couldn't settle on a meaningful plan and eventually allowed Black to storm down the King's-side.

1.e4 e5 2.Nc3 Nc6 3.Bc4

[3.f4]

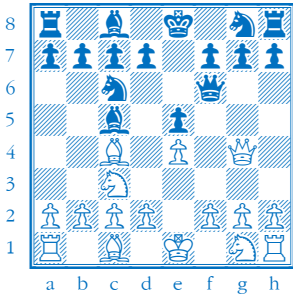
3...Bc5 4.Qg4



John Emms recommends this line in *Attacking with 1.e4*.

4...g6

[4...Qf6?

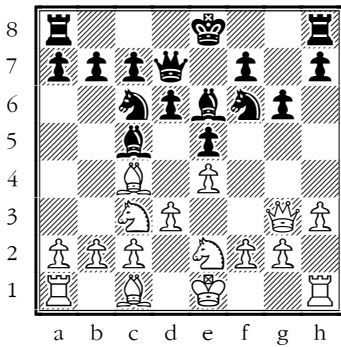


is a well-known mistake, 5.Nd5!]

5.Qf3 Nf6 6.Nge2 d6
7.d3

[7.h3!?

7...Bg4 8.Qg3 Qd7 9.h3
Be6±

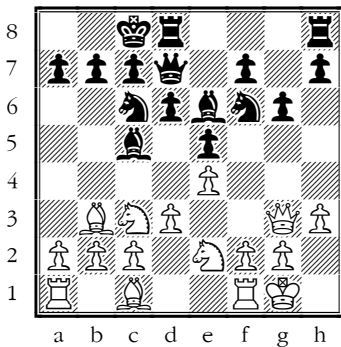


Black is solid but White is better here.

10.Bb3?!

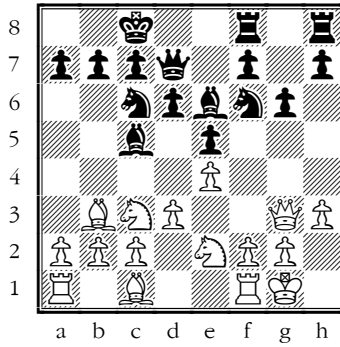
[10.Qf3!± Nh5 (10...Qe7??
11.Bg5+→) 11.Bb5]

10...O-O-O 11.O-O?!



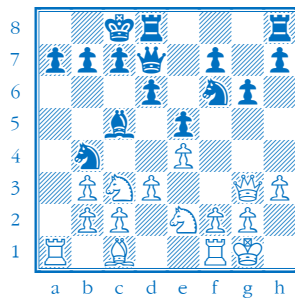
White's last two moves have been rather too cautious.

11...Rdf8?!



Promising to open the f-file...

[11...Bxb3! 12.axb3 Nb4! 7

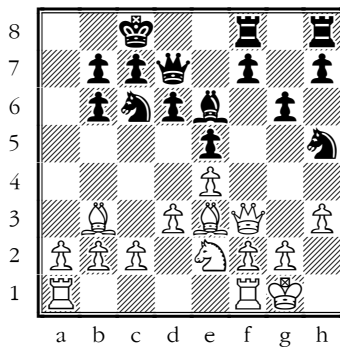


was more direct.]

12.Be3=

[12.Bh6!±]

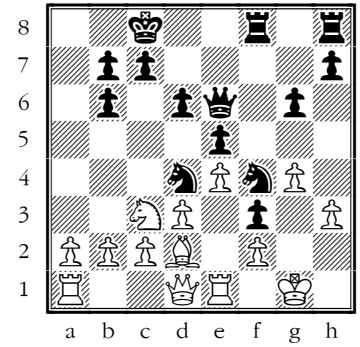
12...Bb6?!± 13.Nd5 Nh5
14.Nxb6+ axb6 15.Qf3?=-



Puts the Queen on a file that is very likely to become open. White has rather dithered and Black now seizes the initiative.

[15.Qh4!±]

15...f5 16.Nc3? f4!
17.Bd2 Nd4 18.Qd1 f3
19.Bxe6 Qxe6 20.g4 Nf4
21.Re1?



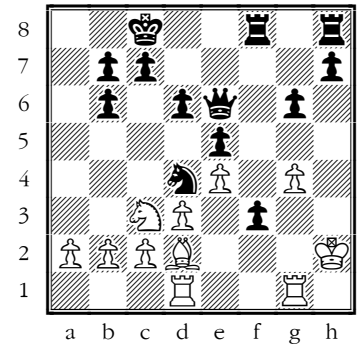
The roof has caved in on White's defences.

[21.Bxf4]

21...Nxb3+ 22.Kh2 Nxf2

[22...Qxg4!]

23.Rg1 Nxd1 24.Raxd1



... 0-1 Black wins.

5 Aritra Paul

“ On another day 2/3 might have been our top score, so well done! ”

Josh - Aritra 5.1

[C29 Vienna Gambit]

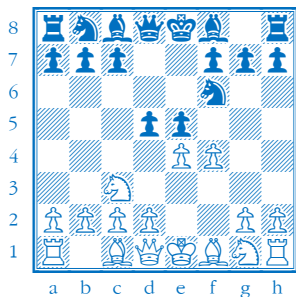
“ White was much better out of the opening but stuck out their chin and was knocked out.

1.e4 e5 2.Nc3 Nf6 3.f4 d6?

Ooh, very passive!

☞ Fight for the centre

[3...d5!



is the only move that gives Black any chance of equality, but it does equalise in all lines 4.fxe5 Nxe4 5.Qf3 (5.Nf3 Bc5!;

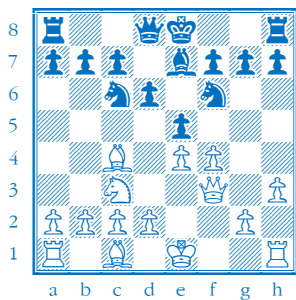
5.d3 Nxc3 6.bxc3 d4!) 5...Nc6!]

4.Nf3 Bg4 5.h3 Bxf3 6.Qxf3±

White has better development and the Bishop pair.

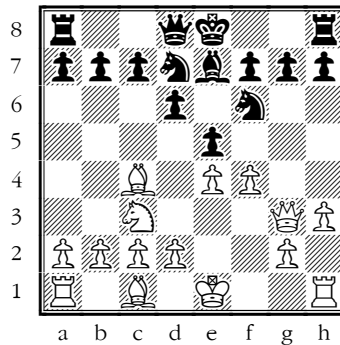
6...Be7 7.Bc4 Nbd7?!

[7...Nc6



has to be better]

8.Qg3?±

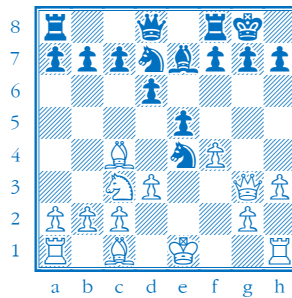


Setting up a pin...

→ TACTIC: pin

8...O-O 9.d3 Nb6

[9...Nxe4!-+]



goes for it straight away]

10.fxe5

[10.Qf3!]=]

10...dxe5=

[10...Nh5! 11.Qf3 Bh4+!

12.Kd1-+]

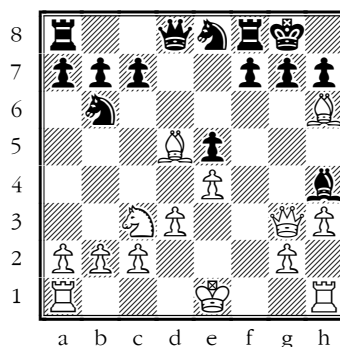
11.Bh6?? Ne8??

[11...Nh5!-+]

12.Bd5?

[12.O-O-O!±]

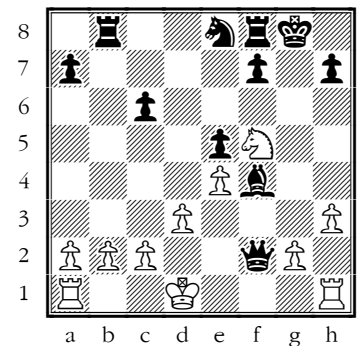
12...Bh4!



→ TACTIC: pin

And it's all over...

13.Bxg7 Bxg3+ 14.Ke2 Kxg7 15.Bxb7 Rb8 16.Bd5 Nxd5 17.Nxd5 c6 18.Ne3 Kg8 19.Nf5 Qg5 20.Kf3 Qf4+ 21.Ke2 Qf2+ 22.Kd1 Bf4



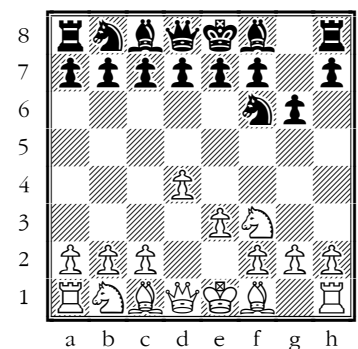
... 0-1 Black wins.

Aritra - DC 5.2

[A48 Grunfeld Defence, Closed Variation]

“ An interesting fight which you could have drawn even late on and probably lost only because you were still trying to win.

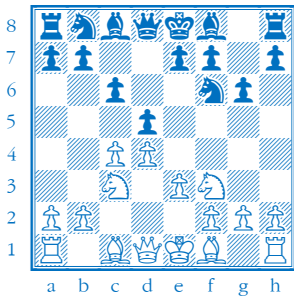
1.d4 Nf6 2.Nf3 g6 3.e3



Rather cautious.

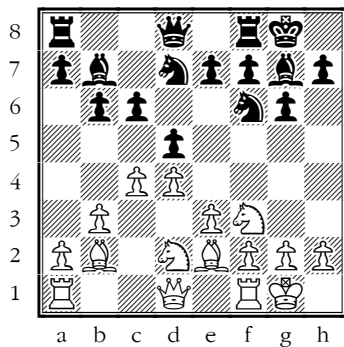
3...c6 4.c4 d5 5.Nbd2

[5.Nc3



is more direct.]

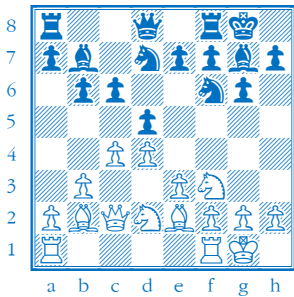
**5...Nbd7 6.b3 Bg7 7.Bb2
O-O 8.Be2 b6 9.O-O
Bb7±**



White has quite a nice position, with some options to expand. But Black breaks first...

10.Bd3?!=

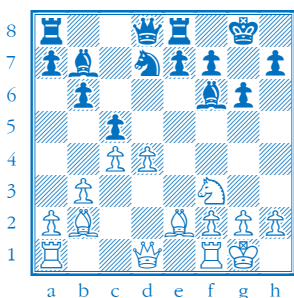
[10.Qc2±



development is your friend.]

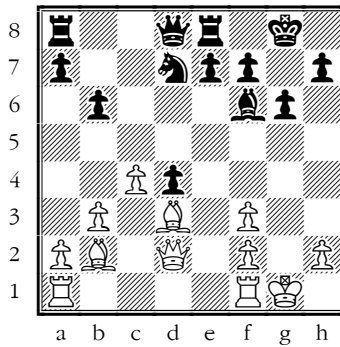
**10...Re8 11.e4? dxe4
12.Nxe4 c5! 13.Nxf6+
Bxf6 14.Qd2?**

[14.Be2!



was essential.]

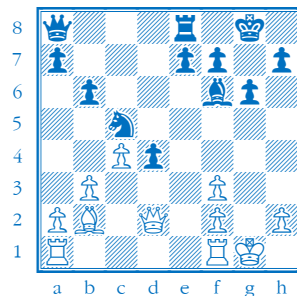
14...Bxf3 15.gxf3 cxd4+–



White's position is a mess and Black has an extra pawn .

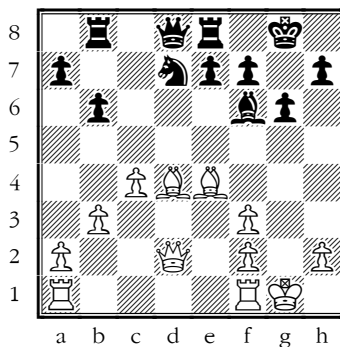
16.Be4 Rb8?±

[16...Nc5! 17.Bxa8 Qxa8–+



is more enterprising: White is hemorrhaging on the light squares.
18.Bxd4?? Rd8]

17.Bxd4±

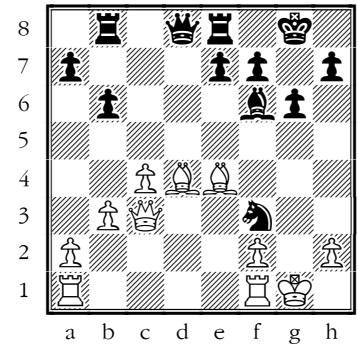


White hurries to get the pawn back.

17...Ne5?=

[17...e6! ♣

18.Qc3?? Nxf3+!

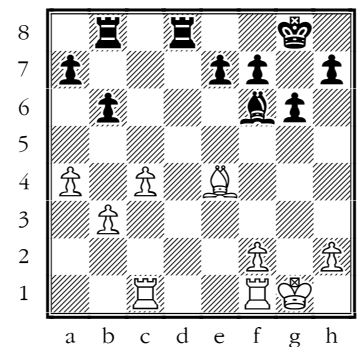


→ **TACTIC: discovery, overloading**

**19.Qxf3 Qxd4 20.Rad1
Qb2 21.a4 Red8**

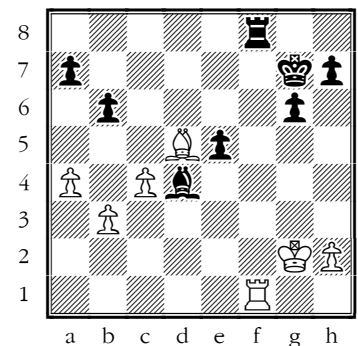
[21...Rbc8]

**22.Rb1 Qc3 23.Qxc3
Bxc3 24.Rbc1 Bf6**



↻ **Opposite-coloured Bishops are not a drawing factor with other pieces on the board.**

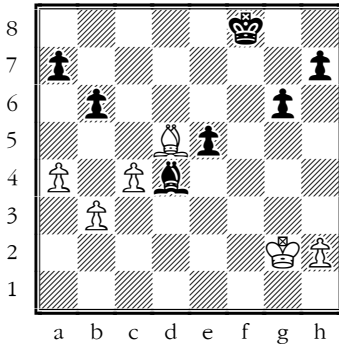
**25.Rfd1 Rd4 26.Rxd4
Bxd4 27.Rd1 e5 28.Kg2
Rd8 29.Bd5 Kg7 30.f4 f6
31.fxe5 fxe5?? 32.Rf1
Rf8?!**



But opposite-coloured Bishop endgames – without other pieces – are very drawish. Yet the opening of the f-file almost guaranteed the exchange of Rooks.

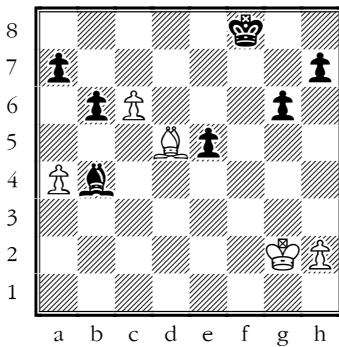
[32...Rd7]

33.Rxf8 Kxf8



White can sit tight and wait for Black to run out of ideas, but makes the bold decision of trying to use the Queen's-side majority.

34.b4 Bc3 35.c5 Bxb4 36.c6?



I like the attitude but this is a mistake.

'Playing for the loss' as Tarrasch called it.

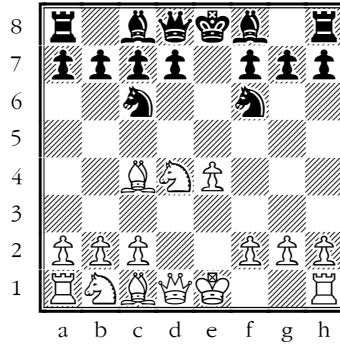
36...Bd6 37.Kf3 0-1

SW - Aritra 5.3

[C44 Two Knights' Defence]

“ Call me... Houdini? White had a crushing position out of the opening and had several chances to nail down the lid of your coffin, but after their hesitation and inaccuracy you leapt up and won.

1.e4 e5 2.Nf3 Nf6 3.Bc4 Nc6 4.d4 exd4 5.Nxd4?±

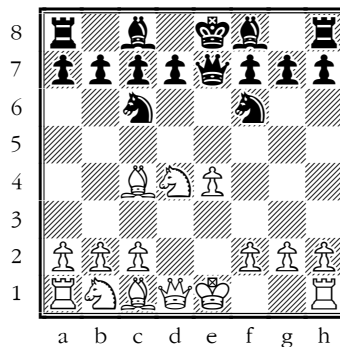


Too slow.

[5.e5!;

5.O-O!]

5...Qe7?±



An awkward move, likely to lead to trouble.

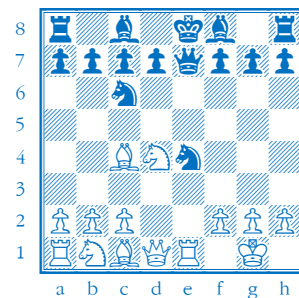
☞ **Trying to steal pawns in the opening rarely ends well,**

and this sets up a tactic like Re1.

[5...Nxe4! ♯]

6.Nc3?±

[6.O-O Nxe4?? 7.Re1+—

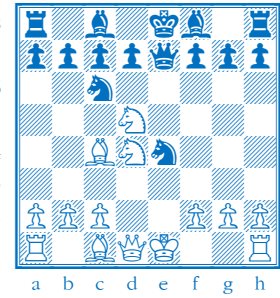


➔ **TACTIC: pin**

would be an example of trouble!]

6...Nxe4?+— 7.O-O?!±

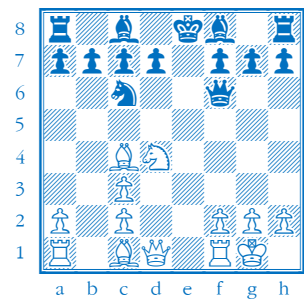
[7.Nd5!+—



is more trouble...]

7...Nxc3± 8.bxc3 Qd8??+—

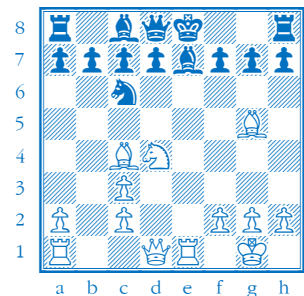
[8...Qf6!±



has to be better again – more active and developing.]

9.Re1+ Be7 10.Nxc6

[10.Bg5!



and Black's best is to abandon the piece with 10...O-O+— (10...f6?

11.Bxf6! gxf6 12.Qh5+ Kf8 13.Qf7#)]

10...bxc6 11.Bg5 f6

12.Qh5+—

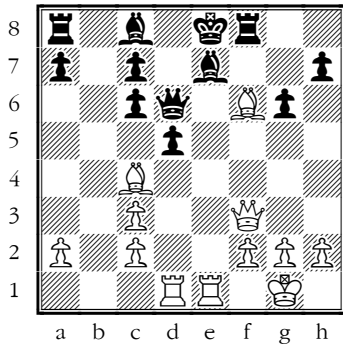
[12.Bxf6!+—]

12...g6 13.Qf3 Rf8

14.Bxf6 d5 15.Rad1

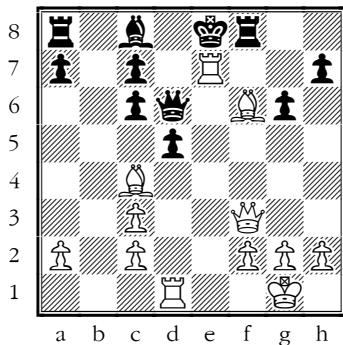
[15.Bxe7! Rxf3 16.Bxd8+ Kxd8 17.gxf3]

15...Qd6+—



White is still winning by a mile, but needs to find the way through.

16.Rxe7??-+



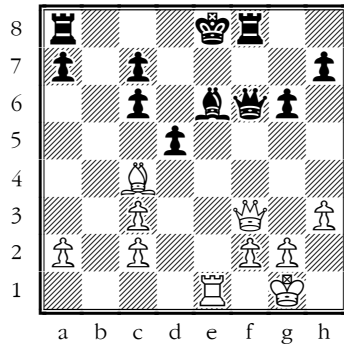
turns the tables...

[16.Bxe7!+-]

16...Qxe7

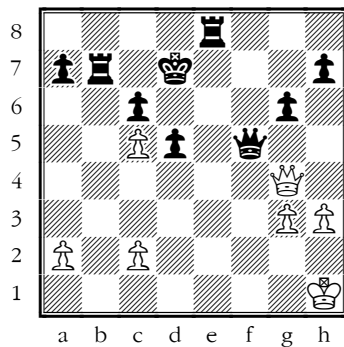
→ **TACTIC: pin**

17.h3? Qxf6 18.Re1+ Be6



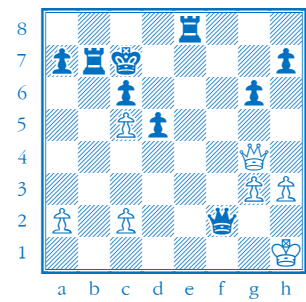
And Black is a whole Rook ahead!

19.Bxd5 cxd5 20.Qe2 Ke7 21.Kh1 Rab8 22.Rf1 Kd7 23.c4 Rfe8 24.Rd1 c6 25.Qe3 Rb7 26.c5 Bg4 27.Qd2 Bxd1 28.Qxd1 Qf4 29.g3 Qxf2 30.Qg4+ Qf5



Normally it's right to seek piece swaps when you are ahead.

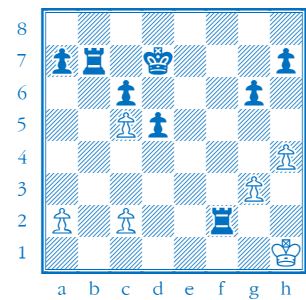
[30...Kc7



and Black mates.]

31.Qd1 Rf8 32.Kg2 Qf2+ 33.Kh1 Qf3+ 34.Qxf3 Rxf3 35.h4 Rb2

[35...Rf2!



is faster]

36.Kg2 Rc3 37.a4 Rbxc2+ 38.Kh3 Ke6 39.a5 Kf5 40.a6 Rxg3+ 41.Kxg3 Rc3+ 42.Kg2 Kg4 0-1

6 Guillaume Beaudoin-Pope

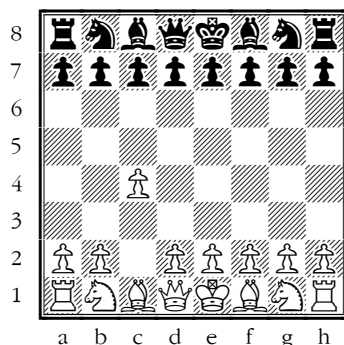
“ They're all tough in the U18s so 3/3 is a terrific performance for your first time at bat for Devon – well done. ”

MH – Guillaume 6.1

[A28 English Opening]

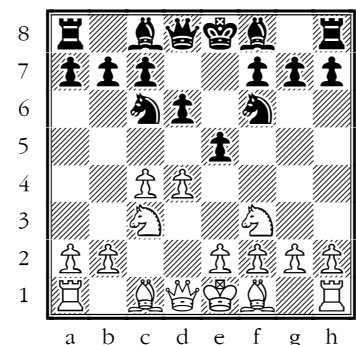
“ Black shed a pawn in the opening and White looked to have no problems converting the advantage to a win, but it all turned around – well done!

1.c4



This is a fine opening but you have to be pretty good at half-a-dozen others to play it well!

1...e5 2.Nc3 Nf6 3.Nf3 Nc6 4.d4 d6

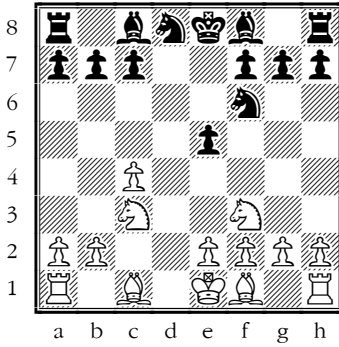


This, for example, is an Old Indian Defence

5.dxe5? =

[5.d5!±]

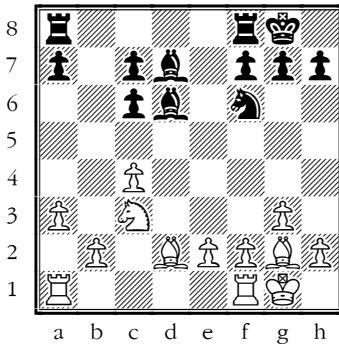
5...dxe5 6.Qxd8+
Nxd8??



→ **TACTIC: desertion**

drops a pawn

7.Nxe5 Bb4 8.Bd2 Nc6
9.Nxc6 bxc6 10.a3 Bd6
11.g3 Be6 12.Bg2 Bd7
13.O-O O-O



Scoresheet: "Nc4"

Sorry, I couldn't join up the dots. But seems like another nice steady endgame win.

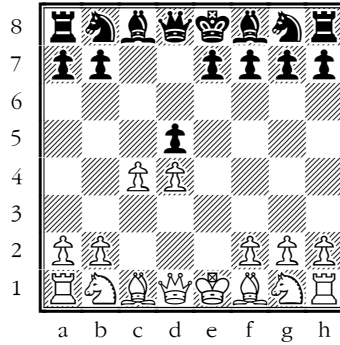
1-0

PS - Guillaume 6.2

[B13 Caro-Kann Defence, Panov-Botvinnik Attack]

“ Sensible opening play by Black tempted White to allow some pawn weaknesses, and in the end they decided the game.

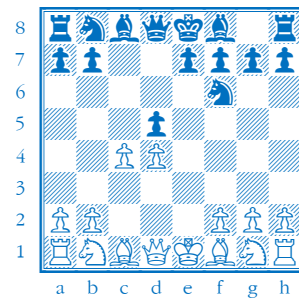
1.e4 c6 2.d4 d5 3.exd5
cxd5 4.c4!?



I like this approach for
White

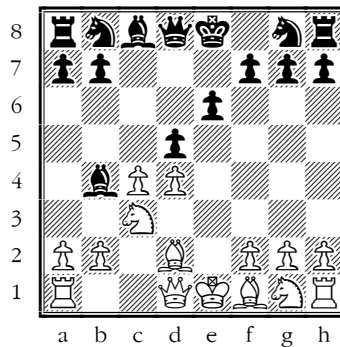
4...e6

[4...Nf6!



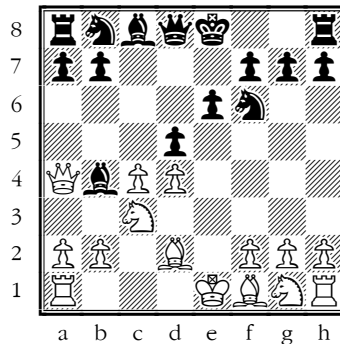
is more accurate]

5.Nc3 Bb4 6.Bd2?!



Ooh, rather weedy. Such a fine Bishop needs a better start to their career.

6...Nf6 7.Qa4+



With an obvious threat, but after the obvious reply, it's not clear White wants the Queen

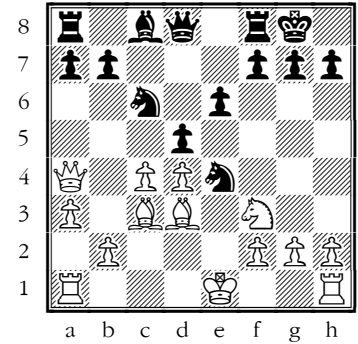
on this square – it isn't coordinating with the other pieces.

☞ Your moves need to improve your position.

7...Nc6 8.a3 Bxc3

9.Bxc3 O-O 10.Nf3 Ne4

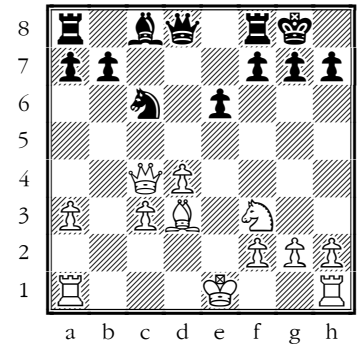
11.Bd3



Black can steer for an IQP position from here.

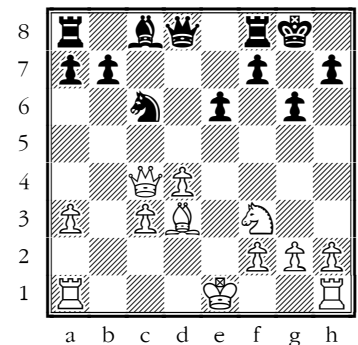
11...Nxc3 12.bxc3 dxc4

13.Qxc4



So not an IQP but White's pawns are not great.

13...g6?!=

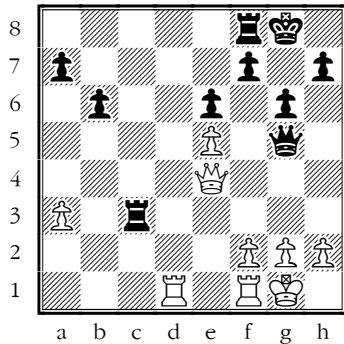


☞ You should play a weakening move only if you are forced to.

[13...Bd7!;

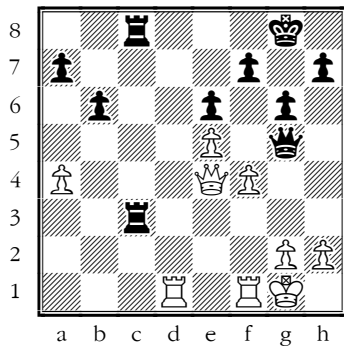
13...e5!?!]

14.Ne5? Nxe5 15.dxe5
b6 16.O-O Bb7 17.Rad1
Qg5 18.Be4 Rac8
19.Qd3 Bxe4 20.Qxe4
Rxc3



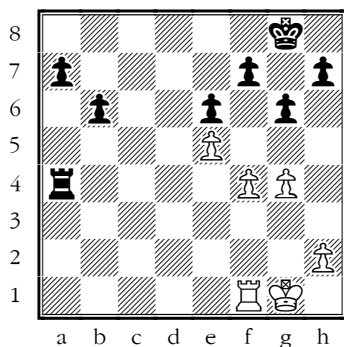
The weak White pawns start to drop.

21.a4 Rfc8 22.f4?



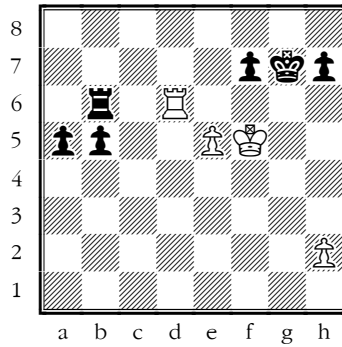
Weakening

22...Qe7 23.Qb1 Ra3
24.Qb5 Qc5+ 25.Qxc5
Rxc5 26.Rd4 Ra5 27.g4
R3xa4 28.Rxa4 Rxa4



With two connected passed pawns for the endgame.

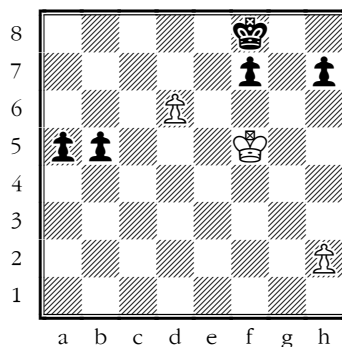
29.Kg2 Rd4 30.Kf3 Rd8
31.Ra1 a5 32.Rb1 Rb8
33.Ke4 b5 34.f5 exf5+
35.gxf5 gxf5+ 36.Kxf5
Rb6 37.Rd1 Kg7 38.Rd6?



With a positive idea but it doesn't work, so the Rooks should be retained.

☞ Avoid piece swaps if you are losing.

38...Rxd6 39.exd6 Kf8!



and White cannot make mischief with only the King.

40.Kf6 Ke8 41.h4 b4
42.h5 b3 43.Kg7 b2
44.Kxh7 Kd7

[44...b1Q+]

45.h6 b1Q+
0-1

Guillaume - OS 6.3

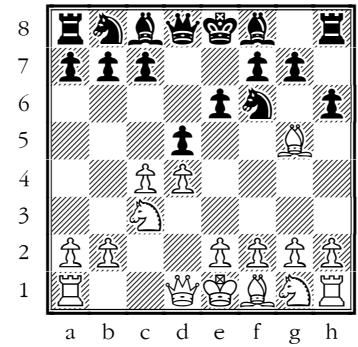
[D50 Queen's Gambit, Lasker Defence]

“ You ignored Black's slips early in the game but found a way to win a pawn and the game.

1.c4 Nf6 2.Nc3 d5 3.d4

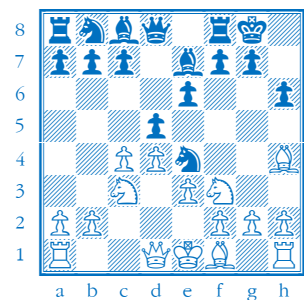
[3.cxd5]

3...e6 4.Bg5 h6?



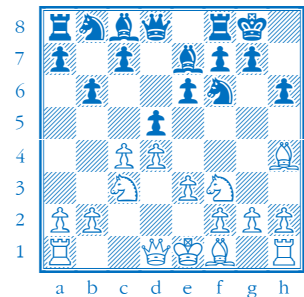
Oh dear – the most natural forcing moves by White lead to a big advantage!

[4...Be7 5.Nf3 O-O 6.e3 h6
7.Bh4 Ne4



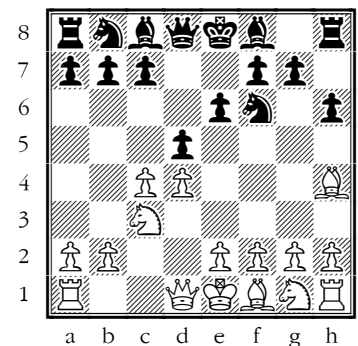
is the main line of Lasker's Defence

(7...b6



Tartakower Variation.)]

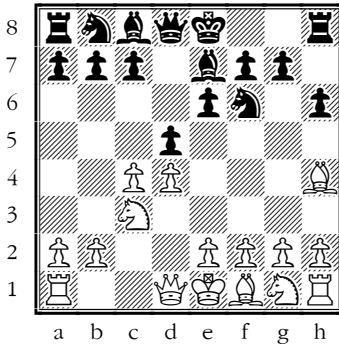
5.Bh4?



White ignores the opportunity.

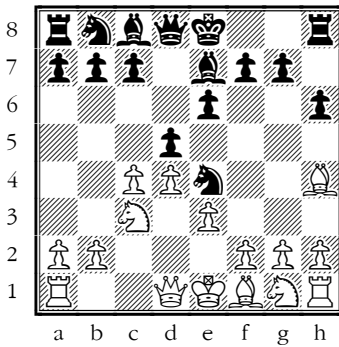
[5.Bxf6! gxf6 (5...Qxf6?
6.cxd5+-) 6.cxd5 exd5 7.e3±]

5...Be7



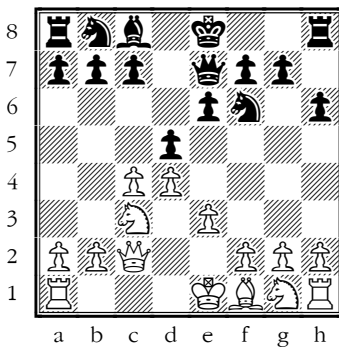
Back on track.

6.e3 Ne4



Lasker's Defence, although usually played with a different move order.

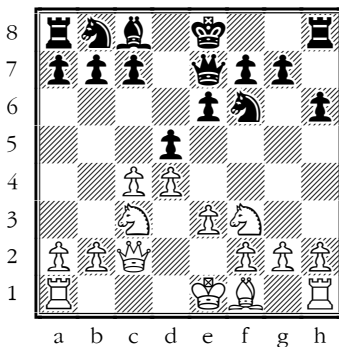
7.Bxe7 Qxe7 8.Qc2 Nf6?!



Loses time

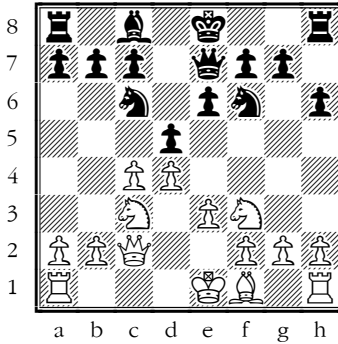
[8...Nxc3 9.Qxc3 O-O]

9.Nf3±



White is a little ahead in development and has the better Bishop.

9...Nc6?!



Not bad but it coordinates poorly with any attempt to develop the Bishop and Rooks.

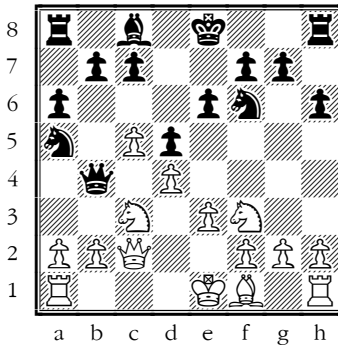
[9...O-O 10.Rc1;

9...dxc4!? 10.Bxc4 c5!]

10.Qb3 Qb4 11.c5?!

[11.Qxb4 Nxb4 12.Rc1!±]

11...a6? 12.Qc2 Na5??



The Black Queen is getting short of squares.

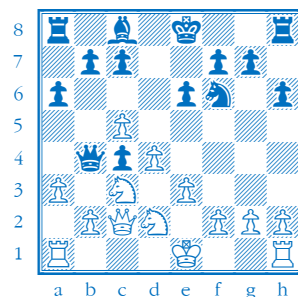
13.Nd2

[13.Ne5 O-O 14.Nd3 Qc4

15.b3+~]

13...Nc4? 14.Nxc4??

[14.Bxc4! dxc4 15.a3!



→ TACTIC: net

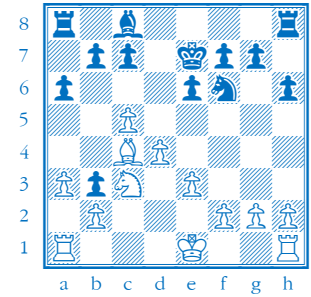
nets the Queen.]

14...dxc4 15.a3 Qb3

16.Qxb3 cxb3 17.Bc4 O-

O

[17...Ke7!

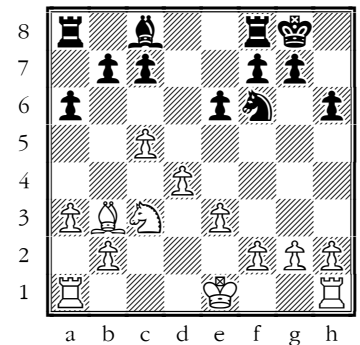


is more accurate.]

→ TIP: there is usually no need to hide the King away after an exchange of Queens; keep it centralised and ready to advance

→ KUFTE!

18.Bxb3

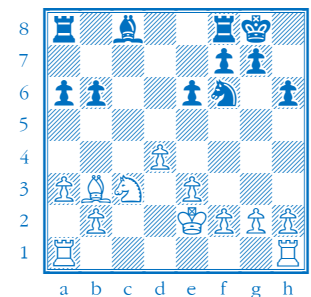


White is a pawn up with the better position and can convert without difficulty.

18...b6 19.cxb6 cxb6

20.O-O

[20.Ke2!

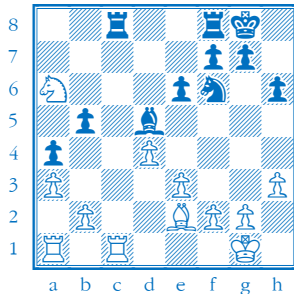


→ KUFTE!

is similarly more accurate; there is no need to hide the King away after the exchange of Queens.]

**20...Bb7 21.Na4 b5
22.Nc5 Bc6 23.h3 a5
24.Rfc1 a4 25.Bd1 Rac8
26.Na6 Bd5 27.Nb4**

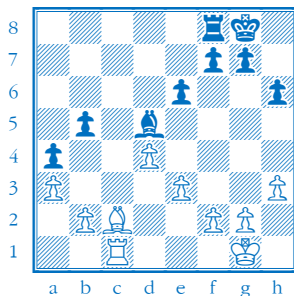
[27.Be2!



is best, with a crushing position.]

**27...Bc4 28.Rc2 Nd5
29.Nxd5 Bxd5 30.Rac1
Rxc2 31.Rxc2**

[31.Bxc2!

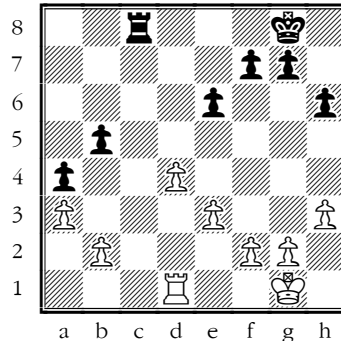


keeps control of the c-file.
31...Rc8??

→ **TACTIC: discovery**

32.Bh7+]

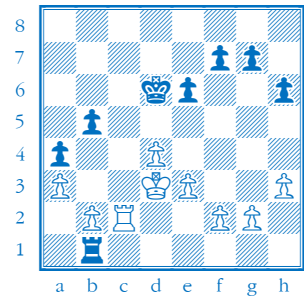
**31...Bb3 32.Rc1 Bxd1
33.Rxd1 Rc8!**



Black has improved their position and Rook endgames are among the most drawish.

**34.Rd2 Kf8 35.Kf1 Ke7
36.Ke2 Kd6 37.Kd3 f5?**

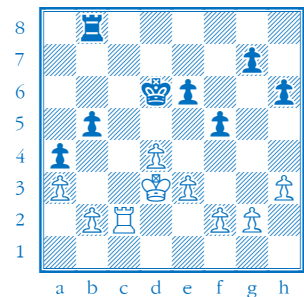
[37...Rc1! 38.Rc2 Rb1!



is more active and more awkward for White]

38.Rc2 Rxc2??

[38...Rb8



TIP: If you're losing, swap off pawns (not pieces)]

**39.Kxc2 Kd5 40.Kd3 g5
41.g4 f4 42.exf4 gxf4
43.h4 e5 44.dxe5 Kxe5
45.f3 Kd5 46.g5 hxg5
47.hxg5 Ke6 48.g6 Kf6
49.Ke4 Kxg6 50.Kxf4
Kf6 1-0**

UI8B

I Niranjana Narayanan

“ I did feel mean putting you up against the very best of the other teams but I thought you handled the pressure very well and deserved a better result. ”

ES - Niranjana I.I

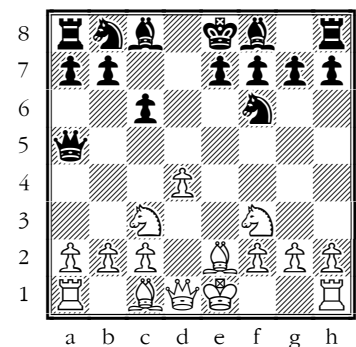
[B01 Scandinavian Defence, main line]

“ In an apparently quiet position, the advantage wandered back and forth, but there was a big chance to win a piece! Even in the final position you had some advantage with the two Bishops and a chance to badger White

**1.e4 d5 2.exd5 Qxd5
3.Nc3 Qa5 4.d4 Nf6
5.Nf3 c6**

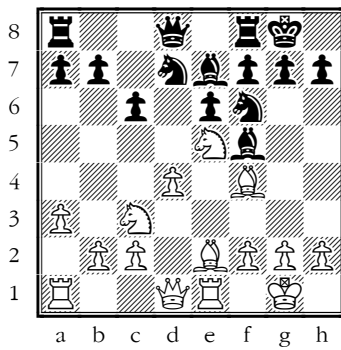
[5...Bf5]

6.Be2?!



Too quiet to cause Black any problems.

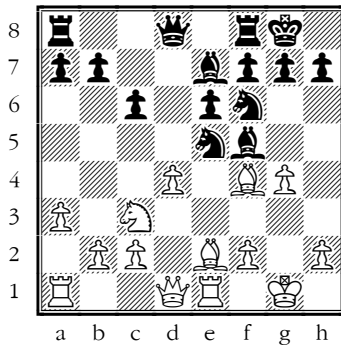
6...Bf5 7.O-O e6 8.Bf4
Nbd7 9.a3 Be7 10.Re1
O-O 11.Ne5 Qd8?!±



Too nervous a move.

[11...Nxe5! 12.Bxe5 (12.dxe5 Rfd8 13.Qc1 Ne4) 12...Nd7 13.Bg3]

12.g4! Nxe5?+-



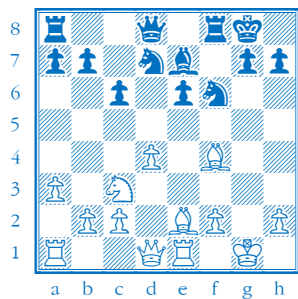
Not right here, but White is even less accurate and you get the advantage.

[12...Be4!±;

12...Bg6!±]

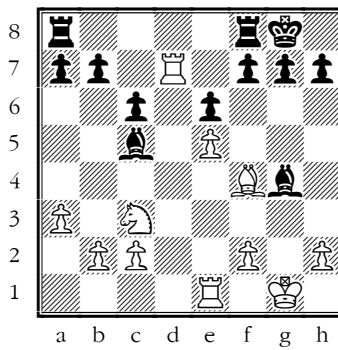
13.dxe5?=-

[13.gxf5! Ned7 14.fxe6 fxe6+-



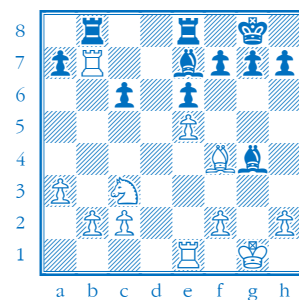
When White has the Bishop pair and a target on e6. The weak light squares around the White King are not so important when Black is passive and lacks a light-squared Bishop.]

13...Qxd1 14.Raxd1
Nxb4 15.Bxb4 Bxb4
16.Rd7 Bc5?=-



That lets the advantage slip.

[16...Rfe8! 17.Rxb7 Rab8 17



Black has the Bishop pair against an ineffective B + N]

17.Rxb7 f6?±

[17...Rab8! 18.Rc7? Rxb2 19.Rxc6 Bd4 17

18.Ne4 Bb6 19.exf6 gxf6 20.Bd6?±

[20.Nd6=;

20.Bh6=]

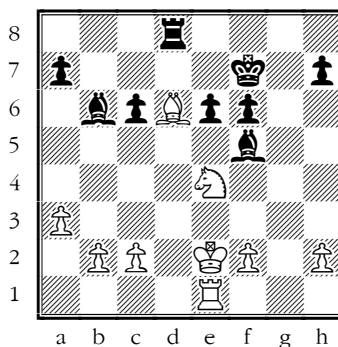
20...Rf7 21.Rxf7 Kxf7

22.Nc5? Rg8+-

[22...Rd8!-+]

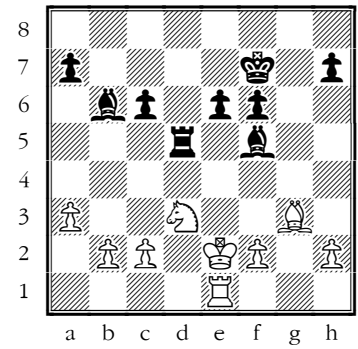
23.Kf1 Bh3+ 24.Ke2 Rg5

[24...Rd8! 25.Ne4 Bf5+-



wins a piece

25.Nd3 Rd5 26.Bg3
Bf5±



Black is clearly better, with the Bishop pair and some useful central pawns, but the win is quite a way off yet.

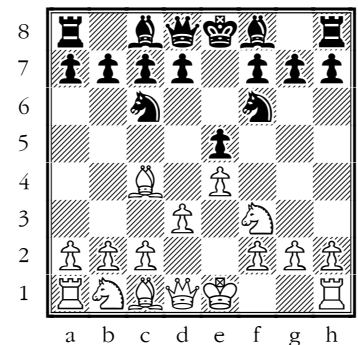
1/2-1/2

Niranjana - GH 1.2

[C50 Two Knights' Defence, Boring Variation]

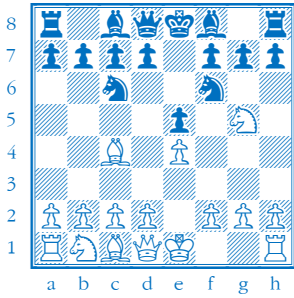
“ You dropped a pawn trying to force the issue, which was a shame, as I think the same ideas in a different order would have been promising. Once you were down on material, you built up for a King's-side attack, but there was nothing really there and eventually you blundered.

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

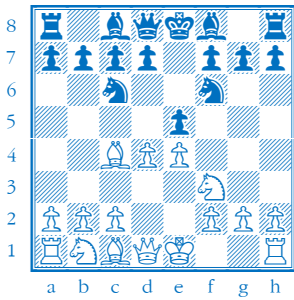


I've seen you favour dynamic lines like the Möller Attack in the past – a change of style?

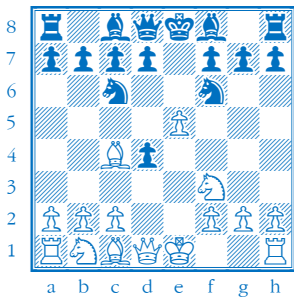
[4.Ng5!?



grabs a pawn 4...d5 5.exd5 Na5
6.Bb5+ c6 7.dxc6 bxc6 8.Be2;
4.d4!?

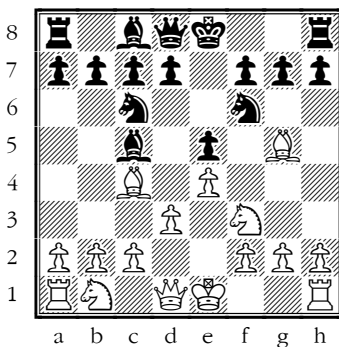


offers a pawn 4...exd4 5.O-O
(5.e5!?)



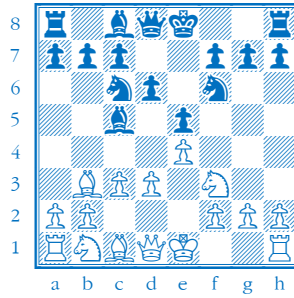
might be a clever way to seek a
plus) 5...Nxe4 6.Re1 with chances
of attack]

4...Bc5 5.Bg5

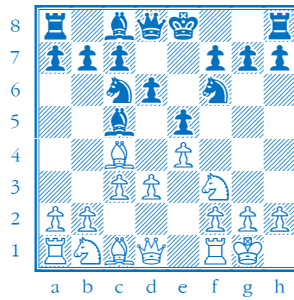


A bit early to commit this
piece

[5.c3 d6 6.Bb3



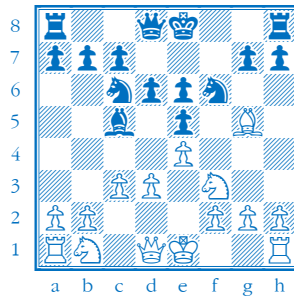
or;
5.O-O d6 6.c3



are more common set-ups]

5...d6 6.c3 Be6?!±
7.Qb3=

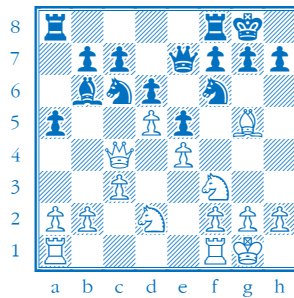
[7.Bxe6 fxe6±



and Black's setup lacks flexibility.]

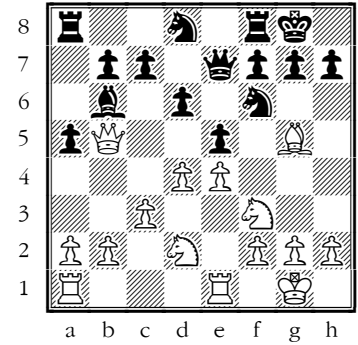
7...Bxc4 8.Qxc4 O-O
9.Nbd2 a5 10.d4 Bb6
11.O-O Qe7?! 12.Rfe1?!±

[12.d5!



is awkward for the Knight
12...Nb8±]

12...Nd8?! 13.Qb5!?



I suspect that's heading to
the wrong side – the Queen
lacks support from team-
mates. If you are hoping to put
pressure on e5, there is a
better move-order.

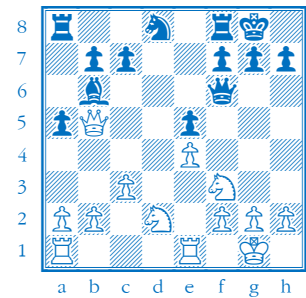
[13.Nh4!±;

13.Rad1±;

13.Bh4!±;

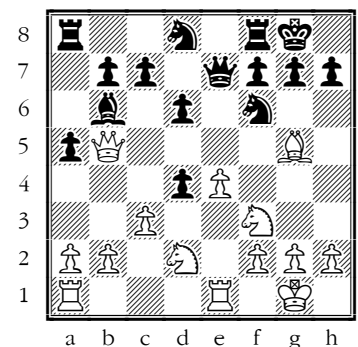
13.Bxf6!? Qxf6 14.dxe5 dxe5

15.Qb5±



and you steal the e5 pawn]

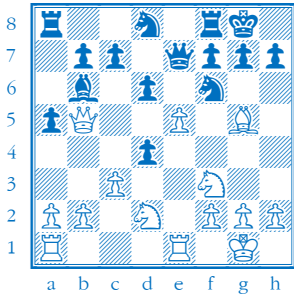
13...exd4!



The e-pawn steps out of
trouble.

14.cxd4!?

[14.e5!±



gives you chances of an advantage
[14...Qd7 15.Qd3]

14...Ne6 15.e5?

[15.Be3]

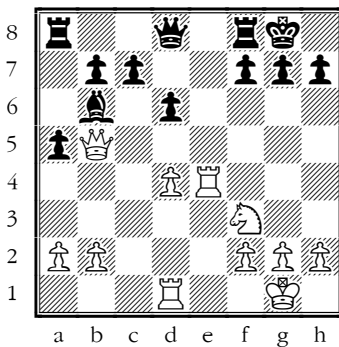
15...Nxf3 16.exf6?

[16.Nxf5! ♯]

16...Nxf3+

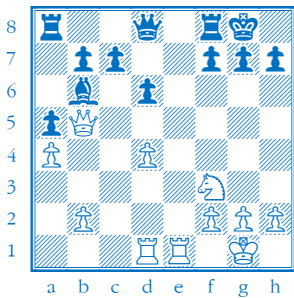
[16...Qxf6?? 17.Nxf5]

17.Nxf3 Qxf6 18.Rad1 Qd8 19.Re4!?



I liked this plan and visually you got some attacking chances but Stockfish is scornful. Objectively, Black has no weaknesses and can get pieces over to the King's-side as fast as you.

[19.a4!?



perhaps the best idea is to sit tight and wait for a mistake, but that's hard to do.]

19...d5 20.Rh4?! c6 21.Qd3 h6 22.Re1

[22.g4!? Qf6 23.g5 Qg6!]

22...Qd6 23.Re5 Rfe8 24.Reh5 Re6 25.Qf5 Rae8

[25...g6!]

26.Ne5 Rf6 27.Qd7??

Ooh, a blunder.

[27.Qd3 Bxd4]

27...Qxd7 28.Nxd7 Re1#

→ **TACTIC: back-rank mate**

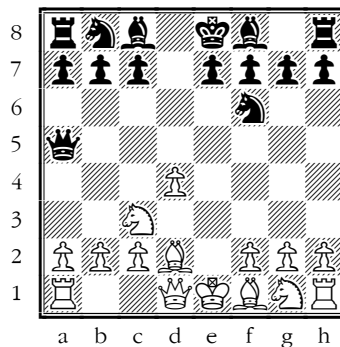
0-1

Caleb - Niranjana 1.3

[B01 Scandinavian Defence, main line]

“ You equalised nicely out of the opening but an inaccuracy on move 14 led to a truly terrible position. It is to your great credit that you fought your way back to equality, only to miss the moment for a couple of drawing ideas and lose. Unlucky!

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5 4.d4 Nf6 5.Bd2



A bit early to reveal this plan.

[5.Nf3]

5...c6

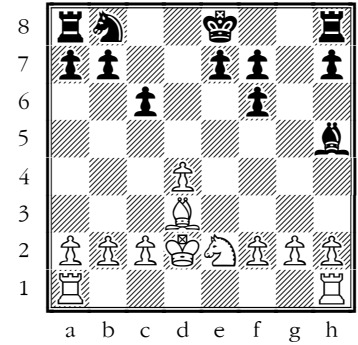
[5...Bg4!]

6.Bd3 Bg4 7.Ne4 Bxd1

8.Nxf6+ gxf6 9.Bxa5±

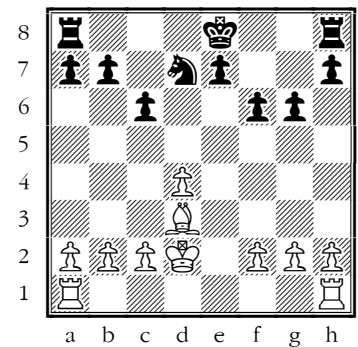
Bh5 10.Ne2 Bh6 11.Bd2

Bxd2+ 12.Kxd2=



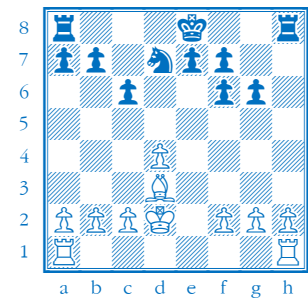
This is equal.

12...Nd7 13.Nf4 Bg6 14.Nxg6= fxg6?±



this does undouble your pawns but the more compact mass was more solid – here the e-pawn is a target. The central doubled pawns would have been harder to attack than your backward e-pawn.

[14...hxg6! ♯]

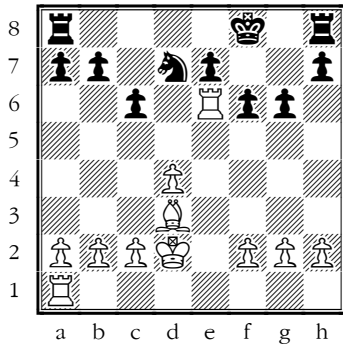


capturing towards the centre is, as usual, best]

15.Rhe1± Kf8?

[15...e5!?

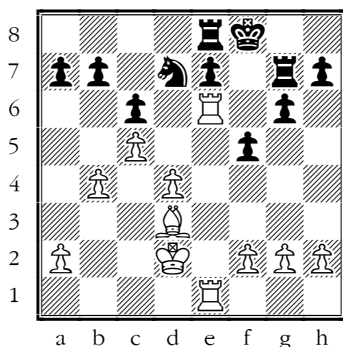
16.Re6!



Now it's very difficult for Black to untangle.

**16...Rd8?! 17.Rae1 Re8?!
18.b4 Rg8 19.c4 Rg7
20.c5 Rd8**

[20...f5

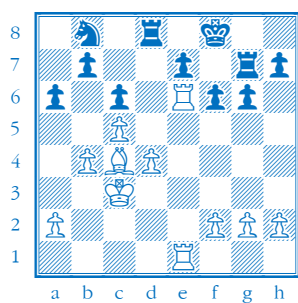


gives the Knight a square
21.Kc3 Nb8

[21...f5]

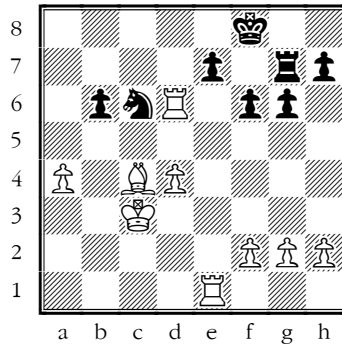
22.Bc4 b6?!+-

[22...a6



is a better defence but White has a crushing position]

**23.a4 Rd7?! 24.cxb6
axb6 25.b5 Rd6 26.bxc6
Nxc6 27.Rxd6?!**



Takes some of the pressure off.

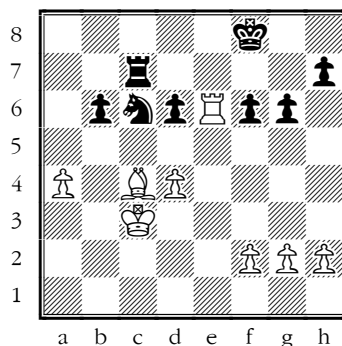
[27.Rb1!+- targeting the b-pawn]

27...exd6 28.Re6?±

[28.Rb1!+- Rb7 29.Ba6 Rb8
30.Kc4]

28...Rd7?

[28...Rc7! =

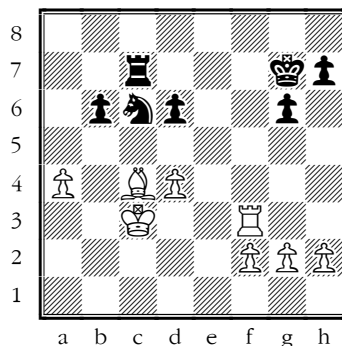


and you're back on equal terms

29.Rxf6+ Kg7 30.Rf3±

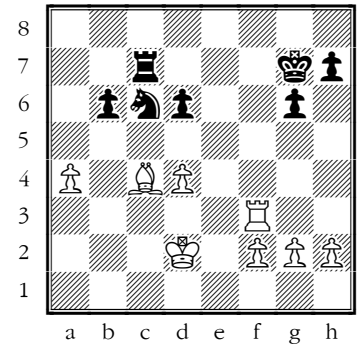
[30.Rf4!+-]

30...Rc7!



The right idea, a little late.

**31.Kd3 Nb4+ 32.Kc3
Nc6 33.Kd2?**



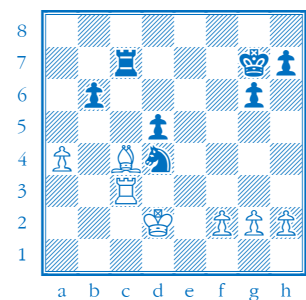
Careless.

33...Nxd4= 34.Rc3 Nf5?!

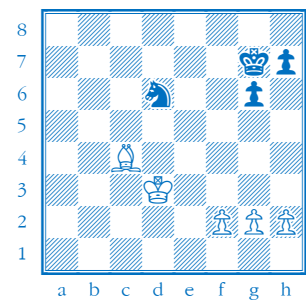
[34...Ra7! = 35.Ra3 Nc6! =;

34...Kf6 ±;

34...d5! =



forces the draw, but it's not an easy move to play
35.Bxd5 Rd7
36.Bc4 b5 37.axb5 Nxb5+ 38.Rd3
Rxd3+ 39.Kxd3 Nd6 =



99% of endgames with an extra pawn but all the pawns on one side are draw

despite the missing pawn, Black can hold this.]

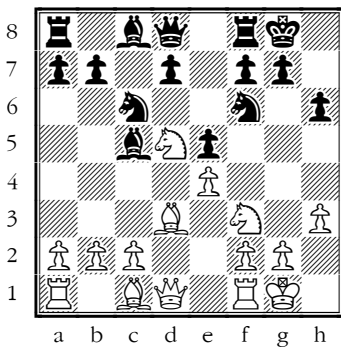
35.Bb5 Rxc3?

[35...Rc5! ±]

36.Kxc3

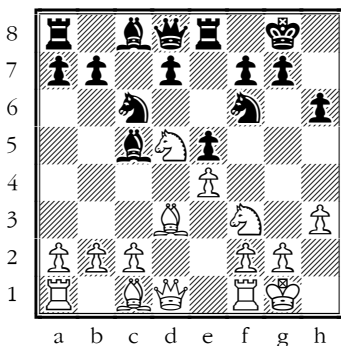
[8...Bxc3! 9.bxc3 d6 7]

9.Nd5 Bc5 10.h3?!



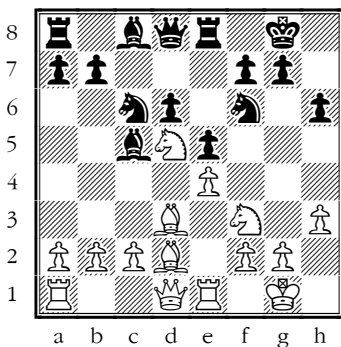
Again, rarely the right move – it's "safe" the same way that sitting tight in a wildfire is safe...

10...Re8?!



This move should be thought of as involving a promise to the Rook that you will open the e-file later.

11.Re1 d6 12.Bd2?!7

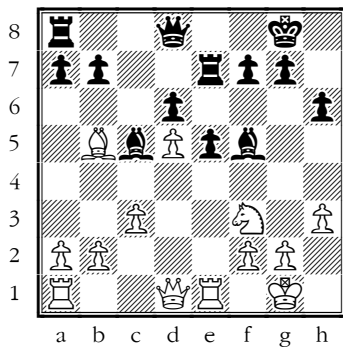


Too quiet. White now drifts into a very poor position.

12...Nxd5 13.exd5 Nb4 14.Bc4?!7

[14.Bxb4 Bxb4 15.c3 Ba5 7]

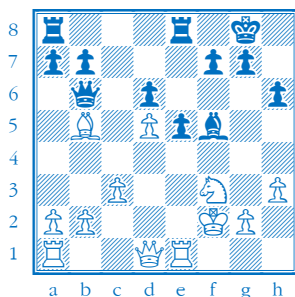
14...Bf5!7 15.Bxb4?!-+ Bxb4 16.c3 Bc5 17.Bb5?!-+ Re7?!



Neglecting a rather simple trick.

→ ECECEM...

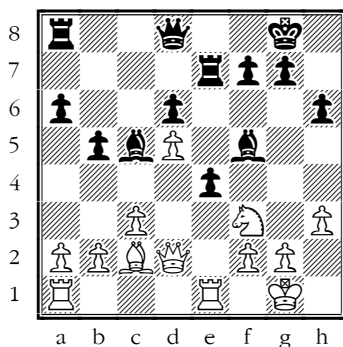
[17...Bxf2+! 18.Kxf2 Qb6+



→ TACTIC: fork

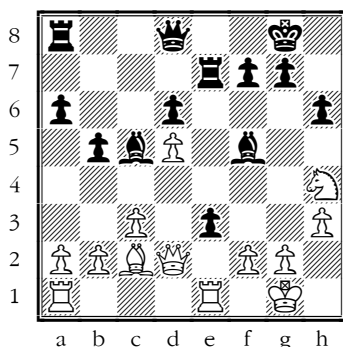
And you win a pawn]

18.Qd2 a6 19.Ba4 b5 20.Bc2 e4?!=



Risks losing the advantage

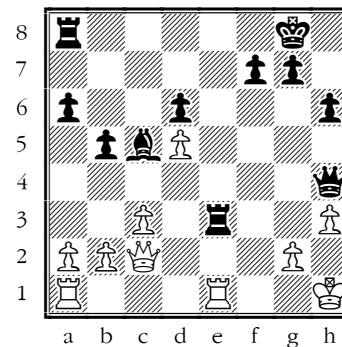
21.Nh4?? e3!



→ TACTIC: discovery

Very nice

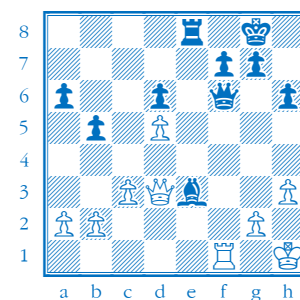
22.fxe3 Bxc2 23.Qxc2 Rxe3 24.Kh1 Qxh4



with an extra piece

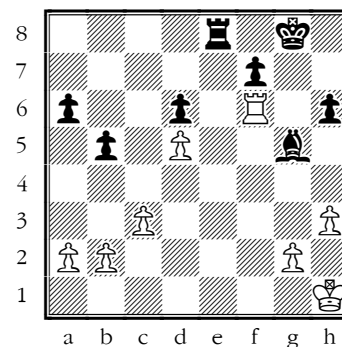
25.Rxe3 Bxe3 26.Rf1 Re8 27.Qf5 Qf6 28.Qxf6

[28.Qd3!?



White really has to avoid exchanges.]

28...gxf6 29.Rxf6 Bg5!



Setting a neat trap.

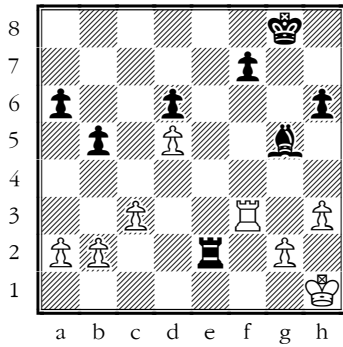
30.Rf3

[30.Rxd6?? Re1+ 31.Kh2 Bf4+

→ TACTIC: fork

]

30...Re2



and Black wins without trouble.

**31.b3 Rxa2 32.c4 bxc4
33.bxc4 a5 34.Rc3 Bf4
35.g3 Be5 36.Re3 Bd4
37.Re4 Bc5 38.Re8+ Kg7
39.Ra8 a4 40.h4 a3
41.Ra5 Rc2 42.Ra4 a2
43.g4 Rc1+ 44.Kg2 a1 Q
45.Rxa1 Rxa1 46.Kf3
Ra4 47.g5 hxg5 48.hxg5
Rxc4 49.Kg3 Kg6 50.Kf3
Kxg5 51.Ke2 Rc3
52.Kd2 Rh3 53.Ke2 Kf4
54.Kd2 Ke4 55.Kc2 Ba7
0-1**

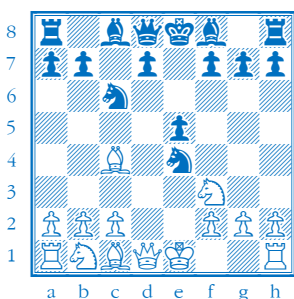
EC - Suhayl 2.2

[B32 Sicilian Defence, Löwenthal Variation]

“ White played better than your last opponent, swapping off all the right pairs of minor pieces and leaving you helpless in the face of White's build-up.

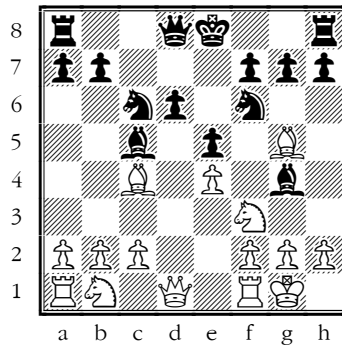
**1.e4 c5 2.Nf3 Nc6 3.d4
cxd4 4.Nxd4 e5 5.Nf3
Nf6 6.Bc4 Bc5**

[6...Nxe4!]=



looked well worth a try, but you backed off]

7.O-O d6 8.Bg5 Bg4?!

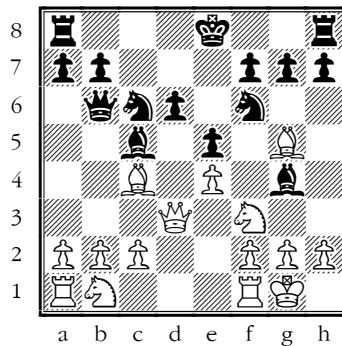


You want to keep that Bishop.

[8...O-O;

8...Be6]

9.Qd3= Qb6?+-



This loses control of the position.

[9...h6!]=

10.Nbd2

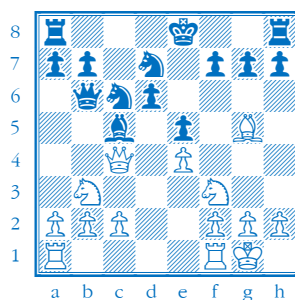
[10.Bxf6! gxf6 11.Nc3!]

10...Be6 11.Nb3?!

[11.Rad1!]

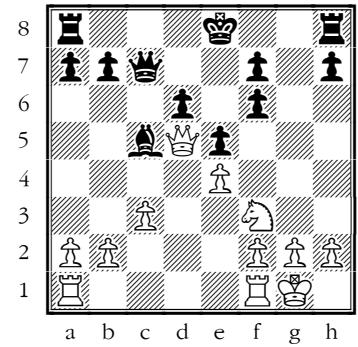
11...Bxc4 12.Qxc4 Na5?

[12...Nd7!]



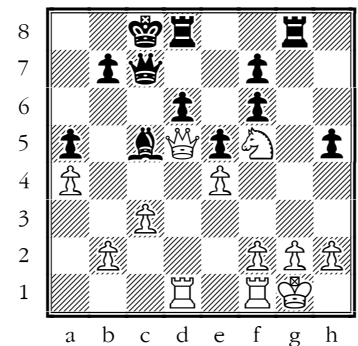
and you're still fighting]

**13.Nxa5 Qxa5 14.Bxf6!
gxf6 15.c3 Qc7 16.Qd5**



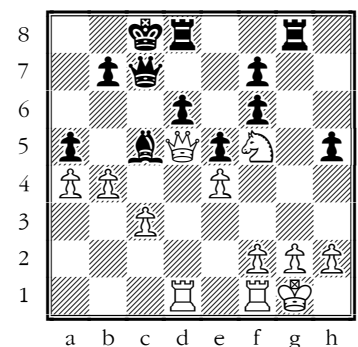
White has exchanged all the right pairs of pieces, leaving Black with horrible light-squared weaknesses.

**16...O-O-O 17.a4 a6
18.Nh4 h5 19.Rad1
Rhg8 20.Nf5 a5**



Black just has to sit tight and wait for a mistake.

21.b4!?



An interesting pawn sac

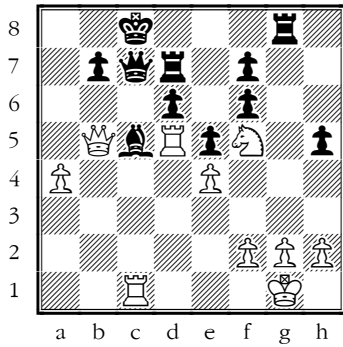
**21...axb4 22.cxb4 Bxb4
23.Qb5**

[23.Rd3!]

23...Bc5 24.Rd5

[24.a5]

24...Rd7 25.Rc1

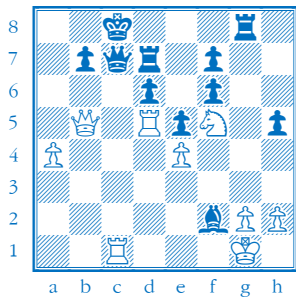


Assuming I have translated the score correctly, you have a huge chance here

[25.Rb1?! Rg4!± 26.Nxd6+?? (26.Re1) 26...Bxd6 27.Rxd6 Rxd6]

25...Rg4??+-

[25...Bxf2+! ♯



→ **TACTIC: discovery**

This move again! 26.Kxf2 Qxc1 27.Nxd6+ Rxd6 28.Rxd6 Qc2+-+]

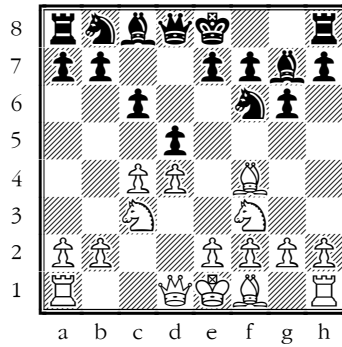
26.Nxd6+! Qxd6
27.Rxd6 Rc7 28.Qe8#
1-0

Suhayl - Charlie 2.2

[D92 Grünfeld Defence, Classical Variation]

“ You hesitated over any Queen's-side ideas and Black's eventual central break caused your position to collapse.

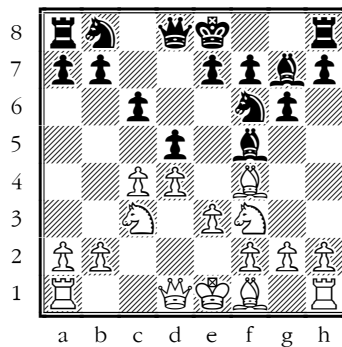
1.d4 Nf6 2.c4 g6 3.Nc3 d5 4.Nf3 Bg7 5.Bf4 c6?!



Rather passive

[5...O-O 6.e3 (6.Rc1 dxc4 (6...Be6) 6...c5]

6.e3 Bf5?!



A bit early to commit this piece.

[6...O-O]

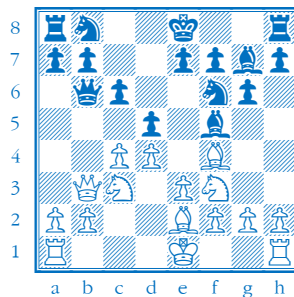
7.Be2

[7.h3;

7.Rc1]

7...Qb6 8.Qd2

[8.Qb3!±



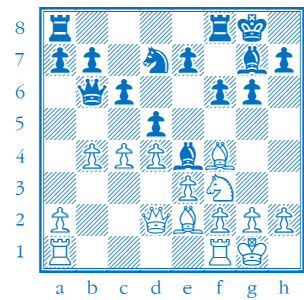
Ironically for a Grünfeld, Black has trouble with pressure against their centre.]

8...Ne4 9.Nxe4 Bxe4
10.O-O O-O 11.Ne5!?

[11.Ng5! Bf5 12.g4 Bc8 13.h3±]

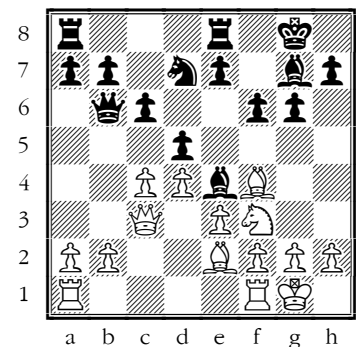
11...f6 12.Nf3 Nd7
13.Qc3?=-

[13.b4!±



and White can push quickly on the Queen's-side before Black can create counterplay. 13...Rfe8 14.a4 e5 15.Bg3+- a5 16.b5 Rad8 17.c5 Qa7 18.Rfc1±]

13...Rfe8?!



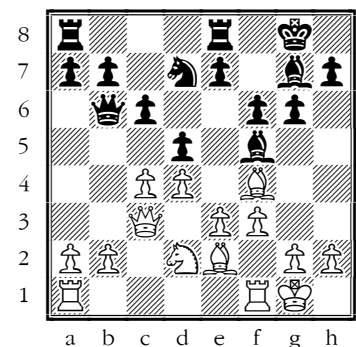
One preparatory move too many.

[13...e5!±]

14.Nd2 Bf5?

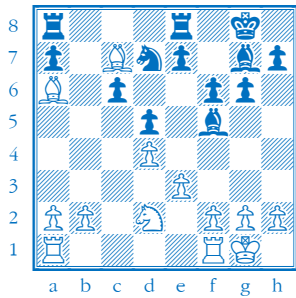
[14...e5!±]

15.f3?

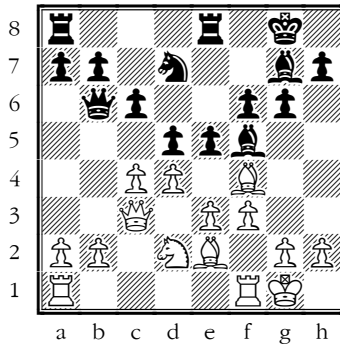


Instead of this weakening move, you still have a chance to take over the Queen's-side, but this time with a different plan.

[15.cxd5! cxd5 16.Bc7 Qc6 17.Qxc6 bxc6 18.Ba6!+-



15.c5 Qd8 16.b4=
15...e5!-+



Black has been telegraphing this move for a while and now it gives Black the advantage.

16.c5 Qd8 17.Bg3 exd4
18.Qxd4

[18.exd4 Rxe2]

18...Qe7 19.Bf2
[19.e4! 7]
19...Nxc5 20.e4 Ne6
21.Qe3 Nf8 22.g4?
[22.Qb3]
22...Be6 23.Bd3 Bf7
24.Rfe1?
[24.Rad1]
24...dxe4 25.Bxe4 Rad8
26.Rad1?? a6?--+
[26...f5! 27.gxf5 gxf5 28.Bxf5?? Qf6]
27.h4 Ne6
0-1

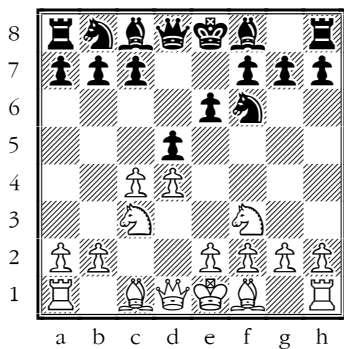
3 Ben Wotton

“ A great positive score and you showed that you can hold your own at this level – well done. ”

Ben W - JA 3.1
[D32 Queen's Gambit, Semi-Tarrasch Defence]

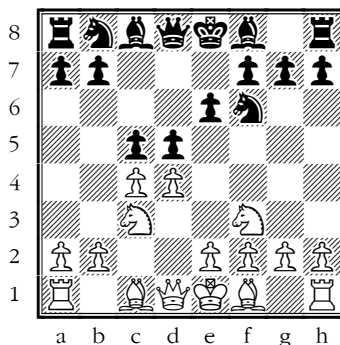
“ After some rather vague opening play you got nicely on top of things.

1.d4 Nf6 2.c4 e6 3.Nc3
d5 4.Nf3



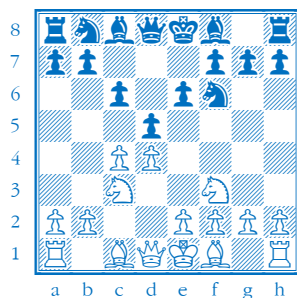
Can't be bad but Black has a choice of good systems here.

[4.Bg5;
4.cxd5]
4...c5



Semi-Tarrasch

[4...c6



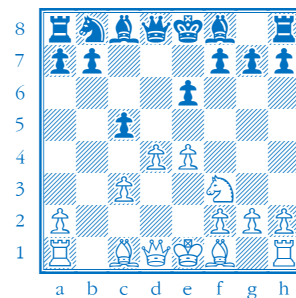
Semi-Slav;

4...Bb4;

4...Nbd7

5.e3!?

[5.cxd5 Nxd5 6.e4 Nxc3 7.bxc3

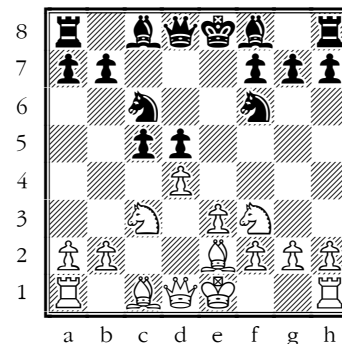


is the main line and White's best hope of advantage.]

5...Nc6 6.cxd5

[6.dxc5 Bxc5 7.a3]

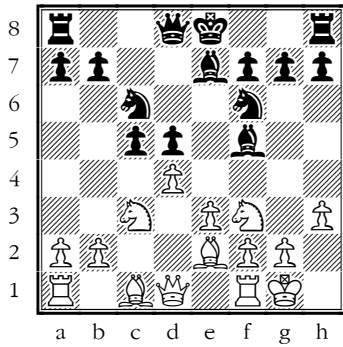
6...exd5 7.Be2



Rather quite.

[7.Bb5!?

7...Bf5 8.O-O Be7 9.h3?!



DLRPM

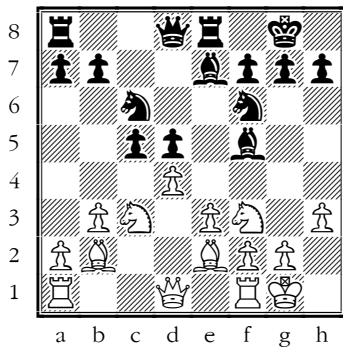
Oh, really? There must be a more forward-going move!

[9.dxc5!;

9.b3!]

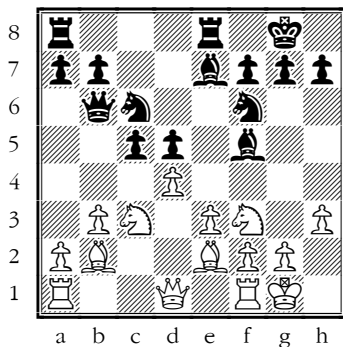
9...O-O 10.b3 Re8

11.Bb2



There is an anti-IQP plan available here.

11...Qb6?



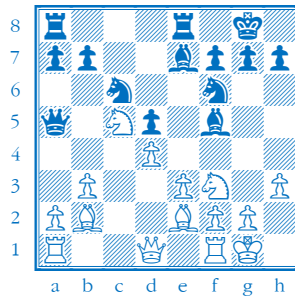
This rather encourages White. A series of inaccuracies now lets each side claim the advantage in turn.

[11...Ne4;

11...cxd4]

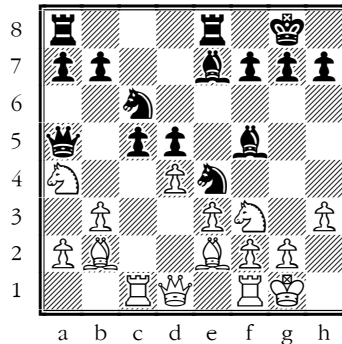
12.Na4 Qa5 13.Rc1

[13.Nxc5!+-



And you get the two Bishops and good chances against the IQP]

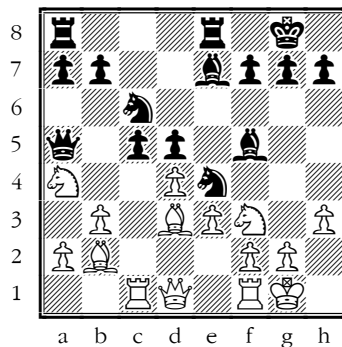
13...Ne4+-



Loses a pawn

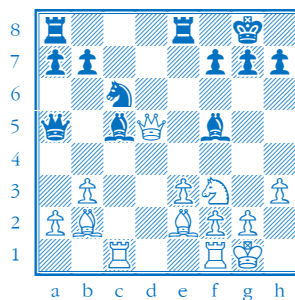
[13...cxd4! 14.Nxd4 Bd7±]

14.Bd3?!



Not alert enough!

[14.dxc5!+- Nxc5 15.Nxc5 Bxc5 16.Qxd5



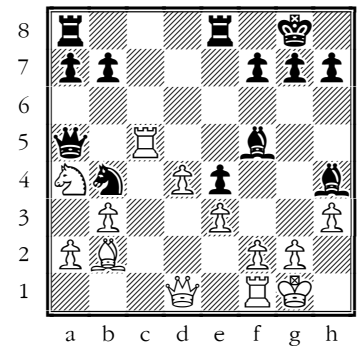
and White is well on top]

14...Nb4 15.Bxe4? dxe4

16.Nh4??+- Bxh4??

[16...Be6!]

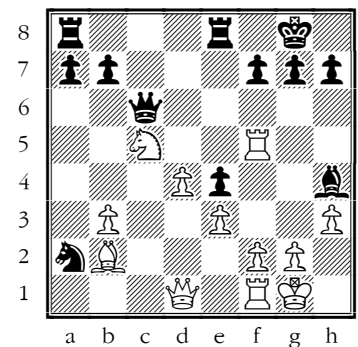
17.Rxc5!±



Now White seizes the advantage.

17...Qa6 18.Rxf5 Nxa2

19.Nc5 Qc6?!+-



White has a big advantage – Black's pieces are scattered and vulnerable.

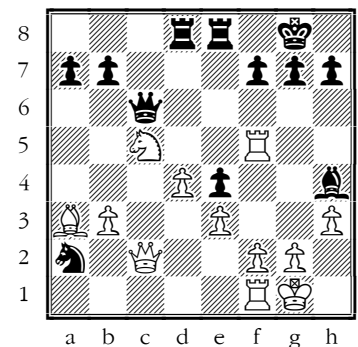
20.Ba3?±

[20.Qg4!]

20...Rad8?

[20...Nc3!±]

21.Qc2!+-



Back on track

21...b6 22.Qxa2 bxc5

23.Rxc5 Qb6 24.Qc2

Be7 25.Rc6 Qa5 26.Bb2

[26.Bc5!;

26.Bxe7!]

26...f5?! 27.Rc1

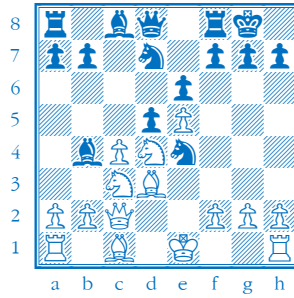
[27.Ra1! Qb5 28.Rxa7!+-]

27...Qb5 28.Qc4+ Qxc4
29.R6xc4

[29.R1xc4;

29.bxc4!+-]

29...Rb8 30.Rc7± Rxb3
1-0

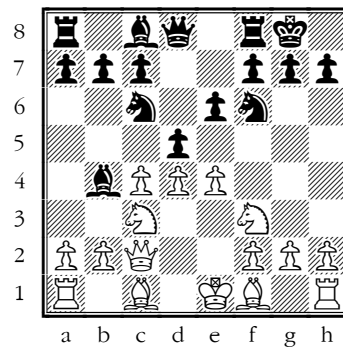


is the main line of theory]

6.Nf3!]

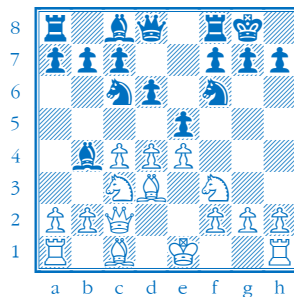
[6.e5!+-]

6...d5?



Unfortunately, this move, which was essential on move 5, is now poor.

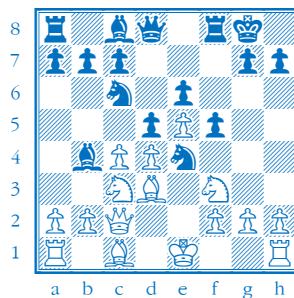
[6...d6 7.Bd3 e5



and you can hang on.]

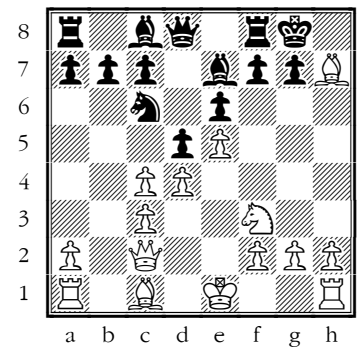
7.e5 Ne4 8.Bd3 Nxc3

[8...f5!+-



was essential]

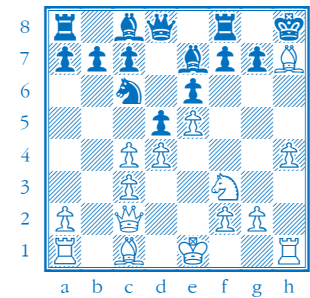
9.bxc3 Be7 10.Bxh7+



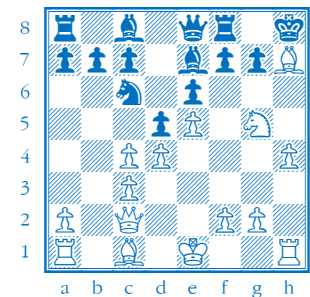
Black is busted.

10...Kh8 11.cxd5

[11.h4



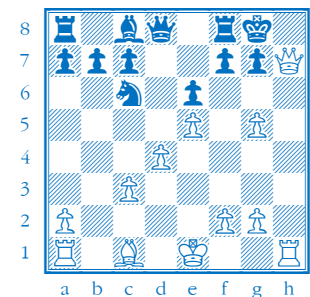
11...Qe8 12.Ng5+-



is simply crushing]

11...Qxd5 12.Be4 Qd7
13.Ng5 Qd8? 14.h4
Bxg5 15.hxg5+ Kg8
16.Bxc6?

[16.Bh7+ Kh8 17.Bg8+ Kxg8
18.Qh7#



would have been a suitable finish.]

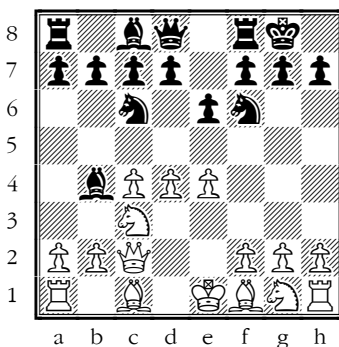
16...g6 17.Be4

YW - Ben W 3.2

[E32 Nimzo-Indian Defence, Classical Variation]

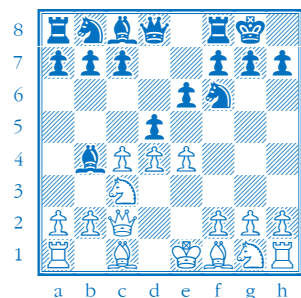
“ A bad move or two in the opening can leave you with the impression you were never in the game! The Nimzo is a fine defence but you can't afford to let White's centre get away from you.

1.d4 Nf6 2.c4 e6 3.Nc3
Bb4 4.Qc2 O-O 5.e4
Nc6?

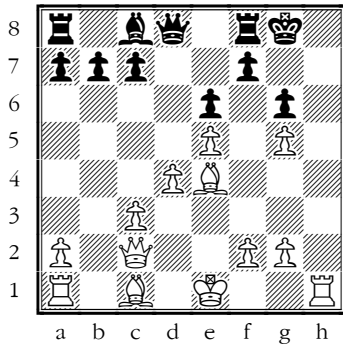


Ooh, very risky in the face of White's aggression.

[5...d5!+=



has to be played, with good chances of equality. 6.e5 Ne4
7.Bd3 c5 8.Nge2 cxd4 9.Nxd4 Nd7



The game trundled on but you were never given a chance.

**17...Kg7 18.Be3 Rh8
19.Rh6 Rxh6 20.gxh6+
Kh7 21.Rb1 Rb8 22.Qe2
Qh4 23.Qf3 Qe7 24.Qf6
Qxf6 25.exf6 b6 26.f4
Kxh6 27.Kf2 Kh7
28.Rh1+ Kg8 29.g4 c5
30.Rb1 Ba6**

[30...c4]

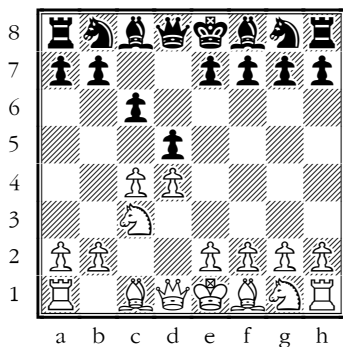
**31.dxc5 b5 32.c6 Rc8
33.Bxa7 Kf8 34.Bc5+
Ke8 35.Rh1 Kd8
36.Bb6+ Rc7 37.Rh8#
1-0**

Ben W - Bradley 3.3

[D52 Semi-Slav Defence]

“ Black struggled with a poor light-squared Bishop all game, and finally lost it for nothing. A fine win over an A-team player!

1.d4 d5 2.c4 c6 3.Nc3!?



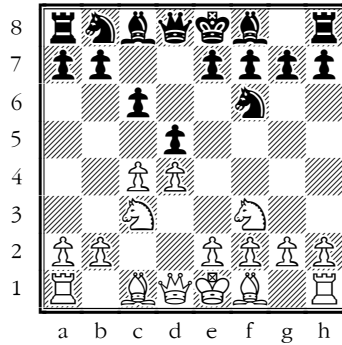
You give Black a big choice of systems through your move order.

3...Nf6

[3...dxc4!?:

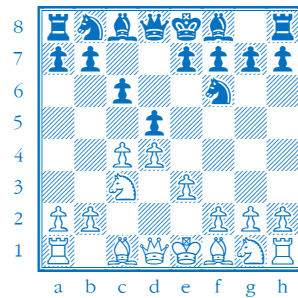
3...e5!?:]

4.Nf3



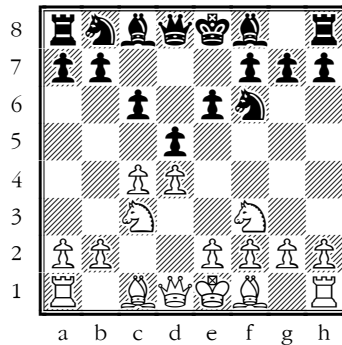
Back in the main lines.

[4.e3



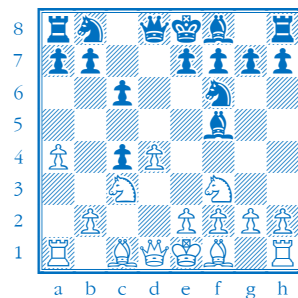
is usually the point of the 3.Nc3 move order]

4...e6



The Semi-Slav

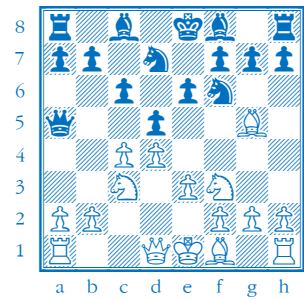
[4...dxc4 5.a4 Bf5



is the main line of the Slav.

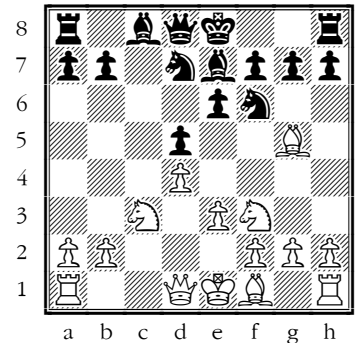
5.Bg5 Nbd7 6.e3 Be7

[6...Qa5



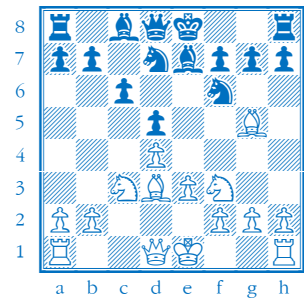
Cambridge Springs Defence]

7.cxd5 cxd5!?



This is not kind to the Bc8.

[7...exd5 8.Bd3



is the main line of the Exchange Variation, with some well-known plans for White to get the advantage.]

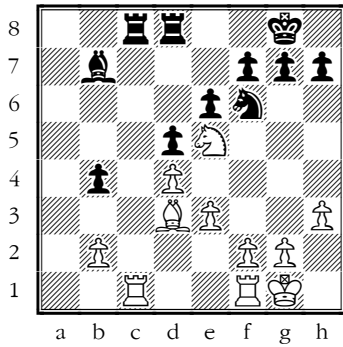
8.Be2

[8.Bd3]

**8...O-O 9.O-O a6 10.a3
b5 11.Rc1 Bb7 12.Qc2
Rc8 13.Bxf6?! Nxf6
14.Bd3 b4?! 15.axb4
Bxb4 16.Qb3 a5!?**

[16...Qe7]

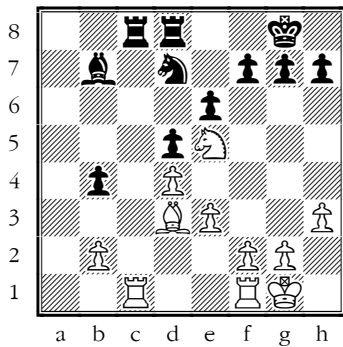
**17.Na2 Qb6 18.Nxb4
Qxb4 19.Qxb4 axb4±
20.Ne5 Rfd8 21.h3±**



White still has a plus, thanks to his better Bishop

[21.b3? Ne4! =]

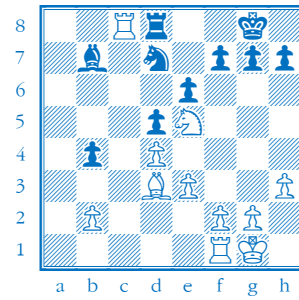
21...Nd7?



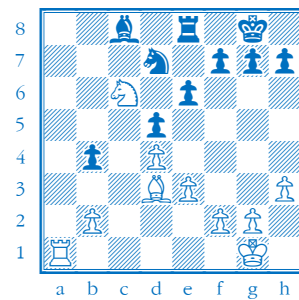
loses a pawn

22.Nxd7?

[22.Rxc8!

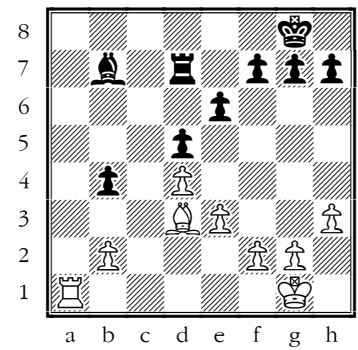


wins a pawn 22...Bxc8 23.Nc6+- Re8 24.Nxb4! (24.Ra1!



is also good)]

22...Rxd7 23.Rxc8+ Bxc8 24.Rc1 Bb7 25.Ra1?!



Loses a move, in effect,

[25.Rc5!/?]

25...Rd6 26.Ra7 Bc8??

[26...Rb6!±]

27.Ra8 Rc6 28.Ba6 g6 29.Rxc8+ Rxc8 30.Bxc8 Kf8 31.Kf1 Ke7 32.Ke2 Kd8 33.Ba6 Kc7 34.Kd2 Kb6 35.Bd3 f6 36.Kc2 e5 37.Kb3 exd4 38.exd4+- 1-0

4 Jack Wills

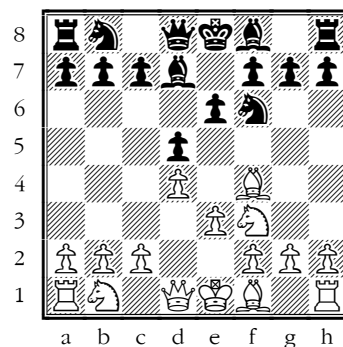
“ Half-marks was great and you must have been pleased to show our A-team that we have talent in depth! ”

Jack - NN 4.1

[A46 London System]

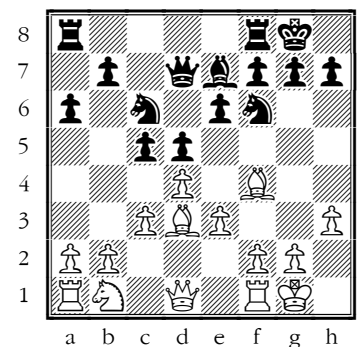
“ You did enough to draw despite dropping a piece – well done! Several points for both players in the notes...”

1.d4 Nf6 2.Bf4 e6 3.Nf3 d5 4.e3 Bd7?!



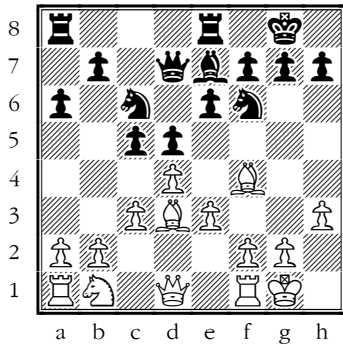
Odd.

5.Ne5?! c5 6.c3 Nc6 7.Nxd7 Qxd7 8.Bb5 Be7 9.h3 O-O 10.O-O a6 11.Bd3=



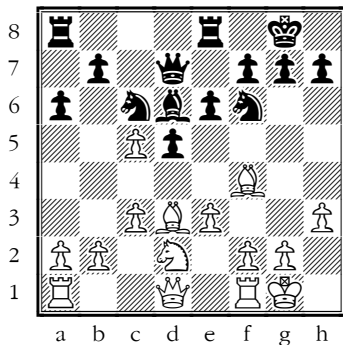
A typical do-nothing London System position. Only Black can change the structure with advantage.

11...Rfe8?!



Black cannot hope to force through ...e5, so this is not right.

12.Nd2 Bd6 13.dxc5=



Giving up the centre, but it's still equal.

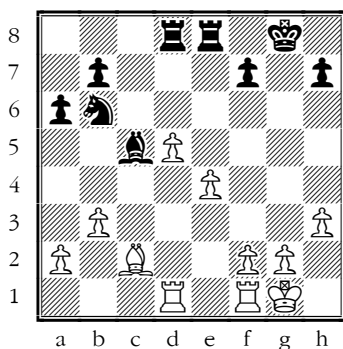
**13...Bxc5 14.Nf3?? e5!
15.Bg5 e4**

→ **TACTIC: fork**

**16.Bxf6 gxf6 17.Bc2 exf3
18.Qxf3 Ne5 19.Qxf6
Ng6**

[19...Qc6!]

**20.Rad1 Rad8 21.c4 Qe6
22.Qg5 Qe5 23.Qxe5
Nxe5 24.cxd5 Nc4 25.b3
Nb6 26.e4**

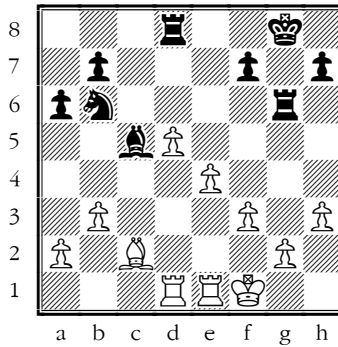


White develops a positive idea...

26...Re5? 27.Rfe1

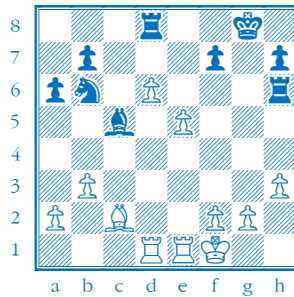
[27.g4!]

**27...Rg5 28.Kf1 Rg6
29.f3?**



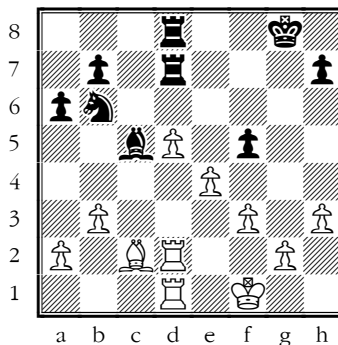
Too cautious

[29.e5! Rh6 30.d6!±



And White even stands better.]

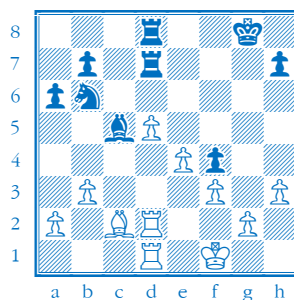
**29...f6 30.Re2? Rg7
31.Red2? Rgd7 32.Re2 f5
33.Red2**



1/2-1/2

Agreed drawn here, but Black should really win this.

33...f4



Black can transfer the Bc5 to e5, then find something to

attack, which will yield exchanges and a win.

Jun Li - Jack 4.2

[C25 Vienna Game]

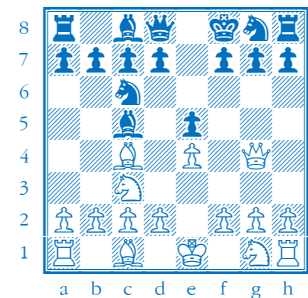
“ After some ponderous but not particularly accurate manoeuvres in the opening, White allowed Black a snap attack with the f-pawn, and you followed up convincingly.

1.e4 e5 2.Nc3 Nc6 3.Bc4

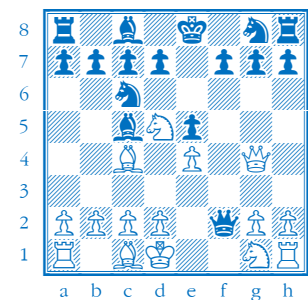
[3.f4]

3...Bc5?! 4.Qg4 g6?!

[4...Kf8!]



is the book move, with equality;
4...Qf6? 5.Nd5! Qxf2+ 6.Kd1+-



is probably what White was hoping for.]

5.Qf3

[5.Qg3! Nf6 6.Nge2 d6±]

5...Nf6 6.Nge2 d6 7.d3

[7.h3!]

7...Bg4 8.Qg3 Qd7± 9.h3

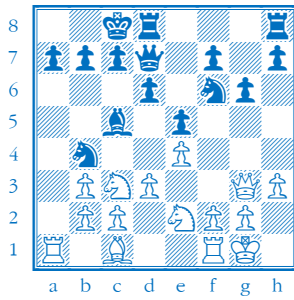
[9.Qh4!±]

9...Be6 10.Bb3?!

[10.Qf3!±]

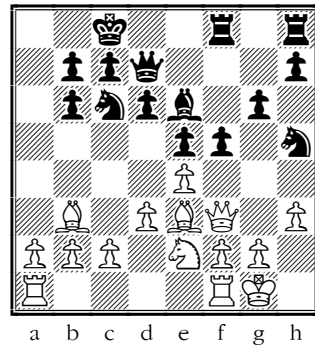
10...O-O-O 11.O-O?
Rdf8

[11...Bxb3! 12.axb3 Nb4! ♯



steals a pawn]

12.Be3 Bb6?! 13.Nd5
Nh5 14.Nxb6+ axb6±
15.Qf3?=
[15.Qh4!±]
15...f5!

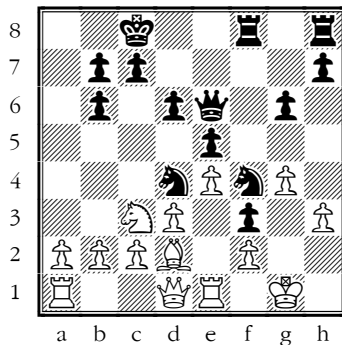


Now it's still equal, but Black has an initiative awkward for White.

16.Nc3??

Abandons d4

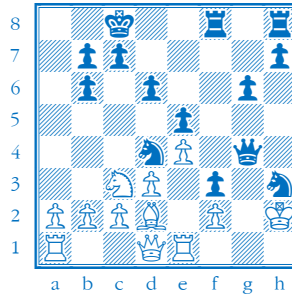
16...f4 17.Bd2 Nd4
18.Qd1 f3 19.Bxe6 Qxe6
20.g4? Nf4 21.Re1?



Disastrous, but a saving move is not to be found for White.

21...Nxb3+ 22.Kh2 Nxf2

[22...Qxg4!



mates]

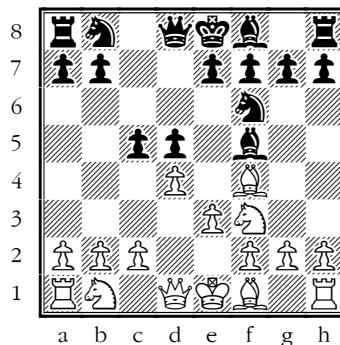
23.Rg1 Nxd1 24.Raxd1
0-1

Jack - NN 4.3

[D02 London System]

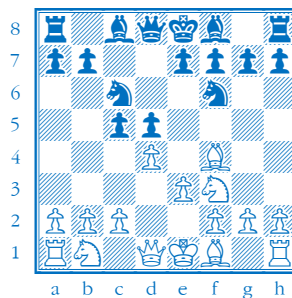
“ With every exchange,
your position got worse,
until Black completely
dominated the board.

1.d4 Nf6 2.Bf4 d5 3.Nf3
c5 4.e3 Bf5?!



Too early to commit to this.

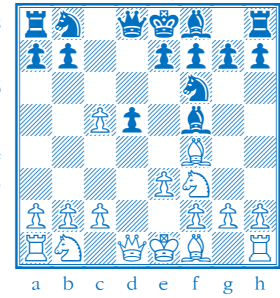
[4...Nc6



is a well-known equalising system]

5.Bd3=

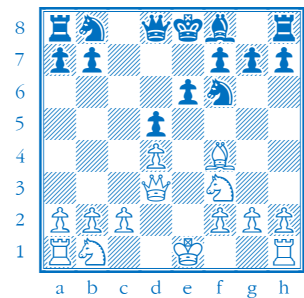
[5.dxc5±



might be awkward for Black – certainly not much else is going to be.]

5...Bg6?!

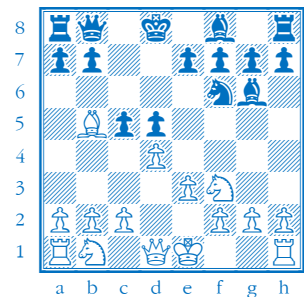
[5...Bxd3 6.Qxd3 cxd4 7.exd4
e6=



with a rather sterile equality.]

6.h3

[6.Bxb8! Qxb8 7.Bb5+! Kd8+–



with good prospects for White.]

6...e6 7.O-O= Nc6
8.Bxg6 hxg6 9.c3 Qb6

[9...Rc8;

9...Bd6]

10.Qb3 c4?!

[10...Qxb3 11.axb3]

11.Qxb6=

[11.Qc2!±]

11...axb6= 12.Nbd2 b5

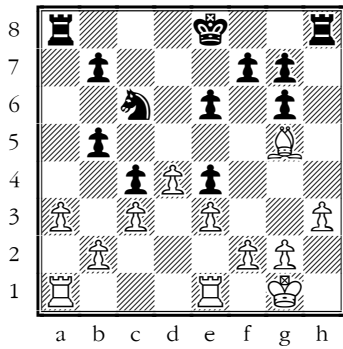
13.a3 Be7 14.Rfe1=

Ne4? 15.Nxe4 dxe4

16.Ng5?

[16.Nd2!±]

16...Bxg5! 17.Bxg5

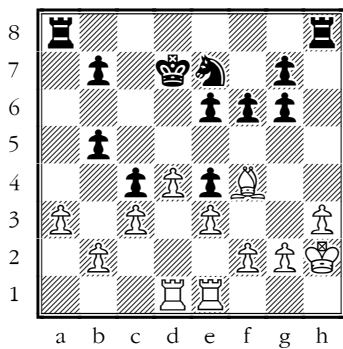


Black has swapped their way to an advantage – Black can probe on both wings and on the light squares, while White has nothing to do.

17...f6

[17...e5! 18.d5? Na5]

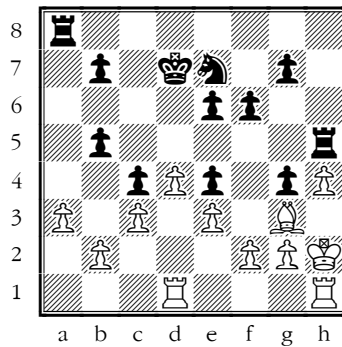
18.Bf4 Kd7 19.Rad1 Ne7
20.Kh2?–+



Rather invites the coming attack down the h-file.

[20.Kf1!]

20...g5 21.Bg3 g4 22.Rh1
Rh5 23.h4?–+



Doesn't help.

[23.Ra1]

23...g5 24.Kg1 Ra8
25.Ra1?

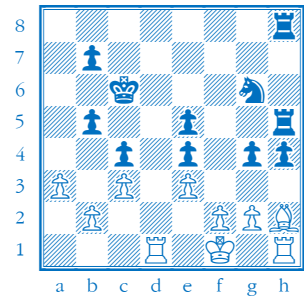
[25.f3]

25...gxh4 26.Bf4 Ng6
27.Rd1 Kc6 28.Kf1 e5

[28...Ne7]

29.Bh2–+

[29.dxe5 fxe5 30.Bh2–+



is a little better than the game]

29...g3 30.Bg1 f5
31.fxg3?

[31.Ke2]

31...hxg3 32.Rxh5 Rxh5
33.d5+ Kd6 34.Ke2 Ne7
35.Ra1 Rh8 36.a4 Ra8!
37.a5 Nxd5 38.Kd2 Kc5
39.Kc2 Ra6 40.b4+
cxb3+ 41.Kxb3 b6?

[41...Nb6!]

42.axb6! Kxb6! 43.Rf1
Ne7 44.c4 bxc4+
45.Kxc4 Ra2 46.Rb1+
Kc6 47.Rb5

[47.Rd1]

47...Rxc2 48.Rxe5 Kd6
0–1

5 Joshua Keay

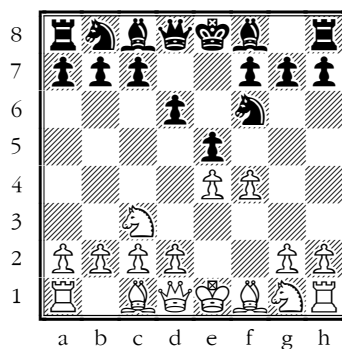
“ A 50% score is a fine result at this level and I can see your chess has moved on greatly since we last took you to Wales – I hope and expect you will continue to improve. ”

Josh - Aritra 5.1

[C29 Vienna Gambit]

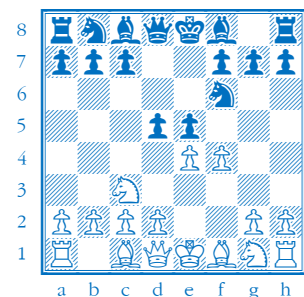
“ You got a good position from the opening but allowed a shocking tactic.

1.e4 e5 2.Nc3 Nf6 3.f4 d6?



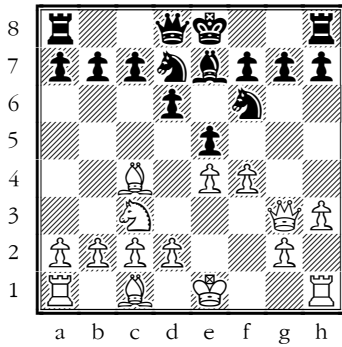
Unkind to the Bf8

[3...d5!



is Black's best and possibly only hope of equality.]

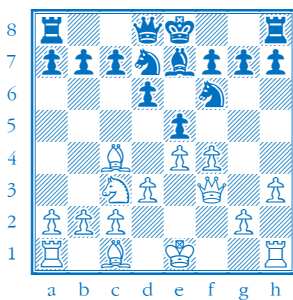
4.Nf3 Bg4 5.h3 Bxf3
6.Qxf3± Be7 7.Bc4 Nbd7
8.Qg3?



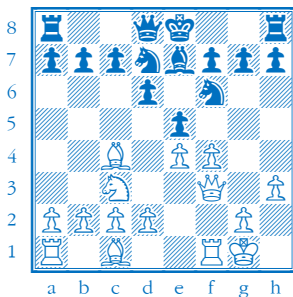
This sets up two tactics for Black: a fork on h5 and a pin on h4.

☞ Foster your spidey sense of danger

[After 8.d3]



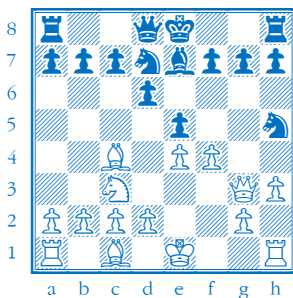
or;
8.0-0



White has a good attacking position.]

8...O-O

[8...Nh5!



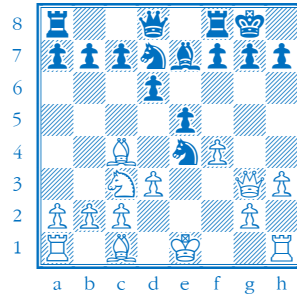
steals the f-pawn]

9.d3

[9.O-O Nh5!]

9...Nb6?

[9...Nxe4!

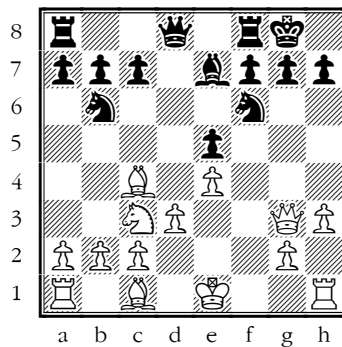


goes for the pin directly, winning.]

10.fxe5?

[10.Qf3!]

10...dxe5=

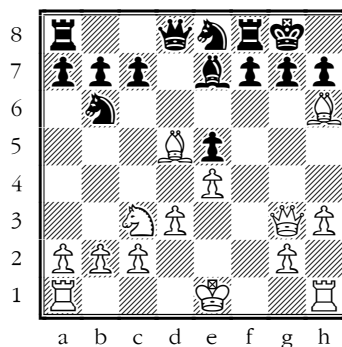


White has got out of jail more or less free, but....

11.Bh6?? Ne8??

[11...Nh5! 12.Qg4 Bh4+ 13.Kd2?? Nxc4+]

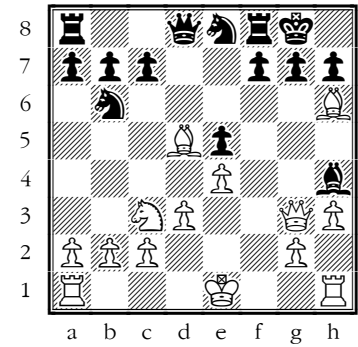
12.Bd5?



Last chance to dodge.

[12.O-O-O!±]

12...Bh4!



→ TACTIC: pin

Boom, as they say these days.

13.Bxg7 Bxg3+ 14.Ke2 Kxg7 15.Bxb7 Rb8 16.Bd5 Nxd5 17.Nxd5 c6 18.Ne3 Kg8 19.Nf5 Qg5 20.Kf3 Qf4+ 21.Ke2 Qf2+ 22.Kd1 Bf4
0-1

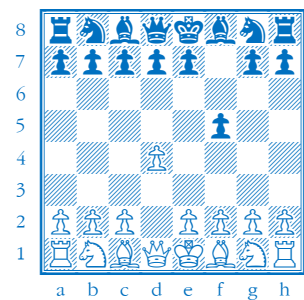
NN - Josh 5.2

[E61 King's Indian Defence, Smyslov System]

“ You didn't really set out to do anything in the opening, and White took control, but let you off with a draw in a position that was very promising for White.

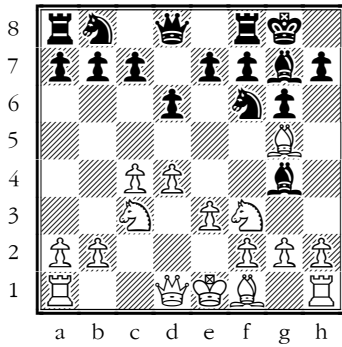
1.d4 Nf6

[1...f5



You have been asking me about the Leningrad Dutch, but the King's Indian may be a bit more reliable, and White has fewer tempting ways to avoid it.]

2.c4 g6 3.Nc3 Bg7 4.Nf3 d6 5.Bg5 O-O 6.e3 Bg4?!



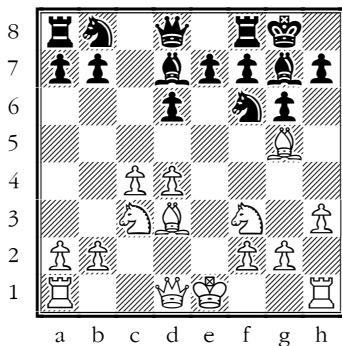
A bit early to commit this piece.

[6...Nc6;

6...Nbd7]

7.Bd3 c5 8.h3 cxd4!

9.exd4 Bd7?±

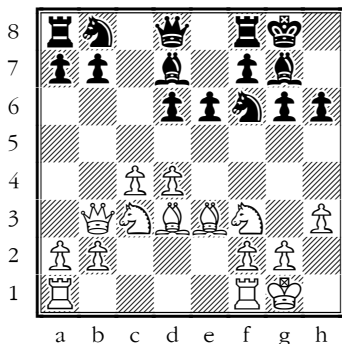


d4 is wobbly, and taking on f3 gives it a push

[9...Bxf3! 10.Qxf3 Qb6! (10...Nc6!)]

10.O-O h6 11.Be3 e6

12.Qb3



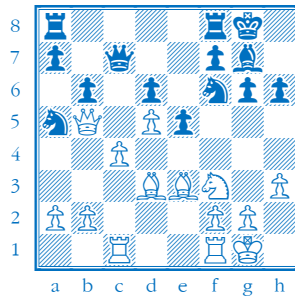
White now starts a successful Queen's-side initiative.

12...Qc7? 13.Rac1 Nc6

14.d5 Na5 15.Qb4 b6

16.Nb5 Bxb5 17.Qxb5 exd5?!

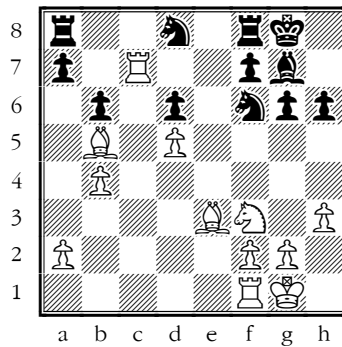
[17...e5!



gives you a chance to slow the White attack.]

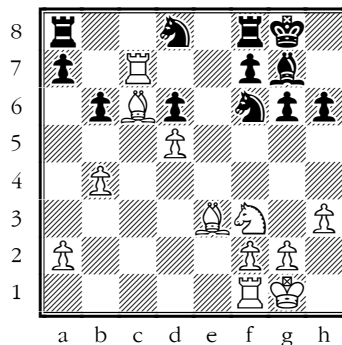
18.cxd5 Qd7 19.b4 Qxb5

20.Bxb5 Nb7 21.Rc7 Nd8



White has all the advantages of the position.

22.Bc6?

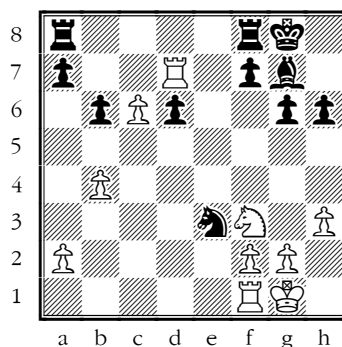


gives Black a chance to get back into the game, which you take.

[22.Rd1!+-]

22...Nxc6 23.dxc6 Nd5

24.Rd7 Nxe3?



That swaps off your best defensive piece.

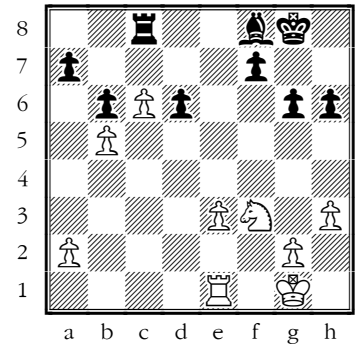
⇒ Swaps are rarely equal.

[24...Rfd8!= 25.Rxd8+ Rxd8 26.b5 Nc3!]

25.fxe3 Rfd8 26.Rxd8+

Rxd8 27.b5 Rc8 28.Re1

Bf8+-



Drawn here, but

29.Rd1 f5 30.Kf2 Kf7

31.Ng1 Ke6 32.Ne2 Ke5

33.Nc3 Bg7 34.Nd5 g5

35.Kf3

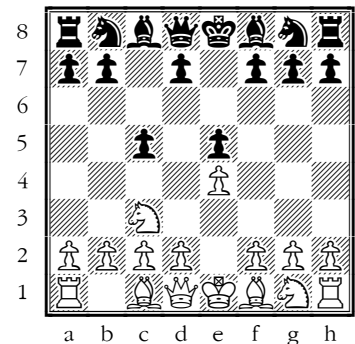
1/2-1/2

Josh - SW 5.3

[C25 Vienna Game]

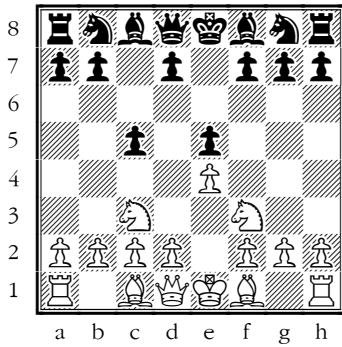
“ Black won a piece but generously returned it, after which you were firmly in control and won a nice game.

1.e4 e5 2.Nc3 c5!?



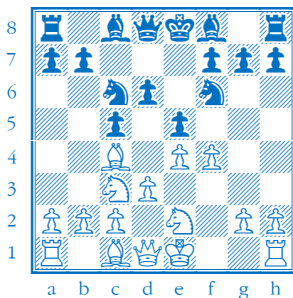
Doubtless poor but hard to detonate.

3.Nf3?!



A common complaint of mine:
what are you doing about
opening a line for your Rooks?

[3.Bc4 d6 4.d3 Nc6 5.Nge2 Nf6
6.f4!

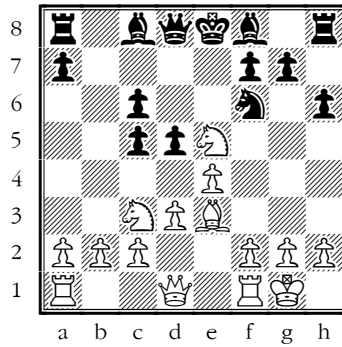


is more of a line for a Vienna player!]

3...Nc6 4.Bb5

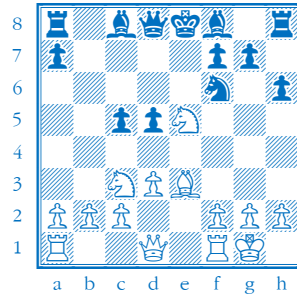
[4.Bc4! ±]

**4...d6 5.Bxc6+?! bxc6=
6.d3 h6 7.Be3 Nf6 8.O-O
d5 9.Nxe5??**



Loses a piece

[9.exd5 cxd5 10.Nxe5!



You can just get away with this, but
it's a move that is more confidently
chosen by a computer. (10.Bd2)
10...d4 11.Qf3 Be6 12.Qc6+ Nd7
13.Nb5 dxe3 14.Nc7+ Ke7 15.Ng6+
Kf6 16.Nxe6 fxe6 17.Nxh8+]

9...d4!

→ **TACTIC: fork**

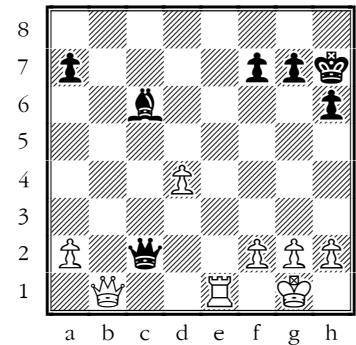
**10.Nxc6 Qd6 11.e5 Qxc6
12.exf6 dxc3 13.bxc3 Qxf6
14.Re1 Be7 15.Bxc5! O-
O??**

[15...Be6!]

**16.Bxe7 Qxc3 17.Bxf8
Kxf8 18.Qf3 Rb8 19.Qe4
Be6 20.Rab1 Re8 21.d4**

[21.Qb4+!+-]

**21...Bd7 22.Re3 Qc4
23.Qf4 Qxc2 24.Qd6+ Kg8
25.Rxe8+ Bxe8 26.Re1
Bc6 27.Qb8+ Kh7
28.Qb1!+-**



Nice: with Queens off, Black's
position is hopeless.

**28...Qg6 29.Qxg6+ fxg6
30.Rd1 Bd5 31.a4**

[31.a3+]

**31...a5 32.Rb1 Be4 33.Rb5
h5 34.Rxa5 Kh6 35.d5 g5
36.d6 Bc6 37.Ra6+-**

[37.Ra7!+-]

**37...Bd7 38.Ra7 Bc6 39.d7
Bxd7 40.Rxd7 h4 41.a5 g6
42.a6 g4 43.a7 g3 44.fxg3
hxg3 45.hxg3 g5 46.a8Q
g4 47.Qa5 Kg6 48.Rd6+
Kf7 49.Qc7+ Kf8 50.Rd8#
1-0**

Appendix: Opening notes from previous years

u14_20043.pdf 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
u14_2005b.pdf 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
u14_2006.pdf U14 Jamboree games with comments 2006	Openings: Time-wasting, Italian Game & Old Stodge, French Defence, Queen's Gambit Declined
u14_2007.pdf U14 Jamboree games with comments 2007	Openings: General Opening Principles, Ruy Lopez
u14_2008.pdf U14 Jamboree games with comments 2008	Openings: Queen's Gambit, French Defence, Sicilian, Four Knights, Stonewall
u14_2009.pdf U14 Jamboree games with comments 2009	Openings: General Principles, Old Stodge, Italian Game, Sicilian, Queen's Gambit, Ruy Lopez, Scandinavian Defence,
u14_2010.pdf U14 Jamboree games with comments 2010	Openings: Old Stodge & London System, Double King-Pawn Opening, Semi-Open Games, Queen's Gambit, Unusual Openings
u14_2011.pdf U14 Jamboree games with comments 2011	Openings: Petroff and Philidor Defences (and another rant about Old Stodge)
u14_2012.pdf U14 Jamboree games with comments 2012	Openings: Bishop's Opening, and the Caro-Kann and King's Indian defences
u14_2013.pdf U14 Jamboree games with comments 2013	Openings: Colle, Scandinavian, Danish, Hypermodern, QG Accepted&Slav
u14_2014.pdf U14 Jamboree games with comments 2014	Openings: The Blackmar-Diemer Gambit
u14_2015.pdf U14 Jamboree games with comments 2015	Openings: tips on Ruy Lopez, Two Knights' Defence, Philidor Defence, Queen's Gambit
u14_2016.pdf U14 Jamboree games with comments 2016	
u14_2017.pdf U14 Jamboree games with comments 2017	Openings: tips on Old Stodge, Two Knights
u14_2018.pdf U14 Jamboree games with comments 2018	Openings: tips on Old Stodge, King's Gambit, Colle, Queen's Gambit, Ruy Lopez, Playing Black in Queen's Pawn Openings, Sicilian
u14_2019.pdf U14 Jamboree games with comments 2019	Openings: tips on Old Stodge, Colle, Meeting the Sicilian
u14_2020.pdf U14 Jamboree games with comments 2020	Openings: play proper openings!
u14_2023.pdf U14 Jamboree games with comments 2023	Openings: French Defence Exchange Variation